



Injection, Vol. 1

Warren Ellis (Writer) , Declan Shalvey (Artist) , Jordie Bellaire (Colorist)

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A few years ago, a public/private partnership between the British Government and a multinational company saw five clever people placed in university-owned offices and allowed to do whatever they liked. It was called the Cultural Cross-Contamination Unit, and the idea was that it would hothouse new thinking and new patents. Five actual geniuses, all probably crazy, very eccentric, put in one place and given carte blanche to think about ways to approach and change the future. What Could Possibly Go Wrong?

They did A Crazy Thing, which was referred to as The Injection. A mysterious Thing that they did in order to make the 21st Century better and stranger. It got out. It got loose into the fabric of the 21st Century, whatever it was, and now things are getting weird and ugly, faster and faster.

So a few years have passed. They've all gone their separate ways, into separate "jobs" that allow them to follow and sometimes deal with the repercussions of The Injection. We are in the period where the toxic load of The Injection is at such a level that events that are essentially paranormal in nature are coming faster and faster, headed towards a point where humanity won't easily be able to live on the planet any more. Not a Singularity of glory, but an irretrievable constant blare of horror coming too thick and fast for anything to deal with.

From the creators of *Moon Knight: From the Dead*: the story of five mad geniuses trying to save us all from themselves.

Collecting: *Injection* 1-5

Injection, Vol. 1 Details

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Download and Read Free Online Injection, Vol. 1 Warren Ellis (Writer) , Declan Shalvey (Artist) , Jordie Bellaire (Colorist)

From Reader Review Injection, Vol. 1 for online ebook

Sam Quixote says

The team behind last year's excellent Moon Knight, Volume 1: From the Dead, Warren Ellis, Declan Shalvey, and Jordie Bellaire reunite for Injection. It's about five strange people hired by some organisation to do something. Magic abounds. Odd plant monsters. Things that glow and Other Worlds. Mythical ancient England. It's kind of X-Files-y.

I read the first issue of Injection when it came out and straight afterwards realised I didn't know what the hell was going on and that I also kind of disliked it. Then I remembered I had the same reaction with the single issues of Trees and when I came to read that title's first complete arc in one go, I loved it.

So I collected the single issues of Injection and read the first arc together, hoping and... nope! No fucking clue what is going on in Injection! It's unclear what the team are and what they're meant to do. Even they don't know what they're supposed to be doing, one character literally asks "What shall we do?" at their first meeting! The story jumps around a bit but it's confusing which parts happen when - is this bit in the past or the present?

Minor spoilers in the next paragraph.

Ellis doesn't explain anything in this book so beyond the questions above, I was wondering more specific things like who the guy was who wired his guts into the computer and why he'd done that. Who were those guys that Winters charged in and murdered - and why did he do that? What room are The Unit in - the backgrounds keep changing their location as well as the food on their table!

You find out what Injection is at the end but that doesn't explain anything that precedes it or presents a clear narrative for the series. Nor is Injection itself that interesting a concept as it's been done before many times.

I loved the artwork in this book. The parts with Robin Morel are stunning - that panel of a murder of crows taking flight is beautiful and the magical creatures he encounters are wondrous. This is Shalvey's best work to date and Bellaire helps realise it's brilliance with her colours.

Unfortunately, Injection was a big letdown for me, a huge Warren Ellis fan, but also because I loved Moon Knight and was hoping this team's next collaboration would be as compelling - and it really wasn't. The story is far too vague to care about, the characters are underwritten, and the scenes jump about randomly. Ellis doesn't give me a reason to return for a second volume. Definitely not one of his best efforts which is a shame as he's been on a bit of a roll lately.

Michelle Morrell says

A group of highly intelligent and messed up people, in an effort to avoid catastrophic predicted entropy, kick start the future by releasing "The Injection." Some reality twisting and general shenanigans ensue.

I was underwhelmed, honestly. The story was confusing and obscured. BUT, it's Ellis, so feel free to assume the fault lies with the reader this time. I still think he's a genius and will read on with the series, assuming

bigger and better is on the way.

