



## Power Girl, Volume 4: Old Friends

*Judd Winick , Matthew Sturges , Sami Basri*

[Download now](#)

[Read Online](#) ➔

## Power Girl, Volume 4: Old Friends

*Judd Winick , Matthew Sturges , Sami Basri*

**Power Girl, Volume 4: Old Friends** Judd Winick , Matthew Sturges , Sami Basri

### Power Girl, Volume 4: Old Friends Details

Date : Published February 21st 2012 by DC Comics

ISBN : 9781401233655

Author : Judd Winick , Matthew Sturges , Sami Basri

Format : Paperback 200 pages

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

 [Download Power Girl, Volume 4: Old Friends ...pdf](#)

 [Read Online Power Girl, Volume 4: Old Friends ...pdf](#)

**Download and Read Free Online Power Girl, Volume 4: Old Friends** Judd Winick , Matthew Sturges , Sami Basri

---

## From Reader Review Power Girl, Volume 4: Old Friends for online ebook

### Hanka says

Na moje první setkání s Power Girl jsem si vybrala opravdu nešťastné volume... Postava je skvělá, líbí se mi ten její malý vnitřní boj mezi Power Girl a Karen Starr. Kresba je jednoduchá, čistá. Ale s čím jsem měla problém byly jednotlivé příběhy. V tomto volume je několik příběhů, z toho ten první nejzajímavější končí po těch sešitech v té nejlepší chvíli s tím, že finále si najdete v jiném booku (Justice League). Což teda dokáže opravdu naštvat. Následují tam příběhové jednohubky, které nejsou špatné, ale jsou to prostě jednohubky. Jakmile to přečtete, tak už nevíte, co se stalo. Proto dávám 2 hvězdy a snad se přečte dostane Power Girl lepší péči od scénáristy.

---

### Mike says

One of my personal favourite series pre new 52 along with Batgirl, Red Robin and Booster Gold. This book is great, the artwork is brilliant. The only thing that isn't giving it a 5 star rating is the fact you need to jump onto Justice League: Generation Lost to get the full story of the first arc of the book. It is a nice companion series to Generation Lost and a fun book overall.

---

### Alex Sarll says

If you can only say one thing in favour of this book, it's that it's a handy reminder about how, even before the more baffling aspects of the recent reboot, DC had succeeded in making a complete mess of their universe, so maybe a reset was needed. And let's be clear, you can only say one thing in favour of this book. Even the flashbacks to the delightful era of the Giffen/deMatteis Justice League are muddled and clunky.

---

### [Name Redacted] says

The vacant, overly-made-up face on Power Girl in the cover image is probably all you need to know about the art. The writing is...only okay. Not better than in the previous volume, not worse, but not up to the standard of the first two volumes.

What is more, unlike the previous three volumes, this volume is missing issues because the rest of the action took place in another series! Literally, one issue in this volume ends with Power Girl and Batman fiercely announcing their intent to stop Max Lord. It's exciting! It's dramatic! It's gripping! ...But the very next issue is a one-shot filler story, depicting Superman and Power Girl fighting magic dinosaurs. \*sigh\* You see, apparently the awesome battle with Max Lord took place during the "Justice League: Generation Lost" meta-arc, which somehow took place between two issues of "Power Girl", and which was also written by Judd Winick. Which I never read, because I didn't care. Honestly, I still don't, even if it will give me closure; I read the Power Girl series because I wanted to follow her adventures. I don't want to have to buy another series just to read the conclusion to an adventure that began completely within her series! Screw you, Judd Winick!

You can also tell that they had no idea the series would be canceled (or rather, invalidated by the craptacular "New 52" reboot), because this final volume ends on an odd "To Be Continued" sort of note. But thanks to the "New 52" nonsense, Power Girl doesn't have her own series, has a completely different personality, and is little more than a super-girlfriend and a sidekick (to Mr. Terrific & The Huntress, respectively). Not with a bang, but a whimper, eh, DC Comics?

---

### **Mike says**

It's the last collected volume of Power Girl comics, at least of the "pre-New 52" variety. All-in-all, the volume has some feeling of being disjointed. It leads with a transition piece, wrapping the Maxwell Lord conflict and paving the way for a more "civilianized" Karen Starr and rebirth of her Starrware company. A set of two-part stories follow, mostly with a lack of peril to Power Girl, and wraps with a mystery-villain powers test. Then the volume ends. Now, the volume editor *knew* there were no Power Girl stories to follow, thanks to the Flashpoint/New 52 changes in work. We *know* the editor knew, because there is a big, fat "END" on the last page. But it really would have been nice, if the editors could have let us know why -- "Amazing changes in the DC Universe follow in the series 'Flashpoint' and the Power Girl series ends here!" -- or some-such nonsense.

