



Showcase Presents: Green Lantern, Vol. 2

John Broome , Gardner Francis Fox , Gil Kane (Illustrator) , Carmine Infantino (Illustrator)

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Test pilot Hal Jordan was chosen by the Guardians of the Universe to become Earth's Green Lantern, an intergalactic hero who protects our world from the forces of evil, armed with a power ring that can create anything its wearer can imagine. Over 500 pages of black-and-white comics are included in this fast-paced collection featuring the Emerald Warrior's battles with the beautiful Star Sapphire, would-be world conquerer Sonar and the renegade Green Lantern known as Sinestro.

Showcase Presents: Green Lantern, Vol. 2 Details

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Author : John Broome , Gardner Francis Fox , Gil Kane (Illustrator) , Carmine Infantino (Illustrator)

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From Reader Review Showcase Presents: Green Lantern, Vol. 2 for online ebook

Jason Luna says

This was disappointingly more of the same as Vol. 1 of GL, and like bad 60s DC in general.

Gardner Fox largely took over the reigns from John Broome in this volume. Fox is marginally a better writer in my opinion, but that don't mean he's good. A lot of dependence on hokey "scientific" knowledge to have GL attacked by amoebas and scientific derivations of yellow, aliens from random planets that won't ever come back, hokey dialogue.

No big character moments, no deaths, introductions, nothing. IT's just bland more than anything else. It's the least special DC Showcase I've read in my life, it was that unclever.

Gil Kane's penciling, even in black and white, is really good, he has an expressive recreation of reality, details on objects and faces makes for fluid reading. I JUST WISH FOR LESS RANDOM ALIENS THAT ALWAYS WANT TO TAKE OVER THE WORLD AND THEN STOP AFTER ONE ISSUE!

Charles Eldredge says

Very entertaining...some of the characters and situations show you just how different the '60s were.

Max says

Well, while this isn't exactly good, it was definitely a lot more fun to read than the Captain America collection from a similar time period that I read recently. I think a big part of that is 60s Cap doesn't really have super powers, while Green Lantern can, like many a Silver Age DC hero, do whatever the hell he wants. Turn himself into a letter or a robot? Sure! Travel inside his own power ring? Why the hell not. He even at one point defeats a yellow energy construct in spite of his weakness to yellow by using vague handwavey comics science to make it not yellow anymore. Plus, there's some pretty ridiculous villains in 60s GL's rogues gallery. There's sadly only one appearance by Sinestro, who is the only properly good villain here. Mostly it's Sonar, a guy with a sonic gun and an obsession with making his homeland famous, a hyper-evolved shark man who uses his hyper evolved nonsense brain powers instead of any aspect of being a shark, and a man who is totally paralyzed but has a brain from 1 million years in the future who seems to be what GL has as a recurring villain. The fights are consistently ridiculous because half the time the Hal's power ring goes on the fritz as a way to justify him not winning in three seconds flat. And the other half of the time he has to find some new ridiculous way to overcome his weakness to the color yellow. Of course, there is the typical dose of Silver Age sexism to deal with, and while Carol Ferris isn't as obsessive about Hal as Lois Lane is about Superman, pretty much any story heavily dealing with women is going to be cringe-worthy and awful. Still, the collection as a whole is basically just the usual Silver Age goofiness, and thus I have to say I found it fairly enjoyable, even if it's kinda lacking in significant character moments or anything that makes it worth reading in regards to the overall history of Green Lantern.

John Yingling says

These books are such a delight to read. Short stories, interesting characters--characters you care about and want to see do well--and stories without all the angst and dark tones and apocalyptic ramifications that today's comics seem to have. And, yes, frankly, stories in which good triumphs over evil. Plus, I much, much prefer the artwork from those times (the 1950s to the mid-1960s) than I do to what I am seeing from today. This was a golden age of comic art, in my opinion. Today's comic characters are drawn as if they pump iron 12 hours a day, and they seem to have (as I recall from a line from one of my favorite TV series)"their smiles turned upside down". If I want to feel depressed and worry about where this world is headed, I'll turn on CNN or any other news channel!

Steve says

This collects 21 issues of Green Lantern from 1963-1965, numbers 18 through 38, in glorious black and white reproductions. While the use of color is somewhat important in Green Lantern - you have to be on the lookout for things which are colored yellow, as they will come back to bite GL in the ass - Kane's artwork is so beautiful, and his page layouts so engaging that the black and white gives us more of a chance to admire his work. The first half of the book is mostly inked by Joe Giella, who does a workmanlike job, but when Sid Greene takes over, the level of detail and shading increases exponentially. That's also about the time Fox takes over the bulk of the stories. Broome had plenty of entertainment value, and heck, he created almost all the key elements to the GL universe, including such masterful villains as Sinestro (the renegade Green Lantern), Hector Hammond (who evolved into a freakish descendant of humans, then made himself immortal at the price of being completely unable to move), and Star Sapphire (who occasionally pops out of the brain of GL's love interest Carol Ferris and takes over her body). But Fox developed everything, and his plots grew more and more intricate, while bringing a perfect combination of ridiculousness and seriousness to the table. I started buying comic books in 1966, and my first GL was #49, so I had never read any story in this book. I want more - 60s DC was way better than I remembered it.
