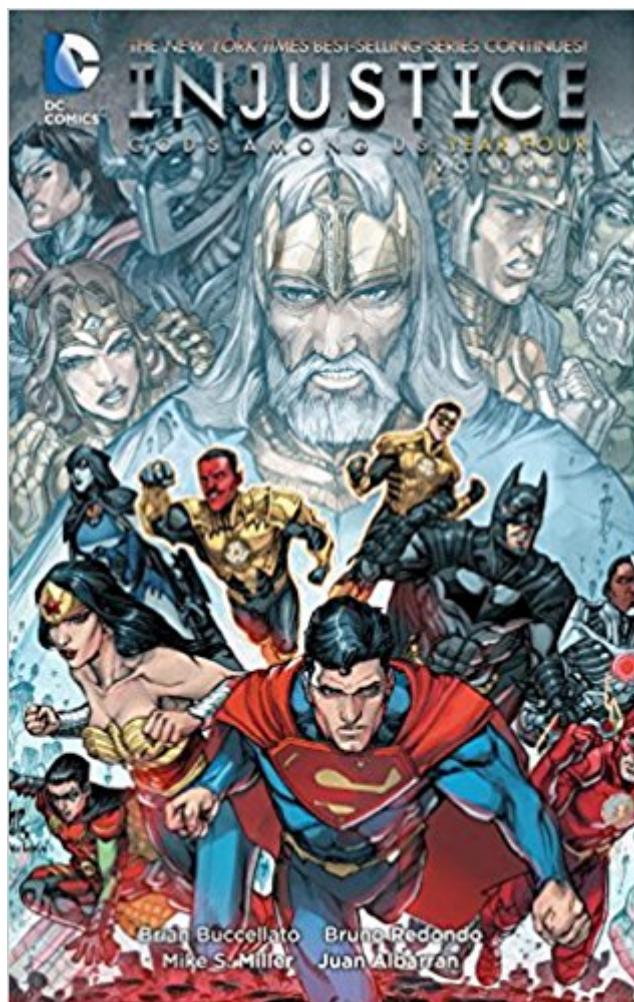


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Injustice: Gods Among Us: Year Four Vol. 1



Synopsis

The prequel to hit video game and comic series INJUSTICE: GODS AMONG US continues with INJUSTICE: GODS AMONG US - YEAR FOUR VOL. 1! It's the year of Gods! Joining the insurgency against Superman, Zeus makes a bid for Earth, bringing the Ian Army into the fight. Caught in the middle, who will Wonder Woman side with? Meanwhile, how will Batman take advantage of all this godly interference? Writer Brian Buccellato and illustrator Bruno Redondo continue the New York Times best-selling series with INJUSTICE: GODS AMONG US - YEAR FOUR VOL. 1. Collects issues #1-6.

Book Information

Series: Injustice

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Customer Reviews

"An entertaining gateway into the new game universe." --IGN "One of the best DC comics to not only come out this week, but since the start of 2013." --AICN

Brian Buccellato is a writer and illustrator, best known for his work as scribe on THE FLASH with cowriter and artist Francis Manapul. He has also written DETECTIVE COMICS, INJUSTICE: YEAR THREE and FOREVER EVIL: ROGUES REBELLION for DC Comics. As a colorist, he's worked for Marvel, DC, Vertigo, Top Cow, Image and Dynamite Entertainment. His recent coloring credits include ADVENTURE COMICS, HELLBLAZER, SUPERMAN, AND THE FLASH.

Buccellato starts Year Four of Injustice off with a bit of a whimper as the new "yearly" arc of the

series transitions away from the magic users of Year Three to the Greco-Roman Gods of Olympus. With Ares playing the part of the serpent whispering in each side's ears, a conflict is sparked between Superman's regime and Zeus himself. Year Four's major arc includes some intriguing ideas such as Zeus revealing himself to the world and demanding that all other religions be abandoned. How the world would react to the existence of the Greco-Roman pantheon is a great question, though it isn't explored as much here as I would like. Instead, volume one of Year Four basically feels as though the writing team is trying too hard to be clever with numerous twists and constant shifts in allegiance. The biggest victim here is Batman himself who comes off looking like a chump. After being duped by Constantine in Year Three's finale, Bats is in a slump and easily plays into Ares' hands when the God of War starts playing the various sides against each other. He agrees to allowing the Grecian Gods to take down Superman, only to replace one tyrant with another when Zeus declares himself to the world. Also, the book continues the trend of unnecessarily killing off Batman's allies who weren't in the video game. This leads to one of the worst moments in the series when Renee Montoya overdoses on super strength pills and tries to take down Superman alone only to have a heart attack from the OD. Batman arrives to retrieve her body and Superman just lets him walk away despite his obsession with bringing Bruce down in the previous volumes. All in all, it continues Buccellato's weaker run on the series after he took over as the main writer, though the second volume of Year Four is a good return to form.

