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The Hard Goodbye (Sin City)



Synopsis

The first volume of the crime-comic megahit that introduced the now-infamous Marv and spawned a blockbuster film returns in a newly redesigned edition, with a brand-new cover by Frank Miller—some of his first comics art in years! It's a lousy room in a lousy part of a lousy town. But Marv doesn't care. There's an angel in the room. She says her name is Goldie. A few hours later, Goldie's dead without a mark on her perfect body, and the cops are coming before anyone but Marv could know she's been killed. Somebody paid good money for this frame . . . With a new look generating more excitement than ever before, this third edition is the perfect way to attract a whole new generation of readers to Frank Miller's masterpiece! * Over a million Sin City books in print!* New cover by Frank Miller!* With Miller and codirector Robert Rodriguez gearing up for Sin City 2, this third edition is being released at just the right time!* The Hard Goodbye was the lead story in the Sin City film, starring Mickey Rourke as Marv!

Book Information

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Customer Reviews

Sin City launched the long-running, critically acclaimed series of comics novels by Frank Miller. Having worked on some of the most important comic books in the 1980s, including Marvel Comics's Daredevil and the influential Batman graphic novel The Dark Knight Returns, Miller was already a heavy-weight cartoonist, but he hit his stride with Sin City. It gave him the freedom that doesn't come when working on someone else's characters. While the art isn't as polished as in later books,

it is in many ways the quintessential Sin City story: tough-guy Marv finds the girl of his dreams, an incredible beauty named Goldie. But when Goldie is murdered on their first night together, Marv scours the bars and back alleys of Sin City to find her killer in hopes of avenging her death. --This text refers to an out of print or unavailable edition of this title.

www.aintitcoolnews.com: " Dare I say the most perfect depictions of noir in illustrated literature form? yes indeedy..." The Guardian Guide, April 23-29 2005: " Graphic novels rarely get this graphic-in content or style." --This text refers to an out of print or unavailable edition of this title.

I've read Miller's Ronin and Batman works and find them all every bit as amazing as one should expect, but I've never read Sin City until now. See, it came out when I was a poor college student, so I put off buying them because of the expense. I didn't want to buy just one then come back and buy another later. I wanted to devour them all in a matter of days. I was wrong. So very wrong. This is the kind of visceral artistic mastery that one should grab however it is made available, in whatever form & wherever one must travel for it. It's amazing. This book can be bought and savored for weeks. It doesn't need the others to be appreciated. I naturally saw the movie, and while they did a superb job with it, nothing touches the gritty feel you get with Miller's words, artwork and lettering. This is only the second time I've been in awe of lettering ... the first being Delirium's words in Gaiman's Sandman. This is nothing short of mastery. All I can say with perfect accuracy is, "Wow."

There are precious few of them in Frank Miller's "Sin City, the Hard Goodbye" but I can't help but imagining what the fantastic art would be like if there weren't any words at all. In other words (haha), imagine a "silent" graphic novel, like a silent movie, where you have to supply the narrative. I'd prefer making up my own story to go along with the pictures, I think, to the story that Miller gives us here, which is really quite a cliché--a classic of boy meets girl, boy loses girl, boy kills everyone who caused him to lose girl. Well, there are a few (slightly) original twists. The whore with the heart of gold is revealed to be motivated by pure practical opportunism, the knight in shining armor is, in reality, more than less a homicidal brute, the lost "love" that he sets out to avenge reveals him to be a monster deserving of a good deal of pity, and the explosive ending is less than happy, even if the bad guys get their just desserts. Overall, though, this first volume of "Sin City" is basically worth looking at more than it is worth reading. It's Miller's stark, black-and-white, woodcut-style renderings of a gritty evil world that set his work apart from the pack of hardboiled stories from which it would be otherwise indistinguishable. Miller's graphics are immediate, undeniably visceral; they don't just

compliment the story, such as it is, they raise it a couple of levels above the run-of-the-mill dreck that it actually is. Well, Marv is a good character--kind of an Incredible Hulk with severe psychological problems. He has to pop pills to remain "normal." Normal, that is, for Marv, which isn't any too normal. For Marv, normal seems to mean that he'll kill anyone at any time for almost any reason...except for girls. And Miller's villains are more than suitably evil and every bit deranged enough to be a match for Marv. And these characters inhabit a world that is too dark to admit even a spark of light except for that emitted from the barrel of a gun when a bad guy is blown to kingdom come. In any event, "Sin City, the Hard Goodbye" is nowhere near as nuanced and intelligent as, say, "The Watchmen," but visually it is more beautiful, more powerful, and more raw. Visually, it is a masterpiece of darkness. I can't say its graphic style is unforgettable, not yet anyway, since I just finished reading it, and my memory isn't that bad. It may be thought. Visually, it's that compelling. But as stories go, it's pretty one-dimensional.

beautifully done volume from Dark Horse that showcase's Frank Miller's brilliant art at the peak of his legendary career. Highly recommended to fans of the IDW artist editions

The story is amazing. I love the little bits that were cut out from the film for time's sake, they make the story much richer. The art is also fantastic, a style it's own but I couldn't give it a 5 because there were too many times I really had to study the art to know what was happening. Other black and white graphic novels don't seem to have this problem and I think it's because they are not quite this style or nearly as contrasty. This style often flips the lighting and sources into the negative to show the importance of one subject from another. Others like the Walking Dead or Scott Pilgrim don't go so contrasty and use thinner inking techniques or even some grayscale to differentiate between things. Other than that though this book is perfect. Also I will say that I might change this review if I get hard copies. Because I'm not sure if this visual problem may be partially due to reading on a kindle rather than physical page.

Neo Noir done perfectly. Marv is a loveable loser who has only ever been good at one thing and finally has a meaningful goal to fight for.

I originally read the first part of this story from a Dark Horse Presents reprint back in 1993. I was in my 5th semester as an undergraduate in college and was already a fan of Dark Horse Comics and Frank Miller. Fast forward 20 years and I saw that this was on sale on and I really loved reading the

whole story again.

Best Sin City story there is, worth a read and buy and very enjoyable and interesting.

I think Miller created a gripping world in the Sin City stories. I enjoyed the movie, as well, and it's great to see the original vision.

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