



The Flash, Vol. 5: History Lessons

Brian Buccellato (Writer, Colourist) , Patrick Zircher (Illustrator)

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Find out how Barry Allen adjusts after his battle with Reverse-Flash! Plus, witness the first meeting of The Flash and Green Lantern!

Collecting: *The Flash* 26-29, Annual 2

The Flash, Vol. 5: History Lessons Details

Date : Published February 3rd 2015 by DC Comics (first published September 9th 2014)

ISBN : 9781401249502

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Format : Hardcover 144 pages

Genre : Sequential Art, Comics, Graphic Novels, Superheroes, Dc Comics, Comic Book

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From Reader Review The Flash, Vol. 5: History Lessons for online ebook

David says

Aside from the opening short story, a pleasing Green Lantern, Hal Jordan team-up, this one's a bit of a dud. Disappointed as this title's been regularly enjoyable.

Anne says

I don't know what to say about this.

It's just...I have *yet* to feel fully captured by a solo Flash title.

I honestly love Barry Allen's character. He's sweet, funny, loyal, and makes a great addition to any team-up, but... on his own?

Woof.

Such a *blah* story.

I would lovelovelove to see a writer take this title on, and then make it exciting and fun. I know it can be done. And I know it can be done without turning Barry into a **dark** version of himself or some other nonsense.

As it is, I'm still ambivalent to this title.

Up first was a nice team-up with Hal Jordan that showed how they met.

Green Lantern & Flash! BFF's FOREVAH!

The story had an old school feel to it that was sorta sweet & fun, but there wasn't any real meat to that one.

Ok, I'm going to be completely honest here.

I don't actually remember much about most of this volume. Mostly random villains, and unconnected stories...*I think*.

Sadly, the majority of it just left me with a vague feeling of *meh*.

The last few issues were my favorites. Barry accidentally frees an evil spirit who is intent exacting revenge on the descendants of the man who killed him.

There's an actual *story* here that's relevant to Barry's life, and it made all the difference.

I wish the whole volume had been as interesting as the stuff at the end.

The Flash is just one of those characters (like Aquaman) that I simply *refuse* to give up on. I like what he stands for, so I'm going to continue on with his comics in the hopes that some writer will eventually knock my socks off.

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Mohamed Ahmed says

Way Below the Previous Stories (Except For the Annual 2 Which I Already read in the Omnibus)

Joseph says

In this latest volume of the no-longer coded New 52 Flash, Barry Allen goes through his paces in a series of tales that are very Bronze-Ageish. It starts with Flash Annual #2, which gives us the first meeting of Flash and Hal Jordan, and ends in a three part murder mystery that has Cary Bates stamped all over it.

Nothing really moves forward in this volume (heh), but we do learn a little more about Barry's relationship with Captain Frye, which deepens the mystery behind the murder of Barry's mom. Barry is still something of a dull boy, however, although living with his girlfriend is the one modern touch that compares rather humorously with the classic Barry Allen trying to date Fiona whatsherface back before the original Crisis. I wish Barry had more personality, but other than being driven to find his mom's murderer, that's about it. I understand why people miss the classic Wally West, but there is no reason why Barry can't be just as interesting a character. These books have lots of Flash action, but a little more Barry would be great, to make the readers care a bit more about him.

Overall, I enjoyed these stories, a little better than most people, but I think the throwback style (as I perceive it) has a lot to do with it.

Cale says

This volume collects an annual, which features a fairly silly story where Flash and Green Lantern meet for the first time and end up on a fairly random interplanetary adventure. It's fun but slight. The main body of the collection focuses on a discovery of bodies that points to a past serial killer that Barry thinks may be a key to his own family mysteries. Things take a weirdly supernatural turn, including a rather random crossover character, and ultimately a few questions are answered, a few false leads are brought up and disposed of, and Barry ends in a place not far off from where he started.

The art is serviceable if not memorable. The writing works too, but it's a fairly average collection overall.

Kyle says

There is not much development of the Flash universe in this storyline other than a mild murder mystery that sheds light on the corrupt origins of the gem cities. Then again, did anyone out there have a burning need to know the origins of the gem cities?

Some solid writing, good story-boarding and okay artwork.... Still, this volume just didn't seem to carry much weight.

3/5

Matt says

I went back and bumped this from 4 to 5 stars. Why am I being so generous? Because this collection had a little bit of everything I love about superhero comics:

1. A good annual story - Flash & Hal Jordan team up in an off-Earth adventure that is good ol' space-opera fun, plus a bonus little back-up that's a solid meditation on the profound impact that our seemingly small decisions make on those around us.
2. A solid one-and-done - The next issue is a story that proves The Flash's awesomeness as a hero. After the trademark opening ("I am the fastest man alive") is the inevitable "Are you faster than Superman?" question. The rest of the issue showcases all of the weird awesome physics behind what The Flash can do and why he is every bit the hero the Big Blue Bore is.
3. A solid arc - This is a bit of a mystery complete with Deadman. It's got murder, history, ghosts, serial killers, and everything I could want from a story with all those ingredients.

I might have just been in the right mood, but this was an absolute delight.

Gavin says

Mixed bag...I for one DID NOT like the Hal/Barry teamup meet cute recall issue. Lame-o. Too cartoony. Also, has EVERYONE worn Hal's ring now?

Then a few single issues, including a lame villain Spitfire...best part there was Barry running on clouds because they have tiny ice crystals...lol.

Then we get onto the main storyline of the book, which is where things look up from a near failure first half...

