



Batman/Superman, Volume 2: Game Over

Greg Pak (Writer) , Brett Booth (Illustrator) , Jae Lee (Illustrator)

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Batman/Superman, Volume 2: Game Over Greg Pak (Writer) , Brett Booth (Illustrator) , Jae Lee (Illustrator)

The Dark Knight and the Man of Steel uncover a plot by the Toymaster to use a secret, potentially deadly element in his new video game, the characters created by players manifest in real life. The ultimate fighting game results--and a world-wide network of players must team up to create the most powerful, skilled Super Heroes imaginable with one goal: To kill Batman.

When Batman and Superman are cornered by the Toymaster and Mongul, they are pitted against one another in a battle to the death, with their only hope being The Worlds' Finest.

Collecting: *Batman/Superman* 5-9, Annual 1; *Worlds' Finest* 20-21

Batman/Superman, Volume 2: Game Over Details

Date : Published November 2014 by DC Comics (first published September 15th 2014)

ISBN : 9781401249359

Author : Greg Pak (Writer) , Brett Booth (Illustrator) , Jae Lee (Illustrator)

Format : Hardcover 224 pages

Genre : Sequential Art, Comics, Graphic Novels, Superheroes, Dc Comics, Batman, Superman



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From Reader Review Batman/Superman, Volume 2: Game Over for online ebook

Shannon says

Didn't really appreciate the sentiment that gamers who play violent video games = violent people.

Also, even not knowing a single thing about releasing video games it should be easy to surmise that alpha testing comes *before* beta.

Jae Lee's art style has really grown on me though. Bad thing is I read this simultaneously with Worlds' Finest, Vol. 4: First Contact because the story goes back and forth (annoyingly) between both volumes and it was actually super jarring to go from Lee's art to another artist's. Lee's is just so unique and I think it really fits the Bat-Fam's series because it just looks ... darker. More menacing.

This page in particular really made me wish he did more Batman comics:

The Batman/Superman story was good after the ridiculous Game Over story, but I ended up liking seeing them with Huntress/Power Girl more.

Ricky Ganci says

I loved having Brett Booth join in on pencils, and the variety and quality of the artwork throughout the entire volume was memorably diverse. Jae Lee returns to form on his contributions, and as always, the insane level of detail that Kenneth Rocafort brings with him adds a photographic quality to the entire story.

I also enjoyed the over-the-top stories, but the book was a bit strange in the telling. I'm all for a good allegory or social commentary, but the structure of the volume in its wildness got away from me a bit as I struggled to determine which threads of previous plots were continuing and which were resolved.

It's a different look at Superman and Batman than the other books that DC is offering right now, but Jae Lee keeps the fun alive in this good-looking but uneven collection.

Michael Church says

Well...this happened. There's a combination of the standard Batman/Superman content, an Annual story, and World's Finest. The first three issues were pretty weak with a story about the Toymaster. This actually set up all of the stories which had no really believable premise. Even by comic book standards. And the first few issues were sideways. It's a novel idea, but doesn't work well in the trade.

The annual was interesting, but a bit random. Steel suddenly shows up. I didn't even know he was a thing in

the New 52, apparently because I'm not reading Action Comics. Otherwise, it's a nice continuation of the previous arc, without needing to be too tied to it. It's a little quick and rushed feeling with the whole tournament thing coming off as very strange.

Then the last arc crosses over with World's Finest in a way that makes a lot of sense, especially after Volume 1 of Batman/Superman. Of course, the WF issues included are a different level of quality than B/S. I got pretty fed up with Huntress and Power Girl constantly comparing Batman and Superman to the Earth 2 versions. It just got old and sounded redundant and ignorant. I guess it could fit, but the author kept doing it in the dumbest situations. It also had a set up where you really need to be reading Earth 2 as well. I am, I just hate when they force you to read a whole slew of titles.

The art is also a mixed bag. Brett Booth has a style that I like, but it is a far cry from Jae Lee. I liked both of their issues, but it was a drastic change. Then the artist for WF was more similar to Booth, but had awkwardly shiny moments, which may have been more on the colorist.

Overall, I enjoyed this, but it was a far cry from the absolutely amazing first volume. I'd keep with it, but it does make me worry the first outing may have been a one hit wonder.

Gavin says

Oh right, the review part...well...odd.

I still don't get how both Bats and Supes died and became powered/levelled up for a video game scenario where Mongul used humanity as a force of anger to kill the two heroes who save them every week...?

Yet somehow DC fanboys will say a talking sociopathic gun loving raccoon is unrealistic?

Anyhow...that part was dumb, and it wasn't Jae Lee art. It was decent, Brett Booth stuff.

Then we end up with the son of Mongul challenging B&S (I call B&S on this whole scenario) to Warworld? So each must take clan members, Clark takes Kara and Steel...where did he show up from? The Superman books in New 52 are so goddamned confusing, no linear sense or carryover...
Bats gets Red Hood...perfect, and Batgirl volunteers...odd.

