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Geoff Johns

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#257998 in Books DC Comics 2012-09-11 2012-09-11 Original language: English PDF # 1 10.10 x .40 x 6.70l, 1.02 #File Name: 1401234526272 pages Green Lantern War of the Green Lanterns Green Lantern Graphic Novels Paperback | File size: 48.Mb

Geoff Johns : Green Lantern: War of the Green Lanterns (Green Lantern Graphic Novels (Paperback)) before purchasing it in order to gage whether or not it would be worth my time, and all praised Green Lantern: War of the Green Lanterns (Green Lantern Graphic Novels (Paperback)):

0 of 0 people found the following review helpful. Awesome Story and a Great Final Pre-New 52 Event
By clairetoldmetochangemyscreenname
The final pre-New 52 GL event is the culmination of the story began in the GL Brightest Day book. The old enemy of the Guardians, Krona, has captured all of the emotional avatars and uses them to corrupt the Guardians, as well as the entire Green Lantern Corps. With the so called New Guardians also captured, the only people left to combat Krona and his powers are the original Green Lanterns: Hal, Guy, John, and Kyle. The foursome goes rogue and tries to defeat Krona with the help of an unconventional weapon: rings from the other corps. Overall, an awesome story and what's even better is that Johns managed to carry over these pre-New 52 story arcs into the reboot. So the cliffhanger ending of this book is picked up in volume one of the New 52 GL title; it may not make much sense as per DC's continuity reset for New 52 but as a GL fan it is appreciated that this story isn't left on a permanent cliffhanger.

0 of 0 people found the following review helpful. Geoff Johns Runs Out of Steam
By Hans Sachs
The Johns run of Green Lantern, from Rebirth to Blackest Night, was the best ever in the history of the title. At several points (most especially the Sinestro Corps and the above mentioned stories) he put Green Lantern comics right up there with the best of Superman, Batman, and the Justice League. But, like all great comics writers (including Johns' idol, Mark Waid), he got wore out with the character, and after Blackest Night stories steadily declined in quality. This is an often strikingly illustrated set of comics, and the two stars I afford it are mostly for that reason. Though there's plenty going on here as far as motion, the story seems like a tired retread of the Sinestro Corps War, much flash and little to no substance. Johns' leaving the title soon after wasn't exactly mourned, what was is the far inferior writer who replaced him, with Green Lantern swiftly spiraling into dismal mediocre schmuckdom. Fans could be somewhat appeased by the seeming passing of the torch at this time to the excellent Tomasi and Van Jensen Corps runs.

3 of 3 people found the following review helpful. The final showdown!
By SonicWar
of the Green Lanterns continues the story from Green Lantern Brightest day, so I would advise everyone to read it before getting into WOTGL. WAR OF THE GREEN LANTERNS collect issues GREEN LANTERN #63-67, GREEN LANTERN CORPS #58-60, and GREEN LANTERN: EMERALD WARRIORS #8-10. This book feels like an ending and a new beginning. The story focuses on the human Green Lanterns and pretty much takes everyone else out of the picture. I must say that my expectations were really big and have not been met in every way. But this is still a great read with a lot of action, character depth and breath taking moments. I felt that the pacing of the book was kinda off, where some parts were dragged out some felt too short. I'm also a bit dissatisfied that the other members of the corps did not have a bigger part in this event. The art is great and consistent. The chapters by Geoff and Mahnke were the strongest. While not perfect this book is a must have for every GL fan, the events in this book will change the world of Green Lantern forever. The price feels like a steal!
4/5 8.5/10

A malevolent force has usurped control over all the Green Lantern power batteries, leaving the Corps powerless except for a select few members. Now it's up to Hal Jordan, Guy Gardner, Kyle Rayner, John Stewart and Sinestro to regain control - but can these warriors overcome their differences in time to save the universe?

"Epic" Ain't it Cool News
About the Author
Geoff Johns is Chief Creative Officer of DC Entertainment. He has written highly acclaimed stories starring Superman, Green Lantern, The Flash, Teen Titans and The Justice Society of America. He is the author of the New York Times bestselling graphic novels GREEN LANTERN: RAGE OF THE RED LANTERNS, GREEN LANTERN: SINESTRO CORPS WAR, JUSTICE SOCIETY OF AMERICA: THY KINGDOM COME and SUPERMAN: BRAINIAC, and is the author of DC Comics' biggest, most recent events, BLACKEST NIGHT, BRIGHTEST DAY and FLASHPOINT. Johns has also written episodes of the TV series Smallville and Robot Chicken. He wrote the story of the DC Universe Online massively multiplayer action game from Sony Online Entertainment LLC. Currently, he is the writer of the new series JUSTICE LEAGUE, AQUAMAN and GREEN LANTERN. Peter J. Tomasi was an editor with DC Comics for fourteen years. One of his proudest moments was bringing KINGDOM COME to DC's attention and also re-launching JSA for a new generation. Peter has also written the critically acclaimed graphic novel LIGHT BRIGADE along with many other stories for DC Comics. Currently, he is the writer of GREEN LANTERN CORPS and BATMAN AND ROBIN.