



Starman, Vol. 2: Night and Day

James Robinson , Tony Harris (Illustrator) , Wade Von Grawbadger (Inker)

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/James Robinson /Tony Harris and Wade Von Grawbadger, illustrators From the author of BATMAN/DEADMAN: DEATH AND GLORY. In this powerful story, the new Starman's greatest foe, the beautiful but deadly new Mist, has captured his greatest weapon in an attempt to kill him. At the same time, the original Starman proves himself onc

Starman, Vol. 2: Night and Day Details

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Author : James Robinson , Tony Harris (Illustrator) , Wade Von Grawbadger (Inker)

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Download and Read Free Online Starman, Vol. 2: Night and Day James Robinson , Tony Harris (Illustrator) , Wade Von Grawbadger (Inker)

From Reader Review Starman, Vol. 2: Night and Day for online ebook

Russell says

This series continues to be great. It is really following in the same great style of Moore's Swamp Thing and Gaiman's Sandman. Each individual issue is well and fun, but it is all building together into a great story.

This makes sense as it is a lot about legacy. There is lots about kids of heroes and villains. It follows up on characters as if they exist and grow. This is something I really enjoy. The second half was a story arc that took place on the same day, but each issue showed a different perspective. That was real fun.

Tony Harris and the rest of the art crew continue to make pictures I like looking at. Robinson fills the speech with interesting trivia. It makes me wish I cared more about the collectibles Jack loves.

Then, I imagine, I'd be so blown away I wouldn't know how to process it.

Jeffrey Jelmeland says

The artwork in these books is a bit rough around the edges, but the stylistic touches mesh extremely well with the odd, eclectic style of the writing. All of this nicely complements an equally odd and quirky main character, the reluctant hero who struggles with himself throughout. There is nothing simple about this iteration of Starman, which originally drove me away from the series, but as I grew and changed I discovered that I actually like and enjoy this character and the style of writing presenting him.

As to this volume specifically, they did a great job collecting the various issues that encompassed this story arc, and they wove it together quite handily. I have nothing really to complain about with this volume. The story was well crafted and quite captivating. The artwork, while a bit rough around the edges was a great complement to the writing. Basically, what you tend to expect with this generation of the Starman comic series.

Jennifer says

Still excellent. I have the next two volumes on hold at my library already.

Alex Andrasik says

Slightly better than volume 1, but marred by the conceptually interesting "Sins of the Son" storylie that ended up pretty flawed in its execution. The weird emphasis continues ("...playing CARDS") and I'm still no fan of the art. Certain moments in the writing shine, but others feel even more like bad creative writing class product than in the first volume.

The Sondheim gag was good, though.

Dan says

Starman is a shining example of the benefits of letting a writer take his time to map out a story and tell it over several years. Much like what Jonathan Hickman does today, seeding future plot points in innocuous places, James Robinson, in the second volume of this series, drop subtle (and some not-so subtle) hints of what's to come for this series.

When one small character says, "I'm a dwarf, but I'm not bad...I'm not the bad dwarf" it seems just a innocent way for this character to speak, not the hinting at a character that won't show up for almost 50 issues. Even the appearance of Dr. Phosphorous, attacking Ted Knight, has an impact much later on down the line. And what, at first, seems the random killing of group of elderly characters amidst a crime spree, spread out overal several issues, becomes not so random when a tale of times past is told within the year (and even then, Robinson doesn't hit the reader over the head with the explanation).

I've re-read this series multiple times because I love the characters and Opal City, but these little "a-ha!" moments that you sometimes don't catch until a third or fourth read-through help too.

Anca says

You rarely see such a perfect balance between storytelling and artwork. The way they complement each other, you couldn't conceive of one without the other. That's why I can't think of Starman as 'a great story' because it's more than that. It's something that has to be experienced, full of amazement and awe at how everything comes together. I love reading super-hero comics because sometimes you get something this good.

The first volume reminded me of Astro City for some reason and I'm glad to see the focus shift from the archetypal super-heroes.

Jim says

enjoyable series, i'd missed the story, in which the current starman meets the one from first issue special glad to finally see how he was brought back. only negative for me is all the characters are more clever and witty and pop cultured than i am.

Michael says

Unlike Bruce Willis, Jack Knight is not unbreakable. He's just a guy with a lot to live up to; the latest of the Knight family to

take up the mantle of Starman, protector of Opal City.

Like a lot of things when something hits you out of the blue, unexpected, they cause a heck of a greater impact. The first

graphic novel , Sins of the Father, collecting the initial story arc of the relaunched Starman did just that. It was something

bloody good from a quite unanticipated quarter. So when picking up *Night and Day*, which picks up where *Sins* left off I'm already aware that I'm going to read a good comic. What I'm trying to clumsily say is I'm not sure whether this book is as good as the first book for the reasons stated. Jack Knight is still a great character, forced as he is to discover the hero in himself the hard way.

