



Spider-Man: Trouble on the Horizon

Dan Slott (Text) , Humberto Ramos (Illustrations)

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New York City is destroyed ... by Spider-Man?! A glimpse of the future leaves Spider-Man with 12 hours to figure out how to stop it from happening. Can Spidey piece together the puzzle and change destiny, or will this race against the clock lead to the Big Apple's destruction? **COLLECTING:** AMAZING SPIDER-MAN 678-682, 679.1

Spider-Man: Trouble on the Horizon Details

Date : Published July 4th 2012 by Marvel

ISBN : 9780785160038

Author : Dan Slott (Text) , Humberto Ramos (Illustrations)

Format : Hardcover 112 pages

Genre : Sequential Art, Comics, Graphic Novels, Superheroes, Marvel, Spider Man, Comic Book

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From Reader Review Spider-Man: Trouble on the Horizon for online ebook

Nicolo Yu says

This collection contains two stories that's spread thinly over two issues. Indeed, why do one issue when you can do it in two or three. Most writers write for the eventual trade and when read as monthly issues, a reader wonders if writer Slott is even interested in collecting his stories in a trade, but once it is collected, it is easier to see that five issues in a trade paperback was the target after all.

Decompression aside, the stories are entertaining and drawn capably by the Ramos/Camuncoli artist tag-team.

Peter Derk says

There is not much more joyful in the world of comics than a Spider-Man/Human Torch team-up. And that's what we get. The next-best is probably Spider-Man/Daredevil, but that might hit my sweet spot solely because I enjoy that Spider-Man will call Daredevil "Magoo." That's mean, insensitive, and great.

It works with the Torch. You know that friend you had where the two of you would get together and the collective intelligence would go down 30%? And it's about the most fun you ever have? That's what we're talking about. IN SPACE!

Spider-Man is the king of Marvel Team-Ups. Whoever they team up, most of the time they get teamed up with Spider-Man. But what about some team-ups that don't sound so hot?

Ah, Deathlok. The Terminator with a weird zombie face and a backpack. What's going on with that goddamn backpack? What could he possibly need in there? I'd like to think he's packin' snacks back there. That he's lost touch with humanity, but he tries to keep it together by offering a granola bar here and there. You could do worse.

Spider-Man and Frankenstein is bad enough. But as we all know, the way these Team-Ups work is that two characters fight a bit, realize there is no earthly reason for them to fight, and then battle a true asshole together.

How great would it be if they had that in a word balloon. "Wait! Stop fighting! Baron Zemo is the TRUE asshole!"

So who's the true asshole in this story? Oh, just a dude called Ludwig Von Shtupf. This is a monster maker, not a pornographic legend whose trademark is a monocle. If you can believe it.

So this one, I approve of the team-up in question. But the cover. It's like they managed to combine the 1990

Captain America movie with the 1970 Spider-Man. I encourage all of you to watch this trailer. This is what comic book fans had until about the early 2000's with the notable exception of about 1/75 good Batman movies. So yeah, we got pretty excited. <http://www.youtube.com/watch?v=qyYrxQ...>

Paul Hasbrouck says

A terrific volume of three separate stories (normally i do not like this type of collection) built around Horizon Labs, the think tank were Peter Parker works, and the problems of super science. Well written, the action is nice, the characters are solid, two guests are Silver Sable and the Johnny Storm-The Human Torch-just back from the dead. Was he dead? I know dead is not dead in the Marvel Universe, except for poor innocent bystanders, but the Marvel editors keep doing it (just learned-7-14-15 that Bruce Banner has been killed off.....Captain America was.....Spider-Man.....and so many others.....yawn.

So after that rant, Spidy and Flamehead joins forces to save a space station, JJJ son (former werewolf), trade insults and just being buds.

Enjoy.

Shannon Appelcline says

Killing Tomorrow (678-679). A fun sort of timey wimey problem, entirely focused on an inventor building a doorway into the future. Also cool for its focus on Horizon Labs [7/10].

Morbid Curiosity (679.1). An even more in-depth look at Horizon and its members here, which makes it another winner. Though it's mostly a tease for the future, it's still pretty good for a .1 book [7/10].

Space Station (680-681). This final story was the weakest of the batch. It was good action-adventure, but it wasn't much beyond that, and I think too much attention was spent on treading water before Ends of the Earth [6/10].

Andy says

The first two-parter with Pete dealing with the impending destruction of New York via a time-jumping device courtesy of Horizon Labs is brilliantly fun Spider-Man. Intense, riveting and funny, it sells the concept, throws in some Doctor Who/Back the the Future 2 references and works well. Plus, MJ.

The middle Morbius tale felt a little weak, I'm not really sure why they've been pushing him so much. Saying that, wasn't there going to be an ongoing around him? Can't remember. Anyway, it doesn't add much.

The final two parter is a classic Spidey-Torch team up. Dumb, constant bitching, loveable, the pair are a

hoot. However, deciding to fly to space then actually being there, what seems like 30 mins later just feels wrong in the Spidey-verse. I know he was just in the FF but Pete barely even blinks about larking around in space. Really?

Still, generally solid fun and continuing the resoundingly entertaining Big Time run from Slott.

Jeff says

When I was a kid, imitating Spider-Man was always problematic. With Superman, it's the cape out of an old blanket and draw an "S" on a new t-shirt with indelible magic marker. With Captain America, it was the trash can lid substituting for the shield. With Daredevil, it was my sister's jump rope, instead of the billyclub/grapple thingy. In the pre-Silly String days, how did you play Spiderman? Sticking to walls, the weird poses, the webbing? Even the real Spider-man has it rough. With all his good intentions and taking the whole "responsibility" thing seriously, still very few people like him or trust him.

