



Spider-Man: Ends of the Earth

Dan Slott , Dan Slott (Written) , Stefano Caselli (Illustrator) , Humberto Ramos (Illustrator) , Rob Williams , Stefano Caselli (Art) , Stefano Caselli (Art) , Brian Clevinger , more... Thony Silas (Illustrator) , Ty Templeton , Humberto Ramos (Art) , Matthew Clark (Illustrator) ...less

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Collects Amazing Spider-Man #682-687, Spider-Man: Ends of Earth #1 & Avenging Spider-Man #8. Dr. Octopus holds the entire Earth hostage with his dying breath. The world may be ready to give in to his demands, but Spider-Man and his fellow Avengers sure aren't! Spidey and the Avengers face off with the Sinister Six in a globe-hopping showdown of epic proportions.

Spider-Man: Ends of the Earth Details

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From Reader Review Spider-Man: Ends of the Earth for online ebook

Gianfranco Mancini says

Far better than expected!

Ok. Maybe the world threat menace was just too much for your friendly neighborhood Spidey, but seeing dear old Petey taking the lead of the world heroes (but for the FF and the mutants occupied somewhere else) to stop Doc Ock and his Sinister Six (but their number rises issue after issue!) and spoiling an emergency G8 here in Rome was just epic!

But for the one-shot special with the hateful Marvel version of Big Hero 6, I liked almost everything here: the story, Caselli/Ramos great art, Dell'Otto awesome covers and Slott's dialogues too.

The Anti-Sinister-Six suit was a nice touch, the spider-goblin glider was a better one, but the best parts of this saga was Doctor Octopus shutting down Iron Man for good using Starktech stolen from Arno Stark's future armour, and it reminds me that Marvel authors have just 3 years left to give me a decent Iron Man 2020 series! Please, not fail me!!!

And that intense final ending...

(view spoiler)

Mιχ?λης says

Πολ? μ?τρια πλοκ? τραβηγμ?νη απ? τα μαλλι? και υπερβολικ? "επικ?" για τα δεδομ?να του ανθρ?που αρ?χνη. Με εξα?ρεση το τελευτα?ο τε?χος, που πι?νει ?ψογα των χαρακτ?ρα του Spider-man.

M says

Dan Slott gives the Sinister Six a chance at center stage, with the final plot of Otto Octavius set into motion. Having tackled the Fantastic Four and the Intelligencia, Doctor Octopus and the Sinister Six are putting their latest and greatest world domination scheme into motion. The launch of the Ocatavian Lens system - designed to combat global warming - seems too good to be true. Donning a new armor and loading up with gadgets, Spider-Man and the Avengers track down the Six in order to determine if Otto has truly become a savior. The swift defeat of the heroes proves Octavius is still up to his old tricks. Denounced as an obstacle towards world peace, Spidey must gather a crew of international heroes and help shut down the Lens in order to finally put the mind of Doctor Octopus behind bars. The use of the Sinister Six as a powerful team is what really grabs a reader's attention. As opposed to being a motley crew of Spider-Man punching bags, the group (Rhino, Sandman, Electro, Chameleon, and Mysterio) show that Doc Ock's planning can have them beat even the might of the Avengers. Aslo, the move of Peter Parker to Horizon Labs has allowed the former science geek the chance to upgrade his tech and weapons; the new Spider-armor is an interesting but unnecessary addition to the mythos. While a rollicking ride, the return to status quo feels too quick, as does the loss of both Rhino and Silver Sable during combat. Thankfully, the Ends of the Earth is simply the beginning for a Superior Spider-Man!

Mike says

This trade contains the Amazing Spider-Man issues #682-687, Ends of the Earth #1 and Avenging Spider-Man #8.

Things have been going fairly well for Peter Parker, who's making the best of his job at Horizon Labs to develop new gadgets for his crime fighting alter ego. What Spidey doesn't know is that the grand scheme Doctor Octopus has been laying groundwork for through his Sinister Six is about to begin. And Doc's prepared to take a very unusual step to be remembered after his impending death...

