



Blame!, Vol. 1

Tsutomu Nihei

Download now

Read Online ➞

Blame!, Vol. 1

Tsutomu Nihei

Blame!, Vol. 1 Tsutomu Nihei

In a future world rife with decay and destruction, Killy is a man of few words who packs one very powerful gun. He wanders an endless labyrinth of cyberdungeons filled with concrete and steel, fighting off cyborgs and other bizarre silicate creatures. Everyone is searching for the Net Terminal Genes, but no one is quite certain what kind of power they contain. The answer may lie hidden among the scattered human settlements of this vast and desolate future world.

Blame!, Vol. 1 Details

Date : Published August 31st 2005 by TokyoPop (first published 1998)

ISBN : 9781595328342

Author : Tsutomu Nihei

Format : Paperback 256 pages

Genre : Sequential Art, Manga, Comics, Science Fiction, Cyberpunk, Graphic Novels

 [Download Blame!, Vol. 1 ...pdf](#)

 [Read Online Blame!, Vol. 1 ...pdf](#)

Download and Read Free Online Blame!, Vol. 1 Tsutomu Nihei

From Reader Review Blame!, Vol. 1 for online ebook

Masha says

Blame! came out in 1998.

So imagine reading it in 2017 and be amazed by the smallest detail in that book.

There are nearly no dialog and mostly everything is pictures. But the mystery-plot that you do not know yet in the first volume, is slowly progressing and is vividly shown to you in pictures.

Each panel has details that sometimes you do not find in the newer ones and its so fascinating that you can not take your eyes of it!!

Basically, you are reading a classic, A GOOD ONE, not regretting anything and waiting to go get the second volume!!

47Time says

Why would you spell something that is supposed to sound like 'Blam' with this spelling: 'Blame!'? That is nothing compared to the confusing artwork. It's imaginative, chaotic and futuristic with numerous impressive vistas, but the story throws you right into the action when you need some basis to understand what you're seeing. The synopsis on the back cover says enough to get you started, though, and it's a breeze to skim through given that the text in this very review is probably as long as half of the text in the book.

Killy, the main character, is on a journey to recover net terminal gene samples in a setting that has no plants or animals. It's a construction stretching endlessly for untold levels. He meets organic and synthetic enemies that want him gone, primarily the Authority whose role in this world is yet to be revealed. Killy has a very powerful gun that helps him out of tough spots. He leaves destruction in his wake as he makes his way toward higher levels in the construction. His next stop is a place called Akima.

Fugo Feedback says

Lo que Dark City fue a Matrix, Blame! lo es a Gantz.

Eadweard says

I'm not much of a manga person but Blame! was very enjoyable, loved his style, the massive structures, the designs of the androids/creatures, etc. There's not much dialogue but it fits well with the atmosphere and style.

A journey through dark, cavernous superstructures, encounters with human dwellers, machines and murderous transhuman cyborgs.

Monsour says

I never seen a manga before that focus on image narration rather than normal character conversation. It's makes the reader make guesses and figure out the plot for themselves rather than waiting for answers in the next chapter or so (like those normal shonen manga we normally read).

5 starts

possibly my next favorite Sci-fi manga since Gantz.

Carlex says

ESPAÑOL: Horror tecnológico, vértigo y, sobre todo, un mundo sin esperanza en este manga ciberpunk.

He visto una cuantas series de anime pero este es mi primera lectura en este medio. Cuando lo cogí prestado de la biblioteca lo hice más por impulso, sin saber de qué trataba. Ahora compruebo que es un clásico muy conocido entre los otaku, así que hice una buena elección :)

Lo he disfrutado, una experiencia nueva de lectura, no solo por el medio sino sobre todo por las sensaciones que consigue transmitirte este autor. Ahora toca ver la versión en anime disponible en Netflix.

ENGLISH: Technological horror, vertigo, and above all, a world without hope in this cyberpunk manga.

I have seen a few series of anime but this is my first reading in this medium. When I borrowed this volume from the library I did it more on impulse, without knowing what the manga was about. Now I see that this is a classic well known among otakus. So I made good choice!

I have enjoyed it, a new reading experience, not only by the medium but above all by the sensations that this author manages to transmit to you. Now it's time to see the anime version available on Netflix.

Strangerealms says

This dark, gritty, alienating, violent cyberpunk manga is really good. The artist Nihei is really gifted to draw buildings and he creates an empty world left with never ending growing buildings, metallic structures, and deadly creatures out to get you. The structures and the Safeguards who were once protecting the population, are now out of control and kill everyone on sight, due to a virus the population was exposed to. Killy is set to find a person whose genes (Net Terminal Genes) are uncorrupted by the virus in order to get back the control over the structures and the Safeguards since only such a person can access the control center. During that time the Silicones, the official bad guys, keep causing troubles and want to stop Killy. Thankfully, Killy is a powerful cyborg and makes friend along the way with Cibo a scientist.

