



## Top 10, Vol. 2

*Alan Moore , Gene Ha (Illustrator) , Zander Cannon (Illustrator)*

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**Top 10, Vol. 2** Alan Moore , Gene Ha (Illustrator) , Zander Cannon (Illustrator)

In the second installment of this Eisner Award-winning series the super-science police officers of Precinct 10 continue to protect and serve the super-powered citizenry of Neopolis. Full color.

## Top 10, Vol. 2 Details

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Author : Alan Moore , Gene Ha (Illustrator) , Zander Cannon (Illustrator)

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## **From Reader Review Top 10, Vol. 2 for online ebook**

### **Timothy Boyd says**

Fantastic ending to the first series. You get police corruption at it's highest level, the death of an officer and the breaking of a child slavery ring. All set in the bizarre SiFi/Superhero city of Necropolis. Well worth a read for the great story and art. Very recommended

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### **Adam says**

This particular book has my favorite moments of the entire series. A teleporter collision. A couple confrontations. And the "reveal" at the very end of the book. These moments are all very organic and natural and carry enormous emotional weight. I really love how Moore, Ha, and Cannon tied up this first "season" of a great ensemble cast police show.

I wish it could have come back for more, but it wasn't to be, I guess.

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### **David Schaafsma says**

I read this because Jan wrote to me, "While Watchmen tried to deconstruct the superhero genre, Top 10 and those other ABC comics try to reinvent it," and because he said it had one of his favorite dying scenes in comics. Also because Greg urged me and Raina liked it so much. . .

So this is an exuberant, creative, sort of hopeful-about-comics comic, reinventing, as Jan says. It is on the one hand a sort of police procedural (not that amazing a concept to me, but it's okay, why not, I say now) in a place where every single person has some kind of superpower, which is kind of a silly (or hilarious) extension of the constant superhero comics obsession with superpowers, but it does not take itself too seriously, it gives the team an opportunity to breathlessly create new ideas everywhere, there is in every panel crazy new ideas, references to other comics and contemporary culture. . .

It's also sometimes very funny, and then, once the world building is established, there are surprisingly touching things that happen. That dying scene, which I agree, works because you get to know and like the characters which is sort of remarkable to me given the crazy world. Or maybe it is because the world-building is so good; for instance, you get to care about a big Superman-like guy who is like all of us painfully vulnerable as he faces the decline of his father, who lives a long way away, which he tells his injured partner as he asks him to accompany him home. . . we get these touching moments in the middle of all this frenzied splashes of color and crazy characters and action.

I am still not a huge superhero guy (really, I'm not!! though I seem to be reading a hell of a lot of them these days, and especially this semester as I teach a class where half of the class and more seems to be superhero/manga geeks...), so maybe the buzz sometimes is infectious. . . If you like comics, and especially if you like Moore, this is a must read, this series (and if you like it, there are spinoffs). . .

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## **Ronan Barradas says**

[Nesse volume o destaque para a luta do Smax para impedir o resgate da assassina de Libras, foi uma batalha empolgante, bem desenhada, emocionante mas que resultou em graves ferimentos na Robyn que acabou inutilizada em um lei

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## **Anna says**

Issue 8 - Wow. That was so sad, but also so intelligently written. I think this issue is the best one so far...

Issue 9 - The alternate universe with Rome was awesome - as was the reference to Marvin the Martian, 300, Asterix, and the others. And oh God, the ending...

Issue 10 - Love it. Just love it. All of it.

Issue 11 - Wow, I saw so much in this one - Cartman, Futurama, Powerpuff Girls, etc. And I love Joe! I can't believe there's only one more issue left...

Issue12 - Nicely wrapped up. I was afraid that something bad would happen with Caesar - thank goodness nothing did! I think the Ultima plot was more interesting than the pedophile one, but it doesn't matter - it was all good.

Overall - I have to add this series to my top favourite comic books now. I loved seeing where everybody ended up by the end of the series, and I LOVED how Alan Moore and the artist worked with grief. I loved all of the characters. Such an interesting story that really parallels reality. Wonderful, just wonderful...

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## **Matt says**

I should start by saying I love this series. I love the characters, I really like the police procedural stuff, the mysteries, the Easter eggs of beloved comic and cartoon stories that are on every page if not every panel of these books. Top 10 is Alan Moore at his absolute best, and that is saying a lot. Even with Neopolis' gritty exterior, these books have a tremendous sense of humor and optimism to them. They are about ordinary people (with super powers) doing things they regret. The heartbreaks and crimes, as well as all the laughs, operate on a very human scale. I feel like Toybox and Joe Pi are people I could actually meet, and that's not true for many super heroes. Like Morrison's "All Star Superman," and "Flex Mentallo" Top 10 is another Reconstructionist graphic novel, moving that extra step beyond postmodern Deconstruction to the point where it takes the scraps and builds something new with a sense of wonder and love inside of it. Very good stuff.

There is a problem with this second volume. I think the real climax of the story is with the defeat of the real villain:

\*\*\*SPOILERS SPOILER SPOILERS\*\*\*

Commissioner Ultima. Her plot works on so many levels, as the mystery of the super drugs concludes with the worst possible ending: a politically powerful super junkie literally capable of destroying Neopolis and ensuring that no one ever asks any questions. The final smackdown is particularly satisfying, as the hitherto unstoppable Smax meets his match against Ultima, and only little Toybox is able to save the day through smarts and stealth... and almost get killed in the process. Multiple plot teasers and prophecies are resolved in a big exciting climax. And then... the story keeps going, and nothing feels quite right afterwards.

