



Dead Space: Liberation

Ian Edginton , Christopher Shy (Illustrations)

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A prequel to the events of the smash video game hit *Dead Space 3*, we follow Earthgov Sergeant, John Carver who's wife and son are attacked by fanatics trying to liberate the Marker site where she works.

Racing to solve the clues his wife left behind, Carver teams up with Ellie Langford, survivor of an earlier necromorph outbreak on the Sprawl, and EarthGov Captain Robert Norton.

Together they unlock deep secrets about the Markers in an epic adventure that will help determine the fate of mankind.

Dead Space: Liberation Details

Date : Published February 5th 2013 by Titan Books

ISBN : 9781781165539

Author : Ian Edginton , Christopher Shy (Illustrations)

Format : Hardcover 112 pages

Genre : Sequential Art, Graphic Novels, Horror, Comics, Science Fiction, Games, Video Games

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From Reader Review Dead Space: Liberation for online ebook

Ross says

You can read this review in full here: <http://www.trashmutant.com/comics-reviews/dead-space-liberation/>...

"Dead Space: Liberation" by Ian Edginton and Christopher Shy, published by Titan Books, came out the same day as "Dead Space 3" and it serves as a bridge between the "Dead Space 2" and 3 video games. But is it a worthy addition to the universe of Dead Space or is it a horrible mess?

The book follows new character John Carver after the site his wife works at is attacked by Unitologists. There are explosions and some more explosions, followed by necromorph attacks.

Carver comes across Dead Space 2's Ellie Langford, who informs him that she and Robert Norton have been working with his wife to stop Unitologists and investigate The Markers.

Now, from my summary alone, you're probably confused. Unitologists? Necromorphs? Markers? These things are part of the Dead Space Universe and unless you've played the games, you're not likely to understand the details of this book.

But Edginton does a good job of writing it so you don't NEED to know about these things. You'll easily figure out that Unitologists are a crazy cult, The Markers create Necromorphs and Necromorphs are evil monsters. That last one gets pretty obvious with the blood and stuff.

So, when you take out the words related to the games, the plot becomes a simple Sci-Fi Action graphic novel and it's done well. Things explode, people get killed, people get saved and people swear. And monsters!

For those of us who play the games, the book becomes a lot more interesting. We get a closer look at how The Markers work (or, rather, how people like the Unitologists react to them) and we get to see how Ellie is doing. She doesn't wear an eye patch, though...

So, for people like me, it's a fairly important addition to the Dead Space Universe. It reads well, despite the confusing way the dialogue is set out.

But how does it look? Well, when I unwrapped it my first reaction was "ooooh" and for good reason; it looks sexy.

Oooh yeah. But yeah, that's a bit of a weird way to place dialogue.

Unfortunately, it looks best at first glance. When you're reading it you easily notice how often photos are used and it's also a bit difficult to tell who's who at times. Is it Carver or Norton? I dunno, they both look pissed off.

But Shy's work does fit the horror genre. It's nice and dark and the images he creates look like something

from a nightmare. I actually prefer the Necromorphs in this book than in the games. While he's no Ben Templesmith (who provided the art for previous entries) he is pretty good. It looks gorgeous (if weak, in several places) and it serves its purpose admirably.

So you don't need to be a fan of the superb horror sci-fi video game franchise like I obviously am, but it helps. And fans of the franchise should already be picking this up!

Thomas Lennox says

Loved this one also , wish we had more !

Vicki-shawn says

Entertaining, far from great but a good enough read, art was ok.

Oliver says

The story in this is fairly basic. There's not a whole lot to it, but there's enough to push the graphic novel along.

There are two uses of the wrong 'to' on the same page. A minor thing, I know, but kind of annoying.

The art, I did quite like and it did feel like a fairly good fit for Dead Space.

Popzara Press says

By expanding upon events unseen in the actual game, like all good video game media tie-ins should do, it's acts as more than a cash-in attempting to generate pointless revenue. Further fleshing out of relationships introduced abruptly in Dead Space 3 is appreciated too, as well as the treatment of a character who could always have just been relegated to eye candy, but still manages to find a place of her own within the narrative. It's fabulous writing, but the spotlight should certainly be shown on Christopher Shy's unique art style. Watercolors lend an eerie lilt to the already tense atmosphere, giving the disgusting creatures the appearance of emerging out of a never-ending nightmare.

Dead Space: Liberation Review on Popzara

Chesney Infalt says

It was interesting to see the story of Dead Space expand a bit more. However, the errors were very apparent and distracting. I am glad I read it, especially being a big Dead Space fan, but I wish it had been edited

better.

My Realm of Books says

I can not believe this books were interesting with a great plot.

Joel says

More of the wonderful, eerie art style from Dead Space: Salvage with significantly more focused plot and action. Gives some great background to Carver, the Co-Op character from Dead Space 3, and the general set up for the game.

Monty says

Another quick read whilst waiting in the checkout line of the library. Stunning surrealist art/graphics akin to the best of Geiger's original Alien works. Typically naf story line however.

zxvasdf says

Best thing going for this book is the art, which is gorgeously creepy and obfuscated but otherwise it's slow going. Which is funny because the art might be the reason for this as I keep getting people mixed up.

Michael Alexander Henke says

This is the prequel to the Dead Space 3 videogame. It introduces us to John Carver, one of the main characters of the game. I found the art to be a bit mixed. Some panels I would look at and really be blown away by how awesome they looked, while others just felt very muddled. The story is interesting, and it gets bonus points for including Ellie Langford from Dead Space 2. I can't really comment on how necessary it is until I play the game, but I'm hoping it integrates nicely.

Jeff Barber says

This would have probably gotten three stars just for the art, the story was ok, but the constant use of the wrong to (to instead of too) was frustrating.

I haven't played the video game Dead Space 2, but I have a feeling that this graphic novel would've made a lot more sense if I had.

Gareth says

I love the Dead Space games and the world they've created, but this is a frustrating read. Mostly because of the artwork is so murky that everyone looks the same. Similarly the lettering is quite hard to read, making everyone sound in my head like they are talking in a very distorted way. The story too is rather simplistic. Essentially the alien mutation is activated on a distant colony and then its just fight fight fight, with a brief change of location in the middle. In short, a miss.

Robert Fenske says

A basic simple story that takes place before Dead Space 3. No horror elements but a lot of action that is depicted by extremely unique art.

We get to see how the crew of Dead Space 3 meet up and assemble. Plain and simple.

Achtung Englander says

This is a fun short adventure between Dead Space 2 and Dead Space 3 video games. The story is pretty straight forward but adds little in the way of the Dead Space cannon. The art work is very stylistic however at times it is a little tricky to fathom out what is going on. Personally some of the panels look so gorgeous that they would look quite cool blown up to poster size and hanged on a wall.
