



Justice League of America, Volume 2: Survivors of Evil

Matt Kindt (Writer) , Tom Derenick (Illustrations) , Eddy Barrows (Illustrations) , Doug Mahnke (Illustrations) , R.B. Silva (Illustrations) , Diogenes Neves (Illustrations)

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As the smoke clears from the *Justice League: Trinity War*, one thing looks disturbingly clear, the members of the Justice League of America are dead, betrayed by one of their own.

But as with the Trinity War, all is not what it seems. Martian Manhunter and Star Girl have lived to fight another day and find themselves trapped on an alien world that is under the control of a group of super-villains. The key to their survival may lie in the hands of the super-villain Despero, but will these heroes be able to find it within themselves to trust someone who is supposed to be their mortal enemy?

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Download and Read Free Online Justice League of America, Volume 2: Survivors of Evil Matt Kindt (Writer) , Tom Derenick (Illustrations) , Eddy Barrows (Illustrations) , Doug Mahnke (Illustrations) , R.B. Silva (Illustrations) , Diogenes Neves (Illustrations)

From Reader Review Justice League of America, Volume 2: Survivors of Evil for online ebook

Benjamin says

Being new to Stargirl, it was rather nice to get into her head and see her as one of the main characters in this story arc. Other than that this volume had little else to offer.

jordan says

As with all "events," Forever Evil turns out to be a decidedly mixed bag. And while a story with a fair number of flaws -- if possible I'd give it 2.5 stars -- there is enough that works to make this book an entertaining read.

First a bit about my view on these sorts of giant cross title events. Often the best book in such enterprises are those side stories spawned by the main action (think Robinson's fabulous Starman #81 which was my favorite part of the much-hyped Blackest Night). Justice League of America: Survivors of Evil is such a side story. It doesn't have much to do with the main action of Forever Evil which deals with the Lex Luthor gathering a group of criminals to fight the Crime Syndicate. Instead, this book answers the question of where (and how!), the CS imprisoned the JLA (and if, like Dr. Evil's son Scott, you are wondering why they didn't just shoot them in the head, the explanation is actually pretty good). It may not be the best of Forever Evil, but it makes for an interesting bit character exploration.

Breaking the JLA out turns out to be something of a problem and solving that problem is left to Stargirl. Kindt takes this character, in whom you might not have otherwise had much interest, and does a great job developing her across this story. We get her inner life. We come to understand her fears. And we see the choices she must make that can break a young costumed hero. If like me you are a huge Jack Knight fan, you may (SLIGHT SPOILER) be disappointed that the new 52 seems to write Jack out of Courtney's back story. But it still makes for a good read.

For all that, the story does suffer from some serious flaws. As much fun as it is looking inside the heads of members of the JLA, seeing their forbidden dreams, the story still sags in the middle. Kindt is writing a "mystery," but at times it feels like he is just playing for time rather than moving along the story. Groundhog's Day stories, of course, are hard to write, but that doesn't mean that an editor shouldn't have here put down a heavy foot.

Again, it makes for a pretty good read, but it could have been much better.

John says

A real showcase for Martian Manhunter and Stargirl. Story flowed nicely. Plenty of Super Villains to boot.

Stephen Hamilton says

Now, that's more like it. A coherent plot, some interesting origin stories, great character development and the beginning of a beautiful if unlikely friendship. The decision to centre the storyline on just Stargirl and Martian Manhunter is an odd choice for what was ostensibly an ensemble title, but it made for a much better read than the first volume. Looking forward to the JLU now.

Amanda says

This got weird toward the end..

Dan says

When you add a villain that can manipulate what people think is real that just leads to confusion for the reader. Could have been great but felt flat.

Anne says

2.5 stars

Also reviewed for Addicted2Heroines.

Stargirl saves the Justice League!

So, raise your hand if you are interested in the inner workings of Stargirl's mind?

Let me take a look...

Hmm. Oddly enough, I'm not seeing any hands in the air.

Alrighty, considering the main character of this thing was freakin' *Stargirl*, it wasn't as painful to read as you might imagine. No, I'm not saying that this was worthwhile, captivating, remotely plausible, or even interesting. It just didn't hurt me to get through it.

The saving grace was that the other main character in the story was Martian Manhunter. And when he's in a title, it never truly sucks.

He's like the **anti**-Hawkman.

J'onn's true power lies his ability to breath life into otherwise dead stories, whereas Hawkman kills titles with his furry shoulders and beaky gold mask.

No one, not even the Martian could totally save this one, but at least the suckage wasn't complete.

