



Star Wars: Knights of the Old Republic, Vol. 1: Commencement

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Thousands of years before Luke Skywalker would destroy the Death Star in that fateful battle above Yavin 4, one lone Padawan would become a fugitive hunted by his own Masters, charged with murdering every one of his fellow Jedi-in-training!

From criminals hiding out in the treacherous undercity of the planet Taris, to a burly, mysterious droid recovered from the desolate landscape of a cratered moon, Padawan Zayne Carrick will find unexpected allies in his desperate race to clear his name before the unmerciful authorities enact swift retribution upon him!

Set during the era of the smash-hit video games, *Star Wars: Knights of the Old Republic* features all-new characters in an action-packed adventure essential to any serious *Star Wars* devotee and the perfect introduction for anyone interested in exploring the universe beyond the movies!

Collecting: *Star Wars: Knights of the Old Republic* 0-6.

Star Wars: Knights of the Old Republic, Vol. 1: Commencement Details

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Author : John Jackson Miller (Writer) , Travis Charest (Artist) , Michael Atiyeh (Artist) , Brian Ching (Artist) , Travel Foreman (Artist)

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From Reader Review Star Wars: Knights of the Old Republic, Vol. 1: Commencement for online ebook

Manni says

Harvat sarjakuvat jaksavat innostaa minua, mutta kun sain tilausuuden saada käsiini kasan star wars lehtiä niin en voinut kieltyytyäkkäään. Ja onneksi en kieltyytynyt sillä itse ainakin pidin tästä ensimmäisestä tarinasta paljon ja en nää yhtäkään syytä miksi seuraavat osat eivät voisi olla yhtä hyviä.

Alex says

Review pour les 9 tomes :

Une série de comics intéressante qui donne vie à l'époque de l'ancienne république. On en apprend plus sur le conflit entre la République et les Mandaloriens au travers d'un groupe de personnages plutôt rafraîchissant, surtout Zayne, un padawan un peu raté qui ne se retrouve pas être ultra puissant, ça change beaucoup de ce qu'on a l'occasion de voir dans l'univers Star Wars.

Une fois l'histoire principale achevée, le comics continue dans sa lancée avec d'autres tomes s'intéressant cette fois aux personnages secondaires, malheureusement ça ne convainc pas du tout. Le comics aurait du s'occuper des personnages secondaires au fil des tomes, pas une fois l'histoire terminée.

Mention spéciale au tome 9 Le dernier combat, qui n'a absolument aucun sens, je ne l'ai même pas terminé.

En bref, lire les 5 premiers tomes et s'arrêter là reste la meilleure expérience possible pour cette série de comics KOTOR.

Iset says

This is a much loved series for me. In fact it's my most loved comic series in the Star Wars universe, set in my favourite Star Wars era. If I had to choose to save one era and sacrifice all the others, I'd choose the KOTOR era. Yes, even over the original trilogy, good as that was. KOTOR fans will be familiar with its nascent beginnings, but for those who aren't, the KOTOR era, set c. 4000 – 3950 years before the original film, grew out of a truly excellent computer game of the same name from Bioware. True, the graphics looks very dated now, and the point-and-click combat system leaves something to be desired, but RPG masters Bioware created a story of epic proportions, stuffed it with witty banter, and threw in what is possibly the biggest twist in all of Star Wars. The game was followed by KOTOR 2: The Sith Lords, which, under different development, was unfortunately rushed to release leaving the complex storyline somewhat confused and unresolved at the end. A third game to wrap up the story was disappointingly shelved in favour of an MMORPG set a few hundred years later, to mixed reaction amongst KOTOR fans. This comic series is a prequel to KOTOR, set in the few years leading up to the events of the first game. Key characters from KOTOR make cameos throughout (which pleases KOTOR fans like me), and eventually begin to direct the wider events that in turn impact the protagonists of this series. What's also nice about this series is that you can read it and it won't spoil KOTOR's story (useful, since I'm buddy reading this with a friend who is only

partway through watching my KOTOR Let's Play). We're focused on an entirely different protagonist; hapless Jedi Padawan Zayne Carrick, and his own brush with destiny.

This one has John Jackson Miller on the script and Brian Ching and Travel Foreman on the art work. I love Ching's art work, I have to say. It's a neck and neck contest between him and Jan Duursema for my favourite Star Wars comic artist. I love his attention to detail, the smooth lines, the bold colours; for me, every scene has so much going on and seems to come alive in my imagination. That's the mark of a good artist. I was less keen on Travel Foreman's section. Foreman chooses to thinly sketch background characters on occasion, sometimes leaving them as faceless shadows, and his sections just felt a little more jagged around the edges and unpolished. My apologies if this is not the case; it may just be that the characters in my mind are so fixed as Ching's vision of them that alternative versions just don't sit well with me.

