



Fight Club 2 (Graphic Novel)

By Chuck Palahniuk

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Fight Club 2 (Graphic Novel) By Chuck Palahniuk

Fight Club 2 is available exclusively as a Graphic Novel!

Some imaginary friends never go away . . .

Ten years after starting Project Mayhem, he lives a mundane life. A kid, a wife. Pills to keep his destiny at bay. But it won't last long, the wife has seen to that. He's back where he started, but this go-round he's got more at stake than his own life. The time has arrived . . . Rise or Die.

New York Times bestselling novelist Chuck Palahniuk and acclaimed artist Cameron Stewart have collaborated for one of the most highly anticipated comic book and literary events of 2015--the return of Tyler Durden. The first rule of Fight Club 2 might be not to talk about it, but Fight Club 2 is generating international headlines and will introduce a new generation of readers to Project Mayhem.

Praise for the comics that comprise Fight Club 2:

“At turns deeply poignant and very funny, Palahniuk’s freakish fables capture a twisted zeitgeist and add an oddly inspirational and subversive voice to the contemporary canon.... **In the post-9/11 present, a hyperactive, Internet-obsessed, war- and recession-weary America apparently needs Tyler again.**”—*THE ATLANTIC*

“**The book is fantastic**, my highest recommendation.... Excellent work by Cameron Stewart and David Mack, and by our awesome friends at Dark Horse Comics.”—*Brian Michael Bendis*

“If Tyler Durden needed a resurgence, there’s no time like the present for his return... **Fight Club 2 is a comic that taps back into everything great about the source material, and one that makes Tyler Durden’s warm nihilistic embrace a welcome draw back into a familiar world of cynicism, violence, and anarchy**.... “Tyler Lives,” and I couldn’t be happier by the prospect of more bedlam.”—*NEWSARAMA*

“**Palahniuk is delivering a worthy sequel to his most beloved story.**”—*THE NERDIST*

“Entertaining.”—*COMIC BOOK RESOURCES*

“Excellent.”—*THE BEAT*

“An amazing piece of work. You do not want to miss out on this.”—*COMICVINE*

“Perfect.”—*FORCES OF GEEK*

“We have a worthy sequel on our hands.... A must read.”—*COMICOSITY*

“Cameron Stewart truly outdoes himself on every level in this book.”—*BLOODY DISGUSTING*

“Clever and beautiful.”—*COMICS ALLIANCE*

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Fight Club 2 (Graphic Novel) By Chuck Palahniuk Bibliography

- Sales Rank: #9473 in Books
- Brand: imusti
- Published on: 2016-06-28
- Released on: 2016-06-28
- Original language: English
- Number of items: 1
- Dimensions: 10.46" h x 1.08" w x 6.95" l, .0 pounds
- Binding: Hardcover
- 256 pages

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Editorial Review

About the Author

Chuck Palahniuk's ten previous novels are the bestselling *Fight Club*, which was made into a film by *David Fincher*; *Survivor*; *Invisible Monsters*; *Choke*, which was made into a film by director Clark Gregg; *Lullaby*; *Diary*; *Haunted*; *Rant*; *Snuff*; and *Pygmy*. He is also the author of *Fugitives and Refugees*, a nonfiction profile of Portland, Oregon, published as part of the Crown Journeys series, and the nonfiction collection *Stranger Than Fiction*. He lives in the Pacific Northwest.

Users Review

From reader reviews:

Travis Wysocki:

Book is actually written, printed, or illustrated for everything. You can learn everything you want by a e-book. Book has a different type. As it is known to us that book is important matter to bring us around the world. Close to that you can your reading talent was fluently. A publication *Fight Club 2* (Graphic Novel) will make you to always be smarter. You can feel a lot more confidence if you can know about anything. But some of you think which open or reading some sort of book make you bored. It's not make you fun. Why they may be thought like that? Have you trying to find best book or suited book with you?

Robert King:

The book *Fight Club 2* (Graphic Novel) can give more knowledge and information about everything you want. Exactly why must we leave the great thing like a book *Fight Club 2* (Graphic Novel)? Some of you have a different opinion about book. But one aim which book can give many data for us. It is absolutely proper. Right now, try to closer with the book. Knowledge or info that you take for that, you can give for each other; you could share all of these. Book *Fight Club 2* (Graphic Novel) has simple shape however, you know: it has great and big function for you. You can look the enormous world by wide open and read a book. So it is very wonderful.

Joyce Hazel:

Fight Club 2 (Graphic Novel) can be one of your nice books that are good idea. All of us recommend that straight away because this e-book has good vocabulary that can increase your knowledge in vocab, easy to understand, bit entertaining but nonetheless delivering the information. The author giving his/her effort to place every word into enjoyment arrangement in writing *Fight Club 2* (Graphic Novel) but doesn't forget the main stage, giving the reader the hottest and also based confirm resource information that maybe you can be one among it. This great information can certainly draw you into brand new stage of crucial thinking.

Melvin Dwyer:

As we know that book is significant thing to add our know-how for everything. By a reserve we can know everything we really wish for. A book is a list of written, printed, illustrated or perhaps blank sheet. Every year seemed to be exactly added. This publication Fight Club 2 (Graphic Novel) was filled with regards to science. Spend your time to add your knowledge about your scientific research competence. Some people has several feel when they reading some sort of book. If you know how big good thing about a book, you can feel enjoy to read a reserve. In the modern era like right now, many ways to get book that you simply wanted.

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