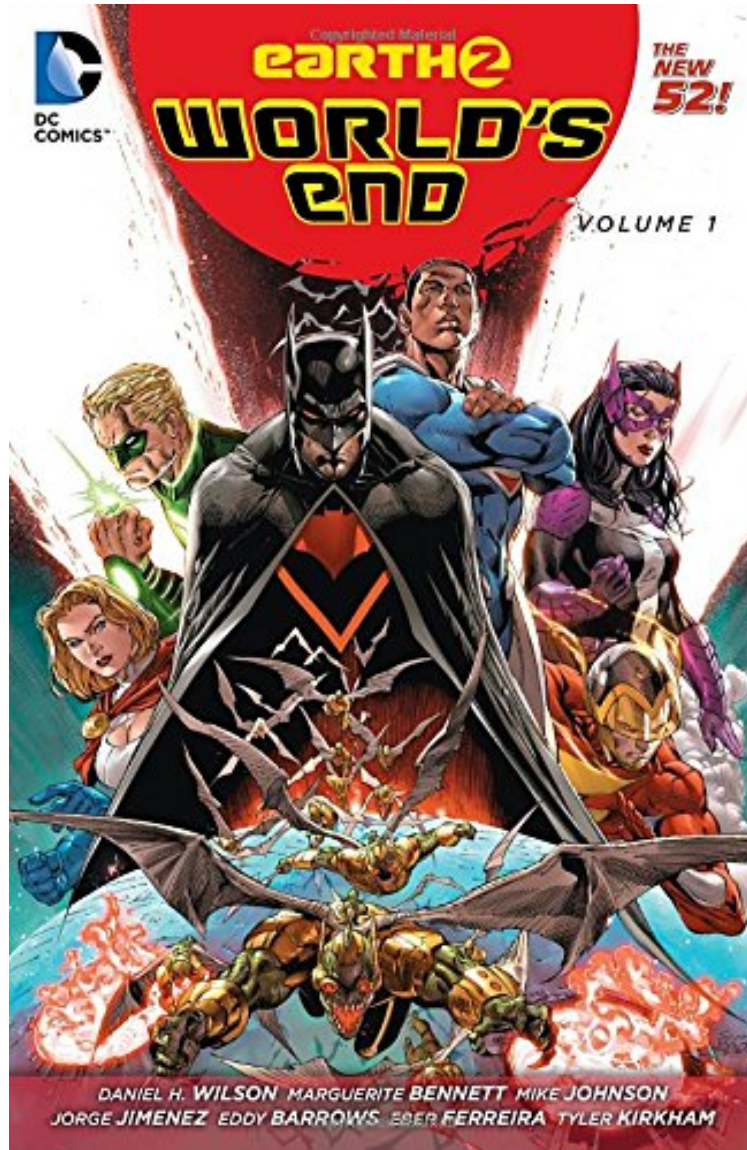


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Earth 2: World's End Vol. 1 (The New 52)

Daniel H. Wilson, Marguerite Bennett
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#469588 in Books Daniel H Wilson Marguerite Bennett 2015-05-19 2015-05-19 Original language: English PDF # 1 10.20 x .40 x 6.70l, 1.15 #File Name: 1401256031272 pages Earth 2 World s End Vol 1 The New 52 | File size: 35.Mb

Daniel H. Wilson, Marguerite Bennett : Earth 2: World's End Vol. 1 (The New 52) before purchasing it in order to gage whether or not it would be worth my time, and all praised Earth 2: World's End Vol. 1 (The New 52):

2 of 2 people found the following review helpful. An Invasion by Apokolips Should be More Interesting By David Swan
A writer can make all the difference in the world. The series Earth 2 was listlessly floundering and in stepped Tom Taylor and suddenly a bright light shone down from above. Daniel H. Wilson takes over and the light dims again.

