



## Ex Machina, Vol. 6: Power Down

*Brian K. Vaughan , Tony Harris*

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**Ex Machina, Vol. 6: Power Down** Brian K. Vaughan , Tony Harris

Spin City and The West Wing meet Batman in this gripping superhero graphic novel series by the award-winning writer of Y: The Last Man, Brian K. Vaughan. A mysterious new visitor arrives in New York City, with powers that may be connected to superhero mayor Mitchell Hundred's - just as Hundred's own abilities shut down during an extended citywide blackout! Can the mayor manage the ensuing chaos, keep his family safe from an apparent madman, and deal with new revelations about the nature of his barely-comprehended powers? Written by Brian K. Vaughan (Pride of Baghdad), with art by Tony Harris (Starman), "Ex Machina" is brimming with political intrigue and superheroic shenanigans!

## Ex Machina, Vol. 6: Power Down Details

Date : Published November 14th 2007 by WildStorm

ISBN : 9781401214982

Author : Brian K. Vaughan , Tony Harris

Format : Paperback 144 pages

Genre : Sequential Art, Comics, Graphic Novels, Fiction, Science Fiction, Comic Book, Graphic Novels  
Comics, Superheroes

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# From Reader Review Ex Machina, Vol. 6: Power Down for online ebook

## Adrian says

3.5 stars

It was good. Maybe slightly better than the previous one? One thing I need to take note of – it helps if I just sit down and read this in one sitting (or if I have a lot of focus). This is short, and I plan on starting the next one (hopefully soon).

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## G. Spinn says

3.5 stars

Very good not great. Love more bits about 9/11. Curious about the Zeller fellow and how he plays into this. I guess the overarching question has tilted away from “is he gay??” To “where did his powers really come from?” Obviously both questions have always been present but man they really leaned into the Fay thing early on, they’ve laid off of it considerably. Not that I’m not curious, it’s just not really relevant where he puts his dick.

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## James says

Some more information about the Machine's origin.

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## PvOberstein says

Ex Machina: Power Down takes Mayor Hundred and throws him into the Great Northeast Blackout of 2003 (which I weirdly lived through but have no memory of), doing its usual mix of city politics and superhero antics, both fairly well.

I admit, the part I always like most about these comics is The West Wing-style discussion of city emergency policy that take up the opening pages (hence instantly falling for Nolita Cemac, OEM Liaison). It doesn’t get as much play as some of the policy-oriented issues, but I still appreciate it.

The ‘superhero’ side of Power Down deals with Hundred losing his abilities to communicate with machines during the blackout, and dealing with a traveler from an alternate version of Earth, where the Cold War still rages and 9/11 never happened. (Incidentally, the discussion Hundred has about how best to memorialize 9/11 is probably the best rumination in the book). Once again, we get a tantalizing glimpse of the nature of Hundred’s powers, only for it to be snatched away too soon.

Of particular note is the backmatter to the comic, which contains a ton of interesting behind-the-scene stuff, including information on Vaughan’s collaborative process and the artistic workflow. Definitely worth a read.

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### **Adam Smith says**

Pretty intriguing, but this new volume still doesn't stand up to some of the earlier ones. With the introduction of a new character from a alternate timeline, things are starting to get MUCH more interesting. However, there are still more questions than answers and I'm hoping these get answered shortly.

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### **Luke Assink says**

I like this series but this volume was a little underwhelming. It does seem like it's setting up some interesting story lines for the future though.

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### **Donovan says**

Another fantastic volume where Vaughan *finally* begins to reveal Hundred's origin of power, Hundred himself temporary loses his powers, and we learn just how he landed that fucking plane! Dramatic, violent, and intense.

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### **Bosco Farr says**

Continues to amaze me.

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### **Abigail Pankau says**

More super heroes mixed with politics. During a city-wide blackout, Hundred faces a dimension traveler who has a warning about Hundred's new powers. I find the volumes that explore Hundred's powers, and where they came from, to be more interesting.

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### **Cody says**

3.5/5

I wanted to like this one more than I did, even if it still ended up zipping along at a nice pace. It starts with taking away Hundred's powers during a blackout caused by the appearance of a mystery man.

There's so many directions they could've went with a powerless Mitchell during a blackout! And yet it fell back on a tired hostage plot. Mystery man Zeller appears to warn Mitchell of an impending threat instead of playing the antagonist. But considering a lot of Volume 5 was also table setting it was disappointing to have

more of the same in this volume when not all the pieces from the previous volume paid off.

