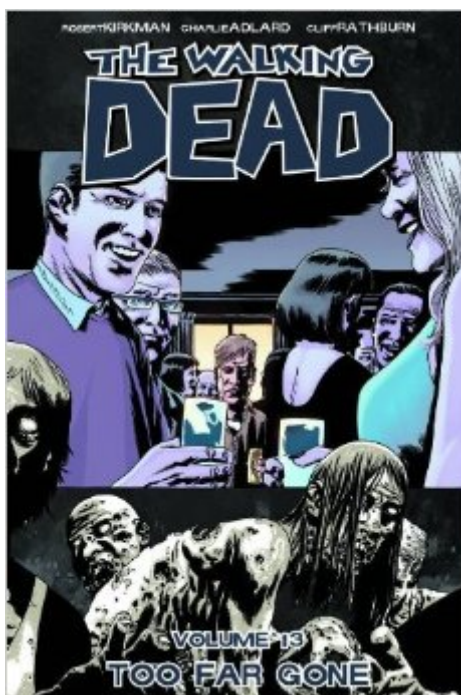


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# The Walking Dead, Vol. 13: Too Far Gone



## Synopsis

The world we knew is gone. The world of commerce and frivolous necessity has been replaced by a world of survival and responsibility. An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, the survivors are forced to finally start living. In this chapter of Robert Kirkman and Charlie Adlard's New York Times Best Seller, life in the community is as near as Rick and his group can ever hope to come to life returning to normal. So why is Rick so on edge? Will his behavior spell doom for everyone else? Will they let it get that far? Collects issues 73-78 of the Eisner Award winning survival horror adventure. Reprint Edition

## Book Information

Series: The Walking Dead (Book 13)

Paperback: 136 pages

Publisher: Image Comics; First Edition edition (November 23, 2010)

Language: English

ISBN-10: 1607063298

ISBN-13: 978-1607063292

Product Dimensions: 6.5 x 0.4 x 10 inches

Shipping Weight: 9.6 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars Â Â See all reviews Â (116 customer reviews)

Best Sellers Rank: #59,628 in Books (See Top 100 in Books) #67 in Â Books > Comics & Graphic Novels > Graphic Novels > Zombies #144 in Â Books > Comics & Graphic Novels > Publishers > Image Comics #167 in Â Books > Comics & Graphic Novels > Graphic Novels > Horror

## Customer Reviews

After listening for a time to the tales of Washington d.C., the truth is finally revealed. Its a wonder that no one died in the process, either. Still, nobody found themselves in pieces and the band kept moving, knowing they had lost too much to stop without at least looking. That's when they meet a man on the side of the road and that man tells them that he has a place that they HAVE to see. It has everything they could want and more - and that makes the group think about killing him then and there. The problem with that is that the group really hasn't lost hope - perhaps a good thing and perhaps not - and so they find themselves listening and following. Along the way they provide proof that they are viable and then they are shown into a town that is thriving right next to the dead.

Children in the streets, happy neighbors, running water - everything the world left behind. They even want the newcomers to help out and become whatever they know how to be, risk included. The problem with this is that something else is amiss and the group can see it in their eyes. Still, they have no idea what that means or what sort of horror could be living within these walls. As with other Walking Dead pieces, I really liked this. I had wondered about the myths that were being fed to the group about d.C., and I wonder what would have happened if nothing would have been there. They had, after all, been expecting a government or at least a group of scientists. So, this works out in their favor. Further, it helps bond some of the characters we have seen travelling with the remainder of the "superjail" group, and they really need to become part of the group. Sure, they have been there and they have taught the group a lot. Still, they didn't feel like part of the group until now which is a great thing.

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