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### KEY=MALLEY - JORDON SANAA

**Seconds** Random House Canada The highly anticipated new stand-alone, full-colour graphic novel from Bryan Lee O'Malley, author and artist of the hugely bestselling (and Toronto-set) *Scott Pilgrim* graphic novel series. *Seconds* is a complex and novelistic stand-alone story about a young restaurant owner named Katie who, after being visited by a magical apparition, is given a second chance at love and to undo her wrongs. Fans new and old will love O'Malley's bold and quirky style infused with his subtle, playful humour.

**Seconds** Ballantine Books Follows the experience of a young restaurant owner who is given a magical second chance to correct past mistakes. **Seconds A Graphic Novel** Ballantine Group #1 NEW YORK TIMES BESTSELLER • NAMED ONE OF THE BEST BOOKS OF THE YEAR BY USA TODAY AND THE DAILY PLANET The highly anticipated new standalone graphic novel from Bryan Lee O'Malley, author and artist of the hugely bestselling *Scott Pilgrim* graphic novel series Katie's got it pretty good. She's a talented young chef, she runs a successful restaurant, and she has big plans to open an even better one. Then, all at once, progress on the new location bogs down, her charming ex-boyfriend pops up, her fling with another chef goes sour, and her best waitress gets badly hurt. And just like that, Katie's life goes from pretty good to not so much. What she needs is a second chance. Everybody deserves one, after all—but they don't come easy. Luckily for Katie, a mysterious girl appears in the middle of the night with simple instructions for a do-it-yourself do-over: 1. Write your mistake 2. Ingest one mushroom 3. Go to sleep 4. Wake anew And just like that, all the bad stuff never happened, and Katie is given another chance to get things right. She's also got a dresser drawer full of magical mushrooms—and an irresistible urge to make her life not just good, but perfect. Too bad it's against the rules. But Katie doesn't care about the rules—and she's about to discover the unintended consequences of the best intentions. From the mind and pen behind the acclaimed *Scott Pilgrim* series comes a madcap new tale of existential angst, everyday obstacles, young love, and ancient spirits that's sharp-witted and tenderhearted, whimsical and wise. Praise for *Seconds* "The cartoonist, best known for the *Scott Pilgrim* series, delivers one of the most enjoyable reads I've had all year with this magical graphic novel. I dare you to not read it all in one sitting."—Whitney Matheson, USA Today "Seconds arrives with high expectations, and it meets them all, delivering the style and humor of [Bryan Lee] O'Malley's past works with greater emphasis on mood, detail, and complex character relationships."—The A.V. Club "Richly imagined and vibrantly drawn, *Seconds* is a funny, surprising, and enchanting read."—Publishers Weekly "In *Seconds*, Bryan Lee O'Malley plays the angst of youth against the fabric of a larger epic. In doing so, he enriches both. A great ride!"—Guillermo del Toro "Bryan Lee O'Malley's *Seconds* is adorable, haunting, funny, and beautiful. A perfect recipe for a great graphic novel."—Scott McCloud, author of *Understanding Comics* **Lost at Sea** Oni Press Raleigh doesn't have a soul. A cat stole it - at least that's what she tells people - at least that's what she would tell people if she told people anything. But that would mean talking to people, and the mere thought of social interaction is terrifying. How did such a shy teenage girl end up in a car with three of her hooligan classmates on a cross-country road trip? Being forced to interact with kids her own age is a new and alarming proposition for Raleigh, but maybe it's just what she needs - or maybe it can help her find what she needs - or maybe it can help her to realize that what she needs has been with her all along. This special hardcover edition of Bryan Lee O'Malley's classic coming-of-age graphic novel includes previously uncollected shorts and extra bonus material. **Snotgirl Vol. 1: Green Hair Don't Care** Image Comics From bestselling BRYAN LEE O MALLEY (*Scott Pilgrim*) and superstar newcomer LESLIE HUNG! Lottie Person is a glamorous fashion blogger living her best life—at least that's what she wants you to think. The truth is, her friends are terrible people, her boyfriend traded her up for someone younger, her allergies are out of control, and she may or may not have killed somebody! **SNOTGIRL VOL. 1** is the perfect introduction to one of 2016's most buzzed-about titles! Collects **SNOTGIRL #1-5**. **Snotgirl Vol. 2: California Screaming** Image Comics Lottie Person is a glamorous fashion blogger living her best life in L.A. at least that's what she wants you to think. **CALIFORNIA SCREAMING** finds Lottie putting the past behind her and trying to make the best of a bad situation—her life! Lottie's new bestie is an emotional roller coaster: first she died, and then she killed someone. Who will Caroline hurt next, and what is her brother Virgil doing here? What secret is Detective John Cho seeking in the desert? Why did Cutegirl ghost her sister? Is Normgirl really going to marry Ashley? And what in god's name did Sunny ever see in Charlene? These questions and many others may possibly be answered in **SNOTGIRL, VOL. 2: CALIFORNIA SCREAMING!** IGN calls **SNOTGIRL** "Fresh and different!" and says "its sheer weirdness, creativity, and heart will appeal to fans of *Scott Pilgrim* and *Seconds*!" Collects **SNOTGIRL #6-10** **Scott Pilgrim Gets It Together** HarperCollins UK Twenty-four-year-old *Scott Pilgrim* must defeat the final ex, Gideon Graves, in order to win the heart of Ramona Flowers, an unforgettable rollerblading delivery girl. **Snotgirl #8** Image Comics From bestselling BRYAN LEE O'MALLEY (*Scott Pilgrim*) and superstar LESLIE HUNG, it's Image's new hit **SNOTGIRL!** Lottie Person is a beloved blogger who just wants to live her life! Instead she's getting engulfed in a messed-up mystery while secretly suffering from alarming allergies. **THIS MONTH:** we're handing it over to the boys! It's the boys issue! All boys everything! What could go wrong? **Seconds Helping A Drawing Assistant's Memoir Comic** Now that you've read Bryan Lee O'Malley's "*Seconds*", learn a little about how it was drawn. Jason Fischer illustrates his time as Bryan's drawing assistant in this memoir comic, focusing especially on the funny and challenging last weeks before deadline! Learn how Jason and Bryan lived and worked together to finish the graphic novel and how they celebrated their tremendous accomplishment. **Scott Pilgrim Vs. the World** HarperCollins UK The second *Scott Pilgrim* volume! **Snotgirl #12** Image Comics Lottie's big sister is here to visit, and she's taking over Lottie's entire life. Can a girl get some privacy?! Meanwhile, Sunny tries to get back in the dating game, and John takes a fresh stab at fashion design. **Sword Art Online Progressive 1** Yen On "There's no way to beat this game. The only difference is when and where you die..." One month has

