



Indiana Jones Omnibus, Vol. 1

*William Messner-Loebs , Mike Richardson , Hal Barwood , Noah Falstein , Lee Marrs , Dan Spiegle
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Known to his university colleagues as the preeminent archaeologist Dr. Henry Jones Jr., the rest of the world knows him by another name--Indiana Jones, greatest adventurer of the twentieth century!

Follow Indy as he travels the globe in a race against the Nazis to recover the world's greatest treasures. From the lost city of Atlantis, to the sacred scrolls of Buddha, to an Incan artifact of legendary power, Indiana Jones will stop at nothing to preserve these prizes from the grasp of Hitler and his allies!

Indiana Jones Omnibus, Vol. 1 Details

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Author : William Messner-Loebs , Mike Richardson , Hal Barwood , Noah Falstein , Lee Marrs , Dan Spiegle (Illustrator) , Leo Durañona (Illustrator) , Dan Barry

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From Reader Review Indiana Jones Omnibus, Vol. 1 for online ebook

Erin Britton says

Published to coincide with the release of Indiana Jones and the Kingdom of the Crystal Skulls, the Indiana Jones Omnibus #1 collected together three adventures that were originally released as mini series by Dark Horse in the 1990s. In Indiana Jones and the Fate of Atlantis, a break-in at the university leads Indy to a forgotten relic from his first expedition and an old colleague, Sophia Hapgood, who now makes a living as a psychic. Indy and Sophia are soon on the run from the Nazis as, aided by Sophia's spirit guide, they attempt to discover the fate of the lost city of Atlantis. In Thunder in the Orient, Indy is reunited with Sophia Hapgood at an excavation in the ancient city of Bas Shamra, north of Tripoli. Picking up a loyal young sidekick on the way, Indy and Sophia travel to Nepal where they hear of fabled Buddhist scrolls that were written by the Buddha himself. The race is on to find the scrolls before they fall into the hands of the invading Japanese army. Finally, in Indiana Jones and the Arms of Gold, academic conflict with a new professor at the university leads Indy into an adventure to South America to track down the professor's missing brother. The brother's disappearance is linked to a mythical set of golden arms that grant the wearer untold power and once again, despite the plots of rival archaeologists, the political aspirations of a group of ancient Incas and being buried up to his neck in snow, Indy has to save the world from power crazed maniacs.

Ceejay says

This omnibus of Indiana Jones comics from Dark Horse presents three enjoyable stories. The first story is the old "can we discover Atlantis" chesnut. The second story involves a search for original teaching of Buddha, as dictated centuries ago. A search for an Incan artifact is the plot for the third story. The stories are well written, and the art work is great. Guns, fiesty woman, a handy whip, and Indy's wise guy attitude are all here. Well worth reading.

Andrew says

Ok this was the fulfilment of a long standing wish of mine - so don't judge me (ok not too much at least). The Indiana Jones movies are some of my all time favourite films, as they sum up to me all the mystery and thrill of hollywood meeds pulp adventure - so when I saw there were comics which continued Indiana's adventures I was thrilled and eager to read them. Yes they are expensive, their artwork varying in quality and the story lines sadly lack at times - the three standalone stories in this volume are all great fun and still have the ability to take me back to the first time I saw Raiders of the lost Ark. So thats one off my reading bucket list I guess.

Sean Chick says

For fans of Indiana Jones craving some extra adventures not involving aliens, these comics are solid. All around it is a fun collection and like a true nerd I put on my Indiana Jones soundtrack when I read these.

Indiana Jones and the Fate of Atlantis is uneven and needed an extra issue to flesh out the details, but when it is good it is awesome. Sophia is a great female companion because she is different from the rest, a trend I like in my Indy adventures. The Nazis work here as well and don't feel shoe-horned into the story.

Indiana Jones and the Thunder in the Orient is long winded, confusing, and filled with stereotypes. The references to "The Man Who Would Be King" fall utterly flat. One character is called "the Serpent Lady." I'd like to say it has its moments, but really there are not enough of them, although I howled with laughter when Indy rebuked the Serpent Lady's sexual advances. The Japanese feel like the Russians in Crystal Skull: cheap Nazi replacements instead of unique threats.

