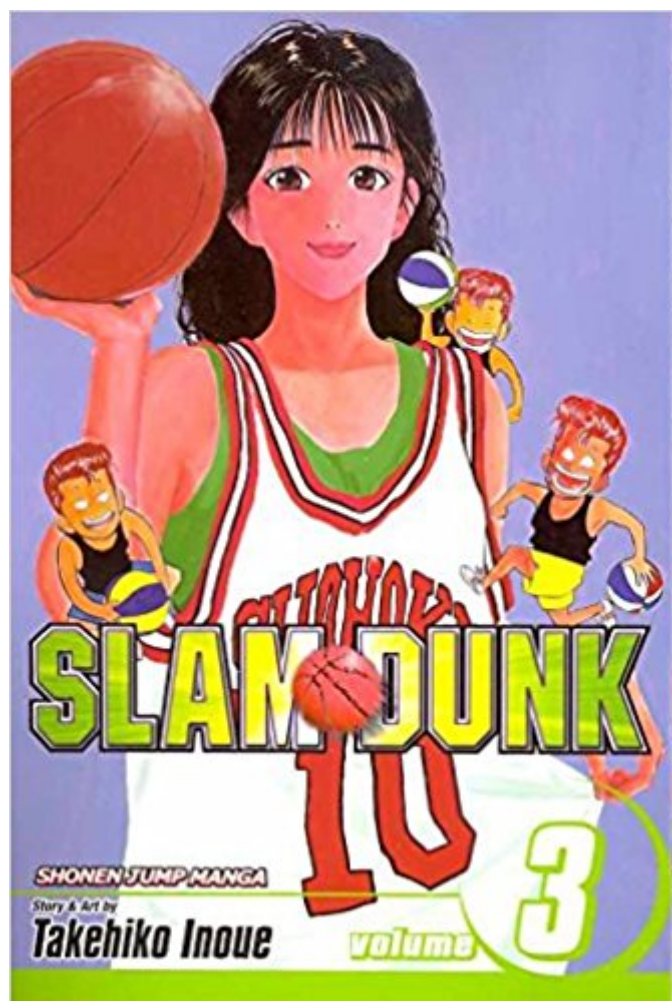


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Slam Dunk, Vol. 3



Synopsis

It's a 31-volume manga series. Slam Dunk is widely considered to be the best sports manga ever. Great non-shojo romance title that men wouldn't be ashamed to read. From the award-winning creator of Vagabond (available from VIZ Media's Signature Manga line) Everything and anything Takehiko Inoue creates hits the Top Ten Tohan sales list in Japan. Vagabond has sold over 48 million copies, Real has sold 8 million copies, and Slam Dunk has sold over 100 million copies worldwide. Takehiko Inoue has won numerous awards, including the Tezuka Award, and has been nominated for an Eisner Award in Best Writer/Artist category for Vagabond. Real is part of a 2008 initiative to push the manga masterpieces from Inoue. One of the most popular manga in the history of manga! Winning isn't everything in basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that--the best. They have one last year to make their captain's dream of reaching the finals come true--will they do it? Takehiko Inoue's legendary basketball manga is finally here, and the tale of a lifetime is in your hands! He may be a pain in the butt, but Hanamichi's athletic prowess and monstrous strength have not gone unnoticed by the captain of Shohoku's judo team. Hoping to take his troupe to a national title, the judo captain is willing to go to great lengths to lure Hanamichi away from the court and get him on the sparring mat. Will out-and-out bribery convince Hanamichi that judo's the way to go, or will he stay a basketball man to the very end?

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 Culture award 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 *Slam Dunk*. The story of a brute named Hanamichi who has his issues finding a girlfriend (or any girl to like him), but has fallen for Haruko Akagi, the sister of Shohoku High's Takenori Akagi, the team captain of the basketball team. But knowing that she loves basketball and likes star player Kaede Rukawa. So, Hanamichi is determined in proving to her that he can excel in basketball but also hopefully winning her heart. But because of Hanamichi's lack of manners and basketball knowledge, will he be able to prove to Haruko and the team that he deserves to be a player for the team? Or will he be the laughing stock of Shohoku High School? The storyline of the naive Hanamichi continues as the former gang member is even more determined to be a member of the Shohoku High School basketball team but he must learn more fundamentals, despite his whining of not wanting to learn. But Akagi wants Hanamichi to learn about scoring by doing a layup and also to learn about rebounding as it can control the direction of the game. But when Hanamichi's attempt to learn of how to do a proper layup is making him the laughing stock at school, Haruko Akagi who played high school basketball wants Hanamichi to learn and so she wants to train him. But is it possible? Meanwhile, Shohoku High School prepares for their exhibition matchup against Ryonan High School (a team that beat them by a large number of points the previous year) and Hanamichi meets their team captain Uozumi (a rival of Akagi) and their ace, Sendoh. What a hilarious and fun series *Slam Dunk* has come to be! The fact that we have the most unlikely character playing basketball is quite fascinating but the process that he goes to learn the game is very interesting. The characters for *Slam Dunk* are awesome, the story is well-written and Takehiko Inoue just knows how to capture the sport of basketball on the pages of *Slam Dunk*. His

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. The detail of Inoue's artwork is just wonderful and I look forward to volume 4! Overall, "Slam Dunk" is an enjoyable manga series that is not just for basketball fans but for those who want a manga series that captures the spirit of basketball, competition, the strategy involved in the sport but a captivating storyline with cool characters that makes this series worth recommending! "Slam Dunk" Vol. 3 is highly recommended!

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