Year 4 vol 1-6 just doesn't tell a captivating tale. There are a few interesting things that happen, but there is an appreciable lack of suspense even as the Greek gods join in the brouhaha. The story moves forward, but that's about it.

I own the individual comics of Injustice and I purchased the volumes to read whenever as not to ruin my first print copies. That said, Injustice: Gods Among Us series is a very...very good read. You'll experience many different emotions throughout and become excited then angry and so on. It is great for collectors, if you enjoy comics, looking for something new. Highly recommended!!

Cool story. It's getting very interesting now and totally worth buying. Adding the new characters has added a new "what if" twist.

I love this Story and have the full collection, but my comic arrive with a sort of security white sticker in one of the pages. Highly disappointed

I like the Injustice comics much more than I liked the Injustice game. The story is very much akin to Marvel's Civil War in that it pits hero against hero in a philosophical and very violent war. The difference here is that the deaths are frequent and lasting (given that it's an elseworlds type deal, the creative freedom afforded to the writers is a refreshing change of pace). This gives each sacrifice gravitas, even those that are mentioned or shown in the game, which has left me impressed and anxiously waiting to see what happens next. While previous volumes have had their highs and lows in terms of quality, they have all been pretty consistently compelling. In particular, Year 3 Volume 2 stands as a high point for me given that it caused both sides to come together again (even momentarily) to stop a reality-ending event. It's also fun to see John Constantine run circles around Batman. Everything felt deliberate and everything made sense within the context of the Injustice universe. In a way, the previous volume seemed to herald the beginning of the end, a segway toward fitting the universe more closely to that of the game. Unfortunately, Year 4 Volume 1 falls very far from its predecessor and, for me, any previous Injustice volume. The problem is that the conflict doesn't feel weighty. Gone is the drama, replaced instead by what feels like filler and a cheap attempt to pull a fast one on readers. Spoilers ahead. Wonder Woman fights Superman. For about a minute. Ironically, this fight is advertised right on the cover of the book, already making the twist weaker. And then it's not even a twist! She doesn't want to fight! If nothing else, I suppose this volume served more to demonstrate Superman's further descent into the tyrannical overlord presented in the game. What disappointed me most was that the idea of Wonder Woman changing sides now was quite compelling, as she ultimately has to end up BACK on Superman's side. This could have been a tremendous arc, and one that would have offered Diana a chance to really shine, even if she was just spying (as cheap as that would be). At best it would put her in a position where she is forced to examine her loyalty to Kal and how far she is really willing to follow him down this increasingly darkening path. But this is not the case. This book does little to move the overall story forward. Superman becomes more of a tyrant, but nothing else changes. There are a few deaths (which all fall totally flat dramatically speaking) as well as an attempt to humanize Damian (and Batman), but that resolution occurs too quickly and makes Damian look like a dumb punk instead of the brash-but-lovable scamp from the main continuity. In short, this volume of Injustice feels like filler, more so even than the actual filler content. And, to me, that's a crying shame. As it stands, Injustice is a single continuity, which I really like, but it also means that if you are a fan, you cannot skip this entry. Buy it, reluctantly, and hope the next one is better.

2.5 stars. It's ok. It's entertaining in the way that a football game between bad teams can be - you watch it and there are some good players that make a few good plays, but overall you know you could be doing something more productive. The bad: 1) Superman fights Wonder Woman in a neat little strategic play by Batman, and it escalates to a high level of seriousness. Then it just ends. Lame. 2) The story ends in a terrible way. Just a full page scene, without any mention that the story has ended or will be continued. I initially thought there was something wrong with my edition. 3) Too many characters, not enough character development. 4) Harley Quinn needs to go. The good: 1) Batman with a beard. 2) The presence of the Greek Gods. I'm a huge fan of that pantheon, and enjoyed reading the myths as a kid. I also enjoyed the AD&D representations of them, as well as their appearance in the Avengers in the mid 80s after Masters of Evil 5 (and in the modern Wonder Woman series by Brian Azzarello).

The storyline continues with enough drama and flare to have you hooked

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