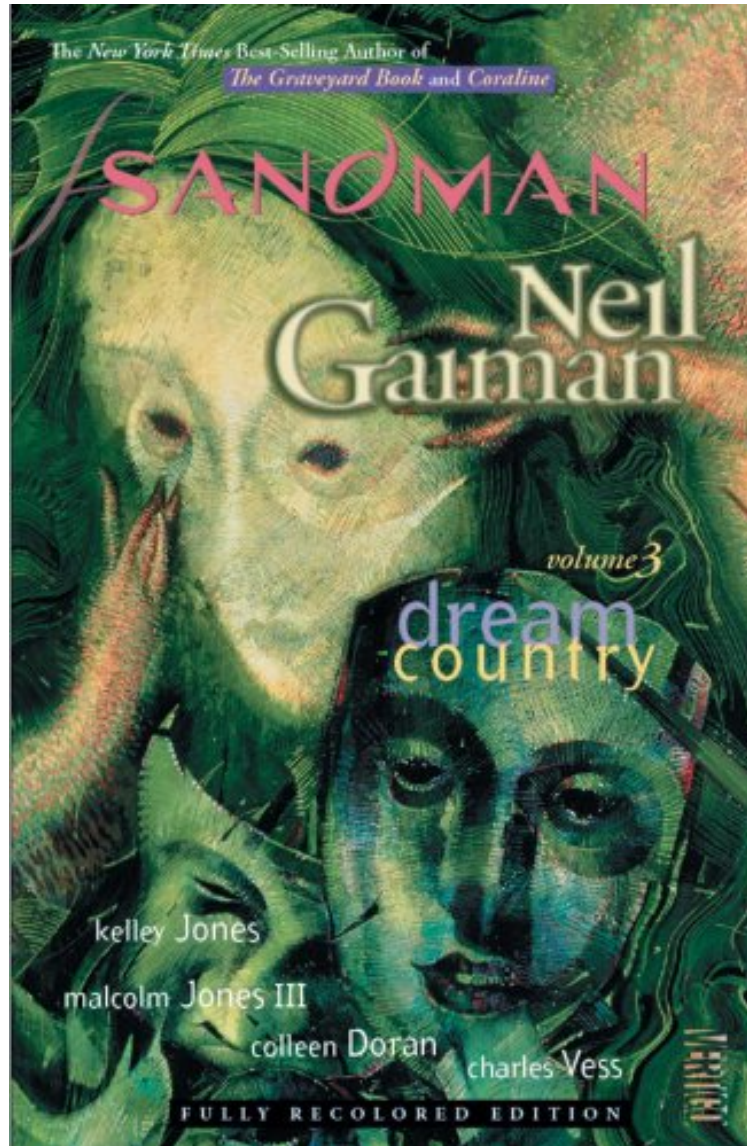


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The Sandman, Vol. 3: Dream Country

Neil Gaiman

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#10982 in Books DC Comics 2010-10-19 2010-10-19 Original language: English PDF # 1 10.20 x .30 x 6.60l, .62 #File Name: 1401229352160 pages The Sandman 3 Dream Country | File size: 62.Mb

Neil Gaiman : The Sandman, Vol. 3: Dream Country before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Sandman, Vol. 3: Dream Country:

2 of 2 people found the following review helpful. In this case, all the hype is true By Customer How many times have you heard a lot of hype about a product, finally buy it, and then am disappointed? Well, I can honestly say that such is NOT the case here. I've been hearing for years and years how awesome the Sandman series was, how if you didn't read it, you were horribly depriving yourself. How this was some of the best *fiction* much less fantasy fiction ever