The manga has barely any dialogue, Blame! is the kind of manga where you really have to pay attention to each image and even reread a few times the manga in order to really understand what is going on. I think it is worth it.

This is my review for the whole manga.

Caro M. says

This review goes for the whole series, there might be mild spoilers ahead.

You're not gonna like this cyberpunk manga if you're into:

- funny/humorous stories,
- well developed/likable characters and/or ones you can identify with,
- witty dialogues and/or dialogues in general,
- logical explanations and answers served to you on a golden plate,
- art that is pleasant to your eyes and full of diverse landscapes,
- any kind of action that is developed more than an average shooting computer game,
- optimism.

All above said, I shouldn't like it much myself. But I loved it to the point that I finished 10 volumes in just two nights (then again, it's not like there was a lot of reading...). What is it, making this graphic story so interesting?

First of all graphics, of course. Quite messy in starting chapters, later it gets better and more polished, and it gives you the feeling of endless bad dream that you can't escape - biomechanical(?), concrete and steel megastructures, pipes, endless corridors, wires etc. (I am still not sure if it wasn't a virtual world somewhere deep in the Matrix, to be honest.) And there's some strange sinister beauty in this landscape that is definitely not human friendly. Cyborgs, robots, AIs - just awesome. Strange, scarily anthropomorphic and zoomorphic creatures, alien and deadly. I could read this manga just for those.

Plot - not that special, pretty much it's an endless quest for an item that barely exists, some kind of Holy Grail. But the plot is not the most important thing here, while the depiction of this cold world is. And it's all depicted in - surprise! - graphics.

Characters - Killy and Cibo, who get a lot of damage and physical transformations - and considering those of Cibo, I guess the psychological transformations as well. We don't know about them much, we don't learn more in the end. They remained as mysterious as they were.

This story leaves you with more unanswered question in the end than you had in the beginning. Who was Killy? Was Cibo really who she said she was? And Sanakan, what about her? Was it even real world? What with the timeline, was it linear? Who was the child Killy saved in first chapter, who was his friend helping him? And when did it really happen? What about the ending? I could give you more of those.

I like stories that are challenging and this one was definitely one of those. Atmospheric art is a huge plus and

it helps you to get inside the world. I would wish for a different ending but then again - it would be a different manga, and this one is just fine.

I'm looking forward for more Tsutomu Nihei's works, this guy is really interesting and promising mangaka.

Josh says

This review stands for the entire series. In short, the art is beautifully complex and the story is immensely bleak but there is quite a bit to enjoy here. If you like dystopian stories then this might be one to check out. The main character is pretty much a blank slate and the "plot" is relegated to a videogame-like search for an item but the world-building is awe-inspiring and the art reinforces the tone Nihei works to create. I sometimes found the action a tad hard to follow due to the absurdly complex art but most action scenes were well-done and the character art is pleasingly unique. One thing I should note is that if you are going to pick up the series, make sure to get the first two volumes at the same time. The first volume is a good addition but doesn't give you almost any plot explanation or progression- it's all introduction.

YuriAndrogynopov says

Minimalism and architecture fused into a very very slow very very intriguing read. Another cyberpunk tale that delights in destroying your ability to geographically place things by waiting to give you a place, country, planet, galaxy or time period to place it in and orient yourself leaving you to stare at the vistas and wonder just what's going on.

Uses its setting to the fullest with all high technology being very interesting and fairly unique even the weapons involved which is a pretty good feat at that.

Scale is used to shock you along one long slow burn punctuated by quick dazzling moments (usually combat) designed to convey the magnitude of time, resources and effort are at stake and have been expended in Killy's quest.

Read it all in one sitting get yourself a good chair and snacks in advance.

Spencer says

This is a dark cyberpunk story with very little dialogue, the storytelling is rather minimal but I'd say that this actually adds to the atmosphere and mystery which compels the reader along.

The artwork is stunning and is really the main star of the book, the detail and skill of Tsutomu Nihei creates a mythology without using words and makes me want to continue reading to learn more of this world and hopefully find out what the hell is going on!

Jennifer (Jen/The Tolkien Gal/??????) says

I received this book from Netgalley in exchange for an honest review.

A lot of the comics and manga I've read are passable, or even good.

Others are excellent and exceed my expectations.

But for the first time, something so profound and beautifully stylised has come along (or has been around for a long time) and blown my mind.

This is a manga with fantastic drawings that set an atmosphere I haven't encountered since the mystique of Blade Runner. This manga is an author's blood, sweat and tears poured into an artwork that took him six years to complete. And you can feel its beauty seeping at the edges of every page.

