



The New 52: Futures End, Vol. 2

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Five years from now, the DC Universe is reeling from a war with another Earth, leaving the world unprepared for an approaching evil that threatens to destroy the future. As heroes are turned into mindless villains, the planet as we know it is no more. The only salvation lies in the past, where this future apocalypse must be averted. Can a time-traveling Batman Beyond help a massive cast of the DCU's finest avert the impending apocalypse? Written by a cast of the industry's best talents, including Jeff Lemire, Brian Azzarello, Keith Giffen, and Dan Jurgens, this new epic series will expose the secrets of the New 52 universe! #18-30

The New 52: Futures End, Vol. 2 Details

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Author : Brian Azzarello , Jeff Lemire , Patrick Zircher (Illustrator)

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From Reader Review The New 52: Futures End, Vol. 2 for online ebook

Doublezerodominano says

So far the free comic is my favorite over the volumes for its sheer violence and brutality of the supers 'verse. This had a more twisting storyline, seemingly unfocused. Aim to finish the series. The JoBat thing is baffling, really felt forced as shock factor, cool art as always from a talented creative team.

Bookwraiths says

Art still above average. Story was still strong, but not as entertaining as volume one. Can't wait to see the ending though.

Titan90 says

The threads are starting to come together, and it was interesting to follow Terry McGuinness as he tried to fix what went wrong, although he arrived there five years too late for the launch of Brother Eye. It is a long read, since 48 issues is quite a lot, and I feel like just a little too much was packed into this story in general. Just wait for the resolution, though. And watch our boy Tim Drake - he's still packing some surprises.

Matt says

Collects The New 52: Futures End issues #18-30

Some parts of this story were interesting and some parts were very boring. But that will happen when you have a weekly comic book series featuring many, many characters.

"Futures End" takes place 5 years in the future of DC's New 52 Universe. In this future, Batman Beyond (from 35 years in the future) has traveled back in time to stop an evil artificial intelligence called Brother Eye. Batman Beyond meant to come back earlier, before the creation of Brother Eye, but he didn't make it back far enough, so he has to try to stop the AI (already in existence) before it takes over the world.

Here is a list of some of the characters that appear semi-regularly in this series:

- Batman Beyond
- Red Robin
- Constantine
- Frankenstein
- Amethyst
- Hawkman
- The Atom
- Lois Lane

- Superman
- Shazam
- Grifter
- Deathstroke
- Fifty Sue
- Mr. Terrific
- Firestorm
- Big Barda
- Green Arrow
- Red Arrow
- Black Adam
- Mr. Miracle
- Fury
- Stormguard
- Plastique
- Mercy
- Voodoo
- Banger & Mash

I'd say that this series is OK, but not great.

Final rating = 2.5 stars

SPOILERS:

-Brother Eye has taken over Cadmus Island in a major way, assimilating some of the heroes (body snatcher-style). Power Girl, in particular, is featured as a villain because she is now a cyborg under Brother Eye's control.

-The Superman stuff was good, but way too minimal in this collection.

-The Tim Drake stuff continues to be some of my favorite, as well as the Batman Beyond appearances.

-I pretty much no what's going on, but not 100%.

-"Convergence" continues to be teased as we learn more about the multiversal, god-like version of Brainiac.

-Speaking of god-like, I don't know much about Fifty Sue, but she seems to be all-powerful. She kind of reminds me of the Beyonder from Marvel's original "Secret Wars" storyline from the 1980's. Even though her character has some potential, almost everything that happened on Cadmus Island was the most boring material to me.

-The new female counterpart for Jason in creating Firestorm is an interesting twist, although it will be short lived since the "Futures End" universe will likely cease to exist at the end of this series.

-There was only one, brief Batman/Batman Beyond interaction in this whole book, and I wanted more so badly.

Adam Spanos says

This very well may be DC Comic's darkest time line. This series has a tendency to focus a lot of pages on characters that aren't well known and that aren't very interesting. 1st issue was wild and surprising, not half so many surprises this time around. Just felt like it was building up characters for the next and final entry.

Shannon Appelcline says

This far down the road, we've seen a lot of dystopic heroic futures. Nonetheless, *Futures End* manages to find a new idea. In Vol. 1, we got hints of the war that dropped Earth-2 refugees on Earth-1, but here we finally get the rest of the story, and it's a pretty cool one, from the despotic GPA troops, to the heroes of two Earths coming together. It's a totally different sort of dystopia.

These new revelations are part of a general de-muddling of the storyline. Things were a little confusing in Vol. 1, but here we start to understand the underlying facts of this Future world, and how they fit together. I won't complain about the unsettled, *en media res* nature of the first volume, but explaining things better in this volume was quite necessary and mostly well done (though it got a little infodumpy at times).

Beyond that, this volume continues to be good. It's no *52*, but it's no *Countdown* either. The best plotline is certainly the Cal & Ronnie plotline, which has an entirely beautiful ending for the volume. The weakest in my opinion is the Cadmus Island storyline, which has too many weird characters and weird motives to make enough sense. (It feels like a Grant Morrison plotline, but surprisingly he's not involved in this.) The other storylines fall somewhere in between, though the space storyline really feels like it doesn't get enough attention.

So, an enjoyable continuation, and I definitely want to read the wrap-up.

Ben Truong says

This trade paperback picks up where the previous volume left off, collecting the next thirteen issues (18–30) of the 2014 on-going weekly maxi-series.

