



MIND MGMT, Volume Two: The Futurist

Matt Kindt (Writer, Artist) , Scott Snyder (Introduction)

[Download now](#)

[Read Online](#) ➔

MIND MGMT, Volume Two: The Futurist

Matt Kindt (Writer, Artist) , Scott Snyder (Introduction)

MIND MGMT, Volume Two: The Futurist Matt Kindt (Writer, Artist) , Scott Snyder (Introduction)

We've learned some of the secrets of Henry Lyme; now get ready to meet the rest of Mind Management! With the remains of the Management attempting to reform and hot on Lyme's tail, the former spy is forced to seek help from other defectors around the globe, including the deadly Futurist, Duncan! Meanwhile, losing her memory has barely slowed journalist Meru down, as an attempt on her life puts her back on the hunt for Mind Management—and on a collision course with the terrible truths Lyme has hidden from her!

Collecting: *MIND MGMT* 7-12, & materiel from *Dark Horse Presents* & *io9*

MIND MGMT, Volume Two: The Futurist Details

Date : Published October 9th 2013 by Dark Horse Comics

ISBN : 9781616551988

Author : Matt Kindt (Writer, Artist) , Scott Snyder (Introduction)

Format : Hardcover 184 pages

Genre : Sequential Art, Comics, Graphic Novels, Science Fiction, Fiction, Graphic Novels Comics

 [Download MIND MGMT, Volume Two: The Futurist ...pdf](#)

 [Read Online MIND MGMT, Volume Two: The Futurist ...pdf](#)

Download and Read Free Online MIND MGMT, Volume Two: The Futurist Matt Kindt (Writer, Artist) , Scott Snyder (Introduction)

From Reader Review MIND MGMT, Volume Two: The Futurist for online ebook

Peter Derk says

This is a really entertaining book.

I made a bunch of food in the crock pot recently.

I promise this relates back to this book. Just hang on a sec.

Crock Pot food on Pinterest is bullshit. Utter bullshit.

Here are the foods you can make in the Crock Pot. This is a complete and exhaustive list:

- *Pulled Pork
- *Spaghetti Sauce
- *Chili
- *Non-noodle, Non-rice Soups
- *Queso and other Melty Party Cheeses

That's it. The rest is garbage and bullshit.

I made:

Chicken, Rice and Broccoli

This dish turned out to be something I've started referring to as "Chicken Moosh." It's fucking awful. It's like if you wanted to eat a Powerbar but felt that Powerbars are just too food like and you need something really repulsive yet still technically edible.

Chicken, Potatos, and Green Beans with Rice

Also awful. I followed the recipe very carefully this time, and I got a moosh. A DIFFERENT kind of moosh, but a moosh nonetheless.

And finally, Beef and Broccoli

Now, this seems simple and like you couldn't fuck it up. And I don't think I fucked it up. I think I put too much faith in the power of the Crock Pot.

Because here's what no one tells you about the Crock Pot. Sure, it's easier than cooking. But it takes like 6 hours, and turns everything from food into a semi-edible goo. This device doesn't cook for you like some benevolent little robot that lives in your kitchen and has dinner ready when you get home. It just changes the state of matter and makes groceries into a foodpaste of sorts.

Fuck you, Pinterest. Fuck you and your mommy bloggers who have these quick and easy Crock Pot recipes that their families love, which aren't really Crock Pot recipes by DIRTY LIES set to beautiful, well-lit photos.

If you are a member of one of these families and someone at home is forcing you to eat this shit, contact me.

I will refer you to the proper authorities.

So, I now find myself with a freezer full of moosh.

There was a time in my life when I would have thrown all this moosh in the garbage. Because that's what it is. Garbage. Just because something is edible doesn't mean it can't be in the garbage. I throw away unpopped popcorn kernels even though they're technically edible.

But. I'm trying like hell to pay back a student loan. And so I've gritted my teeth, and I'm eating through all the sludge, the slidge, the cridge, I'm eating through all this food so crappy I made up terms for it because dammit, I wanna kill this debt.

It's like I'm fuckin' John McClane. I know I can cross that glass barefoot. Just mind over matter.

And while I'm eating this shit, I've been reading Mind MGMT. And the story is distracting enough that I mostly forget that I'm eating horrible garbage that will power me through a work day and get me micrometers closer to that distant, distant goal. Mind MGMT has tempered my rage and disappointment, and suppressed my gag reflex just enough.

I thank you, Matt Kindt. And Pinterest? Again, go fuck yourself.

Jesse A says

Good if not quite as compelling as the first. This series is still going strong.

