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# The Walking Dead #155



## Synopsis

"THE TIP OF THE SPEAR"

## Book Information

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## Customer Reviews

In the back of this graphic novel is a letter written by the author and artist. In it he explains his love for zombie movies, but his hate for two words associated with every movie...THE END. He wanted to know what happened afterward, what happened after the helicopter flew away, what did the survivors go through, did they die, did they live where did they go? I have to admit I have this same reaction every time I finish watching a zombie film, I wanted more. For that reason The Walking Dead was created, with an open ended storyline, never ending always flowing. First of all the book itself is gorgeous black and white with a splash of red, its heavy and you just want to rub your hands all over it because its so smooth. From the opening page, you understand that the artists and the author are true fans of the genre, and that they are talented enough to be able to introduce many characters but still giving personalities and background without confusing the reader or losing them. Drawing zombies, and giving them "life" is a hard thing to do, and they accomplish that feat even in black and white. You cannot see the tinge of rotting green, or the iridescence of the flies on their

faces, or the blood when they tear into their victims but you don't need to because in black and white they are even more frightening. I could actually swear that I smelled them coming off the page, lips shrunken back, teeth long and hungry and the primordial need to eat flesh. The storyline is simple and familiar, but it's so well scripted that it's a whole different spin on the zombie universe all together. Rick wakes up from coma, to find the whole town is deserted but for the walking dead, confused and concerned he goes to find his family but they are gone.

Most of the folks here already know that The Walking Dead Book 1 is a compilation of Robert Kirkman's first 12 (Volumes 1 & 2) Walking Dead comic books that, beginning in 2004, picked up on a story that is well know to any zombie movie fan. The main story. The one started in earnest by George Romero in 1968 with Night of the Living Dead and later remade in 1990 (the version that I prefer) by Tom Savini (with Romero oversight). The Walking Dead begins the story of Police Officer Rick Grimes as he wakes up from a coma--after being shot months ago in a normal world--in a world overrun by The Walking Dead. The beginning of the story starts kind of the way Paul S. Anderson's film adaptation of the popular game Resident Evil (2002) ended...with the lead character waking up from a coma (in Resident Evil after her adventure trying to stop a virus from escaping into the population that creates zombies; and you guessed it...she failed to stop it). I'm not a regular comic book reader. But I was drawn to this volume compilation because of the convenience of being able to get a full story without the month to month waiting for each issue. And I am now hooked. I was surprised to see that Tony Moore's art that supported Kirkman's Walking Dead story was all black and white throughout instead of color, but as I said earlier, I don't read a lot of comic books, so perhaps that's standard op. Book 1 was like reading a screenplay with story boards of a version of Night of the Living Dead that begins simultaneously, but in a different part of the country. Yes, it's kind of a rip-off of a story (stories) already told, but the key is that it's done very very well.

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