



All Star Comics Archives, Vol. 2

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World War II continues to rage throughout Europe and the Pacific leaving virtually nothing untouched by its wake, including American comic books and the JSA... Represented here are the adventures of the Justice Society of America from the pages of All Star Comics of 1944 through the first half of 1945, perhaps the most grim of the war years, which may explain the time-travel story containing a strident saber-rattling indictment of the entire country of Germany (something almost uncomfortable to look at with today's sensibilities). Also we have a sympathetic, yet exciting adventure revolving around the plight of the "physically handicapped," a twenty-year-old murder mystery, an alien robot invasion, and a world-spanning tale of (shudder) living paint!

Add to all this the "mystery of issue 24," as delineated by historian Roy Thomas in his foreword, and you've got a collection of nothing but the best of comics' Golden Age!

All Star Comics Archives, Vol. 2 Details

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From Reader Review All Star Comics Archives, Vol. 2 for online ebook

Joseph says

The second volume of All-Star Comics sees some membership changes. As the Flash and then Green Lantern got their own solo title, they became honorary members like Superman and Batman, replaced by Starman, Dr Mid-Nite, and Johnny Thunder as a full time member.

The set-up is the same as in the previous volume. Getting together to solve a threat, the team disperses into solo adventures, then meeting together at the end to bust up the bad guys. We see a lot of fifth columnists in these stories, written before Pearl Harbor, and the FBI director makes an appearance as well (in shadow).

Each issue also has a prose story feature Hap Harrigan, but they're forgettable.

Notably, this collects All-Star Comics #8, which is the first appearance of Wonder Woman. The tale is not part of the JSA adventure but more like an insert in the magazine. It gives us WW's basic origin, including Steve Trevor and the introductions of bullets and bracelets.

The other John says

This second collection of Justice Society adventures features the JSA trying to raise money to help war orphans, solving a mysterious outbreak of insanity, travelling to South America to thwart Axis agents and travelling to the 25th Century to secure a formula to protect America from enemy bombers. Oh, yeah, it also reprints the first Wonder Woman story. It's all presented in it's crude, 1940s comical glory--a pleasant diversion from the troubles of today.

Fraser Sherman says

3.5 stars. This presents four issues of the Justice Society of America's Golden Age run, along with Wonder Woman's origin from All-Star Comics 8, and the Hop Harrigan text pages (unmemorable, like most text-page adventures) All Star #7 has the JSA finding ways to raise \$1 million for European war orphans; it's fun. The battle against Dr. Elba in #8 is routine crime thriller (it would have worked if it was Batman or the Shadow) and #9 is a dull tour of Latin America. #10 is a first-rate story in which the JSA travels 500 years into the future to obtain the advanced scientific knowledge of how to build a bomb-proof forcefield. Not the best of the Golden Age, but enjoyable

Travis says

Great collection of the original Justice Society comics of the 40's. The plots are light and formulaic, but the art is nice, it's a great bit of comic history, it's a fun read full of self contained stories about some of my favorite characters.

Not a hint of grim and gritty here. Just pure comics.

If you are overly sensitive about PC matters, I'll warn you this was WW2, so not the most flattering portrayal of the Germans and Japanese.

Mark says

All Star Comics #7-10

1941-2

Superman & Batman join JSA = All Star #7

First appearance of Wonder Woman = All Star #8

Rich Meyer says

While another landmark reprint volume, with some fantastic artwork by Jack Burnley, Bernard Bailey, Cliff Young, and others, these four issues of All Star Comics aren't necessarily the greatest stories every - a couple are so convoluted that they're hard to follow. They're also the first without any of DC's then-Big Four (Superman, Batman, the Flash, Green Lantern) playing any major roles in the stories (except for one with Green Lantern).

The reproduction on a couple of them seem to be a tad lacking (unlike the tales in the other volumes of the series that I've perused). Still, it's about \$10,000 of classic Golden Age comics for a very low price (in my case, about \$15). Issue #8 did include the back-up story featuring Wonder Woman, which was a great read.

Adam Graham says

The book begins with a rousing introduction from Jerry Bails, which really sets the stage for the book.

The Justice Society were the original large-scale Superhero team. This second volume collects All Star Comics Issues 7-10 with 4 adventures from the Justice Society. The society featured a team plus several honorary members. At the start of this book, the honorary members are Batman, Superman, and the Golden Age Flash.

Issue 7 was the first and only issue during the Green Lantern era as Chairman of the Society. The society sets out raise \$1 million for humanitarian war relief. Usually, they don't accept rewards, but they've got the spirit of World War 2 and set out to help others in a fun and moving adventure. Grade: A-

Issue 8 begins the Hawkman era as Chairman as the Golden Age Green Lantern joins the honorary member list. The plot centers around several criminals going insane. With Green Lantern inactive and Hourman taking a leave of absence, that opens spots for Starman and Dr. Midnite who are introduced in this issue. Overall, this was an okay story with unsatisfactory ending. However, it's made better because All Star

Comics #8 throws in the first Wonder Woman story at no additional cost. Grade: B+

Issue 9 features the JSA going after fifth columnists spread throughout Central America. and J. Edgar Hoover being made an honorary JSA member. I'm usually all in for World War 2 propaganda efforts, this one suffered. There was really no unified meeting or big goals the team was going for leading to an average series of solo stories. Grade: C

Issue 10 has the Justice Society Teaming up with scientists who are working on a system of bombing defense. No one has the exact way to do it, but one of them has invented a time machine and the JSA proposed to go forward in time to get the components. Yes, it's a time paradox, but I have to love the optimism about the future even in the midst of war. A hopeful and fun story. Grade: A-

The big plus in this issue besides Wonder Woman is Captain Midnite who could have been a basis for Daredevil. While the Golden Age Atom is a weak character, my least favorite character here is Johnny Thunder who remains the, "One of these things is not like the other" member of the JSA as his magic thunderbolt genie is the only ace he has. It's a good ace but functions as a deus ex machina for the clueless JSA member.

But even with Johnny Thunder, the book was still pretty fun reading.
