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Mark Waid, Greg Rucka
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#826691 in Books 2014-02-25 2014-02-25 Original language: English PDF # 1 11.25 x .75 x 7.75l, 2.11 #File Name: 0785184791296 pages | File size: 38.Mb

Mark Waid, Greg Rucka : Daredevil by Mark Waid Volume 2 before purchasing it in order to gauge whether or not it would be worth my time, and all praised Daredevil by Mark Waid Volume 2:

4 of 4 people found the following review helpful. Waid's DD run gets even better By Gadaire Just like Volume 1, Marvel does a fantastic job at collecting a good chunk of issues together, 11-21, in a beautiful hardcover graphic novel. The series writing is just as good as ever, with the art doing the same. I personally prefer Rivera's work over Samnees (Rivera gets no crediting for issues he contributed in, which is disappointing) but nevertheless, it looks

beautiful. Fans of Waid and Daredevil can rejoice in this series, which brings some high points to Matt's sad life, and yet puts him in more danger than ever before. This is by far one of the best DD series ever written, and one of the best comic series in general. 5 stars without a doubt. 0 of 0 people found the following review helpful. After a strong start to Daredevil's new status quo, I found this volume to be a bit of a let down. By S. Robert Katz I just recently wrote a glowing review of the previous volume of this series, where Daredevil headed west to San Francisco. I was pretty excited for this volume (as I tend to be when it comes to Mark Waid's Daredevil). Unfortunately it stumbled out of the gate before finishing with a much stronger second half. This collection consists of three parts: A special anniversary issue by various Daredevil creators past and present, a two-part tie-in to Marvel's forgettable Original Sin event, and finally a three-part story by the regular creative team. The anniversary issue was uneven. It contained three separate stories in itself, none of which did much for me. The first, written by Waid and drawn by regular series colorist Javier Rodriguez, is a somewhat interesting look into Daredevil's future; the second, by modern "classic" Daredevil creators Brian Michael Bendis and Alex Maleev, is an illustrated prose piece from the perspective of a bystander; the third was a bit of a throwaway story by Karl Kesel. There were a few interesting storytelling techniques, but none of these stories were especially good. I don't ordinarily care for this sort of special anniversary issue, where nothing of consequence really happens, but your mileage may vary. The Original Sin tie-in was certainly the worst of the bunch, and a low point for the series in my personal opinion. I didn't like anything about it. The premise of the tie-ins to this event, it appears, is that our heroes have dark secrets in their past. I didn't care for Daredevil's secret or the manner in which it was resolved. There's a bit of misdirection here that makes the whole thing end up feeling cheap and meaningless. Not that you would necessarily expect some big secret to come out of every hero's past that changes their world forever, but even forgiving that, I found the execution to be lacking. It didn't help that the art was by the aforementioned Rodriguez, whose work is inconsistent and really seemed to degrade as the story went on. Maybe Waid jumped at the chance to write an Original Sin tie-in story and thought he could do something great with it, or maybe it was an assignment he reluctantly accepted, but the end result are two of my least favorite Daredevil issues in Waid's entire run. The third and final story picks up more or less where the last volume left off, and it's a welcome return to form. Three issues of Daredevil versus a classic foe by the regular creative team of Waid and Chris Samnee. This is what I've come to expect of the series. It's nothing groundbreaking, but it's a good, straightforward story with a new take on an old villain and Daredevil's particular brand of problem solving. If the whole book was like this, it would warrant four stars or more. As it is, this one sits somewhere between 2.5 and three stars. Worth picking up, especially if you've been following Waid's Daredevil run, but this is one of the weaker volumes. 1 of 1 people found the following review helpful. Pretty much the only Marvel comic I'm reading. By Johnny Blaze In the last few years the quality of Marvel's comics has fluctuated. Not to say DC has been any better, but in the end, the two "industry leaders" have left me feeling a bit desolated. But that's not the case with Mark Waid's DAREDEVIL run. Since the start, these issues have been such a joy to read. An uncut gesture to the vintage era of comics. A state-of-the-art series. Waid doesn't just have clever plotlines with witty dialogue, but he's managed to retell the mythology of Matt Murdock. We don't just see good characterization, but we see (and hear, and smell, and taste) Matt's extrasensory gift. Previous writers seemed to have only thought Murdock had a special radar, whereas Waid informs us of how all his senses are heightened, truly using the character to his advantage in his writing. I love Frank Miller's run, and really enjoyed the fabulous run by Brian Bendis, but I think if someone told me they wanted to get into DAREDEVIL comics, I'd start them off with Waid and Rivera's run. I'm happy to see the quality continue in volume two.

Daredevil and Spider-Man form a shaky alliance with not one, but two Punishers to obtain the invaluable Omega Drive - which contains the power to dismantle an international criminal network. But the plan goes pear-shaped when one hero betrays the group! Then, Daredevil undergoes urgent brain surgery when Ant-Man enters his head to destroy sensory-deprivation robots implanted by Dr. Doom. But when the bots battle back, Ant-Man must fight blind!

COLLECTING: DAREDEVIL 11-21, AVENGING SPIDERMAN 6, PUNISHER 10