



Geeks of Doom...Contraband. The story revolves around the consequences that could be seen through the advances in cell phone technology, and the regressing in human attention spans and good taste. In the near future, the biggest activity for young people will be the hunt for more and more provocative viral video clip shot on cell phones and then spread to others. In this world we meet Toby, a young guy looking for his girlfriend, who runs afoul of a couple of guys who try to teach him the rules of finding clips worthy of Contraband, the delivery system for the viral videos. The writer, Thomas Behe does a good job of setting the world up and explaining what is going on. The fact that this could very well become true in the not too distant future also helps. The plot borders on prescient in it's ability to show a likely view of the future. The biggest problem I had with it is that it became a bit wordy towards the end. There's some pretty healthy sized chunks of dialog as a lot of the rules of the world are set up. It's not bad, the prose is written fine, but towards the end I just wanted the plot to move forward some, instead we get a lot of talking without saying much, and in a 32 page book, it just seemed to drag and lose the energy that the first half of the book had. The art by Phil Elliot is a great cartoon style, and all the figures are easy to tell apart. The wide-eyed innocence of the main characters comes across well, as does the general scumminess of nominal villain/tour guide Tucker. The shift between the realistic backgrounds and the more caricatures figures reminded me of the work of Brian Hurtt on Hard Time another book whose art style I really enjoyed. The art amiably tells the story and gives it the right feel. So overall, a very good book with a promising future. I hope it does well and the creators go on to tell further stories. I'm intrigued enough to want to see where the story goes from here. Thanks for the read, and I look forward to issue #2...