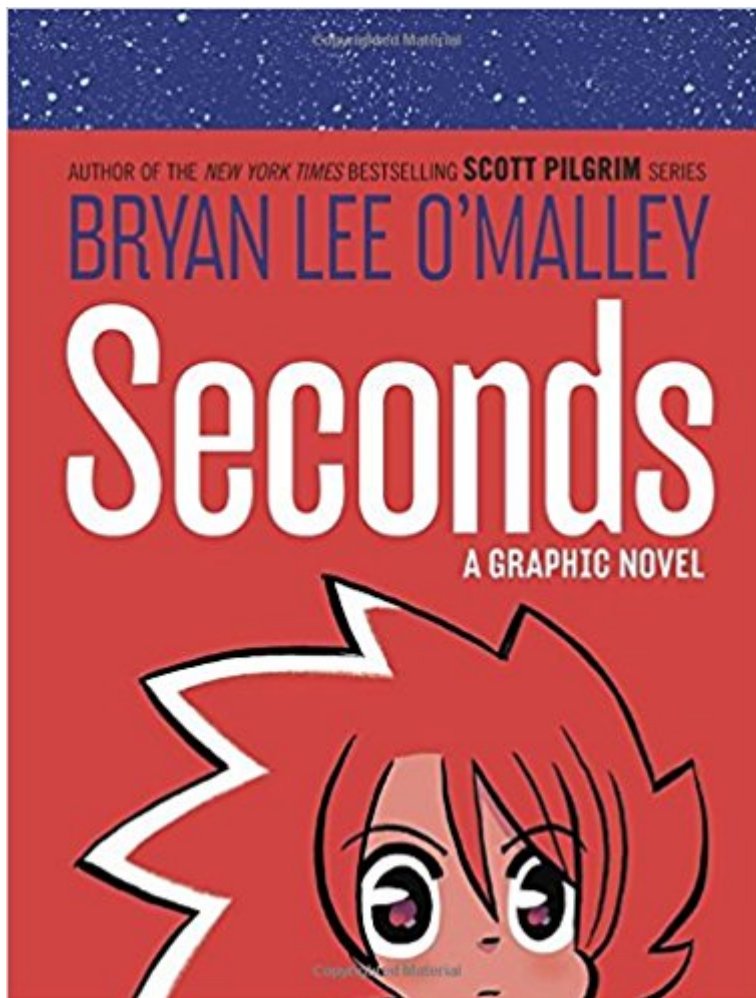


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Seconds: A Graphic Novel



Synopsis

#1 NEW YORK TIMES BESTSELLER & NAMED ONE OF THE BEST BOOKS OF THE YEAR BY USA TODAY AND THE DAILY PLANET
The highly anticipated new standalone full-color graphic novel from Bryan Lee O'Malley, author and artist of the hugely bestselling Scott Pilgrim graphic novel series. Katie's got it pretty good. She's a talented young chef, she runs a successful restaurant, and she has big plans to open an even better one. Then, all at once, progress on the new location bogs down, her charming ex-boyfriend pops up, her fling with another chef goes sour, and her best waitress gets badly hurt. And just like that, Katie's life goes from pretty good to not so much. What she needs is a second chance. Everybody deserves one, after all—but they don't come easy. Luckily for Katie, a mysterious girl appears in the middle of the night with simple instructions for a do-it-yourself do-over: 1. Write your mistake 2. Ingest one mushroom 3. Go to sleep 4. Wake anew And just like that, all the bad stuff never happened, and Katie is given another chance to get things right. She's also got a dresser drawer full of magical mushrooms—and an irresistible urge to make her life not just good, but perfect. Too bad it's against the rules. But Katie doesn't care about the rules—and she's about to discover the unintended consequences of the best intentions. From the mind and pen behind the acclaimed Scott Pilgrim series comes a madcap new tale of existential angst, everyday obstacles, young love, and ancient spirits that's sharp-witted and tenderhearted, whimsical and wise. Praise for *Seconds* "The cartoonist, best known for the Scott Pilgrim series, delivers one of the most enjoyable reads I've had all year with this magical graphic novel. I dare you to not read it all in one sitting." Whitney Matheson, USA Today "Seconds arrives with high expectations, and it meets them all, delivering the style and humor of [Bryan Lee] O'Malley's past works with greater emphasis on mood, detail, and complex character relationships." The A.V. Club "Richly imagined and vibrantly drawn, *Seconds* is a funny, surprising, and enchanting read." Publishers Weekly "In *Seconds*, Bryan Lee O'Malley plays the angst of youth against the fabric of a larger epic. In doing so, he enriches both. A great ride!" Guillermo del Toro "Bryan Lee O'Malley's *Seconds* is adorable, haunting, funny, and beautiful. A perfect recipe for a great graphic novel." Scott McCloud, author of *Understanding Comics*

Book Information

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Customer Reviews

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—Guillermo del Toro “Bryan Lee O’Malley’s Seconds is adorable, haunting, funny, and beautiful. A perfect recipe for a great graphic novel.”

