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Eyeshield 21, Vol. 27: Seijuro Shin Vs. Sena Kobayakawa



Synopsis

R to L (Japanese Style). Seijuro Shin vs. Sena Kobayakawa With a mere two and a half minutes on the clock, the Deimon Devil Bats desperately try to erase the Ojo White Knights' five-point lead. The ball is in Deimon's hands, but everyone is past the threshold of exhaustion...and they're still 40 yards away from the goal line. Sena's banking on some of his slickest moves to help him outmaneuver Ojo's ace Shin and carry his team to victory...but Shin has never backed down to another competitor before, and doesn't plan on starting anytime soon.

Book Information

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Customer Reviews

Shin vs. Sena for best running back. Sakuraba vs. Monta for best receiver. Takami vs. Hiruma for best quarterback. Ootawara vs. Kurita for best lineman. The old rivals are at it again, and neither Oujou nor Deimon will go down quietly. Both have individual and collective promises riding on the outcome of this match, and those who are seniors in their final year will not have another chance to fulfill those promises. Not to mention that the writers built up the Oujou/Deimon rivalry very early on, so you're expecting their final clash to be the climax of the series . . . and then it's NOT. Monta was really amazing in this volume. In this one, he's exhausted from doing his special move, the Devil Backfire, and when it becomes impossible for him to carry on, Hiruma's instructions are to fake it. If the other team realizes he can no longer catch, they'll exploit that. (Awesomely enough, Monta's rival, Sakuraba, evaluates him and believes based on his posture and determination that he is able to keep going.) I love that Monta's baseball hero, Honjou, is in the audience and that he DOES

remember him from childhood, and that he catches him and carries him at one point--seriously like a dream come true for Monta, but he has bigger dreams now. Sena has really evolved into a proper ace, no longer afraid of getting clobbered by Shin and no longer easily trounced by the hard work required of him. Their training with masks and special agility has really paid off, especially for Sena, who has basically become a superman by this point. And as Shin, the unbeatable juggernaut, continues to bear down on him, you see that it's a pleasure for Shin to have something that challenges him again. Sena, in a beautifully symbolic gesture, pushes OFF of Shin to go a tiny bit faster during one play, and it's truly amazing. I love that at one point Shin happily acknowledges and accepts being a challenger instead of a champion. He's fair, and doesn't carry gross grudges. What a class act. And how could I not talk about Yukimitsu? This is an athlete who just isn't much of an athlete, but who joined the football team feeling like he wanted to do SOMETHING besides sitting in a room studying and exercising his big brain. Even tons of training has not helped him become an athlete on the level of the other starting Devilbats, but their team is so small that they do need him, and his determination is right there with the best of them--not to mention that desperation feeds into his motivation and Hiruma knows how to use that. He is able to make a small calculation and a small contribution that tilts possibilities slightly more toward Deimon's favor, and what's great is that Hiruma understands what he's doing. He's a great character. Just goes to show you that even in a sports manga, not all the heroic, important characters are amazing athletes. The pacing was frantic during this volume. We ended the last volume sure that the game was almost at an end, but we had a last-minute turn in Deimon's favor which Oujou then turned around AGAIN, leaving Deimon a second or so on the clock to gain points. It is frankly amazing how much mileage the creators of this manga got out of those fleeting few minutes. And after the game is over, there's an interesting follow-up with Maruko bringing the Deimon and Seibu aces to a secret meeting to push them into forfeiting, claiming that every quarterback facing Hakushu gets a disastrous injury. Now what will they do with this information? Way to keep the momentum going, writers! As usual, the cute in-betweens in this volume were hilarious and sometimes weirdly informative. This time we're taking fan questions and having characters teach you how to do certain moves. Monta's teaching on the Devil Backfire has him advising you to also use Devil Backfire moves to catch shrine offerings (which is a crime) and collect bananas. Ootawara's public nudity offenses are examined, along with a discussion of how to use the low squib kick (ever need to get dog poop off your shoe?), and Hiruma's Hornet's Next move is one he recommends using for cheating in board games and various other nefarious activities. And we have a fun graph of who in the cast can speak "Powerspeak," the grunting language made famous by Komusubi. What powerful characters can speak it? Well, it's no

surprise that Ootawara, Banba, Shin, Hebii, and Tetsuma can. But I was a little surprised that they indicated Ikari is on the list, and I laughed when they put Cerberus on there. I was also surprised that the Hah brothers and Agon CAN'T, but I guess they tend to be a tad more articulate in a traditional sense (especially Agon). I wanna read the next one right away but I always take long breaks in between reading manga volumes so I guess I won't be doing that. :P

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