



Trigun: Deep Space Planet Future Gun Action!!

Vol. 2

Yasuhiro Nightow , Justin Burns (Translator)

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There's a mysterious past buried in the mind of the affable, yet somehow incredibly dangerous Vash the Stampede, and everyone on this desert planet seems to know about it. Not only that, they've been trying to hunt him down for the sixty million double-dollar bounty on his head. Well, enter two insurance adjuster ladies, claiming that the man is a localized disaster, and voila! No more bounty. But that doesn't seem to end Vash's troubles, or his trail of destruction.

This is the world of *Trigun*. Chock full of hi-jinks, frantic action, dusty western poses, and a resounding theme: Peace and Love! Join us as Vash continues his adventures across this kooky, unfortunate landscape, seeking something to end his tragicomic journey.

Trigun: Deep Space Planet Future Gun Action!! Vol. 2 Details

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From Reader Review Trigun: Deep Space Planet Future Gun Action!! Vol. 2 for online ebook

Coco says

Legato shows up, assassins are sent after Vash, Wolfwood appears, Knives lives, people die, and Vash goes into hiding. Gun-slinging awesomeness. (May 2009)

Mitch says

A great second chapter finishing up the original series of publication. The provocative emotions used towards Good vs Evil, Justice vs Injustice, and sin vs sin, kept me going till the very end. Very christian based thinking.

Sara says

for volumes 2-3

This is insanely good timing for Vash's past for me. Just the other day I was watching this weird sci-fi documentary about how aliens could invade my just spreading their genetics data to different planets in whatever weird way they come up with. I can't believe how close that it to the human 'seeds' project!

Anyway the story of Vash, Rem and knives was really interesting and sad of course.

I also love the knew characters Wolfwood and Legato!

Anyway I liked the story and really want to read the next series :)

Yvensong says

3 1/2 stars - just a bit higher rating that the first in this series

I hadn't really planned on reading this, since I had such an issue with the action scenes in the first, but it was sitting on the library shelf. I skimmed through and it seemed that those scenes might be better drawn out. They were, but only barely. On the upside, three of my favorite characters were introduced, Knives, Wolfwood and Legato. We, also, get to see more of Vash's character develop and learn a bit more of his past.

Kosma says

i really liked this volume. It's really werid thing with that broken coins. I like the part when Legato kills half

of rodrick's crew, when Knives comes back to life ang when Vash shoots the moon.

Lyndsay-ann says

This one was much better than the first part. Not only did it go deeper into Vashs story, but we found out who 'he' is. Knives.

On top of all that we are introduced to two of the best characters in the series, Legato Bluesummers, (and one of my all time favourite anima characters) Nichlas D. Wolfwood. :)

These two books consisted of a sorta seperate story arc from the regular series, but at the end of the book is the first chapter of Trigun Maximum, which is the Pilot episode of the tv series. It was great to read this first chapter, but now I want to read more.

I will end this with a quote from Vash the Stampede.

"LOVE AND PEACE!"

Garrett says

Much better than the first volume. The gung-ho guns show up and the story finally starts to move. This was right around the time the anime started to get good.

Zach Sparks says

I'm getting more of an education on what the "Plants" are, moreso than I ever got from the anime.

Susan says

Midvalley the Hornfreak. I don't think I will ever cease to find that amusing.

Gabriela says

Definitivamente mejoró mucho. Me quedé con el hype a tope y estoy loca por comenzar el siguiente.

Notas:

-Wolfwood era mi fav <\3

-Qué mierda con el tipo con complejo de Griffin. Me dañó la vida :) :) :) (Griffin es mi tema delicado. NO

ME LO MENCIONEN.)

-Light se coló en la historia.

Zoe's Human says

Trigun is a wonderful story in a sci-fi dystopian world with a western feel and quirky humor. However, I think I would have found the manga slightly confusing had I not already seen the anime.

In this rare case, I would recommend the film over the book.

Rin says

Saw the anime years ago and now wanted to check out the manga. If I hadn't seen the anime first, I think I would be finding it very difficult following the action through the artwork in the manga. I don't dislike the artwork, but it's pretty messy. For lack of better description, there are lots of 'close up' shots, and it's hard to tell from one panel to the next how the action flows.

Natalie says

At first I thought that this series was going to be a western/action type of series. You know, like those western movies that take place in a small town that's right in the middle of the desert that looks more like the Sahara Desert instead of a U.S. southwestern desert. And so the manga proved to be exactly like that. It was just an action flick that followed the main character and his fights against people wanting the bounty on his head.