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## **Jimmy Williams says**

Grown man topics is something you gotta deal with, No matter how many super powers you love it ain't gonna equal up to this real shit....

Let me just start by saying this is the best "Graphic Novel" I have ever read. I wouldn't even call this a comic. I know that there is a difference between a comic and a graphic novel but I've also seen the terms use interchangeably but this piece of work is too great to be called anything else. I read "Y The Last Man" so I was a fan of Brian K Vaughn (Although Under The Dome is terrible). Ex Machina exceeded my expectations.

I love reading about super powers and the fight between good and evil and all that good shit but I also love seeing real issues discussed. Ex Machina does this perfectly. The parallel NYC was amazing and Mitchell Hundred is one of the most interesting characters I've seen.

Vol 6 moved a little slower. It had the story of a power outage but this volume also helped to build up the backstory. I don't want to give anything away so I'll just say that I highly recommend Ex Machina

FYI: I'll leave a review for all ten volumes but only change the last paragraph because the first three paragraphs were so powerful that they are relevant to all ten volumes.. LOL

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## **Martin says**

### **"Power Down"**

I liked this one for many reasons: (1) Mitchell (albeit briefly) loses his special abilities, (2) the visit of the alternate-Earth Zeller deepens the mystery as to Mitchell's destiny and leaves more questions than it answers (if any), and (3) we get some flashbacks of the Great Machine in action, be it in a fight simulation or grounding the second airplane on September 11, 2001.

This is where you start wondering just what Vaughan has in mind for Mitchell and the series as a whole, where he's going to take things. An alternate-Earth, or even just the *possibility* of visiting (or being visited by) another world certainly gives the writer a wide playing field, with a near limitless number of options.

*C'est à suivre...*

### **Inside the Great Machine**

An interesting look behind-the-scenes, discussing cover designs, concept art & photos. Basically some of the creative process involved in the production of a comic book. Not exactly the main draw of this trade paperback.

[Click here for a review of the next volume, Ex Machina, Vol. 7: Ex Cathedra.](#)

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## **Mackenzie Melo says**

We are now entering the zone of revelations and why's; and I'm loving it!

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## **Licha says**

Vol. 6 of 10

This volume includes an interesting introduction at the end of the book by Vaughan explaining the process of what goes into making a graphic novel. I was a little surprised to find out that most people find graphic novels disjointed because of all the hands that go into the pot in order to expedite issues for monthly production. If anything, all the series/graphic novels I have read seem to NEED that collaboration between writer and artist to translate their vision onto paper and I feel have been successful at it. It's a marriage of the two. I also enjoyed seeing how they have people play out the character scenes and pose as the panel is to going to be drawn. I hadn't ever really thought about how these scenes get on paper, but I thought it was a neat process.

Recap of this volume to remind myself. \*\*\*\*\*Possible spoilers ahead\*\*\*\*\*:

--We see a second possible archnemesi? This one steps out of the river swathed in an electric field, causing a blackout throughout the whole city. He is looking for Mitch to pass on information on how they got their powers, so it is unknown whether he's a good or bad guy. His powers however are able to neutralize Mitch's powers, so it is yet to be seen what will come of this story.

--The issue of immigration is mentioned but never concluded. Can I just say that I'm a little tired of everytime immigration is brought up it is immediately blamed on Mexicans. They are not the only people who are immigrants. People from all over Europe, Asia, Africa, South America, to name a few, immigrate to the U.S. It is not just Mexico. That joke gets a little old and I found it insulting how Mexico is the first place people point a finger to.

--We see a bit more of a glimpse into what happened on 9/11. I did question though how Mitch knew the second tower would get hit. He was already using his powers to call on some fighter jets to assist him in stopping the second plane from hitting the second tower, but these are just glimpses we see into the past without much explanation. This is already the sixth volume so I'm wondering when Vaughan is going to start tying up ends.

Overall, a good issue.

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## **Nadine Jones says**

Another great volume in the Ex Machina series. Finally, Mitchell's mom shows up again! We learn a little bit more about Mitchell's bodyguard, Bradbury. And a mysterious guy appears (from the future? from the past? from an alternate dimension??), which mysteriously causes a complete north east power outage. What is the connection between Mystery Guy and Mitchell's powers? It is hinted at, but we don't learn much, and it's never 100% clear if Mystery Guy can be trusted.

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