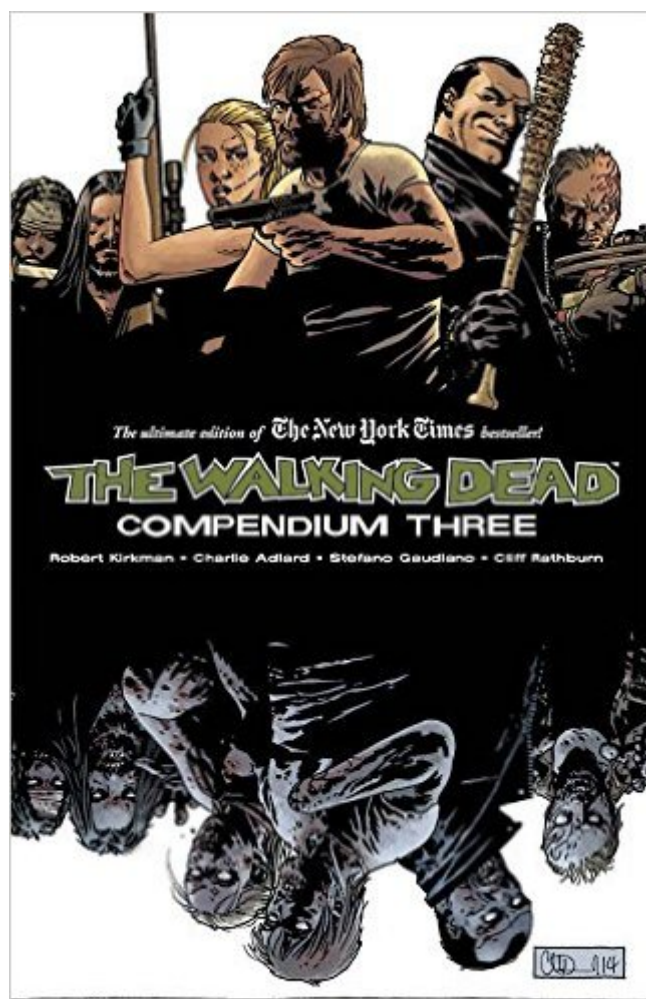


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# The Walking Dead: Compendium Three



## Synopsis

Just in time for the new season of *The Walking Dead* on AMC, the fan-favorite, *New York Times* bestseller series returns with its third massive paperback collection! With over 1,000 pages, this volume contains the next chapter of Robert Kirkman's Eisner Award-winning continuing story of survival horror. Rick Grimes's dream of rebuilding civilization is tested as the people of Alexandria come into contact with other communities that have developed their own methods of survival. Collects *The Walking Dead* #97-144.

## Book Information

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Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (644 customer reviews)

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## Customer Reviews

This entire compendium is a steal. It's highway robbery and we are ALL committing the crime but it's fine, because this is what they wanted. This compendium alone save you more than \$60 worst (probably more) and it only cost \$36.00? (at least at the time I bought it) That alone is enough of a reason to buy. So much content for so little money, as is the case with the rest of the compendiums. I'm going to try stray away from as much spoilers as possible but excuse me now if i happen to spoil anything. This series continues to be fantastic. Characters gets more developed, stories get more wilder, and villains get maniacal. This new guy Negan, believe me when I say this (do not underestimate me) you are going to HATE this guy with every atom in your body. Every cell will yearn with anger. If you hated the Governor for any reason what so ever and couldn't him in the slightest bit, maybe you might not want to read this compendium after all. Negan is vile, evil, horrible, any synonym that derives from bad, he is that and so much more. There are times I wanted

