



MIND MGMT, Volume One: The Manager

Matt Kindt (Writer, Artist) , Damon Lindelof (Foreword)

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Matt Kindt, the most original voice in genre comics, outdoes himself in this bold new espionage series! Reporting on a commercial flight where everyone aboard lost their memories, a young journalist stumbles onto a much bigger story - the top-secret Mind Management program. Her ensuing journey involves weaponized psychics, hypnotic advertising, talking dolphins, and seemingly immortal pursuers, as she attempts to find the flight's missing passenger, the man who was MIND MGMT's greatest success - and its most devastating failure. But in a world where people can rewrite reality itself, can she trust anything she sees?

Collecting: *MIND MGMT* 1-6

MIND MGMT, Volume One: The Manager Details

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Author : Matt Kindt (Writer, Artist) , Damon Lindelof (Foreword)

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From Reader Review MIND MGMT, Volume One: The Manager for online ebook

Peter Derk says

A bit too much waiting to hear an explanation for what appear to be inexplicable events, but it was still intriguing enough to keep me going despite the fact that "no time to explain!" is one of my pet peeves.

By the end, I was in. The first 2/3 didn't quite do it for me, but once we got to the exposition, I was in. This probably sounds like a non-endorsement, but I'm a person who's likely to quit a book that doesn't feel like it's going somewhere, so for me to stick with it is high praise, in a way. Not to put too much power in my own hands. I just mean to say that even for someone who loathes a story that takes a little too long to really get started, it felt worthwhile to hang in there.

Also, I don't love the art, but I think Matt Kindt is smart because his different characters have distinct features, so it's not an art issue where I don't know who is saying or doing what. It's just not my favorite style is all.

I'll keep trucking with this one.

Blindzider says

Intriguing. I'm all for "government conspiracy" stories and Kindt definitely builds the structure for one: People with mental powers secretly living in our society and run by a mysterious group who will do anything they deem necessary to control the world. It's a little difficult to evaluate things like pacing, because the storytelling is very limited and the rating loses half a star because of it. It's very simple both in anatomy and detail, and the storytelling keeps to only about 3 or 4 panels per page. The composition of each isn't that complicated either. Not trying to be cruel, but at times you feel as if a child drew it. Intentional or not, the simplicity of the drawings actually make you focus on the story more. Perhaps it is a subtle way of hiding a more complicated inner lining with a simpler outer layer?

I'm in for the next volume. Don't forget to read the Field Guide entries on the left edge of the pages.

Issa says

Unique spy fi series. Intriguing premise and payoff. Can't wait to read the subsequent volumes

Cheese says

Fantastic premise of a story and the writer treats you with respect with some intelligent story telling.

An fantastic mystery thriller. I'm hooked.

Dustin says

Read in issues.

When I saw the first issue in my LCS I wasn't sure about it. The watercolor art threw me off a little bit and I decided that I just wanted to read something familiar. However, over the next couple of days I kept thinking about it and how intriguing the look of it was. I went back and picked up the issue, then the 2nd issue, then the 3rd, etc. I fell in love with the storytelling as well as the art. I can't think of a better art style to fit this story. You spend most of the time following around the main character while she discovers more and more about a secret gov't agency that has been controlling people's minds for decades. Not only this but she herself is suffering from some sort of memory loss. The art style complements this dream-like state she seems to be trapped in perfectly. Of all the series I'm currently reading this and Saga are easily two of my top three. I can't wait for it to come out each month. Also, rumor has it that its rights have already been optioned for a movie by 20th Century Fox and it's only 7 issues in!

Jan Philipzig says

Two years ago, the passengers aboard a commercial flight suddenly lost their memories, and their lives would never be the same. When a young writer named Meru comes across the case in search of inspiration for her new book, she stumbles upon a mystery that involves secret organizations and conspiracies, hypnotic propaganda and immortal assassins, talking dolphins and psychic snipers, sleeper agents who don't know they're sleeping and monks holding the entire history of the world. Yep, it's a story by Matt Kindt, and his cartooning is really starting to grow on me: genre entertainment undermined by personal vision, postmodern playfulness with a melancholic edge, wild lunacies rooted in abysmal realities - what's not to like?

PS: Having now also read the second volume, I am bumping this up to five stars. I see now how brilliantly it sets the stage for what is turning into an absolutely amazing series - check it out!

Burgoo says

In another medium, Mind MGMT would be referred to as a High Concept story. What if the US government had a secret program with weaponized mind control specialists?

