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The Ghost In The Shell 1.5 Deluxe Edition



Synopsis

NEW HARDCOVER DELUXE EDITION! Now a major motion picture! Definitive new edition supervised by creator Shirow Masamune In the original, right-to-left format with Japanese sound effects for the first time! Released simultaneously with deluxe editions of The Ghost in the Shell 1 and 2 The "lost" Ghost in the Shell stories, created by Shirow Masamune after completing work on the original Ghost in the Shell manga and prior to his tour-de-force, Ghost in the Shell 2: Man-Machine Interface. Focusing on Section 9 agents in their daily battle against technocrime, Human-Error Processor. Features the stories "Fat Cat," "Drive Slave," "Mines of Mind," and "Lost Past."

Book Information

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Customer Reviews

In 1983, Masamune published his first manga, oBlack Magico from Atlas, a science fiction dojin manga society (dojin is the Japanese term to describe an amateur fan publication). In 1985, his first major work, oAppleseedo, was published by Seishinsha, without being serialized in or submitted to a manga magazine, which is quite rare in the Japanese manga publishing industry. Shortly thereafter, Shirow set up his own company, and besides working on his own manga and illustration work, took on projects from the anime and game industry. Shirow's work has been recognized and highly respected outside Japan. He has been active in numerous anime and game projects but it is rare for him to take the helm of such projects, or even to have his name used prominently. Shirow Masamune was born in Japan in Chuo Ward, Kobe City, Hyogo Prefecture, on November 23rd,

1961. He still lives in the same district.

The story by itself is great. I love Ghost in the Shell. But my problem has to do with the quality of the book. My copies have pretty wavy pages but apparently this is just a problem with a majority of copies from every retailer I can find that has them. Every single person I have talked to with these books is having this problem. And not all of them came from . These most likely is on Kodansha comics. None of the copies I have seen were sealed like usual with graphic novels. So the humidity is most likely to blame. I'm going to get a replacement set and if they aren't damaged, I will update my review to a 5 star.

I bought the three-volume Kindle edition and could not be happier with the value, image quality, and convenience. I was put off with the paper quality issues of the paper versions and am happy that I went this route. My only gripe is with the amount of time it takes to download these volumes onto a Kindle in relation to other titles, but that is understandable because these books are all images, while the other books are just text. Highly recommended!

Ghost In The Shell, Human-Error Processor, are the stories between Ghost In The Shell 1 and Ghost In The Shell 2. Five stories, stand alones, which deal more with police procedures and the daily work that Section 9 does to fight crime, both on and off the web. The plots are not as complex as found in Gits 2 but the action is still fast and technology is still cool. The only reason I removed one point was because the Major is only in one of the stories and I think of her as the character that makes the series so hot. Robotic wasps, snipers and cyborgs, oh my!

While Shirow's style remains consistent, the cases in this volume are mere episodes. We get some glimpses into Section 9 after the Major's departure, but very little groundbreaking material. The imagination and technology after flung father in the other volumes. The material here shows the basis for Stand Alone Complex, but that series is overall stronger.

Duh! It's a classic. You can't go wrong with this.

Very nice hardbound edition of Ghost in the Shell 1.5.

Having read Dark Horse's GitS and GitS MMI (GitS 1&2) I found this an enjoyable analog to Stand

Alone Complex. It features a sampler of stories from the full Section 9 of SAC anime fame (Well, Azuma instead of Bohma - Boomer?), giving it a big cast. This is good. On the down side it is half the size of either of volumes 1 or 2 and feels a bit clipped. I still liked it better than the Kusanagi(Major)-centric book 2 and even the first book in some ways. It hints at grittier events, but is too short and frantic to be thoroughly enjoyable. It left me wanting more, because *this* is the Section 9 I want to read about. It is interesting to note the book flips and scans right to left. The content is less westernized than 1&2. I get a feeling the book is a fan concession. Fortunately for the story the softcore fan appeal is less prevalent than in MMI. Anyway. I love Ghost in the Shell. This book in particular is what I want from the series in terms of characters (SAC cast, mostly), and tone (investigations). It gets a four because it fell short of inspiring, and I feel the tales contained could have been more serious. It's still worth the price. More, please.

Shirow has a way of delivering a well thought out case, time and time again. This volume is for the detective show fans for sure.

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