



Thief of Thieves #1

Robert Kirkman (Writer) , Nick Spencer (Writer) , Shawn Martinbrough (Illustrator)

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Thief of Thieves #1 Details

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Author : Robert Kirkman (Writer) , Nick Spencer (Writer) , Shawn Martinbrough (Illustrator)

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Download and Read Free Online Thief of Thieves #1 Robert Kirkman (Writer) , Nick Spencer (Writer) , Shawn Martinbrough (Illustrator)

From Reader Review Thief of Thieves #1 for online ebook

Brian says

interesting start....and already optioned for television

Stephen Ormsby says

Robert Kirkman has an incredible reputation, being the creator of The Walking Dead, so when I saw this come up at NetGalley.com I found myself jumping on it. I had recently purchased Walking Dead Trades, skipping through volumes one and two in quick succession as I realised how much I had to catch up with. Here though I had the opportunity to start a Kirkman series from the start.

And what a trip it is. This has everything. A heist that goes wrong, women, language, a lost son, and even a cruise ship. Kirkman does very well here by not introducing any of the angles from the Dead series, and creates new characters that are full of life. The further I went into this collection, the more I felt I learnt about the characters.

The story is captivating, the style is great and this book skipped along at a fantastic pace. Another one that is well worth the read., especially if you already like Kirkman's stories. Do not be disappointed there are no zombies, and enjoy it for what it is. A newset of characters and a new series that stands out in its own right.

Kevin Mann says

TOT kind of grew on me! I was not impressed or much of a fan at first glances, as i would browse thru new issues at the local comic shop, during the months these issues were released individually, ---but then i finally read #1 all the way thru recently, when it was offered free electronically. TOT was much better than I expected, or believed. And stayed with me.....So I waited for this story ARC to end to then get this compilation trade paperback, and enjoyed it thoroughly. For me, The detailed, complex character development is the strong point. The plot twists are good, but not as unexpected as critics would have you believe. But The pacing is excellent, this is where the artwork, being steady, if not unspectacular, comes into play. The artwork doesn't get in the way, it rides along at a steady workman-like effort and occasionally shines with especially superb reaction shots. Artwork can be a frequent problem with these type of non-superhero noir-ish genre/Arcs..gladly, it isn't here.... And Anytime it starts to drag a little, they quickly introduce a new clever new element. Recommended!

Luis says

Oh boy! This is a good start!

Martin says

From other Goodreads members' reviews, I had mid-range expectations: not too high, not too low. Yes, the "heist/crew getting assembled formula" had been done before, but hey - it's part of the whole *genre's* formulaic staples, is it not? It's therefore to be expected, and not necessarily criticised. The story in this book goes through the familiar motions, and that's that.

I personally like these heist stories quite a lot; there's *usually* an angle you're not seeing, and then it's revealed what *really* went on while you were distracted by something else.

That said, "Thief of Thieves" was a fun read. I liked the fact that the seven issues collected here are, together, a self-contained story, while leaving the door open for further developments.

Like many other readers, I don't get why Robert Kirkman gets credited as "writer", when it was in fact Nick Spencer who wrote the whole thing, Kirkman only supplying the story *idea*.

As for the art, I have no complaints. It suits the tone of the story.

Fans of heist stories will find nothing new here, but at the same time, revolutionising the *genre* was never the book's purpose.

This book was given to me by fellow Goodreads member Paul the book addict. Thanks, Paul!

Crystal says

I don't know why, but I really wasn't expecting much from this one. Despite the hype and all the 4 and 5 star preview reviews, and even despite the fact that I am a loyal Walking Dead fan, I just wasn't expecting much. I suppose it was the premise, or rather, all the premises:

Heist story: been done

White male "greatest thief of all time!": been done and done and done again.

White male "greatest thief of all time" decides he wants to quit the game for some as yet unknown reason and conveniently has a minted apprentice at the helm to take over: Seriously? Isn't that all of them?

BUT, then again, the best thing about genre (i.e. the heist story) is that with the parameters all set and the skeleton of the story basically laid out for you, it forces creators to be exceptionally good and creative storytellers. And Kirkman and crew show that there's room for them in this genre.

The story opens in the middle of what looks like deep shit for our protagonist. Then again, in a heist story, you know nothing is ever really as it seems. But, wait, let me start with the art, because Martinbrough and Serrano's shadowy noir style is a perfect mirror of what I think is the story's main hook. It's only a matter of time before everything reveals itself. Martinbrough and Serrano pair pure deep blacks and shadows with bright glowing colors (usually reds and oranges). The art is suggestive of something dark lingering just behind what otherwise appears to be normal happenings, and conversely indicates that there is something bright, something glowing and lively behind what is an otherwise very dark moment.

