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Chuck Dixon, Doug Moench, Alan Grant, Jo Duffy
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Chuck Dixon, Doug Moench, Alan Grant, Jo Duffy : Batman: Knightfall, Vol. 2: Knightquest before purchasing it in order to gauge whether or not it would be worth my time, and all praised Batman: Knightfall, Vol. 2: Knightquest:

71 of 73 people found the following review helpful. The Elusive Knightsquest Arc Finally Gets Collected...Mostly. By Anarchy in the US With The Dark Knight Rises coming out this year, DC has been pumping out as much work on Bane as they could deem possible. The most prominent aspect of this is the introduction of Bane in Batman:

Knightfall, Vol. 1. This new version of the famous opening arc was pitch perfect in my opinion. It truly has all of the "Broken Bat" and "Who Rules the Night" arcs, as well as the fabulous "Vengeance of Bane" story for a perfect start of making a truly complete collection of the entire Knightfall saga. Now comes the ever-sought after Knightsquest arc, because none of the issues have ever been collected before--until now. The second volume of these new 2012 Knightfall saga editions offers up just about all of the entire arc, but misses out on some aspects from Knightfall and even Knightsend. BATMAN KNIGHTFALL VOL.2: KNIGHTSQUEST collects all of "The Crusade" arc. DETECTIVE COMICS #667-675 SHADOW OF THE BAT #19-20, 24-28 BATMAN #501-508 CATWOMAN #6-7 This also collects ROBIN #7 from "The Search" arc. Vol.2 picks up after the events of Vol.1 which talks about the new Batman in charge of Gotham, Jean-Paul Valley, which defeated Bane, while Bruce Wayne is off in the other side of the world trying to heal his broken back. Much of Gotham's gangs under Bane have disbanded now and are fighting each other for power desperately, since the "new" Batman has gotten a new brutal reputation among the Gothamites. Knightsquest's focuses predominantly on Jean-Paul's exploits as Batman for the time being, as he takes on the ideals of the Batman, fighting numerous rouges (new and old), and is fighting his old assassin-brain washed ways of "The System." Since Jean-Paul's introduction, he's been shown as a bad replacement of Bruce Wayne, having little regard of the ideals of the Batman like showing brute force, arrogance, disregard for others, and even the idea of killing. He's always been portrayed as dislikable, but finally, we sort of get a better idea of Jean-Paul's ideology that's never been seen before thanks to these new issues. Jean-Paul starts out with many negative things about Bruce and his ideals, but after taking on the a brain-washed assassin from the mob (a scenario similar to his own), facing Catwoman (feeling many of the same provocative feelings as Bruce), Joker (seeing first hand why he's Batman's greatest foe), and many other new villains... Jean starts questioning his abilities and comparing them to Bruce as Batman, he's slowly acknowledging his old predecessor as well as being Batman is far more harder then it looks. Added to the workload, Gotham Police department is slowly seeing this Batman is "not there" Batman, as well as a changing of Jean's "System" brainwashing is being fought off, all of which ends on an impactful ending where Jean finally snaps to the idea of murder. This all makes Jean-Paul far more captivating as a character that you sort of understand and empathize for now. As for complaints, I have a few. First off: Knightsquest is NOT ALL COMPLETE. We all hoped we'd get the entire Knightfall saga completed in these 2012 editions, but it doesn't look like it's going to happen. It's missing 8-issues from "The Search" arc including Justice League Task Force 5-6, Shadow of the Bat 21-23, and Legends of the Dark Knight 59-61. These issues help explain Bruce's recover, but since there not collected here, Bruce just shows up completely recovered for no reason and it hurts the narrative, transition, and setup for Knightsend. Hopefully after all the editions are released, DC will have the decency to release the rest of these unreleased issues, as well as any other Knightfall related material not released. The other issue is the regarding the legacy of this collection. This book is almost entirely about Jean-Paul and his exploits as Batman, and although it's good and interesting, it's not quite up to par as Knightfall or Knightsend in terms of legacy or interest. I sort of see why DC wouldn't collect these issues for those reasons. And thirdly, Jean-Paul is meant to not be likable. So even with many of the little glimpses he gets to show a possible redeeming character, he almost always ends up going back to being a jerk. So if you're someone who openly hates Jean-Paul, this collection might not make you change your opinion about him at all. But the idea is that with seeing Jean-Paul as batman after 26 issues, your supposed to get so tired of him, that you want Bruce back as Batman again (which is the idea of Knightsend). As for art, this is art from 1994, so this might seem old and archaic for today's art, but I enjoy it. Anyone more accustomed to this time period might appreciate it more, so I understand if it's not your thing. And oddly enough, there are no extras at all in this edition compared to Vol.1. None. But considering the amount of content, it's no big deal. BATMAN KNIGHTFALL VOL.2: KNIGHTSQUEST is not complete (that's off the score) and it's not quite as good as Knightsfall and Knightsend (another the score), but it still has a ton of content, great price, and a good majority of the arc finally collected for the first time. So even if it's not the true collection we want, this is as good as it's probably going to get, as well as the last release Batman: Knightfall, Vol. 3 - KnightsEnd. Recommended for Knightfall enthusiast. 31 of 33 people found the following review helpful. Missing vital information, not the entire Knighquest arc By R. Garnica Another review mentioned that there are several issues missing from this paperback. I'm giving this three stars because having read the book, this information is vital. As it is, you read the last issue in the set and all of the sudden, Wayne is back! There is another issue where they mention him healing, show him, that is, but aside from that, it seriously disrupts the overall narrative. What I like: Jean Paul Valley (JPV) is struggling with what justice is all about. His brainwashing from the System has him conflicted and he begins to hallucinate, to the point of costing people their lives because of his inability to judge right from wrong. He is also wondering how Wayne was able to put up with all the crime and violence and still maintain his sanity. Throughout it all, he grows indifferent, only focusing on his view of righteousness, to the point of literally armoring the Bat-suit far beyond anything Wayne had ever developed. What I don't like: the missing info. I want this and the book would be more complete with it. I'm not sure if they plan on including the missing issues in the Knight's End segment, which would not make much sense, but at least give us the info we need. To bad DC decided to leave them out, what with this being the first time they created a paperback for Knightsquest. If you're going to set out the story, do so. Don't leave missing information. 2 of 2 people found the following review helpful. Knightsquest: The Bland By scifidude79 This

