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# Injustice: Gods Among Us: Year Three Vol. 2



## Synopsis

Explore the world behind the smash-hit video game from the makers of MORTAL KOMBAT in INJUSTICE: GODS AMONG US: YEAR THREE. Both sides of the superhero conflict between Superman and Batman have summoned magical beings of unimaginable power to fight by their sides—but when it appears that neither team can control the forces that they have brought into this war, it may already be too late. The two groups of battle-scarred heroes must forge an alliance to end the carnage they've created. John Constantine, Dr. Fate, the Swamp Thing and others join the fight to control the magical havoc that is being unleashed. Now the war isn't just for Earth, but for the very nature of reality itself! New series writer Brian Buccellato (FLASH) is joined by artists Bruno Redondo (HUMAN TARGET) and Mike S. Miller (BATMAN: ARKHAM UNHINGED) to deliver some shocking changes to this twisted take on the DC Universe! Collecting INJUSTICE: GODS AMONG US: YEAR THREE #8-12 and INJUSTICE: GODS AMONG US: YEAR THREE ANNUAL #1.

## Book Information

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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."--AIN'T IT COOL NEWS

Brian Buccellato is a writer and and illustrator, best known for his work as scribe on THE FLASH with co-writer 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.

After a strong start to Year Three, Tom Taylor stepped down as Injustice's lead writer and Brian Buccellato took over. Sadly, the writer change doesn't work in the series' favor as Taylor was the stronger creative force in my opinion. The biggest issue is that numerous plot points from the first half of Year Three fail to carry over into this concluding half. The fact that Bruce sold his soul to become the new host of Etrigan the Demon is never mentioned (nor does he transform back into Etrigan at all in this volume). John's brilliant scheme to cast a sleeping spell on Superman (and then dismantle the regime in his absence) is immediately undone by Ares. This means that John's huge plot to take down Supes only lasted a single issue (the terrific dream sequence issue that ended Volume One). The bigger issue is that the plot threads concerning the Specter are hastily tied up in a red herring. After numerous references seem to suggest that the spirit of the Joker has infected the Specter or taken control of him, it is revealed that the true corrupting influence on the Spirit of Vengeance is Mr. Mxyzptlk in disguise. It's not that this is a bad twist, but all the effort the writers go to to make it seem like the Joker is back was a waste. Also, Mxyzptlk's explanation for his motivations feels weaker than if the writers had just continued to use the Specter. After all, the Specter has attempted to eradicate the forces of magic before (the Day of Vengeance story arc) so it made more sense for him to be the big bad instead of Mxyzptlk. Buccellato's run also exacerbates an exhausting trend of too many character deaths. After characters like Jason Blood and Harvey Bullock died in the first half of Year Three, a few too many other bodies get added to the count in this volume. All in all, it sometimes feels too much like the creative team feels the need to wipe out ANYONE that wasn't featured in the video game's story mode. Since the video game's story opens with Batman almost all on his own, this unfortunately means that most of his allies end up constantly biting the dust. Buccellato also includes the tired trope (that he reuses again in Year Four) wherein the two warring factions have to set aside their differences to deal with a larger threat. With Mxyzptlk controlling the Spectre, Constantine goes for a hail mary and tricks Trigon the Demon into fighting Superman's forces. The battle between Mxy and Trigon is so powerful it threatens to wipe out everyone so the regime and the resistance have to team up momentarily to end the threat. It is a tired comic book trope that doesn't fit that well here when the conflict between Superman and Batman has become such a blood feud. All in all, a decent book but a huge letdown to the magic users arc started in Year Three Volume One.

Constantine's inclusion to Injustice brings forth a series of characters that I've never even heard of. Thankfully the authors anticipated this and provided us with just enough data to keep us updated with the plot without bogging us down with constant "Who's who?". Probably one of the darker moments in Injustice and I loved every second of 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!

I hate seeing superman as a villain, but this series she's on every level. I don't know how long it can last, but if it remains at this quality, I'll keep reading it. Now magic has entered the fray...

I'd rate it honestly a 3.5 but damn do I really enjoy this series. It's just so fun. You know Superman is going to wreck s\*\*\* soon. I mean if you played the game you know the outcome. Sometimes it's just so fun building up to that outcome. I eagerly await to see what happens to all the heroes I love. The issue contains a few deaths, almost a serious one, and I can guess what will happen in Volume 2 but it doesn't make it any less exciting.

great book

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This series is insane. It's brilliant and literally has EVERYONE in it. So good. The concept is amazing and the writing is on point.

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