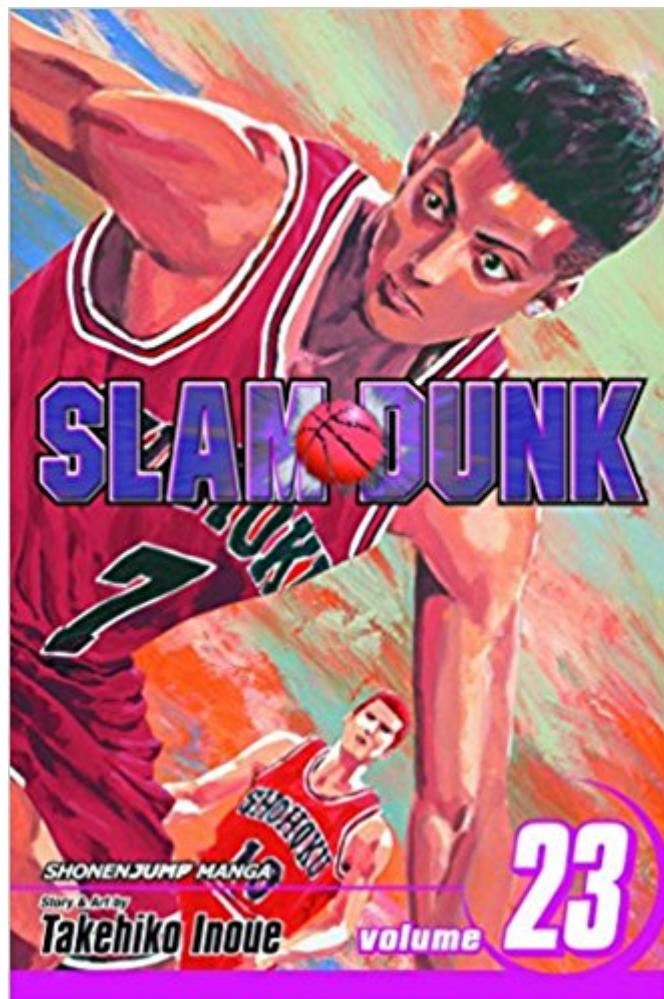


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## Slam Dunk, Vol. 23



## Synopsis

Get ready for the greatest sports manga of all time! Reads R to L (Japanese Style), for audiences rated teen. Winning isn't everything in the game of 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. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Now that they've made it to the Nationals, Shohoku learns exactly where they rank in the overall standings compared to some of the other teams, and they don't like it! Shocked to learn that they're only a C-ranked team, they've got to get their game on to beat their A-ranked first round opponent, Toyotama. Even if they beat Toyotama, Shohoku's opponent in the second round is last year's champion, Sanno Kogyo. For Sakuragi, Akagi, Rukawa and the boys of Shohoku High, the real game begins now!

## Book Information

Series: Slam Dunk (Book 23)

Paperback: 192 pages

Publisher: VIZ Media LLC; Original ed. edition (August 7, 2012)

Language: English

ISBN-10: 1421533308

ISBN-13: 978-1421533308

Product Dimensions: 5 x 0.7 x 7.5 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #173,923 in Books (See Top 100 in Books) #19 in Books > Comics & Graphic Novels > Manga > Sports #31 in Books > Teens > Literature & Fiction > Sports > Basketball #462 in Books > Teens > Literature & Fiction > Comics & Graphic Novels > Manga

## Customer Reviews

Takehiko Inoue is the creator of one of the most popular manga of all time, *Slam Dunk*, which has sold more than 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*! After taking a breather from basketball competition in volume 22, the team returns with the biggest competition in their lives and that is their first match of the National Tournament vs. an A rank team, Toyotama High School. And things are not going to be easy. In fact, Toyotama shows off their brilliance by countering the offensive tactics that Shohoku has in the early minutes of the game and taking an early lead. And for the trash talking Kishimoto of Toyotama High School, he wonders if Shohoku is a joke, especially Hanamichi Sakuragi, who he has to guard. But when Toyotama shows they are a dominant team, Coach Anzai has a new strategy to take on Toyotama and that is utilizing team captain Takenori Akagi, ace player Kaeda Rukawa and bencher Yasuda! Will this strategy pay off? And because we are back into tournament mode, reading this volume goes quickly as the focus begins to be more about trashing and strategy but showcasing Takehiko Inoue's artwork and showing the energy and the emotions of basketball. The beginning chapters do start off with a focus on story, primarily about the team learning about their bracket and their C ranking but 75% of the volume is focused on Shohoku vs. Toyotama. 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 of basketball. With this volume, much more exploration of characters shopping, studying or training in basketball. Character designs are well-done and it's great to see the female characters featured in this volume as well. So for any *Slam Dunk* fan, this is what everyone has been waiting for in the manga series. For so long we have seen these players dream of playing at the summer tournament and now they are there, about to play their first game against the dominant Toyotama High School team and knowing that even last year's champs are in their competitive bracket. So, it's not going to be an easy matchup for Shohoku High School, but these players are determined to win! Overall, *Slam Dunk* is an enjoyable manga series that is full of excitement and captures the passion of competitive high school basketball. If you are a basketball fan, *Slam Dunk* is a no-brainer! Definitely recommended!

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