passed since Akihiko Kayaba's deadly game began, and the body count continues to rise. Two thousand players are already dead. Kirito and Asuna are two very different people, but they both desire to fight alone. Nonetheless, they find themselves drawn together to face challenges from both within and without. Given that the entire virtual world they now live in has been created as a deathtrap, the surviving players of Sword Art Online are starting to get desperate, and desperation makes them dangerous to loners like Kirito and Asuna. As it becomes clear that solitude equals suicide, will the two be able to overcome their differences to find the strength to believe in each other, and in so doing survive? *Sword Art Online: Progressive* is a new version of the Sword Art Online tale that starts at the beginning of Kirito and Asuna's epic adventure--on the very first level of the deadly world of Aincrad!

**Scott Pilgrim's Precious Little Life: Volume 1 (Scott Pilgrim, Book 1)** HarperCollins UK Scott Pilgrim's life is totally sweet. **Making Maps, Second Edition** Guilford Press Acclaimed for its innovative use of visual material, this book is engaging, clear, and compelling—exactly how an effective map should be. Nearly every page is organized around maps and other figures (many in full color) that illustrate all aspects of map making, including instructive examples of both good and poor design choices. The book covers everything from locating and processing data to making decisions about layout, symbols, color, and type. Readers are invited to think critically about both the technical features and social significance of maps as they learn to create better maps of their own. *New to This Edition*\*Extensively revised and expanded core chapters on map design.\*An annotated map design exemplar is used to show how the concepts in each chapter play out on an actual map.\*Updated to reflect current technological developments.\*Larger size and redesigned pages make the book even more user friendly.

