



Earth 2: World's End Vol. 1

Daniel H. Wilson , Marguerite Bennett , Eddy Barrows (Illustrations)

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In the infinite vastness of the Multiverse there exists a world much like our own, with heroes and villains different from the ones we know, yet strangely familiar. Together, the heroes of Earth 2 battled the forces of Darkseid and the New Gods of Apokolips. They thought they'd won.

They were wrong.

Apokolips has returned, its four Furies of War, Famine, Pestilence, and Death unleashing unspeakable evil. And that is only the beginning. The god-planet itself is on a collision course with Earth 2, preparing to feed on all life and leave only the void in its wake.

Superman. Batman. Green Lantern. The Flash. Power Girl. Huntress. Hawkgirl. John Constantine. Mister Terrific. Mister Miracle. Doctor Fate. Lois Lane. Jimmy Olsen. Dick Grayson. Barbara Gordon. Only they can save their world-and the worlds beyond...

Writers Daniel H. Wilson, Marguerite Bennett, and Mike Johnson lead an all-star alliance of artists in EARTH 2: WORLDS' END VOL. 1-the first chapter of the sprawling saga that will change the Multiverse forever! Collects EARTH 2: WORLD'S END #1-11.

Earth 2: World's End Vol. 1 Details

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From Reader Review *Earth 2: World's End* Vol. 1 for online ebook

Michael Church says

To really appreciate this, you need to read it along with Volume 2. My review fits with that and Volume 6 of the core series. Volume 1 here does better than the rest, but that's not saying much. What starts as a run of the mill apocalypse (haha) scenario quickly devolves into a bloated, overly long, convoluted, inconsistent mess of a book.

This volume mostly escapes some of this because it's early on in the arc. The art is also rather decent to begin with. There are a couple different styles that mark different storylines. It all seems like it's moving in the right direction, even if it was a little standard. Eventually, it ends up being a completely unsatisfying conclusion to this run.

Ben Truong says

Earth 2: World's End is a twenty-six weekly issues depicting the second invasion of Apokolips and ultimate destruction on a parallel Earth. This weekly event ran parallel and is related to *The New 52: Futures End*, while they don't happen in the same timeline, it was this event – the destruction of Earth 2 and their subsequent escape to the main continuity is one of the main factors that precipitated the dystopian rule of Brother Eye. This trade paperback collects the first eleven issues (1–11) of the on-going weekly event.

The series opens up with a quick review of what happened from the first invasion of Apokolips to the current time just when Apokolip attempts its second invasion. Helena Wayne and Karen Starr who was trapped on Prime Earth had finally found their way home just in time to fight a second invasion, which their fathers' and Wonder Woman had sacrificed their lives to end. With no Trinity alive this time to stop the invasion – it is up to the Wonders to pick up the slack as they battle Darkseid's four Furies of War, Famine, Pestilence, and Death – not to mention an approaching god-planet intent on devouring the Earth, leaving nothing in its wake.

There is a parallel story that takes place that tells the story of Earth's destruction from the civilian point, away from the superhero fights, which is told from the perspective of the Graysons – Dick Grayson a former reporter, Barbara Gordon a former police officer and their child, whose name and hair color the writers and artist can't keep straight. John Constantine from Prime Earth also shows up here. While there is a plan in place to evacuate Earth, its implementation is far from perfect.

This weekly event, in short – is a mess. There's seems to be so many things happening at once and there is continuity problems within the series itself – it's like the writers, artists, and editors were not communicating when producing the series. It started rather strong, but towards the end of the trade paperback it starts to get messy. Granted one needs to have a quick learner curve if they enter this event cold turkey, like I did. I've been told and read in reviews that one should be acquainted with the *Earth 2* series before starting this weekly event.

Although the story may be confusing to the newly initiated and unaware of what happened in the *Earth 2* series – the penciling despite the multiple artists is wonderful and seems rather seamless. The illustrations and coloring seems spot on for the most part that it almost makes up for the inconsistent writing – almost.

All in all, *Earth 2: World's End, Vol. 1* is a somewhat good start to the event, a tad confusing unless you know the history of Earth 2, but slightly above mediocre edition at best. It is highly recommended to read the trade paperbacks of *Earth 2*, before starting this event for the full impact and understanding some of the storyline of the event.

