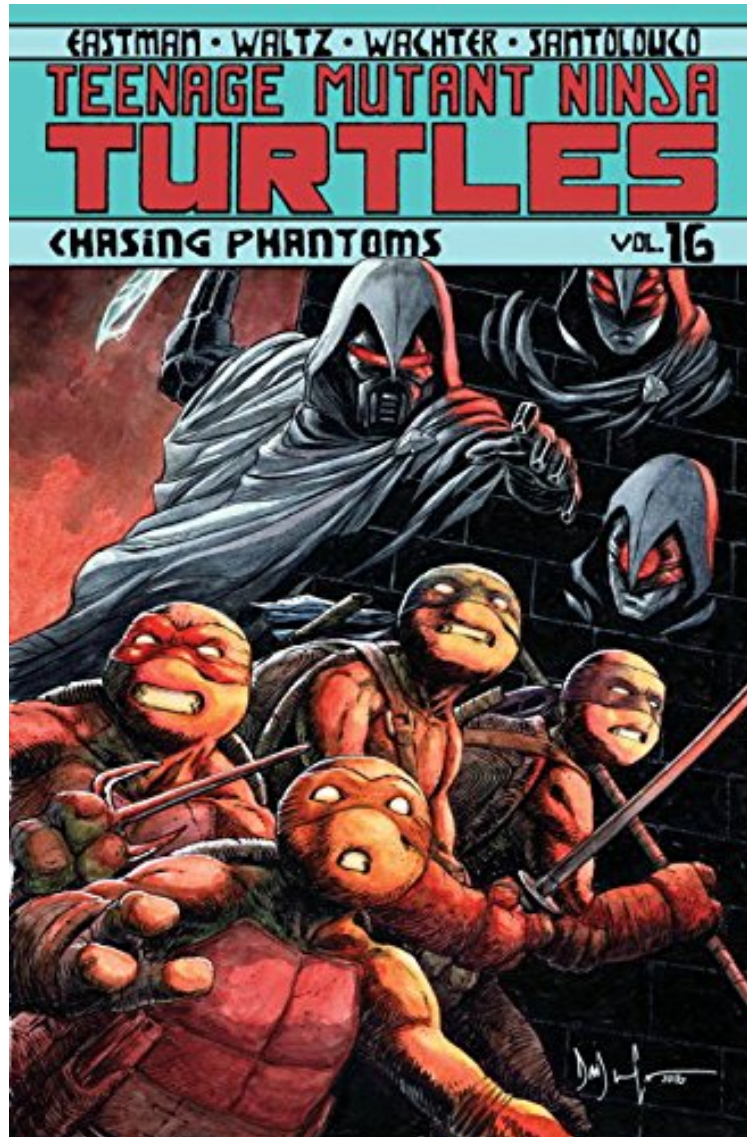


(Download free ebook) Teenage Mutant Ninja Turtles Volume 16: Chasing Phantoms

Teenage Mutant Ninja Turtles Volume 16: Chasing Phantoms

Kevin Eastman, Tom Waltz

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Kevin Eastman, Tom Waltz : Teenage Mutant Ninja Turtles Volume 16: Chasing Phantoms before purchasing it in order to gauge whether or not it would be worth my time, and all praised Teenage Mutant Ninja Turtles Volume 16: Chasing Phantoms:

3 of 3 people found the following review helpful. This series just keeps getting better. But I would at least go back to ...By Glenn This series just keeps getting better. But I would at least go back to issue #50 to jump on. Or start at volume 1, that's a better idea.

While the Turtles and Splinter are reeling from a surprise attack by Kitsune that has exposed weaknesses in their defense and left Alopex missing, the Street Phantoms use the opportunity to pounce. Collects issues #61-65.

"To messrs Eastman, Waltz, Curnow, Santolouco, Smith and anyone else who has worked on this series over the last four-plus years, I tip my hat to you. You guys and gals have put together something truly special, and I hope you realise how much us Turtle fanboys and girls out here appreciate it. I think I speak for everyone when I say that I absolutely cannot wait to read the next fifty issues. Turtle power! " - Craig Neilson-Adams, Big Comic Page (on TMNT #50). "It's amazing how serious this franchise is being treated by IDW; it shows how passionate these creatives are about the characters and the world." - Erik Gonzalez, All-Comic (on TMNT #50) "While this issue is essentially made up of an extended family/war council meeting, its the smaller character-based moments that really help to sell the story." - Craig Neilson-Adams, Big Comic Page (on TMNT #61) About the Author Tom Waltz is a former active duty U.S. Marine, Desert Storm vet, and former California National Guard Military Policeman. He is an editor for premiere comic book publisher IDW Publishing (www.IDWpublishing.com), as well as the writer of critically-acclaimed graphic novels, including TEENAGE MUTANT NINJA TURTLES, THE LAST FALL, CHILDREN OF THE GRAVE, FINDING PEACE (with Nathan St John), AFTER THE FIRE, SILENT HILL: SINNER'S REWARD, SILENT HILL: PAST LIFE, SILENT HILL DOWNPOUR: ANNE'S STORY and others. He has also written for video games, including as co-writer for SILENT HILL: DOWNPOUR (Konami), and writer for GHOSTBUSTERS: SANCTUM OF SLIME (Atari), TEENAGE MUTANT NINJA TURTLES: BROTHERS UNITE (Paramount), and TEENAGE MUTANT NINJA TURTLES: MUTANTS IN MANHATTAN (Activision). He grew up in Clinton, Michigan and currently makes his home in San Diego, California with his wife and two children. Kevin Eastman- Born in 1962 in Portland, Maine, Kevin began drawing as soon as he was able to hold a crayon. His discovery of comic books gave meaning to his crazed doodling. When Kevin discovered and studied the work of Jack Kirby, Russ Heath, Richard Corben, Vaughn Bode and John Severin, he began to hone his craft. His first published work appeared in 1980, a year or so before he met Peter Laird. In May 1984, he and Laird published Teenage Mutant Ninja Turtles #1, creating the hit heroes in a half-shell. Eastman co-writes Teenage Mutant Ninja Turtles for IDW and can sometimes be found at the San Diego Comic Art Gallery.