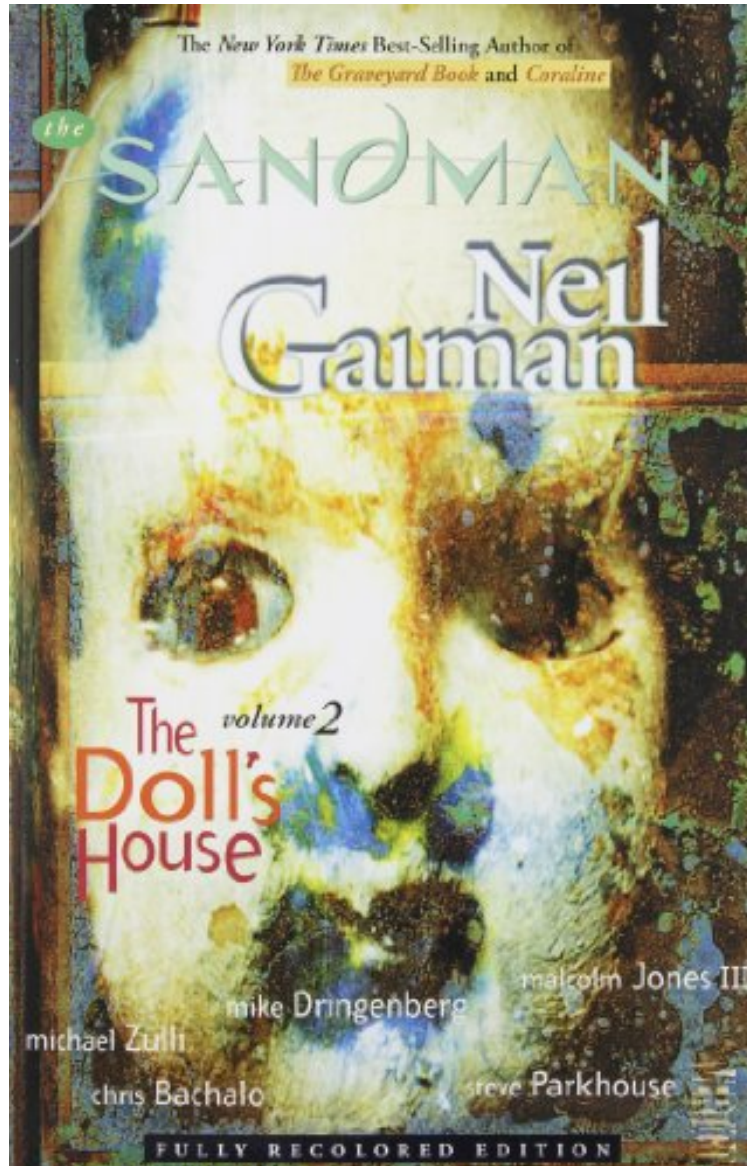


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The Sandman, Vol. 2: The Doll's House

Neil Gaiman

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#16833 in Books DC Comics 2010-10-19 2010-10-19 Original language: English PDF # 1 10.20 x .40 x 6.60l, 2.05 #File Name: 1401227996232 pages The Sandman 2 The Doll s House | File size: 75.Mb

Neil Gaiman : The Sandman, Vol. 2: The Doll's House before purchasing it in order to gage whether or not it would be worth my time, and all praised The Sandman, Vol. 2: The Doll's House:

0 of 0 people found the following review helpful. I really enjoyed it, and the story was more cohesive than the first volume. By Bryan Desmond This was my bedside book for months, but I didn't open it until a few days ago for whatever reason. I really enjoyed it, and the story was more cohesive than the first volume, with the same tangential "mini-stories" that I enjoyed from the first. When dealing with something like dreams.. well, there's a lot you can do

with it. A lot of places you can go. Gaiman is essentially only limited to his imagination, and it is clear enough now that he is in no short supply of that. I especially enjoyed the issue about the "deathless man". It reminded me of old fairy tales, similar to those that can be found in something like Howard Pyle's, *Twilight Land*. And as much as I enjoyed that issue, I was equally disturbed by the "cereal convention". Very disturbed, in fact. As much as these books are Fantasy, they contain horror elements as well; something I was fond of in the *Dark Tower*. Overall, I really liked it. I am curious to see if the plot line in this volume will affect the story moving forward, or if each will be relatively self contained. Only one way to find out!