Guillermo says

People have suggested to start with the earlier Earth 2 comics, but it honestly seems unnecessary after having read this. Almost everything you need to know for backstory is told in here. That said, the first volume of *World's End* is pretty good. The art is satisfactory, and the story moves at a good pace. I wish Alan Scott and Jay Garrick would have gotten more of a spotlight in this, but it is what it is.

Gavin says

This book is a sprawling mess...and it's only volume one!

That being said, there's a certain charm to the Earth 2 peeps, including a returned Huntress and Power Girl (holla at them boobies!) from their sojourn in Regular world...they were originally Supergirl and Robin, but as Bats and Supes died in the beginning of this against Darkseid when New 52 launched, they ended up in regular world. Here they return, and think imposters are taking over...but it's Thomas Wayne and Val...el? As Bats and Supes here...old man Bats rules. I love Thomas and his runs as Batman. Makes me wonder what Bruce would have thought...

Other than that, it's a smorgasbord of DC characters...Supes, bats, Red Tornado, GL, Flash, AquaWOMAN, hawk girl, Dr. fate, Mr. miracle, mr. Terrific, Ted Grant, Babs and Dick, missing Oliver Queen, Barda, Constantine...who may be the one from regular world...still not sure, Solomon Grundy, Lois lane, jimmy Olsen, Fury (wonder woman's daughter), Darkseid, some New Gods...

Lotsa stuff!

Convolutd mess, with moments of OK in it. Basically, after the trinity (Bruce, Clark, Diana) die to save Earth 2 from Apokolips and Darkseid, it's 5 yrs later, and the new and surviving Heroes see that it wasn't a win, but a retreat by Darkseid and co...

Cue big end of world scenario that always happens in these books...

Does anyone know if this ties in with Multiverse stuff? And the contracting of DCU?

Anyhow, I'm sure Sam would despise it, and Anne is reading it now...I think 3 is fair, but I'm happy to get to know some more about the characters if I can...I'd even try volume 2 though I'm sure it's a mess too.

Sylvester Kuo says

Continuing directly from the first series. Darkseid's four furies arrived on Earth 2 to serve him. There was a

lot going on. The elements of Earth prepared their champions to battle the furies, the new heroes uncovered a cloning lab; Barb and Dick tried to survive along with Wildcat; Doctor Fate, The Flash and Hawkgirl worked with the World Army to save lives. Lastly, Fury and Mister Miracle uncovered their destiny.

It was a little bit messy, some parts made no sense as of this volume but hopefully will be resolved in the next one.

Jbainnz says

To be honest I think this is more like 3.5 stars, but I love Earth 2 so much I had to bump it up to 4.

I haven't read the last 2 volumes of the Earth 2 series leading up to this point, but along with the recap at the start of the book I was able to catch onto what's going on here. Once again the heroes of Earth 2 are at war with Apokolips. I'm not thy familiar with the New Gods lore so a lot of characters were completely new here. Some of which left me a bit confused, but I powered through anyway. It's a great story with lots of threads woven in the overall story.

The biggest complaint I would have to say is the pace. It just feels too god damned quick for its own good. Lots of plots that could have been drawn out to create more atmosphere have been ripped through like a bat out of hell. Making the story feel like it was being forced along. Because of this, a lot of the "oh snap" moments became rather lacklustre due to the fact you had to go back and re read sections to fully understand what the hell just happened. Along with this, there were so many stories going on here. Now I'm a huge fan of stories that intertwine many smaller stories, but the quick pace of each of them just hindered this enjoyment to the point of confusion.

I think I will need to read this in full concession with the full Earth 2 series to really get the most out of it. Like I said earlier, it was a really enjoyable read, but just didn't quite live up to my high expectations from its predecessor series. Back to the beginning I go!

Jesse A says

Not a big fan of this one. I just didn't care for the writing or really anything about it

Koen says

Well, this is fun!!

This is not just action packed.. It's flowing over with the buckets!! Loving it and sincerely looking forward to the next part ;)

(which i'm gonna grab in a second :p)

Brian Poole says

Earth 2 was one of the more interesting and successful books to come out of DC's "New 52" period. It put a contemporary spin on the cherished old Justice Society characters. The monthly series also provided a relaunch point for many of Jack Kirby's New Gods characters. The Earth of *Earth 2* was recovering from an invasion by Apokolips that resulted in the apparent deaths of their versions of Superman, Batman and Wonder Woman. Events in the monthly book featured new attacks by Apokolips that brought Earth 2 to the brink of collapse.

