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Teen Titans Vol. 1: A Kid's Game

Geoff Johns

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#188094 in Books DC Comics 2004-04-01 2004-04-01 Original language: English PDF # 1 10.20 x .40 x 6.60l, .61 #File Name: 1401203086192 pages | File size: 48.Mb

Geoff Johns : Teen Titans Vol. 1: A Kid's Game before purchasing it in order to gauge whether or not it would be worth my time, and all praised Teen Titans Vol. 1: A Kid's Game:

0 of 0 people found the following review helpful. Seeing the struggle the four teens go through during school and their family lives is my personal favorite part of this. By CustomerThe story is four teens (Robin, Superboy, Impulse, and Wondergirl) getting the opportunity to stay at Titans Tower every weekend under the surveillance of former Titans

(Starfire, Beast Boy, and Cyborg). It's from the perspective of the teens and shows how they rebel against the adults' rules. Seeing the struggle the four teens go through during school and their family lives is my personal favorite part of this. Tim is my favorite character but there isn't as much spotlight on him because he's the only human one. The father-son relationship between Clark and Connor is very well-written. Bart Allen's character development is the best. The teens each mirror their mentors within their personalities in funny ways. For example, Robin has a grimace on his face throughout most of the story similar to Batman. And he does not hold back on telling others the ugly truth. And Impulse can be just as witty as Flash. I was not a big fan of the antagonist but their take on it was interesting. The setup for future storylines with characters are planted very well. It was a fun read but did not leave me wanting to buy Volume 2 even though I probably will. Bravo to Geoff Johns! 1 of 1 people found the following review helpful. Geoff Johns give yourself a pat on the back. By Grim Knight I didn't like how they made Deathstroke a super-villain (instead of a mercenary) but this was still a very cool comic. 0 of 0 people found the following review helpful. Teen Titans: A Kid's Game By Xavier Zavala Heras I was reluctant to get Teen Titans books because I thought I could live without them. That the Infinite Crisis chronology doesn't deserve for me to buy a whole collection of teenage books. I don't know yet about the chronology, but I can honestly say I was wrong in not getting it. Geoff Jones once again gave me proof he can't do no wrong. This is a very exciting book. I can't believe I'm reading it just now. I actually bought the whole Teen Titans books because I have a big discount in them, and man!, I'm happy to get them. What it means to be a teenage. What's the value of privacy and true friendship?. Jones story plus McKone drawings makes this a very action pack great story. Watching the New Generation of heroes fighting their way with the League was mindblowing... Oh yeah, and Nightwing is cool as he can be. I loved this book. I can't recommend it enough.

Witness the dawn of a new era in TEEN TITANS: A KID'S GAME, a 192-page trade paperback collecting the best-selling TEEN TITANS #1-7, written by the fan-favorite Geoff Johns with art by Mike McKone and Marlo Alquiza, additional art by Tom Grummett, Nelson DeCastro and Kevin Conrad, and a cover by Michael Turner! Witness the gathering of a new team of Teen Titans and their initial battle against an old, familiar foe: Deathstroke! The reasons behind his actions prove shocking to the team, and before the teen heroes can even get their feet on the ground, they must reencounter the cult of Brother Blood. Plus, an introduction by Johns and Profile Pages from TEEN TITANS/OUTSIDERS SECRET FILES #1!

About the Author Geoff Johns is an award-winning writer and one of the most popular contemporary comic book writers today. Johns is the author of the New York Times best-selling graphic novels Aquaman: The Trench, Blackest Night, Green Lantern: The Sinestro Corps War, Justice League: Origin, Superman: Brainiac and Batman: Earth One which hit number one on the bestseller list. He is also known for transforming Green Lantern into one of the most critically and commercially successful franchises in comics. Johns has written for various other media, including episodes of Smallville, Arrow, and Adult Swim's Robot Chicken, for which he was nominated along with his co-writers for an Emmy. He is the Chief Creative Officer of DC Entertainment and resides in Los Angeles, California.