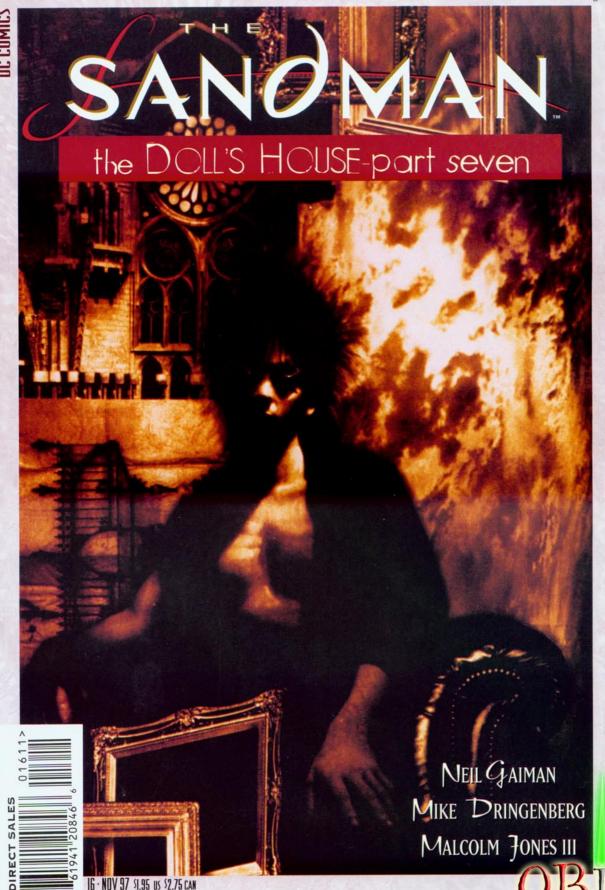
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ESSENTIAL VERTIGO



SUGGESTED FOR MATURE READERS



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AND YOU'RE SAYING THAT BECAUSE







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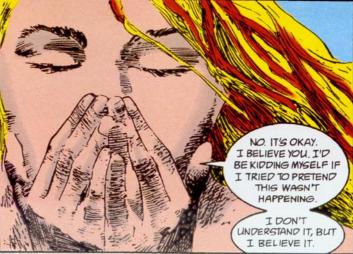
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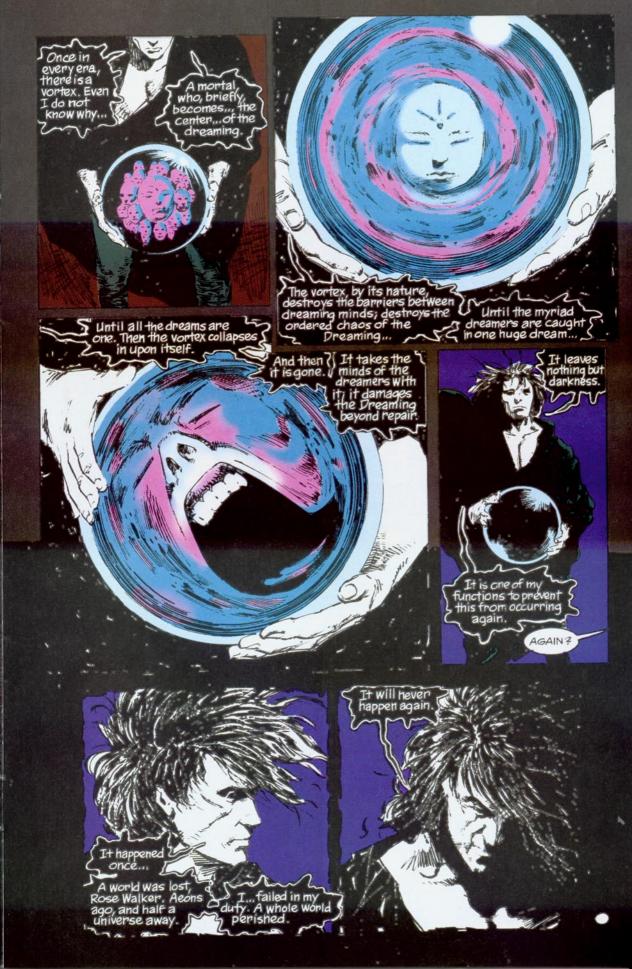


