



## Real, Vol. 1

*Takehiko Inoue*

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## **Real, Vol. 1** Takehiko Inoue

A motorcycle accident, bone cancer, a speeding truck crashing into a boy on a stolen bicycle--tragic, life-changing events turn the worlds of three young men upside down. Three very different personalities have only one thing in common--their passion for basketball.

Meet Tomomi Nomiya, a young tough whose passion for basketball is at the core of his very being. When he gets into a motorcycle accident rendering a girl paralyzed for life, his world is turned on its head. Tomomi quits his team, drops out of school, and struggles to find some kind of resolution to his oppressive feelings of guilt.

*From the creator of [Slam Dunk](#) and [Vagabond](#), also available from VIZ Media.*

## **Real, Vol. 1 Details**

Date : Published July 15th 2008 by VIZ Media LLC (first published March 19th 2001)

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Author : Takehiko Inoue

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## **From Reader Review Real, Vol. 1 for online ebook**

### **Bas says**

A downright amazing manga that deals with a lot of Inoue's favorite themes (finding your passion in life, the price of ambition etc.) which he then combines with the one thing he's most passionate about, basketball.

Inoue also did an amazing job with the writing and characterization, once I got done with this first volume I was already very attached to most of the characters and felt that I had a good idea of what they were about. The biggest problem of Inoue's other work (Vagabond) doesn't seem present here. So far at least.

Truly the type of manga that begs to be reread so you can appreciate its marvelous craftsmanship. It's also the type of work that captivated me so much that it makes me want to meet Takehiko Inoue in person just so I can shake his hand and thank him. May sound silly, but that's how it is.

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### **Damon says**

I really enjoyed this one and would like to see where it goes to next.

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### **Reem\_AM\_140a513 says**

One of the best and most realistic manga i have ever read, it follows the life of 3 young men and how their life got turned upside down, Tomomi Nomiya who got into a motorbike accident and ended up disabling the girl who was ridding along with him, everything went wrong for him as he's been carrying the guilt on his shoulders ever since and has quit the basketball team (which was his passion) and school. Kiyoharu Togawa, who had bone cancer in his leg and had to get it amputated, he's now in the wheelchair basketball team and lastly Takahashi, who after stealing a bicycle got hit by a truck and ended up with a spinal injury that disabled him for life. The story takes us through their lives and how these incident affected each one on a different level, the story is really close to real life that we truly feel a connection to these characters, we feel upset when they're having troubles and happy once they overcome them. Although the book has a lot of drama and such it still incorporates the passion of basketball or sports in there and this is one of the main aspects that i love about it, as it has a great balance between good situations for the characters and bad ones as well as the unexpected ones which is how life is and I recommend it for whoever is interested in wheelchair basketball of just likes to read a manga with a good story, well-developed characters and realistic situations.

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### **Robert Timmons says**

Real is from the brilliant Takehiko Inoue (creator of Vagabond) tells the story of three vastly different young men who play wheelchair basketball. Great story and hoping to read the rest of the available volumes in 2019. Five stars ? ? ? ? ?

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### **Mike Raymond says**

This book is about a kid in high school who is trying to be one of the best basketball players around who makes friends with crippled kids in wheel chairs who also love to play basketball. I only read the first book so I don't know much of what really happens after the end of the book. I thought it was a decent book, a little confusing to read. If you're into manga comics than this would be a great book to read.

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### **Kitty says**

I loved how raw and REAL it felt while reading it.

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### **Veronica says**

Read for work. A good option for teens who prefer realistic fiction (and some grit) over the scifi/fantasy that tends to overwhelm manga shelves.

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### **Tongw2 le says**

i just started read this book. when i finish reading that book i will tell you what is going on !!!!!!!!!!!!!!!

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### **Leonor says**

Este volumen nos presenta a los personajes principales: Kiyoharu Togawa, quien juega al básquetbol en silla de ruedas; Tomomi Nomiya, un friki del básquetbol que dejó paralítica a una joven al tener ambos un accidente en moto y se siente culpable por ello, y Hisanobu Takahashi, capitán del equipo de básquetbol del colegio donde iba Nomiya, arrogante y vanidoso.

Es un manga dramático e intenso, con situaciones reales que le pueden pasar a cualquiera, pero centradas en el baloncesto.

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### **Matthew Noe says**

I read this to evaluate whether it really fits within graphic medicine or not, knowing full well I wasn't really going to enjoy it because it just isn't my thing (frustrated 18ish year olds obsessed with basketball). So I'm not giving it a star rating - not fair to really.

All that said, it is certainly relevant to graphic medicine. Social commentary on disability, attention to the

medicine of spinal injuries, and several different hospital scenes just in the first volume.

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## Aravena says

(vol. 1-13)

Karya dari komikus ternama Takehiko Inoue, yang sebelumnya sudah menelurkan komik basket termasyhur di tahun 1990-an, *Slam Dunk*. Yang ini juga berkisar dunia basket.... tapi kalau *Slam Dunk* tentang 'pebasket', *Real* lebih mengisahkan soal 'manusia yang hobi main basket'. Perbedaan yang kedengaran tipis, tapi penting.

Jalur plot *Real* memang tidak 'selurus' jalur komik sport pada umumnya. Fokus narasinya juga lebih banyak mengupas hal-hal di luar lapangan, dengan tiga protagonis: Togawa (bekas pelari yang beralih ke basket kursi roda), Nomiya (anak drop-out dari SMA yang cinta basket), dan Takahashi (bekas teman setim Nomiya yang kemudian mengalami kejadian tragis). Cerita berpindah-pindah antara ketiga pemuda tersebut, dengan sesekali jalan mereka saling bertemu.