The trade paperback mainly focuses on the fate of Cadmus Island. Brother Eye has taken full control and it's up to Deathstroke, the Green Arrow family, and a little girl with all the power in the world to stop it. Yet it also covers other minor story points such as: The Atom leading a new Stormwatch in space with Hawkman, Amethyst, Frankenstein, and Black Adam and preparing a fight against Brainiac; Tim Drake leading a shadowed life, hounded by Lois Lane and losing ground with his girlfriend to the guys who make up Firestorm; Batman Beyond breaking into Mr. Terrific's building with Coil, the Key, and Plastique in tow; Big Barda arriving on Arrow Island to meet the heroes who would take Cadmus Island; and Fifty Sue, Deathstroke, Lana Lang, and Grifter coming up against the OMACs and King Faraday's machinations on Cadmus Island.

With all these storylines in one volume, before these threads really start to wind together – it just feels like a bit of a jumble. The best moments are where the writers focus on a single story, which occurs about midway through the title with the flashback to the origins of the Apokolips War on Earth, but otherwise, it's a little too much to juggle too fast.

However that doesn't mean there isn't a ton to love in these pages, in particular in this volume, the development of the character Fifty Sue. A scientific experiment involving 52 different strands of meta-human DNA that looks and sounds just like an eight year-old girl, Fifty Sue is an exceptional foil to nearly everyone around her and surprisingly, she's endearing as hell. By contrast to some of the jump around storytelling, the diverse art team work harmoniously together, with very little graphic conflict across the volume – better in fact than I could have predicted.

All in all, *The New 52: Futures End, Vol. 2* is a somewhat wonderful continuation of the first volume, albeit with many storylines that seems to jump from one story to next. If each storyline were equally as interesting it wouldn't be a problem, but that isn't the case. Hopefully, all these dangling storylines have a satisfying conclusion in the next volume.

Ivy says

5 stars

Glad to read Volume 2 of the Future's End comic. Hope to see more of the characters. Glad Ollie isn't dead. Also hope they will be able to destroy Brother Eye.

Can't wait to read Future's End Volume 3!!!

Wing Kee says

Still a convoluted mess.

World: Art is all over the place but as I said before, it's a weekly series so it's gonna be like this. The world building is okay but choppy because of the story. Where Brother Eye and the entire stuff with Earth 2 is still messy as all hell.

Story: Still a mess. It's choppy, it's distant and cold. I don't care about the characters cause they are terribly written and the situations they are in still doesn't really connect well. There is no soul and chemistry in this book. I thought the Superman reveal would lead somewhere but it's taking forever. The stuff on the island is also boring and honestly I'm tired of the Wildstorm characters they are boring.

Characters: The biggest issue with the characters is that they have no character. They are not deep, their emotions are basic and sometimes transparent as plot devices and points. Tim's girlfriend is a case in point, she's so poorly written and her drive so basically it's annoying. That happens a lot here and there are a lot of characters that are boring but we need to follow their story. The entire cast on Cadmus is pointless.

I don't like this event. This is just a scrambled messy pile of...

Onward to the next book!

Jake says

Fantastic. What I love most about this book is that there are a lot of stories to keep track of, which is a big reason why I loved 52. But unlike 52, there are no plots in Futures End that I do not like! Some people might say having several stories going on at once is a negative, but I think it keeps the book interesting. And all the stories are tied to each other in some way, so it's really just one big story. Futures End has the feel of a really great movie and I wish that could be a reality one day. I can't wait for the final volume to come out next month (I don't know why it took seven months between volumes 1 and 2, but only one month between 2 and 3). But yeah, I love Futures End.

Koen says

It was funny, packed with action, lots of drama,... so what's not to like you would say, right? ;)

Well, there was a lot going on here... waaaay to much at times to get a good grip of the story, but in the end I was happy with the result... If you start reading this, don't lose your focus, keep your head in the game! :p

Sylvester Kuo says

Gosh, some of the story lines quickly became dreadful to read, I really could not care less about Firestorm's drama; Similarly, Tim Drake needed to grow a pair. Constantine's story line was as confusing as ever. Green Arrow's story line was important but Big Barda ruined it. Batman Beyond's story line was the best, but Plastique was a terrible choice for a sidekick.

Over on Cadmus Island, the Futures End event is happening, but why did the Earth-2 refugees wear their costumes while being detained? Also, since when did Lois become Dora the Explorer?

Chad says

Set 5 years into the future, the main story revolves around stopping Brother Eye before he enslaves the world and turns everyone into cyborgs. Pretty solid book for one of these weekly books that DC likes to put out. They can be difficult to get into because of the multiple ongoing storylines. They used a rotating group of top notch artists for each issue. Aaron Lobresti, Patrick Zircher and Scott Eaton all contribute multiple issues.

StoryTellerShannon says

As long as you can handle a dozen stories or more in one book you'll be good with this one. The "world" has ended and Terry McGinnes goes back in time to fix things but there are problems.

Firestorm and Tim Drake get a lot of screen time in this installment.

Superheroes die or worse. Chilling scene as to what happens to Bruce Wayne as seen by Mr. Terrific.

MY GRADE: B to B plus.

Richard Rosenthal says

The willingness to take everything that makes up the DC universe and set it ablaze just for the sake of an epic story elevates Futures End above much of what is coming out of DC right now. No character is sacred from earth one or earth two. Lois Lane is more of a vulture journalist than I've ever seen her. John Constantine shows up and he is a right bastard (as he should be). It is great to see Tim Drake as an adult and Fifty Sue is my new favorite psychopath.
