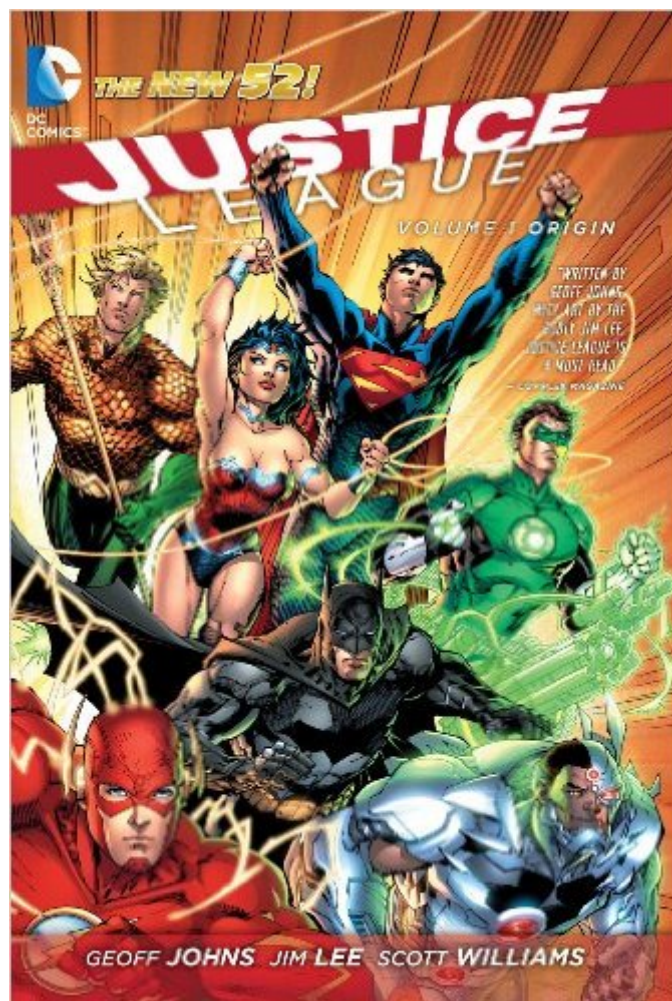


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Justice League, Vol. 1: Origin (The New 52)



Synopsis

A NEW YORK TIMES BESTSELLERAs a part of the monumental DC Comics® "The New 52 event, comics superstars Geoff Johns and Jim Lee bring you an all-new origin story for the Justice League! In a world where inexperienced superheroes operate under a cloud of suspicion from the public, loner vigilante Batman has stumbled upon a dark evil that threatens to destroy the earth as we know it. Now, faced with a threat far beyond anything he can handle on his own, the Dark Knight must trust an alien, a scarlet speedster, an accidental teenage hero, a space cop, an Princess and an undersea monarch. Will this combination of Superman, The Flash, Cyborg, Green Lantern, Wonder Woman and Aquaman be able to put aside their differences and come together to save the world? Or will they destroy each other first? In one of the most game-changing titles in comic industry history, Geoff Johns and Jim Lee re-imagine the classic heroes of the DC Universe for the 21st century. This volume collects issues #1-6 of Justice League, part of the DC Comics® "The New 52 event.

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Customer Reviews

An extremely FUN read. Just getting back into comics after 15 years, and was very intimidated, but the way DC structured the New 52 format is very new reader friendly. Highly recommend this book as a starting point.

- Green Lantern: "What are your powers anyway? You can't fly."- Batman: "No."- Green Lantern: "Super-strength?"- Batman: "No."- Green Lantern: "Hold on a second... You're not just some guy in

