



Scott Pilgrim's Precious Little Boxset

Bryan Lee O'Malley

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Looking for the perfect entry point into the world of Scott Pilgrim? Well, this is it, buddy! All six volumes of Bryan Lee O'Malley's epic tale of a slacker's quest to win the heart of the girl of his dreams by defeating her seven evil ex-boyfriends! All together in a beautiful new slipcase! Also includes an exclusive poster featuring an all-new full color piece by Bryan Lee O'Malley!

Scott Pilgrim's Precious Little Boxset Details

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ISBN : 9781934964576

Author : Bryan Lee O'Malley

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Genre : Sequential Art, Graphic Novels, Comics, Fiction, Humor, Graphic Novels Comics



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From Reader Review Scott Pilgrim's Precious Little Boxset for online ebook

Prongs says

BREAD MAKES YOU FAT?!?!

Matt Wilson says

I read Scott Pilgrim VS The World Vol. 2 By Bryan Lee O'Malley. In this book, Scott finally breaks up with his teenage girl friend knives, and starts i guess officially dating Ramona. He has to fight her second evil X, who turns out to be a cool movie star. They start fighting and the guy beats Scott up pretty bad, so they take a break. After their conversation, the guy offers to let Scott buy him off, but Scott asks the guy to try a skateboard trick and he falls. I'm not sure if he's supposed to be dead or just hurt, but either way Scott wins by default. Knives turns crazy jealous when she hears that Scott is dating another girl, and that the girl is older. Ramona and Knives have a sort of a show down in the mall and they fight there for a while until Knives runs away. Scott and his band go to see about a gig they may be playing and Scott finds out that Knives is now dating one of the other members of his band. He also finds out that Ramona's third evil X boyfriend is the bass player for the band that they are watching, and that he will have to fight that guy. The art in Scott Pilgrim is black and white. Its pretty simplistic, they use shading in different parts. Facial features are shown and what not but they aren't extremely defined. There is detail but not a ton of it. I enjoyed the first Scott Pilgrim book, which is why I chose to read this one. It didn't disappoint and I'd like to continue reading the series. Most of the characters in this book are pretty likeable. Kim is sort of a downer which I'm not a huge fan of, and Knives is crazy, but other than that, most of the characters like Scott and Ramona are funny and likeable. I enjoyed this book and i would recommend it to anyone.

Ethan says

I don't get it. A lot of folks talk about how lovable these books are and OHOHOHOHOH AMAZING GRAPHIC NOVELS YES, but I don't see it. It's boring, predictable, filled with un-relatable characters, and just sort of trite.

I wasn't nerdy enough to think it was amazing every time he used OOOOOO VIDEO GAME FONT and said LEVEL UP.

I'm too... not an emotional moron, for lack of a better term, to find any of the characters (with the exception of some minors) relatable or likable in any way. If the grand reveal and entire point of six volumes is to get to OH MY GOD I DID BAD THINGS IN THE PAST BUT NOW I CAN ACCEPT THEM AND MOVE ON IN THIS FANTASTIC NEW RELATIONSHIP, you're not very difficult to surprise.

Overall, they're just sort of "okay" to me. You're not missing much by not reading them. You're not gaining much by reading them.

All that being said, why am I giving them three stars? I feel like I'm talking myself down to two. BUT two seems too low, even if three seems too high. I enjoyed the style, and there were fun parts (mostly in books 1-3, after which it's a downhill journey), so it's not all bad. I hope that O'Malley's other work is better.

Tung says

Everyone brings a context to their book reviews. Someone who has worked in the fast food industry, for example, brings a very different perspective to a review of *Fast Food Nation* than someone who hasn't. For me, I bring two contexts to this review: (1) I broke my rule of always reading the book before watching the film adaptation (*Scott Pilgrim vs the World* was one of my favorite movies of 2010); and (2) I was (am?) an awkward, video-game obsessed, neurotic-about-girls guy – so I'm sorta pre-disposed to liking this whole graphic novel series – and I absolutely do. These stories are focused on a 23-yr-old boy (certainly not a man when we first meet him) living in Toronto who plays in a band. He is your typical twenty-something slacker: out of college with no ambition, job, or direction for his life – until he falls in love with a girl named Ramona Flowers. His life goal then becomes trying to make this relationship work, even if it means defeating her seven evil exes and his own failed-relationships demons. While there are other significant characters in these volumes, the focus is clearly on Scott. Scott views each conquest (emotionally and over the evil exes) through the lens of video games and the conventions of that activity. The art style is clearly anime-influenced, with very expressive faces throughout. My one criticism of the art styling is that sometimes I had a hard time telling some of the female characters apart when they were together as a group (especially Ramona and Lisa). Fans of the movie will most likely be fans of these books, too, although there are pros and cons in approaching these books in the context of having seen the movie. On one hand, the books go into greater detail in the lives and thoughts of all of the characters (especially Ramona, who was fairly limited and one-dimensional in the movie, but who is much richer as a character in the books). On the other hand, the books feel a bit less focused than the movie did. Overall, however, I found the series engaging, funny, and emotionally sincere. Recommended read.