Cheese says

This volume is impressive, but below par to volume 1.

I see this volume a character development, it's about brining the team together.

Again there are many twists and turns and several engaging moments that make me in awe of Kindt all over again.

Such a talented story teller.

L. McCoy says

Okay, before we begin... tell me the guy on the cover for issue 7 (sorry, couldn't find good pic for review) don't look like Cyril Figgis.

(??For those of you who don't know who Cyril Figgis is. BTW, watch Archer!)
So this is what he's doing nowadays.

What's it about?

Holy shit, this is a super complex book and I don't even know where to begin with that question except for the description I gave in my review for volume 1.

Why it gets 5 stars:

The story is great and interesting. In this volume we see it build up even more. I would also say that this may be one of the most unique stories I've ever read.

The art is wonderful. Some of the best art in comics I'd say. Such a cool and unique (just like the story) style!

The characters are pretty interesting. My only problem with the first volume was that the characters weren't interesting but that changes in this volume.

The action scenes are freaking awesome!

This book is suspenseful and full of twists.

This book is weird as fuck which if it is done right I love. This book does it right!

The ending. Holy shit, that ending! That is how you end a fuckin' comic book volume right there! Wow!

Overall:

Do you like creative and exciting action stories? This is one you gotta look into! Fans of sci-fi, weird shit and espionage will be delighted by this book. For those who aren't into any of that... what the hell do you like?

READ THIS BOOK!

5/5

Helen says

This is truly a fabulous graphic novel - the second volume of the Mind Mgt series - both the artwork and text by Kindt are fantastic, truly evocative of the semi-hallucinatory/paranoid world of the Mind Mgt organization and the efforts of the "dropouts" or "retirees" to team up, and fight the organization. There are multiple parallel stories, flashbacks, flashforwards, yet every thread is woven together skillfully to advance the narrative. The reader will truly become absorbed in the fast-paced graphic novel.. it is very absorbing.. I am looking forward to further installments of the meandering, complicated tale of a few motley humans trying to get away from Mind Mgt!

Briana says

Illustrations : Watercolors

After reading Volume 1, I was not sure whether this plot was genius or crap. The line between the two is a fine one, I think. Apparently, I'm one of the few readers who have decided this story is crap. I suppose people who are into spies and espionage would be in to this.

In Volume 2, the story seems to expand without answering questions to the many mysteries in the first volume. I get the feeling everything is going to keep expanding and never make any sense. Kind of like Lost. It leaves you with the sense of feeling unreal. Nothing can be trusted. It could all be a dream. I want some substance to my story!

I found the art to be lackluster compared to Volume 1.

Also, at one point in the beginning...there are three different storylines happening at once. My brain cannot handle that kind of chaos. This is what technology is doing to our authors. They are getting all ADD. One story is not good enough. There has to be ten in one and they all mysteriously fit together! No. >.>

Leave it on the shelf.

Nils says

Spannende Fortsetzung, bei der mich der Zeichenstil immer noch begeistert. Auch die Handlung bleibt spannend, scheint aber etwas zu zerfasern.

Stewart Tame says

There's more to this story than appears at first glance, not that that should surprise anybody. We meet more agents and begin to get a sense of where the story might be going. What drives this series is Kindt's masterful handling of psychic powers. We've seen this sort of tale countless times before, but rarely handled this cleverly or believably. There's a sense of paranoia that has one frantically scanning the page for hidden meanings in backgrounds and seemingly casual poses. The story isn't particularly new, but, in Kindt's hands, it feels fresh and innovative. I'm really liking this so far. On to volume 3!

David Schaafsma says

A psychic team, Mind Management, solves complicated cases... How to describe it: Thomas Pynchon meets Philip K. Dick, one reviewer says. Lost. And as with Lost, you are lost in places, and that's part of the mode of storytelling world we're living in. In this one, there are stories told in the margins, footnotes on the margins... Paranoid psychic thriller, where the subconscious figures in the telling as much as conscious rational-logical whodunnity, with superb art that fits the weirdness/paranoia... like his friend Jeff Lemire's sketchy drawing... seems right for the subject matter..... I like it a lot!

Faith Hicks says

The story in this series is soooooo good. Love it.

Get X Serious says

Yeah, so... dang.

There's really no way to improve on this series. I mean, the story, the art, the fucking layout! It's all perfect.

We've got people who can literally manipulate reality with their minds, each in their own special way, and meanwhile Matt Kindt's got this watercolor/mixed media art that actually gives you the impression that reality isn't so... solid, so defined, like you know how watercolor is, right? Some of it is seeping *outside the lines*. And then there's this layout where there's literally three different stories being told at once, but it's all very coherent and they intertwine perfectly.