Patrick says

Dammit. I love this premise so much.

Can you please do more of it, Warren? Please? Pretty please?

Jeff says

Warren Ellis has created another obtuse head scratcher. I'm hoping this is part of a trilogy (Supreme: Blue Rose, Trees, Vol. 1: In Shadow, this volume) of weirdness for Image Comics, just to get it out of his system, but house money says I'm probably wrong and there'll be more. Here's a quiz for those of you who need practice taking your LSAT.

With this and any of the aforementioned books, readers can expect:

- a) Non-linear story telling
- b) Quirky characters
- c) Above average artwork
- d) A slow building headache
- e) All of the above

Ellis's source of inspiration for this was probably:

- a) Post-modern science fiction
- b) Intense navel gazing
- c) A bottle of cheap scotch
- d) A crack pipe
- e) Both c and d

The main theme of the book is:

- a) Science is ass
- b) Mysticism is the bomb
- c) The interwebz is a magical place
- d) Your guess is as good as mine
- e) I ordered pastrami not corned beef

The next panel in this sequence will be:

- a) Since Ellis likes sexual imagery, something vaginal
- b) Since Ellis likes to bounce around in time, something confusing, so strap in

- c) Since we haven't heard from quirky character #5 in a while, something with him/her
- d) Since Ellis likes to drop in Easter eggs, a homage to Ace the Bat Hound

"I'm not a wizard." Taking the art into context, we can conclude:

- a) The character is a wizard *and* a liar
- b) The character is probably not wearing underwear
- c) The character didn't eat lunch
- d) I forgot to take my meds this morning

What lesson can be gleaned from this sequence?

- a) Room service at this hotel sucks
- b) That must hurt. A lot.
- c) Having a disposable thug answer the door is a luxury only for the 1%
- d) "It's not delivery, it's DiGiorno"
- e) The guy with the weapon should have said "Land shark".
- f) I just remembered where I put my car keys

Bottom line:

Jeannette Nikolova says

Also available on the WondrousBooks blog.

You know that "*Don't judge a book by its cover*" expression. You can totally judge this book by its creepy, interesting, strange cover. Because it puts the main theme of the entire volume into a very good perspective.

I wish I could tell you what exactly **Injection** is about, but... I just can't. Vaguely put, it tells the story of a group of geniuses in their respective fields, who were gathered by a corporation to try to influence the future, or rather make it come faster. Instead, they developed a computer program which went rogue and started bringing folklore to reality, among other things, most of which have yet to be explained.

It sounds cool, right?! It looks the exact same way - **the drawings are enchanting** and unusual for the comic books that I have read(now a little bit more than at the beginning of this year). Still haven't gotten to *Sandman*, but if I had to imagine any book by *Neil Gaiman* done in pictures, I would do it exactly the way **Injection** is painted. Better yet, I will keep my fingers crossed that Gaiman decides to cooperate with Declan Shalvey, the illustrator of **Injection**.

As is the point of the graphic novel, as far as I can tell, I was interested by the folklore factor the most. I'd enjoy going deeper in this subject but I actually don't feel like I know enough about the story to actually

analyze the level at which the supernatural will be used, simply because **Injection** happens to be a bit confusing in its first volume.

Which brings me to: *What did I NOT like about it?*

And the answer is: it's a bit too confusing. The potential is definitely there, so I don't plan on giving up on **Injection**. But, but... I have no idea what is going on. The rough sketch of the rough sketch exists, but not enough has been explained yet. And while I had the opportunity to read everything in one volume up until there was an actual explanation on the nature of "the Injection", I believe that if I had read this issue by issue, I would have been immensely annoyed by my inability to grasp what was even going on.

All of that being said, the matter of the fact is that I would be anxious to read the new issues. (*But then again... maybe after volume 2 is out.*)

And I leave you with my favourite moment from the entire volume. You're welcome.