So in the fights, Jason and Bruce kick the shit out of people, as do Kara and Clark. Steel and Babs do computer shit and get ignored. Then it gets silly...er.

The only story really worth it (other than the few moments of truth between Jason and Bruce) is the one where Huntress and Power Girl run into, B and S.

Except, they're from Earth 2 and they know different versions...

So um ya, then it gets stupid...again...shocker.

Art once again saves the day.

Anne says

This was weird.

The first two (or three?) issues are *sideways*.

I found it sort of off-putting because it's an awkward way to hold a hardcover comic book. I mean, it's not like it's all *that* difficult to turn something to the side, but it got on my nerves after a few issues.

Or maybe I'm just a big whiner-baby?

Anyway, the gist is that Toymaker accidentally invents the World's Deadliest Virtual Reality game.

I enjoyed the banter between the boys, but the story itself was just *ok*.

In a (sorta) continuation of the gamer story, Batgirl, Supergirl, Red Hood, Krypto, and John Steel show up and help our guys kick some alien butt.

Again, it was an *ok* story. There were a few memorable moments between Barbara and Steel that made me laugh, and I enjoyed seeing Jason Todd show up and kick a little ass.

Next up was a crossover with the World's Finest aka Power Girl and Huntress. In the last volume I'd read, PG was having some problems controlling her powers, and this seems to be a continuation of that storyline. They also throw in a character from Earth 2, Vol. 4: The Dark Age. You don't strictly need to read those to understand what's going on...but it wouldn't hurt.

The art is distracting, because Jae Lee isn't the artist for the whole volume. His art sort of pops up in the middle and slaps you around a bit, disappears, comes back for one more kick in the junk, and then leaves. If you've seen Lee's stuff, you know it doesn't play well with others.

He should have either drawn the whole thing..or nothing. I know that sounds awful, but it gave the book a really odd feel. One minute you're looking at *normal* characters, and the next you're eyeballing stuff from fairyland.

And, *again*, I have mixed feeling on how well like his stuff for a superhero comic.

There are stunning moments like this one:

And then stuff like this:

The fuck is *that*??!

Is he smiling?

Is the yellow alien planning to *hug* them to death?

I mean, it looks like he's found his Happy Place to *me*!

And then there's that oddly placed plane, that makes it look like he just farted out a jet.

Nothing about that panel looks like it belongs in a comic book. Nothing.

I like the Batman/Superman stuff, so I hope they don't give up on this title. I'd just like to see something more cohesive and maybe more...*fun*?

Also reviewed for Shallow Comic Readers

Anchorpete says

Alright, so this book can get five stars based on the Jae Lee art alone. Actually, let me correct that, this book gets five stars based on a specific panel that Jae Lee drew- the panel itself is shaped like the Bat Symbol and it features the Red Hood and Batgirl, with images of the worst moments of their life looming large, and disturbing in the background. That is the reason why I read comics. It is what separates them from film or novels.

The storytelling is pretty great as well. This book uses the same gimmick from the Superman/Batman book the Jeff Loeb wrote years ago. It features narration from both Batman and Superman, constantly referring to each other as "Clark" and "Bruce" as they predict what the other is going to do, and why. This, is yet another reason why the book should get five stars. It is a real tragedy that this kind of narration that shows the friendship between these two icons will never be represented in the live action movies. Oh well, at least we have books like this.

Jesse A says

Not the best New 52 title but an interesting change of pace type.

James DeSantis says

I'll be honest this was looking to go down as really bad. The first arc was by far the worse. It starts off with people playing video games, but instead of games, they put these nano robot things inside Superman, Batman, and so on to control them as video game characters. Once past that we have a kind of cool story where Moguel (think that's how spell it) son comes to Earth but instead of destroying it wants to battle for the right. So Superman/Supergirl/Steel and Batman/Batgirl/Redhood team up but instead have to fight each other. It's a fun little team up and something different.

We then have a arc about Superman and Batman dealing with Earth 2 Kara (Powergirl) and Batman's daughter who is Huntress in that Earth. They must face off against the undercover bad guy who is preparing to open a portal of sorts to the world where the old Superman/Batman were in Volume 1.

What I liked: Really enjoyed the arc with the battle royal. Some really fun fights, solid arts, and quick paced storyline (think just two issues). I also dug the whole Earth 2 connection again. It was so cool to watch Batman and his daughter from another reality team up. Def a highlight. Also this Superman/Batman still not trusting each other 100% is compelling and interesting compared to the old ways.

What I didn't like: The first arc was really awful. Sadly it takes up like 1/3rd of the book too. This almost made me not want to continue. Also the ending of the book was kind of mehish and very superheroish.

Overall another fun volume. I just really dig Superman/Batman together. They're funny and their distrust makes for some really interesting moments. I would recommend this to fans of both to try it out.