The only problem is that my library doesn't have the final two volumes of this yet, so I'm like, fucking nervous about finishing what they do have available. Yeah, it's that good. It's so good that it's giving me anxiety... *and I like it*.

Jan Philipzig says

Oh my, it finally happened - as of now, I am officially a Matt Kindt fan. I love the way Kindt undermines the seemingly generic, pulpy surface (spies, secret agents, shootouts, murder, etc.) of *MIND MGMT* with a personal DIY aesthetic, and with underlying, very serious and relevant themes of government corruption, propaganda, and social control. The pulpy surface provides the cheap thrills we crave, ensuring that things never feel preachy, but there is more to Kindt's cartooning than meets the eye. If you enjoy comics on the boundary between genre entertainment and alternative critique, do yourself a favor and give *MIND MGMT* a try!

zxvasdf says

When I reviewed *Mind Mgmt Vol 1*, I had hoped that there wouldn't be a sequel, because the story felt finished, in that sense that there would still be mystery, but because it was so well told it could rest there in its glittering wrapping and satin bow.

Well, Matt Kindt had a bigger story to tell. It's obvious it was there all along, and to read Volume 1 is like peering at a map of the world with a magnifying glass. The Futurist has us step back a little, let the scope expand. *Mind Management* is bigger than any one of us guessed.

It begins similarly to Volume 1, with Meru lost in her livingroom, to a frantic pursuit of clues. Again, this ride takes Meru all over the world, a sort of greatest hits of the previous tome, to gather a few of the still "righteous" disbanded agents of *Mind Management*. The race is for a list of names of former *Mind Management* agents because a former agent by the name of The Eraser is seeking to resurrect *Mind Management*, for nefarious purposes, of course. Otherwise Lyme and Co. wouldn't be scrambling. Yep, Lyme's neck deep in the action now!

Duncan is The Futurist, a man who is perpetually bored. He can sense the thoughts of people within a fifteen mile radius, and from these thoughts he assembles a collage of events which accurately predicts the future. Very rarely does the unknown encounter him, and these moments are to be cherished. He also is able to kill a person with the mere point of his finger because he can see in a person's mind the exact belief to undermine, thus creating in the victim the belief that he is going to die.

Lyme and Co. needs The Futurist because he has the second half of the puzzle. The list is at the former *Mind Management* HQ, Shangri-La, but nobody knows where it is. Perrier, now half a twin, has the first half, a

map. Now... Duncan lives in the future, so how do you catch a man who doesn't want to be found?

With the entire cast of Mind Management Vol 1 and Vol 2 in play, there are revelations abound, and the promise of a potentially world shaking disaster when the psychic warriors of the 21st century take sides. I said Matt Kindt shouldn't make a sequel after Vol 1; now I can't wait for Vol 3. Someday when he's done and Mind Management is bundled in a single massive tome, it'll be required reading for the *real* Mind Management.

Scott Snyder wrote the introduction to Mind Management Vol 2, and he said that Matt Kindt scares him. (Rather, Matt's book, but, hey, it came from Matt's head.) Because the subject matter of Mind Management is about the malleability of identity. We fall through life blissfully confident in our identity. We are who we say we are. Are we really? What if there's people out there manipulating our core selves through advertising, medicine, mind wiping? We wouldn't know any different. We couldn't! What's left is an existential emptiness, a feeling that something's missing. I believe that's an all too familiar feeling...

And there's Matt Kindt. Maybe Scott Snyder's right to be afraid of him. and maybe we should be like him and be afraid of Matt. Who knows what things he's put in his book, that leap out *into* our subconscious even as we appreciate his work.

Be careful.

You could be mind managed while you're reading Mind Management.

Artemy says

It gets even crazier! I really like what Kindt is doing with this series. Layers within layers.

Eastham Erik says

A required entry to get from A-Z of Matt Kindt's awesome story. As such, only a 3 out of 5 as nothing really new is explored in Volume Two.

New characters are introduced and Henry Lyme is quickly recruiting old members of Mind Management while keeping Meru (who no doubt is a huge piece of the puzzle) as close to him as possible. That is all volume two is; taking the world that volume 1 created and getting us to what will become (or so I believe) the second act.

Mind Management as a whole, so far, is an interesting thriller. The story focuses on the "powers that be" of a retired secret government organization that recruits people with different abilities, all associated with the power of the mind. I look forward to the third volume as the story is fast paced . . . and who doesn't like a mystery? Volume two is simply a necessary stop along the way.