By the way, I have written elsewhere that this volume was *\_very\_* hard to find. Interlibrary loan was very good to me, and found a copy within, oh, about 1000 miles. I was not forced to spend \$50 on an internet sale, just for 9 stories.

---

### **Mauro Cosentino says**

I'll give this book five stars even when Winnick and Basri didn't work in the two final issues interior pages, but Sturges and Prasetya are not bad at all; these creators just filled in with two individual stories, full of action yes, but they don't add that much to what the previous writers and artists made with Kara. I can recommend this entire run to anyone interested in female superheroes, it is collected in four TPBs.

---

### **Kurt says**

The final two stories are good, it might have something to do with the fact that Judd Winick didn't write them. Or it might be something to do with the fact that both of them return somewhat to the fun that the Justin Gray and Jimmy Palmiotti issues had.

The problem with the book is, the main driving story is just so different from the fun times that I can't help but lash out at it. The Max Lord story that has been the drive for all of Winick's run just meanders around for during this book, and when it actually feels like something will happen we are directed to a different trade. Because of that I just don't feel any connection to Power Girl's cheeriness after that point.

---

### **Wing Kee says**

That was wonderfully but abrupt.

So far I've been surprised with the change in direction in tone and focus if this series. I really like Conner/Palmiotti but so far I've been pleased with this new team. Too bad the series needed to end.

World: The art was good, I like how direct and simple it is and the facial expressions are good, frames are a bit static but that's minor. The world building here is much more keyed towards joining Karen's world with the rest of the DCU and for the most part it's good, but it does take focus away from her.

Story: There are some good stories here, I especially liked the convention issue and there is a lot of fun here. It's definitely different from the last creative team but it's fun and good classic superhero comic reading. I did not like the reliance on other tie in books though as I thought Karen could stand on her own, but it is a sign that the book is not selling well enough. It's ending was very abrupt and that really annoyed me. I really like this character and she needs her own series, too bad it ended when she started feeling like her own thing.

Characters: I adore Karen she's great and her personal voice is strong and distinct. I really like where they went with her this book but unfortunately once her status quo changed the series ended. Once her cast of characters were established the series ended. So much potential lost. I liked the other characters too but I miss Atlee the most...

Good but over too soon.

Onward to the next book!

---

## **Chris Lemmerman says**

I know a lot of people who dismissed Power Girl's solo series once Gray, Palmiotti and Conner left with issue #12, but the series has been just as enjoyable, if not moreso, under Judd Winick, and this second volume is proof of that.

This trade collects a three part tie-in arc to Justice League: Generation Lost which is great, though feels a bit unfinished since the plotlines are all tied up in the JLGL book itself. They are a nice companion however, if you read the maxiseries.

Next comes two two part stories featuring first Superman and Zatanna, and then Batman. The first of these is just downright fun, whereas the second is more serious but just as enjoyable. Finally, Matthew Sturges writes the final two issues, which are done-in-one stories that act as a nice coda for the series.

Both artists in this book are exceptional, with Sami Basri being a very realistic artist whose work is perfect for PG and friends, whilst Hendry Prasetya is very similar in style and just as talented.

Power Girl's series ends as it began - a fun, enjoyable, feel good comic.

---

## **Laura says**

Really disjointed storytelling. Thankfully I had previously read the JLI books and all the Booster Gold books, so I knew the whole Maxwell Lord/Ted Kord storyline. This is definitely not a standalone volume. And still the story jumps around haphazardly. I read in another review that this book is split with another. I do believe they make reference to it early on in this volume, but that's some pretty shoddy editing. I shouldn't

have to switch reading books every few pages to get caught up on an alternate storyline.

---

## **The Sapphic Nerd says**

Power Girl's interactions with all the other characters - especially the superheroes - make scenes shine. Her relationship with Superman is interesting, but how she gets along with both Batman (Bruce Wayne and Dick Grayson) are particularly enjoyable. You really get to see Karen's fun-loving nature, as well as her big heart. She has so much personality, it's hard not to smile as you read her adventures. She's utterly lovable and admirable.

