



All-Star Western, Volume 5: Man Out of Time

Jimmy Palmiotti (Writer) , Justin Gray , Moritat (Illustrations)

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After a confrontation with Justice Leaguer Booster Gold, the DC Universe's most infamous bounty hunter from the old west is transported 150 years into the future into modern-day Gotham City. Confused and adrift, Hex looks to shoot his way out of trouble--but that may do him no good when he's thrown into Arkham Asylum!

Written by Jimmy Palmiotti and Justin Gray, features guest appearances by modern DCU characters such as Superman, Batman, John Constantine. Dr. Amadeus Arkham and more!

Collecting: *All-Star Western* 22-29

All-Star Western, Volume 5: Man Out of Time Details

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From Reader Review All-Star Western, Volume 5: Man Out of Time for online ebook

Daniel Butcher says

Easily the best volume of All-Star Western yet as we get to follow around Hex as a man out of time. The reactins appear very realistic and play well.

What does not play well is the feeling sometimes he is doing a tour of the DC New 52 where run ins really have low story impact.

Chad says

The series comes off its rails as Jonah Hex comes to the present day DCU and meets Bruce Wayne, John Constantine, Swamp Thing, and Superman. I'm guessing they were trying to drive sales, but not really what I want to see in a Western comic.

Devi says

Sometimes status quo and formula gets boring and you need to mix things up. Honestly, I could read one-shots like the pre-New 52 series until the end of time, but whatever, the arcs and putting Jonah in Gotham was a nice twist for this series.

Taking him to the present was not.

There's some interesting ideas in doing so, to be sure. How does a gunman who rides in a world of grey morality deal with laws and superheroes? It seems to touch on an idea at one point, turning him into a motorcyclist going across the modern West, almost Ghost Rider esque, and then it does nothing with it.

This arc is flooded with ultimately pointless cameos. Batman and Superman both make appearances that don't add anything. He encounters Constantine and Swamp Thing in a couple issues that go far off track into "Why is this even happening?" A quest for the House of Mystery just kinda fizzles out, I assume because somebody said "Get him back to the past as soon as possible". This means that the entire thing just comes down to "Hex wanders around randomly with his new girlfriend".

A boring trainwreck showing that some characters just shouldn't be messed with.

Alex Sarll says

Scarred and ornery bounty hunter Jonah Hex is thrown forward in time to the present day, where he seems

incapable of walking down the street without either crossing over with a modern superhero, or encountering a modern social issue (the gay marriage conversation is notably clunky). Still, somehow it all hangs together - this is the only New 52 book where I can see myself reading Volume 6.

Sean says

Jonah Hex's trip to the present wasn't the fun time I was hoping for. This collection was more of a cameo extravaganza than an actual connected story. Jonah interacts with modern day heroes but it seems so forced, its off putting. Added to that the strangeness of the outcome and his new love interest was Moritat's artwork which was rushed. I thought going into this that it could have been amazing but it was just a by the numbers collection of cheesy team-ups. Overall, a giant disappointment.

PJ Ebbrell says

I was dubious when I picked this up. For those that remember Hex. I am just happy for Jonah Hex to be out in the old west, but this has a certain charm with some nice twists.

Fizzgig76 says

Reprints All-Star Western (3) #22-29 (September 2013-April 2014). Jonah Hex is out of time...literally. Stranded in the 21st Century by Booster Gold, Hex finds that things have changed in the world and truths he believed to be certain are now in question. Having to prove his identity and with a new girlfriend in Gina Green, Hex is encountering people like John Constantine, Swamp Thing, and even Superman in his quest to return home...but time could be running out for Hex!

Written by Justin Gray and Jimmy Palmiotti, All-Star Western Volume 5: Man Out of Time is part of DC Comics' New 52 line-up which began in 2011. Following All-Star Western Volume 4: Gold Standard (the title is sometimes also non-hyphenated as All Star Western), the collection features art by Moritat, Staz Johnson, and Fabrizio Fiorentino.