The titular story spans the entire trade, with a slight tangent in the middle to see the effects of Doc's plan on different heroes in different parts of the world. There is a ton to like in this collection. Slott's Doc Oct is brilliant and there is specific purpose to everything he does. He is a legitimate match for Peter and their moves and counter-moves are fascinating. I love the way the rest of the Six is used here too, each a threat that needs careful handling and also an individual character with his own motivations, schemes, strengths and weaknesses. Spidey's approach to each makes for a fun read, as does Slott's choice of which teammates Peter's left with when the world's against him.

The tangential issues are ok. The concept is good and watching the third (or worse) stringers try to step up has it's moments (mostly involving refreshingly competent villains) but they're nothing terribly vital.

The conclusion is strong, and costly. I was quite surprised at how things wrapped up and there are a lot of interesting potential follow stories to be told.

All in all Ends of the Earth is a excellent payoff to a battle Slott's been building to for a long time. Recommended.

B says

This is a story that is way too big for Spider-Man, but because it works, it works.

I think the only problem is the climax. Everyone wants to repeat certain Spider-Man moments. This is one of them: <http://wpcontent.answers.com/wikipedi...>

This is another: <http://goodcomics.comicbookresources....>

Anyway, the echo is very faint, but it's not quite right. So the climax isn't quite right.

Also, poor the Kangaroo.

Anyway, hard to believe this wasn't the top of the arc. Very big, very final.

Andy says

I've been a big fan of Dan Slott's run - frankly I think he's the best Spider-Man writer in a long time. This for me just didn't quite hit the spot though.

For me Pete has always been a New York guy. He's at his best taking down street thugs, throwing out quips and having some fun in the process. So when he's leading a world task force to bring down Doc Ock (who by now has morphed into a 70s-era James Bond villain complete with diabolic scheme to wipe out the planet, underwater secret lair and horrible disfigurement), well it stretches my belief. I like Spidey in the canyons of Manhattan. Not so much in the Sahara.

Saying that, the whole Sandman sequence was excellent and a really novel approach to his powers and how they can manipulate them. Not sure how Flint's coming back from this one. Given the new movie I thought Electro's fate here was pretty comical too, let alone Kangaroo!

Slott does seem a fan of new costumes which doesn't bother me and at least they're not being trumped up in the press like they used to. It fits better with his current status too.

So, not a disaster by any means - the writing is great, the dynamics and global scale are impressive and the artwork is uniformly excellent - it's just not my favourite kind of Spidey story. There's a lot of content in this collection and that is appreciated given some of the slimmer volumes in the last few years.

Not long til the end now...

Aldo Haegemans says

Good story

Mike says

Big story! Big action! Big consequences! Slott pulls together another of the series of threads he's been laying down for a couple of years and lays out a magic carpet for us to ride into Doc Ock's latest, troubled but maybe well-meaning attempt to fix the world?

It's the momentous yet bombastic and terribly over-wrought dialogue out Doc Ock keeps it from being an absolute classic. The rest of the characters are fun, weird or just human, which carried me through the weaker parts. At no time did I in any real way enjoy the Octavius passages - just straight out of Stan Lee's script pages.

You know how you've got that one friend who just won't shut it, and won't leave it be? You want to get him laid or find a way to help him get a job that might burn off some of this anger energy? Yeah, Otto is like that for me here. I mean, he's calculating, smart and ambitious which are all good qualities in a supervillain, but Jesus is he ever a broken record about it.

Good thing the rest of the Sinister Six and the spies that join Spidey for the hunt are decently dimensional (OK, well Black Widow seems a bit thin). And thankfully Slott both retains his sense of humour throughout to keep me entertained, and uses the Silver Sable appearance to give Peter an always-needed ego boost.