Ultima's defeat is where the book should have ended. After that we have several false leads that might have gone somewhere if there had been more Top 10 books written by Moore. Why did Toybox meet the Rumor? What was the significance? How long will it be before Peter's anti-robot racism really gets him into trouble? We'll never know any of these things. But worse by far is that depressing final plot involving a Justice League impersonating pedophile ring, with a bunch of former superhero giants that go out with a whimper, not a bang. And as a result, the books ends by making me feel queasy and dissatisfied. Oh sure, thematically it works-- there's a lot going on at the end about romantic relationships that other people might not approve of-- a sentient dog and a sad lady, a gay couple that's been together for fifty years-- and what makes them different from the cruel exploitation of pedophilia. And I think Moore's answer-- love-- is correct. Even so, it feels like this story happens in a different and much sadder book. I was glad to put down Top 10 Volume 2 because I felt like if it had kept going it would have just gotten nastier and more depressing.

To me, superheroes are about a kind of ridiculous fun. Mostly, Top 10 is a wonderful match for that criteria, and I recommend it very highly. It's only perfect for about 75% of its stories, but that's a pretty lousy complaint, really. There's a lot here to love.

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### **Sara J. (kefuwa) says**

Yep, this is what happens when you start digging around your collection of (\*koff\*old\*/koff\*) comics.

Top 10 was probably my \*most\* favourite thing to come out from the ABC/Wildstorm imprint when it was around.

Written by Alan Moore and pencilled by Gene Ha/Zander Cannon. Such great writing and such great art to go with it (esp Gene Ha I love his art)!

Planning to do a re-read of these (I only have the original run in physical copies #1-#12, but now have my eye on the digital collected version also - can't keep taking my copies in and out of the plastic, maaan). Ah, such good books.

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### **Raina says**

Got to read this immediately after finishing Volume 1. Alan Moore's genius really shines when he's writing a new member on the squad who has very little visual characterization, so his charisma is all in the dialog. Totally awesome.

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## **Josh Denslow says**

In the first couple of chapters of this volume, this series finally settled into a groove. We got some stories with heart and the episodic TV structure really paid off. I thought the wrap up was a little rushed, but hey, that's how it would probably work on a TV show as well. The journey is always more fun than when you find out what happened in the end.

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## **Summer says**

Top Ten is outstanding. It's able to mix wry parody and sly cameos with actual interesting, well-balanced, memorable characters. The storyline is intricate and engaging, and the art and character design are phenomenal - how many superhero comics are there out there where a hero's body type and costume *actually matches his or her powers?*

Once again, I'm extremely disappointed that this series didn't go on longer.

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## **Patrick says**

There are some stories I will never have more of, and it breaks my heart.

I'm not talking about the stories I just wish there were more books for. Stories I greedily wish there were more of. More Buffy. More Narnia.

I'm talking of the stories that were cut off before their prime. Before their authors could bring them to a proper ending. I'm talking about the Chronicles of Amber. The Books of Magic. Firefly.

It's with regret that I add this comic to that list. These first two collections had such a strong start. Such good characters. Such cleverness. Such storytelling. There was no part of them that I didn't love.

But from what I understand, ABC comics, which was an Imprint of Wildstorm, was sold to DC. And Moore had grown to hate DC. So though Moore stayed around to give some of the stories a wrap, we'll never get to see these carried forward farther than this.

It breaks my heart a little.

That said, just these first two volumes are absolutely worth your time. And many of the stories and character arcs do see resolution.

Honestly, there are a few one liners in this comic that would make reading the whole thing worthwhile even if the entire rest of the book was nothing but blank paper. I read the second half of this volume laughing like a madman in a late-night restaurant. I'm lucky people didn't call the cops on me.

Read it. Read it ten times.

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## **Morgan says**

I liked this volume better, maybe because I got use to the odd way it was told. I also liked the numerous pop culture references.

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## **Jedi JC Daquis says**

Whereas volume one of Top 10 establishes the world of Neopolis and the eponymous police department, volume two delivers a solid story with slick narration that can only come from writing geniuses like Alan Moore.

I am not venerating Alan Moore as a comics-god for he too has some share of bad creations but man, the way he tells the story in this five-issue volume is no less than amazing. The characters all have their parts, though not equally, but balanced. Top 10, with its sheer number of characters does not feel congested, far from it actually. It is a cohesive creation of police drama, humor, sleuthing and comic parodies/references.

The only sad thing about this is that Alan Moore never followed up the main series (besides spin-offes, a short-lived season two actually happened a couple of years after). The universe here is so rich that there are still innumerable interesting things readers are yet to experience.

Top 10, beyond its story, also touches on social themes sprinkled across its characters and world: LGBT, racism, pedophilia, and other pop culture elements surrounding the late 90s.

Watchmen may be a bleak representation of what the real world would be if superheroes exist, while Top 10 is a celebration of why we love superheroes. The diversity and richness of its world is worth visiting.

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## **Bill says**

The excellent sequel to Top 10, Vol. 1 by Alan Moore, Vol 2 follows the further adventures and investigations of the Top Ten Police Squad from Neopolis. I found this volume even better than the first. The characters are still interesting and unique and new members of the squad have been introduced. For a graphic novel, I found the characters well-developed personalities and very sympathetic. I liked the stories and the art work. Even though the situations involved super heroes and such, the crimes are familiar; drugs, sex crimes, etc, just as you see on every episode of Law & Order, but these had the added twist of taking place in a city peopled with superheroes and villains. Alan Moore is such a fantastic writer, one of the best you'll find in this genre.

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## **Allie says**

**Much** better than the first one.

After I finished reading this I thumbed back through it to look at the art again. A visual feast. I liked the storyline and the characters better than the first one. Joe was my favourite.

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