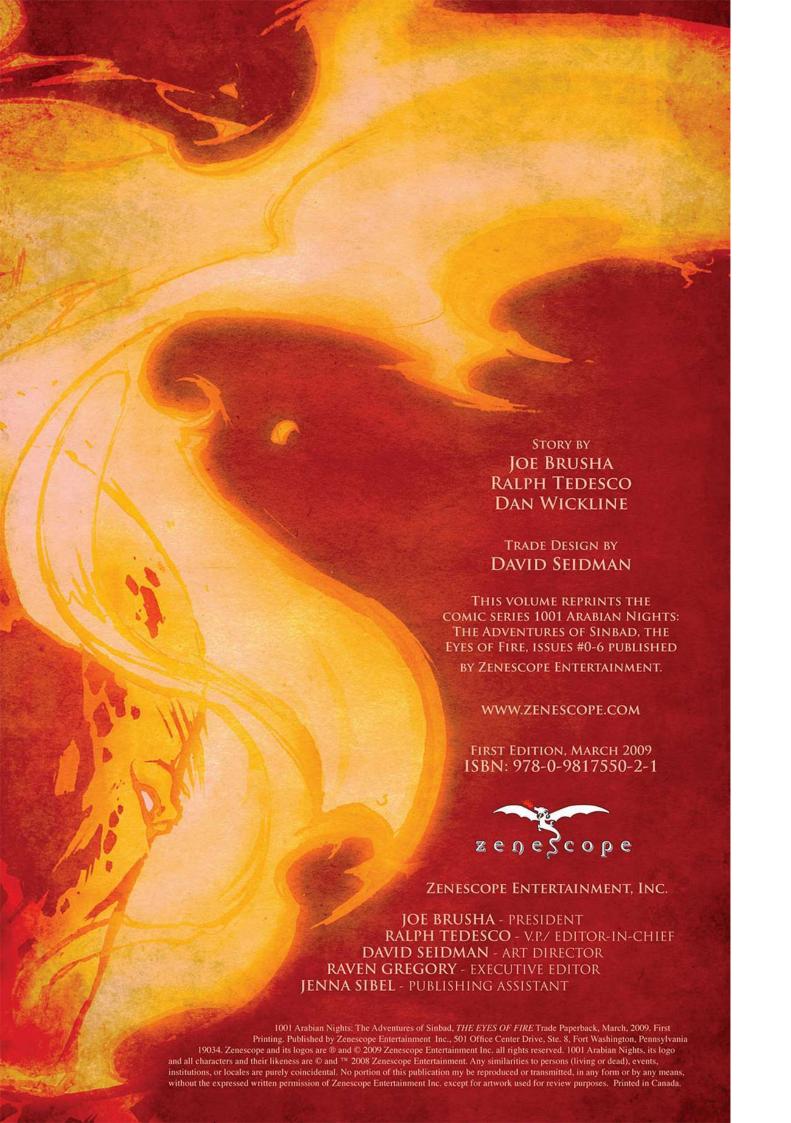
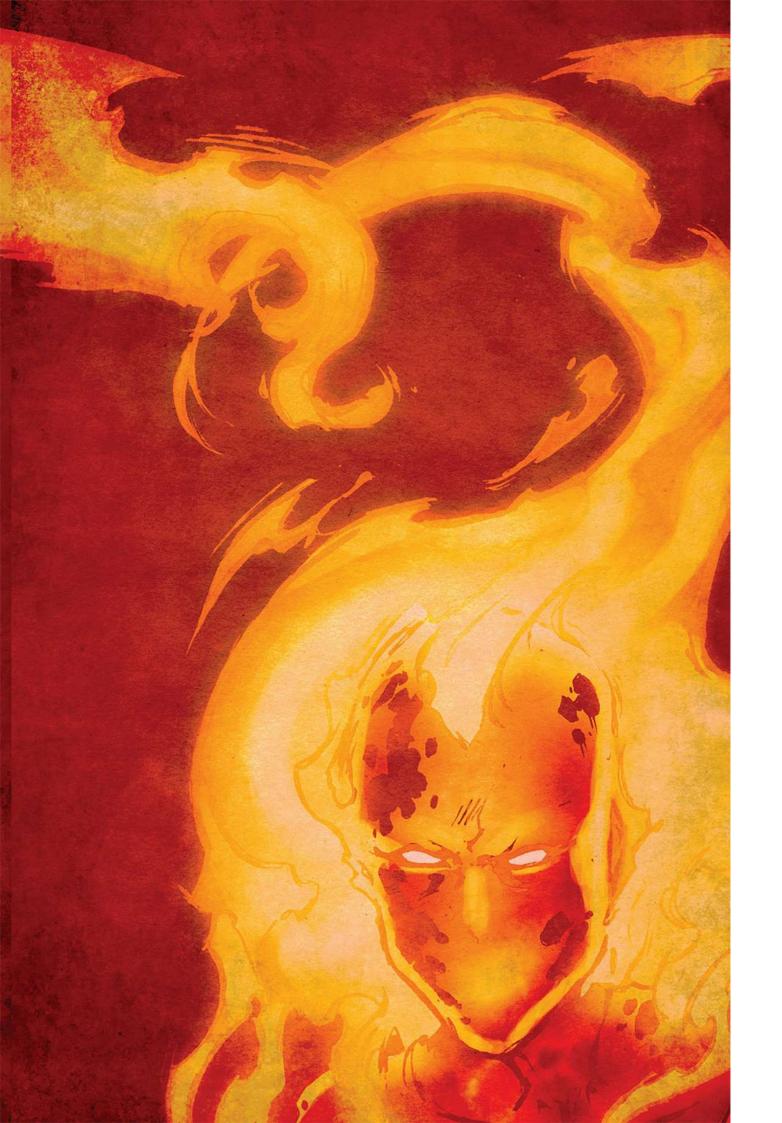
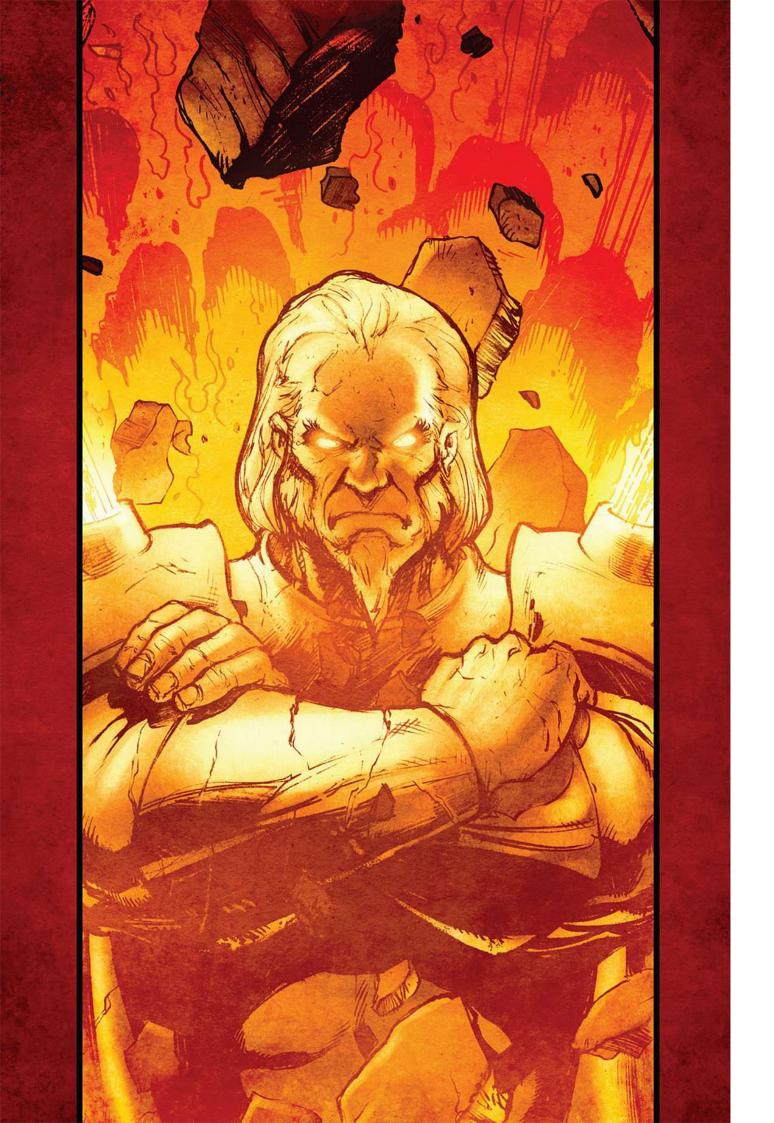


