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BLAME!, 3



Synopsis

Cibo has uploaded herself into Sanakan's body, and she struggles to suppress Sanakan's consciousness and the Safeguard commands. Cibo and Kyrii continue their hunt for the Net Terminal Gene inside of Toha Heavy Industries, which appears to be a safe space where neither the Administration nor the Safeguards can interfere. Mensab is one of the few AIs who succeeded in protecting her human charges from the deadly attacks of the Silicon Life. Mensab attempts a forwarding that shunts Kyrii into an unstable space within Toha, where time and space warp at random, and he encounters a familiar face...

Book Information

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Customer Reviews

"Nihei's moody masterpiece finally released in its full dreadful splendor." - UK Anime Network

Tsutomu Nihei is an internationally known Japanese comic artist and draftsman. Born in 1971, Nihei made his debut in the comics world as the winner of the 1995 Afternoon Magazine Four Seasons Award for short stories. He then briefly worked as an assistant to veteran comicker Tsutomu Takahashi before making his break-through hit BLAME! (published by Tokyopop). The BLAME! franchise was so well received worldwide, that it inspired an animated mini-series and eventually drew the attention of Marvel Comics in the US. Nihei would later go on to draw Wolverine (X-Men) and HALO comics for Marvel to great fanfare. An architectural student, Nihei's early work were mainly wordless, relying on visuals and backgrounds to tell their stories. Now, his works are deeply

rooted in hard science-fiction, as was seen in the multiple NY Times Bestselling books HALO: The Graphic Novel (published by Marvel Comics) and BIOmega (published by Viz Media).

Ideas here are aplenty and very exciting at that. Can't give it away but I was really immersed in how the Cibo[s] are addressed, "This is a hard review to write without inadvertently revealing spoilers. It is definitely a page turner but the mystery and awe from the two previous anthologies is no longer the focal point. The artwork is as strong as ever but the story pivots a bit here and there is more dialog than the last two anthologies. Consequently, some of dialog was a bit contemporary to our world (action movie clichés and such) which really wasn't needed and distracted from the dystopian norm. Competing A.I. personalities have been added and they unto themselves are quite gothic. I never imagined how well gothic and sci-fi go together. The formidable architecture is as gothic as you can get and Nihei's character designs with exaggerated long legs and arms (Fashion illustration to be more specific) is perfectly geared toward an environment so overwhelming immense, breathtaking and "cathedral" in the way it owns and controls the space.

There are three more of these Master Series to go and I'm ordering them. It appeared in another form but good luck getting it in English. Same too with another early work of Nihei.

These oversized volumes are beautiful. The English translations are also much better than the originals published by the now defunct Tokyo Pop.

Art and atmosphere that I'll never forget. I look forward to reading the rest.

Tsutomu delivers yet again an amazing masterpiece. I've yet to see this level of quality both visually and technically from other sources, and can't wait to see how the rest of the series unfolds.

Epic. Must have

The best manga I ever read!!!! Thank you Tsutomu Nihei!!!!

cannot stop reading these.. the world!

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