



Mass Effect: Foundation Volume 1

Mac Walters , Dave Marshall (Editor) , Omar Francia (Illustrator)

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The first volume of Mass Effect 2 and 3 lead writer Mac Walters's gripping series Foundation, set during the events of BioWare's smash hit science fiction trilogy! Introducing Rasa, a mysterious agent working behind the scenes for the Illusive Man and his human-survivalist paramilitary group, Cerberus! First, learn how she began her life as a covert operative - then, follow her investigations and witness formative events in the lives of signature characters Urdnot Wrex, Ashley Williams, and Kaidan Alenko!

Mass Effect: Foundation Volume 1 Details

Date : Published February 18th 2014 by Dark Horse (first published July 17th 2013)

ISBN : 9781616552701

Author : Mac Walters , Dave Marshall (Editor) , Omar Francia (Illustrator)

Format : Paperback 96 pages

Genre : Sequential Art, Comics, Graphic Novels, Science Fiction, Aliens



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Roxane says

Retrouvez mon avis sur le blog :

<https://onceuponatimeinabook.wordpress...>

Wilde Sky says

In this graphic Sci-Fi novel a ruthless female agent strives to complete her mission.

This book lost me after a few pages, I read it to the end but overall it I just found it confusing.

Christopher Mclean says

A loosely connected series of stories, covering a number of companions from the Mass Effect games as The Illusive Man's agents try to collect more information of the crew of the Normandy.

I have been deep into Mass Effect 3 recently (I know I'm a few years late here) and quite enjoyed the first two games in the series. Hoping for a little more from this interesting universe I decided to give this book a go, sadly it didn't deliver at all.

While none of the stories really captured me, they were bad, they weren't particularly interesting either, my biggest disappointment is that this book is that it didn't add anything to the universe. With a tie-in book like this I expect to get more details on characters and the universe that I already love, this book fails on that on that front.

Ron says

An almost typical science fiction trope, a dystopian space station opens the book with young person trying to survive. Time passes, she is now an agent of an illusive cartel. Plenty of action, interesting situations, and of course unresolved plot threads leading into the next volume.

Stacie says

It's not an abomination, but it's not good either. It doesn't *look* like Mass Effect and it doesn't *feel* like Mass Effect and the stories do nothing to add dimension to the characters you met in the games. The covers are beautiful, but the interior art is muddled.

Callum Shephard says

Much like the previous Homeworlds series, Mass Effect Foundation serves as a look into the lives of characters prior to joining Commander Shepard in the games. Taking place either mere minutes before their introduction or even years before they were ever encountered, the comic gives some further insight into the lives of Wrex, Ashley, Kaiden and one or two surprise characters. While ultimately treated as an isolated episode or brief moment in the spotlight, every story is connected by an ongoing narrative. Specifically a duo of Cerberus agents who are examining the characters' histories (or just running into them) and looking into the events behind Eden Prime. While this sounds effective, and it does give some insight into what Cerberus was doing when such a major threat emerged, the results are ultimately hit and miss.

Before we even get into the story we need to talk about the art. While this is something usually left to a paragraph or so in the latter point of these reviews, the structuring and their quality vary considerably from page to page.

While the actual art itself resembles the style of Frank Quitely in many respects, mostly sans absurd faces, it seems like a less refined version of his work. There seem to be problems handling certain details and poses on characters, as while the environments and more physically solid items look great, the characters in movement themselves all too often look like ragdolls. While an armoured figure like Jasox or Ashley looks fine, and unlike Genesis Wrex is consistently decently drawn, athletic figures or those without too many details to latch onto visibly suffer. You'll see this repeatedly with the first character introduced as she serves to forward the tale's framing device.

While the above flaws would be acceptable on their own, the problems come with the story being so oddly planned out. While it's nice to see a tale avoiding the massive padding decompressed storytelling has become an excuse for, this one has the opposite problem. Too many times the sequential art is lost to the point where the comic seems to be teleporting from one place to the next. At many points the movement of the characters seems lost and you're just left wondering how they managed to get from point A to point B.

Also the combat is left to extremely short bursts and is barely shown. It's often limited to short bursts of combat and has this habit of turning every biotic attack and shot from a gun into a massive blast of all consuming light. This is especially obvious when concentrated fire from geth looks as if a character is taking cover from a Kamehameha wave. These combat sequences in particular is when the story starts to get a little strange, and they feel both underdone and oddly over the top at the same time. It's only moving away from such events that the story truly begin to show some quality behind the work.

Learning more about the characters or an event that they had spoken of in the video games is something to be appreciated, at least when it's done right. Along with the sense of the characters and universe being fleshed out, they allow the story to feel more complete and less as if you have missed something crucial. Here this is the case for the most part. While not always something which successfully gives further insight into people, seeing what they spoke of is something which gives insights into their personalities.

A number of tales are told through flashbacks with Kaiden and one other surprise character both displaying events which took place in their early lives. These are ultimately the ones which work the best as they show exactly what shaped them into the figures they become or followed their life's path. In the case of Kaiden it displays the previously spoken events on Gagarin Station, and show the lengths he was driven to strike out at

the turian commander there. It displays the much more pressing nature of their trials and just what life was like onboard the station, giving some groundwork for his attitude towards aliens and use of violence. It's interesting to see the characters at such a point and does for the most part work in their favour as, even when the story is repeating previously known information, seeing the events are much more effective than just hearing of them.

