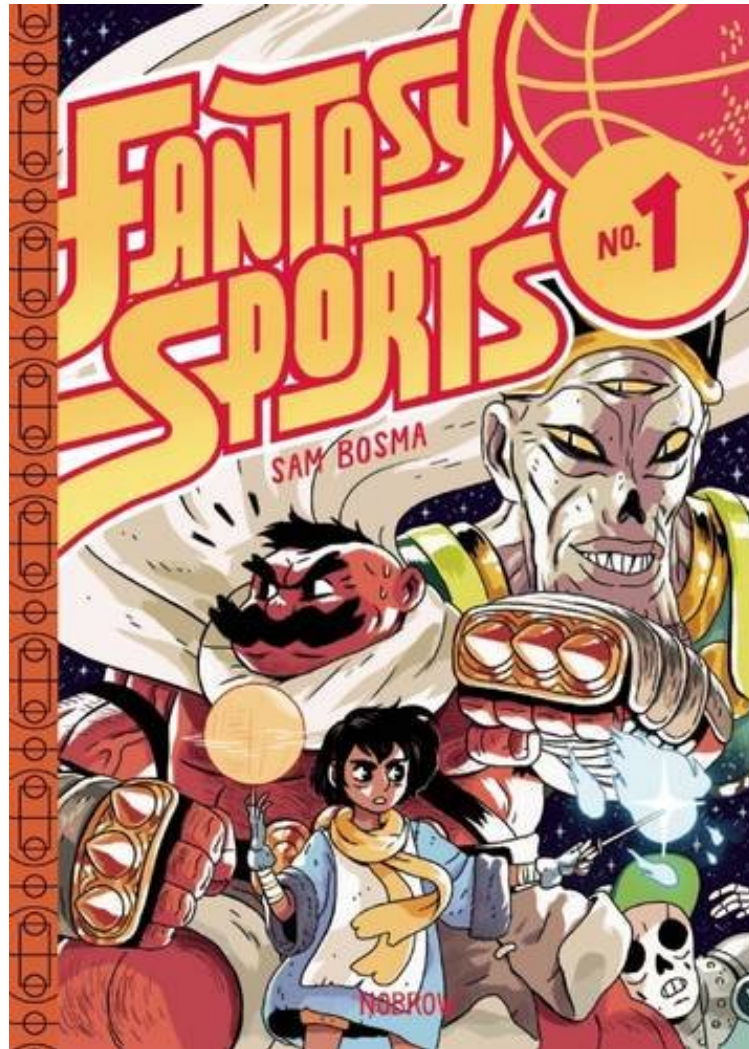


(Free) Fantasy Sports

Fantasy Sports

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From Bosma Sam : Fantasy Sports before purchasing it in order to gage whether or not it would be worth my time, and all praised Fantasy Sports:

2 of 2 people found the following review helpful. Yes, add this to your cart. It's fantastic.By Abigail ScottA fantastic comic, at a ridiculously low price!This gorgeous comic is about a young mage and her beefy boss doing some dungeon-crawling playing some high-stakes fantasy basketball. It's witty, wonderfully illustrated, and genuinely fun. Sam Bosma is an incredible illustrator and it's great to see his writing's just as lively as his art.For those who read this when it was in black white: the new version is large, hardcover, beautifully bound, full-color, and has additional content. Yes, it's gorgeous.0 of 0 people found the following review helpful. I love the character's Mean Mug and Wiz KidBy CustomerI love the character's Mean Mug and Wiz Kid. The setting is cool and pretty to look at, and the story

is fun. It was a little short, but well worth the money. I look forward to the future quality releases of this series.0 of 0 people found the following review helpful. Fantasy Sports is one of my favorite Graphic NovelsBy CustomerSam Bosma is a mega talent. Fantasy Sports is one of my favorite Graphic Novels. Highly recommend this!

In Sam Bosma's debut graphic novel, a young explorer and her musclebound friend go treasure hunting in a mummy's tomb—but if they want to get rich, they're going to have to best the mummy in a game of hoops! Can they trust their bandaged adversary to play by the rules? Or will they be stuck in the tomb . . . forever?A fast-paced sports adventure graphic novel in the vein of 1960's manga, Mike Mignola, and Raiders of the Lost Ark, Fantasy Sports is poised to be Nobrow's first breakout adventure comic for the indie and YA scene.Sam Bosma was born in Chagrin Falls, Ohio, and grew up in suburban Pennsylvania. After graduating from the Maryland Institute College of Art, he taught in the Illustration department from 2011 to 2013 before moving to Brooklyn, New York. His work has been recognized by Spectrum, American Illustration, and The Society of Illustrators. He won a Silver Medal from the Society of Illustrators in the Institutional category, as well as a Gold Award from Spectrum in 2013. He currently does background drawings for Steven Universe on Cartoon Network when not making comics and graphic novels of his own.