In this volume, you have three separate and complete stories. The best one revolves around a door created at Horizon labs (a scientific think tank) that leads to the near future – the next day. Peter Parker (aka Spider-man) walks through the door, looks back and notices that New York is now destroyed. Somehow Spider-man did something to alter the future and armed only with tomorrow's newspaper he tries to piece together what led to the disaster.

The two other stories involve Morbius, the Living Vampire and Spider-Man and the Human Torch traveling to a space station to save John Jamison from Dr. Octopus's octobots.

Don Slott seems to be slowly growing into the writing chores. Not first-rate Spider-Man, but not bad either.

B says

I think there were two things that caused me to dislike this story:

(1) Spider-man went into outer space a little too casually. I mean, it's outer space. And Parker was born in Queens, not Krypton.

(2) J. Jonah Jameson is angry at everyone. I mean, that's a bit like the theatregoer who shot Iago: <http://www.pbs.org/wgbh/masterpiece/o....> The villain was too unlikeable? Isn't that a strength of the writer to be lauded? Well, at least in some circumstances?

I guess in part I have come to believe in the "gruff, pay-for-your-murder trial, insecure but ultimately compassionate" Jameson. And probably, yes, my desire that he be more like Perry White may suggest I am too immature for this funnybook. Har dee har har.

Mike says

This trade contains Amazing Spider-Man issues #678-681 (including 679.1).

Horizon Labs takes center stage in this collection with Peter's coworkers, the mysterious Number Six, and a number of Horizon's projects taking center stage.

Like the last trade we have two two-part stories separated by a stand alone story in the middle. The opening is the best of the bunch, featuring a neat look at time travel, causality, and choices in the face of impending doom. It's followed by an incident with Number Six that changes Spidey's status quo a bit, highlights more of Horizon's staff and sets up future developments with a classic Spider-Man villain.

We end with a space adventure where something strange is happening to the Horizon space station John Jameson is aboard. This was ok, has some decent twists and relates to ongoing plot lines well, But I'm not a big fan of too much Human Torch/Spidey bickering nor J. Jonah, and this story has enough of both to really drag it down for me.

Trouble on the Horizon is a bit of a mixed bag but a pretty strong entry overall as Slott seems to be laying the groundwork and gearing up for another epic event.

Rand says

The first one in this (I KILLED TOMORROW) was decent the others were increasingly lame.

The first one was part one of the two part called "Schrödinger's Catastrophe". Part two of that is not included in this volume, sadly. The Spiderman franchise is frustrating for being a frequent vehicle for cross-over story-lines which require obtaining issues from multiple series in order to achieve narrative continuity. Guess that promotes trading within the secondary market, aside from cultivating an unchecked thirst for consumerism amongst the readership. There's a comment that could be made as to the realism vs sexism inherent in the depictions of the characters in Spiderman comics (boobs seem to be more prevalent in comics starring Spiderman than most others) but this is an illustrated story with the target demographic of those with a teenage male mind. Then there's the subtext of a superhero who literally swings and shoots sticky stuff in order to *save the day*.

But I digress.

The second comic had a blood-lusty Morbius in it and Spidey said that *The Blood Bank Is Now Closed!* which was kinda funny. Plus a Twilight ref. The other good line was Spidey asking a minor-level villain of the political dissident sort if he had ever been to *the state of unconsciousness!*

Mike says

The time travel story was great. A simple story, no supervillains or weirdness (other than a little space-time muddle), and a purely fun way to exercise a little Spidey-Parker goof. Man I wish every day was as adventuresome as their lives were here.

The .1 issue does the trick nicely. It had a little fun diversion and gave us a bit more on one of Parker's workmates, plus it foreshadowed some big struggles to come in the next super-arc of Spidey.

The team-up with (minor spoilers) Johnny Storm is pretty fun *and* a little ominous, given what's behind it.

Overall I really enjoyed this book. Decent art, fun plots and lots of sh*t-talking among our heroes. Given how much earth-moving stuff goes on in Spidey-land during this era of Slott's leadership, this book feels a little inconsequential - but it's been fun and made me feel good about being a Spidey-fan, so that's good enough for me.

Anthony says

This volume is made up of 3 stories. The first involves a time bridge at Horizon, which sends whoever goes through it 24 hours into the future. This story is pretty good. It's got some Doctor Who influence (which isn't surprising since Slott is a huge fan of the show) and Ramos's art is great.

The second story is a one shot about Morbius, and goes into why he's the mystery scientist in Lab 6. The point of view of the story is split between Spidey and some other Horizon character named Utau. It's an average story, nothing from it really stood out. I suppose some of it will come into play in the 2013 Morbius ongoing, though.

The final story involves Spidey and the Human Torch travelling into space to save John Jameson from an Octobot infested space station. It's very much a Marvel team up. It's not a bad story, it just doesn't stand out at all. And I'm also not keen on Camuncoli as an artist, but that's just me.

A skip-able volume of Amazing Spider-man unless you're a die hard reader.

Eldon Farrell says

This was such a fun read!! Both stories were classic Spidey goodness and showcase Slott's mastery over the character.

Roy says

Loved this story arc..it can be either a massive 5 star fun or 3 star. Spidey never dissappoints!!

Jacob says

The first story was pretty good, the rest of it was just alright

Sean says

Spidey's less than grounded adventures are not always his best and that's the case here. Spidey deals with both time travel and outer space and I didn't love either story. While the supporting characters at Horizon Labs are interesting I feel that there are far too many of them. My favorite part of the entire collection was just Peter and MJ talking. I'm old school. The art solid throughout. Overall, a decent read but nothing

spectacular.
