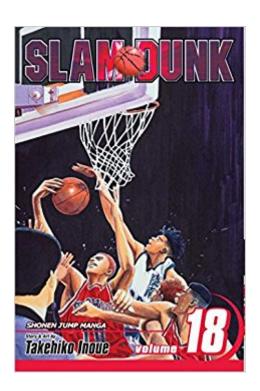


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Slam Dunk, Vol. 18





Synopsis

Get ready for the greatest sports manga of all time!Reads R to L (Japanese Style). In a white-hot competition, you need your confidence to carry you to victory. In the Shohoku vs. Ryonan game, Akagi, still recovering from an ankle injury, has his confidence shaken when Ryonan's Uozumi knocks him down. Now doubting his effectiveness, Akagi begins deferring opportunities to his teammates. Ryonan seizes the chance to pull away, leaving Shohoku wondering how they're going to get their mojo back! Sakuragi's going to have to try something unthinkable to get Akagi back on his feet and his head in the game!

Book Information

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Customer Reviews

Takehiko Inoue is the creator of one of the most popular manga of all time, Slam Dunk, which has sold over 100 million copies worldwide. He followed that series up with two titles lauded by critics and fans alike--Vagabond, a fictional account of the life of Miyamoto Musashi, and Real, a manga about wheelchair basketball. Inoue is the recipient of numerous awards, including the prestigious Tezuka Osamu Cultural Prize and the Media Arts Festival Award. In addition to his work on manga, Inoue has worked on television commercials, character designs for video games, and is the founder of a scholarship to foster Japanese basketball talent.

If you love basketball, you will love $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg\tilde{A}$ \hat{A} "Slam Dunk $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg\tilde{A}$ \hat{A} "For the most part, this is all about competition between Shohoku vs. Ryonan. First half leading into the second half

and we get to see the strategies that are used on both sides and trying to match up player vs. player. The rivalry between these two teams are great and it $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg\tilde{A}$ \hat{a} . ϕ s an aggressive matchup but with Akagi $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg\tilde{A}$ \hat{a},ϕ s fears of a bad ankle limiting his movement and shooting, Hanamichi $\tilde{A}f\hat{A}\phi\tilde{A}$ â $\neg\tilde{A}$ â, ϕ s belief in himself as a player starting to wane, it $\tilde{A}f\hat{A}\phi\tilde{A}$ â $\neg\tilde{A}$ â, ϕ s going to take the other players to play their best game in order to mount a comeback and without their coach, it may be difficult. With everything on the line, Shohoku needs to find a way to comeback but most importantly, get Akagi and Hanamichi back into the game! With that being said, reading this volume will go quickly because the illustration do take up a big part of the pages versus dialogue but if you appreciate basketball and Takehiko Inoue $\tilde{A}f\hat{A}\phi\tilde{A}$ â $\neg\tilde{A}$ â, ϕ s work, you know that this style works and the efficacy of competition of competitive high school basketball is captured amazingly well. As for the manga series, Takehiko Inoue $\tilde{A}f\hat{A}\phi\tilde{A}$ â $\neg\tilde{A}$ â, ϕ s illustrations have always been a highlight for me and I was always amazed of how he captured movements, the offensive and defensive stances to how the players penetrate the perimeter and score. He also doesn $\tilde{A}f\hat{A}\phi\tilde{A}$ â $\neg\tilde{A}$ â, ϕ t step back when it comes to capturing the players during competition. He fully includes detail of profuse sweating and the fatigue a player goes through from start to finish.Overall, $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg \tilde{A}$ \mathring{A} "Slam Dunk $\tilde{A}f\hat{A}\phi\tilde{A}$ \hat{a} $\neg \tilde{A}$ \hat{A} • is an enjoyable manga series and if you are a basketball fan, $\tilde{A}f\hat{A}\phi\tilde{A}$ â $\neg\tilde{A}$ Å"Slam Dunk $\tilde{A}f\hat{A}\phi\tilde{A}$ â $\neg\tilde{A}$ Å• is definitely recommended!

This book came from a library but the stickers easily came off, none of the pages are worn!! Great price!

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