



Green Lantern: Emerald Knights

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When a young Hal Jordan is thrust forward in time, Kyle Rayner, the current Green Lantern, finds himself face to face with his legendary predecessor. Working together for the first and only time, the two Green Lanterns must find a way to defeat Sinestro and the villain that Hal is destined to one day become, Parallax. Joined by the JLA and Green Arrow in this adventure, Kyle must not only find away to defeat his enemies but also decide if his actions in the present will prevent Hal from going insane and killing many of the Green Lantern Corps in the past, or only make things worse.

Green Lantern: Emerald Knights Details

Date : Published November 1st 1998 by DC Comics (first published October 1998)

ISBN : 9781563894756

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Format : Paperback 208 pages

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

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From Reader Review Green Lantern: Emerald Knights for online ebook

Phil says

A good way to bring hal back and meet rayner

Kevin says

This series is one big lead in to the War of the Green Lanterns. It starts off really slow, but I enjoyed where it seemed to be going in issues 3-5. 6 and 7 were where we could have seen a large scale battle, but they opted to leave that villain for the War. It was a bit disappointing to have the whole set be build-up, but I'll have to see if it pays off.

Nicolas says

A goofy time travel tale that is basically retconned in the end. It's more of a "What if..." kind of tale. It doesn't really add anything to the overall story. Not a fan.

Mike says

A lot of comic book cliches happen in this GL story.

James Bowman says

A fun little time-travel-enabled team-up between Hal Jordan and Kyle Rayner, from the era when Kyle was the only Green Lantern. It pretty much ends as it has to, and it could probably stand to explore the differences between Kyle and Hal's styles a bit more, but it's perfectly entertaining. (B+)

Bookworm Amir says

A Green Lantern twist of the 1001 nights (albeit not with the same length of the original work). Basically the Vizier is the evil person here, and what Shereczade (I can never get her name correct) tells to the Sultan Jordan, is in reality happening in an alternate dimension as well.

It's basically a white Ali Baba with a lamp with a green genie (to be his green lantern ring). Not a lot of willpower is required to activate the ring apparently, as all you do is 'whisper' the commands to the genie. With this, there really isn't much Green Lantern lore, besides the stylized Arabic names of the main

characters, and the green themes. Other than that, nope.
