

[Mobile book] Justice League Vol. 3: Throne of Atlantis (The New 52) (Jla (Justice League of America))

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Geoff Johns

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Geoff Johns : Justice League Vol. 3: Throne of Atlantis (The New 52) (Jla (Justice League of America)) before purchasing it in order to gage whether or not it would be worth my time, and all praised Justice League Vol. 3: Throne of Atlantis (The New 52) (Jla (Justice League of America)):

12 of 12 people found the following review helpful. Amazing Art, Fun StoryBy A Swanky ManThe third volume on

The Justice League sees Aquaman go up against his past as Atlantis invades the east coast, flooding Gotham, Metropolis, and Boston. With the threat of an entire city being forever submerged below the waves, the Justice League must work together to somehow stop Aquaman's brother, Orm, from destroying thousands of lives, while at the same time, figure out how the whole war started in the first place. This is more like it! I was slightly disappointed with the first two volumes of Justice League. I felt that Origin did a good job of mashing them together, but didn't leave much room for character development (except maybe Cyborg). They were just tossed together in a hurry to face off against Darkseid and his minions within the first six issues. Volume 2 felt just as hurried, at first, with the heroes going against random encounters here and there, until finally facing the major threat of David Graves. I thought that Graves provided an excellent story and his impact is still seen throughout this current volume. Volume 3 seems much more focused than the previous two. We start with a fun battle against Cheetah, then dive straight into the Atlantean crisis. The battles are superb, and the art really is incredible - and in contrast to a major complaint I had the previous two volumes - it is also consistent. If there was anything I really could nail Volume 3 for doing wrong, it would be the nearly complete absence of Flash, and the use of the underdog JLA - not that they're bad or anything, I just don't follow them and they aren't much interest of mine. Guess I'll have to put that aside as Volume 4 will begin launch the Trinity War. 2 of 2 people found the following review helpful. Yeah! By Bobby Sprinkles This collected edition starts off with the 2 issue story "The Secret of the Cheetah" which is alright. The real show is the five issue story that follows, Throne of Atlantis, which is flat out awesome! It's a great action packed story with EPIC art. The only critique that I have is how Superman is depicted. He's kind of a wimp who gets pushed around a lot. Whether it's a punch to the face or a Cheetah bite to the neck, he seems to go down pretty easily in this story. You forget that he's the most powerful being on Earth. At one point, after getting pushed around for a bit, Superman finally gets super fed up and you're expecting some sort of epic super butt kicking action, but it doesn't happen, he gets knocked out right away. Heck, the cover of this book depicts Superman being knocked out by Aquaman! Superman, more like Wiener Man. 0 of 0 people found the following review helpful. An Excellent Example of Justice League Adventures By Stuart S The New 52 is constantly demonized for having ruined dozens of DC heroes and villains, but a universal praise for The New 52 has been Aquaman. Johns and Reis gave new image and life to the often-maligned King of Atlantis, winning Aquaman a redemption of sorts for his title. Throne of Atlantis gives Aquaman a chance to shine and drive a story outside his own title, further solidifying the character's new reputation as a solid hero. Volume 3 is an improvement over Volume 2, in my opinion, both in terms of writing and art. Tony Daniel works the first act of this collection, and demonstrates some excellent talent. His art has improved over the years, and his effort can be recognized in almost every panel. Volume 2 had Jim Lee, but that volume had some of his weakest art in a long time. He's one of my favorite artists, but that was disappointing. When Reis picks up the pencils, his talent is immediately evident, and the story seems to go even further. Pelletier alternates with Reis, which is a pretty easy transition. While I prefer Reis, Pelletier has skill and style similar to Reis, which prevents any awkward art-related distractions. While three pencilers featured in a relatively short collection may seem like a lot, they work well together, all showing different strengths. The writing is nothing mind-blowing, but that doesn't mean it's bad. Johns writes the League well. This title maintains his good standing, serving as another good example, but by no means a bar-raiser. The art outshines the dialogue, but both can stand as respectable work. For me, this was somewhat of a turning point in the Justice League New 52 title. The next two volumes both deal with larger events, while this is a stand-alone title. This isn't a cosmic-level threat spanning the entire volume, but two smaller entertaining challenges. This makes the reading a bit more fun and linear, which the Justice League sometimes lacks. This title may be an 'in-between' event book, but it doesn't feel like it. Throne of Atlantis is simply great, plain and simple.

When Atlantis is struck by a U.S. Naval missile gone awry, Atlantis--led by Aquaman's brother Ocean Master--attacks the East Coast of the United States flooding its major cities such as Boston, Metropolis, Gotham City and several others. The Justice League comes together to help Aquaman turn back the tide, but they soon learn that they are woefully overmatched by the Atlantean Army, and must find a way to save the world from total annihilation. Collects JUSTICE LEAGUE #13-17 and AQUAMAN #15-16.

Praise for Justice League: "A great book." Ain't It Cool News, Five Star "A fun ride." IGN "Action-packed." Christian Science Monitor "Fantastic." News Sentinel About the Author Geoff Johns is an award-winning writer and one of the most popular contemporary comic book writers today. Johns is the author of The New York Times bestselling graphic novels Aquaman: The Trench, Blackest Night, Green Lantern: Sinestro Corps War, Justice League: Origin, Superman: Brainiac and Batman: Earth One which hit #1 on the bestseller list. He is also known for transforming Green Lantern into one of the most critically and commercially successful franchises in comics. Johns was born in Detroit and studied media arts, screenwriting, and film at Michigan State University. After moving to Los Angeles, he became an assistant to Richard Donner, director of Superman: The Movie. He and his mentor Donner later co-wrote Superman: Last Son featuring the return of General Zod. Johns has written for various other media, including episodes of Smallville, Arrow and Adult Swim's Robot Chicken, for which he was nominated along with his co-writers for an Emmy. He is the Chief

Creative Officer of DC Entertainment and resides in Los Angeles, California.