**Scott Pilgrim Bundle Vs 1-6** Oni Press undefined **Snotgirl #6** Image Comics **NEW STORY ARC!** From the creator of Scott Pilgrim! Lottie Person is a glamorous fashion blogger living her best life,, at least that's what she wants you to think. The truth is, she's an allergy-ridden mess who may or may not have killed somebody! **THIS MONTH:** Spring is the season for mystery, madness and mucus as Lottie meets her adoring public, Coolgirl has a change of heart, and we learn more than we ever wanted to know about Cutegirl! **Green Hair Don't Care** Lottie Person is a glamorous fashion blogger living her best life -- at least that's what she wants you to think. The truth is, her allergies are out of control, her friends are terrible people, her boyfriend traded her up for someone younger, and she may or may not have killed somebody! It's the first volume of **SNOTGIRL**, and things will never be the same! **Cat on a Hot Tin Roof** Dramatists Play Service Inc Maggie the Cat fights for the lives of her damaged and drinking husband Brick, herself, and their unborn children in the revised version of Williams' acclaimed dramatization of Big Daddy's birthday and deathday party and family gathering **Image+ #1 July 2016** Image Comics Image+ is an all-new monthly magazine featuring Image's upcoming releases, as well as bonus creator-owned comics content. Each issue will be distributed with Diamond's monthly PREVIEWS Catalog and will feature an original, four-page The Walking Dead story concerning Negan's origins, and created by New York Times bestselling team Robert Kirkman and Charlie Adlard, for a total of 48 pages of backstory. Image+ will also showcase interviews, spotlight features, bonus never-before-seen preview pages, editorials from industry voices, and more in-depth, insightful and provocative comics coverage curated by David Brothers, Branding Manager at Image Comics. Image+ is fans' premier source for all things creator-owned.

**Scott Pilgrim** HarperCollins UK **Unwinnable Weekly Issue 14** Unwinnable, LLC Since 2010, Unwinnable has been a showcase for offbeat, experimental, poignant and funny stories about games, books, movies and even weird stuff, like an advice column from a space marine 38,000 years in the future. We're devoted to examining the intersection of the culture we love and the lives we lead, bringing you the best in pop-cultural criticism, creative non-fiction and the occasional serialized short once a week in a beautiful digital magazine. Unwinnable is life with culture. In this issue, Ian Gonzales talks to Jörg Tittel, writer of the forthcoming graphic novel *Ricky Rouse has a Gun* about satire and cheap knock-offs. Juan Valdelomar responds to Matt Duhamel's "An Artist's Statement" (from way back in Issue Eight) with a statement of his own. Cassidee Moser has a personal revelation thanks to the Nintendo 3DS Street Pass. Finally, Ansh Patel ruminates on how death is not the end in *Crusader Kings II*. No matter what your taste, Unwinnable Weekly has you covered, so make sure to check out our selection of back issues today!

**Global Manga 'Japanese' Comics without Japan?** Routledge Outside Japan, the term 'manga' usually refers to comics originally published in Japan. Yet nowadays many publications labelled 'manga' are not translations of Japanese works but rather have been wholly conceived and created elsewhere. These comics, although often derided and dismissed as 'fake manga', represent an important but understudied global cultural phenomenon which, controversially, may even point to a future of 'Japanese' comics without Japan. This book takes seriously the political economy and cultural production of this so-called 'global manga' produced throughout the Americas, Europe, and Asia and explores the conditions under which it arises and flourishes; what counts as 'manga' and who gets to decide; the implications of global manga for contemporary economies of cultural and creative labour; the ways in which it is shaped by or mixes with local cultural forms and contexts; and, ultimately, what it means for manga to be 'authentically' Japanese in the first place. Presenting new empirical research on the production of global manga culture from scholars across the humanities and social sciences, as well as first person pieces and historical overviews written by global manga artists and industry insiders, *Global Manga* will appeal to scholars of cultural and media studies, Japanese studies, and popular and visual culture.