World's End opens with a recap of *Earth 2*'s major events and backstory before launching into its main story involving a devastating new invasion by Apokolips. Characters believed dead make something of a comeback, while others are put into mortal jeopardy. Various characters go through major upheaval and the forces of Earth 2 prepare to mount a suicidal assault on Apokolips itself, which has moved into Earth 2's orbit.

World's End is an odd beast. Written by Daniel H. Wilson, Marguerite Bennett and Mike Johnson (from a story by Wilson), with veteran artist Scott McDaniel choreographing the action via breakdowns, the story is stuffed with characters and plots. The action shifts frequently from one story to another, rarely sticking with one path long enough for readers to dig into the meat of an action stream. Those frequent scene shifts create more the illusion of motion rather than any actual plot momentum. While the writers build on elements from the monthly *Earth 2* story, *World's End* often feels a bit too frenetic.

Even with some pacing and structure issues, *World's End* manages to be engaging a lot of the time. Character beats don't get a lot of room to breathe, but some still manage to land with some impact. The reunion between Power Girl and Red Tornado (i.e. her foster mother Lois Lane) especially stands out. Fury, the daughter of Earth 2's Wonder Woman and the villain Steppenwolf, gets some nice development, and there's some interesting stuff with New Gods Mister Miracle and Big Barda that puts a very different spin on that long-time couple. There are a lot of ideas on display in *World's End*, but at least in this first part of the saga, a lot of those ideas fall into the category of "interesting" instead of "effective."

The art approach is also a curiosity. Fans are used to these weekly series with multiple plots and characters sporting multiple artists as well. But usually, each issue features only one art team. *World's End* sometimes features as many as six art teams for one 20-page installment. Only the final issue in *Volume 1* sports a single art team for a whole issue. While the artists involved (including well-known names like Eddy Barrows, Jorge Jimenez, Tyler Kirkham, Paulo Siquera, Jan Duursema, Stephen Segovia, Ardian Syaf, Paul Neary and Sandra Hope, among many others) work in a fairly similar clean, classic style, there are enough stylistic differentials in some installments for the switch in teams to be noticeable. For the most part, it's not unduly distracting, but it does seem to be an odd approach with the potential to be a hindrance. With a small army of colorists and letterers, the visuals in *World's End* never quite develop any kind of distinctiveness, settling instead for a well-executed house style that gets the job done without being especially exciting.

It might seem that *World's End* is being damned with faint praise. Indeed, there are worse fates for a series than to feature an ambitious, wide-ranging story that's professionally executed. But DC makes a big deal out of its weekly series and fans expect the company to bring a bit more to these events than mere professional competence and the desire to spin a big saga.

For its importance in the run-up to *Convergence*, *Earth 2: World's End* is probably worth checking out for fans following that event and will be of particular interest to readers of the monthly *Earth 2* series. It's hard to see it having much appeal beyond those constituencies.

A version of this review originally appeared on www.thunderalleybcp.com

Anne says

STOP! THIS IS NOT A *REAL* 1ST VOLUME!

If you haven't read the first 5 volumes of the New 52's *Earth 2*, then this is going to read like a convoluted mess. You actually need to start with *Earth 2*, Vol. 1: *The Gathering*, and finish with *Earth 2*, Vol. 5: *The Kryptonian*.

Then, and only *then*, will **World's End** be something that is not only enjoyable, but also makes sense.

This picks up after *The Kryptonian*, which means that *Earth 2* is crumbling under the attacks from the planet Apokolips.

The Four Horsemen have reached this earth, and the heroes are barely holding their own against the onslaught. That's *not* to say they aren't trying, but most of them are new to this hero gig, and Apokolips has some *fo real* badasses on their roster.

Since this is a different-but-similar world to ours, part of the fun of the title is running into the new incarnations of old characters. And even when they don't play a large role, seeing cameos always makes me do a little happy dance.

Wave to Wildcat, kids!

Some of the characters get a bigger role, however.

Such as, journalist and family man, Dick Grayson, and his wife, police officer, Barbara Gordon. Get your hankies out, people!

Psst. For the three of you who have been following the New 52's Constantine, his Apocalypse Road storyline intersects here.

I don't want to give too much of the plot away, but there were a few flashbacks that explained some things I had been wondering about.

Answers, FTW!

Also, this volume sees the return of Huntress (Robin) and Power Girl (Supergirl) to their Earth 2 home. It's a bittersweet reunion, to say the least.