—Scott McCloud, author of Understanding Comics

Bryan Lee O’Malley is the creator of the bestselling Scott Pilgrim graphic novel series, which was adapted into a major motion picture, Scott Pilgrim vs. the World, in 2010. He lives in Los Angeles, where he continues to make comics.

I haven’t had the book in my hand for even 2 hours and I already finished it. I love the story, I love the art, I love the Scott Pilgrim cameos, I love all of it. The only complaint is I bought this "new" and it came with a crinkled paper cover with spots on it, ripped corners, and a slightly loose glued spine (you can feel it’s been worn in and opened plenty of times).

Katie’s life is starting to go bad. She is a popular chef at a restaurant that she reaps none of the rewards for, the restaurant that she is opening herself is getting bogged down in construction

complications, and her ex boyfriend had to pop back into her life. But what if she could have a second chance at life and undo her mistakes? After a far too realistic dream she realizes that she can have that so sought after second chance. Nothing ever comes without complications of course as Katie soon realizes. I found *Seconds* to be a wonderful read that I couldn't put down. The story was fascinating and the characters were intriguing and witty. I thought the ending could have been a little stronger but overall the story was fantastic. The artwork was very well done and the coloring fit perfectly. The presentation of the physical book was great as well. The pages are very thick which gives the book quite a bit of weight. The slip cover was a little odd since it doesn't cover the entirety of the book which I haven't seen on other books but it fits very well.

This book is good stuff. I've read all the comics that Bryan Lee has made (Save for *snot girl* which is too new), and this is definitely a good read. Great coloring and line work, not to mention the printing/publishing quality on the hardback. The art style is great and fun and lively. The story is good and makes you want to keep reading. It's a nice little "What if" scenario that doesn't make me want to roll my eyes at how it pans out. That being said, it's not as personal as *Lost at Sea* or as clever/genius/funny as *Scott Pilgrim*. But, out of all the comics out there, you could do a hell of a lot worse than *Seconds*.

Wow. Remember that indie game "*Journey*" that came out a couple years ago? This book reminded me of that. Grabbed me from the start. Easily finished in one sitting. Emotionally engaging throughout. Nails a cathartic (if somewhat cryptic) note by the end. This is classic O'Malley, except grown up. Compared to *Scott Pilgrim* or *Lost at Sea*, most of the characters here are older (in their mid to late 20's), the stakes are higher, the tone is darker and more serious...best of all, the themes are more emotive. If you're a fan of the author, don't fret. The off-kilter dialogue, hilarious postmodern moments, and downright adorableness are here in spades. I won't get into analyzing the plot except to say this book has some depth to it. It will make you think a little bit if you let it. Content-wise, this is a light PG-13. Finally, it's worth noting that the hardcover design is spectacular: a glossy paper casewrap with an undersized orange dust jacket. Hey, Bryan...*awkward fist bump*

The art is out of this world- there are several points in the story where the art alone (in all its manga/cartoonish style) very effectively and powerfully communicates a sentiment. The art leading up to the conclusion intensifies the unsettling narrative. Some of the panels near the end were

particularly poignant. Drawings of the town and the two buildings where most of the action takes place were stunning - very rich, beautiful and vibrant. The story was sweet and engaging. It was generally light-hearted and funny though with some darkness toward the end as things spiralled out of control for the protagonist. The one very tiny flaw is that the motive for some of the protagonist's behaviour (ie the ex-boyfriend) was a little clunky ...the relationship came across as no more significant than a subsequent relationship. This made some of the story a little perplexing. BUT this is a tiny gripe and doesn't affect the overall compellability of the story. A+!!

I could talk a lot about Seconds. How great the art is, how memorable the characters are, how interesting the story is. And yeah, pretty much everything about this book is great. But since you're already reading this review, that means you are thinking about possibly buying it. And if you are at all, then just buy it. You, or whoever will read it, will enjoy this book. You may not love it (you'll totally love it), but you will at least enjoy it. So if you already have interest, then it isn't misplaced. I loved Seconds because it is fantastic in every aspect. Buy it immediately.

My gateway series into O'malley's works like my people was Scott pilgrim, I loved that series so much it led me to pick up his first work "lost at sea" and then eventually "Seconds". Seconds was not what I expected really, but this is in the good way. I thought for sure it was going to be as comedic as Scott pilgrim with crazy concepts that somehow worked well with the story (vegan powers anyone?) But no instead I got something different, more paranormal in concept. I liked it a lot honestly and proves O'malley can change up his writing a bit and write a different kind of story, not that it was ever in question. The art in the book holds everything you would expect from his works, very nice color and defined lines that hold the feel of the storytelling, honestly I found it hard to put down. If you like his previous works this is defiantly worth picking up!

Our branch of the San Diego comic con bookclub decided to read this book and discuss it at our March meeting. I enjoyed the art tremendously I felt that it balance between traditional cartoon and comic book art and manga. While the story ultimately was firmly rooted in fantasy the bases of the emotions and actions taken by the lead character, Katie, we're very much rooted in reality. I mean, who of us hasn't looked back and wondered, what if?

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