I can't remember being particularly impressed with any of Miller's contributions to the novels of the Expanded Universe, though I haven't read all of them, but boy does he nail it in this graphic series. Miller completely recreates Bioware's mix of epic plot and shocking twists in KOTOR for the graphic novels. I don't rate many books that I read 9 or 10 out of ten, even if they're good. That's because many stories have a tendency to become formulaic and predictable, even if they're written competently, they lack a certain imagination in the plot and characters. But once in a while you get stories that break the mould, that surprise and shock you to your core, everything you complacently thought you knew goes out the window, and suddenly you're completely engrossed in what's happening and deeply invested in the characters amidst what feels like real tension and danger. Think George R R Martin in the fantasy genre. KOTOR did it, and the KOTOR graphic series does it too. It hits you hard here in this first volume, and it makes no apologies about doing so. Make no bones about it, Zayne Carrick is in a horrible situation, and with his bad luck and lack of skill as a Jedi it looks grim for him. The characters around him are an equally unlikely band of flawed, shady, eccentric, and complex; and I'm not just talking about the motley crew he ends up with. Every character has their own motivations and objectives, and these clash and blend together in a compelling, tangled mix that we would usually refer to as "real life". That's important. You can believe that these people are real. You can empathise with their plights, understand their points of view, and you care about what happens to them – whether that be a desire that they make it out alive or that they get their just deserts! All the while, they move in a galaxy where everyone else has their own agency too, and this intersects and collides in unexpected ways, having long-term consequences on the whole of the KOTOR era. Zayne's story becomes so much bigger than himself and the principle characters involved, being pulled off course by galactic events elsewhere and the actions of our favourite KOTOR characters, whilst Zayne and his group in turn make a wider impact than they originally intended.

This review is a little on the short side from me, but I've said what I wanted to say and I think you can tell the love I harbour for this series. This is a much re-read series for me, a definite keeper on my shelves, and one I look forwards to re-reading again many times in future.

10 out of 10

Patrick Hester says

3,964 years before the Battle of Yavin, the Old Republic was embroiled in a galactic war.

It is a time of upheaval for the galaxy. The Mandalorian Wars have strained the Old Republic's resources to the breaking point.

With so many forces at the front, systems in the outer rim teeter on the edge of lawlessness – even the city-world of Taris, once a thriving commercial center. Here, as elsewhere, the Republic relies on the Jedi Knights and their students to help maintain order.

But some Knights, frustrated with the conduct of the Wars, argue for a more active Jedi role, appealing to others for support. Even from those Jedi – and their untried students – who are struggling to help maintain order at home...

Thus begins Star Wars-Knights of the Old Republic Volume 1: Commencement

Commencement is a trade paperback / graphic novel that brings together issues 0 through 6 of the Dark Horse comic-book series Star Wars: Knights of the Old Republic.

Paperback: 152 pages

Publisher: Dark Horse (November 11, 2006)

When I was heavily collecting comics, the Dark Horse line of Star Wars books was on my list. They were putting out some fantastic stuff. They continued after I was done, of course and with the convenience of the graphic novel, I can pick up a ‘complete’ story from the series in a single book, which rocks.

The Knights of the Old Republic series is great; it gives us a glimpse at the Star Wars universe long before any of the events we know and love have taken place and is chock full of Jedi and Sith rocking the Force (yes, I just said that. Well, typed it) in ways Luke Skywalker never figured out.

In Commencement, we meet Zayne Carrick, a young Padawan struggling to become a Jedi Knight. Zayne is clumsy, late all the time and seems to leave a trail of debris in his wake wherever he goes. The story begins with his trying to arrest a Snivvian named Marn Hieroglyph – Gryph for short, a con man selling everything under the sun to whoever can buy it. Gryph is immune to Jedi mind tricks and, apparently, quite adept at escaping from Zayne whenever he manages to catch up to him.

On the day Zayne is to become a Jedi Knight, he manages to catch and hold Gryph. Eager to show his Master his success, and running late for the Commencement ceremony, Zayne brings Gryph with him, in cuffs, to the Jedi Temple on Taris. Rushing into the temple, an apology already spilling from his lips, he bursts into the ceremony to find...

...the Jedi Masters standing over their slaughtered Padawans.

