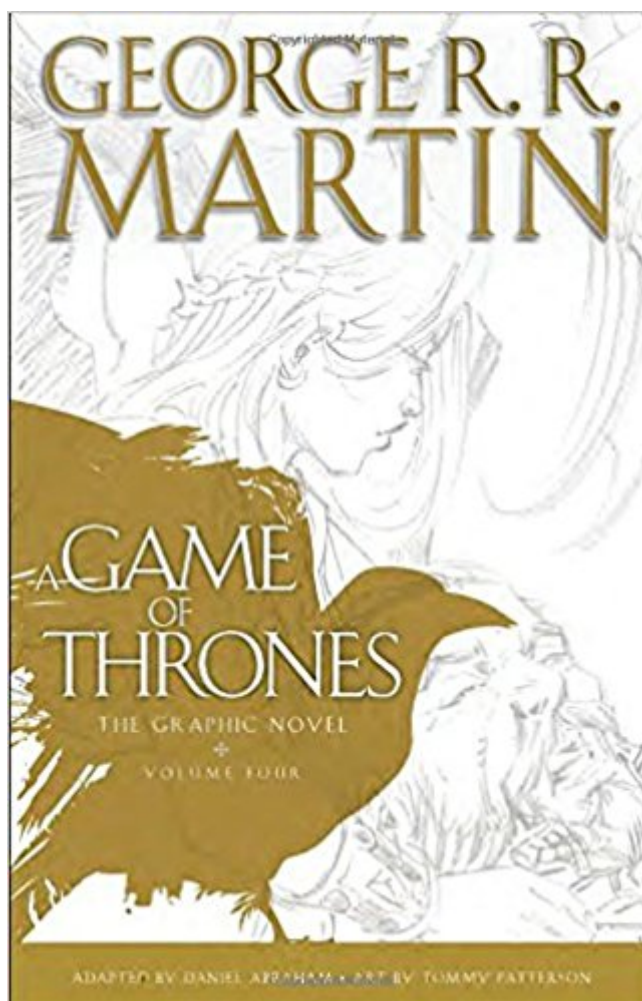


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A Game Of Thrones: The Graphic Novel: Volume Four



Synopsis

NEW YORK TIMES BESTSELLER Bestselling writer Daniel Abraham and acclaimed illustrator Tommy Patterson bring their stunning graphic-novel adaptation of George R. R. Martin's classic *A Game of Thrones* to a stunning finish that merits a place alongside the majestic original on the bookshelf of every fantasy fan. The death of King Robert Baratheon and the imprisonment of his Hand, Lord Eddard Stark of Winterfell, has set the great houses of Westeros at one another's throats. In Winterfell, Eddard's eldest son and heir, Robb Stark, has gathered an army and is pushing south, determined to free his father. Along the way, he pledges to marry the daughter of Lord Walder Frey in exchange for a military advantage that allows him to capture Jaime Lannister—a powerful bargaining chip to ensure Lord Eddard's safe release. But it is one thing to capture the Kingslayer and quite another to hold him. Meanwhile, in King's Landing, young King Joffrey has other ideas than an exchange of prisoners. Ignoring the advice of his mother, Queen Cersei, he throws oil on the flames of conflict and ignites a conflagration that seems likely to consume not only the Starks but all of Westeros—unless Tyrion Lannister, the Imp, can bring the mad boy-king to heel. Beyond the Wall, greater dangers are brewing, as a winter as brutal as any in history approaches, bringing with it unnatural creatures out of legend. There, Eddard's bastard, Jon Snow, must decide once and for all where his loyalties lie. And across the Narrow Sea, Daenerys Targaryen will learn the true measure of grief—and emerge from its fiery depths transformed, hardened, and ready to claim what is hers by right: the Iron Throne.

Book Information

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Customer Reviews

"Grabs hold and won't let go. It's brilliant."--Robert Jordan
"Reminiscent of T. H. White's 'The Once and Future King', this novel is an absorbing combination of the mythic, the sweepingly historical, and the intensely personal."--"Chicago Sun-Times"
"From the Trade Paperback edition."

George R. R. Martin is the #1 New York Times bestselling author of many novels, including the acclaimed series *A Song of Ice and Fire*—*A Game of Thrones*, *A Clash of Kings*, *A Storm of Swords*, *A Feast for Crows*, and *A Dance with Dragons*—as well as *Tuf Voyaging*, *Fevre Dream*, *The Armageddon Rag*, *Dying of the Light*, *Windhaven* (with Lisa Tuttle), and *Dreamsongs* Volumes I and II. He is also the creator of *The Lands of Ice and Fire*, a collection of maps from *A Song of Ice and Fire* featuring original artwork from illustrator and cartographer Jonathan Roberts, and *The World of Ice & Fire* (with Elio M. García, Jr., and Linda Antonsson). As a writer-producer, Martin has worked on *The Twilight Zone*, *Beauty and the Beast*, and various feature films and pilots that were never made. He lives with the lovely Parris in Santa Fe, New Mexico. *A Song of Ice and Fire* has been nominated for the Hugo, the Nebula, and the World Fantasy awards, and won the International Horror Guild Award. He has written the graphic novel adaptations of George R. R. Martin's *Fevre Dream* and *Skin Trade*, as well as original scripts for *Wild Cards: The Hard Call*. Tommy Patterson's illustrator credits include *Farscape* for Boom! Studios, the movie adaptation *The Warriors* for Dynamite Entertainment, and *Tales from Wonderland: The White Night*, *Red Rose*, and *Stingers* for Zenescope Entertainment.

Obviously, one can't say enough about Martin's writing or the world he has created. Daniel Abraham has done an excellent job at adapting the work. This 4th volume completes the first book in "A Song of Ice and Fire" series. The artwork is particularly impressive - the creative team spent years working on these 4 volumes. I was hoping that the team would adapt all of the books, but at 24 issues a book crafted with painstaking detail, it appears to be too much of a Herculean task. While I am disappointed, I understand. Physically, it is a very nice comic. The book jacket, binding and pages are all of a high quality. If you like GOT and comics, you'll love this. Also, you should check out the Hedge Knight comics if you haven't already.

Something a little different from the show. I really like it.

I have no idea what happened here. While the first three volumes absolutely rocked the art, the fourth volume was clearly rushed as almost every panel is unfinished. There are no backgrounds, characters are shadowed with pencil hard edges, not rounded. The color palette, especially for the Dany scenes, is a bleary redish brown... practically monochrome. Unless I got some sort of catastrophic printing error, this volume isn't worth the paper it's on. I couldn't even read it such was the distraction. I'm not trying to troll... Just a warning to potential buyers.

The art style is generally consistent throughout the novel, with the writing being adapted from George R.R. Martin's A Game of Thrones. I have read each of the three predecessors and only wish that there were other illustrated novels after this volume.

You can expect quality from all of the GoT graphic novels. And expect to not be disappointed!

Purchased for my son, who does not like to read. He enjoys the graphic novels.

Great drawings and story.

Loved it.

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