Ben says

Much better than the film (where spastic Scott is replaced by generic Michael Cera and Ramona becomes a cardboard cutout), the *Scott Pilgrim* series was generally enjoyable and rather clever. I hold a particular fondness for the twins/robots, Julie, and the wonderful line near the end that reads something like, "His brain doesn't need any more damage from you!" "Wait, more damage?"

That said, there are a couple things to note. First, the characters are very two-dimensional, except maybe Scott and Ramona (and that's still a big maybe). Second, the art, while sometimes incredibly clever and entertaining (Memory Cam!) is often disconnected from the content. For example, Scott only has 3 or 4 facial expressions.

Finally, I think it's better to read the comic (sorry, graphic novel?) after watching the film for two reasons:

- 1) The art seems to pop more when the movie's entertaining visuals are available to fill in the gaps.
- 2) There are a few aspects of the movie that are better than the comic, but the comic is longer and more detailed. This ordering creates less disappointment.

All told, worth the read, but please don't believe the hype that this is the "voice of our generation". Something will be, but it's not Scott Pilgrim.

Sebastien says

Actually rather good once you get past the part that's been covered by the movie (which is still good, but a bit repetitive as the adaptation is rather true to the comic). Never really clear about what's the evil ex-boyfriends' goals and all that. I think I actually preferred Knives in the movie, she seems rather unnecessary once the first volume is done. The ending is a bit saccharine. Scott's a bit more assholeish in there and, honestly, I didn't really notice him changing that much, but heck, who cares, it's still funny.

J.G. Keely says

You know that thing, where you find this great webcomic and spend half an hour clicking through it backwards, seeing whether it only had a few good strips, or whether its actually solid throughout, and then you figure "what the hell, I'm not doing anything tonight" and so you click the 'archive' button, and go back to the first comic, and it's from 2002, and it's just bad--flat art, dumb jokes, no sense of pacing? That's the experience of reading Scott Pilgrim.

The jokes lack subtlety and insight, the characters are consistently annoying, the art's rudimentary, everyone looks the same (except for their hair, which the author constantly changes, anyways). I've heard some people blame manga/anime inspiration for the similarity of O'Malley's characters, but there are plenty of manga artists who have mastered the art of caricature, and use it to great effect. Also like a web comic archive, it gradually gets better--but not quickly enough.

It's reminiscent of *Nick and Nora's Infinite Playlist*, a movie I tired of about halfway through. Both of them are trying to be cutesy, quirky, ironic, and referential, but it's all very familiar stuff. I never felt there was a quick, complex mind at the helm--and with modern, referential humor, it's all about the delivery and the originality.

Then again, by this point, quirky internet humor has entered the mainstream and lost much of its punch, like Jerry Seinfeld talking about airline food: now everyone's doing it. It's like your friend who thinks saying '*remember that episode of Family Guy?*' is the same as telling a good joke. Both *Nick and Nora's* and Scott Pilgrim were by-the-book quirky. None of it is going to strike you as interesting or witty if you're the least bit familiar with internet subcultures and humor already.

Both also had somewhat unsettling homophobic overtones, playing off all the gay characters and same-sex romance for jokes--and cute lesbians for titillation. It's nice to have more openly gay characters in YA media, but not as thin, walking punchlines. It was worse in *'Infinite Playlist'*, but there was still a persistent undercurrent of homosocial discomfort.

The book was also very reminiscent of the splendid anime *FLCL*, from the mysterious, begoggled, badass delivery girl arriving to complicate the (sex) life of our oblivious jerk protagonist to the naive, sweet waif caught up in it all--the seemingly normal world invaded by magic, twisting our expectations of reality. Yet unlike *FLCL*, this was not a rollicking, take-no-prisoners, psychedelic reimagining of the genre, it was just a

dull story about annoying people occasionally perked up by in-joke fight scenes. The musical obsession was another shared thread, right down to the same characteristic Rickenbacker.

It's very soap opera: who is dating who, who used to date who, which would be more intriguing if I were interested in the characters. Instead, they're the sort of dull, naive, self-absorbed people that I spent high school and college avoiding, right down to the fratboy favorite lipstick lesbian poster on the wall and an undying reverence for whatever bands Pitchfork told you to listen to this week. They value music solely because of their emotional reactions to it, but they act as if this somehow makes them special, as if their emotional connection to a particular song were somehow more valid than the average jugglette's.

