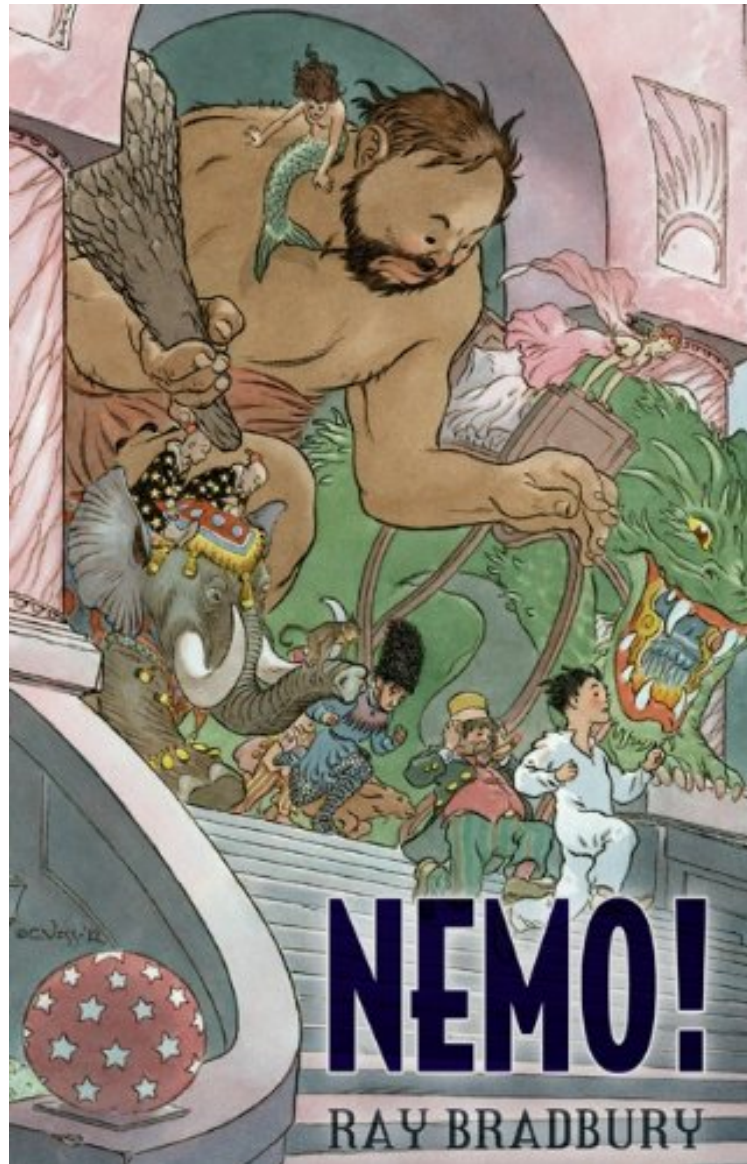


(Download) Nemo!

## Nemo!

Ray Bradbury

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**Ray Bradbury : Nemo!** before purchasing it in order to gage whether or not it would be worth my time, and all praised Nemo!:

Between 1905 and 1914, the American cartoonist Winsor McCay created a brilliant, years-ahead-of-its-time comic

strip called, alternately, *Little Nemo in Slumberland* and *In the Land of Wondrous Dreams*. The serialized adventure recounted the dream journeys of a young boy (Nemo) toward the gates of Slumberland, where the Princess--his destined playmate--awaited. Over the years, this wonderfully surreal comic has exerted a considerable impact on modern popular culture. Among the readers entranced--and influenced--by this strip was another master fantasist named Ray Bradbury. *Nemo!* is an original Bradbury screenplay set in the lavishly imagined dreamscape that is Nemo's world. It is also a heartfelt act of homage to the genius of Winsor McCay. Beginning at the St. Louis World's Fair of 1904, the narrative moves through successive levels of Dream, encompassing moments of beauty, wonder, and raucous comedy while bringing a gallery of classic McCay characters--Nemo, the Princess, Dr. Pill, the sometimes villainous Flip--to vibrant new life. Intensely detailed, as colorful and absorbing as the best of Bradbury's fiction, *Nemo!* is both an unexpected gift and a unique collaboration between two of the 20th Century's most distinguished--and inimitable--creative spirits.