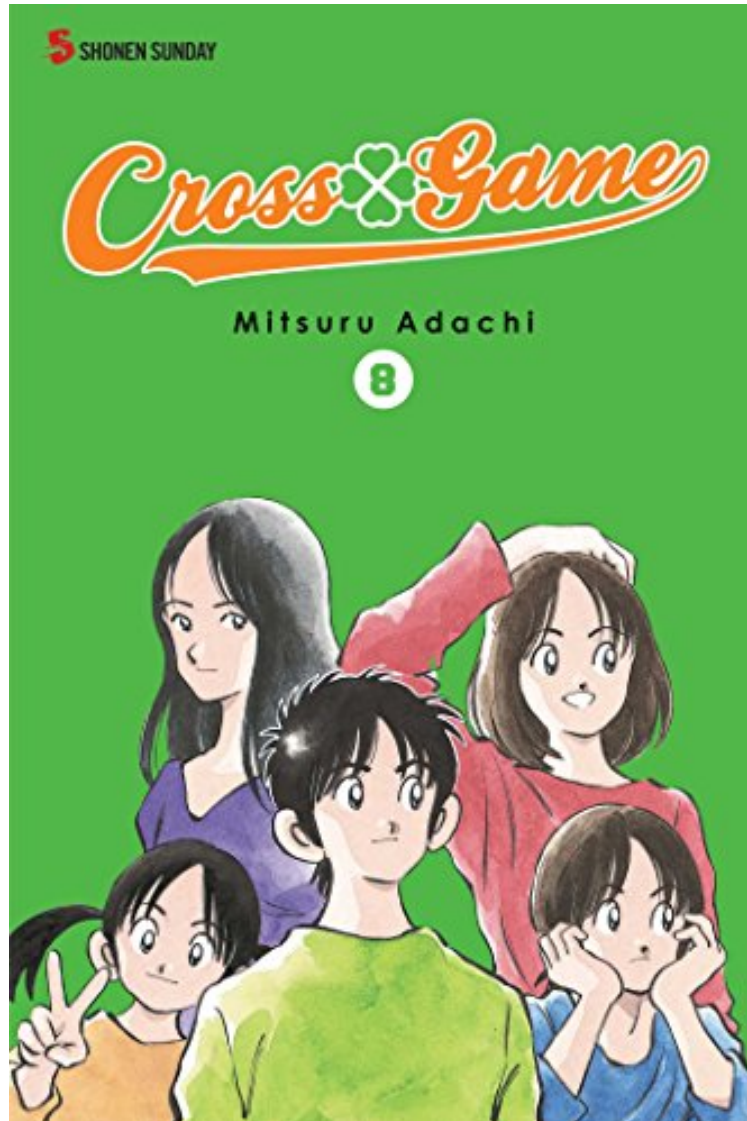


Cross Game, Vol. 8

Mitsuru Adachi

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Mitsuru Adachi : Cross Game, Vol. 8 before purchasing it in order to gauge whether or not it would be worth my time, and all praised Cross Game, Vol. 8:

4 of 5 people found the following review helpful. I slightly prefer the anime but this is still great. By Nonsuch NedThe relationship between the original manga and anime adaptation is an interesting one. Both have material that is unique to their version. The anime adds a very effective side story for Aoba trying out for the Japanese National Girls Baseball team that is completely missing from the manga. The anime also masterfully uses flashbacks throughout the series to a greater extent than the manga, integrating material from early manga volumes as flashbacks instead of

taking multiple episodes to go through their childhood years at once. But the manga adds many more small details and could maybe have some superior comedic moments too. A specific example of added story and insight not in the anime has to do with filling in a gap of time between the story's early core event and Ko's progression from novice to ace pitcher. In the anime there's one flashback scene of Aoba noticing a crying Ko pitching a ball against a brick wall, but it gives little context for the scene. The manga explains much more of what is going on there and suggests how important it actually is. An example of the expanded comedy of the manga comes in the final game in which you get more of the play-by-play commentary in the booth between the impartial commentator and the pompous Ryu supporting commentator who gets steadily more upset as Seishu refuses to be beaten. Both great ways to experience a truly wonderful coming-of-age story of baseball, coping with the loss of a loved one, and being honest with your emotions. I'm glad I got to read the collection, now someone has to make the anime series available to own. I thank Viz for giving us legal ways to stream the show but greatly desire a version without 500 Geico commercials interspersed within. [edited more than a year later when I reviewed it and realized I had made a couple really stupid mistakes in the description.] 0 of 0 people found the following review helpful. All the way to the end~By T. Coleman From the heart wrenching start to the (sorta) ending that I felt shouldn't of ended this story has a depth not seen in any drawn series. This story is something you don't want to end, but understand why it did. 0 of 1 people found the following review helpful. Awsome series By Chris I love the series and I wish H2, Touch, Rough, Katsu, Mix and all of Adachi's works were brought over.

This poignant coming-of-age story will change your perception of what shonen manga can be. About the game of life...and baseball. Reads R to L (Japanese Style), for audiences rated teen. Cross Game is a moving drama that is heartfelt and true, yet in the brilliant hands of manga artist Mitsuru Adachi, delightfully flows with a light and amusing touch. The series centers around a boy named Ko, the family of four sisters who live down the street and the game of baseball. This poignant coming-of-age story will change your perception of what shonen manga can be. Final Volume!

About the Author One of the biggest names in the manga industry today, Mitsuru Adachi made his debut in 1970 with Kieta Bakuon in the pages of Deluxe Shonen Sunday. The creator of numerous mega-hits such as Touch, Miyuki, and Cross Game, Adachi Sensei received the Shogakukan Manga Award for all three of the aforementioned series. Truly at the top echelon of the manga industry, his cumulative works have seen more than 200 million copies sold, and many of his series have been adapted into anime, live-action TV series and film.