In its particulars, Mind MGMT is the story of Meru, a true crime writer who investigates a curious incident involving a commercial flight whose passengers all show signs of amnesia. Her investigation throws her into a spy story with psychics, immortal assassins, and former government operatives.

Given the widespread praise that this series has received in the single issue format, I was underwhelmed by this collection of the first six issues. The plotting is remarkably simple for such a convoluted tale: Maru travels to exotic location; escapes confrontation with assassins, then receives lengthy exposition. There are a few problems with this. First, Kindt gives too much telling without enough showing. We receive detailed backstory and answers to questions that have never been asked. Second, there's no time to develop tension or for the reader to ask questions that are later answered. We're given the answers without the questions ever

being raised. This means that there is no payoff in the answers, since we aren't invested. Also, we have no real investment in any of the characters in the story. Our protagonist, Meru, seems to be sympathetic primarily because she is the protagonist. Otherwise Meru is as much of a mystery as anything else in this story.

Quick mention must be made of the art choices in *Mind MGMT*. Kindt uses a rough watercolor style that is more common in more personal comics. It is a bit surprising to see it used with this type of storytelling, & some readers may find it a bit jarring.

Eli Bishop says

I liked the idea of this so much, my enthusiasm for what I wanted it to be carried me most of the way through the second book before I realized I wasn't actually into it.

I still like it in theory. A secret history of psychic spies and super-damaged people all around the world; action scenes interleaved with interviews and training manuals and reportage; loose watercolor art in the mode of several indie artists I like... could be cool. I think I just really don't like Matt Kindt's writing. The narration is terribly clunky and repetitive, it always has the same strained hard-boiled tone (*Sentence fragment. And then another one. And another.*.), and there's a lot of it. The dialogue is flat and mostly expository. The textual fake background material isn't much fun to read because it's just... very badly written, in my opinion. I don't know, I've managed to enjoy plenty of other things whose prose isn't great, but this seems awfully padded out to me; the first two books easily could've been one. I'll probably keep picking it up to find out what happens.

David Schaafsma says

I loved Kindt's *Revolver*. I also loved Kindt's friend Jeff Lemire's *Sweet Tooth* series a lot (and Kindt also contributes to that series!), and they seem to have a lot in common, very creative original ideas, deft sketch and coloring, just enough to give you a sense of the situation, not too much, and perfect for their subjects and stories. Just a glance at a few reviews, and it is clear almost everyone loves it... some folks mention *Lost* and that seems fair, as the intro is written by *Lost* co-creator Damon Lindelof. Similarly crazy premise or premises... a cross between paranormal and government mind-control conspiracy... psychics, talking dolphins, people with lost memories, *The Immortals*... yeah, *Lost* territory, in a broad sense, but also unique and not derived from those worlds, of course... just an attempt to categorize what yr gettin into here.... quite a ride! Beautiful art, complicated story, lots of questions, looks worth waiting for the answers.

Sadie Hartmann Mother Horror says

Seriously never read a graphic novel quite like this one before! The story is so original! Starting with a flight where every aboard gets amnesia and then taking us on a journey to find the man who might be responsible. The illustrations are in these watercolor tones that are beautiful-the frames are large and easy to read/follow. I love the field guide notes all around the edges. Awesome story!!

Donovan says

MIND MGMT is the long overdue makeover of the spy tale, now cerebral, supernatural, and deeply sensitive. The artwork takes a major adjustment, but works with the dreamlike story—think Jeff Lemire, but rougher and simpler. A must read.

A Short Note on the Standard Hardcover...

Rating: A+

I had to review the fine and unparalleled design and construction of this book. The jacket-less hardcover is exquisite and durable—better quality than most hardcover novels, like art book quality. Sewn binding! And double thick matte paper, almost card-stock. And for \$19.99? That's outrageous. That's unheard of. This puts DC, Marvel, and even Image to shame for standard hardcovers.

Jesse A says

Ok. This one took a bit to get going for me but by the end I was completely hooked. Hell of a premise with interesting art and a good story. Looking forward to continuing this series. 4.5 stars.

L. McCoy says

I did not read this book.

This is not a 4-star review.

I did not enjoy this book.

I would not recommend this book.

I did not just confuse everyone reading this review who hasn't read this book.

What's it about?

A struggling author investigates a mysterious event from 2 years ago and ends up in lots of danger in a story of mind control and espionage.

Pros:

The story is very interesting and unique.

The art style is absolutely great! It looks nice and I love the way that it sometimes goes outside of the lines, that's a great touch.

