



Farscape Vol. 2: Strange Detractors

Rockne S. O'Bannon, Keith R.A. DeCandido, Will Sliney (Illustrator)

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TV's science fiction masterpiece FARSCAPE continues! After the events on Hyneria, the crew of Moya find themselves in the midst of a new, mysterious menace. But the crew will learn that their greatest enemies might just be themselves!

Farscape Vol. 2: Strange Detractors Details

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From Reader Review Farscape Vol. 2: Strange Detractors for online ebook

Amanda says

I re-read all of these in the summer while blitzkrieging for a game. I still find myself feeling about the same for the Farscape franchise comics/graphic novels as I ever did. They are sometimes well written, but the art is really sad (because I just love the show and actors so much). Some of the stories meander too much, and Aeryn's ending still gets to me in a way where I don't absolutely agree that's where she should have ended up. But it was a fun summer reread.

Kerri says

something happened between volume one & two: the story went downhill and the art got worse.

Michelle says

During its television run, *Farscape* excelled at zany stories, and this comic continues that tradition, as a virus infects the Moya crew (and whole planets), causing them to turn against one another. While reminiscent of the Season Two episode "Crackers Don't Matter," the storyline allows O'Bannon, et al, to spend some time addressing old and new emotional wounds and revisiting some old "friends."

Rebecca says

Again, this is a review of the eComic version, rather than a print edition. Picking up after the events of the first volume, this one sees the crew take a trip to a commerce planet. It soon becomes clear that something is affecting the behaviour of everyone on said planet... and Crichton and the gang are not immune.

I think the main nitpick with this issue is the fact that the conclusion seems rushed - there is plenty of time devoted to setting up the problem - but the ending happens so quickly that it actually got confusing reading through that last section. Equally, they would probably never have been able to do said ending on the series itself - in that respect, this comic series allows O'Bannon to explore ideas and tell stories that would not have been feasible on a TV budget.

So, not as good as the previous volume, but it is still good to spend time with Crichton, Aeryn and co.

Nicolo Yu says

If the first *Farscape* volume was testing the waters of the ability of the comic book medium to tell a story originally developed for television, then this second volume is the writer realizing that the medium can

afford them a virtually unlimited budget for visual effects not possible on the screen.

There was one sequence that involved an **Inner Space** journey to cure a patient of a hate plague. It would look awesome on television but destroy their season budget with C.G.I. effects needed to portray it. The printed page made it possible, provided that you have a capable enough artist that could bring the writer's vision to life.

This second volume of *Farscape* adventures has better art than previous one. The artist was able to strike a balance between character likeness and dynamic poses. The character were less static than the depiction of the artist on the first collection.

If you were a fan of the original television series you would enjoy these new books from Boom Studios continuing the story from the series finale. Boom has one of the better hardcover designs, the pages and jacket used a heavier stock compared to the Marvel Premiere hardcovers of similar vintage and price range. It also has a cloth bookmark which is so useful.

Sarah Crawford says

A virus starts to spread through the Uncharted Territories. It causes infected people to become very violent and can even drive them to suicide. Moya's crew gets infected and everyone turns on each other. The cause of the virus is rather strange and Crichton tries to stop the virus.

Oh, and when someone gets cured, they throw up all over the place, so beware!

Michelle Wardhaugh says

This story showed seriously lazy storytelling techniques. The whole final battle was reduced to one page of exposition about how someone else mopped up the invading force. The story itself had promise and might have made a fabulous movie (as long as expenses didn't force the same kind of omissions that were found in the comic). The end did seem to promise more indepth character and relationship explorations for the future, but it's not a promise I'm going to rely on.

John says

Bleh. I enjoyed volume 1 quite a bit, but much of the art in these four issues is sub-par (the characters barely look like themselves), and the story is stupid beyond imagining (yes, worse than whichever episode you think is the dumbest - trust me). There are a few nice moments between the characters, and some lovely backgrounds drawn here and there, but other than that I don't find a lot to recommend here.

Andrew Bulthaupt says

Farscape is probably one of my favorite TV shows ever - it had a little bit of everything, action, adventure, romance, comedy; and it was set in a rich and wonderful universe with so many places to go and explore. So when they started making Farscape comics, of course I was interested.

Strange Detractors is a graphic novel of the four-issue series of the same name. It's the story of a mysterious virus spreading through the galaxy - and of course, only John Crichton and his rag-tag crew can save the day. The content is maybe about two TV episodes worth, which is a great size in my opinion. It keeps the story nice and concise, but it gives room for some additional character development so that it's not nonstop action.

Speaking of characters, some old favorites make cameos or return for some decent page time, and I really appreciated that. The comics tie in to the TV series so well that it's really like watching more episodes, except they're beautifully drawn instead of acted out. It's not quite the same, but it's about the closest we're going to get.

If you're a fan of Farscape and you haven't picked this up yet, you need to. If you're a scifi fan, it's probably a great addition to your collection as well. If you're a graphic novel junkie and you're looking for something that doesn't involve the heroes wearing silly costumes (not that there's anything wrong with that), give it a try! You really don't need to have seen the show to read this, but if you have you'll appreciate it that much more.

D'Argo Agathon says

1. Art direction is even more dull and uninspired than the first volume.
2. This storyline sucks. It just blows. It sounds like a good idea -- virus running rampant throughout the galaxy, threatening the new, fragile peace. But it's too simple, resolved too quickly, done too shoddily, and just crap.
3. While I was okay with volume 1's weird choice to "take Deke with the crew" along for a "mission," this volume completely jumped the shark with the "I'll inject myself into Aeryn." Not the good kind of weird that Farscape usually is, but a stupid weird.

The beginning of the volume rocked however, preventing a 1 star review.

Colin says

A great continuation of The Farscape series! The writing and art are excellent!

Jamie says

Volume 2 is a step in the wrong direction from Volume 1. The artwork is juvenile, cartoony and too smooth, almost watercolor-ish. The story is a complete throw away. It's far-fetched, bizarre (even for Farscape) and largely pointless. In a nutshell, a strange virus is causing friends and family members to turn against each

other and kill each other, and Moya's motley crew is infected. Only our unlikely hero John Crichton can save the universe because, well... just because, okay!?!

Steve says

TV's science fiction masterpiece FARSCAPE continues! After the events on Hyneria, the crew of Moya find themselves in the midst of a new, mysterious menace. But the crew will learn that their greatest enemies might just be themselves!

(May contain spoilers!)

The Second Series in the Farscape Comics picks up after the First book and hits home with the famous Farscape cliffhanger. The family is at it again always getting tangled up in not there business quess who has to save the world. While

Bry says

This volume was a bit short but great. The plot revolved around a virus that makes you literally hate and want to kill everyone, but mostly those closest to you. The slightest thing would just make you absolutely crazy with rage.

Again the art was quite good, the jewel tone colors really work well with the ship and the characters. The action sequences were much easier to follow in this volume than in volume 1 which was great. I actually understood what was happening and who won the fights!

I really enjoyed this volume and am now glad I gave this series a chance. I will certainly keep reading!

Courtru says

Decent enough story but the illustrations were disappointing.
