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One of the most exciting events in DC history is collected in this volume, reprinting the complex story taking place in our own 20th century and in the far-flung 853rd century — one million months after the publication of ACTION COMICS #1. This volume is a new printing of the previously released DC ONE MILLION collection.

Including the popular miniseries that tied the event together — written by Grant Morrison (JLA) with art by Val Semeiks and Prentis Rollins — this is the story of the JLA's first meeting with their successors, an encounter that nearly becomes their doom thanks to the machinations of the immortal Vandal Savage and the sentient super-computer Solaris, the Tyrant Sun. Reprinting DC ONE MILLION #1-4 and the #1,000,000 issues of JLA and STARMAN in their entirety, along with portions of the tie-in issues of DETECTIVE COMICS, GREEN LANTERN, RESURRECTION MAN, and SUPERMAN: THE MAN OF TOMORROW, the collection also includes text pages summarizing the nonreprinted tie-in issues.

DC One Million Details

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Author : Grant Morrison , Val Semeiks (Illustrator) , Prentis Rollins (Illustrator)

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From Reader Review DC One Million for online ebook

Geremy says

Ever wanted to better understand the mysteries that Morrison intricately sowed into the fabric of the DC universe? Better understand the intertexuality of Final Crisis? (Who wouldn't want to better understand Final Crisis) How about better understand the many nuances in All-Star Superman (including the villain Solaris, different Supermen and the whole 'working in the sun' thing)? Well believe it or not a story published in 1999 has all of the answers.

DC One Million was Morrison's first attempt of taking lead writer's duty of a DC-wide event and while the concept is a bit zany (then again this is Morrison people, zany is where he starts) the idea of familiar DC characters from one million years in the future travelling to the past to ensure DCU then-present remains unthreatened is pretty cool. From the diverse character designs and (many) plot twists it's fair to give the story an A – for ambition. Sure at times the plot wavers, some people familiar with the New DC 52 may (I mean will) get lost easily, and the story reeks of the 90s but if you're after a bit of nostalgia you can't go wrong with a good ol' time travel tale.

Now you might find it difficult to get in print (and im not sure if this runs against the tenants of GoodReads) but you can get all fours issues for \$1.99 from Comixology or the DC comics app. So yes, that's a multi-time travel-multi-character event written by Morrison all for \$12.00. Pretty. Darn. Good.

Full disclosure: I should flag that there are thirty-four other stories out there about these 'One Million' characters that Morrison created and while they are all good – albeit a bit silly see Superboy One Million, the Creeper or even Shazam One Million (An old guy? Really DC? Shazam one million future is an old codger?) – if you really are looking for a self-contained story, this edition of DC One Million is the only thing to read.

Lee Leviter says

Fun core story about fighting Solaris, the Tyrant sun. A lot of other nonsense stuff that's not as interesting.

Brad says

Grant Morrison delivers another great big-concept Justice League story, with most of the team transported to the 853rd century. The TPB is kind of loose, since the crossover affected SO MANY books. There are recap pages talking about things like "the Bizarro plague" that I wish I could've seen. And Solaris, the evil star, isn't a great villain, but I do like how he uses Vandal Savage. Also neat is how the JLA members that don't get transported forward are the ones that don't have their own solo series. There's a nice tribute to Superman at the end.

Chadwick says

Superman. Punches. A. Hole. In. Time.

Bryson Kopf says

This brought back those warm and fuzzy memories of Grant Morrison's fantastic run on JLA in the 1990s. I remembered this event happening when I was picking up comics when I was younger since every comic had a One Million issue for a month, but I completely missed connecting this event to what was happening in JLA. This is a shame for me since Morrison ties nearly everything in here to not only his JLA stuff, but also to his future All-Star Superman stories.

