



The Adam Strange Archives, Vol. 1

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A thrilling adventure of sci-fi action, ADAM STRANGE ARCHIVES VOL. ONE masterfully reprints the earliest escapades of "Earth's First Spaceman" as they were originally published in the 1950s. While searching for a tabled city in the Andes Mountains, archeologist Adam Strange suddenly found his entire life changed when he was miraculously transported to the planet Rann. Stranded on a foreign world of unimaginable wonders and inconceivable dangers. Strange quickly used his genius--like intellect and natural physical abilities to become the planet's new champion. An amazing look back at the early career at the original space hero, this book features Strange's classic origin story, a battle against a berserker robot, and an incomprehensible fight with a living tentacled planet.

The Adam Strange Archives, Vol. 1 Details

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From Reader Review The Adam Strange Archives, Vol. 1 for online ebook

Eric Onkenhout says

If you like classic science fiction, you'll love Adam Strange.

Ralph Carlson says

Like STRANGE ADVENTURES, MYSTERY IN SPACE, where Adam Strange appeared, was one of my favorite comics when I was a kid. It was great to read these stories again after all these years. I have the other two volumes in this series which I will soon be reading.

Mark says

This is classic late 50's / early 60's sci fi fun. The heroes fly around with jetpacks while wearing helmets with fins on them, shooting the bad guys with "ray guns". By some fluke of cosmic rays, the main character, an archaeologist named Adam Strange, teleports to the distant planet of Rann every few weeks where he is joyfully reunited with his sweetheart and his derring do saves the inhabitants of Rann month after month (much like John Carter). And just when things are apparently settling down on Rann, he is whisked back to Earth.

This collection is one part Flash Gordon and one part Burroughs' Barsoom (John Carter). I am a fan of both, and these stories were enjoyable reads for me. I liked the fact that Adam was teleported back home at the end of each story, leaving him back on Earth gazing wistfully at the stars and counting down the days until his return to Rann, much as the readers are left eagerly awaiting next month's issue. And it's no mere coincidence, I'm sure, that the period between Adam's adventures to Rann is roughly the same period as that between issues of a monthly comic. Since there is a well-defined parallel between the main character's experiences and the reader's, it lends the story a certain verisimilitude.

These are the earliest appearances of the character of Adam Strange. While at the time these stories were written Adam Strange wasn't yet part of the larger DC Universe, he would eventually be folded into the universe and start encountering the other DCU superheroes (especially Hawkman in the Rann-Thanagar story arc of the 2000's). Ultimately Adam Strange would become a major recurring character in the DCU.

Joseph says

These early adventures of Adam Strange were written by sci-fi pioneer Gardner Fox. First off we get Adam's tryout issues from Showcase, highlighted as Adventures on Other Worlds. Showcase gave us two Adam stories per issue, one around 14 pages, the other 8 or 9. Because his Showcase run was successful, Adam soon moved to Mystery in Space as its lead feature, each story getting 8 pages approximately. No explanation why Adam did not get his own self-titled magazine like Atom and Green Lantern.

These stories are pulpy and very entertaining. The Showcase stories, because of their longer length, allowed more room for character examination, but Fox was a master of the short story and none of them felt rushed. The early stories focus on Adam learning about the planet Rann and how the Zeta Beam works getting him there, but by mid-volume Adam is basically taking care of the crisis of the day, a few of which seem repetitive (a trait shared in Fox's JLA stories).

The first artist is Mike Sekowsky, proving here as he did on Wonder Woman, that his art was not the bulky, blocky style he presented in JLA. There is a certain dynamism to his work not seen in the JLA stuff.

Carmine Infantino took over the art beginning with the first MIS issue. His angular style was ok at first, but when Murphy Anderson took over inks, the art ended up with more verve and style.

Being a Silver Age book, these tales will not appeal to many modern comics readers, but I enjoyed them quite a bit.

Keith Renderman says

Great silver age space fun.

William Ritch says

I had started reading Adam Strange in the early 1960s so I missed a lot of these stories from his creation the late 1950s. The stories are good and were always my favorite in "Mystery in Space." There is a lot of SF and adventure in those 8 short pages.

Steven says

Adam Strange, that frequent commuter to the planet Rann via the fluky "Zeta-Beam" teleportation phenomenon, was a favorite DC character for many a year. Gardner Fox was an amazingly creative writer, churning up a fresh planet-threatening menace issue after issue which Adam (with the help of his gorgeous girlfriend Alanna of Rann) would handily and brainily dispatch in a mere 9 pages, zooming around the skies of Rann with rocket-jets on his back and his ray gun blasting more often than not. (His origin story, with so much more exposition to deliver, runs a mighty 15 pages.)

Reading 16 of these gadgets in a row exposes the formula and wears the reader down a bit. In the original form, where you only got one story every six weeks and there were all these other stories clamoring for your attention in between, each one was a little gem.

This was especially true when Adam Strange became the star feature in *Mystery in Space* in 1959 and one of the great comic book artists of the century, Carmine Infantino, took over the pencils. Each panel is a joy to behold.

This "Archives" volume collects the original *Showcase* appearances of Adam Strange, artwork by Mike

Sekowsky, covers by Gil Kane, and the first 12 *Mystery in Space* stories. It's a classy production and a welcome addition to my collection.

Timothy Boyd says

I was lucky enough to read these when they came out in the late 60' and early 70s. Great SiFi comic stories with just a touch of the superhero feel. Very nice art makes these Silver Age stories a joy to read. Very recommended to an comic fan

Erik says

Pretty standard sci-fi of the period.
