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BLAME!, 5



Synopsis

Davine Lu is attempting to access the Netsphere within an unofficial stratum of the megastructure, where temporary access can be granted even without a Net Terminal Gene. After a fierce battle, Pcell steals Cibo's precious capsule of human genetic information and forwards it to Davine Lu. After reuniting with Kyrii, Cibo and the provisional Safeguards try to retrieve the capsule before it's too late. As Davine Lu attempts to connect to the Netsphere, the Administration slows down his connection speed to allow Cibo to give virtual chase and for Dhomochevsky to battle the Silicon Life in base reality. As a final act, Davine Lu steals high-level data and uses Cibo's body to create an unstoppable Level 9 Safeguard...

Book Information

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Customer Reviews

"If Nihei's Blame! is indeed transhumanist, then it's a nightmarish counterpoint to such inspiring visions of the future. Blame! presents the dark side of transhumanism, where human beings unencumbered by humanity readily use technology to remake themselves into walking monstrosities, gaining incredible abilities even as they doom themselves to extinction. In Blame!'s world, the Singularity arrived a long time ago, but rather than usher in a new golden age, it's left nothing but decimation in its wake. But Blame!, to its credit, doesn't get bogged down in manifestos or heady philosophizing. It is, first and foremost, an action/adventure story. And one told with skill, intensity, and an incredible eye for engrossing, intricate detail. Albeit detail that leaves one unsettled and fascinated in

Tsutomu Nihei is an internationally known Japanese comic artist and draftsman. Born in 1971, Nihei made his debut in the comics world as the winner of the 1995 Afternoon Magazine Four Seasons Award for short stories. He then briefly worked as an assistant to veteran comicker Tsutomu Takahashi before making his break-through hit *BLAME!* (published by Tokyopop). The *BLAME!* franchise was so well received worldwide, that it inspired an animated mini-series and eventually drew the attention of Marvel Comics in the US. Nihei would later go on to draw Wolverine (X-Men) and *HALO* comics for Marvel to great fanfare. An architectural student, Nihei's early work were mainly wordless, relying on visuals and backgrounds to tell their stories. Now, his works are deeply rooted in hard science-fiction, as was seen in the multiple NY Times Bestselling books *HALO: The Graphic Novel* (published by Marvel Comics) and *BIOmega* (published by Viz Media).

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