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Fight Club 2 (Graphic Novel)





Synopsis

Fight Club 2 is available exclusively as a Graphic Novel!Some imaginary friends never go away . . .Ten years after starting Project Mayhem, he lives a mundane life. A kid, a wife. Pills to keep his destiny at bay. But it won't last long, the wife has seen to that. He's back where he started, but this go-round he's got more at stake than his own life. The time has arrived . . . Rize or Die. New York Tomes bestselling novelist Chuck Palahniuk and acclaimed artist Cameron Stewart have collaborated for one of the most highly anticipated comic book and literary events of 2015--the return of Tyler Durden. The first rule of Fight Club 2 might be not to talk about it, but Fight Club 2 is generating international headlines and will introduce a new generation of readers to Project Mayhem. Praise for the comics that comprise Fight Club 2: â œAt turns deeply poignant and very funny, Palahniukâ [™]s freakish fables capture a twisted zeitgeist and add an oddly inspirational and subversive voice to the contemporary canonâ |. Â In the post-9/11 present, a hyperactive, Internet-obsessed, war- and recession-weary America apparently needs Tyler again.â •â "THE ATLANTICâ œThe book is fantastic, my highest recommendation.... Excellent work by Cameron Stewart and David Mack, and by our awesome friends at Dark Horse Comics.â •â "Brian Michael Bendisâ œlf Tyler Durden needed a resurgence, thereâ [™]s no time like the present for his returnâ | Fight Club 2 is a comic that taps back into everything great about the source material, and one that makes Tyler Durdenâ [™]s warm nihilistic embrace a welcome draw back into a familiar world of cynicism, violence, and anarchy....â œTyler Lives,â • and I couldnâ ™t be happier by the prospect of more bedlam.â •â "NEWSARAMAâ œPalahniuk is delivering a worthy sequel to his most beloved story.â •â "THE NERDISTâ œEntertaining.â •â "COMIC BOOK RESOURCESâ œExcellent.â • a "THE BEATâ œAn amazing piece of work. You do not want to miss out on this.â •â "COMICVINEâ œPerfect.â •â "FORCES OF GEEKâ œWe have a worthy seguel on our handsâ |. A must read.â •â "COMICOSITYâ œCameron Stewart truly outdoes himself on every

level in this book.â •â "BLOODY DISGUSTINGâ œClever and beautiful.â •â "COMICS ALLIANCE

Book Information

Hardcover: 256 pages Publisher: Dark Horse Books; First Edition edition (June 28, 2016) Language: English ISBN-10: 1616559454 ISBN-13: 978-1616559458 Product Dimensions: 6.9 x 1.1 x 10.4 inches Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 3.1 out of 5 stars Â See all reviews (114 customer reviews) Best Sellers Rank: #5,012 in Books (See Top 100 in Books) #6 in Books > Comics & Graphic Novels > Publishers > Dark Horse #6 in Books > Comics & Graphic Novels > Graphic Novels > Literary #15 in Books > Comics & Graphic Novels > Graphic Novels > Media Tie-In

Customer Reviews

As a huge fan of the first Fight Club and a fan of graphic novels/comic books in general, I was incredibly excited to get my hands on a Fight Club comic book. I was even more excited to read the sequel to one of my favorite stories of all time. I'd heard nothing about it until a few weeks ago, which confused me a little bit. For the life of me I couldn't figure out why no one was talking about this book. Suffice it to say that when I got my copy I figured it out pretty quickly. Even as a fan of Fight Club, this was a painful story to read. I'm going to try to go as in-depth as I can, but first I need to get my emotional outburst out of the way: This book is garbage. Complete unadulterated crap. Avoid it at all costs if you enjoy a well written story that stands up to even light scrutiny. Avoid it if you are looking for a narrative that is engaging and easy to follow. Avoid it if you enjoy a plot that does not feel completely contrived. Avoid it if you were looking for a worthy seguel to Fight Club, and not an irreverent bastardization of its characters, plot, and ideas. Alright, now I can get down to brass tacks. Word of warning - I am going to be venturing into what some might call spoiler-y territory in this review. If that is turning you off from reading the rest of it this, I implore you to reconsider. This is one of the few cases where I believe having something spoiled for you is a better alternative to experiencing it. Help me potentially save you \$20 and a lot of buyer's remorse.- The plot is almost impossible to follow. And it's not deep or thought provoking in a way that would excuse this, either it's just poorly put together.

The only time you can include yourself as a character in your work is when you're Bugs Bunny in "Duck Amuck". Anything else is just public masturbation. This graphic novel could have been so much more. After reading the original novel and watching the film, this piece had a lot of potential, only to be pissed on by Chuck's indecisive, borderline lazy narcissism.*spoilers*I have to say that the one thing that was consistently appealing throughout the book was the fantastic art. It's a shame that Stewart had to draw the demise of Fight Club 2 at the same time. And Mack's work? Brilliant. Don't get me wrong, I couldn't put this down for the simple fact that mid-story Palahniuk had something great going. Marla was secretly replacing "Sebastian's" psyche meds with placebos for a

better lay, hence Tyler re-emerging, manipulating and kidnapping their son. Sebastian has to evoke and reunite with his subconscious psychopath to find out where his son is. BRILLIANT! But then...nothing. There's heavy kitschy references to the first novel/film to the point that it feels as though you're just re-reading/watching it all over again. Then Chuck is introduced as an ongoing "writer's club god" which is where the whole story falls flat. There's more panels dedicated to him talking to a gaggle of snotty writing mistresses on not knowing what direction to take than actual plot development. A cop out. If you want to write a comic complaining about how hard it was, make it a short piece at the END of the book, not throughout.It's like watching a football game. It's on for 3 hours but in reality there's only 15 minutes of actual game play. Fluff. Diversion tactics. Little work for high pay.

I got this book as a gift from my awesome girlfriend. So, since she bought it, I'm using her account to write this reviewHiMy name is Justin. BIG fan of your work.Right. On to the review. I really enjoyed the art work, other than most of the faces looking somewhat similar, and the fact that there were next to no minorities in the house on Paper St., or now that I think about it, I don't remember seeing one in the fight club or the mansion. What's up with that? Did the colorist only have access to "Caucasian" ink that day? I mean, I know you didn't do the artwork. Maybe you had no hand in it all. Either way, other than that oversight, it was well done and very eye catching. Now for the thoughts on the story... I'm giving your book 2 stars (if you even care) because I get the feeling that you're messing with me/us/whatever. Like there's some big joke that I'm not in on. Which means in all likelihood that I'M/WE'RE the joke. Look man, I get that people who only like or know about the movie suck. Totally understandable from your point of view. And full disclosure here, I didn't know anything about you until the movie came out on DVD. I loved IT first. But then a friend told me about the book, so I picked up a copy, and loved it MORE. I have been a huge fan ever since. I refuse to buy kindle copies of your books, because a) I like being able to share the goodness with friends and family, and b) I like holding them and looking at them all stacked together in there own little section of my bookcase. But I digress... My point is, I'm 100% positive that there are TONS of fans just like me/us. Fans who love the book more than the movie.

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