Membaca beberapa volume awal *Real* berasa seperti ada yang meninju ulu hati saya berkali-kali. Komik ini bukan jenis drama tragis berurair air mata, tapi secara piawai Inoue-sensei mampu menyampaikan efek emosional yang autentik tanpa terkesan melodramatis atau mengada-ada. Ada benang merah di antara ketiga protagonis berupa 'dirampasnya hak untuk melakukan sesuatu yang disukai', dan beban perjuangan mereka untuk memperoleh kembali hak itu sangat terasa. Sangat menarik melihat interaksi mereka bertiga dengan orang-orang terdekat masing-masing, dan bagaimana mereka (khususnya Takahashi) berkembang dari sikap egois, congkak, maupun buta arah tujuan.

Kadang saya ingin pertandingan basketnya lebih panjang dan rinci, tapi saya juga paham fokus komik ini berbeda dibandingkan *Slam Dunk* yang satu pertandingan saja bisa sampai 7 volume, haha. Bagaimanapun, saya jadi dapat pengetahuan baru soal basket kursi roda dan sistem 'poin pemain' di dalamnya. Jumlah dan durasi pertandingan relatif sedikit, tapi momen-momen penting tetap tergambar dengan baik; seperti perjuangan para pebasket menggerakkan kursi roda mereka sambil berkomunikasi dengan rekan setim, atau filosofi Nomiya sebagai Point Guard sejati yang ingin menghasilkan 'reaksi kimia di lapangan'.

Bicara tentang si ~~Jason Kidd~~ keebur-kali Nomiya.... anak ini memang berasa obat penawar di tengah semua momen emosional. Terkesan berandalan, tapi sebenarnya lugu dan tulus. Gayanya yang 'salah ngomong melulu' dan jurus andalannya berupa 'oleh-oleh dari Ibu' selalu bikin saya ngakak. Mirip Sakuragi di *Slam Dunk*, ini jenis tokoh yang enak buat lucu-lucuan, tapi juga mendorong rasa bangga setiap ia (akhirnya) berhasil mencapai sesuatu.

Soal gambar, rasanya tak perlu dipertanyakan lagi. Paneling, anatomi badan, ekspresi, pergerakan.... semua itu sudah jauh di atas level rata-rata. *Real* mungkin tidak punya momen sensasional sebanyak *Slam Dunk* (pertandingan epik) atau *Vagabond* (duel pedang), tapi adegan sehari-harinya pun mampu meninggalkan kesan mendalam. Saya juga suka metafor visual untuk menggambarkan apa yang dirasakan tokoh-tokohnya kepada pembaca yang masih memiliki tubuh sehat (msl. panel kaki Togawa yang terisap ke dalam lumpur saat ia tengah berlari). Terakhir, cukup banyak halaman berwarna yang memanjakan mata pembaca.

Patut disayangkan, komiknya sepertinya agak tersendat di Jepang (\*saat review ini ditulis). Ada juga saat-saat di mana fokus narasinya terasa melemah, maupun pilihan alih bahasa untuk edisi Indonesia yang kadang

membuat alis terangkat (peluit -> bel, sixth man ->sixks man, center->pemain tengah). Bagaimanapun, dengan mempertimbangkan semua 'ledakan' yang terkandung dalam komik ini, hal-hal tersebut rasanya bisa diabaikan.

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### **Pygmy says**

I first fell in love with Takehiko Inoue's Slam Dunk anime series, about a high school misfit who learns basketball to impress a girl he loves. This manga series follows in the basketball fun with a focus on wheelchair basketball. But as always with his works, the characters are paramount, and you get sucked into their world of struggles and emotion, which are real, not melodramatic, and punctuated with humor all throughout. Inoue is a talented storyteller, and by now, one of the top artists out there.

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### **Rorie Donnatua says**

Je ne suis pas une grande admiratrice des genres shōnen et seinen. Voir des scènes de sport qui se prolongent sur plusieurs chapitres ne m'a jamais passionné. Et c'est pour cela que Real n'est pas un manga comme les autres. Si le handibasket semble être le thème de fond, il ne fait pas toute l'histoire. Ce manga nous délivre une psychologie des personnages comme il est rare d'en voir dans la littérature japonaise. Nous suivons la vie de trois jeunes hommes, qui d'une manière ou d'une autre rencontrent des difficultés à passer à l'âge adulte. Ce n'est pas un manga sur le sport mais un manga sur l'obtention de son indépendance. A lire absolument...

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### **Sarah Rosenberger says**

Lately, everything has been going wrong for 18-year-old Nomiya. He's been expelled from school, he's struggling with guilt over his involvement in a motorcycle accident that left a girl disabled, and worst of all, he was kicked off the basketball team. Basketball was his life, and without it he feels aimless and depressed.

While visiting the hospital one day, he hears the sound of dribbling from a nearby court and goes to check it out, only to discover Kiyoharu - a guy whose passion for basketball and competitive nature rivals Nomiya's own...and who happens to be in a wheelchair. During the ensuing pick-up games and grudge matches, polite wheelchair basketball games and down-and-dirty foul fests, the two form an unlikely alliance that's driven as much by competition as friendship.

Real is lot more mature and realistic (in both story and art) than most manga. The artwork is very impressive, the story is unexpected and can be appreciated even by non- sports fans, and it's great to see a character of color and a person with a disability in the two lead roles. There is one scene of full-frontal male nudity, but it's not gratuitous, and it shouldn't stop anyone from recommending this to basketball fans, teenage guys, people who like realistic graphic novels, and/or anyone who is looking for for a unique read.

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## **Amy says**

This is a very well-drawn manga, especially the covers are breathtaking. I've been enjoying sports manga lately. Even though they have the same troupes going on, but the way they are being executed is really fascinating. This series explores the group with disability, it is a very intense topic and it is time for us to recognize and learn more about them.

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