The art is fairly good - decent action, everyone looks a little too exaggerated, but it kept me interested and was never unclear who or what was going on no matter how busy.

Anthony says

I've enjoyed most of Dan Slott's Spider-man run. Some of it has been better than other parts. Spider-Island was a real high point. Sadly, Ends of the Earth just isn't as good. I think the problem I have is that the threat is too large, and you never really get the sense jeopardy.

Doctor Octopus holds the entire earth to ransom, as his final evil master plot before he dies. Slott had been leading up to this story for a while, which I think makes it even more disappointing that it's just not that good. It's not terrible, don't get me wrong.

In Spider-Island, it was just New York under threat. And since Spider-man and New York go hand in hand, it was easy to get behind. But, Spider-man isn't as known for dealing with global threats. I prefer the more person story lines, where himself or someone close to him is in danger.

And with this storyline going on at the same time Avengers vs X-men is being published, like I said - no jeopardy.

Cameron says

Being one of Marvel's "street level" heroes, Spider-Man's stories are for the most part relatively small in scale. ("Relatively" being the key word. Even villains who can destroy a city as big as New York aren't large scale when your universe has a being who eats planets for lunch.) In that respect, *Ends of the Earth* is both interesting and exciting. It's rare that Spider-Man is not only leading the charge against a worldwide threat but is also the world's best hope against it. To be frank, it's pretty freakin' cool, actually.

Ends of the Earth sees Doc Ock finally unleash his master plan after books all over the Marvel universe started building it up what seemed like an eternity ago when this story was initially being told. During that build-up, Ock enjoyed a measure of celebrity that's rare among Spidey villains not named Norman Osborn, popping up in books like *Avengers Academy* and even *The Invincible Iron Man*. Spider-Man was no slouch either, as an element from nearly every story line since *Big Time* plays a part in this event. What I'm trying to say is that a huge amount of prep work went into this story. And fortunately, it mostly pays off. (Don't worry, though. Slott does a good job of concisely equipping the reader who isn't familiar with all the build-up with what they need to know to follow and enjoy the story.)

In a time where people have global catastrophe on their minds for one reason or another, Otto Octavius throws a heaping helping of fuel on the paranoia fire by engineering the effects of extreme global warming on the planet for a brief time. However, he claims his goal is preservative, not destructive and that he can save the Earth forever if only he had the world's backing. Much to Spider-Man's surprise, Doctor Octopus receives little resistance. Thinking he's the only sane person on the planet, Spidey heads out to stop Ock only to find that the doctor is crazy prepared on a level that Batman would call excessive and, being so near death, equally desperate.

Having such a large scale story surround Spider-Man is rather exciting. From the get go, Spidey takes charge of the situation, and while that makes sense given that this is his book we're talking about, it's great to see that this isn't just his side of a much bigger event. This is Spider-Man's show (and Ock's) all the way.

Ends of the Earth keeps the thrills coming at a near constant rate. All the setup has been finished before the start of the book, so just about everything in it is payoff. Fortunately though, this doesn't come at the expense of those unfamiliar with what Ock had been up to prior to the story. His scheme is simple and easy (for the reader) to follow. It's the execution of his plans and Spidey's counter-plans and Ock's plans to counter his counter-plans (and so on and such forth) that's the real meat of the story. The book is a near constant battle of mind, strength, resources and resolve and it's highly intense.

All that excitement and payoff has a downside, though. *Ends of the Earth* ends rather abruptly, like it realized it was running out of real estate only a few pages from the end and had to cram a conclusion in there. A flat attempt at an emotional conclusion no less. It's disappointing to read all this build up to the climax, only to have it end almost right after it starts to make way for the resolution. (I had the same issue with Slott's previous big Spidey event, *Spider-Island*.)