1 of 1 people found the following review helpful. One of my personal favorites volumes of *Sandman* By Liz First up, all of the 10 volumes of *The Sandman* novels deserve 5 stars. They are a phenomenal achievement in not only graphic novels but in storytelling itself. The story is complex and cerebral and the characters so well developed that *Sandman* is one of my favorite stories period. The novels are intensely violent and often disturbing but everything that happens serves a purpose, and nothing happens by chance or just for the sake of things happening. Something that happens in one volume may become vitally important 3 or 4 volumes later. By the end of the 10th volume everything has come full circle with an appropriate and satisfying end. With regards to Volume 2, it is one of my personal favorites. The storyline concerns Morpheus discovering that while he was imprisoned a few of his creations - dream and nightmares - have escaped to the human plane. He must embark on a quest to retrieve them. At the same time a young woman, Rose Walker, threatens to unknowingly destroy the dream realm and Morpheus must make a decision with regards to her life in order to keep his kingdom intact. As far as the volume's content on the Kindle Fire - I was hesitant to abandon the volumes in print worried that the Kindle Fire might provide a more difficult viewing experience. That hasn't turned out to be the case. The novel is easy to read, you can scan in to specific boxes, and the colors are vibrant.

1 of 1 people found the following review helpful. Read this if you want to get the kindle edition. By Customer I love this book, especially a certain detour it takes in the middle of the story arc. Five stars for content. But the formatting for kindle is awful. At least using the kindle for iPad app as of December 2016. I read it on portrait mode, and most pages are ok, but there are some two page spreads that would require a microscope to read. Rotate to landscape: it gets smaller! Double click to zoom panel: most of the time it doesn't work, and when it works you get the panels in some weird order. Pinch to zoom: disabled! Here's a tip: if you want a better experience, get the comixology app. You can buy the book on and read it in comixology, you just have to login to the comixology app using your account. If you already have a comixology account, you can merge it with your account. In the comixology app you can use landscape mode for two page spreads, and pinch to zoom works as expected.

New York Times best-selling author Neil Gaiman's transcendent series *SANDMAN* is often hailed as the definitive Vertigo title and one of the finest achievements in graphic storytelling. Gaiman created an unforgettable tale of the forces that exist beyond life and death by weaving ancient mythology, folklore and fairy tales with his own distinct narrative vision. During Morpheus's incarceration, three dreams escaped the Dreaming and are now loose in the waking world. At the same time, a young woman named Rose Walker is searching for her little brother. As their stories converge, a vortex is discovered that could destroy all dreamers, and the world itself. Features an introduction by Clive Barker. This volume includes issues 9-16 of the original series and features completely new coloring, approved by the author.

About the Author Neil Gaiman is the New York Times bestselling author of the Newbery Medal-winning *The Graveyard Book* and *Coraline*, the basis for the hit movie. His other books include *Anansi Boys*, *Neverwhere*, *American Gods*, and *Stardust*, (winner of the American Library Association's Alex Award as one of 2000's top novels for young adults) as well as the short story collections *M Is for Magic* and *Smoke and Mirrors*. He is also the author of *The Wolves in the Walls* and *The Day I Traded My Dad for Two Goldfish*, both written for children. Among his many awards are the Eisner, the Hugo, the Nebula, the World Fantasy, and the Bram Stoker. Originally from England, he now lives in the United States. Mike Dringenberg was born in Laon, France, and currently resides in Bountiful, Utah. His early comics work appeared in *Eclipse's Enchanter*, *Alien Worlds*, *Total Eclipse*, and *Vortex's Kelvin Mace*. When not drawing or painting, Mike swears he can be found "wandering through the desert kicking coyotes" and "watching the sun rise in the west." Malcolm Jones III attended the High School of Art and Design and the Pratt Institute in New York City before making his comics debut in the pages of DC Comics' *Young All-Stars*. In addition to his celebrated work on *The Sandman*, he contributed his artistic talents to many other titles for both DC and Marvel Comics.