



# Supermarket

*Brian Wood*

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In the future world of Supermarket, it's the literal truth - legitimate and black-market economies rule the City, overseen by the vying factions of the Yakuza and Porno Swede crime families. Pella Suzuki, a 16-year old, finds herself in the middle of it all, but hitmen on both sides aren't taking any chances.

## Supermarket Details

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Author : Brian Wood

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# From Reader Review Supermarket for online ebook

## Gonzalo Oyanedel says

Un conjunto de clichés muy vistos en el manga y la cinematografía de oriente, que sin embargo atrapa por la feroz narración y excelentes diálogos de Wood. Destaca también por sus grandes méritos gráficos e impresionante trabajo del color.

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## Evan says

Supermarket is a graphic novel created by Brain Wood with artwork by Kristian Donaldson.

### Story:

Supermarket is a four part miniseries that follows main protagonist Pella Suzuki in her adventure to figure out her parents past lives as gang members and earn her inheritance left behind. The story is fast paced to a point where the reader should be able to understand the storyline easily yet still be able to fit into the four parts. During her adventure, Pella runs into a young gang member named Beta. Beta plays as Pella's sidekick through the story and tries to help as much as he can. At one point it is shown that Pella has grown a romantic interest into Beta but the romance is portrayed very sloppy and is forced just to fit another character into the storyline. Beta's girlfriend, Marta, is a gang member just like Beta. Marta and Beta's conflict lies in the fact that their love is forbidden because they are of opposing gangs. The ending of Supermarket feels rushed as the main conflict of the gangs and inheritance only resolves itself within only five pages. (view spoiler)

### Art:

The artwork is utterly fantastic. It uses bright colors and jagged edges to look very unique from Brain Wood's other works. The city shown in the very beginning looks beautiful and the action scenes look like there is actually something going on.

### Overall:

Not Brian Wood's best work, but far from being his worst. Kristian's art by itself is very intriguing and works well to set up the scenes.

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## Dani Shuping says

In a not too distant future economics rule the world. The haves and the have nots are bigger than ever before. Buying is a way of showing power. And the economy is governed by the Yakuza and Porno Swede crime families. One day Pella Suzuki is caught in the middle of the warring factions as they hunt for the fortune Pella is heir too. Pella must navigate her way through the City and avoid both factions who are coming for her. At the same time she must solve the clues to why her parents were murdered and the secrets they've left for her to discover.

The first thing that you notice when you open this book is the absolutely fantastic artwork by Kristian Donaldson. It's a heavily manga influenced/pop art/modern feel to it that is quite unique. Kristian's art work

fits the story perfectly conveying a futuristic/hedonistic type world where everything seems to move at sharp angles to each other. The colors really help set the mood of the story, darkening in the most tense moments, but mostly having a pale sketchy type feel. The story draws from elements of "Rome & Juliet" and "Bladerunner" to create a unique entertaining story that holds your attention and makes you want to know more.

Overall an excellent edition to anyone's bookshelf.

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### **Amanda Mic Perkins says**

I'm confused but in a good way.

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### **Peter says**

I quite enjoyed the story, and I was going to give it three stars. Then I read the blurb on the back of the book and realised that the protagonist is only 16. She's shown in a shower at one point.

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### **Nicholas Karpuk says**

One of the advantages of a graphic novel like this is it's ability to deliver a movie length visual story in a very economic amount of time.

The tale of a girl in the near future caught between the Yakuza and a Porno Swedish Mafia (less weird than it sounds) is breezy and likable with a protagonist who manages not to be a stereotypical heroine.

I'm always wondering about people with a preference for writing protagonists of the opposite sex. Sometimes I think it's writer/artists who just like drawing pretty girls (Sam Keith, Frank Miller) and sometimes it seems like an attempt to look enlightened (I'm looking at you, Joss Whedon). I still haven't placed Brian Wood, and that's kind of nice.

"Supermarket" is fun but inessential. The price tag is decent for a small graphic novel, so I don't feel disappointed, but it's no "DMZ", which you should go find a copy of right the hell now.

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### **Michael says**

Roller-coaster adventure story with some on-and-off consumerism commentary sprinkled throughout. Sometimes, the commentary is a little heavy-handed, but for the most part it works, possibly because Wood isn't afraid to have his protagonist display (and admit) her hypocrisy when it comes to criticizing consumerism and then consuming herself.

Great action by Kristian, and amazing color work. The storytelling is mostly strong. Definitely recommended.

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### **Oliver Hodson says**

This is a neat concept- the heir of two crime clans (the yakuza and the porn-swedes (not sure that they are real!)) has been raised unawares of her heritage/destiny. Her parents are murdered and she tries to stay safe, find out what's going on, and win the day.

