



## Booster Gold, Vol. 1: 52 Pick-Up

*Geoff Johns , Jeff Katz , Dan Jurgens (Illustrator) , Norm Rapmund (Illustrator)*

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Originally published in single magazine form as Booster Gold #1-6.

## Booster Gold, Vol. 1: 52 Pick-Up Details

Date : Published May 20th 2008 by DC Comics

ISBN : 9781401217877

Author : Geoff Johns , Jeff Katz , Dan Jurgens (Illustrator) , Norm Rapmund (Illustrator)

Format : Hardcover 160 pages

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

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# From Reader Review Booster Gold, Vol. 1: 52 Pick-Up for online ebook

## Gayle Francis Moffet says

Me: Okay, I've read this entire series before and cried about 47 times. But now that I know everything that happens, I'll be fine.

Book: Hey, remember this Guy Gardner moment in the first arc?

Me: ....not really. I only really got into Guy after I read this arc.

Book: LOOK AT THIS SADNESS OF GUY GARDNER THAT IS TOTALLY BASED IN HIS CHARACTER.

Me: Okay, one cry. I can have one cry.

Book: Oh, and remember how much Booster wanted to save Ted?

Me: ...yes. I am sure I remember how much he wanted to save Ted.

Book: Are you SURE?

Me: ...yesssss?

Book: No, you're not.

Me: Okay. Two cries. I can have two cries.

Book: Oh, and here's Booster trying to save Babs from getting shot by the Joker over and over and over and over again.

Me: OH GOD I HAD FORGOTTEN

Book: And don't forget how things end with Ted!

Me: I can't go on. But I must.

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## Eskana says

(\*This volume should be read with Volume 2!!! Arc continues and ends there)

**Jumping on point?:** Yes. No deep backstory needed to read.

**Review:** Booster Gold, in his own series. 'Nuff said.

But if you need more, this is the first volume of Booster's adventures. Booster Gold (Michael Carter) is a washout from the 25th century who had the bright idea to travel back in time and become a hero- with the

advantage of historical records to tell him how to be in the right place at the right time. He wasn't against earning a little money doing it either...

But Booster's changed a bit since then, and he's lost a lot. He's had his best friend and his sister die, and he's grown a lot. He even saved the universe (not that anyone believes him). But when Rip Hunter, the Time Master, offers him a job protecting the world's greatest heroes from being written out of existence by evil time travelers, he's willing to take on the task, even if it means that everyone, for all of time, will think that he's the same goofy gloryhound he used to be.

But it's not easy, and Booster asks for a price: the chance to go back and save his best friend. He gets this chance, but soon sees the costs of changing the past, even to get the things you want...

This volume is great- I just love Booster, and seeing his development here is great. He's just such a great hero... I mean, every hero risks life and limb for others, but at least they get some thanks for it, or even just respect from their peers. But Booster has to have everyone thinking of him as an idiot just so he can be effective (I mean, otherwise the evil time-travelers could just erase *him* from history.) He's got no one but Rip and his robot Skeets. Life must suck! So you can empathize with his desire to save at least one person that means something to him.

Just awesome. He is the best!

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### **Jin says**

My first Booster Gold book and this doesn't disappoint. 52 Pick-Up is entertaining and lively. The character is funny and the time-traveling adventures are engaging (at times too emotional). The panels are bright and the artwork has its classic feel to it. Too bad the ending is another cliffhanger and DC does not have a collected edition for the whole 5 book series. It would have been a great collection.

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### **Sesana says**

[Ted Kord's death was such a major event, and sadly the most important the

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### **Nicholas says**

Booster Gold is a washed up football player from the future. He had visions of being rich and famous but got caught throwing games for cash. Only able to get work as a museum guard Booster decides to steal future tech and travel to the past to strike it rich as a superhero. A laugh to most everyone Booster was a joke, until he became entangled in a dangerous mission with time traveling guardians. Now Booster is on a secret mission to protect all of time from those who have the power to bend it to their own will. No one can know that he is the greatest hero we will never hear of.

Johns and Jeff Katz do an amazing job of capturing the humor and seriousness of Boosters life at this time. Booster wants to be taken serious and Johns shows us how booster is both a changed man and conflicted over his own changes.

The art is by Dan Jurgens which is brilliant as he is the creator of Booster Gold. It is easy to see that Jurgens love for the character is lived out in the detail he gives to the work. Some of his best work.

This is the type of story that shows the extremes of superhero craziness as well as the depths of its emotions.

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### **Joshua says**

Great "pick-up" after the 52 storyline. Also is a great example of what DC does best, focusing on lower grade heroes and making us care for them and like them as much as the higher grade heroes. This story takes probably the most selfish hero in comics and turns him into one of the more selfless ones. As you read through the story, you can see the transformation and character development that is taking place within Booster as he exchanges his own self interests and what he believes he is entitled to as a hero. Though the transformation isn't complete in this volume, you'll have to read on to get the big spoiler, which I won't reveal here. But, I know what that spoiler is and knowing it really does enhance my experience watching the scene and dialogue that unfold between the characters. I also really enjoyed the tid-bits of information to other super hero origin stories and how in fact their origins to becoming superheroes is dependent on the actions of the time traveling Booster, but they will never know that. Hal Jordan will never know why he was chosen, first, instead of Guy Gardner. All in all, this title leads you through an evening that is spent where you can't put down the book. And also leads into anticipation on what will happen next.

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### **Anna (Curiosity comes before Kay) Partrick says**

More of a 3.5, but I'm rounding up on this one. Really my only problem is that it piggybacks directly off of Infinite Crisis and 52, both of which I've never read before. Now I have plans to eventually read both of them. I really liked Booster Gold, just the right amount of jerk to hero ratio, and just the idea behind him is a cool concept.

