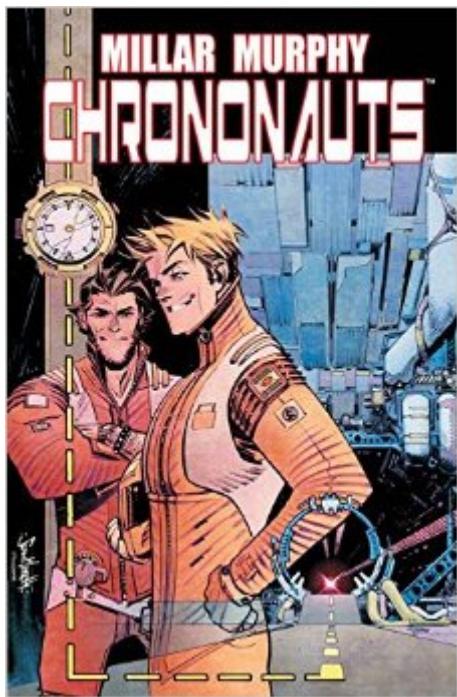


The book was found

Chrononauts (Chrononauts Tp)



Synopsis

Corbin Quinn and Danny Reilly are two red-blooded American guys who also happen to be scientific geniuses. With the whole world watching, they embark on the worldâ™s first time-travel experiment. But when their planned routine goes off-course, theyâ™re left to fend for themselves â” leading to an era-hopping adventure! From ancient Rome to the roaring twenties to the 1980s music scene, Corbin and Danny wreak havoc with the time stream, score front-row seats to the worldâ™s wildest events, and get into hijinks with historyâ™s scariest villains. But is it worth the price, when they have unresolved problems to address back home in the present day â” and a team of angry bosses ready to do whatever it takes to rein them in? This story unites the talents of writer Mark Millar (Kick-Ass, Kingsman: The Secret Service) and artist Sean Gordon Murphy (Punk Rock Jesus) â” two powerhouse figures in the comics world, whose combined forces must be seen to be believed.

Book Information

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Customer Reviews

Spoiler free, quick review:I am a huge comic book fan and picked this up to take a break from all the major series' I've been following lately, and it did not disappoint. Mark Millar has diverted away from his consistently "dark" writing style to make something a bit more "light-hearted" for Chrononauts. A previous reviewer hit the nail on the head comparing this to a box office summer blockbuster type movie. With that being said, the characters are developed well enough for a standard

trade-paperback without spending too much time on overly elaborate backstories, or writing them off as flat or one-dimensional. We're given just enough to understand motivations and root for them when the chips are down. It is essentially a buddy-pair traveling throughout the past, and getting in over their heads when they think they can outsmart everyone else around them, to include their bosses back home. The hilarity and action ensues, with some very cool time-exploiting visuals. I would recommend this book to anyone. Comic book fan or not, it is definitely an entertaining read.

Chrononauts, Vol. 1 is yet another badass volume from Image, created by Mark Millar and Sean Gordon Murphy. It tells the story of Corbin Quinn and Danny Reilly, two scientists who are studying the phenomenon of time displacement. Cars are being found under ancient Mayan tombs. A Tomcat fighter jet that went missing during the Vietnam War turns up in an ancient burial mound in England. What follows is a madcap adventure through time itself as the two scientists get into all sorts of trouble. The resolution of this arc is simply perfect, and I wasn't surprised when I found out that this comic is under development at a major studio. What makes this comic great is how fun it is. This isn't like reading Salman Rushdie or Thomas Pynchon; it's straight-forward fun. I continue to be amazed at how great Image is at making comics. Mark Millar, of course, is a near-superstar writer, having penned Superman: Red Son, and this is nearly as good as that was. Highly recommended.

****1/2

I enjoy Murphy's artwork so I decided to check this title out. Time travel stories tend to be hit or miss with the idea of paradoxes looming over them. Chrononauts manages to make the main characters likeable and the story engaging and the layouts move the story along very well, and things come to a satisfying conclusion. If anything certain parts do seem rushed but I'm willing to blame it on time travel if you are.

I really enjoyed this story. I wasn't quite sure what to expect, but after a few minutes of reading I was hooked. Millar works at a fevered pace and sometimes the story gets the short end of the stick, but this one felt just right. I think someone could create many short stories from the adventures of the main characters and I think a future TV series would be great for this story. Make it happen!

This is a standalone masterpiece or near-masterpiece which should buy even if you do not like much of Millar's other work. If you or someone you know has happily taken doses of comics but has recently been injured by comics, buy this. Millar's earliest work was nothing short of a revolution, and

it would be hard to write a better modern superhero comic (without lazily tripping into post-post-modernism) than Red Son. But when he started his own comics operation--which may have been a revolution for the business of comics--he churned out juvenilia. This intentional pap was profitable, and great stuff if you live with your parents. Recently though, Millar scored two hits that are so perfect they are upsetting. The first was Starlight, the second is Chrononauts. Millar must have gotten married or had kids or 3D printed a heart or just mellowed out. It is fantastic work. It is a throw-back, inside-joke, every-man fantasy pulled off with brains, heart and style. The throw-back style is nearly as good as Millar's recent Starlight, which is a clear comics masterpiece. The inside-jokes reference some 80s cultural highlights but it is not limited to that generation. And the every-man fantasy is wondering how many modern armaments it would take to win the great wars of history. And it has a beating heart that does not beat you over the head. As in Starlight, he moves you with the minimum number of images. All due credit to (and all hail) Sean Murphy. So go buy Chrononauts, Starlight, and Red Son.

Fantastic art combined with great writing gives you Chrononauts. Mark Millar and Sean Murphy craft an entertaining tale of a scientist and his friend hijacking time. The book has the usual Millar characterization of heroes that kind of come off as villain but ultimately do the right thing. Or maybe they just do what turns out to be right for them. It is a good book worth the read.

This definitely has Millar's sense of crazy absurdity and it really works. The only downside is that this seems to be a single miniseries so readers won't be able to see what other kind of adventures the main characters would have gotten into, but this volume is still worth the purchase price.

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