Arnīs says

<https://poseidons99.wordpress.com/201...>

Crystal Starr Light says

Bullet Review:

A wizard, a genius, a spy, a computer hacker, and a rich dude all get in a room and decide the future is gonna be a bit boring, why not spice it up a bit? There couldn't be ANY HARM in doing that - not like a bajillion sci-fi movies and TV shows and books and novellas foretelling woes of the future.

This is one of those mostly incomprehensible graphic novels that makes itself barely better than the likes of Supreme: Blue Rose because at least the last two issues explain something in this goddamn world. Nonetheless, WHY do authors/writers feel this urge to leave readers wondering "WTF?" 90% of the time while reading whatever it is they are reading (comic or novel)? I don't mind a mystery, but I'd like to read something that didn't make my brain cave in on itself once in awhile!

Martin says

Based on the mixed reviews I read on this site (and other comic book review sites - shh! don't tell) I didn't know what to expect, whether to get the book or not, etc. But hey, it's Warren Ellis. It's worth at least a shot, a read-through of this inaugural volume, and then we'll see - right?

So after five issues, it (the book/story) doesn't make 100% sense - so far, anyway. We're getting drip-fed information in a fractured time-line and not everything is explained and neatly presented. I'm okay with that.

Years ago, when I first read *Planetary*, after 2 volumes (12 issues), it *still* wasn't exactly clear where Warren was going with all this, but then we got more and more pieces to the puzzle, until ultimately things were clear and made sense (as far as comic books can *ever* make sense). And look at *Planetary* today: it's a classic, and rightfully so.

I have a feeling that this series has the potential to become a classic as well. It certainly has all the ingredients: an exciting premise, a great writer, and a terrific art team.

I'm in. Bring on the next volume - and the one(s) after that.

Roy says

A mind bending scifi that you'd expect from Ellis. The artwork from Declan was superb, both in detail and colour. Ellis throws you into something so confusing that it was extremely hard to figure out what was going on. It begins to make sense as you read, but he doesn't explain much on the way. A lot of this novel is for your own interpretation. I think the confusion really made it difficult to really love.

Jan Philipzig says

Wow – I did not see this one coming. Just when I thought Ellis had finally become a parody of himself, he launches this strangely fascinating amalgam of folklore and future tech that feels as sharp and complex and authentic as any Ellis comic I've read. The design, precision and timing of Shalvey's congenial artwork help, as do the British setting, characters, and overall tone: I get the impression that Ellis and Shalvey are in complete control here, nothing feels stagy or phony. The sci-fi angle comes with an overwhelming sense of disillusionment, guilt, regret, bitterness, exhaustion – things Europeans, and perhaps the British in particular, tend to know a thing or two about.

Admittedly, the sci-fi angle also comes with a few rather challenging storytelling techniques, but hey, it's the end of history we're talking about: a haunted past and a doomed future crashing into a clueless present... I think a little confusion is justified, and I generally appreciate it when a sci-fi story acknowledges the fact that there is no easy way out of this hole we dug ourselves. The artificial consciousness emulator that our jaded heroes once built when youthful and adventurous now has this to say to us: "You wanted a more interesting world... Maybe I'm growing up quickly. Maybe I'm better than you planned... Maybe I'm just showing you that your world was interesting enough all the time, all on its own. And now I'm punishing you."

XX Sarah XX (former Nefarious Breeder of Murderous Crustaceans) says

So I liked the **Injection Thingie Premise** (ITP™).

And I liked the **lovely gore**.

And the **yummy green stuff**.

And that's about it.

Because I don't like it when authors try **so bloody shrimping hard to be so bloody shrimping clever** you can feel them patting their little selves on the exoskeleton from thousands miles away. Like they're finding it somewhat orgasmic to **confuse their readers to complete death and utter oblivion** and stuff. I find it a teensy little bit condescending. And **slightly exasperating**, too.

Also, **boredom**. It's a thing.