This book has a lot of fast paced, gritty and sometimes bloody action scenes throughout that make this a very exciting read.

This book is very suspenseful.

This is one of those books that's weird but still makes sense. I love those kinds of books because it usually makes the book unique and more interesting. Mind MGMT is a perfect example. It's super weird but still makes sense.

Why not 5 stars?

The characters are sort of bland which is strange for such a unique book.

Overall:

I should clarify that the beginning of the review is a joke about something within the book.

I did read this book.

This is a 4 star review.

I did enjoy this book.

I would recommend it.

If you like weird and exciting books this is one that you will most likely enjoy very much.

4/5

Sam Quixote says

A plane full of people suffer collective amnesia. A village where people are constantly making pots for no reason. A small town wiped out in an inexplicable massacre. Writer Meru decides to follow the strange trail of events for her latest book to answer the question at the heart of this dark mystery: who is Henry Lyme?

I'm not at all a fan of Matt Kindt's but MIND MGMT, Volume 1: The Manager surprisingly wasn't that bad. The story opens with an intriguing scenario – the amnesia plane – before moving at a fair clip across the world, taking our heroine Meru to some exotic locales... except she's being followed! I grew up playing Broken Sword (for the youngs, that's an olden style Uncharted), reading Tintin and watching Indiana Jones so that kind of globe-trotting action/adventure story appeals to me.

And it's fun and unpredictable... until Meru finds Lyme and then it all goes a bit Pete Tong. We find out about MIND Management and its agents and then we're in familiar territory – think Bond/Bourne - the action becomes clichéd and Lyme monotonously tells his life story in one gigantic info dump. He couldn't have kept his mystique any longer than this introductory book, really? The backups did nothing for me either.

I absolutely loathe Kindt's super-fugly art. The scratchy lines, the weak, messy watercolours, the stupidly cartoony figures – bleurgh! It's a half decent story but the drama is completely undercut by the crummy childish figures that I couldn't take seriously for a second. It really would be a better book with an artist who can draw in a semi-realistic style.

It didn't impress me enough to keep reading beyond this first volume but, considering how bad Matt Kindt's output usually is, MIND MGMT, Volume 1: The Manager is unexpectedly tolerable and mildly entertaining – in other words, it's probably his best book!

(Hat tip to L. McCoy for the rec.)

William Thomas says

Conspiracy theories aren't my thing. I don't care for them, don't like their speculative nature, don't understand

their acceptance as fact by so many different groups of people. I don't subscribe to them. The absurdity of just a few of the most recent ones we have dealt with in America when it comes to claims of 'false flag' operations blows my mind. I think that more than the sheer absurdity of the allegations of a conspiracy, the speculative nature is what really gets me. I'm a historian. I don't have time to guess at possibilities. I need primary documentation. I need the facts, the evidence, empirical data. Just like any scientist or mathematician. So excuse me if I don't buy into aliens and magic bullets. I'm just waiting for the primary documentation before I can reassess certain events.

That's not to say I don't like reading about them. Or books, movies, etc based on them. Because I find that, in the right hands, they can make for hugely entertaining reads. Like 'A Scanner Darkly' or 'Foucault's Pendulum', amazingly literary writing coupled with social commentary up the wazoo. Philip K Dick by way of Umberto Eco. That's really all I can think to say about this book. Matt Kindt has written a cinematic graphic novel of huge proportions, and it reads like he just rattled it off one day without a second thought. Like it was child's play. He made this enormously complex thriller look and feel like it was easy-breezy in its creation and I'm pretty damned envious of that fact.

So here he is, making a book filled to the brim with conspiracies and cover-ups and monumental metaphysical scenes that feel so cinematic that they would make Terry Gilliam and Haruki Murakami weep, and acting like it's all off-hand.

I can't get over it.

I can't say anything else about it without giving away thrilling little pieces of the book, so I won't. What I will say is that about halfway through, I figured out what was coming, but it did little to detract from my joy. Reading this book was an absolute pleasure. Don't rush it. Don't race through it. Remember this too: All agents should remember to read the field notes carefully placed in the margins of each page.

As for what Kindt is doing with the art, I'm just not sold on it. I wanted it to be sharper. I wanted it to be a little bolder, just some dark inks to give it a push. That's all. But I get it. I do. It fits well with narrative and gives the reader a clear picture of exactly what is going on in Kindt's head as he tells this story. Much like Jeff Lemire, there's a damn near perfect marriage fitting the two together.

Writing: A