Then there's the obsession with the rarity of music: collecting unknown bands and staking claim, which is a symptom of the fact that most trendy people don't recognize the difference between a cause and its effect. It's true that a knowledgeable musicologist or musical historian will be familiar with a number of 'undiscovered' bands, but deliberately seeking out unknowns will not make you more musically sophisticated--most unknown bands are unknown for good reason.

Scott himself is a mess, and yet without being either sympathetic or complex. He's definitely got that Holden Caulfield '*woe-is-me, it's not my fault I'm an asshole*' vibe. As it goes on, it resembles a harem anime more and more, where all women fight over Scott all the time, despite the fact that he's a self-absorbed loser.

Now, some authors, like Nabokov or Anna Kavan, have succeeded in presenting these awful, unpleasant characters in a way that reveals their natures, the psychology which drives them to be so self-centered and thoughtless--helping us to understand these characters, and even sympathize with them, while still disliking them. It's difficult to do, but certainly possible.

Unfortunately, there's very little introspection in Scott Pilgrim, the story touches superficially on a lot of parts of childhood, especially trends, but almost never turns a critical eye on them. Everything is taken for granted, not only by the characters, but seemingly by the author. Other characters do sometimes get angry at Scott, or criticize his behavior, but this isn't the same as a commentary on the sort of person he is--we don't see him change, or suffer more than temporary drawbacks.

There's something funny about a story centered on character interaction that eschews psychological progressions or conflict resolution in favor of videogame powerups and ninja battles. But then, how many self-absorbed videogame-loving assholes wish that sex and relationships were acquired and maintained by minigames and xp grinding?

Each issue is incrementally better than the last: the story becomes more streamlined, and O'Malley takes more artistic chances, usually to the general benefit of the comic, eventually hiring on other artists who really improve the style--though in all the reviews, no one ever mentions Kantz and Ancheta. Then again, it's not like they get billing on the cover, which is a pretty disingenuous move by O'Malley: he brings in some talented artists to improve his book and he gets all the credit.

Between the ever-growing cast of indistinguishable characters and the author's love of flashbacks, the storytelling leaves a lot to be desired, particularly in terms of clarity. We certainly didn't need over a thousand pages of to get here, there were maybe three volumes worth of story--with some stronger structure and development to drive toward the conclusion, it could have been solid. If I'd read a thousand pages of Hellboy or Blueberry, I could have tackled ten or fifteen complete story arcs spanning decades and continents.

Sure, we get a lot of foreshadowing, but that isn't the same as actually exploring how events came about or what they meant. It's just characters constantly referencing their background, then getting interrupted before they can explain it. It's such a patently artificial way to maintain tension.

All in all, Scott Pilgrim feels very much like a mid-level webcomic. It centers on the author's life and experiences, harping on in-jokes and hobbies, but lacks the character, narrative structure, wit, or art that sets good webcomics apart. It does improve, by the last volume, into something more enjoyable to read, but it's not enough to make up for all the time spent getting to that point.

My Suggested Reading In Comics

I_ty_toje says

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Hannah Garden says

Aww it would be really hard not to like these books, even though it would be cool if everyone didn't say bitch gay and retarded like a million times each. Have you seen the movie? It is, quite possibly, the greatest film ever made.

Mathew says

I adored the Scott Pilgrim movie, so I just had to read the novels. I love how well the characters translated on screen, (except that they made Ramona a huge bitch when she's really not) and then you read the books and it's not like they are any different, but there's so much more to them. You really do get to know them better, as if they're becoming your friends. And plus, I'm an indie geek who likes video games, so these novels were pretty much made for me.

Keith says

Started checking these out from the library as it was cheaper than going back to see the movie a second time. My commitment to reading the whole series grew with each book, and by far my favorite section is the summer between evil-ex-fights in book 4. The latter books, in which it comes to light what a complete schmuck Scott really is and how, despite being 'the greatest fighter in the province', he is completely reliant

on everyone around him for everything else -- well, it's the sort of group dynamic complexity that was only hinted at in the movie but really makes the reading experience much richer (and for some of us, makes it a story that hits a lot closer to home.)

This is the first GN series I've really enjoyed from start to finish in years. Kudos, snaps, lesbians.

Danica says

Hmm.. I guess when I started reading Scott Pilgrim in comic book format I was expecting a bit more. I did like how there's additional detail about Scott's and Ramona's previous relationships in the comics. I also enjoyed learning more about Ramona's backstory --it explained why she and Scott were a good initial match. In the film version, I didn't understand why Ramona wanted to be with Scott... He's kind of a lame character, but hey, at least he's nice to girls when he's romantically interested in them.