Stupid Rogue rejects, Chroma and Tar Pit get caught, accidentally unearthing a burial ground for a serial killer.

This one was arrested when Barry was a baby, but of course, more to the story! This ties into the founding of the Gemstone cities, and a killer spirit, who has a descendant involved in the story! Also, is Barry going to find out a shocking truth? Tune in next time, featuring Deadman! A highly underrated character, who's now free to roam, like Frankenstein, now that JL Dark "disbanded" ie. Got cancelled.

The artwork is the prize here, and Brian Buccellato has started to salvage what Francis Manapul was leading down to crapville.

Once again we have to hear about the secret of Nora Allen's killer, between Barry's dad and Capt. Frye, and a subtle (not subtle) hint about who is involved!

Good recovery issue, but still room to grow, and still not a great handle on Barry Allen except that he's

driven to find his mother's killer. No Gorillas or Iris West this time, which is something.

Travis Duke says

2.5 stars, author and artist change over on this volume. Francis Manapul had a great run on flash and this is pale in comparison. The first 3 mini stories in this book are pretty shallow and boring, with the exception of the green lantern (buddy cop) arena world story. The main story "history lessons" is o.k. its entertaining but nothing great. It revolves around the "keystone killer" which is an old west story about claim jumpers that turned into ghosts. The art is also a downturn but surprising it is still Brian Buccellato at least in some of the stories. I suppose if you really like the flash they you will like this volume but casual readers might just pass it over. I am torn because I am not sure ill pick up volume 6.

Jen says

This series is just really not that great for me. This was actually a little more interesting, since I like Deadman (Blackest Night or Darkest Day, when he comes back is where I mostly have experience with this character and I liked Boston Brand a lot).

The beginning stories didn't really have anything to do with the previous volumes; we had a few stories on Flash and Green Lantern, and that was more stand alone. That was just OK also, there was more that should have been explained but wasn't (or was only half-ass thrown in).

Donovan says

SURPRISING, not knowing what to expect. But the creative team is chaotic. Former co-writer Brian Buccellato solo writes Volume 5, Manapul illustrates one cover, and random illustrators do each issue with no consistency whatsoever. If I have one big complaint it's that Francis Manapul, former writer and illustrator, is totally gone.

Unlike the previous volumes, which had large story arcs, this contains three unrelated stories that feel somewhat shoehorned. I can imagine Buccellato freaking out and DC says, "chill out, Brian, just write whatever and Robert will take over in four issues." That's pretty much what happens.

The first two issues are okay, not bad, but nothing special. The last three easily should have been expanded into a larger five issue story arc with several sub plots. But oh well. I guess that's why Buccellato leaves the project after this volume.

The Quick and the Green is the first issue, a somewhat predictable "otherworld" story: Flash and Green Lantern Hal Jordan get sucked into an alternate dimension battle world and rescue child slaves, and of course battle aliens to the near death. But the humor between Barry and Hal is great. That's the only good thing about this one.

Flash Out of Water is the second issue and a typical Rogue story, featuring a new but one dimensional daredevil villain named Sky Pirate. This one's at least exciting, with Flash jumping off helicopters and planes. And surprise, he catches the baddie. But nothing we haven't seen before, let alone in the four previous volumes to greater effect.

History Lessons, the title story, is where it's at. Part mystery, supernatural horror, and crime procedural, this story has real depth and audacity. A 19th century Central City (say that five times fast) gold miner comes back to murder and exact vengeance upon his killer's descendants, whom he cursed with his last dying breath. So there's murder, ghosts, possession, the very minor but cool character Deadman, police corruption, and some "who killed my mom" drama from Barry. This story actually has a very "old Gotham" Batman feel to it. But it's too quick!

Not an essential read by any means, but actually better than it should be considering Manapul is gone and you've got twenty different illustrators. The last story is pretty solid, better illustrated than the rest, and is surprisingly different with its subject matter. However, after Manapul's talent, this just doesn't feel the same, which is why they didn't include it in the new Flash Omnibus.

Maxine ✳ etherealpages says

Actual rating: 3.5 stars

A bit short but interesting enough, the plot twists are certainly mind-boggling in this one. I found the art a bit dull and too edgy though.

Jesse A says

Fun collection. Not especially deep or meaningful but just entertaining. Extra half star for the pitch perfect first story team up of Flash/Green Lantern.

Daniel Sepúlveda says

En resumen:

1. Barry se enfrenta con fuerzas sobrenaturales, y necesita la ayuda de Deadman.
2. El padre de Barry puede que no sea realmente su padre.
3. La mamá de Barry era un poco traviesa, o le mintió a su marido...
4. Muchas cosas salen a la luz.

Le doy 4 estrellas exactas, ni más ni menos.

Michael Church says

Look...with Francis Manapul gone, this book is going to suffer. There is just no way around it. That look was iconic and those stories were made all the better for it. What can I say, I'm a guy who forgives a mediocre story for great art.

Speaking of mediocre stories, you've got a handful here. The Annual is a fun team up with Green Lantern, but it assumes a level of familiarity between these two that really has no reason to be there yet in the New 52. It's a fun story, but nothing unique or outstanding.

The other standalone stories are alright and have some fun little highlights. Seeing how everyday little changes can add up to something big and some of the really insane uses of the Flash's powers were pretty sweet. The main story is alright. The twists were a bit predictable and worn out, but it was still a good time. And Deadman can only improve the concept.

Zircher is adequate on art with a few moments that shine. Again, anything following up from Manapul would've been tough.

This is still a pretty decent book, it's just a shame the creative team had to change.
