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The Iceberg Syndrome

Author: Paul Rey (Script writer/drawings/colors)

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Genres : Graphic Novels - Science-Fiction - Crime/Mystery

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Sylvain Coissard, Agent

"An incredible graphic novel where love and friendship alone can combat out-of-control technology. Stunningly topical, prescient, well-researched, and imaginative."

2055: Ezra, a Silicon Valley video game developer, gets a call from his dad: his brother Yann is missing. Back in his native Marseille, he must face the past he fled. His investigation leads him to Yann's psychiatrist Dr. Daoud, who tells him of "misanthropy," a strange affliction triggered by Intelligent Personal Assistants. Their voices, programmed into every last electronic device, are so realistic that for some, they lead to an irreversible withdrawal from all social relationships, and even escape to Japan. Daoud, working on a "mood organ" to detect misanthropy before it's too late, needs a developer to perfect it. If Ezra joins his team, Dr. Daoud will help him find his brother.