The purpose of this story is to tell what happened to the Justice League (*who we care about*) and the JLA (*who we don't care about*) during the time that the Forever Evil stuff was going on.

At the end of The Trinity War, the JLA and Justice League all got sucked into oblivion supposedly.

In reality, they were all stuck inside Firestorm, who had been turned into a bomb...or something like that.

Stargirl and Manhunter have somehow formed a psychic link that allows them to communicate to each other while they are inside of this strange Mind Prison. And they have to battle their way through their own pain and guilt in order to save the world. But at least they have each other.

Blah, blah, blah.

I've got to give Kindt credit, he really tried to make the reader give a shit about Stargirl.

Unfortunately, I hate her more now than I did before I read this.

She's a blonde haired blue-eyed teenager from the 'burbs. And she's super-perky.

She got mad when her mom's boyfriend (*apparently a pretty nice guy*) moved in with her and her little brother.

You're not my DADDY!

So she stole some super-powered stuff out of his locked trunk.

Now she's got a Flight Belt. And something that looks like some kind of a jacked-up cross between a trident and a spear...that squirts lightning.

Boo! Hiss! Get off the stage!

Her *tragic past* was laughably easy to figure out, so I'm not even going to bother tagging this as a spoiler.

She went off to fight a bad guy, and while she was gone, a villain attacked her home, and killed one of the three people left in her house. I'm pretty sure I was supposed to be biting my nails until the Big Reveal, but...

Let see, could it be mom's boyfriend?

Nope. She needs him to help 'train' her.

Hmmm. Could it be her mother?

Nope. 'Cause otherwise, the boyfriend wouldn't be able to train her, due to the fact that he's not her legal guardian.

So. That leaves us with a dead little brother.

Poor kid should have known something was up when they told him to put on a red shirt, and gave him a name tag that said, "Hello, My Name is Crewman #8".

In the end, I still don't know how the hell they actually managed to escape, but I haven't had a chance to read volume 5 of the Justice League title, so maybe that will clear things up.

Best guess as of right now?

Stargirl's innocence, youth, and her can-do attitude somehow gave everyone the strength to fight their way out.

Or not?

Wait! It's not over just yet!

Before they could call this title quits permanently, Green Arrow had to run around begging everyone to *pwease* Stay Together. 'Cause begging seems to have worked so well for him in the past. This wasn't a surprising move on his part, but it was another pathetic side note to add to his overall lackluster history with New 52.

Why does DC hate him so much?

Anyone? Anyone?

Survivors of Evil wasn't the worst thing I've ever read, but I wouldn't recommend it, either.

However, if you feel the need to understand all of what happened before, during, and after Trinity War, then you could possibly consider this one a must-read.

Digital arc provided by NetGalley and the publishers in exchange for an honest review.

Kyle says

I have been thoroughly underwhelmed by how Martian Manhunter has been used throughout the New52. It's as if he's a hot potato that no writer wants to hold on to for too long in fear that they may have to sit the next round out.

In this, the final volume of the short-lived Justice League of America (thank goodness), Manhunter is trapped in one of the stalest comic book tropes: he is trying to escape from an imaginary mental prison and to do so he must bear witness to his and his teammates' greatest fears. By the very first frame of this collection, it is crystal clear where this storyline is going.... So why oh why are the heroes so utterly clueless as to what is going on, and why do the writers stretch this out over five issues???

Somehow in all of this, Stargirl (Stargirl!?!?) rises to the top and we are forced to accept that a teenaged youtube "hero" has everything that it takes make decisions for a government-run team of superheroes as they head off into the sunset with Canada on the horizon.

Gawd, this was a stinker!

1/5

Danielle The Book Huntress (Back to the Books) says

This was a nice chance to see some less represented characters front and center: Stargirl and Martian Manhunter. They are members of the Justice League of America and the only ones who can help liberate the Justice League members who are entrapped in a psychic prison, and avert world destruction.

Together, they make their way through a surreal set of challenges in which they are incorporated into or witness the punishing illusions that their fellow superhero colleagues are subjected to. In the process, they must face their own fears, and tap into inner wells of courage.

I wasn't familiar with Stargirl, but she seems like a good analog for the average girl. While I think most young women and girls look up to Wonder Woman, we're not Amazonian princesses (with goddess-like powers), and there will always be a realization that Wonder Woman is in some ways an unattainable standard. However, Courtney is an average girl, albeit one who has gained access to a staff that gives her extraordinary powers. Her youth and hope is a real asset in this crisis.

