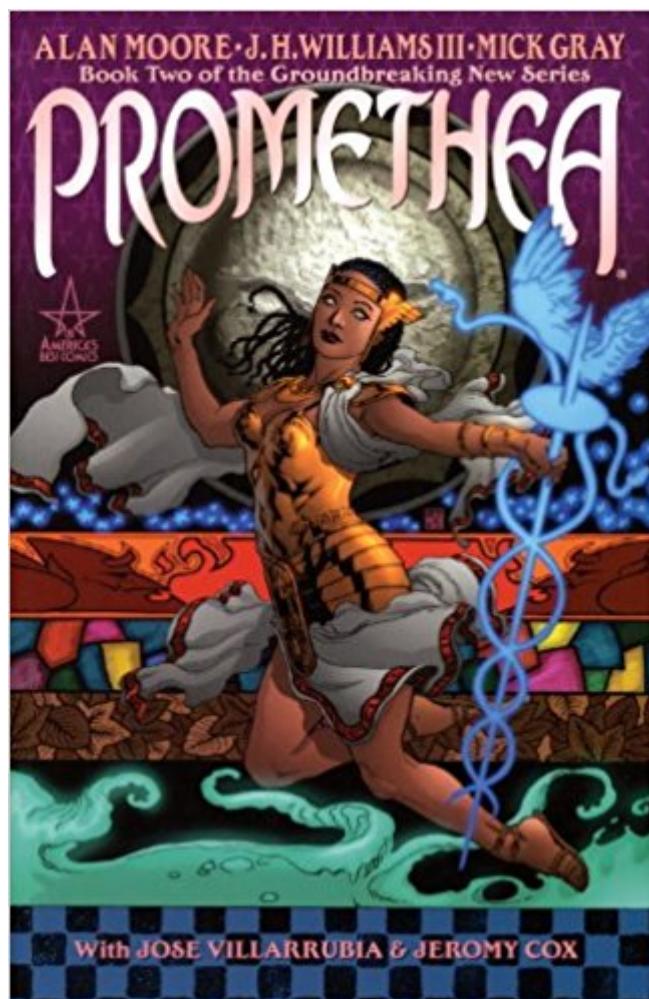


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# Promethea



## Synopsis

Written by Alan Moore; Art by J.H. Williams III, Mick Gray and Jose Villarrubia; Painted cover by Williams and Villarrubia The second volume of the critically acclaimed, multiple award-winning series PROMETHEA is every bit as good as, if not better than, the first volume - and we don't make that statement lightly! This collection follows Sophie Bangs, the latest in a long line of Prometheas, on a winding journey of discovery as she continues to learn the secrets of the Immateria...and herself. Her transcendental adventure brings young Sophie to realms of magic and wonder that none have experienced before. Collecting PROMETHEA issues #7-12, this book contains such fan-favorite stories as Rocks and Hard Places, where Sophie learns about the Promethea named Bill, and Sex, Stars, and Serpents, where Sophie learns some...er...valuable lessons. Moore - the most lauded writer in the history of comics - and the fan-favorite art team of Williams & Gray combine their talents for a unique vision in comics that Entertainment Weekly has given an A- - describing the creative team as seemingly hell-bent on reinventing the art of comics storytelling.

## Book Information

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## Customer Reviews

Alan Moore is one of the most respected and admired writers in comics today, with a host industry awards and accolades. His credits include The Ballad of Halo Jones, Watchmen, V For Vendetta, From Hell and Swamp Thing. He is currently working on his own line of comics, including Tom Strong and The League of Extraordinary Gentlemen Volume 2. --This text refers to an out of print or unavailable edition of this title.

The volume where Moore's work begins to slide. The weakest part of this volume is the final issue, the Tarot issue. In it, Promethea is given a lesson in the significance of the Tarot cards -- each one "represents" some moment in the creation of the universe and signifies a step in the path to enlightenment. Yeah, whatever. The issue itself is quite well-done, combining multiple levels of visual and verbal narration. There's one thing you can't deny about Promethea as a series and that's that it pushed the limits of graphic story-telling in fabulously inventive ways. But the structural schematics of Moore's cosmology is, at base, crude, over-simplified, and frankly, very juvenile. As with all attempts to map reality onto a human-made conceptual framework, the supposed "discoveries" of the "truths" within the Tarot are, in fact, projections of Moore's own cultural vocabulary. That is to say, he doesn't uncover any meanings in the Tarot, he creates them based on ideologies that organize his thinking. But besides this one hiccup, the series itself is still quite good at this point. As a meta-fictional tale about the nature of imagination, it's insightful, if not earth-shattering, and Moore's sense of humor and imagination, when he gives it full rein, is wonderful. He should probably get an award for the single greatest creation ever, the Weeping Gorilla. It's a comic-strip within the world of Promethea; each one is just a sad Gorilla crying while thinking about some utterly banal inconvenience of life that is so pathetic as to be tragic. Example: "Everyone said I should upgrade to Windows 95." Love it.

An appropriately metaphorical journey through the essence and history of symbols, dotted with action and drama all told by symbols. In a world that values the material and grasps for the definitive while eschewing the cosmology of the watcher in all of us, this is an introduction to the facets of the lens by which we see the whole of our universe. Materiality is a certain lens, experience is another, and a truth beyond mere words is the synthesis of the eternal dialectic of humans and their interaction with reality. It's an entertaining text book on symbols and how even though we ignore them these days, they are as relevant as ever since we've only really changed in the quantifiable and measurable ways that science has introduced. The more fundamental question of the human experience necessitates the more creative brushstroke with which we must each paint the picture of the human journey. This series is most people's first set of water colors for that attempt at describing our journeys. Invaluable.

It exceeded my expectations! Promethea so far is my favorite work from Alan Moore; I know most would agree on Watchmen, but I'm more into the mystical side of storytelling. It's surprising, deep,

imaginative with a good solid grounding in true spiritual, philosophical, eastern wisdom. A treasure for the true comic book collector!

The story arc for this book and the next one blew my mind. It was a completely new way to look at the system of Kabbalah, and the story line for it was intriguing, which made it that much more enjoyable. The art was fantastic, which of course added to the *Promethea* experience.

Interesting.

*Promethea* represents Alan Moore's story telling at its best, highly recommended.

fantastic graphic novel series

Alan Moore firmly establishes himself as one of the premier writers in the Graphic Novel world with his second volume of *Promethea*. America's Best Comics matches Moore's prose with high quality, stunning illustrations from a number of highly skilled artists and the result might be more properly considered a Graphic Immersion instead of simply a Graphic Novel. Don't read too fast or you will miss the exquisite detail in the illustrations! Moore has proven himself equally adept at speaking to the female audience, IMO, as the more traditional male audience of this genre. With strong female leads, Moore's romp through the ancient and modern versions of *Promethea* is a both an entertaining and enlightening journey. I can't wait to read book three...

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