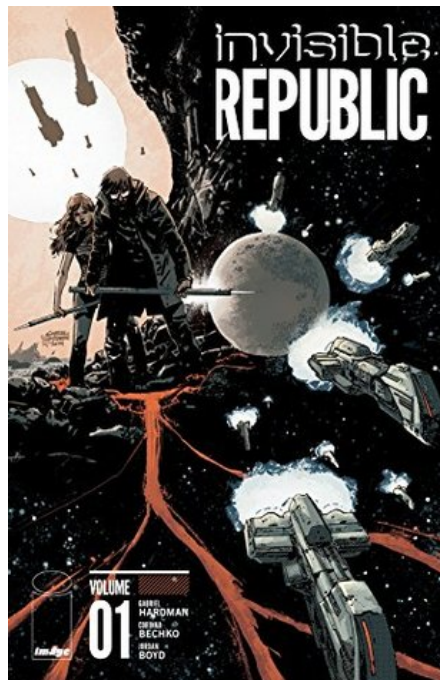




Invisible Republic, Vol. 1

Corinna Sara Bechko , Gabriel Hardman , Jordan Boyd (Illustrator)

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When a reporter unearths the secret history of the recently deposed dictator of a remote colonized moon, he discovers exposing secrets can be deadly.

Collects INVISIBLE REPUBLIC #1-5.

Invisible Republic, Vol. 1 Details

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Author : Corinna Sara Bechko , Gabriel Hardman , Jordan Boyd (Illustrator)

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From Reader Review Invisible Republic, Vol. 1 for online ebook

Michael Underwood says

Very promising start to a series. Reads like the comic adaptation of a novel - it's layered, conceptually sophisticated, and doesn't hold the reader's hand at all. Mystery on mystery drive the plot, as the series starts not long after the fall of a regime, with a writer delving into the secrets of how it started. Running in two time frames - the other tells the story of the regime's beginning.

A use of muted colors differentiates between the timelines, and there's just a ton of visual worldbuilding going on in the series. Definitely recommended for SF fans.

Relstuart says

While this book has a sci-fi setting, it is a political thriller first of all. The main character is a reporter who has stumbled on a story, the story of the cousin of the recently deposed (?) dictator of a moon. The story contains some unsavory criminal details about the once leader. But what does it all mean and who is trying to cover things up?

An interesting start to the series but a slower burn/less action than most other books in the graphic sci-fi genre.

Derek Royal says

A wonderful series, and a very solid first volume. This is one of the best series currently coming out of Image. We recently talked with Gabriel Hardman and Corinna Bechko for the podcast, and that episode should go up on Monday (9/14/15).

????? says

it seems like a good story but this 1st arc tells too few to forge myself a final decision. It still can either develop as a real page-turner or turn into a failed soufflé. My bets are on the former but still. Let's say that for now I'm really intrigued but not hooked yet. I reckon the question will be decided next arc.

Art is good anyway. Good storytelling, scratchy-realist but not so much it's illegible. Nice colors from Jordan Boyt, rainy grays when the action is now, very Blade Runner/Seven like, more pastels, oranges and greens when the action takes place 40 years before.

I will definitely try vol.2.

Frédéric says

3.5 Stars

On a distant moon a beaten journalist discovers some apparently hidden truth about the government which just collapsed. The sci-fi aspect is definitely not the point of the story, the investigative thriller is.

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Daniel (Attack of the Books!) Burton says

There's something about Invisible Republic that makes me feel like it was produced in the wrong medium. Nominated for a Hugo, it's clearly written with a mind towards more profound depths, but the pacing of the story just hints at the direction and scope before dropping the reader at an unsatisfying cliffhanger.

I wanted very much to like it, but with a pallet that felt arbitrarily limited, a story that felt lacking, and a plot that never really seemed to arrive, I finished Invisible Republic feeling more frustrated than excited. There is potential here--but the potential, even for an installment in a series, is unrealized. Without reason to sympathize with either the characters or place, the reader is left to wonder who they should be cheering, or even mourning. It takes the order to "cut to the chase" and cuts completely past it to the aftermath. Perhaps future installments of the story will pull the threads of story together, but in comparison to past Hugo nominees and winners in this category, Invisible Republic feels like a stunted effort.

Rick says

Honestly, I wasn't sure at all what to expect with this. I came into this series after reading, and enjoying enormously, the *Planet of the Apes* series by this creative team. This is filled with some interesting social commentary and lots of political intrigue. The characters are well developed, with multiple layers and have lots of growth potential. While there is a lot of introduction to the world, the focus is on the characters and not the minutiae of the background. Which is a fault that many inexperienced authors fall into, not so here. Needless to say, I'm looking forward to the next volume.

