



**World's Finest #1: Superman**  
David Charlton

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*Superman* #1  
"Man of Tomorrow, Part One"  
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Art by Carlos Galvez

"Rocketed from the dying planet Krypton by his father Jor-El, this strange visitor from another planet was raised by a kindly old couple from Smallville, Kansas, and possessed powers beyond those of mortal men, to fight for truth, justice and yada-yada-yada... !" The script in one hand, the cell phone in the other, Kent Armstrong snorted in amusement and shook his head, earning a disapproving glare from the stylist working on his wavy blonde locks. "I mean who writes this stuff?" He asked his agent, flipping the script over to look for a name.

"Kent, baby, they can't all be *Citizen Kane*!" Came the harried voice of his agent, Mort Seigel, who was also— Kent could tell with his enhanced superhearing— shuffling through contracts, chewing on a sandwich, and allowing an antacid to fizz in a glass on his desk.

"Yeah, I know, but another *Superman*-type picture...?" Kent checked his make-up in the mirror he sat in front of, the stylist continuing to fuss with his hair. Behind him, he saw the reflection of an Assistant Director impatiently glancing at his watch. Kent ignored him. "I mean we just wrapped on *Superman Saves the Solar System*, and now this...? What's a 'Brainiac', anyway?"

"Brainiac! You know, super-smart, like you're super-strong!" Mort explained as if it were obvious. "Brains against brawn. Good against evil."

"Brains against brawn?" There was a note of outrage in Kent's voice, and he waved away the stylist. "What does that mean? Am I supposed to be a muscle-bound buffoon?"

"Buffoon? What? No!" Mort objected, and Kent could hear him clearly smacking his balding pate with his hand. "Who said buffoon?"

But Kent wasn't listening. "It's like we do the same movie over and over again. All I do is fly around, use my heat-vision and let them bounce bullets off my chest! And these scripts are ridiculous: '*You just get on home now, son, and don't forget: study hard and eat your vegetables!*' I don't talk like that? *Nobody* talks like that! I'm a good actor, Morty! I can do more than Superman! I want to do more. I *want* to do..." He fished for an example. "*Citizen Kent!*"

"Sweetheart, sweetheart, shuddup and listen to me." Mort cut in quickly. "You are Superman. It's not just a character, it's *who you are*. And the public love you for it! It's made you the biggest box-office draw in the whole world, and it's what people want to see from you. Besides, your contract is iron-clad. Just one more picture, and we can kiss Morgan Edge and his Coast City Studios goodbye. Then we'll do your *Citizen Kent*, or *Gone With the Wind II*, or whatever the hell else you want to do! Now just do me a favor, and make the stupid picture!"

And with that, he hung up. Kent Armstrong stared at the razor-thin phone for a moment, impressed by what Morty would have called the chutzpah, and gave a small shrug.

"Mr. Armstrong, the director needs you back on the set." The waiting A.D. said, testily.

With a resigned sigh, Kent rose. He checked himself one last time in the wall-length mirror. The blue and red and yellow costume was as familiar to him as his own reflection. He stared at the stylized 'S' on his chest, the single electron revolving around it. It seemed he was never going to escape Superman.

He joined the A.D., and headed for the soundstage, where his leading lady Lana Lang was waiting for him to go over the big rescue scene again. Up ahead, he could see Lana glaring at him, and taping her toe on the cement floor. She was beautiful— and boy could she fill out a dress!— but was she *ever* high maintenance!

"Oh, and Mr. Edge wants you to add this to your costume from now on." The A.D. passed him a bundle of red fabric. It was a cape.

“Oh, that is *it!*” Kent exclaimed in disgust, and letting the cape fall to the ground, he rose into the air, and flew across the soundstage, through some open doors, and out off the lot...

“He did *what?*” Morgan Edge chewed the end of a cigar, and growled, unnecessarily close, into the speaker phone.

“He walked off the set, Mr. Edge!” Came the shaking voice of the director. “Well, flew off, really, but you get—.”

