



The City

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This graphic novel is the fourth of James Herbert's "rat" novels, after "The Rats", "Lair" and "Domain". It maps a chilling post-apocalyptic future where the pathetic remnants of mankind scrape out an existence in ruins under the new order of the rats.

The City Details

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Author : James Herbert , Ian Miller (Illustrator)

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From Reader Review The City for online ebook

Alexander Draganov says

While the story is pretty formulaic - grim mysterious Traveller appears into a post apocalyptic world - the grotesque vision and the feeling of desolation make this graphic novel a must for fans of Domain.

Andrew says

This is a strange title which is now very difficult to get hold of (sometimes my almost pathological refusal to part with books does have its moments) but I do have a copy and here is my completion of the the Rats saga from James Herbert.

The book is set in the same world and location as Domain but some years further along. The situation has not improved and I must admit the whole stark world is disturbingly realised with the art work of Ian Miller.

And this brings me on to the artwork -after all it is a graphic novel. Ian Miller is a very talented artist - some of his illustrations for Games Workshop for example are defining pieces which I think played no small part in the companies success in its early days. However they are incredible stark and imposing and at times I feel detract from the story.

The story of which is just as powerful as the previous books (if not a feeling a little familiar by now) but the artwork makes it feel surreal - or that is just me I guess.

To me this IS part of the Rats canon however I am sorry to say it is not a powerful conclusion and I can see why the series is more often than not referred to as a trilogy. The book itself is as I say very difficult to get home and unless you are a completist or devoted fan you are not missing much but it has to be remembered in context - it was early the 90s and the production of a very gifted British horror author.

Siobhan says

I rather enjoyed James Herbert's Rats trilogy, so I was curious about this little extra in the form of a graphic novel. I'll be honest and say I'm not the biggest fan of graphic novels – in fact, I can only name one that I really enjoyed – but I was willing to give it a try, just to see what it added.

In truth, I would have been fine without reading this. Did it add anything more to the series? Not really. It was nice to see a potential very dark future, but it didn't really fit with the main trilogy. It's one of those things to read if you're a big fan and want to have all the possible information, otherwise it's not worth it.

The only plus is The City was so short I finished it in no time at all.

Gonzalo Oyanedel says

Traspaso a viñetas del más célebre universo creado por James, con la inestimable colaboración gráfica de Ian Miller para cubrir extensos pasajes de escasos diálogos. Espeluznante y macabra, como suele ser la obra de Herbert.

Steven Guitink says

I remember finding this book in my local library back when I was about fifteen. At the time, I had little idea who James Herbert was, I didn't know about his Rats trilogy and I was still a fledgeling when it came to horror.

This book actually inspired me so much that I actually did a short roleplay of it, replacing the rats with zombies for an English class. I was such a dork.

I think what grabbed my attention right off the bat - as it probably was with a lot of people - was the artwork. Ian Miller's art style was surreal, nightmarish and visceral in ways that made this seem less like the real world and more like an alien planet. So much of the story takes place in the eponymous City and very little of it feels normal. The place has been turned into a giant rat's nest with the buildings and streets being designed with a more organic feel. The characters are all distinct, with nearly every human face in the crowd being distinct.

The rats meanwhile.....

They're like a tidal wave of fur and fangs. They swarm and eat and kill. Led by a larger specimen with a red eye they are unstoppable and very VERY dangerous. I've nothing against rats. I actually think they're pretty cute and very misunderstood, but in the context of this story....brrr.....

But on the note of the story that's where the book falls down into the swarm. At its core, the story is rather simple if a little obtuse. The traveller (because I don't think he has a name, I'll have to check) has one goal in the city. To get his wife and daughter out. Except we're never told this until about halfway through the story. Up to that point, it's more of a sightseeing trip through the City alongside the Traveller's two mechanical (or armoured, it's never clear) dogs. And once we learn the reason he's in the city and watch what happens, ultimately the story kind of just wanders off. There is an ending to things but it's just kind of....a thing.

And on the note of the Traveller, he's kind of a blank slate. For most of the first half, he wears a mask, effectively blanking his identity and personality. He says nothing, explains nothing, opines nothing. And given that the rest of the cast are mostly bystanders that come and go or are there for flavour, we have to rely on the Traveller to guide us. And he's a stone block.

Overall The City is not something you read for the story. It's simplistic, bland and one note. What you read The City for is the art. Think of it like a haunted house. Imagine yourself as the Traveller, wandering through those nightmarish streets and you'll have a cracking good time.

Mark Bond says

Very poor. There is a reason this has been out of print for years. Poor artwork and poor writing make for a very disappointing read!

Rick Samps says

Cool visuals. Lots and lots of action. Not much else to it.

Phil Zimmerman says

This is part 4 of the Rats Trilogy (yes, I know that can't exist), but that is a fitting label. It really doesn't fit in with the cannon of the first three. The only similarity is the nuclear holocaust and the rats. The art gave me an almost HR Giger feel and the entire feeling is much more fantasy.

The story is sparse. A lonely traveller goes into the City. For what? Nothing too shocking there but I wont spoil it.

The art is where this story shines, Each panel is just oozing with effort. The kills are some of my favorite I have ever seen in comic form.

A fun read but not worth the expense of finding a legit copy.

Carlos Abrille says

These graphic stories are all alike, theres really no content to the text, its more about the images telling the story. The artist was awesome and why it was deserving of five stars.

Mandy says

After reading all four in the series in order, I felt this one in particular could have been so much more than it was, very disappointed with this, but as the first graphic novel I've read I am likely to read more .