This story also involves futuristic elements, and it uses a few familiar elements (teen angst with self and parents) and a few high concept elements (porn-swedes being the chief example, but the strictly economically stratified city geography another) and brews gently around a fast paced chase story. It works well because the elements are not rammed together but kind of stir-fried through the story so it works.

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### **Anne says**

Great artwork throughout and the story is fun and a little weird at times but I felt like it came to an end way too soon. Like there was more to the story.

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### **Victoria says**

confusing, poorly planned with a rushed ending.

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### **Fugo Feedback says**

Diálogos geniales y dibujo más que bonito, con coloreado que suma muchos puntos extra. Por momentos me hizo acordar del Kill Your Boyfriend de Morrison y por otros (menos) a Ghost World. La caída es que no llega a meterse tanto en la cabeza de la adolescente protagonista y deja un regustito a "Está bueno pero podría haber estado mejor". En cuanto al dibujo, enorme aliciente, lo que me molesta es lo mismo de la gran mayoría de dibujantes mainstream: la inexpresividad. No me creí mucho la tristeza de la chica cuando ve lo que le hicieron a sus padres. Tampoco el guion explica demasiado al respecto, pero supongo que esa era la idea. Lo bueno es que su lectura me terminó relajando anoche y tras finalizarla con una sonrisa pude conciliar el sueño de una maldita vez.

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### **Online Eccentric Librarian says**

*More reviews (and no fluff) on the blog <http://surrealtalvi.wordpress.com/>*

I enjoyed this right up until the last bit - when the story became far too rushed and ended with a quick, pat, and really rushed feeling anticlimactic ending.

The story is quite fun - an amalgamation of East and West pop culture with Yakuza gangs fighting the Swedish porn industry over a half Japanese/half Swedish spoiled bratty suburban teen.

There are several quirky and unexpected plot twists in there but at times the story and art (beautiful as it is) can be very hard to follow. I had to go back and reread several times to understand what was happening in the story. Honestly, I think the fault there lies more with the author than the artist. The transitioning was just weak and it felt like artist and author weren't communicating well.

Surprisingly, for a story set in the future, it feels very 1990s derivative of internet porn and Fast and the Furious. But it is still a fun, if quick, read with interesting art.

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### **Artur Coelho says**

A morte violenta dos pais leva uma jovem a mergulhar na distopia futurista da Cidade: paraíso neoliberal onde reina o dinheiro e o domínio de dois cartéis criminosos - a Yakuza e a mafia pornográfica sueca, é total. As desventuras da jovem rapariga às mãos dos criminosos despoletam o desmoronamento dos impérios do crime.

O conceito é interessante mas desenrola-se de forma previsível. Rapariga perde pais, foge dos vilões, encontra aliados inesperados, é apanhada pelos vilões, age corajosamente e provoca o colapso dos maus da fita. The end. Argumento formulaico quanto baste, e é na ilustração que este comic literalmente explode em cores vivas, semi-definidas, como um borrão de néon multicolor. Um regalo para os olhos.

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### **Burt says**

Recently got this as a gift from a friend and read through it last night before bed. Brian Wood is a good author, and Steve had bought it for me as I had liked DMZ and Channel Zero. It's definitely a bit of a change from both.

It centers around a girl who is the child of a Capulet and Montague wedding arrangement. When they realized they were having a kid, they went underground and gave her a legacy that ends up getting her into a lot of trouble. The backdrop is the Supermarket - a city where the affluent and rich live and can spend tons of money on truly trivial commercial drivel. It's all of course run by a group of organized crime cartels, the two most prominent being the Yakuza and the Porno Swede Crime Family (Yes, that's NOT a typo. Porno. Swede) of which young Suzuki is born of both.

The art is highly stylized and by an artist who apparently has a pen name (I'm too lazy to grab the book and get the single name). The style is good. It uses color, but in a very single tone kind of way. Not too much brushwork, it's all kept fairly simple save for Yakuza tattoos and stylings.

The story is functional - a bit of a change for Wood. I got the impression that he had to cram a lot of stuff quickly into one title. This makes things over simplified in many ways. He got off to a good start with his

usual indictment of popular culture, economy, and general teenage angstiness (appropriate as the protagonist, Suzuki, is only sixteen). However, once the action starts, the story gets simplified. There was one transition that was really rough, not transparent enough, but when you read it, it's obvious: this is a four comic project. Time was of the essence, some things had to be cut in order to make page count/budget/deadline.

Overall, it's not a bad read. I'd advise it for Wood readers and for those who like their art a little bit retro and a little bit punk.

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### **Skunk says**

The art was great and the story was okay. I wish there was more to it though. There could have been more to the plot.

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