



## **Ruse, Vol. 2: The Silent Partner**

*Mark Waid , Scott Beatty , Jackson Butch Guice*

[Download now](#)

[Read Online](#) ➔

# Ruse, Vol. 2: The Silent Partner

*Mark Waid , Scott Beatty , Jackson Butch Guice*

**Ruse, Vol. 2: The Silent Partner** Mark Waid , Scott Beatty , Jackson Butch Guice

In times of trouble, the city of Partington looks to its favorite son--the greatest detective ever known. But just who are Simon Archard and his lovely partner, Emma Bishop? This is the burning question behind each fantastic case solved by these stylish sleuths. In a world where a veneer of Victorian finery hides mammoth mysteries, Simon and Emma maybe the biggest mystery of all. But Simon was previously apprentice to another detective, the cold and calculating Malcolm Lightbourne. Once though dead, Lightbourne has returned with a vengeance of climatic proportions

## Ruse, Vol. 2: The Silent Partner Details

Date : Published February 28th 2003 by Cross Generation Comics (first published 2003)

ISBN : 9781931484480

Author : Mark Waid , Scott Beatty , Jackson Butch Guice

Format : Paperback 160 pages

Genre : Sequential Art, Graphic Novels, Comics, Mystery, Science Fiction, Steampunk, Fantasy

 [Download Ruse, Vol. 2: The Silent Partner ...pdf](#)

 [Read Online Ruse, Vol. 2: The Silent Partner ...pdf](#)

**Download and Read Free Online Ruse, Vol. 2: The Silent Partner Mark Waid , Scott Beatty , Jackson Butch Guice**

---

## From Reader Review Ruse, Vol. 2: The Silent Partner for online ebook

### Petabyte says

Very good art, decent storytelling - but (at least the copy I have has) utterly rubbish binding! Newish book and the spine can't handle the first few page turns. This isn't as random as one might think, after all, what's the point of reading a book if one can't turn the page... but if you can get a good copy, enjoy Ruse to the fullest.

---

### Anne says

I wasn't as impressed this time around. I was hoping to find out more about Emma (like exactly *what* is she?), but the entire plot revolved around Simon's ex-partner. It was interesting, but not *that* interesting.

---

### Stephanie O'neil says

I liked volume two: the silent partner much better than volume one: enter the detective. Simon and Emma were easier to relate to and I enjoyed the villain, backstory, and mysteries much more. I don't think there is a volume three, which is disappointing.

---

### Max says

A bit of an accelerated conclusion to the series, but gem-filled nonetheless, with Emma & Archard's charismatic back-and-forth, mysteries aplenty, and a neat ending.

---

### Pturingan says

Not bad at all. Pretty entertaining. This was an impulse buy at a recent sale at the local comic store and I'm pretty glad I decided to pick it up. The art by Guice was also a highlight for me.

One problem though- the binding was horrible! It fell apart almost immediately after I unwrapped the comic. Is this why Crossgen Comics went out of business?

---

### Thomas says

So, a few weeks ago, a coworker and I were talking about graphic novels, and during the discussion, she mentioned how much she loved Ruse. She told me a little about the premise, and while it didn't really rock

my socks off, she loaned me the first two trade paperbacks to give them a read, and I figured: Why not?

Well, on the bright side, I didn't spend a whole lot of time reading the collections. And truth be told, the stories aren't bad, as much as they're just not anything I'm really interested in reading. The main character is clearly a Sherlock Holmes rip-off, and the fantasy setting and elements are (so far) so slight as to be merely asides to the more mundane challenges the detective faces. It's clear from the first chapter that Emma, his assistant/partner, has some sort of supernatural ability, but she's suppressing them as part of a wager that she has going on with ... someone. Or something. Regardless, she has a recurring narrative with someone who doesn't appear in the story, but it's not so recurring that it becomes a major part of the story. Still, Emma narrates the stories, and she often brings up these abilities that she can't use, so not only is it never far from the reader's mind, but it also gets a little annoying.

Archard himself takes the stage whenever the two of them are "on screen," but he's such an insufferable, arrogant boor that Emma has to step in often to make up for his lack of social graces. There are hints in the second volume that Archard's not all he's made himself out to be, and the writers show a different side of the character, but not enough for me to care that much about him. That makes him a pretty unsympathetic character, which can be a death knell for any story. Of course, saying who is the protagonist here is up for some debate: Is it Archard, or Emma? I'm not entirely sure. I'd guess that reading more of the series would answer the question, but I'm not really interested enough to read further to find out.

As for the stories themselves, they're entertaining, if a little overwrought in some places. The first volume has a more satisfying story-arc, but didn't really move me. The second volume is nearly horrible, but not because of the main characters. Instead, the villain becomes the character at center stage, and he's just not enough to pull off the series. The villain, Lightbourne, is intended to be the Moriarty character to Archard's Holmes, but he winds up coming across more as a megalomaniacal ninny than as a challenging, recurring antagonist. The potential is there, but it seems wasted when he becomes the focus of the story.

