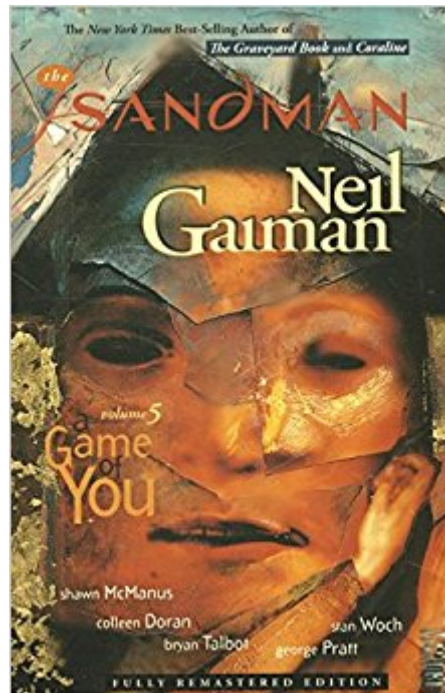




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# The Sandman, Vol. 5: A Game Of You



## Synopsis

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 DOLL'S HOUSE and now finds herself a princess in a vivid dreamworld.

## Book Information

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## Customer Reviews

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 --This text refers to an out of print or unavailable edition of this title.

First 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's 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.

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 trans-sexual. 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.

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 story excellently, but I am more interested in the exploits of Morpheus himself rather than the exploits of those effected by him.

Excellent Story. Highly recommended for a reason. As a comic book fan I know most people probably imagine the world of comics as being about super heroes or Sunday Funnies. But, the comic medium is worthy of so much more. Sandman is that "much more". The story is excellent, and

is wonderfully executed. You're going to want to get all of these at once, because they can't be put down. If you're already a comic book fan, you've likely heard of Sandman. So what are you waiting for? Read this already! If you aren't already a comic book fan, maybe it's time to give it a chance. If any story is going to change your mind about the possibilities of this art form, this is the one.

One of the, well, dreamiest entries in the "Sandman" series, this is the story of Barbie. Unable to dream since the events of *The Sandman, Vol. 2: The Doll's House* (where she was a minor character), we discover that it isn't just that she needs to dream - her dreams need her. To reclaim her, a mission is launched into the "real world." Morpheus isn't a major figure in this story (although he does make a significant appearance at the end). This is mainly the story of Barbie, her friends, and her dreamworld. I enjoyed this book a great deal. While reading it, I didn't feel it had a specifically feminine feel but I can understand the reviews that read it that way. There is an oblique and indirect nature to the resolution of the conflict of the story that is very different from the head-on approach a reader may expect. Barbie's journey into her own inner world mirrors what many of us may experience - in a less fantastical way - in our own lives. The inner world is there and we can recognize it. It is a part of us. But it doesn't completely belong to us and there are surprises there that exceed what we expected to find.

I finished this in one sitting, in less than 2 hours. The only thing I can complain about is that it was over too soon. A very interesting work that takes the focus away from Morpheus and the Endless and redirects it to a world that is both mundane and magical. It's quite fun noting the parallels between the two overlapping stories, and drawing your own significance from the symbolism in each. Like most of Gaiman's works, it leaves you with a sense of ambiguity, even futility as the quest these characters undertake reach unexpected and even undesired results (kind of like life, huh?). All in all, a great read and deserving of a place in the Sandman mythos.

I've been hooked on the series since the 1st book. I can't wait to have them all!

The Sandman is simply one of the 20th century's greatest series of novels and novellas, and I didn't say graphic novels either, novels period! This is English Lit. at its best.

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