It seems very similar to the manga *Rurouni Kenshin*. The main character is a powerful samurai and everyone he comes across wants to defeat him because he's labeled as Batosai the Man Slayer. The difference between the two series is the ending. And I'm talking about *Trigun Deep Space Planet* without the *Trigun Maximum* series. So if I missed a couple of plot points then I apologize.

The story is about a man with a huge bounty on his head named Vash the Stampede. He is known as the cause of destruction for the city of July and so he's labeled as a dangerous criminal. For three volumes, a lot of criminals or bounty hunters try to hunt him down to collect his bounty.

Most of the manga was kind of boring. It was the same thing over and over again. Vash enters a city and there just happens to be trouble and he has to deal with the villain with the typical hero goal of not killing his enemies. The first couple chapters are okay but after volume 1, it gets old really fast. It also doesn't help that the series has just a little too much comedy. The comedy is in all the wrong places too. It seems like there's going to be a badass action scene but then it places in some comic relief and the comedy just ruins the action because it's really stupid.

The ending was really confusing and the scenes with Vash and his past are all done in quick scenes. There's no flowing story to them. There are just bits and pieces of his memories and there is this character called Knives that I had no idea who he was because the third volume was never clear on his identity. At first, I

thought that he was a computer program that took the image of Vash and for some reason hated humanity. There's also this backstory of humans trying to alter the planet so that humans can live on it. Apparently humans used all their resources and now the planet is unable to support the human race. So there are hundreds of large spaceships orbiting the planet with the whole human race in hibernating tanks except for a few people. I only saw Rem and Vash but I'm pretty sure there were more people like Knives.

The ending threw me off when Knives woke up and they while they were fighting they mentioned something about angels and how the two of them were powerful beings that were above humans. (This could be a translation error but I saw them mentioning beings like angels.

Uh . . . what?

The action western . . . I could deal with. But when you start adding fantasy elements to a series that's supposed to be an action western with a bit if sci-fi elements . . . I'm out.

Since there wasn't a huge cast of characters I'm only going to talk about three. The three characters are Vash, Millie, and Meryl.

Vash is the main character and he's likable enough. He's your typical hero that is nice and decent. He's a bit of a pervert, kind of stupid but he's so nice that you can't help but like him. He's kinda funny but he also has the overused attitude of 'I'm too dangerous so I keep my distance from people'. I've seen it so many times before and that trait is getting old fast.

Millie and Meryl are okay but the problem with them is that they aren't shown very much in the manga for them to have any character development. Millie is an airhead so she's used for a lot of comic relief. Meryl is uptight and always yelling at Vash . . . and that's it from these two. These ladies don't have much personalities at all. They are boring but to the manga's credit they are not in the series a whole lot. If anything, they're kind of in the background doing whatever to keep the plot moving.

The other characters are not that interesting and completely forgettable. Nicholas D. Wolfwood is about as interesting as a box of plain Cheerios without the honey flavor. Wolfwood is intended to be this nice guy who's a bit of a flirt but also has some sort of dark history. But we barely see him and he's still boring when he shows up.

The villains are also boring. They have fun techniques for the fight scenes but they villains themselves are a bit dull. They talk smack to Vash and that's about it. Yeah, kinda boring there too.

I know some people loved this series but I'm sorry. I didn't like it and I probably won't read *Trigun Maximum*. I'll just watch the anime and see what happens.

Yaya says

More characters, but this time, brimming with potential. With the exception of Vash, I've always been intrigued by him. Legato, Woolfwood, Knives, all loaded with 'badass' and hopefully interesting back stories.. these new characters are the only reason I'm rating this a 3.0, higher than the first, which I give a 2.5,

I don't trust Nightow, he doesn't seem to realize his characters' potential.

And I'm starting to question what Meryl and Milly's relevance is to the story, other than maybe they're the ones who are going to end up documenting Vash's life because he won't be around to tell it when everything is over, basically just act as eyewitnesses.

Milly is pretty one-dimensional, but it works, she's essentially one of those sees the cup half full types, optimistic, kind-hearted, and genuinely interested in your wellbeing. I like her. But Meryl, I don't know what to make of her. It's not like with Vash, shrouded in mystery, she's just not being developed, and the times she is, it's done poorly.

There are so many holes in the story, and inadequacies in character development. So many questions unanswered. Let's hope the reboot is an improvement, Nightow had a lot of time to think in between these volumes and Maximum, let's hope there has been growth. In his storytelling and drawing abilities, because this second volume's action sequences were even harder to make out than in the first.

Also the tone gets all of a sudden darker in this volume, which I liked, just there was no transition, it came off as very disjointed.

Babs says

TRUE