book is just OK. There are some good stories in it, a lot of just mediocre ones and some really really bad ones. In my opinion, the four issues with Catwoman are the best. That story is good and well written. However, that's just four issues. A lot of the other stories center around Jean-Paul Valley fighting the B-C list of Batman's enemies because Bruce Wayne sent most of the A-list back to Blackgate before Bane broke him. So, Jean-Paul is left mostly with the "duds" of the bunch and they take up most of the books in this collection because Jean-Paul sucks as "Batman," despite claiming to be better, and takes way too long to take down even minor enemies. The moron won't even do detective work because he finds it boring, so he just roams the streets in a rage until someone gives him the information he needs or he stumbles upon what he needs to find. That's not Batman, in my opinion. Plus, a lot of the plots are just bland. Even the Joker's plot in the few issues with him aren't up to the usual level of Joker stories. Some of the enemies he fights are just dreadful, so are their plots. They even went as low as to have a trio of bad guys who act like lethal versions of The Three Stooges. That was literally painful to read. Aside from the crappy bad guys, Jean-Paul is also slowly slipping into madness as two aspects of "The System" vie for control of his mind, which becomes more and more fractured as the story goes on. That plot is very uninteresting and takes up way too much of the story. Not many people want to see "Batman" going nuts. But, I believe the writers intentionally made Jean-Paul a weak character because they always wanted to bring Bruce Wayne back. Jean-Paul was just a "fill-in" character and those type tend to not be good characters so that people don't get to liking them better than the original. His character is so bad that even other characters from Jim Gordon to Catwoman and even the immensely insane Joker know that he's not the same person. So, after reading this, you know why Bruce had to return. Unfortunately, what is missing is HOW Bruce returned. As many people have pointed out, the Bruce Wayne side of Knightquest is conspicuously absent from this volume and is apparently not going to be collected in future volumes. So, Bruce is all healed and back in Robin #7 and we don't know how. (I know, but it's been ages since I read it and it would be nice to have a refresher) So, we're stuck with only the extremely weak character of Jean-Paul and his mediocre run as "Batman" with none of the much stronger plot showing how Bruce came back from a traumatic back injury from which there should have been no return. That's why this volume only gets a "3" from me, it's nowhere near strong enough to get a "4." I'm glad I bought it because it does show the Jean-Paul side of what happened, but I wish it was more than it is.

Mentally defeated and physically broken, Bruce Wayne suffered a crippling blow while battling the brutal Bane. Now, the mantle of the Bat must be passed on to another, and Jean Paul Valley answers the call! But as the new Caped Crusader slowly loses his grip on sanity, his idea of justice takes a violent and deadly turn. Witnessing this dangerous behavior firsthand, Nightwing and Robin try to come to grips with Bruce's highly controversial decision while the new Batman sets his sights on taking revenge against Bane! This volume collects Detective Comics #667-675, Shadow of the Bat #19-20, #24-28, Batman #501-508, Catwoman #6-7 and Robin #7.

About the Author Dennis O'Neil is the influential writer of comics including BATMAN, GREEN LANTERN/GREEN ARROW, THE JUSTICE LEAGUE OF AMERICA and countless other titles. He is also the author of The DC Comics Guide to Writing for Comics (Watson Guphill). Known for his fast-paced, action-oriented plotting, Chuck Dixon is the prolific and acclaimed writer of long runs on BATMAN, ROBIN, NIGHTWING, BIRDS OF PREY, GREEN ARROW and, for Marvel Comics, THE PUNISHER and CONAN. Doug Moench has written novels, short stories, newspaper feature articles, weekly newspaper comic strips, film screenplays and teleplays. His first published work was My Dog Sandy, a comic strip printed in his elementary school newspaper. Moench has worked for DC Comics, Marvel Comics, Dark Horse Comics and many other smaller companies; he has written hundreds of issues of many different comics, and created dozens of characters, such as Moon Knight.