JoRead says

Ok, I'm no expert when it comes to comics. I read what I like and mostly, I read to entertain myself. I can appreciate the art and the effort the writers put in a comic book but there are times that even I can say that a little more effort could have been put in a story. First of all I will say I'm not fan of the revamp edition of the DC world. Why the DC decided to launch the New 52s is beyond me. I don't like it. I don't know why they did it. I want my old DC characters back. Period. That said I was ready to take a chance of the new story line because why not? After all, they are beloved characters that have stood the test of time over and over again. The graphics/designs of this story were not my favorite. But again, I will blame it on the take of The New 52, not on the artists. Then the story took some turns that were very childish, and I get that comics are still aimed to a very specific audience, but really? I wanted to love it, but there are too many silly things in the story that I just cannot overlook and that made me go "excuse me, whaat?" that 3 1/2 is my rating for this one.

Stewart Tame says

I've now read the first two volumes of this series, and I have to say that I'm more impressed by the art than the writing.

So we're dealing with a guy who calls himself the Toymaster. The name recalls Superman's classic foe, the Toyman, but the Toymaster isn't necessarily a bad guy. He's a super rich, hotshot game and toy designer who's ready to beta test a new game, and, because his new system runs on nanites and handwavium, his game has real life consequences, much to the consternation of Batman and Superman. It turns out that someone else is behind the Toymaster's tech, and they're using him for their own ends. Repercussions from this adventure lead our heroes to Warworld and a teamup with Power Girl and the Huntress among others.

I understand Clarke's Law--"Any sufficiently advanced technology is indistinguishable from magic," and all that--but the Toymaster's game really pushes at the limits. Yes, we do get some fun scenes from the concept, but there have got to be better ways of getting there than magic nanites. Heck, I'd almost like it better if they'd had archeologists unearth Merlin's magic dice or something. It would have been more believable. I know Greg Pak is supposed to be a hot writer and all, but I'm not really seeing it on display here. Story-wise, this is pretty average work, nothing that would have been out of place in World's Finest circa 1975 or 1980 or so.

Jae Lee's art is worth taking a second look at. Lovely stuff, though a bit more flash than substance. Still, very pretty.

On the whole, not recommended, but I suppose you could do worse.

StoryTellerShannon says

Batman and Superman deal with not only an invasion (in which they call in for help) but superheroes from

other Earths and an overpowering villain in the background.

Those who know about Earth 1 and 2 will appreciate some of the references.

Roxanne says

If Batman & Superman aren't telling each other how much the other one is annoying them then they're secretly gushing and saying how much they love the other one behind their back, like get it together guys, good grief. They read like two characters from a ya novel at times i don't know how they get anything done, because all they do is sass each other and secretly write poetry about the other one.

These volumes are just average reads though, they're nothing to shout about, the artwork is probably the best thing about them. So if you just wanna jump that batman vs superman movie hype train then pick this up otherwise you're not missing much. Buuuuut i did like the Red Hood cameo because i am easily impressed!

Jbainnz says

Wow what a let down.

After the first volume I wasn't sold on the series, but I was definitely keen to read more. This fell straight on its face from the get go. After a terrible story with Mogul and his "commuter game" arc it was off to a very rocky start. Then it's followed by a tale of his son, who I can't remember his name, but oh well it was a crap story anyway. Lastly we get a crossover with Worlds Finest, that should be enough to put you off right? Yep, it sure turned me off. Not only were the stories crap, but the art was forever changing. I loved Jae Lees art in the last volume, but there are only a few issues in here that he has drawn.

Overall it's an average book full to the brim of average stories and average art. If your looking for something engaging you might want to look elsewhere!

Steve says

Not a bad story, but took a while to figure out how the various issues in this volume tied together, especially after the first. The artwork was okay, but part of it was really disjointed and the characters didn't look like themselves. Reminded me of Mike Mignola's artwork.

Michelle Cristiani says

Aha! Now I see where volume 1 was going. And I finally get it. I wish I had read them closer together - or even, as they come out, ha! - to get the flow better. When I see the multiple universe thing here, it seems to make sense. I was shocked when it all happened towards the end of this volume.

At the beginning, though, you've got a couple of side stories that set the tone, and they both involve games.

The first one is an elaborate MMO set up to control our heroes...it highlights the personality differences really well. The second is war world, which seemed a little rushed, but there was Red Hood so I was ok with it.

And Huntress has been my favorite female hero, so I am happy to see her. Her backstory, though, was what had made her my favorite, so I'm not sure how I'll feel about her as Helena Wayne.

The art was so original as to be distracting, but it worked for me...at the end only, when it was consistent. Otherwise I was jarred in and out. Maybe this wouldn't have been the case if I was reading it as weeklies? Very angular and stylized. The layout is gorgeous and innovative. I've never seen any comic laid out like this before...it was spectacular.