The story is pretty complicated; the original Superman after years of hibernation in the sun (long story) is about to emerge in the 85,000th century, and the current team of heroes, the Justice Legion A, comes back in time to bring the current JLA team to celebrate in the future. Things go horribly wrong, the current JLA is stuck in the deep future fighting Solaris, the greatest enemy of the Superman Dynasty, while the future JLA is stuck in the past, trying to contain a super virus that is killing the world's population. That is just the gist of it, there is a ton of detail and side stories (like silver age fave Vandal Savage lurking in the background) and fun plays on the time displaced groups. I will say that this trade is woefully incomplete, one really needs the full set of monthly titles that fed into this, but it makes sense for the most part. Recommended for JLA fans, particularly Superman and Green Lantern fans (they both get some nice attention here).

Jeffrey Jelmeland says

The concept behind this volume is interesting, but the major flaw is that what I want to read more of is the stories of the future rather than stories of the present generation of JLA. The stories of the various generations of the JLA, or at least the minor snippets we were given were just enough to really whet my appetite for more of those stories. Regrettably they were nothing more than flavor to fill in a history for the far future versions, and I would really love to have read more of those stories. Granted, I am also a fan of the Legion of Super Heroes and I love science fiction, so I guess it would be logical that I would be drawn to other futuristic stories.

Adrian McAuliffe says

Very good artwork but kinda confusing story.

James says

This was just an awful collection. I know that DC One Million spanned the whole line of DC books and there was no way to include them all, but it seems that many crucial plot points were left to one page recaps rather than having the stories included. Therefore the collection did not flow and made it more difficult to follow

the perverse creativity of Grant Morrison. Also I wanted to see more of the future which was primarily what was cut from this collection.

So not necessarily shoddy creatively, just a poorly edited and constructed trade paperback.

Brent says

Rereading, this was better the first time, spread across the line of DC superhero comics, than in this collected but abridged form.

This height of Morrisonian hyper-time and space stuff seems more like Gardner Fox and Otto Binder via Mort Weisinger's Superman sensibilities to me this time. Appropriate, but if this is not as successful as Mutiversity from Morrison, more recently. I do love his JLA, the James Robinson Starman whose dad and descendant appear here, and I like the Resurrection Man appearance from his creators, Dan Abnett, Andy Lanning, and Jackson Guice.

Oh, and Vandal Savage: such a great villain.

Mildly recommended.

Matt says

I recently reread *One Million*, and it was worth the time. It's a fun book, based on the highest of comic book high concepts: what would the millionth issue of a current DC monthly title look like? Or more specifically, what happens if you age the DC Universe more than 85,000 years?

The results are mostly good. This trade paperback collects the highlights of one of those "multi-title events" that the big comic companies love so well. In this one, the heroes of the extreme future are evidently feeling nostalgic, and so they visit the heroes that they're part of the legacy of: Superman, Batman, Wonder Woman, Aquaman, The Flash, and Starman (who I'm a big fan of, but still... ???) all meet their future counterparts while an android Hourman hangs out in the shadows. They seem like nice enough guys, and their plan to switch places so the 21st century league can compete in a kind of Chrono-Olympics seems benign enough. Too bad everything goes to Hell.

*****SPOILERS*****

The villains for this story are immortal Vandal Savage and Morrison's creation Solaris the Tyrant Sun. They both make great initial gambits, Savage strapping four members of the Teen Titans into nuclear suits and firing them at world capitals pretty much the second the heroes leave for the future. Simultaneously, Solaris activates a virus that infects organisms and machines worldwide, plunging the world into madness and death. Yay!

There are some rough patches in this book, owing at least partially to the fact that the entire *One Million* storyline was spread out over a dozen monthly titles and written and illustrated in a cacophony of clashing styles and skill levels. The story's only improved by just giving us the highlights (though I do remember enjoying Mark Waid's story of The Flash fighting Heat Wave and Commander Cold) even if the result is

kind of choppy in places. The heroes of the future labor to save the present while the heroes of today gamely defeat the future's most terrible adversary. Not the very best of comics, but the very good. It avoids most of the problems of an ensemble book, giving most of the heroes a chance to shine (though poor Future Flash and Future Wonder Woman sure get thrashed), and having clear goals and motivations for both antagonists and protagonists throughout.