With all the action in this story, it's fortunate that such talented people are handling the art. Stefano Caselli is one of my favorite Spidey artists (right alongside Marcos Martin) and Humberto Ramos' style has a quirky, almost cartoony, charm to it. Despite their differences, however, the two styles blend rather well. So when we transfer from Caselli (who penciled the first and last two issues) to Ramos (who penciled the

middle two) and back again, the transition is surprisingly smooth. Good thing too, as the plethora of action scenes are lots of fun and you don't want any obstacles getting in the way of your enjoyment of them. Big battles with large character counts are a common occurrence and while they're frantic, both artist's keep the scenes from losing there coherence. It's always easy to tell who's doing what and the action benefits from it.

Very much a comic variety popcorn flick, Ends of the Earth isn't deep, but it's big, fun, fast paced and action packed. Even with a lackluster attempt to add emotional weight to the story and a rushed resolution, this is a very enjoyable read that hardcore and casual fans alike can jump in to and have fun with.

Roy says

Really awesome!! Not many times spidey needs to save the world. Normally its just NYC. Great continuous writing!!

Koen Claeys says

This is the book that made me decide to sell all the Spider-Man books since 'Brand New Day' (early 2008). It almost made me fall asleep from boredom (really !). Peter Parker has been working as a genius (who's even smarter than Einstein) in a lab with other super-genius, he can invent anything that comes up in his head. In reviews I read it's all 'big fun' but this never-ending soap doesn't do it for me anymore. After Straczynski I've seen this series evolve from variable mediocrity to something that should be fun but bores me to death. Where's the good old days when Parker was a nerdy guy who ended up with spider-powers ? Who's this mega-genius with every possible power, even invisibility ?

It's no fun anymore.... I'm going to stick with Ultimate Spider-Man. That title hasn't dissapointed me since the start.

Edit : After a good night's sleep I decided to not sell so many Spider-Man books, just the ones that came after Spider Island. Slott really ruined (what should be "Amazing") Spidey.

Maddsurgeon says

This is my introduction into the Dan Slott Amazing Spider-Man stuff, not having followed the book for years, and I must say I really like it. He writes the web-slinger's dialogue very well and he also does well with all the various villains and cameos that pop-up.

The Rob Williams/Brian Clevinger one-shot is a bit campy and weird, but the Dan Slott stuff is really really cool. And the art is great; it took a bit to get used to the gigantic gross Doc Ock, but I kind of dig it.

The plot is great; Doctor Octopus has a huge scheme to take over the world that he presents as a solution for global warming. So of course, everyone's suckered in except for Spidey (and Silver Sable and Black Widow).

RIYL anything Spider-Man; this is one of the better takes on the character.

Peter Derk says

Guys, this is so good. Dan Slott, after reading about 50% of the Amazing Spider-Man issues out there, is hands-down my favorite Spider-Man writer. It's SO good.

Let's put it this way.

I'm a man of age and wisdom who has been reading comic books his entire life. I know how these things word. And still, for the briefest moment in this book, I caught myself thinking the world might ACTUALLY end if Spider-Man couldn't save it. With the next three volumes sitting right there, I STILL had a moment.

It's a pretty rare thing to capture in comics, a world where the stakes can't ever be high because people are always coming back from the dead and reversing time and any other number of insane things. But it happened, and I'm grateful for that.

William Thomas says

Dan Slott, I don't know why anyone's giving you s\$&t about this arc, but you'll hear nothing but praise from me. This is definitely the crowning achievement of your run on Spider-Man. You've mad me a little angry in the past with some of your more frivolous arcs like 'Spider Island'. But here, even though you're killing off Doc Ock in what looks to be a way he'll never come back from, this isn't only his greatest work, but yours. Keep this momentum going for the rest of the run, and DO NOT kill Peter and you and I can be friends. I know that's a great incentive to do as I say. I mean, you've written the Sinister Six perfectly here so I just don't even know what else you're going to throw at us up until issue 700. You've really piqued my interest here. Something that hasn't been done in Spider-Man since the Macfarlane days.

Writing: A

Art: A
