



Batman: Arkham Unhinged, Vol. 2

Derek Fridolfs

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In these stories inspired by the best selling videogame Batman: Arkham City, Dr. Hugo Strange has gained control of Arkham Asylum. Now, Gotham City has become a massive prison ruled by criminals. Will the Dark Knight be able to take back his city from the hands of a psychopath? Or will he fall victim to the madness that has gripped Gotham?

BATMAN: ARKHAM UNHINGED VOLUME 2 contains tales that fill in the gaps of the best-selling video game. Collects issues #6-10 featuring the Caped Crusader and his infamous rogues gallery, including Catwoman, Two-Face, Penguin, Killer Croc, Deadshot and The Mad Hatter.

Batman: Arkham Unhinged, Vol. 2 Details

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From Reader Review Batman: Arkham Unhinged, Vol. 2 for online ebook

Arthur Cravan says

Art's pretty nice, & the stories aren't particularly boring, but they're rarely interesting either. But what gets me is WHO THE HELL CAME UP WITH THESE PLOTS & THOUGHT IT WAS OKAY?! Batman beat by Poison Ivy & Harley? They could have *killed him*. Idiocy. Mad Hatter, similarly, could have killed Ivy, Catwoman & The Carpenter. (Actually, Carpenter might have been there by her own volition, I don't remember. It's not memorable. & MH probably could have realistically killed her at least, anyway. Though I like her.)

Some random thug of Penguin's was *this* close to killing Joker. To be honest, the fact that 'normal' people (mortals, who don't even wear body armour ala Bats) like Joker don't get shot has always confused me, but still. Due to his importance & the fact he hasn't been shot yet, it's insulting.

All this stuff pissed me. Off. I pressed full-stop too soon for some reason.

It won't happen again.

Scott S. says

While I kind of liked Vol. 1 somewhat this follow-up - again a collection of short stories - was not any sort of improvement, with the exception of a few good scenes (villainess Fervor and her 'texting'-style of speaking *was* funny) and a few random lines of dialogue. For example:

"I was thinking of installing a doorbell. Which sounds better? Ding-dong? Or the sound of a Robin being beaten by a crow bar?" - Joker, #\$&%ing sadistic as always

"Finally I snapped . . . and I didn't stop 'snapping' until she was gone." Killer Croc, on dispatching his abusive guardian

"What was that sound?!" - *"My patience. It's leaving."* - two anonymous sewer thugs

That about covers the good stuff, and you can use 40 saved minutes to read a better book.

Chris says

I was incredibly fortunate to win this in a Goodreads Giveaway. I usually never win those, so I couldn't be more excited. I've wanted to play the Batman Arkham games since the first one was released, but I don't have a PS3 or an XBOX. Other things are more important, so my video game days had to take a hiatus. This book is based on those games which makes the artwork unique and the story a direct tie in. This book collects issues 6-10 and apparently fills in gaps with the games' stories.

The game stays close to the Batman mythos when it comes to characters and Gotham city. This was actually very refreshing because a lot of times people will do a tie in graphic novel and it's nothing like what you would expect. The one thing I really liked was seeing Tim Drake back in the Robin suit. The game hasn't kept up with changes in the Batman books fully so this was a nice surprise. I always loved Tim Drake as Robin. I always felt bad as to how they pushed him out as Robin. Tim Drake was forced to become his own hero and he took up the mantle of Red Robin. He fits very well into this hero so it worked out for the best, but since Battle for the Cowl he has been especially bitter.

I'm getting off track here, there were a lot of things I liked about this book and only a few I didn't. The biggest thing I didn't like about this book is how the Penguin is written. He spoke in this weird cockney accent and his English was terrible. I always knew penguin to be an educated calculating criminal and this portrays him as a man with a plan, but the dialog really bugged me. Maybe it was just how I was reading it and I'm exaggerating, but I didn't care for it.