Morgan Edge jabbed the disconnect button, and sat there fuming for a moment. *What the hell was that kid doing now?*

He got up, and paced the length of the wall-sized window. The view from his office was spectacular; all of Coast City stretched out before him, from the studio lots below, to the ultra-modern town beyond, to the palm tree-lined Pacific Coast Highway and sparkling blue ocean on the horizon. Morgan Edge felt like a king surveying his domain when he looked out this window— which was as it should be! The town had sprung up around his studio, and the marketing and merchandising empire *he* had created out of Superman! It was he who had first approached that awkward, whitebread national hero and made him a superstar! Without him— Morgan Edge!— Superman would still be a low-paid government stooge, and Coast City just a pit-stop for aviators and military personnel.

But he had seen this coming for a while. Armstrong had delivered his worst performance yet in *Superman Saves the Solar System*, and rumors had gotten back to him that the kid wanted out of his contract. Well, that was too bad! Edge had too much money invested in *Superman Vs. The Brainiac* to halt production now...

He jabbed the intercom button on his phone, and snarled to his secretary: “Get me Morty Siegel!” Then he changed his mind. He would go over both their heads, and call the kid’s father. “No, forget that, get me Colonel Armstrong on the line—.” Then a better idea hit him. His contingency plan. The one he’d hatched just in case something like this were to

happen... "Forget that, too, Lupe." He took a deep breath, and forced himself to calm down. "Get me Winslow Schott!"

The sight of Superman in the sky was such a familiar one to most residents of Coast City that few even bothered to look up anymore. Which suited Kent just fine, as he just needed to get away. He glided over the town that had been his home these last five years, sailing almost leisurely past the cliff-top offices of Coast City Studios; he caught a glimpse of Morgan Edge glaring out the bay window and puffing furiously on a cigar, then he rose higher, and shot out into the desert, away from the setting sun.

He half-considered stopping by the AFB to visit his mother and father, but he could already hear the lecture coming from the Colonel: *Kent, you know I never approved of you going into the entertainment industry, but you have a contract with Mr. Edge, and a responsibility to fulfill. And an Armstrong never reneges on his word...*

*Yeah, but Colonel, I'm not a real Armstrong, am I?* Kent thought moodily to himself. *Nobody knows who or what I am. It was just chance that you and Ma found me on the side of the road, out in the desert that night... Just a bright flash, and then...me. A baby with freakish powers 'beyond those of mortal men...'* Maybe that screenwriter was right. Maybe he *was* a strange visitor from another planet.

Shuster Air Force Base passed by below him, and he did not stop, angling himself a few degrees north. He needed to see someone that would make him feel better. He poured on the speed, and in a moment, the sprawling facilities of Ferris Aerospace came into view.

Carol was out on the airstrip, talking with a couple of her engineers as they watched an experimental fighter-jet being put through its paces. Deciding to have a little fun, Kent caught up with the jet, and matched it maneuver for maneuver, then literally flew circles around it.

*"Armstrong, get the hell out of my skies!"* His super-sensitive hearing picked up Carol yelling at him— and he didn't need super-vision to see

the rude gesture the test-pilot shot him from the cockpit of the jet. Wearing a rueful expression, he descended, landing in front of his childhood sweetheart.

“Just what in the hell do you think you’re doing, Kent?” She tore into him, her green eyes flashing, and her ebony hair stirring gently in the desert wind. “That’s an expensive piece of equipment up there! Do you have any idea how much time and effort went into designing the X-13? Not all of us can fly around like birds, some of us need metal wings, and if you think you can just—.”

“Whoa, whoa, whoa, Carol...!” Kent held up his palms in a gesture of surrender. “I’m sorry. I was just having a little fun. I didn’t mean anything by it. Peace, okay?”

The engineers with her at least had the grace to look embarrassed— here was their boss chewing out *Superman!*— but Carol seemed less than mollified. She fixed him with a scowl that was not diminished by the wide, boyish smile he gave her.

“Look, I just wanted someone to talk to for a minute.” He told her, defensively. “I just needed a friend...”

This worked. Her expression thawed a little. “What, were all your starlet girlfriends too busy?” She grumbled. “Was what’s-her-name— Lana Lang?— getting a boob job or something?”

“Carol, Lana Lang doesn’t need *any* work, if you know what I mean.” He said, despite himself.

“I do.” She glared back, but now she was having a hard time maintaining her stern expression. “I saw your last film. Nothing to the imagination. The hussy.”

Kent laughed, and Carol found herself smiling. And just like that the tension seemed to leave the air.

“Excuse us for a second, willya, fellas?”

Kent and Carol walked apart a ways, sharing a companionable silence.