The artwork is fine, but I find myself liking graphic novels where the artwork is more impressionistic than realistic, and in this series, the art definitely falls into the latter category. Despite that, I had a hard time following some of the action scenes, and during the final showdown between Archard and Lightbourne, there were a couple of scenes where I wasn't even sure what happened. There was something huge happening, and then Archard did ... something? ... and it all went to hell for Lightbourne. I couldn't tell you what that was, though. It was definitely the turning point in the battle, though.

This series has many fans, enough so as to demand a reprint of the original stories, but I just don't get it. That's fine (I don't argue with people who say that Steve Alten is a horrible writer, but I still dig his novels), but for all the praise my coworker gushed about the series, I was expecting a lot more.

---

### **Trevor says**

The Ruse series is one of several reasons I was sad to see Crossgen go out of business. Absolutely brilliant, beautiful comic book genius.

---

### **Kurt says**

While this volume of Ruse comics is not quite as good as the one that preceded it, I still love it. Yes, Guice's art is a bit muddier here, but it still retains most of its elegance and wonder. Yes, the story is a bit less interesting when it has more of a focus on Simon Archard, the detective, but we still get almost enough time following the more interesting and relatable Emma Bishop. Even a less perfect version of Ruse, it seems, is significantly better than many comics published today, and it is well worth a read.

Plot-wise, this collection has two stories. The first is a ghost story with Gypsies and ghosts and some implausible but thematically appropriate sci-fi. The second picks up the threads of Archard's secret history with Lightbourne (his Moriarty figure) that have been left in each previous issue, and it swirls them together into a straightforward action story, with some beautiful scenes of a city destroyed by gargoyles and a dramatic battle between two archenemies in a fragile abandoned cathedral. It's a more accessible collection for readers who don't like Sherlock Holmes, but it still keeps a firm grip on the qualities that made the first collection such a joy to read. I highly recommend it to anyone who liked the first volume.

---

### **Elizabeth says**

An entertaining sequel exploring the Holmes-like detectives ex-partner turned crazy killer. I think I liked this more than the first one. But since I really don't remember much about the first one I probably need to go back and reread it to make sure (or maybe I'll just call it good and move on to something else).

---

### **Nicole says**

Artwork is beautiful, story is intriguing (if slightly improbable), and dialogue is as funny and sharp as ever!

---

### **Andrea says**

The last half of this, about Archard and Lightbourne, was the strongest part of this book, I thought. The first story seemed pretty standard and not really explained very well (like in Heroes, where somehow changes in your DNA make you fly or talk to machines). The best part, as usual, is the Archard/Bishop dialogue and the fantasy Victorian setting.

---

### **Danielle The Book Huntress (Back to the Books) says**

Ruse is a graphic novel series that is perfect for readers who love the Victorian-set adventure vibe. There is a paranormal element that felt very light in this volume, but it's there for readers who like a bit of the weird (admittedly myself). For readers who can't get enough of the sometimes obnoxious Sherlock Holmesian character, Simon is going to appeal. At the same time, with this edition, we see more vulnerability and the less confident person beneath the know-it-all exterior. Emma's loyalty to the often maddening Simon is much like Watson. It serves to make you like Simon more because you feel that if Emma likes him, then there must be something to like/love about him. Emma is definitely long-suffering. Simon gets her into many a dangerous situation, and he isn't very nice to her. Much like Watson is treated by Sherlock. The arch-nemesis adds a twist that reminds the reader of Moriarty, but takes the character in a much more interesting direction,

although I admit I am rather tired of that character. At the end of this volume, the author teases at a game-changer, so we'll see what happens next.

The chapters in this volume have some interesting story-arcs, especially the small village that our two leads end up staying in. That was really kind of cool. Not what I expected at all. The other stories tie closer together to the overarching theme of this volume, and they bring to mind the high adventure classics of Victorian literature in a very pleasing fashion.

The art is well-done, but as I said for the previous volume, I find the panel progression confusing. Instead of moving left to right down the page, they often go willy-nilly from page to page and often across the page. I find myself having to backtrack and catch the flow of the story, especially last night, when my brain was fried. That is the major detractor for this series.

Ruse is a graphic novel series that I count as a major find, as such a huge fan of Victorian genre literature, and know-it-all sleuths and their long-suffering companions. The action is really good and it keeps me guessing what will happen next. I'm excited to keep reading this series.

---

### **Helen says**

Thrilling, romantic, and a lot of fun!

---

### **Joanna says**

Oh thank god Marvel bought Crossgen so I can continue to read Ruse. This volume is more entertaining than the first, probably because the super hero adventure bits aren't bogged down by world and character introductions. And anything that has a riff on the illustrations of J.C. Leyendecker is super sweet.

---

### **Stuart Kehrig says**

I found the tpb in a bargain bin for the paltry sum of \$2. Fantastic value for that price. Will try to go and find the first and next volumes.

---