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John Rogers, Jai Nitz

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#1588405 in Books DC Comics 2008-10-07 2008-10-07 Original language: English PDF # 1 9.59 x .27 x 6.58l, .56 #File Name: 1401219527176 pages | File size: 35.Mb

John Rogers, Jai Nitz : Blue Beetle, Book 4: Endgame before purchasing it in order to gage whether or not it would be worth my time, and all praised Blue Beetle, Book 4: Endgame:

0 of 0 people found the following review helpful. and it is an amazing pay offBy CustomerThis book has been built up from the very start of the series, and it is an amazing pay off. I feel you should by the first 3 vols before reading this, or at least vol. 2 and vol. 3. Character arcs complete. Jaime is shown to be an amazing superhero in his own right. His family and friends are shown to be just as heroic. And the we finally get to see the scarab way of thinking. This book

is by far the best conclusion to any story arc I've ever read. And after all the intense action the book ends with Jaime going to a family reunion and then fighting the Superman villain Parasite. It's a small adventure to show even after the big bad is over Jaime will still be the hero. Also that issue is in Spanish, but it is still very easy to understand what is going on. Over all this is a must read for any DC fan. Or just for a person who likes good stories.

5 of 5 people found the following review helpful. "Escarabajo. Vamanos!" By H. Bala

BLUE BEETLE: END GAME collects issues #20-26 and if I had to pick a favorite story arc, it'd have to be this trade's awesome centerpiece story, "End Game." This is when Jaime Reyes, teenager from El Paso, Texas, and the third Blue Beetle, really puts everything together, when he holds it down for the human race. But, first, there's the tie-in to the Sinestro Corps War as Jaime's mentor, Peacemaker, is turned into a Reach Infiltrator... AND chosen to be a new yellow Lantern. How will Jaime cope? Especially when a Green Lantern shows up and assumes that Jaime is also a Reach Infiltrator? (As you may or may not know, Green Lanterns and the Reach are longtime adversaries.) Jaime also gets an opportunity to achieve a measure of closure with that inmate responsible for his dad getting shot up. When the Specter shows up seeking divine retribution on that very same inmate, which side will the Beetle fall on? And does the scarab have anything that can stand up to the fearsome (but green-pantied) Wrath of God? And then it's on to the impressive central arc. Not that long ago the extraterrestrial race, the Reach, came to Earth with benevolent intentions. Except that Jaime isn't buying it. Jaime had learned that the Reach were the ones who created the incredibly homicidal scarab fused to his spinal column. He knows the Reach are planning on an invasion, one that's more subtle and sneaky than most. Writer John Rogers pulls together several dangling plot threads, some of which had been around from the first issue. Jaime Reyes has had enough of the politely diabolical Reach. He plans on exposing them and sending them packing. "Escarabajo. Vamanos!" Two years in the making, this has all the bells and whistles; John Rogers pulls out all the stops. Jaime Reyes, fledgling superhero, really comes into his own, and it's at this stage that he finally becomes my favorite Blue Beetle (it used to be Ted Kord; sorry, Ted). The first Beetle, Dan Garrett, was only able to summon a whit of the scarab's full might. For the second Beetle, Ted Kord, the scarab didn't work at all. It wasn't until Jaime came along that the scarab's full potential was tapped. And if you think that the powers make the man, for a good chunk of time, Jaime is forced to survive scarab-less whilst in enemy camp. It's maybe part of Jaime's own sneaky plan. Or not. End Game is one of those hugely satisfying reads. It allows you to savor big moment after big moment and is predicated on Jaime's performing so well under pressure. And, even beyond the guest stars who pop in (there's even a makeshift JLI reunion), there's a focus (as always) on Jaime's family and friends, all of whom are in on Jaime's superhero identity. Everyone - but everyone - gets a chance to fight the aliens. To quote Jaime's ex-Army dad: "Airborne!!" (to which Peacemaker growls: "Freakin' A!") In a cool twist, the scarab itself narrates a segment of the story, and that's when we learn it has its own personality and a name. A familiar name, if you're a longtime Blue Beetle reader. It's a testament to what Jaime accomplishes in End Game that, afterward, his facing down the Parasite serves as the coda. Issue #26 is told mostly in Spanish as Jaime and his sorceress girlfriend, Traci 13, attend a Reyes family get-together. In the middle of it, Jaime has to leave to take on the Parasite who had just siphoned off the Posse's life forces and meta-human abilities... and also their ability to speak Spanish. Fortunately, a translation is provided in transcript form right after this story. This is another fun issue in what, at the time, was one of the best comics going around. So, of course, DC had to cancel it. Also, Rafael Albuquerque's art rocks the hizzy.

0 of 1 people found the following review helpful. Five Stars

By Ron Mohone
Excellent