The daughter of Air Force General turned entrepreneur Carl Ferris, Carol had grown up on Shuster AFB next door to the Armstrongs. She had been Kent's first friend, his first kiss— his first *many* things! There was no one in the world he felt more comfortable around, though they had many times gone their separate ways. She to learn— and later inherit— the family company, he to serve his country, and then later to pursue his career in show business. Kent often thought he would one day end up happily ever after with Carol, but one thing or another always got in the way. They had long ago decided it was unfair to each other to ask one to wait for the other. It had been a sad, difficult time, but the bond between them was just too strong, so they still often met.

“Actually, it's exactly *about* my movies I came to see you...”

Kent told her the whole story as they walked around the perimeter of Hanger Bay 12, the sun dying in a blaze of orange in the distance. He told her of his frustration, of his disappointment, and of his increasing feeling of indenture to Morgan Edge and the Studio.

“Can't you get out of it?” She asked him, her arm looped comfortably through his. “I mean, you're Superman! Can't you just have the President write you a pardon, or something?”

“I'm not in jail, Carol.” He chuckled. “And I can't just trade-in on my past good deeds and services all the time. I don't do those for pay or reward, you know.”

“I know.” She sighed. She had asked him once before, just after he'd gotten back from stopping the meltdown of a Chinese nuclear reactor, to stop putting himself in the most dangerous of situations. He refused. He often wondered if that was the moment he lost her.

“I mean, Superman is separate from *Superman*, you know?”

“I know.”

“But *I* have ambitions, too! Dreams and aspirations. I don't want to spend the rest of my life living up to everyone else's expectations of me... Sometimes, I feel like I just want to fly into space, and see how far I can go...!”

A small frown creased Carol's brow. She had never known Kent to talk like this before. It bothered her more than she let on. "What do you mean? You want to go away?" She kept her voice carefully calm.

"No, it's not like that..." He looked off into the desert and seemed to be searching for the right words to say. "It's just... I want to know who I am! Why I have these incredible powers... What I'm supposed to do with my life..."

"Pretty heavy questions for an Air Force brat." Carol remarked. She had never heard him so introspective before. He had always just accepted things, and seemed to be pretty happy with his place in the universe. Of course, who wouldn't be? He was Superman!

"Carol, do you think I'm from outer space?" He blurted out in a rush. "Is that why I'm so different? Am I from Mars or Krypton or something?"

"Krypton?" She scoffed. "Who came up with that one? Krypton's a gas!"

"Some stupid screenwriter, but you know what I mean."

"Yes, I do. You mean you're feeling sorry for yourself." Carol looked him straight in the eyes, ignoring his stricken expression. "Kent, everyone wants to feel that they belong somewhere, that they have a purpose in life. Anyone who knows you, anyone who's seen your films, anyone whose life you saved—there's no doubt in their minds what the answers to those questions are! You could have red skin and a fin on your head—like that Martian Manhunter fellow out in Metropolis—and you would still belong to us, side by side, and lifting us up. You have a gift, Kent, a gift no other human has been blessed with, and with it, you show us all what is best in *us*."

He opened his mouth to interject, but she forestalled him with a finger pressed to his lips.

"I'm not done, flyboy." She said. "Now, some might argue that with great power comes great responsibility, but that doesn't mean you have to bear the weight of the world on your shoulders either. If you're not happy, if there are things you need to come to terms with, than I think

you should find a way to tell Morgan Edge to go to hell. You're a smart guy, Kent. If you want to escape your contract, I'm sure you could find a way. After all, what's he gonna do? *Sue* Superman? *America's hero*? It'll ruin him!"

He just stared at her a moment, already feeling lighter in his heart. She just had a knack for slicing through the Gordian Knots of his life.

"Carol, you're a genius." He shook his head in admiration.

"I know." She gave a small shrug, her mouth quirked in a crooked smile. That mouth that seemed to glisten in the last light of the sun, that mouth that invited his. He was already bending his head down to meet it— she lifting hers in response— when someone came running towards them, calling his name.

*"Superman! Superman!"*

"What is it?" He suppressed an annoyed groan, and looked to the panicked-looking engineer heading for them.

"It's on the T.V. and radio, sir! It's Coast City..." The engineer paused to regain his breath, doubled over from the unusual exertion.

"What is it, man?" Kent asked again with some urgency.

