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Teenage Mutant Ninja Turtles Volume 1: Change Is Constant



Synopsis

The Teenage Mutant Ninja Turtles return to comics in their first IDW adventure! It's a different world for the Turtles. The group is broken as Raphael wanders the streets of NYC in search of food and shelter. His brothers and Master Splinter are on the search, but so far all they can find is trouble. In the form of mutant alley cat Old Hob and his gang of criminals! The very core of the Turtles family is at stake as the new origin of TMNT is revealed! Join Tom Waltz, Dan Duncan, and TMNT co-creator Kevin Eastman for the start of a wild ride! Contains issues 1-4.

Book Information

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Customer Reviews

Tom Waltz is a former active duty U.S. Marine, Desert Storm vet, and former California National Guard Military Policeman. He is an editor for premiere comic book publisher IDW Publishing (www.IDWpublishing.com), as well as the writer of critically-acclaimed graphic novels, including TEENAGE MUTANT NINJA TURTLES, THE LAST FALL, CHILDREN OF THE GRAVE, FINDING PEACE (with Nathan St John), AFTER THE FIRE, SILENT HILL: SINNER'S REWARD, SILENT HILL: PAST LIFE, SILENT HILL DOWNPOUR: ANNE'S STORY and others. He has also written for video games, including as co-writer for SILENT HILL: DOWNPOUR (Konami), and writer for GHOSTBUSTERS: SANCTUM OF SLIME (Atari), TEENAGE MUTANT NINJA TURTLES: BROTHERS UNITE (Paramount), and TEENAGE MUTANT NINJA TURTLES: MUTANTS IN MANHATTAN (Activision). He grew up in Clinton, Michigan and currently makes his home in San

Diego, California with his wife and two children. Kevin Eastman - Born in 1962 in Portland, Maine, Kevin began drawing as soon as he was able to hold a crayon. His discovery of comic books gave meaning to his crazed doodling. When Kevin discovered and studied the work of Jack Kirby, Russ Heath, Richard Corben, Vaughn Bode and John Severin, he began to hone his craft. His first published work appeared in 1980, a year or so before he met Peter Laird. In May 1984, he and Laird published Teenage Mutant Ninja Turtles #1, creating the hit heroes in a half-shell. Eastman co-writes Teenage Mutant Ninja Turtles for IDW and can sometimes be found at the San Diego Comic Art Gallery.

This story in no way is the typical ninja turtles origin you've come to expect. It has some new twists and turns along side the introduction of a original villain not in the show or mirage comics. I recommend that you get this book if you don't care too much about the classic origin of our heroes in half shell. For new readers, give it a shot and decide yourself if you wanna keep reading or not. Overall, I thought it was a good start but not overall perfect.

I never read a single issue of the original series. I watched my best friend get hooked at the time, but always blew off his praise of the series. The title alone was enough to keep me disinterested. Flash forward to the present. I decided to gamble and try this new series out, understanding there had to be a good reason for their longevity and was VERY pleased with my decision. I have already purchased the next 2 volumes and will eventually get them all. Like the old school feel to the series.

I like this interpretation of the Teenage Mutant Ninja Turtles. It's a mix of all previous works from the original Mirage comics, the 80's cartoon and the 2003 cartoon. It's a good balance of being faithful and different. The story and characters are great.

First and foremost, I was born in '82 so I Grew Up on TMNT from a young age! I had almost every TMNT action figure ever made as well as a vhs cartoon collction and all the TMNT movies. That being said, my favorite TMNT realm was the comics! I had a collection of Eastman & Laird turtles as well as 90% of the Archie Comics TMNT Adventures comics from the start of the series to the end. I remember hearing about a new series of TMNT by some publisher id never heard of, IDW comics, and didn't give it a second thought as most comics series of the 2ks just didn't have the excitement, art or good read I remembered from the 80s and 90s. So I went on about my way restocking my

collections of older comics without giving it a chance. When I saw this TPB on .com and saw the price (12\$ and some change) I figured "why not", I had recently filled my collection with several Halo TPBs and was extremely impressed, so I gave TMNT a shot and all I can say is "WOW"!! I ordered volume 1, 2, 3 and my mind was blown! The new reboot, and I'm extremely critical of reboots of origins and characters I know and love from my childhood, was amazing! The story line and plots are Grade A! The art and ink is Phenominal! So impressed, and the Only thing I'm dissapointed in is that Volume 4 doesn't come out until Jan, and Volume 5 not until May! So to ANYONE wanting to re-explore TMNT as well as new fans alike, you Will Not be dissapointed! Please check out this series! 5 star recommended from a true and tried TMNT fan for over 27 yrs+!

