



Batman '66, Vol. 3

Jeff Parker, Richard Case (Illustrations)

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In this third BATMAN '66 collection, The Dynamic Duo face The Joker, The Penguin, the Queen of Diamonds and a Bat-Robot of their own making...that may put Batman and Robin out of a job! Collects issues #11-16.

Batman '66, Vol. 3 Details

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Author : Jeff Parker , Richard Case (Illustrations)

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From Reader Review Batman '66, Vol. 3 for online ebook

Alex Sarll says

More Adam West-styled fun from the only modern Batman comic worth reading. At times it gets more meta than ever (the Dynamic Duo get adapted into a TV show - but it makes them out to be much darker and edgier, because ratings, baby!); elsewhere it's ideas which could never have made it into the show because of budget and effects limitations (Batman creates a giant robot version of himself - does Gotham even need the original anymore?). But always, the tone is dead on. In amongst all those daft old villains like Louie the Lilac and Marsha, Queen of Diamonds, I was especially intrigued by the Black Widow, whom I don't remember at all. I was convinced I'd seen the whole show, but perhaps the spider motif was too scary, or even an old Tallulah Bankhead too saucy, for daytime repeats in the eighties.

Brandt says

So it's no real secret that I am high on *Batman '66* as I think it is a refreshing take on Batman. There isn't much different about *Vol. 3* than the previous two volumes, and of course it is the embracing of that simpler, campy Batman of 1966 that makes this book so enjoyable. Highlights from this volume include the *Batman '66* take on the "gritty" modern Batman, a proto-simian dynamic duo for those who like that sort of thing, and a tease at the '66 version of Harley Quinn. Recommended reading for those who don't like their Dark Knight so dark.

Maria Kramer says

I liked seeing the potential beginning of a '66 Harley Quinn. Plus, the return of the original artist, yay!

Jerry says

The old-school-style fun and action continues here. If you enjoyed the first two, you should definitely check this one out as well.

Sam Quixote says

Jeff Parker and Jonathan Case are back for another round of Batman '66 stories featuring Joker, Catwoman, Penguin, Riddler, Egghead and a whole cavalcade of esoteric characters who're up to no good - Adam West Batman and Burt Ward Robin to the rescue!

Jeff Parker's simply run out of steam at this point - Batman '66 Volume 3 was soooo boring to slog through! I thought that maybe I just wasn't in the right mood or maybe the novelty's worn off but I'm still interested in reading the Man from UNCLE and Steed and Emma Peel crossovers so I don't think it's that; Parker's

stories are just plain crap!

Most of them are uninspired, uninteresting hack jobs with Parker doing the same schtick he's been doing for three books now and it's gotten really tired and repetitive. The Mike Allred covers remain amazing and Jonathan Case's art is really good, and The Dark Knight Detective, a parody of Frank Miller's dark'n'gritty Batman was vaguely amusing, but overall this third volume was a tedious bust.

I think this series is over, old chums!

Ben Truong says

Batman '66, Vol. 3 picks up where the previous trade paperback left off. It collects the next six issues (11–16) or sixteen digital issues (31–46) of the on-going 2013 series.

Batman '66, Vol. 3 contains seven different stories or adventures and is arranged like an anthology rather than by chapter. Stories range in length from one to three digital chapters. The stories are as followed:

"*The Joker's Big Show*" is the only three-part story that has the Dynamic Duo teaming up with Batgirl who fights against the team-up of the Joker and Catwoman. In the "*The Queen of Diamond's Big Heist*", is a two part story deals with the Dynamic Duo facing up against Marsha, the Queen of Diamonds, who tries to steal the giant diamond that powers the Bat-computer. "*To Be or Not To Be*" is a one-shot that deals with a break-in at the Wayne Manor and the only thing stolen is the bust of William Shakespeare that controls the door to the bat-poles – the Dynamic Duo had to face the Minstrel in their old costumes.

In "*Don't Change the Bat Channel*" is a two-part story, having the Dynamic Duo going to Hollywood to take on False-Face. The Dynamic Duo builds a Batrobot, which causes more damage than good in the two-part story "*The Batrobot Takes Flight*". In "*Caught in the Widow's Edge*" is a two-part story about the Dynamic Duo taking on the Penguin and the Black Widow. Finally, in "*Eggolution*" has the Dynamic Duo trying to apprehend Egghead who has evolved to a forties century man with mental powers of that era.