James Robinson and Daniel H. Wilson are both fine writers but juggling dozens of characters is a difficult task and Taylor is simply much better at it. Wilson just doesn't have the same ability to write casual, believable dialogue or create a compelling narrative. Apokolips is on a collision course with Earth 2 and the New Gods are softening up the planet in preparation for the arrival of Darkseid. Attacks are launched all over the world and the story jumps from location to location generally staying for just a page or two. As if all this jumping around weren't disorienting enough there are actually THREE listed writers and TWENTY FIVE artists, not including SEVEN colorists!!! Wow. The quality of art varies significantly with some artists having styles that seemed not to have evolved since the 90s. The story pacing is also lacking. Here is an example from the end of the story. There is a character turn but it appears to happen off panel because other characters seem to recognize that she has switched sides even though it's never shown to the reader. A second character then switches allegiances. Next page she's being put through the paces on Apokolips and just four pages later she switches sides again. What was the point? The whole teaming up of the various color avatars seemed silly. Green Lantern represented the green avatar but the green is supposed to represent plants and Green Lantern's color is just incidental. Solomon Grundy is the avatar of the gray but having Grundy and Green Lantern team-up is a terrible idea. Under no circumstances should Solomon Grundy ever ally himself with Green Lantern. And speaking of Grundy his new design is awful. Everything that made him distinctive and iconic has been removed and now he looks like a completely non-description zombie. I didn't hate the book and I'll pick up volume 2 when it comes out but it's entirely unremarkable. If this comic came out in the 80s it would probably be one of the more interesting JSA or JLA stories but comics have evolved and stories need more bang. It's interesting in its continuity in the DCU but as a story it's pretty much whatever. 4 of 4 people found the following review helpful. End of the World By Ed M. Earth 2 World's End is a tale of war between Earth 2 and the dark world Apokolips. Collecting issues 1-11 of the weekly series the format gives a few pages with each sub-plot in the overall arc. A little too fast paced in a trade paperback it doesn't do much in the way of explaining things, events just happen. However, for fans of the regular series / characters the story is good even if the art changes hands way too much. The four Furies of War attack as a precursor to the main invasion force to be led by Darkseid. The heroes must stop them and find a way to counter attack. In the process alliances are formed between heroes and villains, supporting characters killed, a lost hero found, and others change sides. The Batman of this world (Thomas Wayne) leads a task force to an underground lab in Europe where they fight against clones of the deceased Superman. Green Lantern learns of the Avatars and is forced to team up with Solomon Grundy. Power Girl is reunited with Lois, now the Red Tornado. Hawkgirl and the Flash fight the evil hordes and save the innocent. The narrative is a bit heavy at times, the overall theme of the storyline keeps the reader interested. Looking forward to vol. 2 that concludes the final fate of Earth 2.0 of 0 people found the following review helpful. Good read! By David M. Harry This was a pretty good end to DC's Earth 2. I liked this series because it was different and not beholden to years of continuity.

In the infinite vastness of the Multiverse there exists a world much like our own, with heroes and villains different from the ones we know, yet strangely familiar. Together, the heroes of Earth 2 battled the forces of Darkseid and the New Gods of Apokolips. They thought they'd won. They were wrong. Apokolips has returned, its four Furies of War, Famine, Pestilence, and Death unleashing unspeakable evil. And that is only the beginning. The god-planet itself is on a collision course with Earth 2, preparing to feed on all life and leave only the void in its wake. Superman. Batman. Green Lantern. The Flash. Power Girl. Huntress. Hawkgirl. John Constantine. Mister Terrific. Mister Miracle. Doctor Fate. Lois Lane. Jimmy Olsen. Dick Grayson. Barbara Gordon. Only they can save their world-and the worlds beyond. Writers Daniel H. Wilson, Marguerite Bennett, and Mike Johnson lead an all-star alliance of artists in EARTH 2: WORLDS END VOL. 1-the first chapter of the sprawling saga that will change the Multiverse forever! Collects EARTH 2: WORLDS END #1-11.

About the Author.