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## Blue Beetle Vol. 1: The More Things Change (Rebirth) (Blue Beetle (Rebirth))

*Keith Giffen*

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**Keith Giffen : Blue Beetle Vol. 1: The More Things Change (Rebirth) (Blue Beetle (Rebirth))** before purchasing it in order to gage whether or not it would be worth my time, and all praised Blue Beetle Vol. 1: The More Things Change (Rebirth) (Blue Beetle (Rebirth)):

6 of 7 people found the following review helpful. Lot of Potential, Just Not as Much Fun as I HopedBy WendellBlue

Beetle isn't a character I've ever really followed. Sure, I've seen him in TV cartoons and read about him in a few comic guest appearances, but that is it. So I was excited to read *The More Things Change*, because I've been really struggling to find a Rebirth series I really like. Maybe, I thought, Blue Beetle could be the one! It all starts off with a good introduction to teenager Jamie Reyes of El Paso, Texas. He has found this weird blue scarab, it has fused to his back, and now he has been fighting crime as the Blue Beetle. But he isn't in this alone, as he finds his way to tech mogul and super rich Ted Kord, the old Blue Beetle, who becomes his mentor . . . sort of. The two don't get along very well, and Ted seems to be up to something, but for now, they are working together. Let me start by saying what I liked. The idea of Jamie Reyes/Blue Beetle. He really could be DC's Peter Parker. He has cool powers. He is young. He is growing up and trying to find his place in a world of superheroes. The Scarab is mysterious and might or might not be hurting him. And Jaime is an ordinary guy; he isn't perfect, is confused, and makes a lot of mistakes. My dad would say he is relatable. And, at least to me, he is, which made me want to like this story about him. Dr. Fate. Nope, he wasn't a big character here, but I liked him. A lot. I really want to read more about him. The art. Overall, I really liked Scott Kolins. His pics were clean, easy to follow and told the story really well. The art also fit the feel of Blue Beetle. Not sure why or how, but Scott Kolins is The Blue Beetle artist for me now. That brings up the bad. And that is pretty much the most important part of the book: the story itself. I just didn't like it very much. It had uninteresting bad guys. Jaime and Ted spent every page talking about or arguing about the same things. The action was fine when it happened, but it never seemed to matter much to the story. There were a lot of minor plots going on, but nothing really got resolved or came close to being resolved. Honestly, there was something missing from the story. It was just hard to get interested in most of the time. I can't tell you how hard I have been searching for a DC Rebirth title to go all fanboy over. Every time I go to the library, Barnes Noble, or get on NetGalley I search for more DC graphic novels to give a try. I love DC and want to find the comics that I want to read. Very sorry though, DC, but this Blue Beetle is not it . . . not yet. The book has a great main character with loads of potential, really good art, but this story just wasn't as much fun as I wanted it to be. I received this book from the publisher in exchange for a fair and honest review. I'd like to thank them for allowing me to receive this review copy and inform everyone that the review you have read is my opinion alone. 2 of 2 people found the following review helpful. I've got a monkey on my back ... no wait, it's a scarab. By AltPooor kids got a scarab on his back. It itches. The kid is Jaime Reyes. He wears the Blue Beetle outfit. Ted Kord, in this version of the Blue Beetle story, is a billionaire superhero wannabe. He's the brains of the outfit. He flies around in the flying Beetle, giving Jaime instructions that Jaime mostly ignores. And then there's the posse, including Blot and Nightcatcher and too many to list, but the one who gets the most traction is a blurry girl who has a serious case of horny. Ah, and Jaime's mom is the posse doctor. So there you have the characters. Here's the setup. Jaime's problem is that scarab is evil. We know this because Dr. Fate says so, and Dr. Fate knows evil when he sees it. Fate thinks it would be best just to kill Jaime before the scarab regains its full power and takes over Jaime completely. Kord talks him out of murdering the innocent kid but who knows, maybe Dr. Fate has a point. It's probably not a spoiler to note that by the end of the volume, Blue Beetle is still alive. Not that it matters, because any DC superhero who dies eventually comes back to life. The blurry girl turns out to be named Blur. She takes on sort of a demonic character named Mordecai who is acting on behalf of a higher power. Blur is fast, and she has a fast mouth. How she fits into the story is, at least to me, a mystery, but perhaps the writers will eventually make some sense of her. Eventually more posse get in on the act and we don't learn much about them either. Jaime's girlfriend also has kind of a saucy mouth -- she likes to bash Jaime's slow-witted buddy -- so there are a couple of fun characters here. But speaking of the writers making sense of things, they don't make sense of much of anything by the end of volume 1. The writing is reasonably sharp and the art is reasonably good, so I'm willing to cut them some slack in the belief that there's a plan here and that it will eventually be revealed. I like the setup and the characters, so I'm giving this 4 stars, but if a plot doesn't begin to cohere by the end of volume 2, I might rethink my thoughts. After all, I'm one of those incredibly impatient, attention-deficit inflicted readers who wants everything explained TODAY, RIGHT NOW, and the thought of holding volume 1 in my brain long enough to catch up with volume 2 is distressing. But 4 stars anyway, with hope for a better tomorrow. 4 of 5 people found the following review helpful. Inconsequential Change By Joseph Kucharski II DC Comics Rebirth event, other than a marketing tag, really should be about the exploration of themes. A look at what makes the character appealing and an examination of those personal, internal forces while dealing with the colorfully-ludicrous external. Unfortunately, Rebirth has not shown a sense of regrouping, of growth, or internalization. The stories are an onslaught of constant motion opening with panel one and nary a chance for an asterisked footnote to a Wikipedia article let alone time for introductions, and no more so than Blue Beetle Vol. 1: *The More Things Change*. Blue Beetle tries, sincerely, and sometimes achieves partial success, to be clever with the pairing of Jaime Reyes, the Blue Beetle, and his mentor/Alfred Pennyworth surrogate Ted Kord, the former, and formerly deceased, Blue Beetle. Their relationship is ripe with all the elements of great buddy-cop entertainment, but man, that fruit just ain't ready to pick. Blue Beetle Vol. 1, again like other Rebirth titles, are full of these sudden starts, fits of action, with explosions of rat-a-tat dialogue, that don't go anywhere and have no signs of resolution, which is extremely detrimental to, what should be, a contained graphic novel and an invitation to go further. Keith Giffen, who created the Jaime Reyes character following the massive Infinite Crisis storyline, which began with the surprising murder of Ted Kord, presents dialogue-heavy issues

