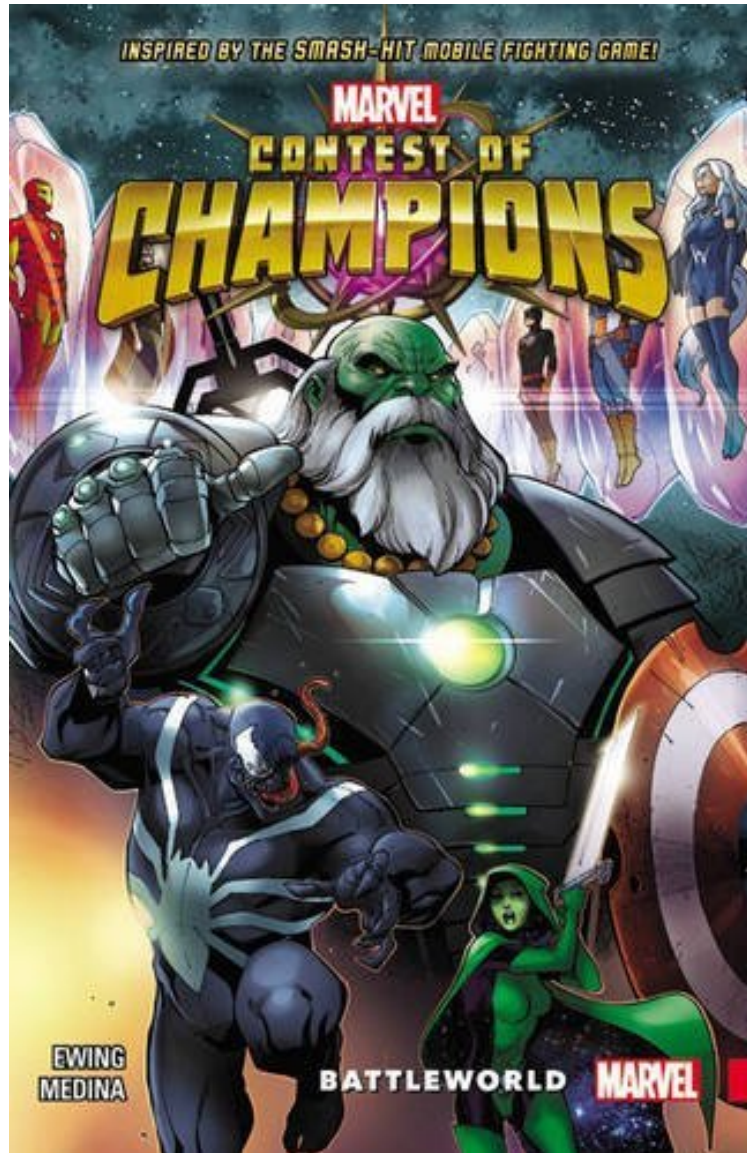


[Mobile book] Contest of Champions Vol. 1: Battleworld

Contest of Champions Vol. 1: Battleworld

Al Ewing

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#761509 in Books 2016-05-10 2016-05-10 Original language: English PDF # 1 10.25 x .25 x 6.63l, .0 #File Name: 0785199969160 pages | File size: 30.Mb

Al Ewing : Contest of Champions Vol. 1: Battleworld before purchasing it in order to gage whether or not it would be worth my time, and all praised Contest of Champions Vol. 1: Battleworld:

0 of 1 people found the following review helpful. Not great but not bad By Mark Phillips Good artwork but the story failed to grab my attention. I also didn't care for the ending...left me hanging and didn't feel like it was worth the time I spent reading the story. 3 of 5 people found the following review helpful. Buy something else. By Christopher M Rice I

was a huge fan of the original mini series as a kid and this was disappointing on almost all levels. The story was incredibly disjointed and literally made me feel like no Marvel editors proofed it before publishing it. I don't know if I have ever read any comic book more disjointed. To say it was all over the place (especially in the first 3 issues) would be an understatement. Al Ewing does do a good job with character dialogue but his Rick Jones Hulk is probably the worst Marvel character I've experienced in 15 yrs if not my life. The only reason I gave it two stars are the art was pretty cool, resurrecting Stick was a major plus (actually stoked on that but can't tell if he is gone again due to what happens in this story) and new character Guillotine has potential. Otherwise this book was lame and could have been SO much better. I buy dozens of Marvel comics a year off and this is the first time I've ever commented and it's strictly to advise consumers to not buy this book. Buy something else instead. Seriously. 0 of 0 people found the following review helpful. Spinning out of "Secret Wars," the power of Doom's Battleworld still remains. By Matt Anderson
Collects Contest of Champions (2015) issues #1-6 and All-New, All-Different Point One #1
Spinning out of "Secret Wars," the power of Doom's Battleworld still remains. The Elders of the Universe decide to fight over the power in a Contest of Champions. The Collector and the Grandmaster each choose a team of fighters from across the new Multiverse (actually referred to as an Omniverse during parts of this story), so the parallel worlds fun continues in this collection. Having the rotating cast of characters come from across the Multiverse allows for the inclusion of alternate versions of well-known characters. There are also fun, new characters introduced in these pages. I really liked this and am very excited to read on in this series.

You've played the game, now watch the action play out across page after page of super hero showdowns! Welcome to the Battlerealm - a broken section of space-time where cosmic beings gamble for ultimate power using unwilling pawns drawn from across the multiverse. Your favorites must fight for their lives and a chance to return to their Earth. Iron Man! Venom! Gamora! Ares! Plus sensational breakout stars-in-waiting like Outlaw, White Fox and the Guillotines! And don't miss the incredible battle between the man who trained Daredevil and the woman who loved Matt Murdock: Stick versus... Bullseye?! But what roles in this celestial game are the Collector and the Maestro playing? And, the biggest question of all - who will survive the Contest of Champions?