



Air, Volume 2: Flying Machine

G. Willow Wilson , M.K. Perker (Illustrator)

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Ladies and gentlemen, there's been a change in our flight plan. You may have heard of a group called the Etesian Front -- vigilantes dedicated to taking the skies back from terrorism. Sounds like a noble cause, right? But there's more to them than meets the eye. They're after someone I know. Someone who is either an average frequent flier -- or a terrorist. And he's got a secret. Something that will change the way we fly -- and the way we see technology -- forever.

To find him, we've altered course. We're en route to a country that doesn't exist on any maps. Only one person knows how to get us there: me. My name is Blythe, and I'll be your stewardess today. So buckle your seatbelts -- this will be the flight of your life.

In this second volume, Blythe's mysterious rescuer reveals the truth behind one of the most shocking disappearances in aviation history - a secret tied to the origin of hyperprax flight. As the race to find the device begins, Blythe must master her skills as a hyperpract. But her fear of heights may get the better of her. Blythe has traveled through a country that doesn't exist to a dimension of lost things to search for the stranger she's fallen in love with -- a man who may or may not be a terrorist. Now, they will be reunited in the strangest way possible: Trapped in 10-year-old Zayn's body, Blythe will relive his life. The things she'll learn will shock her, and perhaps forever alter her course...

Air, Volume 2: Flying Machine Details

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Elizabeth A says

Book blurb: In this second volume, Blythe's mysterious rescuer reveals the truth behind one of the most shocking disappearances in aviation history - a secret tied to the origin of hyperprax flight. As the race to find the device begins, Blythe must master her skills as a hyperpract.

I've always wondered what happened to Amelia Earhart. Now I know. This four book graphic novel series is a fun romp into different dimensions, time frames, and even bodies; the part when our heroine ends up in the young body of the man she loves - creepy and cool at the same time. I've got the next book queued up.

Ezekiel says

Content Notes for this book: islamaphobia

I first saw this a long time ago, without having read book 1. Let me tell you, it was more confusing that time through than this one. Though it was still a little confusing this time. Which it's supposed to be. Blythe's understanding of what is going on is pretty perfectly confused, so we as the readers are confused as well. This isn't an amazing astounding second volume, but it keeps the mystery moving forward and I'm interested to see next volume.

Brent says

Some chapters are better than others, but the collaboration between writer Wilson and artist Perker is mostly successful. Some time travel is more successful than others: the Aztec chapter seemed superficial. But the air travel is fun, especially as a metaphor in this story.

Mildly recommended.

Matt Garcia says

An ok follow up to a decent series. The characters become more fleshed out and the storyline progresses accordingly. This series is not something that's going to blow you away but it's just interesting enough to me that I'll stick with it until the end. The artwork was fine for the most part but the change in artist for the last 2 issues was a bit of an odd transition.

Hannah Givens says

There's more exposition and worldbuilding in this volume than in the first, and I don't think it works as well because it drags down the pace and doesn't even make sense some of the time... But it's still really good and

I'm looking forward to more. The dream issue gives me chills, where Blythe lives twenty years in a dream and wakes up twenty seconds later. I've definitely had that experience and it's something that sticks with you!

Andy says

The stories in this volume were fine, well-written and drawn stories, but they didn't wow me. I think this is largely because they were mostly background stories about the characters that, although necessary, did not string together well to make a cohesive reading experience. This tends to happen when something that was originally serialized is compiled into one edition. What would have made a good, monthly, stand-alone comic book read, might easily get lost or seem boring amidst two or three other stand-alones.

I recommend this book if you like complicated, out-of-the-box plots like those found in JJ Abrams screen projects. It's a fun read and I'm completely baffled as to where it's going. This last volume was just a little lackluster as compared to the first.

Joseph says

I liked it better than the first volume. For one thing, the pace of the book has slowed down, which has the unfortunate side effect of making the book seem a lot shorter than the first. But it's worth it, as the book is a lot more focused and a lot less jumpy.

Instead of a madcap dash across the planet, Wilson sticks to explaining the central idea of hyperpraxis, giving us a greater sense of what's going on, while suggesting some intriguing ideas of where the story might go. Along the way, we get some character development for Zayn, and my biggest complaint about the book is that I wish Blythe's sojourn in his life could have been lengthened. Her suspicion that he might be a terrorist seems to come from out of nowhere (although it is done away with just as quickly).

If the first volume was all about setting up the pieces, this second volume belatedly describes the gameboard. Now that the groundwork has been done, I'm looking forward to volume three.

James says

Very bizarre but I'm not sure if there's a plot... fun.

Michael says

Interesting, solid conspiracy stuff, a little magical reality. Not really my thing, and the art was no better than passable (mostly solid, despite some occasionally rocky figure work). I'd probably enjoy it as a stand-alone or shorter series, but it's not something I'm intrigued to follow long-term.

Carl Ingebretsen says

With the destination set (characters being known, set-ups being done, situations and info revealed), the second volume wastes NO TIME with bringing you into the story. It picks up where the first volume left off, soaring further into the air, bringing up new mysteries, situations and reveals while slightly slowing down the pace to focus on the characters and the world outside of "the big conspiracy".

Wonderfully written, perfectly drawn... If you're a comics fan and haven't read this, you're in for a treat!

Alex Sarll says

Much stranger and better than the first volume, as it becomes clear that the map is not the territory - the territory is a mere shadow of the map. And that's only the first three issues of the five here, which also find room for a personality crisis rendered with rare conviction. Then it's on to a sweet and almost small-scale done-in-one, and a flashback which hints at just how far back the story goes while also having interesting things to say about that old favourite of mine, the transition between ages. My library request for the next volume is in already.

Jason says

Pynchon? Rushdie? The Eisner Awards? What in the hell were the four- and five-star reviewers smoking? I wanted this book to make more sense or be more compelling than the first volume, but it wasn't. Plus I couldn't get past the fact that Amelia Earhart was recognizable only because of the aviator hat and goggles; talk about mediocre artwork. I've seen more recognizable facial features on Mattel action figures. The comparison to *LOST* makes sense; that was another series that kept suckers hanging on, awaiting a payoff that would never come. Signing off on this series...

Rick says

Better than the first volume, but it's still hard to connect to any of the characters or get invested in the mythology of this series. Thankfully the rushed nature of the first volume isn't present here and with the groundwork already set you do get a chance to dig into the inner workings of the world Wilson is creating, but it still seems like a mish-mash of different ideas that don't really gel together. *Sigh* I don't know why I'm doing this, but I'll dig into volume 3 and see if it continues to get better or not.

eHawk says

while I found the start to this series a little convoluted, it all pays off here. mk perker's art reminds me of sandman, or another era of comics really. it plays in really nicely with the time/place amorphousness of the series.

Jeff says

This is still Very Not Good...