written in any form. How this was a graphical novel series for grown-ups, how it's adult fiction in the best sense of the word. So I finally broke down and started the series. Vol. 1 and 2 were really good, and then I bought Vol. 3 here. Holy cow. "The Dream of a Thousand Cats" ALONE was well worth the price of admission. "Mid-Summer Night's Dream" was award-winning, and worth every accolade Gaiman got. I know you hear lots of hype but in this case it's worth it. There's only one other series out there that can compare to this: Starman by James Robison. If you loved that series, with its well-thought-out characters, extremely intricate plots, foreshadowing and "Easter Eggs" which take years to work out, and storylines which bring you to tears and laughter, then this series is for you. 2 of 2 people found the following review helpful. An exceptionally good volume with some clever takes on historical events. By LizFirst 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 3 itself it is exceptionally good, with some clever takes on historical events. This volume consists of 4 different, unrelated short stories. While Morpheus plays a role in 3 of the 4 he is more of a minor character than the primary focus. The first story focuses on Calliope, a former lover of Morpheus, who has been imprisoned by a writer to be used for inspiration. The second story concerns a cat whose kittens were killed by humans. She seeks out Morpheus who shows her an alternate reality where cats are the dominant lifeform. The third story concerns Morpheus' involvement in Shakespeare's A Midsummer's Night Dream. This story won a World Fantasy Award, the first comic to do so. The final story is about a minor DC superhero, Element Girl, who is retired and ashamed of her appearance. She wants to die but cannot because she is invulnerable. She meets Death and asks her to speak to the sun god Ra and allow her to die. 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. 0 of 0 people found the following review helpful. The tales between the tale. By Christine Edwards A collection of one shot stories between the Doll's House, and Season of the Mists story arch, you can really get a sense of Gaiman playing with his now iconic character here. From the dream of a heartbroken cat, to the very first production of A Midsummer Night's Dream, the tales weave through time and space as we get to see new sides and aspects of the Lord of Dreams, discovering new facets of him as the author himself discovered them. While there is very little to be lost plot wise by skipping this volume, there is everything to be gained in reading it.

The third book of the Sandman collection is a series of four short comic book stories. In each of these otherwise unrelated stories, Morpheus serves only as a minor character. Here we meet the mother of Morpheus's son, find out what cats dream about, and discover the true origin behind Shakespeare's A Midsummer's Night Dream. The latter won a World Fantasy Award for best short story, the first time a comic book was given that honor. This volume includes issues 17-20 of the original series and features completely new coloring, approved by the author, of issues 17 and 18.

.com The third book of the Sandman collection is a series of four short comic book stories. What's remarkable here (considering the publisher and the time that this was originally published) is that the main character of the book--the Sandman, King of Dreams--serves only as a minor character in each of these otherwise unrelated stories. (Actually, he's not even in the last story.) This signaled a couple of important things in the development of what is considered one of the great comics of the second half of the century. First, it marked a distinct move away from the horror genre and into a more fantasy-rich, classical mythology-laden environment. And secondly, it solidly cemented Neil Gaiman as a storyteller. One of the stories here, "A Midsummer Night's Dream," took home the World Fantasy Award for best short story--the first time a comic was given that honor. But for my money, another story in Dream Country has it beat hands down. "A Dream of a Thousand Cats" has such hope, beauty, and good old-fashioned chills that rereading it becomes a welcome pleasure. --Jim Pascoe 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. Kelley Jones is a comic book artist best known for his work on Batman with Doug Moench and The Sandman with Neil Gaiman. A critically acclaimed artist throughout his career, Jones' recent work includes Swamp Thing: The Dead Don't Sleep with Swamp Thing creator Len Wein. Charles Vess has been drawing ever since he could hold a crayon. His award-winning work has graced covers

and pages from numerous comic book publishers including THE BOOKS OF MAGIC, SWAMP THING, THE SANDMAN from DC Comics and Spider-Man from Marvel Comics. He currently concentrates on book illustration where he continues to win praise and accolades for his unique style. Vess shared the prestigious World Fantasy Award for Best Short Story with Neil Gaiman in 1991 for their collaboration on THE SANDMAN #19, A MIDSUMMER NIGHT'S DREAM. Vess recently completed a short story included in the FABLES: 1,001 NIGHTS OF SNOWFALL graphic novel from Vertigo and Blueberry Girl, a picture book written by Neil Gaiman. STARDUST, the graphic novel created by Neil Gaiman and Vess was released as a major motion picture adaptation in 2007.