Kristijan says

Kao što je vidljivo u poslednje vreme istražujem stripove i grafičke novele :D

"Invisible Republic" je interesantna grafička novela koja ima atmosferu romana "Dispossessed" (koji, pogađate, obožavam), a na momente i "Blade Runnera"...

Priča je intrigantna, a artwork odličan. Postoji mnogo potencijala i pitanje je da li će se taj potencijal iskoristiti do kraja.

Stabilna šetvorka, i čekam sledeće nastavke...

Wendy says

There's always more to the story, especially when it comes to politics. Here, a journalist discovers a story belonging to a woman named Maia, who turns out to be related to Arthur McBride, the recently deposed despot who led the rebellion to overthrow the previous government. Is he the great leader everyone believes him to be? Maybe, maybe not, but he certainly knows how to manipulate the truth to further his cause. And it becomes obvious that having that truth revealed is not necessarily good for the journalism business.

This is a gritty future, made even grittier by the jagged lines and muted colours of the artwork. It's a slowburn story where you already know the end of the story, but are caught up in the mystery of finding out how everyone got there, what is true, and what is political propaganda. Basically, real life.

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Sam Quixote says

In the 29th century, Earth is a distant memory. The human race has left (been forced to leave?) the planet and terraformed moons and created space stations to live on. In the dying days of a regime, Croger Babb, a reporter, stumbles across the journal of a woman called Maia Reveron written 42 years previously. She's the forgotten cousin of the rebel leader Arthur McBride whose entries reveal a dark side to the adulated man.

Corinna Bechko and Gabriel Hardman's comic is great looking with a strong premise but it's very underwritten. The setup is rushed through, vague and sloppy – "the Malory regime" has ended, though it's unclear who that is or what that means. There are posters of an older Arthur McBride (who, conveniently, hasn't changed his look in over four decades) – but what does that mean? Was he the Malory regime or is he the new regime? Why does the future suck so hard – why's there no food but an abundance of spaceships? How did seemingly every regime become militant - what happened to democracy?

Croger, also conveniently, stumbles across Maia's journal in an alleyway – but what kind of journal is made up of loose-leaf A4 papers? Who writes journals that way? And anyway aren't journals bound books? How did a pile of top secret A4 papers written decades ago wind up in an alleyway for anyone to find?

In the journal we discover that McBride murdered a couple of soldiers 42 years ago but I don't think anybody knew he did. So why is this such incendiary information for the reporter – will people react poorly to discover their beloved leader done killed a couple of enemy soldiers? Surely they'd be pleased? Or, if he's the recently deposed tyrant, why would two deaths decades ago be important now?

The story jumps from the present with Croger, who's being hunted for no reason for the journal, to the past where Maia and Arthur are trying to escape detection for the murders Arthur committed. Neither are that interesting – Croger's less so largely because it's unclear what the stakes are, and Maia/Arthur's because there's little context. Who are the oppressors they're rebelling against? What are all these wars about? Then Maia becomes a beekeeper, which is always thrilling to read(!).

But even though we follow these characters for the entire book, I never felt like I got to know them or even cared about what they were doing even if I knew what the point of it all was. Bechko/Hardman aren't good enough writers to create an emotional connection between their story and the reader. What's worse is that this is an interesting premise and McBride is a compelling and mysterious character. I do want to learn more about him and this future human society and how things came to pass, but this team don't deliver on the promise of the material.

Hardman is a very talented illustrator though and the art throughout is excellent. I can see why Christopher Nolan used him as his storyboard artist on Inception and Interstellar as more than a few sequences in the comic had a cinematic feel to them and the spaceship designs looked amazing. Hardman's work is always impressive whether in his dog book, Kinski, or in his Wonder Woman issue from Sensation Comics, the guy can draw everything so well!

But the sci-fi flavour, both in look and in the story, is background detail only. Invisible Republic is a political thriller that just happens to be set in the future with spaceships whizzing about. Except the politics is unfathomable, the thriller is generic and confused, and the characters are one-dimensional creations. Maybe this is just the scene-setting first chapter and the next book(s?) will flesh out this world, but I've yet to be wowed by Hardman's writing in the same way as his art. Invisible Republic is an unimpressive, but visually superb, read with the potential to become something good.

Rahma Abdelrahman says

4.5 stars.

This was amazing!

I had picked it up on a whim at the public library a few weeks ago, in an attempt to beat my reading slump. I finally got around to it, and I really loved it!

The story was really solid, the artwork incredible. Felt a little bored during the reporter's parts, though. (That's why 4.5 instead of 5 stars).

Most of all, I loved how things came together towards the end!

I haven't read such an excellent graphic novel in a long time, and I can't wait to start the second volume ?