From School Library JournalGr 5–7—Mug and Wiz don't always see eye to eye. In fact, they usually don't agree on anything. When these two mages raid a mummy's tomb for magical items, they run into the mummy itself, a powerful ancient being who poses a challenge to the magicians. If they win, they can take the treasures, but if they lose, they must pay with their lives. What is this dangerous quest? A game of basketball! One-on-one, and the first to 21 wins. Mug, who has never played before, is holding his own on the court, but he is no match for the mummy. Foul play renders Mug injured, and Wiz steps in to take control of the game when they desperately need to win. With an army of skeletons in the crowd, this is like no basketball game readers have ever seen. This title has clean, defined panels. Strong line work keeps the various characters well distinguished. The colors are nicely muted in warm tones of orange, yellow, and red. The two protagonists could have been more developed in this first volume, but hopefully future installments will shed more light on them. VERDICT A great choice where graphic novels are popular, especially quirky ones that blur the lines between genres.—Mariela Siegert, Westfield Middle School, Bloomingdale, IL Winner of the 2016 Ignatz Award for Outstanding ComicThis offers excitement from the first page and plenty of vigor, [...] to appeal to readers of a wide range of ages and abilities. [...] A sequel can't come quickly enough, and fans across genres (fantasy, sports buffs, comics fans, and adventure readers) will likely all be eagerly waiting for it.?The Bulletin of the Center for Children's Books, Starred [...] some of the weirdest, most incongruous, coolest magical comic-book fights you've ever seen. [...] The combination of banter, sight gags, and adventure were total kid-crack. Dad-crack, too.?Boing BoingShe may be an intern, but she serves as the lead, an astute and agile heroine who gives readers a new, strong female character in the comics world...Bosma successfully blends fantasy, myth, and sports to kick off this new modern comic(al) series. Whether sports fans, fantasy enthusiasts, or just comics lovers, readers will be eager for more adventures with this unlikely duo.?Kirkus sA great choice where graphic novels are popular, especially quirky ones that blur the lines between genres.?School Library JournalSam Bosma delivers an irrepressibly fun, knowing, and breezy tale of sporting playoffs, magical mages, and surprisingly cute skeletons in Fantasy Sports [...] this colored edition is beautiful, with the bright jewel shades imbuing it with real oomph and personality?a buoyancy and light absent from it's earlier incarnation. [...] Bosma's panelling and layouts add another dimension of interest; they're dynamic and inventive with diagonal slashes that set the pace and movement, showcasing his gorgeous art in slim, wide panels as the players lock in game, swishing around one another?arms open, passing on the left, on the right. Swoosh, jump, slam dunk.?The AV ClubBosma's colorfully jumbled, slanty panels look like the inspired offspring of Spirited Away and Space Jam, capturing magical intrigue, fast-paced basketball action, and the best kind of on-the-court trash talk in one go. The only drawback to this winning combo of wizarding and athletics is that it is over too soon!?!BooklistBosma takes advantage of the fantasy setting and comics' unlimited visual-effects budget to create a game of basketball more compelling than any NBA broadcast.?Publishers Weekly[...] the narrative balanced with the illustrations propels the reader forward. The characters themselves are interesting to read, with their own unique personalities and abilities that stand them apart from the others. [...] While the targeted demographic is teens, FANTASY SPORTS's action packed scenes and occasional mature humor makes this a book for all ages.?Graphic Novel ReporterBasketball has had magic before, but never quite like this.?NewsaramaAthletics and magic collide for this funny, fast-paced YA graphic novel. [...] the narrative never feels preachy or moralistic. [...] As a YA release with a standout female protagonist, it'll hit off with readers off all ages. ?Paste MagazineSam Bosma's Fantasy Sports No. 1 is a very well-crafted comic, from cover to cover. Even better, it's fun, and in a way that feels unique and wholly its own. In short, it's something comics needs a whole lot more of.?SKTCHDSam Bosma delivers a fun romp with larger than life characters, great action and some good laughs [...] The tone of this OGN is reminiscent of Bone, with the same free spirited adventure and fun about it. This will appeal to the same age group of readers and the female heroine, Wiz-Kid, is a great example of a well rounded, courageous and smart young girl. She is a great character and

Sam Bosma has crafted a winner with this fun young girl. His art style is all the best parts of indie work, filled with spunk, crazy style and wild colour work. ?ComicosityIf you have a family member, friend or neighbor with a tween who loves comics, run right away and order Fantasy Sports No. 1 by Sam Bosma, then sit back and know that you are the coolest aunt/uncle/friend/neighbor ever. ?YuriconFantasy Sports has the makings of a timeless classic that could introduce sports fans into fantasy stories and comics, introduce comics fans into sports, and help break stereotypes that teen magic stories/teen sports stories/comics in general are about teen boys. ?Loser CityStyle wise Bosma has a pleasing, dynamic “post-anime invasion” aesthetic that combines heavy Studio Ghibli influence with western artists like Herge and Jean Giraud through a Bryan Lee O’Malley Scott Pilgrim lens. Energetic coloring is a main draw, it was fun to see the color theme shift from page to page. Visually, it looks like it would adapt well to animation too, and we think it would be more than home alongside Cartoon Network cartoons such as Steven Universe (which means a lot to us) or beside an online series like Bee And Puppocat. ?Sub-CulturedThe sparks a little, in my humble opinion, of the underground artists of years gone by. It is wonderfully outside of the mainstream, winkingly knowing and gloriously pitched. ?Down The TubesIt’s all there isn’t it? Where to start? Herge updated? A touch of modern manga styling coming in? the colours, those ever so lovely colours, the design, the look... it took my breath away. And it sort of keeps it all going from that point onwards. Artistically, it’s a really solidly great book, it just looks gloriously fresh, taking the best bits of so much, mixing them all up, ending up with something that mixes a load of manga style and motion with Adventure Time et al looks and ends up with something really modern and now. ?Forbidden Planet