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Suicide Squad Vol. 1: Kicked In The Teeth (The New 52)



Synopsis

A New York Times Bestseller! As a part of the acclaimed DC Comics "The New 52" event of September 2011, writer and co-creator of the CW show *Supernatural* Adam Glass rolls out an all-new team of death-row super villains recruited by the government to take on missions so dangerous "they're sheer suicide!" The story begins with the Suicide Squad defeated, imprisoned and being interrogated about their newest mission. Harley Quinn, King Shark, Deadshot and company must make it out alive without revealing who's pulling the strings behind their illegal operations. Who will be the first to crack under the pressure? More importantly will they make it all out alive?

Book Information

Series: Suicide Squad (Book 1)

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Customer Reviews

Though I found the opening issue of *Suicide Squad* to be something of a guilty pleasure, I quickly found I wasn't alone in my tentative praise of the book. Though I didn't pick up the second issue, *Suicide Squad*'s reception was relatively positive, and when I learned that it was the first New 52 title to break the inevitable downward sales trend and action start selling up, despite not having any crossovers, I was interested to see what the book was all about. *Suicide Squad: Kicked in the Teeth* collects the first seven issues of the ongoing series, and seemed like a good place to start with the series. And, you know what, I actually mostly enjoyed it. *It has its problems, and they aren't small. Writer Adam Glass shows a huge improvement here over his *Flashpoint: Legion of Doom* miniseries, but he still needs to work on some basic areas like pacing, dialogue and general

set-up/payoff plotting, all of which are, at various turns, fairly uneven throughout the title. For example, #2 ("When the Levee Breaks") has some terrible dialogue - "Zombies?!? I'm going to squeal! I love zombies!" - and the pacing is flawed, jumping from getting the mission to fighting hordes of faceless enemies, but it does set-up/payoff pretty well, getting Deadshot infected here, reminding us periodically over the next couple issues, and then finally bringing it back in a huge, climactic firefight. But what Glass does VERY well is the conceptual stuff. You have six hours to kill an entire football stadium worth of infected, prevent the infection from spreading beyond the walls, and retrieve the cure. You have 20 minutes to put down a riot at Blackgate Prison before the bombs in your neck go out.

The first volume of Suicide Squad, was satisfying story and a lot of fun from beginning to end. The writer takes these interesting characters and put them in interesting situations, the way he handles them and has them interacting each with each other made the book all the better for it. It was all done, and satisfying for me as a reader who never picked up or read a suicide squad story. The book takes the time into focus on the interaction and relationships between these characters, while developing these characters, and establishing them on their own all the while telling a fun and action packed comic from start to finish. The book doesn't try to hard to change these characters and make them out to be who they aren't which can be concerning when writing a book about a bunch of bad guys as protagonists and people you root for but at the same time the book isn't afraid to show a different side to these characters where you usually don't get when they are simply being portrayed as the villains in the heroes story which fleshes out these characters and make them all the more interesting to read and follow. I recommend picking these up if you are simply interested in these characters, or even just simply looking for a fun action packed read, with some twists and turns. The writing is solid, with some impressive moments and dabs of compelling themes and some thought provoking moment. The art is great, very beautiful to look at. Really impressed how they handled the art. It takes a second to get used to but it quickly works very well with context of the story and gets better throughout the story. The book definitely finds some momentum towards the end making the following issues all the more exciting to see where they go with this series.

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