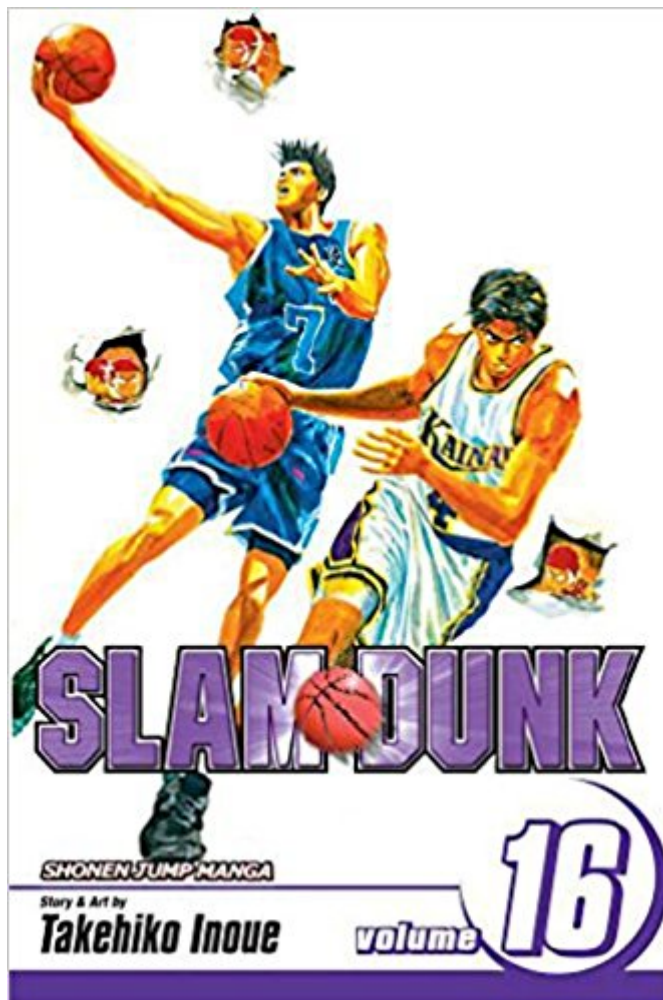


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Slam Dunk, Vol. 16



Synopsis

Get ready for the greatest sports manga of all time! Reads R to L (Japanese Style), for audiences T
Thanks to an impressive showing during a scrimmage between Shohoku's rookie and veteran players, Coach Anzai decides to give Sakuragi a crack at playing center. And though the game reveals several of Sakuragi's weaknesses, it also highlights just how far his technique has come in a very short amount of time. With but three days until the game against rival school Takezato, Sakuragi is placed on a new and grueling training regimen: he must make 500 shots each and every day!

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.

Must read, and must have.I need this in your kindle.

This book came from a library but the stickers easily came off, none of the pages are worn!! Great price!

In Volume 16 of *Shōnen Jump* *Slam Dunk*, it's tournament time and the story continues after the Shohoku vs. Kainan High School match in which Shohoku nearly came back to beat the top seeded team but it all came down to Sakuragi free throw shot and the problem is, Sakuragi has never been a good perimeter or free throw shooter and unfortunately, it cost them the game. With Sakuragi having lost confidence in his game, Shohoku's basketball team captain Takenori Akagi has Sakuragi undergo a three-day boot camp of intense training to improve his shooting. Meanwhile, with Kainan and Ryonan High School having won one game each, the two teams take on each other. But with so many people confident that Kainan High School has the better team, Ryonan High School is about to unleash the new and improved Fukuda. Does Ryonan High School have any chance of beating Kainan High School? JUDGMENT CALL: If you love basketball, you will love *Shōnen Jump* *Slam Dunk*! With the latest 16th volume of the popular basketball manga series, this latest volume is broken up into two arcs. One dealing with Sakuragi's training to become a better shooter and the second arc focusing on the matches between the unbeaten teams, Kainan High School vs. Ryonan High School and the strategy that Ryonan develops in order to compete against Kainan High. In previous volumes, we know about Shohoku High School team captain Akagai's determination of wanting his team to make it into the championships but the problem is that, although Sakuragi is an excellent rebounder and really strong on defense, if the game depends on his shooting, Shohoku will not have a chance and they need to get him better immediately. So, Sakuragi undergoes intense training to become a best shooter, but will he be prepared in the next matchup? While Shohoku High School is the main team being focused on in the series, writer Takehiko Inoue also showcases the competition between the other teams and in this case, Shohoku's main rival, Kainan High School as they take on the unexpected Ryonan High School. Unexpected in the fact that their new player Fukuda, who was once quite terrible, is now one of the best offensive/defense players on their team and although Kainan High School is favored to be the better team to win the tournament, Ryonan High School wants to show that they have the potential to be better than Kainan. With that being said, reading this volume will go quickly because the illustrations do take up a big part of the pages versus dialogue but if you appreciate basketball and Takehiko Inoue's work, you know that this style works and the efficacy of competition of competitive high school basketball is captured amazingly well. 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. 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!

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