It suggests the constant co-existence and waxing and waning struggle between the good and the bad, hope and darkness. Okay, so I'm getting a little too real right now, I know. But I can't help but see the same elements in Thief of Thieves that I saw in Kirkman's psychological fuck of a series Walking Dead, where the characters are unforgivingly pushed and pulled between hope, fear, and their own dark sides. It's not quite so serious in issue #1 of Thieves, but there are hints of it in the references to Celia's, as yet unseen, single motherhood, and in Redman's untold reasons for wanting to quit the game. The story manages to feel simultaneously sort of Ocean's Eleven-esque quirky fun, as well as subtly foreboding.

I'm not in love with it yet, but there's so much potential. You can see the groundwork has been laid for some real character exploration.

Here's hoping!

(Story: Robert Kirkman; Writer: Nick Spencer; Artist: Shawn Martinbrough; Colorist: Felix Serrano; Letterer: Rus Wooton; Editor: Sina Grace; Cover: Shawn Martinbrough & Felix Serrano)

Sam Quixote says

The title is unintentionally ironic - there are a number of elements to this book that have been stolen from similar stories. If you've seen the Steven Soderbergh films "Out of Sight" and "Ocean's 11" then you'll notice them in this book too. A suave gentleman thief sidles up to his ex-wife in a restaurant and begins a back and forth that shows they have chemistry, still kind of love each other, but the woman is unwilling to allow herself to go with him. This scene is in both this book and "Ocean's 11". Then the gentleman thief has a complex sexual relationship with the female FBI agent after him - "Out of Sight" anyone?

There is a big team heist job set up for the final third of the book which involves "Ocean's 11" style montage where each member of the team is recruited, and then the heist involves rappelling down to the vault! It's like the writer Nick Spencer just watched "Ocean's 11" and woke up thinking he imagined it all.

Blatant rip offs aside, is there anything here worth reading from the creative mind of Robert "Walking Dead" Kirkman? Not really, it's a story you've probably seen before (I know I have) and the writing certainly doesn't stand out nor does the art. Kirkman didn't write this, he created it, and Nick Spencer did the writing. It barely held my attention to the end, the constant *deja vu* is too distracting and, overall, if someone asked for a template for a thief story this would be it.

Expect the movie version to star George Clooney...

Oh, and the subtitle of this book - "I Quit"? Me too, with this series.

Dan says

This sort of reminds me of the (original, good) film, The Thomas Crown Affair. The main character, Redmond, is a bit undeveloped in that he's typically "hard-boiled" and I'm not convinced he is old enough to have been stealing TV's in the 1980's, however, Celia is a good foil and she's probably playing him for some long game anyway (though in some overly complicated scheme).

One thing that's nice to see is good frame transition. So many comics, especially super-hero comics can't get the basic rhythm and beat down of simple, honest writing. Neil Gaiman, Alan Moore, Garth Ennis, and Warren Ellis showed comic book writers how to create vivid, real, three dimensional characters in convincing situations and it's nice to see Nick Spencer following their lead. The trick is to not just jump from action panel to action panel but rather let the story have those beats and rests to build character and bring you into the story.

The art isn't that special, in fact, it's really bland (especially since this is an Image title) and it's unimaginatively blocked, but the colors are right for the noir-ish style it's going for and, besides, I only cared about the story anyway.

Looking forward to reading the next one in the series.

William Thomas says

I've noticed an alarming trend over the past few years in indie comic books, specifically those published by Image. Although I can't deny that more quality books are being churned out by some very talented people, it seems that a large portion of these books are being written specifically to be turned into TV properties.

But, I mean, I guess that's just smart. Comic properties are hot commodities. It makes sense to me, the world of comics are where the best and most consistent writers lurk. In creator-owned comics, there is an immense pressure to wow the audience. They don't have the history the super-books have, the iconic character, they can't just coast. It means they really have to be sharp and dig deep to impress. So I get it. But I don't like it. Because some books are just pandering and you can tell right off the bat. Thief of Thieves is one of those books and probably the most blatant offender on the shelves.

Kirkman's name might be attached to this, but I'm willing to bet that Nick Spencer did most of the real work here with the writing. Kirkman is a lazy writer, rehashing his own work every two years or so. I mean, honestly, what else has he done outside of Walking Dead that anyone cares about? Invincible? Maybe. Battle Pope? No. Astonishing Wolf-man? No. Haunt? No. Marvel Zombies? Yes, but see Walking Dead above, it's same-same. Kirkman might realize that these days. I have a feeling he'll be piggy-backing more and more on other Image creations, letting some other slob do the actual work and just slapping his name on it.

Anyway, what we get here is basically the storyboard and script for a television pilot. It reads like something that AMC or FX would greenlight for production, having all the hallmarks- drugs, family drama, over-the-top plot twists, the feds, thieves, and on and on. What bugs me most about it, though, is how lifeless the damn thing feels. The dialogue might sound real, but it isn't memorable. The characters are archetypal for the most part and seriously stereotypical. I wish Spencer had written them at the ends of the spectrum instead of dropping them all right in the middle of the road. None of them are evil enough to love to hate and not a single one is charismatic enough to like.