*"It's under attack...! From a 100 foot ape!"*

Kent and Carol shared a confused, appalled look, both of them recalling the monster Superman fought in his second film.

They gasped at the same time: "*TITANO?!?*"

**To Be Continued!**

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## From the same author on Feedbooks

The Adventures of Superman #0 (2005)

The Adventures of Superman: Lost Sons of Krypton, Prelude:  
Strange Visitors!

A strange visitor from another planet comes to Metropolis--- and Superman is all that stands in his way! It's a battle royale in the skies and streets of the City of Tomorrow as a mistake from Jor-El's past comes back to haunt his son. And intrepid reporter Lois Lane is onto the story of her career, but can the Man of Steel save her when she goes too far?

The Adventures of Superman #1 (2005)

The Adventures of Superman: Lost Sons of Krypton, Pt. 1: A War of Brothers!

Zod, the Destroyer of Krypton, has come to Earth, and with his Tigris and Hound, the bastard son of Jor-El, at his side, can even Superman stand against him? Meanwhile, Lois plays a deadly game to get to the bottom of the sinister machinations of Lex Luthor!

The Adventures of Superman #2 (2005)

The Adventures of Superman: Kingdom of Zod.

Superman leads a desperate assault on the Antarctic Kingdom of Zod. But even with the aid of an unexpected ally, can the Man of Steel overthrow the might of the Destroyer and his Doomsday Bomb?

Wonder Woman #0 (2005)

Wonder Woman: A Game of Gods and Men, Prelude.

Meet the Amazing Amazon as she hosts a summit of world leaders at Themyscira House--- but danger stalks the hallowed halls as a familiar foe lurks, thirsty for the blood of her enemy Wonder Woman! Meanwhile, on Paradise Island, former USAAF Colonel Steve Trevor becomes embroiled in the deadly affairs of gods and men--- and learns that sometimes they are one and the same!

Detective Comics #0 (2005)

Detective Comics: Lustmord, Prelude.

A wicked new serial killer with a bloody history stalks the night-time streets of Gotham, and no one is safe! Reeling from personal crises, the Dark Knight must confront hidden dangers from his own past and new enemies laying in wait for him... From Crime Alley to Arkham Asylum, Batman is tested by a diabolical mastermind!

Detective Comics #1 (2005)

Detective Comics: Lustmord: Shadows and Fog.

The mystery of the Gotham Ripper deepens as his murderous rampage continues. Batman haunts the streets and shadows, determined to bring the lunatic to justice, but in Arkham Asylum, plots are laid for the Dark Knight's demise!

Detective Comics #2 (2005)

Detective Comics: Lustmord: An Uncommon Fondness for Blood.

With Vicki Vale in the clutches of the Gotham Ripper, Batman must contend with a foe who has studied him for years--- and discovered his secret identity! This is the gruesome conclusion to the Lustmord storyline!

The Immortal Legend of Hawkman #0 (2005)

The Immortal Legend of Hawkman: Under Ancient Stars.

In the days of the pharaohs, in the land of the pyramids, is born a hero for all time! Defying the will of men and gods, Prince Khufu and his beloved Chay-Ara embark upon a destiny filled with triumph and tragedy, sacrifice and murder. With the wizard Nabu and the champion of Shazam who will one day be known as Black Adam at their side, they must use the power of the otherworldly Thanagarian Nth Metal and the gifts of the hawk-god Horus to defeat the villainous immortal tyrant known as Vandal Savage! Born in the fires of war, undying passion and treacherous betrayal, this is a definitive retelling of the ancient origin of the hero who will be known as--- Hawkman!

The Immortal Legend of Hawkman #2 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 2.

The two part origin arc of the Golden Age Hawkman concludes as Carter Hall takes up the mantle of the immortal hero and races against time to save Shiera Saunders from the clutches of the

villainous Dr. Anton Hastor! But first he must survive the attack of the undead Sons of Anubis, and defeat the man who is destined to slay him!

*The Immortal Legend of Hawkman #1 (2005)*

*The Immortal Legend of Hawkman: Wings of Destiny, Part 1.*  
"Wings of Destiny, Pt. 1" First in a two part origin arc! It is 1938, and the world hovers on the brink of war... Troubled by dreams of past lives, museum curator and archaeologist Carter Hall receives a mysterious package from a lost colleague that sends him across the globe to Egypt, where he will be reunited with an immortal love and encounter an enemy that stalks him through the ages! A hero discovers his destiny as the Golden Age Hawkman is born!