The adventures of Sinbad

Volume 1: The Eyes of Fire







Introduction

Except, perhaps, for Aladdin, no Eastern fictional hero has gained such a foothold in Western popular culture as Sinbad the Sailor. The 19th Century explorer Sir Richard Burton first popularized the tales of the bold adventurer with his translation of 1001 Arabian Nights. Since then, Sinbad has been the star of countless cartoons, comic books, movies and TV shows. On film, he's been portrayed by everyone from Douglas Fairbanks, Jr. to (an animated) Brad Pitt. I even have vague recollections of a Saturday morning cartoon featuring a young Sinbad with the bizarrely Freudian ability to grow in size whenever he, um, yanked his belt. But the high water mark for me has always been the Ray Harryhausen "Dynamation" epics. In fact, as of this writing, the first of those films — The 7th Voyage of Sinbad — has just been inducted into the National Film Registry.

In other words, Sinbad is a keeper. Like Dracula, democracy or the twelve-bar blues — ready to be dusted off, re-discovered and re-invented by each new generation. Which of course brings us the worthy tome you now hold in your hands. This latest comic book re-imagining is a welcome addition to the Sinbad canon. At the helm for this voyage is writer Dan Wickline, who navigates the journey with a raconteur's wit, deftly blending high adventure, sly humor and an old-fashioned, overriding sense of fun. He keeps the action moving fast, hurling twist after twist, daring escape after fiendish death trap, like some manic circus knife-thrower. Abetted by a talented crew of artists, the tale leaps from the page like three-strip Technicolor.

This is a lusty Sinbad, eager for life, treasure, women and most of all adventure. He is in it for the hunt, for the thrill of the chase. Treasure loses its glitter soon after it is won, so it is off on another voyage, another quest, yet another chance to cheat death. An exile, a thief and a pirate, this Sinbad is refreshingly unburdened by self-loathing, moral doubt or any of the other tiresome tics so commonly employed to make modern comic heroes seem "complex." He may be a rogue, but Sinbad is no anti-hero. He is joined in his cause by a memorable, motley tribe of cohorts including a blind wizard, a demon-cursed warrior, and a cook seemingly possessed of a two-word vocabulary. Together they travel a fantastic world filled with dragons, masked assassins, evil sorcerers and beautiful, dangerous women.

Open these pages and you can almost feel the salty sting of sea-spray, smell the night breeze scented with spice and jasmine.

Listen closely now. Can you hear it? That faint, siren song somewhere in the distance?

That's adventure calling.

I suggest you follow.

- Brian Holguin (writer on Spawn & Aria) January 2009

