

Mobile Suit Gundam: The Origin, Vol. 2- Garma (Gundam Wing)

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With the Federation's White Base now on Earth and his assault carrier loaded with civilians, Bright Noah must now navigate his ship safely through enemy occupied territory. Unfortunately on his tail are a host Zeon troops. Lead by the Commander of North American Earth Forces, Captain Garma Zabi, a fleet of aircraft is preparing to lay siege on the Federation ship with ambitions to capture its new Mobile Suit. But before the Zeon make their move in the American desert, an old acquaintance of Garma's has arrived. Lt Char Aznable, known on the field of combat as The Red Comet, followed the White Base from space and is here to on a reconnaissance mission to gain information on the Federation's new suit.

To prove his worth, Garma engages the Feds soon after his brief reunion. The results were not ideal. In fact, the Federation may have found new weapons for their defense in the process. And Garma, who led the charge himself, was fortunate to survive this first confrontation.

Now with the White Base heading towards South America, and word of an insurgence movement developing, Garma must find a way to quash the Federation's plans...There is no turning back!

Hokkaido native Yoshikazu Yasuhiko(1947-) is a Japanese animator and manga artist. His career as a character designer has spanned over four decades, creating famed characters for such anime as Super Atragon, Brace Raideen, and the widely known Mobile Suit Gundam. Considered a pivotal player in mecha and sci-fi anime, Yasuhiko's characters, stories and illustrations are unmistakable in their style and serve as timeless examples as pioneers of manga and animation in Japan.

Yasuhiko began his career as an animator in Osamu Tezuka's Mushi Productions, and later on decided to go freelance to work for a number of animation productions for both film and television. In the late 70's, Yasuhiko would turn his attention to the world of comics, as he has since penned nearly two dozen titles since.

In 1981 he was awarded the Nebula Award by the Japanese Sci-Fi Association. In 1990 his work Namuji won the Japan Comic Artist Association Grand Prize And in 2000 he took the Japan Media Arts Award for Best Comic with his title A Revolutionary Dog.

"It's a good book. Very good, actually. Very good war comics, requiring no prior experience with anime or mecha or Gundam - just a well-made, old-fashioned war comic, full of thrills and spills and lucky breaks and narrow escapes and preening villains you'll love to hate and pigheaded heroes you may hate to love, and expert drawings by a master craftsman, and hard, sturdy violence." - Joe McCulloch, The Comics Journal

"It's not often that I bother taking up space just to discuss the presentation of a book, but this is certainly one of Vertical's finest releases. Both the graphic and actual material design of the cover is special, and the interior is of a much higher quality than your average manga. This especially holds true throughout the healthy handful of color sections, which look absolutely gorgeous on the glossy paper stock...The whole package is an absolute must for fans of Gundam, but I'd say there's plenty to enjoy in this nearly

450-page monster for anyone remotely interested in mech action and sci-fi storytelling." - Otaku USA

"This is the root of all the tropes and themes of Gundam but with a loving layer of refinement that cleans up a lot of the rough edges of the original...It many ways this is the clearest vision of the original story and a great place to start as well as revisit." - Reverse Thieves

"From the painted opening prologue, the storytelling is of an incredibly high standard, with Yasuhiko's touch servicing action scenes especially well. Visual highlights abound... It's a dazzling, action packed ride, and I'd recommend it highly." - Anime UK News

Other Books

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