“You’re late, young one,” says his Master, Lucien.

And if THAT doesn’t make you want to read this book, I don’t know what will.

From that point on, it’s a race as Zayne tries to first escape from the Jedi Masters who killed his friends, then figure out why they killed them in the first place and why they want him dead as well. He and Gryph are thrown together as fugitives on the run with the Jedi, the Civil Authorities and Bounty Hunters all tracking them. Gryph leads them into the Undercity and to the Junk Junction where they inadvertently draw Jarael & Camper, a strange pair with a ship who are hiding from the universe in general, into their adventure.

I have to say, this was an incredibly enjoyable book. It had all the elements of an excellent Star Wars story – heck, of -any- story; mystery, tragedy, adventure – you name it. The artwork is awesome, the story

compelling. I also like the twist; The first few pages lead you to believe that you're going to read a Master/Apprentice story. We are introduced to Zayne who can't seem to get things right and then to his friends, all Padawan's who have faced the trials and are soon to be Jedi. They sympathize with Zayne, who doesn't think he's going to make the cut and will have to watch them move on without him. The ceremony is set, the cast set and then WHAM! Twist.

Star Wars Knights of the Old Republic Volume 1: Commencement retails for \$20 at your local book store, or you can get it online for \$12 or so.

~P

Christian Smith says

a story about a young padawan accused of killing his fellow friends and then being on the run from his jedi master and other jedi knights.

this actually was a lot better than i thought it would be. besides a kinda slow start it really kept me interested. the mystery of who the great sith was and why the jedi had killed the padawan really made this book great.

A+

Jeff Lanter says

Being a big fan of the Knights of the Old Republic video games, I was interested to see how the universe would be portrayed in graphic form. I have to say this is an enjoyable first trade that has enough big ideas to make you want to read more. While I would never spoil it, there is an excellent plot twist that changes the whole makeup of the book. Lastly, while the art is very good, I feel the dialogue is better here than most of the other Star Wars graphic novels I've read. It is just a little sharper than in other series. I'm definitely going to continue reading this series and I hope that some familiar characters will show up before I'm all done!

Evey Morgan says

Que manera de empezar este primer tomo. Acción y misterio que abre el debate sobre la actuación de Los Jedi. Muchas anotaciones y personajes interesantísimos que se nos presentan aquí. Muchísimas ganas de seguir con el segundo tomo.

Steven Shinder says

This is a great start for the KOTOR comic book series! It has a mystery that makes the readers question Jedi of this era, and the mystery unfolds with satisfying answers that make their actions make sense. And teaming incompetent Jedi padawan Zayne Carrick with Gryph, the criminal whom he had been trying to catch, is gold. I had already planned on reading the other volumes of this series, but WOW does this make me really excited to read them!

Sacha Valero says

The first of ten installments, Commencement was a quick read. Padawan Zayne Carrick stumbles upon a crime committed by his own Master because of visions of other Jedi Masters. After he flees they blame him for the crime. He forms an alliance with a shady dealing 'entrepreneur' that he'd managed to finally capture. They manage to team up with two others that the shady dealer named Gryph knows and they get off the planet and locate the reason for the initial crime.

It was an enjoyable read and I'm interested to see how Zayne comes along considering he wasn't going to be knighted as his attachment to the force is fairly weak and he's basically a klutz.

Jay says

A very nice part of the Star Wars saga. Taking place after the original "Knights of the Old Republic" video games, and before the upcoming MMO "The Old Republic" this series tells the story of young Padawan Zayne Carrick and his adventures. With wit and humor as well as generous action and drama, this book feels a lot like the "Clone Wars" TV series. A lot of mystery and secrets are set up in this first volume for the author to uncover in later stories. The secretive Covenant has set Zayne up for their atrocities, but what are their true motives and who's behind them? What secret past do Zayne's new friends hide?

The characters are all well-rounded and interesting. I want to see and learn more about the various members of the Jedi Covenant. They make fascinating "villains" of this piece because they truly believe they are doing the right thing. Humor seems to cover a lot of pain in the characters of Camper and Jarael. Pulling the covers back on their stories should be fun as well.

The background story of the Mandalorian War is intriguing as well. Jedi breaking from the order to fight at the front; Taris a point of balance in the conflict; and simply the idea of more about the Mandalorians themselves has me captivated.

There's a lot to like in this multi-faceted story - along with some gorgeous artwork. A highly-recommended read for Star Wars fans!