a bat costume, are you? Are you freaking kidding me?!"So when the hullabaloo's died down, what then? For a few months DC dominated the comic book market with its new "no trunks" 52 relaunch, its cr@pload of number one issues compelling you and me and that hopeful speculator to empty out our pockets. DC's flagship title, JUSTICE LEAGUE, started off strong, as only a project could when helmed by Geoff Johns and the mighty, mighty Jim Lee. The near-irresistible hook presents us with these heroes meeting each other for the first time all over again, and most of them copping an attitude. This inaugural story arc is set five years ago, in this reimagined universe. It's a time when DC's metahumans first burst onto the scene and were immediately viewed with suspicion and alarm by the populace. Except there's nothing like a global alien invasion to all of a sudden quell them pangs of mistrust. It's a really promising start. The first four issues are helluva fun reads, mostly because we're eyeballing Jim Lee's dynamic classic artwork (he really does make Superman's metal-plated costume look good) and because we get to soak in these new again characters' awkward, prickly interactions with each other. The first issue, which features Batman and Green Lantern's frosty first meeting, establishes the tone. I get a big kick that each new hero then introduced would echo Green Lantern's natural curiosity in determining what Batman's super-powers are. Geoff Johns infuses these initial issues with a good amount of humor, mostly at the expense of the Dark Knight. Surprisingly, Superman takes a back seat, what with the other heroes itching to prove their badassery (**coughGreenLanterncough**). For whatever reason, I like Wonder Woman's battle lust and smile at her sheer obliviousness (or is that naivetÃ©?) at the snarky sausagefest going on around her. Ultimately, it all feels too pat, and progressive issues went on to erode my bump of fan joy. The good banter aside and once the initial excitement's died down for me, it turns out I have problems with certain elements of this arc. I'm a bit torn about Johns' use of decompression. On one hand, it makes sense that he'd take his time to showcase each character. For greater dramatic effect, in introducing the big guns, it may be best to pace out the issues. But, at the same time, there's this sense of water being treaded. I was enjoying the verbal back-and-forth and the posturing, but I also wanted for things to get a move on already. I comprehend the need for a really big bad to match up against our heroes in their debut get-together, and certainly Darkseid is the biggest big bad in DC not named the Anti-Monitor. So it's disappointing that Johns didn't do his due diligence. Once the dust settles, what impression will readers - especially them new ones - take away from having seen this Darkseid in deliberate action? That he's got destructive eyebeams that crazy zigzag and relentlessly track their targets, yes. That he's a hulking brute that can stand toe to toe with Wonder Woman, certainly. But Johns doesn't build up enough to what separates Darkseid from other, more pedestrian super-villains. In these issues,

there's no whiff of the scope of this dark god's depraved and cruel excesses. And other than one panel of the media reporting of these "boom tube" portals opening up around the world, there's no sense of the sheer scale of the global invasion or the devastation wreaked by Darkseid's hordes of para-demons. Payoff's kinda weak, yo. I like Cyborg, but I like Cyborg in the Teen Titans, call it my old-school bias. Vic Stone's insertion into the Justice League is jarring. It feels forced, as if the DC folks took a peek over at Marvel and noted how this guy, Luke Cage, was having such a strong and prominent role in the Avengers. I really like the old Cyborg. I want to like this Cyborg. Except I feel that Geoff Johns is forcibly spoonfeeding me this version of him. It makes me snarl. Okay, here's a big honking SPOILERS alert...I absolutely do NOT buy Batman's revealing of his Bruce Wayne identity to Green Lantern. I feel that that was done too soon. Yes, the world is being threatened, but, even in this so far Frank Miller-less reboot, Batman must surely still foster a healthy bump of paranoia. You'd think Batman would be resourceful enough to arrive at a pep talk that doesn't involve his having to unmask in order to motivate GL to get with the program. This totally took me out of the story. There, end of SPOILERS. JUSTICE LEAGUE Vol. 1: ORIGIN collects issues #1-6 and offers the following bonus stuff:- variant cover gallery- Jim Lee's cover progression from first sketch to finished product- Transcript of Amanda Waller's interview with Capt. Steve Trevor concerning Wonder Woman and other debuting meta-humans- Excerpts from David Graves' book THE SECRET HISTORY OF ATLANTIS- early Jim Lee sketches- 4 entries from the S.T.A.R. Laboratories employee dossier- Justice League sketchbook: art by Cully Hamner and Francis Manapul, based on Jim Lee's designs

