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## Not So Mad After All

Young Princess Alyss has been kidnapped from the safety of her home in Wonderland and, charged with finding her is her bodyguard, member of Wonderland's elite fighting men, Hatter M. It a harrowing, bizarre and dangerous journey through strange lands like Paris and Prague. It isn't just a matter of finding her, however. There are zombies, fez-wearing monkeys and the terrifying, child-kidnapping imagination vampires to contend with as well.

Based on *Looking Glass War* series, which tells the "real" story behind the Alice and Wonderland that we know, *Hatter M* (by Beddor, Cavalier and Templesmith), features anything but a funny little teetotaler with a few screws loose. Zombies and imagination vampires? Not a problem. This guy has so many blades on his body, Wolverine would pale to think of it. He's got 'em in his sleeves, on his back, spinning, whirling, throwing, slashing. And that's not even counting his hat, which is to a Hatter as a Samurai's katana is to him. A traditional weapon that seems almost alive at time is surely the coolest weapon on a comic page since Captain America's shield.



It's heavy-loaded with what comics do best: great action. And though it's nearly non-stop, there are some fascinating ideas slipped in, too, from the clever references to the original work to the dark and terrible secret at the center of Baroness Dvonna's Orphanage for Lost Girls.

Even if you're going to ignore the story completely (don't, please), get a look at Ben Templesmith's art. Perhaps you recognize it from *30 Days of Night*? Full of impressionistic eeriness and blinding motion and highlighted by the most effective use of color in modern comics (and I'm not just talking about the strategic splashes of blood -- get a look at the rainbow-tinted speech balloons), this truly highlights the graphic element of the graphic novel.

Jesse Karp