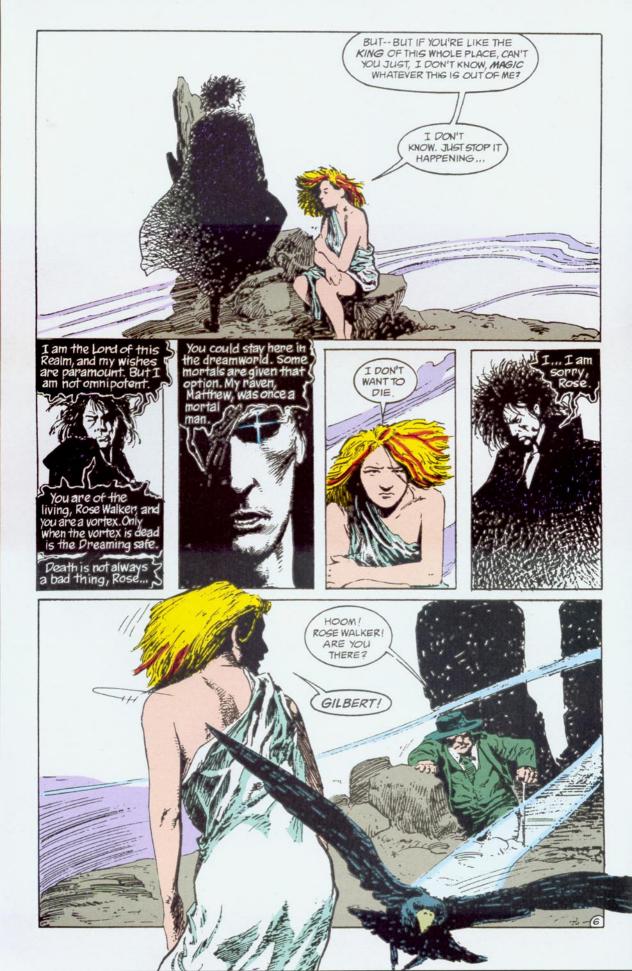


MY DEAR BIRD,

WHO?



















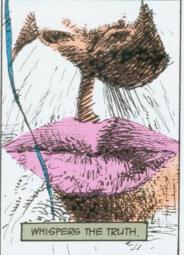








THE VOICE WHISPERS TO HER OF HER LIFE BEFORE THE LONG SLEEP. WHISPERS CHILDHOOD DREAMS OF A TALL, DARK MAN, WHOSE EYES DANCED LIKE TWIN STARS IN HER HEAD.

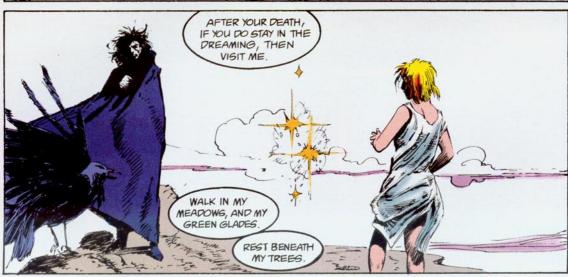


AND THEN SHE GIVES IN TO SLEEP, HER BREATH SHALLOW AND HALT. DYING, IN A WORLD SHE FINALLY LINDERSTANDS....



















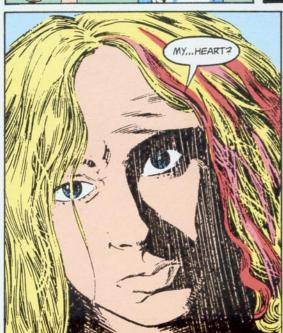
































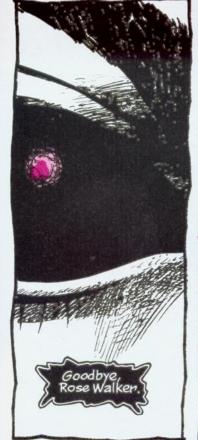


ARE YOU STILL GOING TO KILL ME?



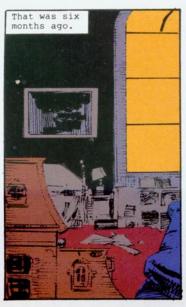
















Hal's selling his house, moving out west. Reading between the lines, I think he's met someone, but he didn't actually come out and say it.





He said that Ken and Barbie split. Ken got himself a new partner, who looks exactly like a younger Barbie, while Barbie's gone sort of seriously weird.

Hal didn't give me any details; she's gone to stay with some friends in Manhattan.



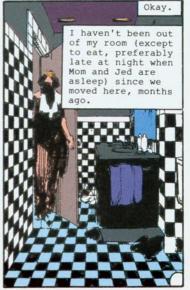
The Spider Women are buying the house from Hal. He said Zelda actually spoke to him the other day.



We've got more money than you'd believe. Grandma Unity was richer than anyone I've ever known. Weird, huh? All that money, and she never even had a life.









I've been reading, playing records, sometimes just sitting, staring into space. Writing this diary, or whatever it is.

Thinking.



A year ago my best friend died. Her name was Judy. She was killed -- or perhaps she killed herself -- in some kind of massacre, in a small-town diner.



She phoned me on the day she died -- she'd just split up with her girlfriend, Donna, and she was in rough shape.

I think about Judy a lot.

I wish I could talk to her about this stuff. Except for Gilbert, she was the smartest person I ever met. But I can't talk to either of them...



Not any more.

then...

Six months ago I had a really weird dream. That was the night that Unity died, and Jed got better.



If it was true, my dream (and lots of it is sort of hazy, lots of it doesn't seem to make sense any more, although I'm sure it did at the time), then...



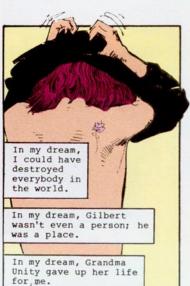


If my dream was true, then everything we know, everything we think we know is a lie.