The New 52 is well known (or I hope so at this point) as a reboot and a renumbering of the DC universe. It was intended to draw in new readers and invite old readers back. I for one absolutely love the new universe. It is accessible to everyone regardless which issue or volume you pick up (though it is advised that you follow some of the early issues). Justice League was among the first to introduce this new universe. Written by Geoff Johns with art by Jim Lee, Justice League is a entertaining journey chronicling the conception of the team of superheroes. I haven't really read anything by Geoff Johns before this (I know I've probably sinned) but he is a very good writer, I have heard nothing but praise from his Green Lantern run. His story is masterfully brought to life by Jim Lee, I've always loved his art since Batman: Hush which is still one of my favorite Batman stories ever. The interaction among these characters is written beautifully with some characters taking sides with others in the midst of arguments or confrontations. Johns really shows that these people really shouldn't be together (in a fashion similar to the Avengers) but they ultimately have to put their

petty differences aside and join together to face this overwhelming foe. We are all familiar with Batman and the heavy hitters of the Justice League but Johns introduces a character that for the most part is affiliated with sidekicks such as (Teen Titans) I am of course referring to Cyborg. Victor Stone is a great character surprisingly, but he doesn't have enough time to really grow on you as he should. One second he is having problems with his father, surprisingly good scenes but they are short-lived as the next second he is making his transformation into Cyborg. But he is definitely one of the defining moments of the story, he escalated quickly in my eyes as (to me) he is always a B or C list superhero. He can definitely run with the big dogs now. Now the book does have it's problems as many will point out as well. The overwhelming problem to me is the villain Darkseid...this character is the epitome of evil in the DC universe. He is hands down my favorite villain in the entire DC universe and I absolutely love the Joker, so that says something about Darkseid! He is presented here as a brute...he has less than ten lines of dialogue in the entire book. His motive is extremely questionable as to why he would even invade the earth in the first place. It seems out of character when it is hinted at. I felt horrible just seeing as how my favorite villain was just a cheap knock off. I hope and pray that DC doesn't try to replicate this as their film interpretation of the Justice League because I will literally not watch as Darkseid is just thrown out there as an undeveloped character and just serves to bring the Justice League together and then he goes away. His action scenes are beautiful but his characterization is sloppy at best. Though I spoke highly of the interaction between characters the moments that really annoyed me real fast was the Green Lantern/Batman moments. I know Geoff Johns wrote a fantastic run on Green Lantern, so granted he knows this character but Lantern seemed to take the place of the wisecracking Flash. He relentlessly teases Batman for not having any superpowers, I being a Batman fan laughed maybe the first time, but then it continued to happen and it really lost it's charm. Though it leads to a very interesting payoff of somewhat mutual respect between Lantern and Batman I just grew bored of it. Of course as I mentioned before I am an immense Batman fan so there may be some bias here. Overall I enjoyed the book, the problems I noted could have been solved (in my opinion) in a larger graphic novel similar to the Ultimates, something that gives the writer time to flesh out these characters even more, establish relationships and create an interesting and complex villains. But it still wasn't a bad start to the New 52.

I just finished this and loved it. The art is great, the story was well written and i eagerly await more in the series. The new spin DC comics has done is fresh and in my opinion needed to attract more readers. I didn't know what to expect with (the New 52) but it surpassed my expectations and has a

new fan of DC again.

DC could have freshened up the DC universe without messing with continuity so much, in my humble opinion. That being said I wanted not to like this... but I couldn't. Jim Lee's art was sensational (like always!)! Also Geoff Johns did a good job weaving in 7 heroes joining together nicely, if a bit rushed, but it is understandable with how much he had to fit it. The banter between the heroes was spot on, except for Batman! Johns view of Batman is more of a highly intelligent, wise, leader as apposed to the more sullen roguish Dark knight. He portrayed him the same way when Batman was in some of Johns "The Flash" about 5 years back. I guess everyone has different takes on different characters. Also I was surprised at the lack of focus Johns put on the villain of the story, which was Darkseid. Johns has a reputation of putting you in the mind of his villains, which can add so much to the story! I won't hold that against him in this collection since he had a lot to do (re)introducing 7 heroes. If DC was going to hit the reset button on us with the Justice league, they were very wise to have Johns/Lee/Williams do it! I would give the story a 4 and the art a 5. Since there isn't a 4.5 I can choose I'll round this up to a 5!

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