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### **James DeSantis says**

I've been hearing I really have to pick this up so I finally did. Any good? Let's talk about it.

Booster Gold is a royal fuck up. Like, he's a cool guy, but he's also kind of a asshole and plays too much. Ever since we lost Ted though Booster trying to be better. He trying to take his superhero role a bit more serious. On top of that he gets a chance to visit very big moments in other heroes lives and try to change it for the better or fix things. Usually he can, sometimes not so lucky, but this is now his life.

Good: I enjoyed the start, it was campy fun and joyful superhero time. I also liked the Barbara issue a lot, a good lesson to teach someone like Booster. How great is Skeet? Funny little asshole robot worth the lolz.

Bad: The time jumping stuff can get a little too much. I also thought the whole father twist stuff was just a tad boring. Really issue 3-4 were issues with the idea and pacing for me.

Overall pretty fun little comic. I can see why he has such a cult following. I'll def be trying the next volume

out hoping it stays entertaining.

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## Anne says

### I love Booster Gold.

And when I tell people that, I usually get some funny looks. But it's true! And *this* title is what made me a fan. My love affair started with The OMAC Project project, but **52 Pick-up** kinda solidified my feelings.

The gist is that Booster is a newly reformed self-serving glory hound who has only recently gained a smidge of respect from some of the members of the Justice League. Just when it looks like all his dreams are finally within reach, he finds out that he is destined to be *The Greatest Hero The World Has **Never** Known*. In order to save the Justice League (and preserve the timeline), he's going to have to *make sure* history thinks he's just a harmless bumbling idiot.

Rip Hunter is a mysterious time-traveling figure that wants Booster to work with him to fix all the problems that Mister Mind's recent rampage has caused. Earth's timeline is spotted with newly malleable moments and Rip is afraid that, left unchecked, villains could change history to their advantage.

Because he has to continue to act like a grandstanding fool, Booster isn't exactly excited to help Rip. But he eventually agrees with the condition that Rip allows him to go back and save Ted Kord (Blue Beetle) from Maxwell Lord. Rip warns him it can't be done, which leads to a really heartbreaking story about Booster trying to save Barbara Gordon from the Joker's bullet.

Will that stop Booster from saving his friend?  
Only time will tell...

Great story about a C-list character that flies under the radar.

**Recommended!**

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## Brandon says

[The whole poi

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## Dean says

I'd go 4.5 on this, for both the hugely entertaining story and the fantastic art. Booster Gold has always been a

favourite, and I love the way this series manages to integrate the comedic relief Booster of the past into the present. It actually becomes a very relevant plot point. The use of Rip Hunter is excellent too, as are the cameos by several heroes and villains. The Beetles team up is lots of fun of course. The art is clean, laid out brilliantly, and peppered with some lovely full page spreads. Pure ( Booster) Gold.

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### **Brad says**

Booster Gold, the self-serving, product-endorsing superhero, is recast post- 52 as the guardian of the timestream, along with his sarcastic robot Skeets and bearded mentor Rip Hunter. Booster now jumps through time saving the time stream (and other superheroes' continuity) from other Sons of Doc Brown. Booster Gold's never been a hero I've cared about, but, like always, Geoff Johns makes him interesting by emphasizing his history and his family. The makeover that started in 52 is complete!

Booster's individual adventures, which have him running into the silver-age Flash, Killing Joke-age Joker, Jonah Hex, and several ages of Blue Beetles, all draw on classic DC universe moments, but are still entertaining and not too jokey.

Booster Gold creator Dan Jurgens draws the book... I'm kind of surprised he took the gig. His star has fallen a bit at DC (he was the guy who masterminded Superman's death), but his art is fine and generic.

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### **Travis says**

Super heroes and time travel! The Reece's peanut butter cup of cool comic book ideas.

Booster Gold, one of the few that came out of the '52' series fixed and better than he had been, is now working with time traveler, Rip Hunter ( who has been fixed up into DC's Doctor Who') to fix all damage done to the time line up the constant messing with the fabric of reality from recent big event stories.

So, they go bouncing around DC comics history, trying to set things straight, or at least not cause more damage.

Couple nice stand alone stories, as well as the set up for an evil version of Booster, who is dedicated to messing with time more.

Nice blend of sci-fi and super heroes, with a bunch of assorted guest stars from DC history.

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### **Brendan says**

Geoff Johns is hands down one of the best comic writers out there. I had recently read the rebirth and he has set the DC nation back in line. Booster Gold is a character I know little about but have come across him during the TV series Smallville. This had intricate stories and characters moving through the issues. Johns can write for any character and he gets them so well. This book rocks and is fun to read without dragging the story out. The book is part of a series I'm eager to finish.

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## **Wing Kee says**

Oh Michael you are fun!

World: Dan Jurgens art, yes please! The world building is fantastic cause it builds on 52 and allows the entire DCU to be the playground for Booster which is a smart thing that Johns did. The time travel aspects of this world is also great, I can see how Legends of Tomorrow took this premise cause it allows for so much exploration and fun.

Story: Paced well and truly hilarious in a way that's not forcing the reader to laugh but rather enjoy and be amused organically. The premise allows for the multiple cameos which was fun, it really harkens back to the 90s one and done issues. Then there is the beautiful larger arc of Booster and his quest for Ted. That single beautiful gut punch of an issue with Babs was brilliant and Michael is so much more than what first appears. Beautiful stuff.

Characters: Booster is complex and we finally get that from Johns. I like this added layer to the character and his arc is beautiful, especially the Babs issue. The cast of cameos and characters was also great and was great fun. Rex and Rip and all the time characters are solid and offer a good platform for the story to happen.

Fun fun fun.

Onward to the next book!

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