*Wonder Woman #1 (2005)*

*Wonder Woman: The Swords of the Amazons!*  
As Wonder Woman hunts the Cheetah, Doom's Doorway opens and Themyscira is besieged by the horrors of the underworld! Diana must contend with a deadly and secret mastermind determined to destroy her and all she holds dear!

*Teen Titans #0 (2005)*

*Teen Titans: Friends and Heroes.*  
Reeling from recent harrowing events in Gotham, Dick Grayson struggles with the decision to hang up his cape and mask forever as he goes off to college in New York City. Joined by Roy Harper and Wally West, the trio have a fateful meeting with the girls who will forever change their lives! Guest starring Wonder Woman!

*Wonder Woman #2 (2005)*

*Wonder Woman: The Rage of Angels.*  
As the Minotaur leads the Sons of Uranus against the walls of Themyscira and Wonder Woman does battle with Typhon, the Father of Monsters, a more devastating threat comes to Olympus... Nothing will be the same after this issue!

*Teen Titans #1 (2005)*

*Teen Titans: Serpent's Tooth, Part 1 (of 2).*  
As the team comes together, Wally West is seduced by a mysterious girl with a dangerous secret. The Titans must infiltrate the

church of a fanatical ancient cult to rescue one of their own, but a fierce enemy awaits them: Enter Brother Blood!

Teen Titans #2 (2005)

Teen Titans: Serpent's Tooth, Part 2 (of 2).

The Titans have fallen to Mother Mayhem and a dark messiah is on the brink of awakening! Only Dick Grayson and his new ally, the mysterious and dangerous girl known as Raven, stand in the way of the resurrection of the dreaded... Brother Blood!

New Outsiders #0 (2005)

New Outsiders: What Happens in Vegas...

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

A gritty and realistic look at vice, corruption and superheroing in Sin City! Meet the New Outsiders---Green Arrow, Black Canary, Huntress, Batgirl, Zatanna, and a driven District Attorney named Adrian Chase, the Vigilante!--- an unorthodox team of heroes banded together to stand against a sinister conspiracy and depraved foes!

New Outsiders #1 (2005)

New Outsiders: House Rules: Luck be a Lady.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

Things heat up in Vegas as the Vigilante and Huntress face off against each other, and Green Arrow and Black Canary enlist the aid of young college prodigy Barbara Gordon to break into L'Inferno and rescue an old friend from the clutches of the criminal organization, the House, and its cruel mistress, Roulette--- and only Zatanna stands in their way!

New Outsiders #2 (2005)

New Outsiders: House Rules: The Most Dangerous Game.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

With Black Lightning's life at stake and Green Arrow and Black Canary in the clutches of the House, Batgirl looks for some unlikely allies as she plays a dangerous game with Roulette in the conclusion of the New Outsiders origin arc!

JSA: Legends of the Golden Age #0 (2005)

Justice Society of America: Legends of the Golden Age: The Society, Prelude.

In the dark days before WWII, A Secret Society of Super Villains unleash a masterplan to seize the world in its iron grip of tyranny! But, in the gathering shadows of war, there is a glimmer of hope! The emerging mystery men of America--- Hawkman! the Flash! Hourman! the Atom! Starman! Dr. Fate! the Sandman! and the Amazing Amazon, Wonder Woman!--- rise up in a Justice Society to oppose the evil oppressors! But can even they withstand--- the Spear of Destiny!?!

All-Star Comics #1 (2006)

All-Star Comics: Captain Marvel, Part 1 (of 2).

At last! The history of the World's Mightiest Mortal in the DC2 is finally revealed! The ancient wizard Shazam recalls the career of his champion, even as foes from the past regroup to threaten the world once more. But will there be a Captain Marvel to stand against them?

Action Comics #7 (2006)

Action Comics: Hostile Takeover.

What is Genesis Corporation? Clark and Lois want to know--- and so does Lex Luthor! The Countdown to the Crisis heats up as some major players are revealed and a three-way brawl erupts in the skies over Metropolis!

Action Comics #8 (2006)

Action Comics: For All Mankind...

Crisis: The Apokolips Imperative, Part 9!