Indiana Jones and the Arms of Gold is often seen as poorly drawn but I rather liked the artwork. The story is the tightest in the bunch and Indiana Jones seems more like himself: crafty, charismatic, droll, and prone to great errors. The bad guys are more three dimensional than what Indy fans are used to outside of Belloq and Elsa. As with the rest some plot details seem lost and the very end is rather weak.

Matimate says

If you like the adventures of dr. Henry "Indiana" Jones this Omnibus is simply must have in your bookshelf. However the quality of stories there vary from good to, passable to utter avoid at all costs.

1. Indiana Jones and the Fate of Atlantis - the plot line was like snake...after being chopped in to the sushi. The locations changed without any logic to the plot. The plot itself or rather lack of it was making it troublesome to read, but well there were pages which were great fun and ending was quite surprising.

2. Indiana Jones: Thunder in the Orient - having something politically incorrect and even mass published is quite rare these days. Bloodthirsty Buddhist monks, Japanese army and Chinese lady all mixed in intriguing plot.

3. Indiana Jones and the Arms of Gold - yet again Indy is little bit in shadows of might plot, but it was enjoyable to read.

Andrew Kubasek says

Fun, but not great, collection of Indiana Jones comics.

Susan says

Very good bunch of Indiana Jones stories. A mixture of fun storylines, nice graphics and visits from old friends make for good reading time exploring Indy's further archaeological adventures.

I always enjoy time spent with Indy in any way, shape or form.

Ronald says

fun graphically illustrated adventures of Indy

Aaron V says

The Omnibus contains the following 3 stories that I rated individually.

1. "Indiana Jones and the Fate of Atlantis" This story was disjointed and just plain bad. Every 10 pages he travels to a different location and gets into what seems to be pointless fights. The artwork was decent but the story was terrible and I had to force my self to finish.

-Overall Rating 1 Star

2. "Indiana Jones: Thunder in the Orient" My favorite story from the omnibus, just what I was expecting when I picked the collection up. Solid artwork and story that stays true to an Indiana Jones movie that kept me reading. My only qualm was the time the story spends exploring the final temple was abruptly short to the point it felt awkward.

-Overall Rating 3 Stars

3. "Indiana Jones and the Arms of Gold" This is the last and shortest story from the omnibus. The art looks more modern and smooth then the previous books. The story is solid, and reads much better then the first, but overall I think Thunder in the Orient was a bit better and more closer to the typical Indiana Jones movie.

-Overall Rating 2 Stars

Brad says

The Indiana Jones Omnibus Volume 1 contains three Indiana Jones adventures from Dark Horse comics, with varying degrees of quality.

Indiana Jones and the Fate of Atlantis is poor. It tried so hard to seem like an Indiana Jones adventure, that it forgot to [u:]be[/u:] an Indiana Jones adventure. It isn't an auspicious beginning for the Omnibus, but since it is the most famous of Indy's comic book (and video game) adventures, it is the obvious choice.

Indiana Jones and the Thunder in the Orient is even more racist than your usual Indiana Jones adventure. Indy spews out "Japs" whenever he's faced with the buck-toothed, bespectacled "Nipponese Army;" the Serpent Lady, a "great" Chinese leader, is the most Caucasian looking Asian woman I have ever seen, and we need to be reminded repeatedly of her incredible beauty, which seems to be the result of her apparent occidentalism more than anything else; moreover, there is a consistent chauvinism towards "others" and "half-breeds" that saturates the entire tale. Come to think of it...all that makes it a pretty straight forward and typical Indiana Jones adventure.

Indiana Jones and the Arms of Gold is the shortest entry in the Omnibus Volume 1, but it is also the best, which isn't saying much. The story is simple, the cast of characters is small, Indy is more like himself than in the other graphic novels collected here, the action takes up way more space than the explication (a very good

thing), and the less detailed artwork really suits the gritty feel of Indy, but it's still disappointing for true Indy fans. It is pretty sad that Indiana Jones and the Arms of Gold is the best of a bad collection. I was hoping for a whole lot more. But, hey, at least my son liked it.

J. says

So. boring. The nonstop action is completely mind-numbing, if that makes any sense. Constant gunfights, intrigue, and inconsequential/unexplained changes of location make this just a mess ofstuff happening. But nothing I could ever care about, and no reason why I should.