Something that was weird is seeing that Morrison came up with some really key phrases and concepts that DC ham-handedly co-opted for 2006's "Infinite Crisis." "Superman Prime" is the future's name for the original 20th century Superman, who 85,000 years later has a Fortress of Solar Solitude... in the Sun, and has emerged for the first time in millennia in a veritable Second Coming of DC's most perfect solar hero. The 852nd century's Superman uses his fists to literally punch through time, almost killing himself in the process, a process that Prime replicates in Infinite Crisis. Comics. Plagiarizing themselves since... well, forever.

Lloyd says

Here we are. A book that wasn't really part of Morrison's run on "JLA", but a representation of a major event that went on all across the DC Universe as he was writing the title.

This volume, which was mostly written by Grant Morrison, sees him exploring comic book characters with his usual mind-bending topics such as iterations of the self, time travel, alternate realities and the like. Basically what happens is that the 20th century Justice League get swapped with each hero's counterpart from the 853rd (yes, 853rd) century.

This was a great time-hopping, universe spanning story with a lot of impressive work, in my humble opinion. I even enjoyed the tie-ins that weren't penned by Morrison.

My one beef, though, would be the layout of the collection. I mean, I know this was an event that spanned the entire DCU, but I'd have paid a bit more for a book that was a bit thicker and showed more of the key plot points of this monster of an event. Instead, they just had what were sort of summary pages mingled in that told you what happened in all the books that they decided to leave out of this collection.

All-in-all, though, a very impressive thinking man's superhero yarn, like we've come to expect from Morrison. Very worth the read.

Abe says

an unpleasant reminder of how awful DC/marvel were at compiling trade paperbacks before the mid-2000s. i don't even want to get into how horribly put-together this thing is. however, it's an interesting companion piece to morrison's later, always-stunning Superman All-Star (we're introduced here to Solaris the Tyrant Sun, as well as the Superman Dynasty). but really, avoid this thing and wait until the day when they put together all of the issues of DC One Million. this one only has about 1/3 of the stories from the crossover event. what a rip.

Du4 says

Ambitious-- Morrison really went for it with this line-wide DC crossover. In fact, I seem to remember he actually plotted out every DC book released during the ONE MILLION month event, much to the chagrin of several other writers.

There's a lot missing from this book as a result of that though, and the collection's impact is lessened with text pages here and there that describe key story points that take place in other titles not collected. Because of the sheer insanity of what Morrison was trying to do, DC should have collected every single tie-in issue with the main story.

Semeiks' art is passable but certainly not as bad as it was in the JLA/WildCATS crossover.

Will Emmons says

"Superhero poetry"

Centauri says

SPOILER ALERT

Okay, so I am so disappointed in DC Comics. 853rd century? Really? We as a species barely made it out of the 20th century. What's worse...the fact that there are NO original ideas that far into the future; every hero just mimics/steals their superhero identity from the original heroes? Keep moving on...superman is still alive that far into the future, after hibernating in the center of the sun for 15,000 years? The original man-of-steel was an extraterrestrial that could dodge bullets, lift locomotives, and leap vast distances (not fly). But now? Now the guy is able to punch holes into the very fabric of time-space continuum, recreate entire solar systems & worlds (as in this graphic novel; bringing krypton and family and so-on back from cosmic dust), and do whatever else his mind wants him to do. And this is all because he can absorb solar radiation? There are how many DC Comics (and Marvel Comics) characters that rely on solar radiation? Can they all evolve into gods?

I don't know, this story was just too absurd for me to really enjoy it. Only good part was future batman explaining about how the 20th century bat-cave computer was archaic and not good enough to achieve necessary goals. I also liked the costumes of the future...

But with that in mind...that far into the future and there is still no peace? There is still a need for heroes? Sentient organics have not evolved past requiring clothes and mega-cities? Fail! Epic fail!

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1 last thing, or 2...the whole story removes the concept of Free Will as their destinies were looped and finite. Also, the heroes had 0 f###s given about the future in the sense that they created the powerful enemy to stop something that went wrong in the present. Their action (of designing and manufacturing Solaris) had direct impact on the future and all those countless lives destroyed or snuffed out by the enemy. They made their own worse enemy.

How is that heroic? This type of time-travel conundrum and travesty is just 1 of the reasons I dislike time-travel stories and concepts