Darkseid has assembled nearly all of the components to complete the Anti-Life Equation. Now, Wonder Woman leads a daring mission to the very gates of Darkseid's palace to rescue the Man of Steel and bring hope to the war-torn planet Earth! Don't dare miss this pivotal chapter, as one man shows just what it means to be a hero! You won't believe the shocking ending!

Action Comics #9 (2006)

Action Comics: Return to Smallville, Part 1 (of 4).

In the wake of the crisis, the greatest tragedy of his life brings Clark Kent home to Smallville. But can you go home again? A new

era in the life of the Man of Steel begins here! New dangers await, an old romance is rekindled--- and you won't believe the shocking ending!

*Action Comics #11 (2006)*

Action Comics: Return to Smallville, Part 3 (of 4).

The mystery villain stands revealed and the truth about Connor finally comes out! Superman stands alone against friend and foe alike and the surprises keeps coming in this penultimate chapter of the new adventures of the Man of Steel!

*Action Comics #10 (2006)*

Action Comics: Return to Smallville, Part 2 (of 4).

Reeling from Lana Lang's recent revelation, Clark is forced to re-evaluate his future--- unaware that a secret enemy is lurking and waiting to destroy him! Meanwhile, Lois Lane shows up in Smallville on the trail of the biggest story of her career: the secret identity of Superman!

*All-Star Comics #2 (2006)*

All-Star Comics: Captain Marvel, Part 2 (of 2).

Billy Batson has no time to adjust to his new role as Captain Marvel as the Monster Society of Evil unleashes their attack upon Fawcett City! And not even the wizard Shazam is safe when the villains storm the Rock of Eternity and a new, deadly fiend is born!

*Wonder Woman #8 (2006)*

Wonder Woman: Hell Hath No Fury...

*All-Star Comics #5 (2006)*

All-Star Comics: Martian Manhunter.

Snatched across time and space by the machine of Dr. Erdel, J'onnn J'onzz is the Last Son of Mars, a dead planet wasted by a telepathic plague created by his own brother. On Earth, he is the Martian Manhunter, a crusader for justice in the years after the JSA retired and before the advent of Superman. Now, hoping to at last find his place on his adopted homeworld, he is John Jones, Private Investigator--- but his quiet retirement is at an end when a

beautiful dame walks into his office with legs to kill for and a fiery disposition...

Rogues Gallery #1 (2006)

Rogues Gallery: Catwoman: Hot Tin Roof.

A wave of cat burglaries sweeps through Gotham's elite society! But as the Crown Jewels of Bahdnesia come to the city, can the beautiful socialite Selina Kyle resist the lure? Sparks fly when Batman comes face to face for the first time with the deadly feline fatale, Catwoman!

DC2 Special #1: An Arkham Christmas Carol (2006)

DC2 Special: An Arkham Christmas Carol.

Wonder Woman #4 (2006)

Wonder Woman: The Eye of the Storm.

The true enemy is at last revealed, and the gods of Olympus discover there is a traitor among them! Meanwhile, the war on Paradise Island comes to a turning point as mysterious new arrivals appear--- but are they friends or foes? And in the end, Diana must set out upon a new quest to save everything she holds dear...

Wonder Woman #5 (2006)

Wonder Woman: The Quest for the Syrinx.

Nemesis is awake, and destined to bring about the end of the cosmos! Only the Syrinx, the Pipes of Pan, can stave off the inevitable fate of the universe, and now Diana, Hippolytus and Steve Trevor set off on a quest to the isle of the witch to find the legendary artifact. But will Circle prove Wonder Woman's most implacable foe yet?

As the traitor to Olympus makes his next move, the gods brace themselves for the final assault of the Furies!

Wonder Woman #3 (2006)

Wonder Woman: Horns of Doom.

Both Olympus and Paradise Island are reeling from the cataclysmic events of last issue, and the true enemy is at last revealed! Be here when Wonder Woman and the Minotaur face off at last under the walls of Themyscira!

Wonder Woman #6 (2006)

Wonder Woman: The Isle of the Witch.

The Quest for the Syrinx continues! As Wonder Woman confronts her old enemy, the witch Circe, the plots and machinations of all the players start to become known: friends are not who they seem and the true plans of the Olympian traitor are revealed as the Game of Gods and Mortals hurtles towards it's epic conclusion next issue!