With the exception of two stories, Jeff Parker penned the entire trade paperback. Guest writers Art Baltazar and Franco Aureliani penned, "*To Be or Not To Be*" while Gabriel Soria penned "*Don't Change that Bat Channel*". For the most part, it was written rather well. It captured the sixties series rather well, without being over the top in campiness, but retained the spirit of the series. It introduced many minor villains from that era that I have not heard before and that was rather nice too.

Batman '66, Vol. 3 has seven different pencilers – one for each story. Jonathan Case, Dario Brizuela, Ted Naifeh, Dean Haspiel, Paul Rivoche, Wilderedo Torres, and Brent Schoonover penciled one story each as listed in the order listed above. Surprisingly, with so many pencilers contributing to one trade paperback, the penciling style rather complements with each other and the artistic flow was incredibly smooth.

All in all, *Batman '66, Vol. 3* is a rather wonderful continuation for the series and I can't wait to read the next trade paperback.

John Yelverton says

The author is showing his true love for the original series, by introducing the lesser known villains; while at the same time introducing concepts of his own that would have easily blended into the original television series had it lasted longer.

Cassandra Elise says

The good news is we finally get a comic which features Batgirl working with the Dynamic duo, rather than the two stories from the previous volumes where she worked on her own. Not that I don't think Batgirl isn't capable of working on her own, but part of what I loved as a kid was watching her interactions with Batman. The bad news is that most of Jeff Parker's stories this time around are super lame and don't feel like 1960s Batman at all. Robot Batmans and Egghead evolving while the Dynamic Duo devolves are just sooo...stupid. Couldn't DC find anyone better to be the head writer?

Michael says

In an odd bit of timing, I started reading this latest collection of the *Batman '66* comics on the same day that the news broke of Yvonne DeCarlo's passing. This turned out to be bittersweet because the first story features Batgirl and the Dynamic Duo battling the forces of evil around Gotham City.

As I said for the first two installments, this comic book series is intended as pure, unmitigated fun and a great homage to the classic TV series. The comics can do things that the TV show budget didn't or couldn't but it never forgets what made the TV series work so well. One story that's especially fun finds Wayne Manor robbed and the Shakespeare bust removed, effectively cutting off our heroes from the Batcave. Forced to resort to older versions of the costumes, we get to see Batman and Robin in the costumes from the movie serials that preceded this one. The story is a lot of fun and stays just long enough so that it doesn't wear out its welcome.

Also included is a story that finds Batman invented a robot that will be on duty 24-hours a day and fight crime. The scenes of Bruce and Dick actually getting to fishing are nicely done as is the reasoning for why the Bat-bot can't stay on duty all the time.

This collection continues the fun of the series and was just delightful. It's not heavy Batman stories -- but they don't need to be. If you want something fun and entertaining, give this series a try.

Jacob says

Public library copy.

The highlight about this collection were the Mike Allred covers because the stories weren't anything to write home about. The art was a bit all over the place in terms of style and mastery. Sometimes the art went from looking amateurish and professional to something experimental or in-between. I like the TV show fine, but

the comics mostly drifted away from capturing the spirit of the show.

Matt says

Collects Batman '66 issues #11-16

There is more Bat-fun in these issues, although some of the latter issues in this collection started to move beyond the realm of what we would have seen on TV in the 1960's. In general I'm OK with them expanding on the universe in this comic book series, but I like it better when it feels like I could have seen the same story on TV.

The villains in this collection include (but are not limited to):

The Joker
Catwoman
Marsha, Queen of Diamonds
The Minstrel
False Face
The Clock King
Louie the Lilac
The Riddler
The Penguin
The Black Widow
Egghead

Batgirl makes an appearance during a team-up issue, and there is more from the character who could be this universe's Harley Quinn.

SPOILERS

There is also an issue in which Batman and Robin have to wear an older version of their costumes, which are actually the costumes that the actors wore during their screen test.

Paul Young says

This series continues to delight me. The third volume continues to expand on the TV series by introducing new characters and ideas, including moves they couldn't portray on a mid-'60s show. Anxious to get to number 4.

Andrew Beet says

another great vol of Batman 66 stories Jeff Parker has a lot of respect for the tv series and you can see that when you read the stories loved all the stories in the book

Jim says

Terrific villain in here i don't remember from the tv show, Marsha Queen of Diamonds.

Callie Rose Tyler says

It's just pure fun!

The very best story has to be “Don’t Change that Bat-Channel”, where everyone in Gotham is obsessed with a new TV show about a much darker Batman. It has hilarious meta references to the '66 Batman being a TV show as well as parodying the Dark Knight and Arthur Miller.

I love the idea of Holly Quinn, who gets a bit of her own origin story that is unique and different. I think it is brilliant to add her to a universe taking place about 30 years before Harley is even created.
