



Sandman Midnight Theatre

Neil Gaiman , Matt Wagner , Teddy Kristiansen (Illustrator) , Todd Klein (Letterer)

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A one-shot comic book in which two DC comics characters called the Sandman — Dream and Wesley Dodds — encounter each other.

Sandman Midnight Theatre Details

Date : Published July 1st 1995 by DC Comics

ISBN : 9781563892080

Author : Neil Gaiman , Matt Wagner , Teddy Kristiansen (Illustrator) , Todd Klein (Letterer)

Format : Paperback 64 pages

Genre : Sequential Art, Graphic Novels, Comics, Fantasy, Fiction, Graphic Novels Comics

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From Reader Review Sandman Midnight Theatre for online ebook

Igor says

Yeah, this is really and *only* for the people that have either read both Gaiman's "The Sandman" and Wagner's "Sandman Mystery Theatre" or are at least familiar with one or the other. Everyone else will feel like they're missing something most of the time. It doesn't really work as a standalone and even within the context of the two series it connects it's just...eh, okay and nothing more.

Joshua Rotella says

Beautiful art and a haunting story.

Jerry says

I was very disappointed with this book; it was ok, but mostly empty. The only really interesting parts are the last three panels, but they aren't worth keeping the book for.

The mystery is boring and leads nowhere. The investigation is mostly ignored; that would be fine if the mystery were just an excuse for some other story, but there isn't any other story. The artwork matches the text: nearly impossible to discern anything interesting.

Where it intersects with Gaiman's Sandman, it makes no sense given how Gaiman's Sandman escaped from imprisonment.

It's a huge glop of unflavored gray porridge.

Moth Pfunk says

Agree with the other reviews here, definitely fluff to attempt to bridge the two parent series - Sandman and Mystery Theatre, both good in their own right but this is only for die hard fans as it doesn't really add anything new. The artwork is all a bit too close up and dark, you don't get a sense of being back at Burgess manor or why it's an important setting and it's a shame because it would have fit very nicely in with the Mystery Theatre and maybe given a different vantage point of Dream of the Endless.

Cairnraiser says

Berättelse från periferin av Gaimans Sandman saga. Vi träffar DC-karaktären Sandman som var inspirationen till Gaimans tolkning av Dröm (Morpheus/Sandman)

Aleksandar Nikolov says

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Dave Peticolas says

A Sandman story set just before World War II.

Clark says

The Sandman meets The Sandman.... Wesley Dodds and Morpheus, together again for the first time!

One Flew says

Probably only deserving of only 2 stars, maybe 2.5. Beautifully illustrated and interesting enough subject matter, but no real substance to the story. Worth a look if you're into the Sandman series, but don't expect too much.

Devann says

Apparently this is a kind of 'crossover' with a title called Mystery Theater, which I have never read so suffice to say I was incredibly confused and wouldn't recommend reading this unless you are familiar with both titles. Confusion aside, the whole ~dark arts secret sex club~ plotline is so tired and stale I probably would have skipped this anyway. Sorry.

Lea Taranto says

Not as much of Morpheus as I'd hoped but a nice inter and intricately connected web of stories many which tie neatly off while leaving the main one full of vibrant promise and life

Αταλ?ντη Ευριπ?δου says

This is another great Sandman spin-off and this is mainly due to the fact that it's co-written by Neil Gaiman and Matt Wagner (the creator of Mage and Grendel). This is a great volume, taking place right in the beginning of the Sandman comics, after Burgess has captured Morpheus and would, therefore, be a good read for even those readers not familiar with the Sandman series. Wesley and Dian are well-written and interesting characters and I like this different take on the Sandman (as a masked hero instead of Dream of the Endless). A well-crafted story that sheds light to the years of Morpheus' imprisonment, I highly recommend it.

Jaimie says

The worlds of the Endless' Sadnman Morpheus and Wesley Dodds (crime fighting Sandman) meet momentarily in 1939 when Dods is lef to Burgess' mansion in search of the murderer of a family friend. This story is largely fluff and is obviously more connected to the Wesley Dodds storyline than to that of Morpheus, but it almost explains how the two characters are connected. Though really it just hints, because what's the fun in a story where everything is completely explained?

Guillermo Galvan says

I really dug the character design. The rest of the story was extremely boring. Also, the scene boxes were all skinny slices, which became annoying and constricting. I'll check out some other Sandman stuff.

Udolpho says

The art was amazing but the story was disappointing.