Wonder Woman #7 (2006)

Wonder Woman: Down the Widening Gyre.

Wonder Woman must journey into the Underworld to retrieve the Mask of Hecate for Circe, as time is running out! Even the Gods of Olympus prepare to meet their end as Nemesis, She Whom None Can Escape finally rises to work her terrible will, and the final moves of the Game of Gods and Mortals are played out! The Olympian traitor is revealed--- and his masterplan at last is clear!--- in this penultimate chapter of the epic storyline that began in Issue 0!

Wonder Woman #9 (2006)

Wonder Woman: Armageddon Aria.

The war is over and Wonder Woman is faced with a host of new problems: what to do about the war-like Lost Amazons, who will rule Paradise Island--- and who wants her to get... married?!? And Godfrey's Glorious Crusades reaches fever pitch as a deadly new foe is unleashed upon Diana--- and leads directly into next month's crisis!

Wonder Woman #10 (2006)

Wonder Woman: Darkseid Is.

Crisis: The Apokolips Imperative, Part 13!

At long last, the Anti-Life Equation is within the grasp of the Lord of Apokolips! The world's greatest heroes come together for the first time--- to destroy each other! Don't miss the epic battle as Wonder Woman stands alone against a world turned against her!

JSA: Legends of the Golden Age #1 (2006)

JSA: Legends of the Golden Age: Attack of the Giant Nazi Robots!

It's mayhem at the 1939 Worlds Fair in New York, as Baron Blitzkrieg attacks the greatest gathering of scientific minds in the world, and the Secret Society of Super Villains continue their quest for the Three Holy Artifacts!  
This is it! The birth of the JSA!

Teen Titans #10 (2006)

Teen Titans: Forever and Never, Amen!

Crisis: The Apokolips Imperative, Part 7!

The city of Metropolis teeters on the edge of an uneasy peace as the truce between Lex Luthor and Darkseid begins to break down. Who are the Forever People and what happens when they turn the city of refugees against the Titans? Bedlam ensues!

Justice League #0 (2006)

Justice League: Justice Falls.

Crisis: The Apokolips Imperative, concludes!

This is it! The final battle between Earth and Apokolips as the World's Greatest Heroes take the fight to Darkseid! Don't dare miss this issue--- one year in the making!--- and the senses-shattering conclusion to this epic storyline!

Justice League #1 (2006)

Justice League: A League of His Own, Part 1.

It's finally here! The World's Greatest Heroes have come together as one! But not everyone is happy about that... It's the grand opening of the Hall of Justice, and all of Metropolis has turned out to honor their saviors. But hatred and jealousy lurk in the heart of one man as he schemes to destroy the newly-formed League! And this time, the League has met its match!

Justice League #2 (2006)

Justice League: A League of His Own, Conclusion.

The most powerful members of the Justice League have fallen to Amazo. Now, only Batman stands against the villainous Professor Ivo and his killer android, with all the powers of the World's Greatest Heroes at his disposal...

World's Finest #1: Batman (2007)

Join us on Earth-X for the re-imagined Batman and his new adventures.

*World's Finest #1: Wonder Woman (2007)*

Join us on Earth-X for the re-imagined Wonder Woman and her new adventures.

*All-Star Comics Annual #1 (2007)*

All-Star Comics Annual: Justice Society of America: The Time of Their Lives.

*All-Star Comics #10 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 1 (of 4)

*All-Star Comics #11 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 2 (of 4)

*All-Star Comics #12 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 3 (of 4).

*All-Star Comics #13 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 4 (of 4).

*The Flash #23 (2008)*

The Flash: Flash of Infinite Worlds!

When Barry Allen agreed to help his good friend Ray Palmer with an experiment, he never thought he'd find himself in another reality! The Cosmic Treadmill takes the Scarlet Speedster to a parallel Earth, and just may give him a glimpse at his own tragic destiny! Can even the Flash fight the future? Find out in this first ever DC2/DC3 crossover issue as we enter the Multiverse!

*Adventure Comics #11 (2010)*

Adventure Comics: Stranger New Visitor.

The long-awaited return of the DC2's original Superman book, by its original creative team! Springing from the pages of last month's "Action and Adventure" Annuals, the new era for the Man of Steel continues here, as Lois investigates the sinister Evil Factory, a strange figure in a familiar costume arrives and a threat from

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