

(Library ebook) Green Arrow Vol. 1: The Midas Touch (The New 52) (Green Arrow (DC Comics Paperback))

Green Arrow Vol. 1: The Midas Touch (The New 52) (Green Arrow (DC Comics Paperback))

J.T. Krul

ePub | *DOC | audiobook | ebooks | Download PDF



[Download](#)

[Read Online](#)

#221278 in Books DC Comics 2012-06-05 2012-06-05 Original language: English PDF # 1 10.15 x .25 x 6.641, .58 #File Name: 1401234860144 pages Green Arrow Vol 1 The Midas Touch The New 52 | File size: 51.Mb

J.T. Krul : Green Arrow Vol. 1: The Midas Touch (The New 52) (Green Arrow (DC Comics Paperback))
before purchasing it in order to gauge whether or not it would be worth my time, and all praised Green Arrow Vol. 1:

The Midas Touch (The New 52) (Green Arrow (DC Comics Paperback)):

0 of 0 people found the following review helpful. Review: Green Arrow, Vol. 1: The Midas Touch (2012) By Anthony R. Schultz
Green Arrow has exploded into the pop culture scene with as much ferocity as Jeremy Renner's Hawkeye in 2012's The Avengers. With the CW's Arrow focusing on DC's Emerald Archer and ebbing into its third season with the grace of a more seasoned series, fans are beginning to flock to conventions, charity events, and the comics in order to provide them with insight on one of DC Comics' most in-depth and rich characters. With DC's reboot of their entire universe in September of 2012, it marked an all-new start to most of the DC family, however, along with Batman and Green Lantern, Green Arrow was spared the agonizing growing pains and retained much of his prior continuity in spite of being rebranded as a jumping on point for new readers. Instead of being a blessing, it was a misstep in disguise. Unlike Batman and Green Lantern, Green Arrow was just starting to gain traction and notoriety in the pop culture community, but his fan base was not (yet) strong enough to support a reboot without context. This misread of the market, unfortunately, led to shaky steps for Green Arrow's serial, resulting in a fledgling series from the get-go. Green Arrow's origin isn't even touched upon in the opening pages of Dan Jurgens, J.T. Krul, and Keith Giffen's first NEW 52 volume of Green Arrow (subtitled, The Midas Touch), and many readers were left in the lurch because it relied too much on prior continuity. The transition was jarring, because the setting, supporting cast, and plot were all based upon older incarnations of the Emerald Archer, which provided confusion for potential fans. Jurgens, Krul, and Giffen present Green Arrow in his home-away-from-home in Seattle, WA, and continue his adventure by focusing on some of the offbeat, smaller villains of his past. The stereotypical, irresponsible, playboy attitude of Oliver Queen is ever-present, and this normally wouldn't be an issue (no pun intended) because it plays into Green Arrow's alter ego, which of course draws public attention away from him. However, the character is never set on a path of growth or change which can make or break a character. The character itself doesn't have to go through a dramatic transformation, but the audience does need to believe that the character is chasing down some facet of himself to improve. If this is omitted, oftentimes you get a disjointed tale (or series of tales) that are too shallow to hold an audience. Even if Green Arrow is the only one to change and Oliver Queen remains the ever-present cliché, it doesn't really matter, because at least the audience was privy to the change even when the rest of the cast wasn't. As a personal aside, I almost wish that the narrative would find its way back to Star City. Originally the purpose of moving to Seattle was to ground the book in a harsher, more-realistic reality in order to make the Green Arrow book grittier and darker, thus universally appealing. However, the current iteration of the book is nearly as light as it can be, which forces the setting. If the narrative took a more macabre turn akin to Grells, Green Arrow: The Longbow Hunter (which was the original causality for bringing Green Arrow to Seattle), or if the current creative team would consider moving the character back to Star City to help reestablish the lighter tone, it would strengthen the bonds of the book. In turn, I think that the art direction would aid tremendously in either fashion, because they would be able to link the plot to the art more effectively. Art-wise, Dan Jurgens, Ignacio Calero, George Perez, Ray McCarthy do their best to mimic Jim Lee's style (which is currently the DC Comics standard), but it comes off as forced because they are not adhering to their own. It makes for choppy artwork at times, which is disappointing, because all three of the aforementioned artists are stellar in their own right. That being said, the colors used for the setting are apropos. As a native Washingtonian, I was pleased with how Seattle was presented. It was believable and eye-catching. Other than some mild disjointedness and the lack of cohesion, Green Arrow, Vol. 1: The Midas Touch is not the worst of the bunch, but nor is it the best. I would recommend borrowing this one or getting a digital copy on the cheap if you are a Green Arrow completionist, but for everyone else I would recommend holding off. For more coverage on DC's NEW 52, the Emerald Archer, and all things comic book related, check back here for more #ArrowWeek. #ArrowWeek is a celebration of Green Arrow and DC Comics in all its numerous forms. Running from October 1st to the 8th of 2014, ARSchultz.com, The Martian, and their respective Tumblrs will be posting all things Green Arrow related for #ArrowWeek, culminating with the season three premier of CW's Arrow. Join us in our celebration by commenting and sharing as we post.
1 of 1 people found the following review helpful. The Archer By Guy with Beard
A hero is best defined by his villains. What would Batman be without the Joker? Or Superman with no Lex Luthor? So who are the villains that the Green Lantern takes on? Well, the first group is a super-powered pack whose biggest wish is to have the most views of their posted criminal videos. (They do criminal acts and record them, not pirate other people's videos.) Then he fights a robot and a walking toxic waste dump. Not the stuff of legends I am afraid. I get that Green Arrow is the "common man" of the superhero community. He deals with the bad guys that are "too small" for the likes of Superman. Still, he could have gone up against something better than wannabes with (maybe) superpowers. The good. Plenty of action, decent artwork, and a good mix of gadget arrows to regular arrows. I liked the message that we need to put down our gadgets and do more. The bad. It is really hard to show much action when fighting with a bow. It is either him drawing the bow or the results pretty much. Even worse was the bad guys fighting. It seemed all they could do was throw punches for the most part. Did they have powers, and what were they? More focus would have been nice. The whole playbook slacker in charge of a major corporation is getting to the point of being overdone. I know it has always been his cover, but do we really focus on it so much? While I liked his message about doing more and that if it is trash, just turn it off, it also seemed

