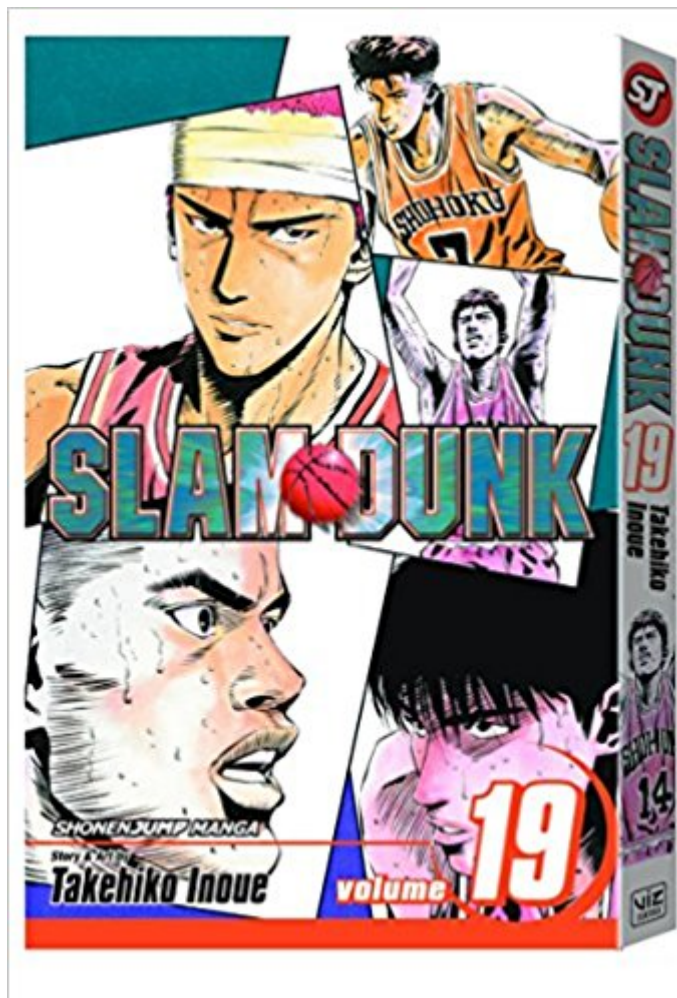


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## Slam Dunk, Vol. 19



## Synopsis

Get ready for the greatest sports manga of all time! Reads R to L (Japanese Style). Thanks to consecutive three-pointers by Mistui late in the first half of the game against Ryonan High, Shohoku High ends the half down by only six points. Rukawa's still got plenty of strength left and he's going to need it to face Ryonan's ace, Sendoh. The pressure on Ryonan continues to draw fouls from them--can Shohoku exploit this and pull ahead? Or is Ryonan's coach Taoka just waiting for Shohoku to trip themselves up?

## 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 *Slam Dunk*! For the most part, this is all about competition between Shohoku vs. Ryonan. The game starts right after halftime with Shohoku behind by several points. With Ryonan wondering why the game has been dominated by

Akagi, Miyagi, especially Mitsui and his three-pointers, when will Sakuragi and most importantly, Rukawa who has become the ace player of the team. What happens when Rukawa decides to turn things up in the second half against Ryonan? For “Slam Dunk” fans, volume 19 is another exciting matchup and to see the strategies used by Shohoku and how these underdogs are able to surprise their opponents. But also getting to see the mindset of Sakuragi as he hates to not be the spotlight, despite basketball being a team sport. In his mind, he still daydreams of having the Rukawa type of success and being dominant of offense and defense but he eventually learns that teamwork and playing at your best level is important. As for the manga series, Takehiko Inoue’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’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, “Slam Dunk” is an enjoyable manga series and if you are a basketball fan, “Slam Dunk” 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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