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Cross Game, Vol. 2



Synopsis

Drama with a light touch, Cross Game will change how you see shonen manga. Reads R to L (Japanese Style), for T audiences. 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. *Wakaba* *'s* last dream before she set off on that fateful day was of Ko pitching in front of a packed house at Koshien. Ko *'s* been training every day since, trying to emulate the best pitcher he knows *Wakaba* *'s* sister Aoba. But will Aoba *'s* seeming hostility toward him and a new high school coach who only cares about winning prevent Ko from fulfilling the dream?

Book Information

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Customer Reviews

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 over 200 million copies sold, and many of his series have been adapted into anime, live-action TV series and film. A master of his medium, Adachi has come to be known for his

genius handling of dramatic elements skillfully combined with romance, comedy, and sports. He along with Rumiko Takahashi, have become synonymous with the phenomenal success of Shonen Sunday in Japan.

Cross Game is unique in high quality of writing and drawing, a sport hero story part of a sports team underdog story. These combined with the team mate's stories give a great sports tale, but also hint of romance and humor for 12-40 male and female, baseball lover or not. This is one of the top 10 manga series to read this year. We start and end the manga with a full story arc, yet wanting more. Viz has done a great job in making Vol 1-3 in the first book (the story of Ko, Wakaba and the Portable baseball team), and this Vol 2 about the game between the varsity, the evil coach and the wily coach of the 'Portable' baseball team (read 'disposable'). The poor Portable baseball team are not even allowed to practice on the field. A great story needs a great villain and this coach who only cares about winning, to the point of hurting his own players and then dropping them, faces the 'Portable' team led by Ko as pitcher. Told that if they play well, they might make varsity, the 'Portable' team are going to try to show the 'varsity' who have been hand picked from across the country, that they deserve to play too. Ko is the son of the sports school owner and the Tsukishima sisters who run the batting practice center live right down the road. Ko and Wakaba were inseparable childhood friends, and Ko only cared about batting. But on the day of Wakaba's accident, she told her sister that she dreamt of seeing Ko pitch before a packed house at the Koshien, Baseball's great stadium. With Wakaba gone, the slightly older sister Aoba took up pitching, and she looks down on Ko, who seems to be wasting his talent. But when the coach, who only uses these youth who trust in him, instead of training them, uses Aoba off the girls junior high team as practice pitcher, hurting her arm just to give his players one day of batting practice Ko has gotten fired up. But has he left it years too late to practice, now with the game starting, we will find out. The coach and principal don't even allow anyone to sit on the bleachers to support the Portables, and have an announcer, but who only does announcing for the varsity. In case we still had an iota of feeling for the varsity coach, he drops one of his players, ('where are you going? That's not your bench.') DURING the game for displeasing him. What the Portable's lack in practice skills, they make up for in heart, but with an early 3-0 lead, is that enough, as with only 1 pitcher, and players who tire, facing the varsity pro's whose batting and fielding practice happens daily. This second volume gives us not only the full game, not leaving us wait three months for the conclusion, but gives us back story and teasers to the story around the coach, the catcher and other players. However the game ends, the 'Portable' team has literally disappeared. But where did they

go, and what are they doing. We are tantalized but we will have to wait until Viz puts out Cross Game 3 to find out. A perfect read, satisfying but also leaving us wanting more.

The story begins to flesh out, now introducing a clear set of protagonists in the varsity team to go up against the main crew of the portables. While this release contains two volumes, the material covered doesn't come off as incredibly dense. On the contrary, the first volume covered in this release covers a majority of a baseball game against the new rivals, establishing just who we should be rooting for and who we should be looking out for. The game is played out in typical shonen style, with the action happening alongside non-participants, who are happy to walk readers through just exactly what is going on. Scenes with Aoba and the old man watching the game are reminiscent of Trixie and Speed's family watching on the sidelines during a race in "Speed Racer," though on a slightly less campy level, if only for the fact that the author throws in some self-aware jokes throughout the manga every now and then, almost mocking his own readers for anticipating some of the trite manga plot points we've grown to expect--which can either be a good or bad thing depending on your preferences. Character interactions between Ko and Aoba this time around are very minimum, though with the way Aoba is always used as eye-candy for each chapter cover page, readers can only assume that something will happen between the two eventually. Whether or not such will happen sooner or later, though, isn't left clear. If anything, signs point at this shonen keeping focus on the baseball, while giving back seat to the romance. As for Ko's two portable friends, I've yet to truly see them as good guys, since we've yet to have any explanation as to their own stories during the time skip. Still, it's the things that are left out that make me anticipate the next volume.

This book was awesome as always. I really like this series. Go portables!!! I hope they win the next game.

After reading through the first three volumes (bundled as one), the second collection did not disappoint. There is a good amount of sports drama and comedy. Unfortunately the collection was only two volumes, because the end of volume 5 left me wanting more.

its in great condition when it came in and its what I wanted. I love the product, and nobody recommended it

I love the series and I wish H2, Touch, Rough, Katsu, Mix and all of Adachi's works were brought over.

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