The first few issues in the collection detail his encounter at a travelling circus with a character that had been set up previously in *Sins*; a mysterious blue skinned alien who was once known by some as Starman. The second story arc is where things get really good. Over several issues, and from as many different perspectives, a day in the life of the inhabitants of Opal city is told and the symbiosis of hero and villain is suggested to both generations of Starman. It's good stuff and highly recommended reading.

Clint says

For as much as I like about this book -- particularly the conventions it seems to side-step -- I often find the dialogue meandering. Giving it a 4 instead of a 3 because it left me wanting more.

Alan says

The story that takes place at the circus in Turk County was just too predictable for my taste. The whole storyline of Bliss and the mind control just didn't work for me it was yawn time. The return of Nash (aka The Mist) was a more enjoyable story with a couple of small, but enjoyable plot twists.

Travis says

There a couple good stand alone stories here. The introduction of the blue Starman was cool. The main story is the rematch with the MIst.

I love how the two families, Starman and Mist, are shown as two sides of the same coin. the two kids that are thrust into the roles and how they struggle to balance being what their fathers want them to be and what they want to be.

That and the bitter sweet romance between Jack and Nash are running story threads that run from the first issue of Starman to the last.

Plus, I love all Jack's references to old movies and music.

Joshua says

Just as good as the first volume but better. It brings out the weird in some truly creative ways and does some

interesting story telling with the last few issues that tell the same day's story from overlapping perspectives.

Roberto Diaz says

A better story overall than the first volume. "Night And Day" go deep in the story of nash, while showcasing more characters of Opal City and the Starman lore. A really moving, and in the end sort of bitter portrait of the legacy that is carried from father to son, and how it can escalate from generation to generation, just because.

Armand says

Let me start my review of Night and Day by stating that this compilation makes a lot more sense of you have read the first Starman compilation (called: Sins of the Father) first. Sins...introduces our hero (Jack Knight) and a gallery of villains, heroes, mentors, friends, lovers, cads, foils, and enemies as well as many of the main plot lines that continue into Night and Day (and in some cases, well beyond). So do yourself a favor and read Sins of the Father first if you have not done so already.

Having said all that, in Night and Day Starman author James Robinson really shows us what the Starman comic book series is really going to be about. There are certain themes, ideas and elements that he keeps coming back to, including honoring the past, vintage culture, sprawling dialogue, emphasis of character development over combat, Jack's wonderfully neurotic temperment, and his endless love affair with his fictional Opal City. In many ways these themes become the hallmarks or watermarks of Starman.

In many ways Starman is about looking back into the past. Beginning with the aptly named "Sins of the Father", there is no secret that Starman is a mirror looking back. Jack's father, Ted- who was also a Starman, plays a big role. One of the biggest mystery characters in the book, The Shade, regards himself as a historian of Opal City. Among those who make brief appearances are various ex-Starmen, Scalphunter (a horribly-named ex-gunslinger hero from the 1800's) and a mysterious ghost called The Black Pirate. In some way, besides becoming the story of Jack Knight, the story is about the history of Opal City itself.

It's clear that Robsinon loves Opal City with the same fervor that Frank Baum loved The Emerald City of Oz. He dotes on his fictional city. Gives it two-page splash-panels displaying its sleek, modernist design and bedecks it with half-naked statues as though it were your lover. Even more fun, the narrative is constantly comparing it to other towns both real (New York) and fictional (Gotham and Metropolis). In this way, it reminds of how we Bostonians (my home town) are constantly comparing our little city to NYC. As in many a good novel, the place becomes a character.

Speaking about characters, it's hard to find a more loveable hero than Jack Knight, because he's one of us. He harbors neither the grace of Superman nor the cold, hostility of Batman. He's not the best fighter. Not a genius. He isn't even that devoted to justice. Nope. Jack Knight is human like us. He worries about money, pays his bills, tries the dating scene (and sometimes fails). He is indecisive and a bit of dreamer. Many of his most goals and passions lay outside the world of superheroics. He will save people, yes, and fight like hell. But honestly at heart he's a vintage arts dealer, and he'd probably be happier cruising around Turk County (the fictional rural counterpart to Opal City) or "the alleys" of Opal City looking for bargains on paintings from the 1930's.

Speaking about collector's items, Starman is all about the vintage and the collectible. It seems as though everyone who lives in Opal City must know something about something vintage. A sadistic killer discusses which actor played the best Phillip Marlow as he beats a man. Cocaine dealing mob-bosses argue about which Stephen Sondheim musical is the best one. Farmers in Turk County have stashes of vintage glassware in their old barns. It seems as though no one watches TV here, or not much of it anyway. It's all completely unrealistic but a lot of fun. I'm sure, in some way, Robinson is addressing the fans of comic books. After all, anyone buying Starman in the 90's was probably a collector of comics themselves.

All these elements emerge in the first compilation, *Sins of the Father*, but they continue to grow, develop, and mature in *Night and Day*. This continuity, I think, really establishes the Starman story and keeps me wanting to read more.

Matt says

Although not as consistent as the first volume, "*Night and Day*" has its moments and is still quite good. Scott's art is outstanding, and makes even the weaker issues worthwhile.
