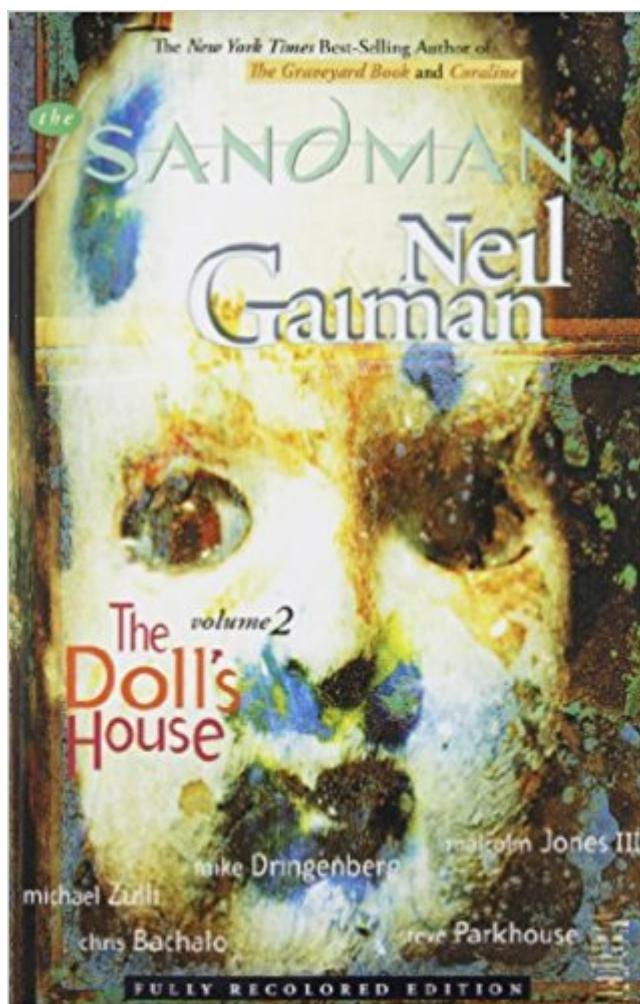


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The Sandman, Vol. 2: The Doll's House



Synopsis

New York Times best-selling author Neil Gaiman's transcendent series *SANDMAN* is often hailed as the definitive Vertigo title and one of the finest achievements in graphic storytelling. Gaiman created an unforgettable tale of the forces that exist beyond life and death by weaving ancient mythology, folklore and fairy tales with his own distinct narrative vision. During Morpheus's incarceration, three dreams escaped the Dreaming and are now loose in the waking world. At the same time, a young woman named Rose Walker is searching for her little brother. As their stories converge, a vortex is discovered that could destroy all dreamers, and the world itself. Features an introduction by Clive Barker. This volume includes issues 9-16 of the original series and features completely new coloring, approved by the author.

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Customer Reviews

Neil Gaiman is the most critically acclaimed comics writer of the 1990s and is the author of numerous books and graphic novels. He is the New York Times No. 1 best-selling author of *American Gods* and *Anansi Boys*, and won critical acclaim for his first feature film, *Mirrormask*, with long-time collaborator Dave McKean. --This text refers to an out of print or unavailable edition of this title.

This was my bedside book for months, but I didn't open it until a few days ago for whatever reason. I really enjoyed it, and the story was more cohesive than the first volume, with the same tangential "mini-stories" that I enjoyed from the first. When dealing with something like dreams.. well, there's a

lot you can do with it. A lot of places you can go. Gaiman is essentially only limited to his imagination, and it is clear enough now that he is in no short supply of that. I especially enjoyed the issue about the "deathless man". It reminded me of old fairy tales, similar to those that can be found in something like Howard Pyle's, *Twilight Land*. And as much as I enjoyed that issue, I was equally disturbed by the "cereal convention". Very disturbed, in fact. As much as these books are Fantasy, they contain horror elements as well; something I was fond of in the *Dark Tower*. Overall, I really liked it. I am curious to see if the plot line in this volume will affect the story moving forward, or if each will be relatively self contained. Only one way to find out!

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 2, it is one of my personal favorites. The storyline concerns Morpheus discovering that while he was imprisoned a few of his creations - dream and nightmares - have escaped to the human plane. He must embark on a quest to retrieve them. At the same time a young woman, Rose Walker, threatens to unknowingly destroy the dream realm and Morpheus must make a decision with regards to her life in order to keep his kingdom intact. 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.

I love this book, especially a certain detour it takes in the middle of the story arc. Five stars for content. But the formatting for Kindle is awful. At least using the Kindle for iPad app as of December 2016. I read it on portrait mode, and most pages are ok, but there are some two page spreads that would require a microscope to read. Rotate to landscape: it gets smaller! Double click to zoom panel: most of the time it doesn't work, and when it works you get the panels in some weird order. Pinch to zoom: disabled! Here's a tip: if you want a better experience, get the Comixology app. You can buy the book on and read it in Comixology, you just have to log in to the Comixology app using your account. If you already have a Comixology account, you can merge it with your account. In the

comixology app you can use landscape mode for two page spreads, and pinch to zoom works as expected.

In this second installment of the Sandman series, we the readers are treated to one of the most strange storylines and probably one of the most horrifying of the whole series. The story revolves around a girl named Rose Walker, whom is also referred to as a vortex. A vortex is someone who can hurt those that are dreaming because they are like an opening into the dream world and the real world. From my understanding there haven't been a vortex in decades. In the dreamworld, by law Morpheus must kill the person who is the vortex. Anyway, sound confusing, well it's really not. As the subplot I will also like to add that there were also four creatures that escaped during Morpheus' imprisonment. The imprisonment, which we learn more about in the first volume "Preludes and Nocturnes." The creatures are the Corinthian (who is one ruthless killer), Brute and Glob, and Fiddler's Green (who becomes one of Rose Walker's friends and main journey companion). This is a very complex storyline and what I'm writing as description doesn't do this book justice. Probably one of my favorite parts in this volume has to be the "Serial Killer Convention," which is bizarre and at the time delightfully disturbing. "The Doll's House" is probably one of the best graphic novels I've ever read. I mean I rank it up there with "Batman: The Dark Knight Returns," and "Watchmen." It is one of Neil Gaiman's masterpieces and anyone who is tired of reading the same old Superman, Batman, or The Flash comics will like this book. This series takes risks. Something I feel that comics of today are lacking.

This is most folks' favorite volume. It's where Neil Gaiman weaves the essential structure for the mythology that he will continually expand upon as the volumes progress. Most fans will say too that in the first volume, Gaiman was still experimenting with what might work, while ending up with some really cool stories. But now in Vol. 2, his vision is made very clear. It will absolutely leave you wanting more.

Okay, let me first say that I loved that we didn't just leave Unity Kinkaid hanging off the side of a cliff, as Gaiman tends to do with his other tragic characters. I want to thank you for that personally. Rose Walker's story is a move in the utterly real direction, despite the fact that the motives of some characters are fantastical. The whole time reading the novel, you're realizing the truth of this because people are actually as mentally unbalanced as these characters. On the other hand, Gaiman throws in a support group-like "cereal" convention which sort of plays fun with the fact that

these people are tormented. Sue me, but I liked it. Traditional roles are presented and while his wit isn't the most original, the overall plot is captivating and cool.

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