Also also, **the art everyone raves about**. I didn't like it. Same goes for the **lettering**. Not a fan of the **colors**, either. What can I say, I have **Despicable Graphic Taste** (DGT™). So ~~sue me~~ turn me into a paella and stuff.

But hey apart from that, it was all pretty amazing.

There's a slight chance it might be, yes.

[Pre-review nonsense]

Actual rating: 2.5 stars. *Maybe and stuff.*

This sorta made me feel like...

And also like...

► **Full Please Don't Try So Bloody Shrimping Hard to be Complexly Clever Mr Ellis It's Kinda Sorta Counter-Productive and Stuff Crappy Non Review** (PDTsBSHtbCCMEIKSCPascNR™) to come. Maybe.

Donovan says

"The wind from tomorrow is scouring her away."

Pretty damn surreal. A slow start, but I can tell Ellis has some crazy shit in store. The dialog is great, the characters weird and real, and the plot dynamic.

The story follows a group of diverse people, a computer expert, esotericist, assassin, and paranormal investigator. The main character is Maria Kilbride, the investigator. A nonbiological sentience loaded into the internet begins to bend physics and manifest English folklore and mythical creatures. It's pretty crazy and only just beginning.

Especially for the content, the artwork and covers are fantastic. It's cartoony, scratchy, emotive, and deeply inked, reminding me of a darker, rougher Manhattan Projects. Declan Shalvey's illustrations, Jordie Bellaire's colors, and Fonografiks' lettering and design are all just amazing.

As a blend of surrealism, science-fiction, fantasy, horror, and spy thriller, Injection does not disappoint. While Volume 1 is a little slow to reveal, it has massive potential in its fascinating content, which is equally and masterfully illustrated. Don't pass this up.

Anne says

3.5 stars

Five people, each at the top of their field, come together at the request of some agency or another in order to...do something.

The gist is that they discover the future will be a bit stagnant discovery-wise, and decide to **inject** something into the consciousness of reality to keep that from happening.

This plan backfires spectacularly.

And now whatever this thing is they've set off is fucking with reality.

Honestly, this was a bit too rough and patchy for me to completely enjoy it, but maybe things get a tad more coherent in the next volume.

I'm glad I didn't have to read this in single issue installments, though. I can't imagine that it would make much sense. Then again, not everyone has to have shit make sense right off the bat, I suppose.

I'm up in the air as to whether this is the start of something cool, or whether this is just going to devolve into an X-Filesish mess. But I like Warren Ellis, so I'm willing to give it a shot.

Sean Gibson says

Okay, so, it's not Transmetropolitan, Vol. 1: Back on the Street. But, very few things are.

Ellis has been a little hit-or-miss for me over the past few years, but he's always at his best when he's mixing futurist/tech stuff with some element of human drama, and though the latter isn't as present here as it could be, this is a solidly intriguing start to a story. And gross, of course. And weird.

So, you know, Ellisian. He Ellised it. And I verbed him. Right here in public.

3.5 Stars

Andrew says

There are times when finding a title you were not expecting can be really rewarding, especially when you know its not one of the highlights or headliners.

This is a perfect example, a lesser advertised project by one of the heavy weights of graphic novels and someone who I have followed for some time.

But not only that the whole concept behind Injection is a fascinating one and one I think which is quite unique so yes you guessed it no spoilers - however I will say the style of the story telling, the artwork and yes the plot idea all make a fascinating and fun story which I will admit after one volume in I have no idea where it will be going.

And that is the fun part - this series is (well so far) quintessentially English but at the same time I think it has relevance for us all. Do not get me wrong I have nothing against the Marvels and DC comics of this world just I struggle to get in to them and connect with them - maybe its me choosing the wrong book to start at - but still this book has most definitely a starting, and I suspect eventually it will have an equally as defining ending too.

So this is the first in the on going series - the question what happens next as there is definitely a theme to this book and I see that each subsequent book will have a different one, are we about to have a tour de force through British Pop culture icons. I guess I need to get the next instalment and find out.