It means the world's about as solid and as reliable as a layer of scum on the top of a well of black water which goes down forever, and there are things in the depths that I don't even want to think about.

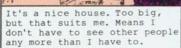


It means that we're just dolls. We don't have a clue what's really going down, we just kid ourselves that we're in control of our lives while a paper's thickness away things that would drive us mad if we thought about them for too long play with us, and move us around from room to room, and put us away at night when they're tired, or bored.





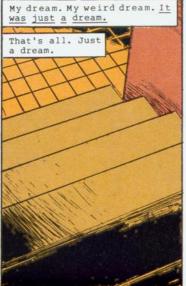
Dreams are weird and stupid





It's even got a happy ending: Jed and Rose and their mother were finally reunited, and they all lived together in a big old house.







feel sorry for yourself. Isn't it?















































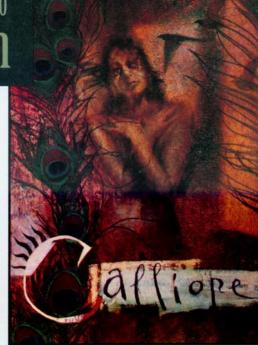






Essential Vertigo Sandman

COVER ART AND LOGO DESIGN: DAVE MCKEAN



Hail and Farewell!

Back when this encore presentation of THE SANDMAN began I told you that I'd be jumping in only when I had something to say. Well, it's that time again.

This issue re-presents "Lost Hearts," the final chapter of *The Doll's House*, and there are a couple of behind-the-scenes things you may want to know. For those of you reading this for the first time, this may not mean much. But, those of you who have the original SANDMAN 16 or the original trade paperback collection of *The Doll's House* may notice some subtle differences in the art for this chapter.

First, a bit of history. When the original *Doll's House* issues of THE SANDMAN were first being published in 1989-90, it began to dawn on more than a few folks that something special was going on. In order to take advantage of that and to promote the series to more people, DC decided to rush out a trade paperback collection containing THE SANDMAN 8-16. This collection was assembled just as issue 16 was being completed. In the confusion created by such an unprecedented activity, something a bit strange happened. The reproduction of the art in both SANDMAN 16 and the collection left something to be desired, namely an accurate reproduction of the inked pages. If you examine them, you'll notice that the inks are sorely lacking in detail. This caused no small amount of consternation to the writer and artists.

A little over a year later, when I took on the job of collected editions editor, Neil Gaiman mentioned it to me as one of the things we should remedy when we had the opportunity and budget for it. After all, the SANDMAN collections are going to remain in print, and they should be the ultimate, accurate document of the stories. Although it was something we both wanted to fix, we knew it would be awhile until the time was right.

Fast forward a few years. Starting with SEASON OF MISTS, we began to publish the SANDMAN collections in hardcover prior to their ongoing life as trade paperbacks. This was a successful program. But one of the criticisms we continued to receive was that the first three collections (PRELUDES & NOCTURNES, THE DOLL'S HOUSE and DREAM COUNTRY) had never been available as hard-

covers, and therefore readers' sets of Sandman collections would never be complete. We finally decided it was time to release hardcover editions of these collections.

Here was my chance. Not only would we be able to have Dave McKean design *The Doll's House* (at the time, the only Sandman-related collection without his wonderful aesthetic), but we'd be able to remaster the story. However, a hurdle still existed. The original art pages, for the most part, had long since been sold. Neil suggested I call Malcolm Jones III to see if he would be willing to try reinking photostats of the pages. Malcolm said yes. He did a wonderful, and incredibly fast, job. You can see the results in this issue and in the "re-mastered" collection of *The Doll's House* (the one with the house on the cover, not the one with the face). A couple of months later Malcolm died. He was a gentleman, and one of the pleasures of my job here at DC was knowing him. I hope you can all appreciate the improvement in the presentation.

There's another reason I'm jumping in here. This issue marks the end of my stewardship of ESSENTIAL VERTIGO: THE SANDMAN. As I mentioned previously, I edit DC's collected editions. This includes trade paperbacks, Archive editions, hardcovers, special slipcase editions and a few other special things you haven't seen yet. You may have noticed that we have been putting out more and more of these things as time goes by. Next year we've scheduled more collections than ever before. In order to give these projects the attention they deserve, something had to give, and it ended up being the two ESSENTIAL VERTIGO titles. I've really enjoyed bringing them to you over the last 18 months or so. I leave you in the very capable hands of Jennifer Lee as 1 go forward, into the past....

Bob Kahan Hearing the staccato of raindrops on my desktop.

NEXT ISSUE: "Calliope" kicks off the DREAM COUNTRY collection of self-contained stories.

CALLING ALL FRUSTRATED SANDMAN LETTERSMITHS:

Your shining moment has arrived! Please send any and all SANDMAN-related letters (odes to the perfect panel, storyline comments, embarrassing crushes on fictional characters, etc.) to ESSENTIAL VERTIGO: THE SANDMAN, c/o VERTIGO/DC COMICS, 1700 Broadway, New York, NY 10019.

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