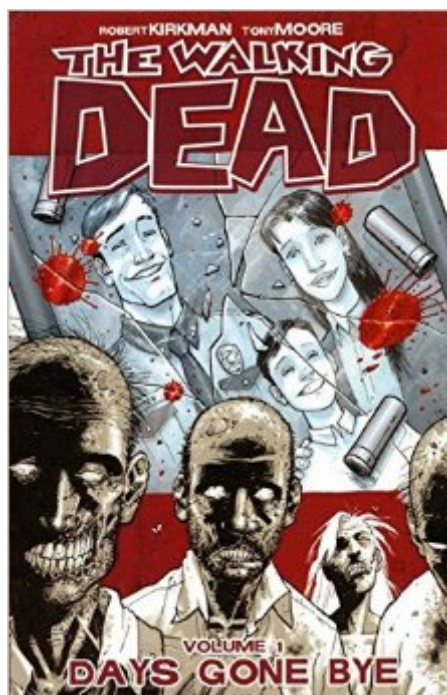


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The Walking Dead, Vol. 1: Days Gone Bye



Synopsis

The world we knew is gone. The world of commerce and frivolous necessity has been replaced by a world of survival and responsibility. An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, the survivors are forced to finally start living.

Book Information

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Average Customer Review: 4.6 out of 5 stars Â Â See all reviews Â (1,877 customer reviews)

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Customer Reviews

I was out of the comic book reading hobby for several years, but I have to say that I was glad that I came back to reading comic books again. One of the first titles that hooked me this second time around was Kirkman's The Walking Dead for Image Comics. I have to say that it's taken the current renaissance of zombie films and books and ran away with it. Using the same slow, shambling zombies that Romero first made popular with Night of the Living Dead and its subsequent sequels, Kirkman continues the story where Romero usually ended his films. All those times people have wondered what happened to those who survived in zombie films need not imagine anymore. Kirkman has created a believable world where the dead have risen to feast on the living, but has concentrated more on the human dynamic of survival in the face of approaching extinction. I won't say that the story arc collected in this first volume has little or no zombies seen, but they've taken on more as an apocalyptic prop. One can almost substitute some other type of doom in place of zombies and still get a similar effect (as was done in Brian K Vaughn's equally great series, Y: The

Last Man). What Kirkman's done is show how humanity's last survivors are now constantly, desperately adapting to a familiar world through unfamiliar circumstances. Characters from the start make the sort of mistakes regular people would make when they don't know exactly everything that is happening around them. Instead of chiding these people as one reads their story, we sympathize and hope for their continued survival. I am hopeful that the rest of the collected trades will be equal to and maybe surpass this first story-arc.

Let's talk, for a second or two, about the coming Zombie Apocalypse, the subject of Robert Kirkman and Tony Moore's ambitious and brutally beautiful graphic novel series "The Walking Dead". Let me break the bad news to ya, big guy. You're not going to survive it. Everyone watches zombie flicks with the notion that they'll survive. They're going to be one of the shotgun-toting mall-rustling heroes when it dawns on everybody that the Army ain't showing up. Well let's put it to you this way: the Zombie Apocalypse is coming, and you're not going to make it. You're going to go get your mail, or be carrying your groceries out of the supermarket, and that's when you're going to meet your first Zombie. You've got a billion things flying through your noggin, Champ: pick up the kids, college tuition, your crazy stock portfolio, war and rumors of war, bio-terrorism, the big presentation at the Office tomorrow. The Zombie is very Zen. It clears its mind. It has one single, driving purpose: it wants to sink its yellow tusks into your flesh and sample a little human pad thai. Isn't that the way it always is---these things, like summer guests, always occur when you're just not prepared? That's the guts of "The Walking Dead". Writer Kirkman states out front that he's less interested in a straight-out horror story---zombies springing out of the darkened woods and chowing down on some filet-au-Bob---than he is in exploring the dark thickets of the human brain exposed to what Kirkman calls "Extreme Situations". Exactly. The story follows Kentucky police officer Rick Grimes, thrown into a coma after a routine traffic stop goes bad. Just like "28 Days Later" he wakes up in an empty hospital.

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