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The original super-team, the Justice Society of America, continue their heroic post-War exploits in the adventures collected in this volume, reprinted from ALL STAR COMICS #29-33. The JSA confronts such adversaries as Landor, Brain Wave, Solomon Grundy, the Psycho Pirate, and more!

All Star Comics Archives, Vol. 7 Details

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From Reader Review All Star Comics Archives, Vol. 7 for online ebook

Travis says

Now, this is referred to as the volume before the good stuff happens, the precursor for the 'golden age' of JSA story telling, but I got to say, it's pretty good stuff on its own.

Post-WW2 the JSA is fighting fewer nazis, gangsters and spies and instead we have a time traveler, an evil alien, two super villains and Solomon Grundy.

Not bad for being considered 'the stuff before the good stuff'.

The formula is the same: bad thing happens JSA splits into six solo investigations, Wonder Woman hangs around JSA HQ while the guys with no super powers take on a killer robot and then big team up to wrap up the story.

Fox does a nice job of adding lots of imaginative bits to that formula, giving the bad guys funky sci-fi weapons or strange plots, as well as a sly sense of humor.

The dream story is surreal and entertaining, the Grundy story has some omens of genuine creepy menace and the Johnny Thunder segments have a nice mix of humor and adventure.

The art ranges from cartoony to crude to really nice, but never feels bad or ugly.

I personally found the war years to be a bit bland and formulaic, but all the post-war stories feel like Fox saying 'Okay, we best Hitler, now let's have some fun!'

Adam Graham says

The Golden Age Justice Society team of Hawkman, the Flash, Green Lantern, Doctor Midnite, the Atom, Johnny Thunder, and Wonder Woman as Secretary return for five post-War adventures in Issues 29-33

Issue 29: The Man Who Knew Much: Landor, a man bored with a Utopian future returns to the 1940s only to discover it takes money to live so he sets out to commit some daring crimes to capture the attention of the Justice Society. Really fun. Grade: B+

Issue 30: Dreams of Madness: An old JSA villain Brainwave tricks the JSA into going under so that he can use their dreams to drive the mad. Can anyone save the JSA? This is the best story for Johnny Thunder I've ever read. A very fun ending. Grade: B+

Issue 31: The Workshop of Willie Wonder: A toymaker is turned evil by a mini-red evil alien sun creature and designs stuff for criminal. A bit meh for me on this one. Grade: C

Issue 32: The Return of Psycho Pirate: Psycho Pirate returns in a story that serves to teach kids the dangers of letting various emotions get out of control. Not sure the writer understands humility, but anyway not a bad story. Grade: B

Issue 33: The Revenge of Solomon Grundy: JSA Headquarters has been trashed, Green Lantern's

disappeared and his old enemy Solomon Grundy is on the loose. It's easily one of the best JSA tales I've ever read. Very tense ending. Grade: A

Overall, this is a strong volume. The worst story is only mediocre. I actually found myself enjoying the Johnny Thunder chapters, and everything else is as good or better than previous volumes. One big bonus of this book is Roy Thomas' loving introduction. His passion and enthusiasm for the series shows and is quite contagious. A very solid read.

Rich Meyer says

Another great volume in this series, though naturally modern fans might find the art a bit below their standards. Joe Kubert and Irwin Hasen do their usual great jobs, but John Chester Kozlak really shines on his Atom chapters - usually they're the low points of these collections but Kozlak rose to the occasion on the ones reprinted here.

This volume features the second appearances of Solomon Grundy and the original Psycho-Pirate, and is full of the usual post-war golden age madness when it comes to the stories themselves. Crazy but fun reads!

The other John says

In his introduction, Roy Thomas said that the last story in this collection, "The Revenge of Solomon Grundy", was the beginning of the peak of *All-Star Comics*. I remember reading through this volume and grumbling that I had just bought a bunch of mediocre stories and had to wait a whole year for the "good stuff" to be published. The tales in this volume are a bit better than those in Volume Six, but still are a far cry from the tales from the early forties. In this collection the JSA go up against Landor, the man from the future; the Brain Wave; Zor, the alien Duna who possesses a humble toymaker; the original Psycho Pirate and the aforementioned Solomon Grundy. Most of the tales are standard mid-40s fare, though I have to admit that the Grundy story is the best of the lot. In a lot of these tales, the members JSA merely plow through the bad guys in their individual segments and then neatly wrap things up at the end. Solomon Grundy made the boys sweat a bit, making the inevitable victory that much more satisfying.
