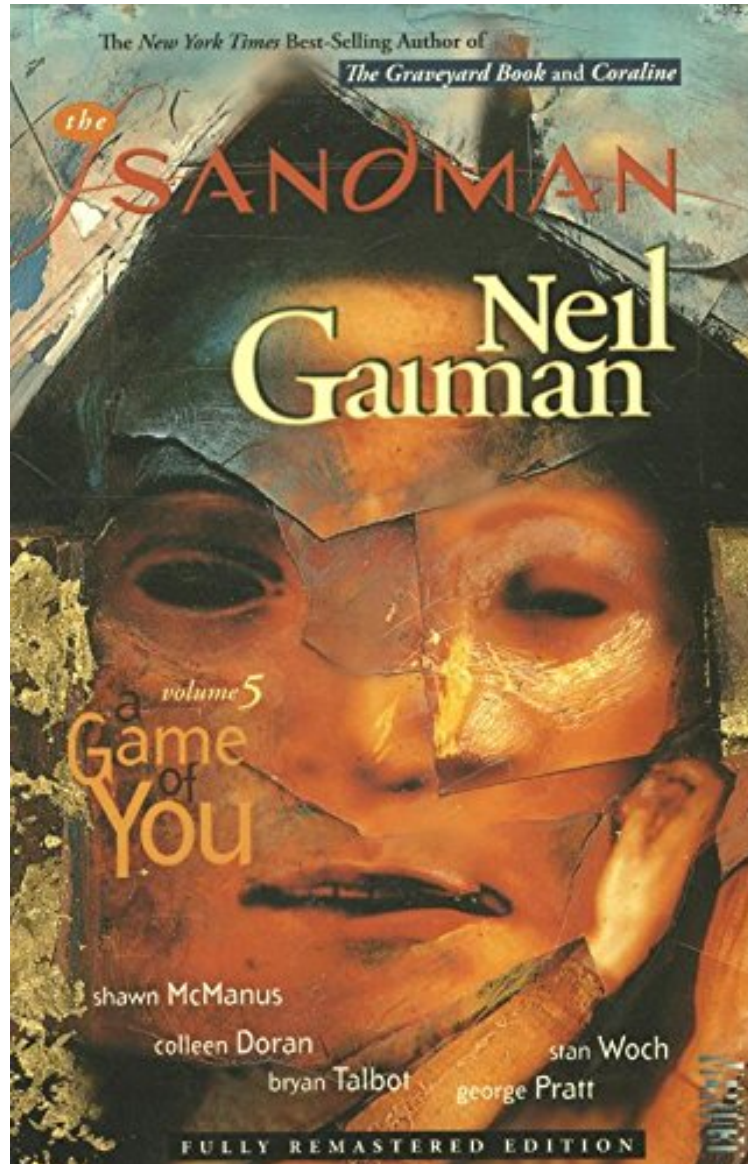


(Mobile book) The Sandman, Vol. 5: A Game of You

The Sandman, Vol. 5: A Game of You

Neil Gaiman

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#46583 in Books DC Vertigo 2011-05-03 2011-05-03 Original language: English PDF # 1 10.16 x .29 x 6.611, .77 #File Name: 1401230431192 pages The Sandman A Game Of You | File size: 68.Mb

Neil Gaiman : The Sandman, Vol. 5: A Game of You before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Sandman, Vol. 5: A Game of You:

0 of 0 people found the following review helpful. One of the least popular of the series but a personal favorite 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 5, it is one of the least popular of the series but Gaiman's personal favorite. I tend to side with Gaiman on this one. Perhaps it's that he assigns gender to his story and considers "A Game of You" to be female. As a woman, I personally liked the story. It centers around Barbie, who was introduced in "A Dolls House" - now disillusioned and alone, she is now confronted by the fantasy realm she used to visit in her dreams, now affecting those around her. 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. A tale of growing up, as only Neil Gaiman can tell it. By James B. A Game of You is one of the shakier Sandman collection, but still earns itself a perfect rating as far as I'm concerned. AGOY follows the story of five young women who are drawn into the realm of Morpheus. Strangely, Morpheus is barely in this book, but I feel that it works for the story. One criticism this book often receives is the treatment of the character Wanda, who is a pre-op transsexual. Some people think this book comes off as sexist, but I don't see it. Wanda is easily the strongest and most developed character in the book, and most of the sexism is just a representation of the bias society already has for transsexuals. If you like this series so far, you'll love this book. 1 of 1 people found the following review helpful. Doesn't Quite Reach the Bar Set... By Dave Bell Jr. While the story was enjoyable near the end, I felt that the build-up to that end was somewhat lacking in comparison to the previous volume, Season of Mists. The art is still very good and matches the tone of the story excellently, but I am more interested in the exploits of Morpheus himself rather than the exploits of those effected by him.

Volume Five of New York Times best selling author Neil Gaiman's acclaimed creation THE SANDMAN collects one of the series most beloved storylines. Take an apartment house, add in a drag queen, a lesbian couple, some talking animals, a talking severed head, a confused heroine and the deadly Cuckoo. Stir vigorously with a hurricane and Morpheus himself and you get this fifth installment of the SANDMAN series. This story stars Barbie, who first makes an appearance in THE DOLLS HOUSE and now finds herself a princess in a vivid dreamworld.

.com You may have heard somewhere that Neil Gaiman's Sandman series consisted of cool, hip, edgy, smart comic books. And you may have thought, "What the hell does that mean?" Enter A Game of You to confound the issue even more, while at the same time standing as a fine example of such a description. This is not an easy book. The characters are dense and unique, while their observations are, as always with Gaiman, refreshingly familiar. Then there's the plot, which grinds along like a coffee mill, in the process breaking down the two worlds of this series, that of the dream and that of the dreamer. Gaiman pushes these worlds to their very extremes--one is a fantasy world with talking animals, a missing princess, and a mysterious villain called the Cuckoo; the other is an urban microcosm inhabited by a drag queen, a punk lesbian couple, and a New York doll named Barbie. In almost every way this book sits at 180 degrees from the earlier four volumes of the Sandman series--although the less it seems to belong to the series, the more it shows its heart. --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.