I like when Western heroes cross over with superheroes. In Marvel, it was always fun to see Two-Gun Kid hang out with the Avengers (though Two-Gun was much more wholesome), and it is fun to see Jonah Hex in the present day. I wish it could have gone on a bit longer.

The series really keeps moving at an almost unnatural rate. It has Hex institutionalized, freed, a free man, and a traveler all in a couple issues. It feels like a ton of story-arcs are crammed into the issues. I often feel that comics drag out stories too long, but here Hex's adventure seems condensed (it could be due to fears of cancellation).

It is also a strange unbalance of writing at points. You have characters like Superman telling Hex that he's been following his adventures, but you have the curator of the Jonah Hex Museum not knowing about Jonah's resurrection...even if he doesn't believe it. I realize in the world of superheroes, Hex's story might not rank as high as something that Wonder Woman, the Justice League, or even Martian Manhunter is doing, but it seems like there would be some universal interest in the fact that Hex is from another time (plus, there

is always the problem that have of society doesn't believe in time travel where there are aliens flying around the planet...it seems like a lot is possible).

Hex gets a little more self-aware in this volume by doing things like questioning Superman on the state of the world and why he hasn't fixed things. He also helps a crowd injured when a man runs into it. It isn't that I think he's an amoral character, but it does seem a bit out of character at points. There is a difference between speaking your mind and waxing poetic.

This might actually be my favorite volume of All-Star Western just because of the oddity of it. It ditches the back-up story to provide more room for Hex (a plus), and I also like the Stranger in a Strange Land vibe of the comic here and wished there had been more of that (even in the West, Hex is an outcast). Hex heads home in this volume and sets up the final volume of the series. All-Star Western 5: Man Out of Time is followed by All-Star Western 6: End of the Trail

Jennifer Juffer says

Suspend all sense of reality.... wait! That's what I do when I read a comic book, anyway!

However, I've gotten so used to Hex in the ole West that bringing him to "modern" times was a little disconcerting. At first.

Then, it turned into one heck of a fun read! Seriously.

Jonah Hex in Arkham? Hex meeting Superman, Swamp-thing?

Although, by far and away, my favorite was the meeting btw John Constantine and Hex.

Well written, with plenty of humor and action.

The book says to me -

Hex may be ready to forget modern times, however, modern times my not so readily forgot Hex.

Cale says

Bringing Hex into the modern world never quite works here. This collection has some questionable moral and political statements; some seem out of place and some seem out of character. The 'story' such as it is basically exists to host crossovers with Constantine, Swamp Thing, and a confrontation where Hex dresses down Superman for not doing enough which is utterly tone-deaf in its presentation. It does make the point that Hex is not a hero; between his modern-day murders and his treatment of the woman who gets obsessed with him, there are a lot of scenes here that just out of place. And there's a scene of violence that has not aged well at all, and its resolution rubbed me the wrong way.

So you've got a character out of time, doing out-of-character things with poor representations of other heroes and no real narrative arc. I enjoyed the rest of the series, but this volume was a major mis-step for me. I'm just glad it ends with Hex back where he belongs. Because he definitely doesn't fit in the 'modern' DC universe.

Sarah T. says

I really enjoyed this volume of Johna Hex's journey! I thought it'd be too hokey but traveling around on a

motorcycle, passing through the Burning Man festival, meeting several other super-heroes along the way (Swamp Thing, Constantine, Superman); this was just a really fun read. I can see people getting annoyed at how it ends, but the ending didn't bother me. I'm interested in seeing how that change affects Hex's future.

Danielle The Book Huntress (Back to the Books) says

I enjoy the heck out of the All Star Western/Jonah Hex graphic novels. Hex is such a character. Not at all a Boy Scout, but he dives into the fray to defend those who need defending. It sure was interesting to see Hex as a fish out of water in the present. He's not a man to fall in with authority just because, which becomes, well, problematic. However, Hex gets on his feet fast, with the help with a young woman with a taste for older rough and tumble bad boys.