Overall, I think I enjoyed the film slightly more than the comic books just because the story contains sensory detail (I.e. videogame sound effects, Mortal Kombat-esque fighting scenes, and Ramona's brightly colored hair) that I couldn't fully appreciate on black and white pages. I do commend Bryan O'Malley, however, for making a fun and entertaining series that celebrates videogame geekery/indie rock at its finest :)

Ren the Unclean says

I am reviewing these all at once. There isn't enough to differentiate each volume to warrant multiple reviews.

Scott Pilgrim is a fairly well told story about a hipster kid dealing with love and fighting in Canada. It is certainly flawed, but ends up being pretty entertaining.

The art in Scott Pilgrim is basically appealing, in a simplistic way, but tends to detract more from the book than it adds. The characters are plain and are not very well differentiated from each other, causing scenes to be confusing sometimes. It isn't clear who characters are at some points, since many characters look very similar. This is especially bad since Scott seems to be the model for what a normal guy looks like, so there are many characters who look like him. Even Ramona Flowers does, sometimes. In addition to this, O'Malley introduces a lot of random characters and gives them names and background information, but they don't actually end up having anything to do with the story. This leaves you with a large cast of characters that all look very similar, of which only about 10 are part of the story.

The characterization in the book is well-done and I liked many of the characters despite that fact that they were archetypal hipster douche bags. I think this is because Scott himself is so unlikeable. You feel for his friends since they obviously know how much he sucks and you despise his enemies since they are so much worse than he is. It is a strange dynamic that somehow works in the context of the world O'Malley has created.

The story O'Malley tells is entertaining, and is basically the plot of a video game in comic form. Video game references abound and is one of the things I think I liked most about this series. One small problem I had was that (at times) it seems like O'Malley is throwing them in just to garner cred with the gamer crowd, since a lot of the references are to very specific games, but many others are so general that they don't apply to

anything, or are applied incorrectly. I am probably judging him too harshly on this point, and in general I really enjoyed the inclusion of gamer culture.

Overall this is an entertaining book that I would recommend to most gamers/comic fans.

Also, the movie is more entertaining than the comics are. I would give it 5 stars.

Alex Griffiths says

Rather than rate each book individually, it made more sense to review them as a contingent.

I got into the Scott Pilgrim series backwards. I follow a few webcomic artists' Twitterfeeds, and there was mention of buying Scott Pilgrim books from Brian Lee O'Malley. Naturally, I checked out Scott Pilgrim, and found out about the film. After seeing the film and being left in awe, the next natural progression was to read the books.

Scott Pilgrim, the story of the eponymous character's battle against his new girlfriend's seven evil exes, himself, and pretty much everyone, is a surprisingly deep narrative. There are things in this which the film really glossed over, and those things are what makes me think:

What Bryan Lee O'Malley accomplishes within one or two volumes is a lot more than J.K. Rowling ever accomplished in six books.

The characters are believable, to a point, though once you insert yourself into this alternate universe they begin to flesh out and make a lot more sense. There are, it must be said, very few superfluous characters, as they all end up playing a part somewhere along the way, whether it's Other Scott affirming Wallace's homosexuality, or Comeau for his role as one of the few totally level-headed people in the entire story.

The art style, while not truly 'detailed' per se, is quite fetching in the way it holds the story together under one manga style. The art even seems to change as we venture from real life, to SP, to subspace, to dreams. Or maybe that's my perception of what's actually going down in the world of Scott Pilgrim.

While most people recommend that the comics are read before viewing the film, I'd advise the total opposite. Go see the film, as it will make you question things. If you like the film, read the books as they will answer your questions and provide yet more fodder for your enjoyment.

[However, I would highly recommend reading up to the end of Volume 2 before viewing said film, just for the one line which really doesn't go over right, and makes Scott look like a total ass. The explanation is in Volume 2, with further explanation - which to be frank, is better left until after the film - in Volume 6.]

Isaac Jourden says

I read each book individually (rather than the bundle) but wanted to do a single review for all of them.

What a treat. Scott Pilgrim is filled with lovable but terrible people, plenty of wit, and quotable dialogue

throughout. The best part, though is how O'Malley really uses the graphic novel format to great effect.

Nearly every panel has things in it to get a chuckle from the reader. His detail is meticulous and there are often jokes and humor stuffed into panels that are easily missed on a quick read through. O'Malley is totally comfortable hiding jokes that he knows 95% of his readers won't see.

It gives the books a fantastic amount of casual re-reading potential. On my third read through I was still finding new things to laugh at that I'd glossed over or missed out on before.

An absolute favorite of mine any time I need a quick does of wit and humor.
