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(Download pdf) Flash Gordon: Triumph in Tropica

## **Flash Gordon: Triumph in Tropica**

**Alex Raymond : Flash Gordon: Triumph in Tropica** before purchasing it in order to gage whether or not it would be worth my time, and all praised Flash Gordon: Triumph in Tropica:

3 of 3 people found the following review helpful. A great start to a great run of the greatest adventure strip of all time! By W. Daniel Preece This is the first of a six volume set featuring Alex Raymond's run on Flash Gordon, a character he created and developed in 1934. The printing quality is good and the binding is sturdy enough. You may have heard that George Lucas was inspired by his love for Flash Gordon as a child. You can see just how true that is with this series. Flash Gordon is every bit as fast-paced, as exotic, as heroic as Star Wars of 1977-83. The story never sits still, the characters are always hopping off to wild, new locales, and the challenges are just as breath-takingly heroic. My only warning is that it takes a little while to get used to the style of these old strips. The strips are not dialogue heavy. They have plenty of text narration. Everything is done quick, moving on to the next scene. No time is spent in reflection. Compared to modern comic books and tv series, Flash Gordon is a blur! Which is fun once you get used to it. Also, don't expect any hard science in this series. Words like "spaceograph" or "spaceophone" are plentiful. Readers just need to go with the flow on this one. FG was created in a world that was new to color movies and many people didn't even have telephones. So Raymond was creating future technology with very little real technology to borrow from. But it's all in good fun. I had to give it just 4 stars because otherwise I could not express how much better the series gets in the 2nd and 3rd volumes. When FG began, Sunday strips usually featured a lot of smallish panels.

This cramped the art considerably. But it wasn't long before Raymond started using fewer, larger panels that showcased his amazing illustrative abilities. If you compare volume 1 to volume 3, you'll see what I mean. (Also, Dale Arden is not well developed as a character. She's just there to be the loving woman who wants nothing but to marry

Flash. That gets tedious sometimes.) I don't suggest skipping volume one because of my misgivings above. Flash's adventures do build upon themselves over time, making this volume important to read before going on to volume two.

0 of 0 people found the following review helpful. Amazing black and white edition of the greatest adventure strip of all time!

By W. Daniel Preece

First off, a publishing factoid. This is the first volume of a proposed 4 volume series (I don't know if it was ever finished; they're kinda hard to find). The first edition cover shown here does not give a title for the story inside. Later editions of this first volume have the title "In the Ice Kingdom of Mongo" right under the big Flash Gordon logo. I point this out because I bought a second copy by mistake, believing this untitled volume to be the first of the series. If you're a completist like me, this info matters. As for the contents, know that this (and the second) volume is in BLACK AND WHITE (with the occasional grey tone added). I cherish these volumes for that reason. I love to see the artist's pen and ink work without the distraction of color. Any student of comic art should own one of these volumes. Later artists all learned from (if not copied outright) Alex Raymond's work. It's helpful to know where your inspiration got his/her inspiration!

As for the Flash Gordon strip itself, there are many sources for that story so I won't repeat all that here. I'm guessing if you have any interest in this particular volume, you already know most of that anyway. A true "must have" for devotees of Alex Raymond and Flash Gordon!

3 of 3 people found the following review helpful. Balanced Editing Would Have Helped

By The Great Oz

As always, fans of Alex Raymond and Flash Gordon are in for a treat. This reviewer need not state the obvious by praising the artwork of either Alex Raymond, or the sheer fun of his Flash Gordon. All is well in that particular universe! However, back on this earth, the book suffers from a very sloppy editing job. Starting about two-thirds of the way in, the pages are bound upside down and the weekly installments lose their chronological order. Ironically, these flipped pages begin after a story line in which Flash and gang are involved in an adventure centered (pun intended) within a reverse-gravity region of Mongo. In that story arc, the dialogue is intended to be right-side up, with the illustrations cleverly upside down. It's a lot of fun, and a very engaging device. However, when that story ends, it's as though the proof-reader or editor didn't realize things should have reverted back to the former format. Now, everything is upside down; printing and artwork. To read it, one must turn the book over. Making things worse, the weekly chronology is also affected, and unexpectedly jumps ahead several months (into the next year in fact), making it necessary to thumb through the rest of the book to find the correct sequence. Thankfully, each segment is dated, or it would be even more difficult to make sense of it all. After this rough patch, the pages and chronology finally fall back in line again within the last few chapters. This book would have received at least four stars, but for the problem described. Still quite enjoyable, but be prepared to work a bit when reading it.