Rayhan Mazin's story is refreshing and so interesting. The trust he places in his adopted home country's justice, and the betrayal of that trust, is relatable and sympathetic, and not something I've encountered before in comics this way. It sheds light on the challenges immigrants face in a new country, the gratitude and hope for a better life, and desire and struggle to be accepted. The story ends on an optimistic note, which, unfortunately, isn't true for a lot of people. But it does give hope.

The Power Girl Convention is cute and it's sweet to see PG taking the time to interact with people who look up to her and aspire to be like her. I love the bit about cosplayers.

The last section has Power Girl zooming around to stop three bad things from happening in a minute. It's simple, fun, and entertaining.

Now for the things I didn't like: Twice in this book, a story arc sees its conclusion in a different title, and that issue isn't included. It forces you to buy Justice League: Lost Generation if you want to know what happens in a story you've been following. Needless to say, it's a bit off-putting.

There are parts during the Max Lord story where it jumps around between a "dream" and losing memories, and I'm still not sure what was going on there or what was real.

That said, I love this book. It has almost everything I could want from a comic, and from a hero. I would have preferred more interaction between Power Girl/Karen Starr and other women, but that's just me. I'm interested in how her peers perceive and interact with her. Still, this is my favourite Power Girl comic so far. She embodies feminism and female power without being sexualized - as a superhero and as a civilian - and is completely comfortable with herself and who she is. She's confident without being conceited, and she loves a good fight. How can you not fall in love with her?

---

## **John Yelverton says**

Despite it's abysmal start, the Power Girl book series is rocking and rolling.

---

## **Mike says**

Feel a bit disappointed here. Didn't know until it was too late that the big Maxwell Lord story was a serious crossover with the Justice League: Generation Lost book that Winick must've been writing at the same time as the Power Girl series.

That storyline is pretty damn good - don't get me wrong, total mind control has a habit of making it \*very\* easy to believe that even the most impressive superheroes could end up club-foot-dragging and never quite getting to the bottom of their problems. (kinda like the U.S. population and corporate dominance of the media, amirite?)

Usually, when there's a crossover afoot, you can spot the "why haven't we seen you together with our hero for years?" characters who suddenly "drop by" as if they're amassing for an intervention. Here, it only seemed normal for Kara to cross paths with/call/bump into her teammates from JLI and JSA - it would be like trying to tell a story of most of us about work, without ever hearing about all the people I spend all day working with.

Books like this work with an easy camaraderie - where PG has a posse of old friends in the metahuman community, and gets along well enough with them that it seems like she's been an instrumental part of their lives. And that's groovy - she has friends she can count on, and who count on her. Plus she's a bit of a screw-up, or at least someone who's trying to carry too many responsibilities, and occasionally lets important stuff drop - and that's awesome to see a believably human character like this.

A few short stories that were simple fun and easy to digest. Seems like a nice Sunday afternoon read, no? Went pretty well. I'll have to keep my eyes out for more of these PG-inclusive titles.

---

### **Gabriel Wallis says**

This Power Girl graphic novel was a little better than the last one. Sami Basri and Hendry Prasetya illustrated, and Judd Winick and Matthew Sturges wrote the story. Just to let you know, Sami Basri was the illustrator that I complained about the last Power Girl graphic novel I read. Well, it was illustrated just a tiny bit better. A little more detail was added. Storyline? It was great. I always think that if the story is about an obscure character, it's always good to grace the pages with well known characters. Superman and Batman both made appearances in the graphic novel, which, for me, made the story a heck of a lot better. Power Girl had to battle The Royal Flush Gang, Max Lord, Professor Anthony Ivo and his brood of genetically altered "monsters", robotic dinosaurs, Siphon, the metahuman Rayhan Mazin, and Rana the cosplayer. It was quite the adventure! And it was highly entertaining. Honestly, I don't know if they're planning on writing any more Power Girl graphic novels. But if they are, I'd definitely read it. They've been a good read.

---

### **Andrew Uys says**

Bringing the Power Girl series to a close (in preparation for the NEW 52 launch), the 4th graphic novel continues the Max Lord/Brightest Day: Generation Lost storyline. While I still have the same concerns I listed in my review for Volume 3, once the Max Lord material has wrapped, the title has some of its best stories to date. My personal fav is the penultimate issue where Power Girl meets her fan club. So cute & heart warming! I really miss the pre-NEW 52 Power Girl.... :(

---