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Geoff Johns

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#35273 in Books Geoff Johns 2016-12-13 2016-12-13 Original language: English PDF # 1 10.20 x .40 x 6.601, .0 #File Name: 1401265391200 pages Justice League Volume 8 Darkseid War Part 2 | File size: 39.Mb

Geoff Johns : Justice League Vol. 8: Darkseid War Part 2 before purchasing it in order to gauge whether or not it would be worth my time, and all praised Justice League Vol. 8: Darkseid War Part 2:

0 of 0 people found the following review helpful. The end of a pocket universe (as a plot) By Reinold F. The big changes that happen in the previous volume here disappear like a dream we forget after some minutes awake. I am glad to have purchased it when it had a good discount. Perhaps an elseworld had been better suited for this story. 8 of

10 people found the following review helpful. A (mostly) satisfying conclusion to Johns' Justice League

By Stuart S
This is the concluding chapter for Geoff Johns' time on the Justice League for the foreseeable future. As such, this review is going to be a bit longer, so bear with me. Throughout all the League's adventures, Darkseid has always been called back to in some way or another. Even if it was in a single panel, Darkseid's face was shown or his name was spoken, reminding the reader of his importance. Part One began Johns' final arc for the Justice League and, while perhaps not a great standalone, gave us the return of Darkseid, and his conflict with the Anti-Monitor. Part One set the expectations high, and as the penultimate chapter of Johns' JL, your expectations should be likewise highly set for Darkseid War Part Two. Before I go any further, there are some minor spoilers, but nothing earth-shattering. The writing is solid. Not Johns' best work, but generally satisfying. However, certain plot points feel unnatural and unnecessarily ambiguous. The Justice League title has always been able to stand alone, and when certain characters are missing, it is usually referenced. The same goes for major plot points that occurred outside this title. This seems to have been completely disregarded in this book. There are several little character tweaks that seem strange when considering previous Justice League stories. For example, Superman and Wonder Woman's relationship was introduced in this title, by Johns. At the time, it was a pretty big deal. It was especially addressed in volumes three and four. In this story, Wonder Woman only says that she's not in love with Superman, and that they are only 'more than friends.' People who follow the WW/SM title probably won't be shocked, but I had no idea what the basis was for this shift in tone. Cyborg, likewise, received a new upgrade in his own title, and is shown here with his new digs. There is, however, not even a single line of dialogue recognizing this. He just goes from issue 1 having his 'classic' look to his new one. While it looks good, it's a bit off putting to see it unannounced. Aquaman's absence is still unexplained here. There are other cases, but those are some of the most noticeable. As for the main course, the story itself is satisfactory. It stays pretty linear despite the wide breadth of characters (not an easy job) and the pacing is excellent most of the time. The dialogue is entertaining, and the story itself is genuinely engaging. The Anti-Monitor is written differently, and yet is a familiar foe. Older characters are brought back and given time to shine. It reads well, the issue is what was written, not how. Similar to Forever Evil, the conclusion seems amazing at first, but upon 24 hours of giving it time to process, doesn't seem quite as epic. Like Forever Evil, a lot happens in the conclusion, but doesn't flow the most organically. It sometimes feels as if something happens because it needed to happen for the plot, not as 'natural' flow of the story. My final comparison to Forever Evil is that Darkseid War also ends with several cliffhangers. While it can be expected for a comic book collection to do so, it seemed a bit excessive. A few plot details from prior adventures Johns claimed would be revealed never are (i.e. why Batman was so easily able to connect to WW in FE with her lasso). There are some deaths, but they don't feel conclusive, merely teasers for future events. There is one particular event near the end with Batman that had the potential to be epic (even though it would be more limelight on Batman) but is awkwardly dropped with a sputter. Many New 52 titles ended with 52 issues, but JL did not. I feel like one of those issues would have been well suited here. With Rebirth getting as close to a clean start as you can without rebooting, I was hoping volume 8 would be more concluding than it is. The art is amazing. Manapul starts the volume, and it is a refreshing change-up that looks neat and vibrant. Fabok's work is some of his best ever; he delivers in every panel of every page. His detail is meticulous and figures captivating. If the story doesn't do it for you, the art certainly will. It flows together so perfectly, and it is readily apparent that he gave it his all through the very end. He, likewise, is departing the Justice League title, and his legacy sets a precedent for the art readers deserve for the most prominent of DC's characters. In the end, it was pretty close to what I wanted. There is a lot that happens in this story, and it has legitimate repercussions on several characters moving forward. I only wish that for every answer we get, three more questions didn't appear. If you were wondering if the Justice League supplementary JL Power of the Gods title is necessary, I can say it is not. I did not purchase it, and while certain characters change with little explanation, the stuff that matters is addressed here. Would it help? Sure, but it's not crucial. As this is the last of Johns' Justice League, it reflects both his strengths and weaknesses as a writer. He writes the characters well and crafts a neat story, but his incessant need to tease future plots can leave a story feeling unintentionally incomplete.

0 of 0 people found the following review helpful.

Too Much For So Little
By Badr Abuljadayel
They really threw everything they had this. It's so stuffed with subplots that you just get lost. The story keeps progressing rapidly with powers out of no where. In some five pages, 6 characters become gods spontaneously and simultaneously. Nevertheless, works as filler / prequel for Rebirth.

THE FINAL BATTLE In the aftermath of Darkseid's death, the members of the Justice League have received immense power—the power of the Gods! Superman, Batman, Flash, Shazam, Green Lantern and Lex Luthor have been transformed, gifted the abilities of the New Gods. Even for superheroes, this near omnipotence is an unfathomable amount of power. With her teammates humanity slipping away in the face of their newfound abilities, Wonder Woman must fight to save them all from destruction at the hands of the Anti-Monitor. To defend her world, she'll have to seek help from the Justice League's greatest enemies—the Crime Syndicate! Comics superstar Geoff Johns, in his finale to his monumental run on the World's Greatest Heroes along with critically acclaimed illustrators Jason Fabok and Francis Manapul, presents the stunning conclusion to the superhero DC event of the year: **JUSTICE LEAGUE VOL. 8:**

DARKSEID WAR PART 2. The darkness is here are you ready? Collects JUSTICE LEAGUE #45-50 and JUSTICE LEAGUE: DARKSEID WAR SPECIAL #1.

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POPMATTERS"JUSTICE LEAGUE is a must read."--COMPLEX MAGAZINE"Genuinely exciting."--
CRAVEONLINE"Johns, Fabok, Anderson and Mangual have returned the scope of Justice League adventures to a grand scale and, with this issue, they bring the story to a strong finish reminiscent of classic Justice League tales."--
CBR"Justice League [is] the still the biggest, flashiest summer blockbuster."--NEWSARAMAAbout the AuthorGeoff 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 best-selling graphic novels AQUAMAN: THE TRENCH, BLACKEST NIGHT, GREEN LANTERN: THE 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 cowriters for an Emmy. He is the Chief Creative Officer of DC Entertainment and resides in Los Angeles, California.