I got into IDW's TMNT series with the last issue of the CITY FALL story arc. Since then, I've been hooked. I sought this book out to learn about the backstory of this reboot (not a dirty word here) of the TMNT franchise. I grew up on the 90s cartoon and the live action movie (the first one still holds up well), and really appreciate the care and respect IDW has shown the franchise in this new series. They've managed to update the admittedly absurd concept of the Teenage Mutant Ninja Turtles--and created a new series with a new mythology that kids and adults alike can enjoy. The art evokes the rough 80s style of the original comics, and the writing is fast-paced and fun. It's great to see old favorites like April O'Neil, Baxter Stockman, and even Krang re-imagined in new and inventive ways. Turtle fans new and old alike will be hooked.

On a deserted block a street fight between two sets are taking place. One is led by an adult sized cat by the name of Old Hob, and the other is led by the talking rat Splinter whom is supported by his three Ninja Turtles. The battle is quick and although Splinter's side is victorious. They still leave as failures. -summary I'm not going to debate whether the Teenage Mutant Ninja Turtles were in dire need of a full reboot as far as the comic series was concerned. However, I will point out that I knew the comic franchise was in good hands when IDW mentioned they were going to debut the series again. IDW has done a splendid job rebooting classic series like these, that either made it to animated TV or got their start there. This newer take on TMNT definitely feels quite fresh yet familiar at the same time, as it retains the gritty and edgy personality of the Mirage Studio's series. This volume contains issues 1-4. The plot follows the three Turtles Leonardo, Michelangelo, and Donatello, as they search for Raphael whom has gone missing. Their searches leads them into battles with Old Hob whom harbors a serious grudge against Splinter. For starters, even if one hates the Ninja Turtles this is still a great series to sink some teeth in. This title is extremely welcoming to

newbies of the comic whose only experiences are the animated shows and movies, as it features a new origin and still uses everything that came before as its pool source. Purists will definitely find their interest piqued as it goes on paying homage to the original series in different ways. The series moves at a real good pace keeping a steady dark tone. The writing is very good at developing the characters personalities and drives, while at the same time keeping the plot interesting and providing background. The issues also works at quite a bit of world building setting things in motion with plenty of potential for great stories. Visually, this book is shooting for a rugged and gritty feel to capture the dangers of the night time gang life in New York City. It seems as if this is a world meant only for the toughest. The action panels are not as brutal as the original series very first issue, but it does get the job done. There are some nice fisticuffs and maybe one gory moment. The grounded character designs fits properly for the style of the narrative; the use of backgrounds is something that stood out for me also. When it was time for action the static backgrounds helped focus on that, but when it was time to enhance the dark atmosphere, there was just enough detail to get the narrative's themes across. Overall, I can't recommend this series enough to TMNT fans because since I'm up to date on this title, I can tell people that it does remain interesting and the ride feels worth it. To comic fans, definitely give this a shot because it can stand right beside some of Marvel's and DC's best. TMNT haters, well most of you guys hated the original TV show and some of the movies since they focused a lot more on comedy and not on action. This series blends them both quite well with more of a focus on hard hitting action. This is a comic series that many won't go wrong with trying out. Pros: Fresh yet familiar take, solid pacing and nice artwork Cons: May be too dark for those use to the campy feel of original TV series

I grew up with the Turtles. The TV show, the movies, the toys. But I never actually read the source material. Seeing this new series feels like the brothers finding Raph and reuniting him with Splinter. It feels like home. The circle is finally complete. Beautiful art, intriguing story (and it only gets better in future issues), deep themes. Highly recommendable for anyone, even the non TMNT fan.

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