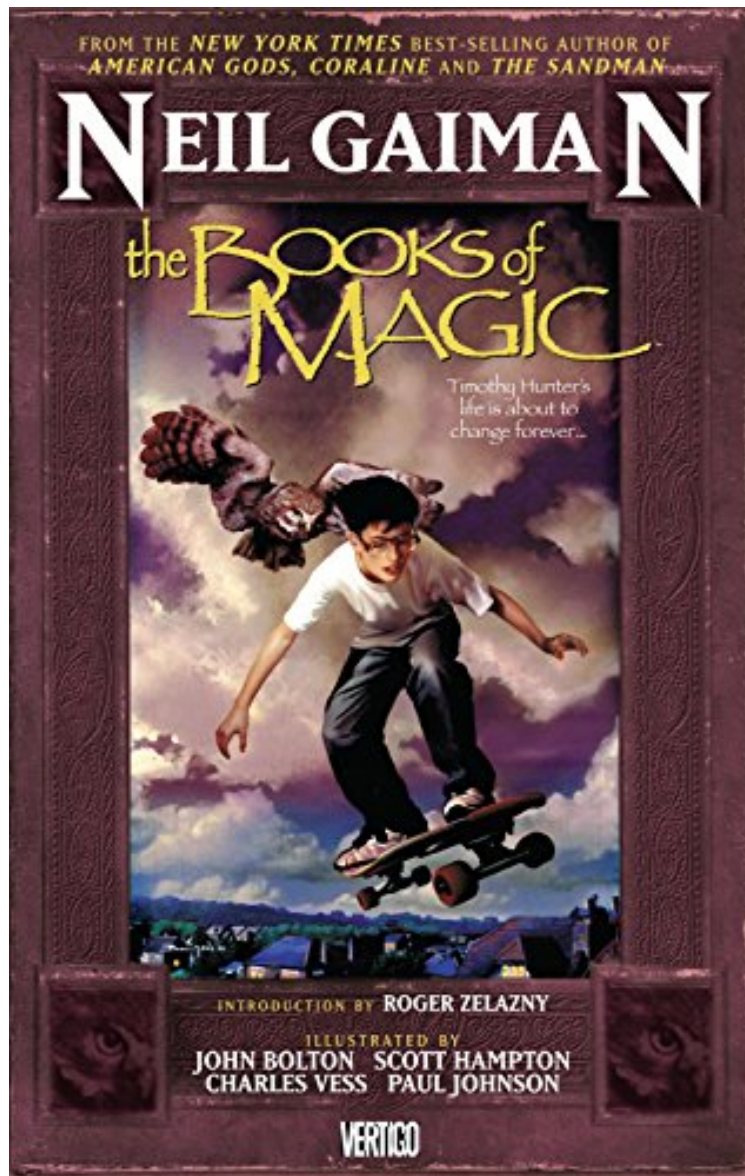


(Download free ebook) The Books of Magic

The Books of Magic

Von Neil Gaiman

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Von Neil Gaiman : The Books of Magic before purchasing it in order to gage whether or not it would be worth my time, and all praised The Books of Magic:

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. nicht mit harry p. vergleichen!!!Von Ein Kundeich stand schon oft beim comic dealer meines vertrauens und sah mir diese books of magic kritisch an. ein comic ber eine art harry potter? wie lahm!!!als ich dann aber endlich hrte das in diesem