The other major flashbacks, covering the events of Eden Prime, are better interwoven in the tale. They originate from the Cerberus' agents efforts to piece together what happened and gather data, highlighting their differences in approach as well as the characters involved. We see some of what made Ashley such a promising figure within the military but how her family's history repeatedly came back to bite her. While hardly handled in the best way, mostly coming down to one person and one decision, it's better displayed here than it ever was in the first game. Actually having a degree of impact in her life rather than being mentioned but never built upon.

As for Wrex, it's what you'd expect. There's nothing really furthering his character, just some decent bounty hunting and a couple of humorous moments. Nothing especially bad, but beyond showing you what he did to get C-Sec to take him by force in the first game it doesn't add much to the overall universe.

The stories in of themselves are hardly bad. There is a good deal of talent displayed in how they are linked together, and unlike other tie-ins we've seen each one does not waste time in getting to the point, but it's hard to appreciate given the mistakes with the storytelling structure. It will likely take more than one reading for people to get past some of the problems, and they really are ones which a franchise so famed as Mass Effect should have been able to avoid. It doesn't help that most feel as if they could have been better told if these were a fictional novel or episodic video games.

If you're a diehard fan of the universe or want to see more of the characters involved, give this one a look. If you're more interested in bigger scale stories or comics with better artwork, try one of the other Mass Effect comics.

Ran says

First, no one cares about this Rasa character. Second, I feel bad that Wrex got lumped in with Williams and Alenko. Third, the art is really interpretative.

Logan says

A little disappointing! So this series is written by some of the writers from the second and third game; but for the most part this was pretty boring! There are some brief cameos from some of the companion characters from the games along with some short stories about them, I liked that aspect, but for the most part the story focuses on other random boring characters I didn't care about. I also didn't really care for the artwork too much.

zxvasdf says

I probably couldn't appreciate this book as much since I haven't had the opportunity to play Mass Effect, about which I've heard so many good things. That's probably why I can't seem to get attached to any of the characters in Foundation. Despite the excellent art, I keep getting people mixed up, and I went away slightly confused with a headache.

But I sure as hell appreciated the beginning. It was so well done it took me by surprise, and probably will anyone not familiar with the Mass Effect Universe.

David says

I should be asleep but I was hoping that if I finished the book I would understand what was going on. This is not the case. There's some science fiction action involving sinister things and aliens and telekinesis.

None of it really means anything and I don't know who anyone is.

I've never played the game. Pretty sure this is a game.

Kameron Mitchell says

Just...bad. Someone else mentioned the art was interpretative and that's really the only word I could use to describe it. The composition of the transition sequences just wasn't good - in fact, it wasn't even there. I have to admit I'm not well versed in comics so maybe this is what you get for your money, but more than a few times I felt like I'd been given about half the words in a sentence and was told to repeat back what it meant. I just couldn't. The hard part now will be to decide if I should go on with them or not. I consider myself a super fan of the franchise, but do I want to put myself through this for the sake of completeness?

Brendan says

Finished this one a few days ago but forgot to mark it. The comics are generally the weaker aspects of the Mass Effect universe, the games and the books are normally the bench mark with the comics taking a backseat. The issue is normally the isolated story arcs and the one note characters, the art isn't a high standard either. I'm a huge fan of the series and I enjoyed this book but it isn't flawless, just adequate to fill the void left by Bioware.

Crazy for Books (Stephanie) says

ARC provide by Dark Horse via NetGalley for an honest review. The illustrations were amazing. Really easy

to read. I'm would have kept going if it hadn't ended. Looking forward to the next chapter in the story. I think Kaidan has a destiny he's not aware of yet. Can't wait to find out if he's able to do more with his abilities and if his father knows what's in store for him.

Samuel Rodríguez says

Un comic más de Mass Effect que no hace honor a la saga de videojuegos. Principalmente gira en torno a un personaje que nos encontramos en el dlc 'Ciudadela' de 'Mass Effect 3'.

El dibujo es malo y el argumento muy pobre. Como en los anteriores comics, se siguen empeñando en concentrarse en meter peleas y acción porque sí (acción que tampoco cumple, porque el dibujo deja tanto que desear que en la mitad de las viñetas ni te enteras de lo que pasa).

Habrá que seguir buscando un comic de ME que resulte interesante.

Caitlin says

Mass Effect is the videogame that made me fall in love with games in general and the first RPG that I played start to finish so it will always have a special place in my heart. This volume might appeal to fans of the series just because it gives some background on some beloved characters but overall it's not particularly impressive.

Foundation Volume 1 gives us back stories on Urdnot Wrex, Ashley Williams and Kaiden Alenko, all tied together via the viewpoint of a Cerberus agent named Rasa. Rasa has a fairly standard, desperate orphan origin and while her story wasn't bad, it wasn't anything you haven't seen if you've read much science fiction or even fantasy for that matter. I did like getting to see more of what happened to Ashley before she was found by Commander Shepherd on Eden Prime and laughed my ass off getting to see Rasa trying to prevent Wrex from murdering someone before she could get to him. So it's not that this is bad, it's just really not that interesting. Unless you're a Mass Effect superfan, you could probably skip this one.