The sex and violence are pretty prominent, but it's not as skeezy as one might think. I also liked how not one story is alike in this volume, but the story arcs have plenty of surprises and twists and turns. I was not expecting what happens in the last story at all. There are lots of cool cameos in this. I never thought I'd see Hex and The Man of Steel in the same comic, but I did!

I am hoping this isn't the last volume.

What will I do if it is? Nooooooooooooo!!!!

Chris Lemmerman says

This is what I thought Volume 4 was going to be - Jonah Hex stuck in the present day, and dealing with present day problems with his Wild West problem solving skills. Jonah adapts a lot better than I thought he would, and is soon mixing it up with Superman, Constantine, and Swamp Thing as he attempts to get home. Jonah's reactions are both in character and poignant, making you think that just because we've changed, doesn't mean we're better than we used to be. There are some fun detours, like the Black Mercy issue, and whilst the final resolution to the arc is a little disappointing since it kinda comes out of nowhere, this is still probably the best this book has been since the first two arcs or so. The artwork is solid throughout, and whilst we lose the great back-up stories, almost all of the issues in this trade are 30 pages instead, so we get more of the main story.

Quentin Wallace says

In this volume, Jonah Hex travels to modern times, and we see him in modern day Gotham as a "man out of time." I admit, I went into this preparing to hate it. As much as I love the weird western genre, the idea of Jonah Hex traveling through time just didn't appeal to me. (They did something similar in the 80s with the HEX series.) However, I must admit I was very pleasantly surprised. It was very well handled and actually just as good as the original western setting stories to me. It was pretty cool to see Hex battling the Mutants gang from The Dark Knight Returns for one thing! Also, Jonah Hex on a motorcycle was cooler than you'd think.

Overall, once again, if you're a Jonah Hex or Weird Western fan I still think you'll like this even though the

setting changes, but if you are a fan of sci-fi, time travel, or action comics, this should appeal to you as well!

Bobby says

"Ah hate the future," says Jonah Hex as he comes face-to-face with Swamp Thing.

So goes much of Volume Five, one hell of a roller coaster of a collection as Jonah Hex finds himself a fish out water in the 21st century

Hex adapts surprisingly well to his modern surroundings. All he needed was an updated horse in the form of a chopper, updated weaponry (though his 19th Century sidearms still manage to do the trick), and new ride-or-die lady at his side. And as in his own time, there's still plenty of people that need saving and plenty more people in need of being shot.

Hex finds himself on the run for much of the volume as he tries to find his way back home. He finds some unlikely costars along the way in the form of John Constantine and Swamp Thing, who offer to help Hex in exchange for his proficiency with firearms. A teased showdown with Batman never quite pans out, although Bruce Wayne shows up for a nice tie-in to the earlier volumes.

The high point of guest spots takes place in Metropolis with.... it's in Metropolis, so of course it's Superman, who attempts to find an odd kinship with Hex, both being aliens of sort in this world. Instead, Hex leaves Superman with straight talk about Superman's place in the world that the Man of Steel probably doesn't hear from his contemporaries.

The ending comes out of left field, and I can see why that would bother some people, but this is All-Star Western, not All-Star Science Fiction, so as long as Hex manages to find way to plug holes in bag guys, I'm okay with it.

John Shaw says

One of the odder characters from the old
DC Universe

Jonah Hex

is a veteran of the Civil War
fighting for the Confederacy.

He becomes marked

not just with the scar that is
half his face

but by supernatural forces.

Hex finds that a particular sort
of magical mayhem is
always drawn to him.

This series is no different.

In Gotham City of the 1880s

Hex becomes embroiled in

all kinds of lunacy that he wants no
part of.

While really quite grim and dark
this book is also exciting and uniquely fresh.

An odd notion concerning a western comic,
a genre I though played out 50 years ago.

Mystical Western Noir
is the only way to describe
this wholly original series.