**Hawkeye Omnibus Vol. 1** Clint Barton - AKA the self-made hero Hawkeye - fights for justice... and good rooftop BBQs! With ex-Young Avenger Kate Bishop by his side, he's out to get some downtime from being one of Earth's Mightiest Heroes. Then, the action continues as the arrowed Avenger battles Superstorm Sandy, digital doomsday, dog detectives, lady problems, murder for money and more. **Scott Pilgrim Vs. the Universe** HarperCollins UK Scott Pilgrim continues to battle his girlfriend's evil ex-boyfriends while trying to keep his band together and losing control of his relationship with Ramona. **Snotgirl Vol. 3: Is This Real Life?** Image Comics The biggest fashion disaster in comics is back! Fashion blogger Lottie Person just wants to live up to her flawless online persona but why is real life so much harder? *Ò*Will appeal to longtime O'MALLEY fans and offer a challenging but entertaining perspective to young adults whose reality is mediated through the glow of their smartphones *School Library Journal* Explores both what it's like for those with anxiety as well as the pressure we all put on ourselves in a refreshing and introspective way, all while delivering one hell of a story. *Comic Book Resources* *Ò*One of comics<sup>Ò</sup> best psychological thrill rides. - *IGN Collects* **SNOTGIRL #11-15** **Snotgirl #9** Image Comics From bestselling BRYAN LEE O MALLEY (*Scott Pilgrim, Seconds*) and superstar LESLIE HUNG, it's **SNOTGIRL!** Lottie Person is a beloved blogger who just wants to live her life. Instead, she's getting engulfed in a messed-up mystery while secretly suffering from alarming allergies. **THIS MONTH:** Sun and fun at a fashion-influencer fest in the desert. The first part of a two-part adventure! It's "WEEKEND, PART ONE!" Don't forget your allergy pills! **Comic Book Collections and Programming A Practical Guide for Librarians** Rowman & Littlefield *Comic Book Collections and Programming* is an essential reference for

collections librarians, children's librarians, and teen librarians, whether they are comics-lovers or have never read an issue. It covers the practical realities of this non-traditional format, like binding, weeding, and budgeting. **Scott Pilgrim Vol 1-3 Bundle** Oni Press