Add in the fact that this is seriously typical plotting, like Caper 101 here, and it just feels like you got done reading a movie you've seen on basic cable a hundred times before while nodding off on the couch. Don't waste your time, go read a Richard Stark book instead.

M.i. says

There's a certain familiarity to this book in that it's not doing anything new in the genre yet what it does is enjoyable enough. I appreciate the fact it moved fast and I finished it in one sitting.

Tiffany Fox says

Conrad Paulson lives a secret double life as master thief Redmond. There is nothing he can't steal, nothing he can't have... except for the life he left behind. Now, with a grown son he hardly knows and an ex-wife he never stopped loving, Conrad must try to piece together what's left of his life, before the FBI finally catch up to him...but it appears they are the least of his worries.

Robert Kirkman does it once again. First he had me with The Walking Dead, then again with Outcast and Invincible, now he has me with Thief of Thieves. With another amazing crew from the likes of Felix Serrano (Darkness), Nick Spencer (Morning Glories), Shawn Martinbrough (DMZ), and Rus Wooton (To many to even highlight just one!) Thief of Thieves is sure to be a great series of comics.

From the very first page this story/comic reminded me of Ocean's Eleven. There is always another twist, another angle and another play slowly reaching for the ultimately pay off and this first issue is just the start to the story. The cover alone explains it all. A man in the shadows caught between his family and his life of thieving about to take a turn, whether it be good or bad, is yet to be seen.

Like with The Walking Dead and Invincible reviews I will be using the same format here.

The Best. I love the intros into different time periods and events. It helps clearly identify the story in relation to the current time frame without placing another framed dialogue..."XX years ago".

The Worst. There are a few things that don't match up in the background from frame to frame. The biggest one that stands out to me is the painting that Arno is standing in front of when giving his speech. The figure keeps moving to a different position on the left hand side of the painting. Things like this don't make the comic bad in my opinion or take away from the story line, but they do tend to stick out a lot and distract me sometimes from what's going on and I have to reread the pages sometimes when this happens.

Recommend. Any fans of Robert Kirkman, Rus Wooton, Nick Spencer, Shawn Martinbrough, Felix Serrano, Ocean's Eleven, Twelve or Thirteen, and robbery stories.

Originally posted: <http://tiffanyfoxbooks.blogspot.com/2...>

Adam M says

I liked this better than the rating might reflect and I hold hope that the series gets better. I'm intrigued about both the characters and the tone. Let's see what book 2 holds.

Cale says

The hallmark of any heist story is that moment where you realize that what seemed like everything falling apart is really the pieces coming into place. The greater the leap from tragedy to triumph, the more impressive the tale. And *Thief of Thieves* manages to pull off a giant leap. From 'how will he get out of this mess' to 'wait, he's already out?' is head-spinning in its abruptness, but it all follows logically and makes sense as it's walked through.

The entire book is an impressive heist, and seeing not only how it is played but all the players who are pawns themselves, is fascinating. The thief Redmond is very much in line with the classic con artists, but his story is just different enough to make him an interesting character. The other main characters, specifically his second, and the agent on the case, are fascinating as well (especially the agent; her appearance on the scene is a wonderful moment). It's a maze of twists and turns, double and triple crosses, that is definitely worth taking.

Chad says

Kirkman and Co. offer an interesting premise and a story that isn't heavily drawn upon within the medium. A little bit of Elmore Leonard is tossed with Ocean's 11 and a dash of the Godfather series. The characters are all interesting, but the dialogue is not always original or engaging - Kirkman seems to have only written the story outline and not the page by page script. It will be interesting to note if he continues to be involved. This is definitely one of his stories as it is about taking the genre and inserting a family dynamic with a focus on the characters' journeys. The art may be the best thing about the book with very clean lines and a definite style that harkens back to the Sunday serials.

*****Dave Hill says**

This is not a simple tale. The plots, counter-plots, lies, capers, and wheels within wheels mean you have to keep our eyes open the whole book. Which makes reading it as a collection, like this, a lot easier than the individual issues that made it up.

I'd give this a 3.5 stars if I could, because there's a lot here to recommend to others, both in the initial setup and in the final twist endings. But in between things get muddy, not helped by Shawn Martinbrough's art, which makes it tough sometimes to keep track of who's who -- a critical problem in a theft caper like this. The Kirkman-plotted, Nick Spencer-written story is good, and definitely worthy of being adapted to the big screen, though it will be competing against a variety of similar thiefly tales for elbow room, from *The Italian Job* to *Ocean's 11*.

Those who like that sort of thing will certainly find this the sort of thing they like. Me -- well, I should probably just wait for the collections to come out to have any chance of following the story along.