Unlike anything else I've read before, this work of art does not hand you the story up front- it gives you an atmosphere, a drawing and a tiny smattering of dialogue to fit the pieces together. Blame! contains one of the most unique forms of narrative I've ever experienced - a narrative where you are the co-author; where you fill in the blanks and enrich the story with your own thoughts.

Blame! is filled with philosophical meanderings that aren't too forced or lacking - in fact, it has the perfect blend of existential dread and kick-ass action.

Most importantly, this manga is so personal. In every frame featuring a life form you feel their sadness, distrust and anger shouting at you from the pages.

A must-read for fans of cyberpunk and the existential elements that follow suit.

Lateef Amodu says

Something interesting about this manga is it reads like I was playing a video game or watching a video game walkthrough. The main character, Kirii, takes a journey through a futuristic machine-like dystopian world.

He battles with mutated beings resembling humans, seeks out information from neutral characters he meets and in between this it's mainly him exploring the world. That's why I felt it reads like I'm playing a video game. I'm not quite sure what the story is about, but it seems this volume mostly consist of worldbuilding. This is done through Kirii exploring the skyscraper maze world of the story. The only thing I gathered from the story so far, is Kirii's main motivation is trying to find the "net terminal gene". It's not explained what this is or its purpose, so the story is quite vague at moment. The illustrations aren't very good; it ranges from poor to serviceable. However, the buildings and background of the world were illustrated well. Overall, I really enjoyed this first volume, the story is quite shadowy, but this makes me eager to read the next volume.

Fiorella González says

Lo estoy amando, me impactan mucho los dibujos de Nihei, el ambiente es sofocante e intrigante, me da muchísima curiosidad. Otra cosa que sí no puedo dejar escapar es que nunca ninguna obra de ningún tipo me había hecho sentir tan sola. En serio. Lo estaba leyendo en una cena familiar y de repente quise ponerme a llorar. Es muy powerfull lol. Siento que el protagonista está muy destruido, pero no lo conozco. Ni siquiera habla. Imagínate. Es que nadie habla lo suficiente o me detalla qué es lo que está sucediendo, y eso es hermoso. Odio que me detallen todo a lo Bleach a cada minuto. Es tremendo, nunca leí una obra así y encima es Cyberpunk. Joder me quiero casar con Blame!

Miguel says

I started reading *Blame!* when I heard that Nihei's manga would be adapted into a Netflix film, but it took watching the film to spur me to complete the volume. In a sense, the film serves as a sort of rosetta stone to understand the unfamiliar, "inhuman" manga.

When I think of *Blame!* in its incoherent, alien manga iteration, I remember some of the early criticisms of *Blade Runner* upon its original release. When Pauline Kael reviewed the film for *The New Yorker* in 1982, she eviscerated it. At the end of her review, Kael writes:

[Blade Runner] hasn't been thought out in human terms. If anybody comes around with a test to detect humanoids, maybe Ridley Scott and his associates should hide. With all the smoke in this movie, you feel as if everyone connected with it needs to have his flue cleaned.

Though *Blame!* is, unlike *Blade Runner*, not at all fixated on discerning copies from the genuine article or resolving the anxiety of the impossibility of discernment, one could still imagine Kael accusing *Blame!* of inhumanity and suspecting Nihei of being a Scottian Replicant.

Blame! replaces familiar, humanistic pleasures with unfamiliar and unsettling ones. Nihei's landscapes are haunting, only alluding to lush greenery and recognizable natural beauty by utterly refusing it. And yet, Nihei's bleak technoscapes have their own beauty and pathos to them. The humans who inhabit Nihei's universe are of questionable biological origin, but beyond what their bodies are made of, it is the fact that they have been reduced to machinery in a world where you can never learn to be human. I was struck by the suggestion of letters appearing behind the retinas of the humans, Killy in particular, and the frustration of Killy at his complete inability to recognize what they might mean.

But what Nihei's protagonist and characters can't learn is precisely what his manga teaches us. How to be a different kind of human, and appreciate a different kind of pleasure. Nihei's characters aren't sympathetic, familiar, or even recognizable as narrative functions. Nihei's plot is indistinguishable, chaotic, and nonsensical. And his art, too, follows in those traditions. And yet there is something undeniably riveting here in all its inscrutability.

There are familiar things to latch on to. Killy can be imagined as the wandering protagonist of a western or samurai film. Killy's stoicism is matched by the loquaciousness of his supporting cast, a familiar dynamic in fantasy and genre literature. But above and beyond all that, Nihei imagines a different kind of humanity and enacts it in his aesthetic practice. *Blame!* delivers unknown pleasures from another scene.