I did like that each issue in this collection was its own story. They do tie into the whole Arkham City story from the game, but each issue could be read individually and stand alone. Most of the issues in this collection were amazing, and some I just thought were ok. My favorites are #6: Theater of Violence, #7: Arkham City Sirens, and #8: Crocodile Tears. Crocodile Tears was probably my favorite because of the little origin story of Killer Croc.

This book was much better than I expected. Being a video game tie in, I was afraid this would just have a lot of cool artwork and no story at all. Or worse yet, it could have changed everything there is about Batman and the characters in that series. I was wrong, and not only was the art work really well done, but the stories were great. I also want to point out that not only was the art work amazing but the book itself was put together very well. This is a hard cover edition, and I always take the dust jackets off so I don't damage them while reading. When I removed the dust jacket I saw these great pictures of Batman and Robin directly on the book itself.

I was really impressed by the quality of this book, and I'm so glad I was fortunate enough to win this. I am now on the hunt for Volume 1 so I can catch up and continue to follow this series. This was well worth the read and a solid 4 out of 5 stars.

Anne says

Ewww.

No.

While the 1st volume was slightly appealing to me, this one waffled between *ok* and *really really bad*.

A lot of it consists of flashbacky backstories for different characters. Some of it was origin stories, and some of it was How-I-Met-So-N-So stories.

If you're a big fan of the game, then you might have an entirely different experience when you read this. My experience with the game consists of forking over the money for it, and then handing it to my son.

So.

There was one issue that included Batman being kidnapped by Poison Ivy and Harley Quinn, in order to get back at Catwoman.

???

In what reality could those two take down Batman...much less kidnap him?

Even if Ivy managed it, Harley would fuck it up somehow.

I'm not buying that.

And I didn't...cause this was a library book!

snort, snort

God, I'm hilarious!

Only recommended for hardcore gamers!

Callie Rose Tyler says

1 1/2 stars

At least it is a fast read....

Unlike Injustice: Gods Among Us Vol. 1 this comic based on a video game is ill conceived and poorly executed, even the artwork seemed cheap.

The stories are boring and there is very very very little Batman. The characterization of the characters felt really off. This comic managed to try too hard and not hard enough.

Sorry but this is not worth your time.

Kadhiravan Umashankar says

Not the best Batman Graphic Novel. Definitely not. But it does have some juicy stuff in it. This graphic novel has a flashback kind of story, and it shows you the origins of various criminals. You would, like I did, find the beginnings of various supercriminals quite surprising. For all those fans who read Batman GNs just for Batman, you'd be disappointed. Hardly has a few dialogues from the Dark Knight.

David Dalton says

Still getting into the whole Arkham City series of comics. This Volume contained several separate stories, but each one set in the Arkham City plot. Some were okay and some provided some good background info on the villains and heroes. I enjoyed the art and most of the stories. Looking forward to Vol III. Still have a few more Volumes to pick up like

Taysha Charlton says

This volume was pretty freaking badass! I hadn't read the first one but this was a great read. I'm a fan of the

Batman video games so this was a pleasure. My favourite stories were the Gotham City Sirens story (because Catwoman is my absolute favourite) and Crocodile Tears. I loved how they included the origin story of Killer Croc, I had become a fan of this after witnessing his stints in the Arkham Asylum game. I loved how the series delves into the minds of different people of the city rather than focusing on one character (which I also love but this was refreshing).

Tays says

I actually see a point now. I guess the only reason I was a bit confused with the first volume was that i havent actually played the game this was based from. But now, as i read through most of this title's issues, I'm beginning to see clearly the vague story of Arkham City I found whilst reading the first one. Above all that, the artwork remains to be as astonishing as the first one. And God ain't Harley hot in these pages? Hahah. It's a good enough entertainment to pass time. Give it a try if you like stories with slow progressions.