Michael (Mai) says

Why I read it: First off, I love Image Comics. I try to read their stuff every chance I get. Second, the dark and gritty art really pulled me in.

What I thought: I'm glad I read this as a trade. It's slow paced and I think that if I'd just gotten a single issue that I would have read it and been done. The pacing doesn't have the same problem in the trade. What I mean by that is it has steady build up to where the first TPB leaves you hanging. It leaves you wanting more. It's still slow, yet manageable.

Even after one volume, it's hard to figure out who the story is truly about. Is it about Maia Reveron, the cousin to the Arthur McBride? Or is it going she going to be the vehicle in which Arthur's story is honestly told with no lies or omissions.

In a world very different from our own, Maia is relatable. I could see myself making the same decisions. I would steal if I absolutely needed to. Given the chance to redeem myself through hard work, I would. I would sacrifice my own wants and needs to protect the people who aided me. But Maia's drive for freedom? Most everyone would fight and do things they didn't believe in just to keep freedom, especially in a world where it's so scarce.

Arthur McBride is a cut throat in a politician's body. We learn less about him than Maia in this book but we learn that in private he's willing to do anything, including kill people, to either survive or promote himself in some way. In public, he's willing to spin the terrible things he's done into something that was for the welfare of himself or others but never touches the truth.

The reporters who are finding out all this history and reporting on the infamous Arthur McBride are mostly annoying and do little to contribute other than narrating the story in some sense.

The art was very fitting to the story. It set the tone of a dark story that needs to unfold rather than just being told.

VERDICT:

It's worth picking up. Image trades are cheap and I think a lot of people who like dark mysteries will enjoy this. If you're wanting something fast paced I would sit this one out.

Kirsty says

I received this book from the publisher via Netgalley in return for an honest review.

This series is about a woman named Maia, and her cousin Arthur McBride, who are living in a futuristic world that is nothing like what we currently see the world to be. There are a lot of politics involved in the plot, and at times I found this a bit too much and so I often found my interest wavering. I found the characters interesting, but I didn't find them engaging, nor did I care what happened to them at any point, with the exception of Maia, who I did grow a slight attachment for.

I expected a bit more plot and intrigue from this series, instead I got politics, politics and even more politics. I found the art style to be of my liking, though none of the pages stood out as being stunning to me. The pace was relatively steady, not rushing through anything, but at the same time not dragging. I'd say my biggest problem with the Invisible Republic, was that it was just very average. I'm unsure if I will continue the series or not, I did enjoy this edition, but it left me feeling a little disappointed. Perhaps future editions will do more world building and character development, and less politics. If that were to be the case then I would definitely read on, so for now I'm leaving continuing the series as a maybe.

GrilledCheeseSamurai says

Sometimes you just want a dark, gritty, sci-fi themed kinda story. You know the kind - nothing good happens, things are bleak, and life on an alien planet is kinda the shits.

Let's throw some politics into the mix as well, shall we.

Oh - and let's make this one of those stories that have already ended - but we're gonna work our way through it all anyways.

This is what Invisible Republic more or less is.

But even with all of those tropes - I have to admit that the characters are interesting, and I care about where things are headed. It can be so easy to lose yourself (as a creator) in what could easily become a paint by numbers kind of story.

Luckily, for us, it feels like Gabriel Hardman does indeed know where he is going, and the route that he is taking to get there is a pretty darned good one.

So bring on the Rebellion! I'm interested!

Vive la... strange-alien-planet-people that just want to live a better life and not get shit on by people that are richer than they are!

Bradley says

This graphic novel is nominated for the 2016 Hugo.

It's pretty okay, especially if you like good art and fist-pumping origin stories for SF revolutions. The characters are all plot driven, split between a span of 42 years, with a reporter trying to get the truth and the cousin of the ringleader who's just trying to get by.

Like I said it's pretty okay. The art is better than the story, though. I don't have any issues with either, except that this kind of thing is pretty standard for certain types of SF. It's particularly good only in terms of *how* it tells its story, not the actual story.

Or at least not yet. This is just early days, so far, but nothing particularly stands out as brilliant just yet. I may change my mind later on down the road when I see what kinds of craziness develops, or even if a lot of craziness develops, but then again, I might not.

I'm honestly not quite sure why it was nominated for the Hugo, except for the subject material. I Do like generational starships and politics after settling down, but for this to mean more than just "huh, this is mildly interesting," It's going to require a full beginning, middle, and end. I've **seen** a ton of comics do just that, easily, in just five issues. Unfortunately, this is a much bigger story begging a longer and more dedicated readership.

I'm sure a lot of people will get a big kick out of this one, though, so don't take just my word for it. The art is pretty awesome.