werk mein Lieblingsmagier John Constantine seine Finger im Spiel hat, musste ich es kaufen. 4 Kapitel in denen der junge Magier Tim Hunter von jeweils einem Mitglied der "Trenchcoat Brigade" in eine andere Seite der Magie eingeführt wird. Jedes Kapitel von einem anderen Illustrator, jedes Kapitel gemalt (nicht gezeichnet) und jedes Kapitel von Neil Gaiman genial geschrieben. Geriet ich schnell in den Band des jungen Magiers, der in diesem Band erst von der Welt der Magie erfährt. Er muss sich nun entscheiden, sein Leben der Magie zuzuwenden oder ihr aus dem Weg zu gehen. Ach ja, erwhnte ich schon das hier John Constantine, der Held der fabelhaften "Hellblazer" Comics mitmischt? Als Teil der von ihm als "Trenchcoat Brigade" verspotteten Magiertruppe, zeigt er im 2. Akt dem jungen Tim die Magie der Gegenwart und Luft zu Hochform auf! Books of Magic mag zwar einer der harmloseren Titel der Vertigo Comics sein, aber auf jeden Fall mit Preacher, Hellblazer und Sandman einer der Besten. Nach diesem Band unbedingt auch die anderen lesen, die nicht mehr von Neil Gaiman sind! Erst da geht es so richtig los! 4 von 7 Kunden fanden die folgende Rezension hilfreich. "Let's throw in another eference that no one will get!" Von Ein Kunde I have but one question after reading this book: WHY? Neil Gaiman is one of the most brilliant authors alive. He can write better than this. Way better than this. This is an atrocity. The only possible reason I can see for owning this book is if you want to own everything Gaiman has ever written. There are a lot of major flaws with this book. Most notably there's the plot, or rather, lack of. Yes, there is a cutesy little adventure story about a boy learning about a whole new world. Now if that doesn't scream "Cliche" than nothing short of a Star Trek episode will. Past that, there is no plot. The entire book is a long string of references to various texts, both Gaiman's and other people's. We have Dream of the Endless, Destiny, Death, John Constantine, Faerie, Dr. Occult, Merlin, and all sorts of other ones I read and knew had to be references, but had no clue what were because I don't worship the DC universe as my god. This is not to say there weren't some nice ideas. There were some very cool ideas. The problem is that each of them got two pages of space before the reader finds himself herded on to the next idea, kicking and screaming about how he wished Gaiman would settle down and write about one idea. I mean, what was this? Did Gaiman just pull out all the great story ideas he had that never developed into stories, and string them together in an attempt to show everyone that he's so brilliant he can throw away all these ideas? Come on here. Then there is the basic nature of the magic in the book. Oh yes, what nature? I can come up with two possible explanations for this. Either Neil Gaiman created what may be the most cliched renditioning of Magic that I have ever seen, or Neil Gaiman didn't have a clue what he wanted magic to be like. What we can see of magic is boring, trite, and mostly things that any reader of fantasy books has seen before. I mean, differant magical paths. Don't have to look further than my DD shelf for that. Alternatively, it could be that Gaiman strung together a whole bunch of things that sounded cool without having a coherent whole in mind. Either one is far below average for any author, and for one of Gaiman's caliber, it is unforgivable. So in the end, unless you are stalking Neil Gaiman and determined to own every one of his books, this is not worth your effort. Go buy a Sandman collection. Go buy Neverwhere. Go buy anything, and I mean anything by Gaiman other than this. Trust me. You're not missing anything, and if you buy it, you'll be missing \$20. 1 von 1 Kunden fanden die folgende Rezension hilfreich. A Brilliant Book, With Superb Characterizations, Excellent. Von Ein Kunde The Books Of Magic, Like Any Other Gaiman Story, is Breathtakingly Amaazing in its Telling, and the art compliments the story wonderfully. This is a rare and unique instance where an established artist such as Charles Vess works on a Comic book. There are cameo sequences in this book that include scenes with Dream, Death, Destiny, Etrigan the Demon, Deadman, Zatanna, and the Spectre, just to name a few characters. Timothy Hunter is one of Gaiman's finest creations, and he is an actually believable and interesting one, as well. The Premise of the story is: Timothy Hunter, a very Young man, Pre-teen in fact, has the potential to become the greatest sorcerer of this age. The Trenchcoat Brigade, whose Ranks include The Mysterious Phantom Stranger, The incorrigible Hellblazer, John Constantine, The Enigmatic Dr. Occult, and Mr. E. His name says it all. The four decide to show Tim the magical history of Earth, and the universe, and some of the major magical players that exist in the DC universe. The Stranger shows Tim the past, Hinting at his origins all the while, and making the reader rather curious about him. The Second Tour guide on the Magical Mystery Tour is John Constantine, and this is a very True-to-form Constantine story, in that most of the people whom they visit have some sort of grudge against everyone's favourite Constantine, and Tim is introduced to many of the prominent contemporary characters Like the Spectre, Jason Blood, and Zatanna. The Third story is about Dr. Occult taking Tim on a guided tour of the lands of Faerie, The Dreaming (Neil Gaiman's writing, did you honestly think that Morpheus WOULD'N'T show up?) Charles Vess did the artwork for issue 3, and that contributes to the magnitude of superb story this story inside of a story has. Also, if you read SANDMAN, you see Titania, and find out what Happened to Shakespeare's son, Hamnet. It also hints at the shadowy background of Doctor Occult. Issue Nimber Four is also very amazing, in that Gaiman tells us what's going to happen in the future. Or it might. Tim sees just what he might be, witnesses the final battle of the age, and into the mind of Mr. E. and makes his decision about Magic. I would Recommend this book to anyone wanting an introduction to the Vertigo Universe, anyone who wants a fantastic story, and if you have any sort of literary appreciation, you should go and buy this book as soon as you get a chance to. The ongoing BOOKS OF MAGIC books dont have the wonderful feel that this book gives off, and you wont feel nearly as satisfied about them. I recommend any Neil Gaiman, Garth

Ennis, and Alan Moore stories (especially their DC work).

Kurzbeschreibung From Neil Gaiman, the best-selling novelist and creator of the world-renowned comics title *The Sandman*, comes a mesmerizing tale of the dangers and opportunities of youth, and its endless possibilities. Illustrated by four of comics' most accomplished artists, John Bolton, Scott Hampton, Charles Vess and Paul Johnson, *THE BOOKS OF MAGIC* collects all four issues of the original miniseries that introduced the character of Timothy Hunter and set the stage for his continuing adventures. Timothy Hunter could be the most powerful magician in the world, but does he really want to be? Guided through the magical world starting at the beginning of time by a group of DC Universe magicians, often referred to as the Trenchcoat Brigade (John Constantine, Phantom Stranger, Mister E, and Doctor Occult), they attempt to aid Timothy in his decision whether or not to embrace his gift. However, by the time Timothy makes a choice, it may have already been made for him.

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Synopsis When 12-year-old Tim Hunter travels through the DC Universe in order to decide whether or not to become the world's greatest sorcerer, he is guided by the Phantom Stranger, John Constantine, Doctor Occult and Mister E, and encounters Eclipso, Merlin, Deadman and other mysterious characters.