This is a three star rating because I didn't get into the story that much. I felt I was just trying to finish it so I could return it to the library. Perhaps it was hard to connect to the story outside of Manhunter and Stargirl's dilemma. I much preferred the previous volume, with the ensemble cast who kept my interest. If my library keeps getting these, I'll keep reading them.

Joseph says

This second volume of Justice League of America is rather weak sauce. Tied into the Forever Evil event, we get six issues of Stargirl and Martian Manhunter navel gazing and it's tedious as hell. Most of it doesn't even really happen in real time, but inside the prison matrix where the Crime Syndicate has stashed the Justice League and other heroes. There was no real point to this book. What could have been finished in 2 issues took six. It's rather disappointing, as I usually enjoy Matt Kindt's writing, but this was a snooze fest. I only got through it because I was reading Forever Evil with a reading order list.

Art wise, it is pretty standard DC house style. Nothing terrible at all, in fact it's good, just not exciting or memorable.

I think this series would have been better served by giving Stargirl her own miniseries. Although Courtney is written quite as well as Geoff Johns did in the late, lamented Justice Society/JSA series, she's still a very likable character, and I'm glad she's back in the DCU. Having her hog the JLA book, though, was a very poor choice. I read team books to read team stories, at least most of the time, and this wasn't it.

This is the last JLA volume before it becomes JL United, so there's that. The last issue sets up the "whys" so I won't go into here. But the casual reader, if interested in this JLA would do better just to read that last issue, and save a lot of time.

David says

Why is this called Justice League of America? It's the all Stargirl show. Super-lame.

Bookwraiths says

Horrible. Words cannot describe how painful this was to read. A whole book about Stargirl and her angry self saving the Justice League. Cliche and stupid rolled up with preachy is how I'd describe the whole story.

Did I mention this sucked? I did. Well, let me say it again: this totally sucked. Stay far away from it.

Dean says

It's a big old mess, and one that stretches over far too many pages. There is the germ of a decent story in there, but it's lost in overblown, over scripted page upon page of mess. Having read it I still don't know what the hell happened. What was real? What was not? Who knows? The artists don't help, with equally overblown art that add to the confusion.

I wanted to like this but just couldn't. As a long time Justice League fan, this was pretty close to the bottom of the barrel.

Sean Kennedy says

Oh, this was dull. Dull dull dull. And it really only focused on two of the members of the JLA... which, really, means it isn't a JLA comic at all.

Mike says

Matt Kindt - master of cliché plot #20:

Oooh, scary - "trapped in a prison of their MIND". Like we haven't seen that a thousand times before. This the best you can do Kindt?

Oh wait, no Kindt can take his ideas much further down the well of miserable - check out this page and tell me if this makes *any* sense:

I don't begrudge the point he's trying to make (though dragging it melodramatically over six panels is just lazy or arrogant or both, like we're indulging Marlon Brando in his final "once was an actor, now notable for his behemoth size" phase), but I would like to argue one point of semantics: when did youth get classified as an emotion? Was it during the great MySpace turmoil of 2003? Did I miss the ground offensive between Hash Taggers and Oxford Comma Warriors?

These are the thoughts that float to the surface when a creative team isn't keeping my attention - isn't giving me a well-rewritten story. Writing a story is one thing, but rewriting is the key to taking raw ideas and tightening them up into the essential story - no fluff, no dead-end plot threads, and NO LAZY, KLANGY PHRASES like, "It's Deathstroke and his superior tactics we'll need to watch out for."

Bor-ing! This storyline is mostly Martian Manhunter and Starfire (two b-listers on the excitement scale) treading water while Firestorm is set to explode out the JL. They keep talking and thinking to themselves about L.A., Starfire's parents (who must be dead, they keep building them up and not showing them to us) and trying as little as they can to actually free the JL. Wow. Oh, and they're both being held back artificially - J'ohnn, "something" has sapped his powers; Starfire, she keeps slipping into her memories and taking her eye off the ball. Terrible. Neither is struggling against their weaknesses, so much as just lumbering around, staring blankly at the horizon and trying to summon a shit to give.

Christ, when I saw the "I'm about to die so let me tell you an irrelevant tale of my people" moment from the Martian, I actually said, "motherfucker" under my breath. Here we go. Another indulgent "character moment" of who gives a shit and let's get on with the story resolution already. Jesus.

What a tedious book - both overwrought and underwritten at the same time. Congrats Mr. Kindt, that's an Olympic-level feat.

The gymnastics of every artist humping through these hoops is pretty...noticeable too. Rotating Door of Scribblers, sorry but no one stuck around long enough for me to muster a care.

TL;DR Pretty fucking terrible. They earned every drop of my one-star rating.