Henry says

An omnibus totaling three adventures, originally published by Dark Horse in the 1990s, in 3, 4 or even 6 parts, so plenty of reading in the omnibus.

Now obviously you don't pick this up expecting high brow thrills, but I did find the 300 odd pages merely a repetitive durge of ambushes, gunfights, random location changes. Nothing remotely interesting about the articles being hunted, this is not the Ark of the Covenant or the Holy Grail, oh no, it is Buddhist "scrolls" and "Atlantean death beams" or something else regrettably naff.

The odd piece of college life, or slightly risque chauvinistic, and borderline racist overtones from Indy that turns him into more Sexton Blake or a Sax Rohmer character than anyone I remember, no yankee manners from this Indy, I vaguely enjoyed, but after so many pages, it got wearisome to the extreme.

Mark says

This omnibus, published in 2008, collects together three "long-out-of-print" stories (originally published individually) and does it very well, with excellent reproductions and glorious colour. The first story, "Indiana Jones and the Fate of Atlantis", written by William Messner-Loebs, Dan Barry and Mike Richardson with art by Barry, is based on the LucasArts game developed by Hal Barwood. Enjoyable enough, with great illustrations, it's far too busy for its own good (our heroes are constantly zipping from one country to the next) though it does introduce the excellent Sophia Hapgood, a fellow archaeologist who more than stands up to Indy. "Thunder in the Orient", written by Dan Barry, drawn by Barry and Dan Spiegle, involves the search for the sacred scrolls of Buddha (and once again features Sophia (and is all the better for it). "Indiana Jones and the Arms of Gold", written by Lee Marrs, drawn by Leo Durañona, details Indy's search for an Incan artefact of legendary power and has a great female lead too. All three were decent enough stories, the artwork in the last trying least hard to capture Harrison Ford and if you like Indiana Jones and high adventure, the volume is well worth a read.

Gord says

I am a sucker for Indiana Jones and also for movie-comic adaptations. The Raiders adaptation was sadly

brutal , it skipped a lot of parts (original run was only 3 issues) and couldn't do a lot of iconic scenes like the sword vs gun fight , the big bald Nazi getting chopped up just to name a couple. Oddly though the comic book adaptation explains how Indiana survived the infamous submarine ride LOL cracked me up. If you're curious it came down to two things A) sheer luck that the Nazis never submerged below periscope depth and B) he used his whip to latch onto the periscope. He did struggle to hold on in freezing waters and was scared they would go deeper.

It's packed with lots of other Indiana Jones journeys from the ongoing Marvel series. Just like the movies , they're complete cheeseball fun for old school comic book enthusiasts who happen to love Indiana Jones.

Du4 says

I had forgotten all about Dark Horse's forays into the INDIANA JONES mythos until I saw this omnibus solicited. This was a GREAT reminder how much fun this adventure adaptation was back in the day.

There are three tales collected within. THE FATE OF ATLANTIS is actually the most uneven of them even though it's the most popular one (adapted from a Lucasfilm PC game). With three writers on the 4-issue series, that's no surprise. There is a lot of corny dialogue and some inconsistent storytelling here and there (and some plain stupid, nonsensical scenes). But all in all, it's still fun. Especially when some batshit crazy ideas start popping up.

THUNDER IN THE ORIENT is a much better story, written & illustrated by Dan Barry, an artist whose work I know very little of aside from his INDY work. Barry is a very classic artist, and his approach reminds me a lot of something I'd see in old classic EC Comics. His facial renderings aren't so great (tough to tell Indy is supposed to be Harrison Ford at times) though.

The final story, THE ARMS OF GOLD, is a complete departure and features some very esoteric artwork that you'll either love or hate. I personally enjoyed this story the most, but mileage may vary.

My biggest complaint about these omnibii (which prevents me from giving it a higher rating) is the value for the price. This volume contains about 12-14 issues of product and there's not even a cover gallery, which sucks because great painters like Dave Dorman did AWESOME covers for these comics when they originally came out. Plus, there is NO supplementary material. Indiana Jones stories are RIPE for historical supplements, similar to the special features they included on the YOUNG INDIANA JONES CHRONICLES DVDs. However, NONE of that is present here, and despite the slick, clean presentation of the paperback... it's still about \$25. Buyer beware.
