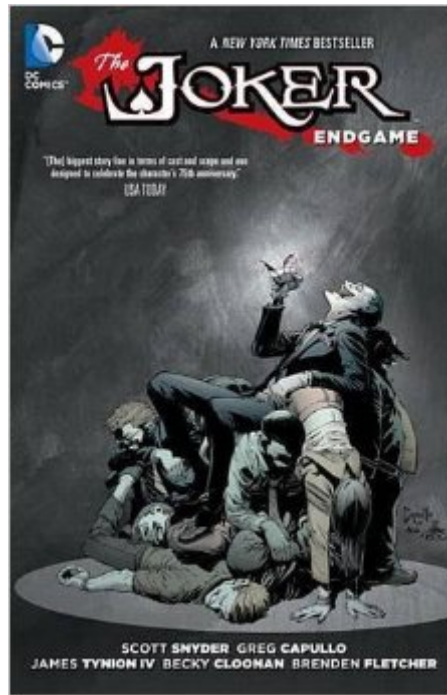


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The Joker: Endgame



Synopsis

He is Batman™s greatest enemy, his deadliest threat, his opposite number. His bloody-minded madness is exceeded only by his twisted genius. He is the Clown Prince, the Pale Man, and his crimes turn the world into one big, sick joke. But today, the joke is over. As The Joker plays his endgame with the Batman, citizens, villains, and heroes alike must survive his deadly antics and come to terms with who The Joker is and what he means to them. THE JOKER: ENDGAME collects the ancillary tales of Gotham City as it plays his endgame with it from the pages of BATMAN #35-39, ARKHAM MANOR: ENDGAME #1, BATGIRL: ENDGAME #1, BATMAN ANNUAL #3, DETECTIVE COMICS: ENDGAME #1, and GOTHAM ACADEMY: ENDGAME #1!

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Customer Reviews

The first story in this volume is one of the best Joker stories I've read in a long time, and I say that as a Batman fan who is pretty much fed up with Joker stories. The tendency of late is to run up the body count to prove the Joker's awesomeness as a maniacal killer. But the best Joker stories focus on psychological terror, the Joker's ability to inspire fear without killing at all -- or, well, you know, just killing a little bit, a body here and there, instead of killing, for instance, an entire police department if not an entire city. The first story is a chilling exploration of friendship, Joker-style. It is award-worthy. Unfortunately, we next encounter a ridiculous "everyone in the Justice League wants to kill Batman" story, which really shouldn't be that hard but for the new and improved Batsuit, complete with anti-Superman devices. Silly, just silly. The heroes battling

heroes's obsession at DC is getting really, really tired. The fact that the Joker has orchestrated this with a special JLA version of his toxin (carefully crafted to the individual biochemistry of each superhero, which the Joker is able to do how exactly?) just makes it even sillier. True to the pattern set by the first two stories, about half of this volume works and about half doesn't. The parts that work manage to work really well. The other parts are so-so. The main "Endgame" story, divided into six segments, is wrapped around an ongoing series of stories involving Arkham inmates who kidnap a doctor. They fear or worship the Joker and, in any event, have their own Joker-related stories to tell of varying quality. Most of those stories are at least grounded in a recognizable reality, which is more than I can say for some recent Batman stories.

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