Ritinha says

Uma arte muito jóia (com cenários muito bem aproveitados para o embasque dos sentidos), uma conspiração Jedi (ainda mais suculenta que uma conspiração Sith), um herói improvável e um cúmplice

incrivelmente mitroso e soberbo. Venham daí as próximas trades.

Adam says

[This review represents the entire 50-issue KOTOR series]

KOTOR was the first SW comic I'd ever read. For some reason, I'd expected it to be some childish web-comic type thing with a plot that focused on inconsequential elements and plots tangential to the main story of KOTOR. While this bears a grain of truth, the comic is rather more like a complete prequel to the first game than anything else. The characters are well-developed and resonant, and the plots are suitably earth-shattering.

A few words on the comic book medium: Two of the most important elements of SW were the visuals (exemplified by Ralph McQuarrie's concept art and typified by bottomless chasms everywhere) and John Williams' scores. Novels, of course, lack both of those elements, though they often make up for them in deeper characterizations, more complicated plots, more well-explored background material, and more philosophical explorations than movies. Comics follow the pacing and character development techniques of film, but are able to exploit longer narrative arcs and more tangential character exploration. The aliens were particularly refreshing for me. It is impossible to convey in writing what a Chevin or a Colicoid or a Koorivar looks like. And since every shot gets a background, there is always a lush crowd of aliens seasoning the universe in a comic, while in a novel, such things are easily left out, as the focus is narrowed in on the main characters. I feel like I've finally figured out where Lucas Licensing has been hiding all the truly great content!

I was blown away by KOTOR, my first comics experience. I wasn't quite sure at first if my delight was due to the medium or to the story itself. Having read Legacy and some of Republic by now, I can confidently say that KOTOR is the best of the three, and that it is truly incredible. KOTOR is wrought throughout with cons and deceptions. No character is who they appear/claim to be, and several of the protagonists and antagonists are conbeings for profit or power. This resonates well with the story of Palpatine, the greatest conman in fiction. Zayne Carrick is a character with a naive goodness and luck that instantly endears him to us, and which resonates with Luke Skywalker's character.

Aleja says

Justicia... VENGANZA.

Creo que estos cómics me encantarán.

Crystal Starr Light says

Bullet Review:

WHERE IS VOLUME 2?!

(No worries - Volume 2 is being shipped to my library!)

Full review:

Zayne Carrick is by no stretch of the imagination a great Jedi Padawan; but when he stumbles onto a startling scene, suddenly, he is wanted by the law and the Jedi Order. He ends up teaming up with a small-time scoundrel, Marn Hieroglyph, and two junk yard dealers, Camper and Jarael, to flee.

I suppose I ought to toss my Star Wars nerd card out the window for my next statement. I think I'm probably one of the only self-proclaimed Star Wars nerds in existence who has never played the Knights of the Old Republic video game. (I have been remedying that by watching a fantastic Let's Play, hosted by a friend, and dayum, what fun!)

And as a Star Wars nerd, comics had never really been my thing. In later years, I've come back and tried them out, but really, a lot of Star Wars comics are meh to awful.

Not so with this comic.

John Jackson Miller and I have had an up-down relationship. Loved his "Lost Tribe of the Sith". Bored stiff with "Knight Errant", both the novel and the comic. So I had no clue what to expect with him and KOTOR. And you will be pleased to hear that he came out on the "Lost Tribe of the Sith" side of awesome.

This comic has all the fun you want in a Star Wars story AND a comic. Great characters. Witty dialogue. Intrigue. Mystery. Chases. Fights. All of it is here, and not tossed together in a salad, where the carrots get stuck all at the bottom of the bowl. No, it's put together with thought and care.

The art was great. To be honest, I tend to like art that almost seems to "disappear", if you will. Art that lets the action speak for itself, to let the narration and dialogue carry the panels, instead of funky lines, weirdly drawn people, or odd color schemes. Sure, it's fun sometimes to read a Hawkeye, Vol. 1: My Life as a Weapon type book, but when sometimes, I just want to read the story, not get caught up trying to figure out what the names of the 13 men who all look the same are.

In short: this comic was a true joy to read. It's so great, I've bought volumes 3, 6, 7, 8, 9, and 10 and have put on request the rest from the library. This is definitely one of the few Star Wars comics that I want to own and that I want to be able to go back and read and reread.

Katie says

finishes my reread

Me: "BOOM, MIC DROP"

Husband: "Finished the first one?"

Me: "YEAH"

Him: "Isn't it GREAT?"

Me: "YEAH!"

I love everything about this volume.