and truly does wish to make Jaime as likeable and as important as his blue alter ego. After all, one of main reasons Spider-Man is immensely popular is due to the relational aspect of Peter Parker, as opposed, for instance, to the Hulk, where the very-human Banner can indeed come off as, well, puny. Alas, Giffen never gives that reader, and presumably a first-time reader at that, the chance to truly enjoy the character because the opportunity is never provided. The shark-like, always-moving-forward motion does not allow that pause for reflection. Giffen and co-plotter/artist Scott Kolins present the Blue Beetle scarab as a threat to Jaime's well-being, a plot element that will no doubt continue to grow as the series continues. Giffen allows Doctor Fate a co-starring gig in the title, and I, for one, always enjoy Giffen's Fate. Kolins gives the character an updated makeover, but even the character's inclusion is sparse and seemingly inconsequential as the mystery for his inclusion, and what should be a build up to this threat, is nearly trivialized away in an is-it-or-is-it-not dream sequence. Comic books have a grand tradition of excelling at the slow burn. How many decades did Superman and Lois Lane flirt? Even Ted Kord's own Blue Beetle title from the post-Crisis eighties had an over twelve-issue long b-plot that simmered, at varying levels, every issue. The problem with Blue Beetle Vol. 1: The More Things Change is there are too many simmering pots and not enough pasta. The old adage about waiting for that water to boil could very well result in no one bothering to pay attention when supper is ready.

Bonded to the Blue Beetle Scarab, teenager Jamie Reyes has no idea what he's doing with one of the most powerful weapons in the universe. But he's in luck, because his predecessor--Ted Kord--is back in the DC Universe and here to serve as the young hero's mentor! Alongside fellow teen hero Doctor Fate, this duo will have to learn how to be heroes on the fly! Written by the legendary Keith Giffen (LEGION OF SUPER-HEROES) and illustrated by Scott Kolins (THE FLASH), Blue Beetle is back for a new generation as a part of DC Rebirth! Collects BLUE BEETLE: REBIRTH #1, BLUE BEETLE #1-5. Rebirth honors the richest history in comics, while continuing to look towards the future. These are the most innovative and modern stories featuring the world's greatest superheroes, told by some of the finest storytellers in the business. Honoring the past, protecting our present, and looking towards the future. This is the next chapter in the ongoing saga of the DC Universe. The legacy continues.

A book that entertains as both a teen superhero drama and an exploration of the mystical nature of the Scarab. IGN Giffen and Fajardo work together to remix the idea of a teen hero in the 2010s very well. Newsarama Just the right balance of friendship, mentoring, action, family and a hopeful outlook to make it a perfect addition to the Rebirth re-launches. Comic Book Resources About the Author Keith Giffen has provided plotting, scripting, artwork, or any combination thereof for titles such as ALL-STAR COMICS, LEGION OF SUPER-HEROES, RAGMAN, CREEPER, LOBO, SUICIDE SQUAD, THE DEFENDERS, HERO SQUARED!, and, um...AMBUSH BUG. He's worked on the weekly series 52 and COUNTDOWN TO FINAL CRISIS, as well as 52 AFTERMATH: THE FOUR HORSEMEN and MIDNIGHTER, plus a gazillion other things. He also was the illustrator of the New 52 series O.M.A.C.