Craig says

It's amazing to consider the evolution of the Batman character from a simple comic book hero to the ubiquitous media icon that it has become. The current volume, which I won in a Goodreads giveaway, is based on a videogame (and was apparently originally published serially in digital form), which was in turn inspired by films and animated series. I don't know how the stories in the book would work as a videogame and suspect that I'm probably four decades too old to try to figure it out now, but nonetheless thought that the work stood well on its own. There are five more-or-less self-contained stories set in a section of Gotham City that has been taken over by former inmates of Arkham Asylum. A lot of the famous bat-villains appear, including Joker, Penguin, Catwoman, Bane, Poison Ivy, Harley Quinn, Solomon Grundy, Killer Croc, Mad Hatter, and Deadshot, along with Vicki Vale, Robin, and Alfred. I didn't much care for the portrayal of Penguin, but had no other complaints. There are eight different artists listed on the book and I thought it all meshed together very well so I suspect the editing was really superb. I thought the art was all really excellent. The writing was a little sparse but adequate overall to tell the stories. It's a very good, very visual book.

Cale says

This collection of digital comics based around the Batman: Arkham City game must have been a plum assignment - Fridolfs gets to write about just about any Batman villain he wants, and as long as he's partially in line with the game characters, he's free to explore them as he wishes. And he does that. Focusing on Mad Hatter, Killer Croc, the Gotham Sirens, and more allows for a lot of discrete stories. The Killer Croc section was probably my favorite, just seeing him interact with some of Joker's goons. I was not as impressed with the Catwoman/Harley/Ivy story - it just didn't have Dini's impressions of the characters down well enough to sell their interactions, and it tended toward cheesecake artwork. Batman isn't a significant character in most of the collection, allowing the villains to shine, and for the most part they do a good job with them. It's not vital Batman canon or anything, but it's nice for a video game offshoot.

Autumn Byrd says

*The following review is based off my own opinions, thoughts and reactions. So in other words brace yourself.
There may be inappropriate words such as curse words. You have been advised in advance.**

If you've ever played the Batman video games then you know that my nerdom was in full blown over load from how similar the video game and this comic were similar. However, I really wish our villainous ladies would have bigger parts in the comics.

Needless to say, as always, I was fangirling over Batman and Catwoman. Even so, I did a lot of screeching and fangirling over this book and clung to ever word that was within this book.

For my follow nerds out there, I definitely recommend this comic!

WonderGoon says

I won a copy of this book through the First Reads program.

The stories in this collection are interesting, but not overly so. The writing is good, but not great. The art is the real high point of this book and even that fails to shine as bright as it could have.

If you are a Batman completionist, then by all means, this book is for you.

I guess I was hoping for something more. Now if you have played Arkham City, then these stories will probably make a lot more sense to you. I have not and I cite this factor as a reason I did not enjoy it as much as I could have.

I am grateful to have been selected to recieve a copy of the book. Thank you.

Mouse says

I might've liked this book better than the first book...I'm really not too sure. The art is great, some of the best Batman art out there, but the stories are all kind of mediocre. I know very little about the game and I suppose those that have played the game will get a lot more out of this.

Much of this book (and the previous one) are stories told in a flashback format that just seems a bit awkward. It reminds me of a James Bond villain that decides to launch into a speech detailing all their evil plans!

There are some decent stories but several that are a weird fit like the whole girl power battle between Harley, Ivy, Catwoman and then Batman thrown in for good measure. The last story with Deadshot was really off too...

Not too sure if I'm looking forward to reading the next book...

Ess says

The art definitely wasn't as good as the first volume (though the covers for the stories were still exceptional!) but some of the stories were far better. I have to say that overall I found the art more appealing in volume one and the stories better in this volume. I was pleasantly consumed by the Arkham City Sirens story and could really connect with it. I also enjoyed how there were a lot more characters in this volume. I did enjoy this graphic novel but, again as with the first one, it wasn't as good as I was expecting it to be.
