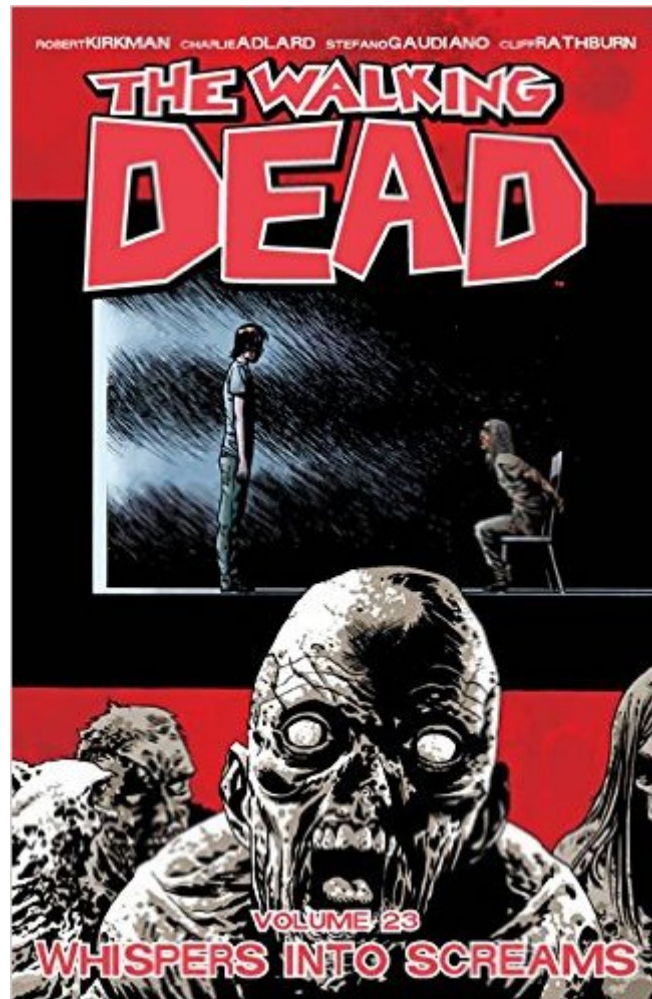


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# The Walking Dead Volume 23: Whispers Into Screams (Walking Dead Tp)



## Synopsis

A new threat has emerged from within the walker hordes, catching the communities off guard. The time for peace and prosperity is over as a new fight for survival begins. Collects *The Walking Dead* #133-138.

## Book Information

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (140 customer reviews)

Best Sellers Rank: #11,310 in Books (See Top 100 in Books) #14 in [Books > Comics & Graphic Novels > Graphic Novels > Zombies](#) #23 in [Books > Comics & Graphic Novels > Graphic Novels > Horror](#) #30 in [Books > Comics & Graphic Novels > Publishers > Image Comics](#)

## Customer Reviews

What Robert Kirkman always says was his initial focus for *THE WALKING DEAD* was to explore what happens after the end credits rolled on most zombie movies. "OK, so what's next?" Well, after more than a hundred issues of the comic books, and many tragic deaths to beloved characters, as well as a few truly bad human beings, the post-zombie apocalypse South has reached some semblance of stability again. While this weird calm that has settled doesn't make for crowd-pleasing action or horror, the fact that more than a year's worth of comics have been more devoted to social and character development speaks to Kirkman's dedication to his premise. (And, hey, how about a round of applause to Kirkman and Charlie Adlard for sticking around with their tireless tenacity, huh? Adlard has devoted so many hours to this project I'm sure he's forgotten the names of his family.) *Whispers Into Screams* was less compelling as an installment primarily because it never seemed like there was a clear and present danger to the main characters, aside from a cowardly poisoning attempt on a leader. But I'm willing to give Kirkman plenty of patience and time, since he seems to have a firm grasp on what the future holds. I've never stuck with a comics series this long, and, at this point, I'm all in.

This issue got me right back into the comic. I have to admit, All Out War was kind of underwhelming. The story went through the usual Walking Dead comic tropes, killing off someone who is kind of important, but someone you definitely won't miss, while allowing Rick Grimes to win and do it the Rick Grimes way. After, however, we started getting to a point of normality in the wasteland, and building a world of wasteland politics and life after the apocalypse. This is the story I've been waiting for, there's an oversaturation of stories about the outbreak, but not enough talking about what happens after, what happens when we adapt and are trying to live amongst the dead instead of fighting them. This is where it looks like it's going, and if I'm right, I'm in. There's some really good character development from the other main characters in this book. We finally get to see more of Carl and his growth as a human in this world, we revisit some old friends, and we get some developments along the way. There were some sloppy moves and tactics throughout the book, but if it pays off the way I'm hoping, I won't mind. B+, definitely give it a read.

Not much to say here. I love the concept of zombies. Prior to the walking dead comic book series, I had to endure a lot let down, piss poor zombie movies. I can't see R. Kirkman ruining this series any time soon, so, 5 stars all the way. I will probably copy and paste this review for every volume/book I buy. I will continue wait for the volume/books to come every time instead of actually subscribing to the comic because the comics are too short, it's a tease. In fact every time I get one of these volumes/books, I read the whole thing within minutes.

I'm at a crossroads here. Sorting out who the Whisperers are was good and they had a new and interesting take on living with the undead. By the end of the issue though, I am not convinced I want to keep reading TWD. I almost gave up back when Rick and Negan kept showing up outside each other's gates and yelling for the other one to surrender (why didn't someone just shoot one of them and get it over with??) I really hope the TV show doesn't go down the same route as the comic for that confrontation.

Another great installment of The Walking Dead. This volume picks up quite close to the end of Vol. 22 (in contrast, some issues have longer time gaps between them). There are conflicts within the various settlements and between a group called The Whisperers, which was introduced at the end of the last issue. Not much Rick, but a lot of Karl, Sophia, Maggie, and Jesus. The climax of this issue isn't as dramatic as some of the other issues, but the overall story structure was there. For

me, that lask-luster climax was the difference between the 4/5 and 5/5, but plot-wise that's how it had to happen. Like all of the Walking Dead volumes, it leaves you wanting more. How long until the next one?

The last several volumes have been weak and convoluted. The series has been stale, because really, how many zombies can you kill and how many friends of yours can you see die (Kirkman would argue that the number for both is very high). This is the best volume in several years. Carl is now old enough to be interesting and he takes center stage in this edition. He has lots of experience and has become a bit jaded (and some might say a psycho....but one must remember the times he lives in). He's also solidly in adolescence, and with it comes the hormones, the righteousness, the idealism and the impulsiveness. All of those traits simmer into a tasty stew, as this book feels like a prelude to a wonderful arc. The art is as always - its been the most consistent aspect of the series. Mr. Adlard draws ignorant rednecks very well - there are a few characters in this volume that reek of real life and stirred strong feelings in this reader. Nicely done, Charlie.

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