Oh! Oh! And best of all, there are several characters that return from the dead to help fight. Was. Not. Expecting. THAT.

All in all, I really enjoyed this one! If you've been following Earth 2, then I think you'll be happy with this edition to the story. However, I wouldn't recommend this as a jumping off place for anyone who's new to the title.

StoryTellerShannon says

In this Dystopian world Earth has begun to recover from an alien invasion having lost Superman, Batman and Wonder Woman. New heroes step up who seem similar to the original DC Earth heroes but they're different.

There's a lot of stories and if you start with this one you are likely going to be confused.

That said, the artwork is gorgeous and I appreciate the writers are trying to do something different for the veteran readers.

OVERALL GRADE: B to B plus.

Shannon Appelcline says

World's End is built around a great idea: describe the end of a DC universe, as Wonders battle the force of Apocalypse, and tell it as a weekly series. It's epic, it doesn't hold bars, and it's a truly world changing events.

World's End does ... OK with the idea. There is indeed the epic storytelling that was promised as well as some great surprises for the universe (although tend to be overlaid and repeated in the *Earth 2* comics, which are inexplicably not included here). Unfortunately, the story is all very muddy as well.

At first I thought this was due to the short, staccato visits to various storylines, which early in the volume made it hard to figure out. However later on, those viewpoints became larger ... and the story was still muddy. So I have to suspect that author Wilson just isn't quite up to telling a story of this size.

Despite the lack of clarity at times, this is still an interesting end to the *Earth 2* storyline. I'd rate it right around 3.5 stars, which as it happens is where the average is currently falling.

Kyle says

A jumbled mess of a book which will make no sense to anyone unless they have read the entire Earth 2 series leading up to it.

I really don't understand why they are forcing Dick Grayson into the plot all of a sudden, and likewise with Constantine.

There are people dying and coming back to life on every other page, people gaining powers, people losing powers, friends one panel and enemies the next. It's farcical.

With soooo many narratives on the go at once, you just know this isn't going to end well.

3/5

Matt says

Collects Earth 2: World's End issues #1-11

I really, really enjoyed this story. When I picked this up, I had only read the first four volumes of "Worlds' Finest" and "Earth 2." I believe that reading each of the fifth volumes of those series would have helped me have a better understanding of some of the characters and events, but this collection did a fairly good job at catching me up. I really didn't feel lost, but I do wish I had been able to read those first.

I have liked Earth 2 from the beginning because it is set in a war-torn universe of its own, separate from most of the storytelling of the main New 52 Earth (known as Earth 0). In the past, I have compared the feeling of reading "Earth 2" to the feeling I get reading books set in Marvel's Ultimate Universe.

The official solicitation for this collection gives a list of superheroes that appear in this book, but keep in mind that many of them are alternate versions of the heroes that most people are familiar with. Here is the list from the solicitation of just some of the heroes that appear within:

"Superman. Batman. Green Lantern. The Flash. Power Girl. Huntress. Hawkgirl. John Constantine. Mister Terrific. Mister Miracle. Doctor Fate. Lois Lane. Jimmy Olsen. Dick Grayson. Barbara Gordon."

I am a big fan of having alternate versions of recognizable characters. My favorite alternates in this book are Superman, Batman, and Green Lantern (in that order).

Darkseid is the big bad of this volume, but surprisingly he barely appears in Volume 1. His presence is strongly felt, though, as his legions of Apokolips attack Earth 2 (again).

Throughout this whole book, the war rages on between Apokolips and Earth 2.

Pawe? says

Gdy Darkseid obierze sobie ?wiat za cel, nazwa jego domu okazuje si? nie by? przypadkowa. Bo na ten ?wiat nadchodzi apokalipsa.

Zast?py maszkar, piekielne maszyny, kolaboranci, ?mier?, choroby, wojna i rozpacz przerzedzaj? szeregi

bohaterów którzy starają się za wszelką cenę zawrócić koniec świata i ocalić garstkę ludzi, która jeszcze nie została zdmuchnięta przez siły bezlitosnych bogów jak wieczki na wietrze. Bezpardonowa walka toczy się na każdym froncie, nawet sama planeta próbuje się bronić.

Pomimo tytanicznego poświęcenia sytuacja cięgle jest beznadziejna.

Komiks trzyma w napięciu i wciąga jak Electrolux.