to rip out pages just because I didn't want his drawings there. When they put his character on the show, they are going to tone him down levels that weren't even known to be possible. Seriously, half his dialogue is F-bombs, the show probably begin to stray far away at this point in the comics more than it has even done. Makes me wish the show was on HBO instead of AMC. There are going to be character deaths that are going to upset you, I'm warning you right now (I don't consider this a spoiler, considering this is TWD and nobody is safe, so you already knew this was coming) I say this now, don't get attached to anyone, because nobody is safe after this. You might even hate Kirkman for what he has done. He is going to test your emotional limits and I tell you this now, you might not be able to handle it. New characters get introduced, as is with TWD, some lovable, some dreadful. My favorite is still Paul Jesus Monroe and yes, I know, he got introduced into the end of the second compendium, but he develops into a much better character at the end of all this. In all honesty, I could sit here and write everything I feel about the TWD and this compendium and what the story has become so far, I could write 20 essays but I think there is a limit to how much you can write on a review, or maybe there isn't, who knows. I'm just trying to stray from spoilers as much as I can to let you enjoy it as much as possible. Regardless, if you love the world of TWD, and have made it this far, you are probably going to make it to the end of this as well. It's going to be another journey just like the first two. There will be ups and downs and moments of serious agonizing torment but you will get through this and you will thoroughly enjoy this. You have my word. And if not, you can just beat me over the head with Lucille.

If you love the show, you'll love this too. Walkers/zombies, guns, violence, angry people, more violence, gore, blood, badass-ery, and scenes unfit for the TV show. I'd say this is a safe bet if you like at least 1/2 of the following video games: The Last of Us, Red Dead Redemption, Grand Theft Auto, Dead Island. and yes, this is insanely humongous (even more so than the other 2). Consists of issues 97-144; vol. 17-24. \*There are 24 pages towards the back of the book that are messed up so that the graphics are cut off. It looks like they started printing it halfway across the sheet, so half the page is just white paper, and the other half has the graphics. I'm sure this was just the result of a poor quality control check from the first batch of these. I wouldn't let this deter you from getting it though (maybe just wait a few weeks so that they can correct the problem in their next batch of printing)

The Walking Dead, Compendium 3 collects comics #97-144, the same comics collected in volumes 17-24. As you can see, it's quite a bit fatter than the first and second compendiums, despite

collecting the same number of volumes. MILD SPOILERS THROUGHOUT It's impossible to discuss almost 50 issues without getting just a little spoilery. I promise I won't give away any more than necessary. Three is the best of the compendiums. Compendium One was frequently *The Walking Dead* at its best but a little uneven. Compendium Two suffered from *The Walking Dead*'s long post-Governor malaise. *The Walking Dead* has always been better with a villainous focus. It is, after all, at its core about the human heart in conflict with another human heart (which is slightly more Faulknerian than the human heart in conflict with the zombie heart). Or at least that is where it is most effective. *The Walking Dead* certainly isn't, to my chagrin, about a fight against nature for survival (but put us city boys in the woods with no one to hand us food and we'd struggle mightily). The human heart in conflict with itself stuff is often very good in isolation, but it has never managed to give the story the same narrative force as squaring off against a big foe. Compendium Three picks up shortly after the introduction of the Saviors and introduces Negan (and Lucille), who makes the Governor look like a pansy (and has a better sense of humor). Thus begins a conflict that will span most of the compendium and get very, very bloody. It's the first compendium set in civilization, with the main characters never wandering without a base. It appears at this point that we have permanent communities. It also features a long jump in time (roughly two years later). The comic finally admits to the realities of time. The survivors are now riding horses and have settled into a quasi-normal life. This, and the compendium, last just long enough to set up a new grand foe.

As a longtime fan of the comic series, I've bought most of the issues from about #60 up, but I still wanted to buy the newest compendium so that I could re-read them more easily. Now that the third one is out, I have three of these huge things on my shelf and you can read through almost the entire saga without having to find the next one in the series every 22 pages. If you're a fan of the TV show and want to get into the source material, there is no better way than through buying the compendiums. They are huge and a bit unwieldy, but they are by far the most economical way to binge read your way through the entire run of the amazing comic by Robert Kirkman and Charlie Adlard. All three compendia would cost you around a hundred bucks on which is a great deal. With the comics up to issue # 147 now (this book brings you up through #144) at \$2.99 per issue, you do the math. If you only know the show and are worried about the books being redundant - don't. The story lines are quite different and in my humble opinions, the book version is much better!

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