a little preachy and hypocritical. I mean we are reading a comic book that focuses on a lot of fighting (and in my case on a kindle). This was a nice collection to serve as a new starting point for Green Arrow or for long time fans. Could be better if he got a decent villain base. 0 of 0 people found the following review helpful. start Green Arrow on volume 4 instead. By Jeanine A poorly written story and dialogue coupled with unappealing art and an inaccurate depiction of the star character make this a less than ideal start to The New 52 run for Green Arrow. If you are starting out reading Green Arrow after being attracted by the show Arrow then I urge you to start out on volume 4 by Jeff Lemire as it is essentially a semi-reboot that requires little to no prior knowledge to understand, because honestly everything in this series before that continues in degrading state of quality from here until Jeff Lemire picked it up. Head my warning.

The Emerald Archer returns, relaunched for a new generation of readers! The masked vigilante Green Arrow is used to looking for trouble, but now trouble's come looking for him! Enter Rush and his gang of thrill-seeking trust fund babies, buying their super powers and treating the world as their playground. Along with their rotting man-monster Midas and the assassin Blood Rose, Rush plans to kill a super hero live on the Internet. Even with his cutting-edge weapons and tech from Q-Core, the odds are stacked against Green Arrow! From Dan Jurgens (Superman), J.T. Krul (Captain Atom), Keith Giffen (O.M.A.C.) and George Perez (Worlds' Finest), this latest chapter of Green Arrow is a can't-miss event!

A perfect example of a sharply written, and sophisticated, superhero title. Complex Magazine About the Author J.T. Krul is an American comic book writer whose first comic work was at Marvel Comics, writing X-men Unlimited. He has since made quite a name for himself in the comic industry, writing the majority of books at Aspen MLT including Fathom. His recent projects include Captain Atom, Green Arrow, Teen Titans, Blackest Night: Titans, Titans, Justice League: Rise And Fall for DC Comics.