**Munnu: A Boy From Kashmir** HarperCollins UK A beautifully drawn graphic novel that illuminates the conflicted land of Kashmir, through a young boy's childhood. **Voices of a Generation Three Millennial Plays** This collection of three Canadian plays--*zahgidiwin/love* by Frances Koncan, *The Millennial Malcontent* by Erin Shields, and *Smoke* by Elena Eli Belyea--speaks to millennials' complex and varied experiences and the challenges and stereotypes they often face. **We Can Fix It!** Top Shelf Productions "Jess Fink has the ability to let you into her life through these comics while hitting those nerves you know all too well yourself. This is her story; the joys, awkwardness, beauty, and undeniable humor. But in moments, we've been there too. It's funny, brave and moving, and overall, in a medium where many selfish, navel-gazing memoirs are to be found, *We Can Fix It* is the opposite. It's a gift." -- Kate Beaton At long last -- the wacky, charming, and deceptively deep time-travel memoir from the author of *CHESTER 5000: Jess Fink's WE CAN FIX IT!* What would you do if you had a time machine? Bet on sporting events? Assassinate all the evildoers of history? Or maybe try to fix all the mistakes and regrets that have haunted you all these years? Join Jess as she travels back in time to share her wisdom with her naive younger self, stand up to bullies who terrorized her child self, and teach her horny teenage self a thing or two. What begins as a raunchy adventure in teen wish fulfillment grows into a thoughtful story about memory, regret, and growing up. One time machine, one frustrated girl, one sexy futuristic jumpsuit...infinite possibilities. **Thoracic Pearl Fallen Condom** Ian Wood In which Bloo the dinosaur once again heroically saves Owen Munny, the evil white man who cruelly enslaved her, and goes on to found the #MeTooth movement in response to harassment from Great White Hunter Buffalo Corny, the most offensive tackle on his high school football team. Meanwhile Bear Endearing has founded #OwnedVoices which seeks to corral all dinosaurs so anyone who wants access has to go through her or better yet, to avoid a Hollywood lawsuit, she goes through them like a rocket. Dramatically leaving things to last minute so they can make heroic rescues in the nick of time, everyone descends on Isla Blair, determined once again to make the same dumb mistakes they made four times before. Owen and Bear are of course at loggerheads, the small town on the eastern end of the island, but Bear is confident that he will follow her anywhere, as long as she holds on to his wallet. Can the Diner Shore dinosaurs be rescued or will people do predictably stupid things and get eaten? The *Déjàvu* adon is strong with this one. **Comics and Pop Culture Adaptation from Panel to Frame** University of Texas Press It is hard to discuss the current film industry without acknowledging the impact of comic book adaptations, especially considering the blockbuster success of recent superhero movies. Yet transmedial adaptations are part of an evolution that can be traced to the turn of the last century, when comic strips such as "Little Nemo in Slumberland" and "Felix the Cat" were animated for the silver screen. Representing diverse academic fields, including technoculture, film studies, theater, feminist studies, popular culture, and queer studies, *Comics and Pop Culture* presents more than a dozen perspectives on this rich history and the effects of such adaptations. Examining current debates and the questions raised by comics adaptations, including those around authorship, style, and textual fidelity, the contributors consider the topic from an array of approaches that take into account representations of sexuality, gender, and race as well as concepts of world-building and cultural appropriation in comics from *Modesty Blaise* to *Black Panther*. The result is a fascinating re-imagining of the texts that continue to push the boundaries of panel, frame, and popular culture. **North Of Happy** HarperCollins UK His whole life has been mapped out for him... **Cultures of Comics Work** Springer This anthology explores tensions between the individualistic artistic ideals and the collective industrial realities of contemporary cultural production with eighteen all-new chapters presenting pioneering empirical research on the complexities and controversies of comics work. Art Spiegelman. Alan Moore. Osamu Tezuka. Neil Gaiman. Names such as these have become synonymous with the medium of comics. Meanwhile, the large numbers of people without whose collective action no comic book would ever exist in the first place are routinely overlooked. *Cultures of Comics Work* unveils this hidden, global industrial labor of writers, illustrators, graphic designers, letterers, editors, printers, typesetters, publicists, publishers, distributors, translators, retailers, and countless others both directly and indirectly involved in the creative production of what is commonly thought of as the comic book. Drawing upon diverse theoretical and methodological perspectives, an international and interdisciplinary cohort of cutting-edge researchers and practitioners intervenes in debates about cultural work and paves innovative directions for comics scholarship. **Scott Pilgrim 6 Scott Pilgrim's Finest Hour** Turtleback Books For use in schools and libraries only. With six of Ramona's evil ex-boyfriends dispatched, Scott must finally face Gideon Graves while dealing with his own ex-girlfriends, the dissolution of their relationship, and Ramona's disappearance. **American Gods Volume 1: Shadows (Graphic Novel)** Dark Horse Comics Neil Gaiman's acclaimed story now in comics! This supernatural American road trip fantasy tells the story of a war between the ancient and modern gods. The Hugo, Bram Stoker, Locus, World Fantasy, and Nebula award-winning novel and new Starz television series by Neil Gaiman is adapted as a graphic novel for the first time! The first in a three-volume adaptation of Neil Gaiman's modern classic! Shadow Moon gets out of jail only to discover his wife is dead. Defeated, broke, and uncertain where to go from here, he meets the mysterious Mr. Wednesday, who employs him to serve as his bodyguard--thrusting Shadow into a deadly world where ghosts of the past come back from the dead, and a god war is imminent. Collecting the first nine issues of the *American Gods* comic book series, along with art process features, high res scans of original art, layouts, character designs, and variant covers by BECKY CLOONAN, SKOTTIE YOUNG, FÁBIO MOON, DAVE MCKEAN, and MORE! **Scott Pilgrim vs The World: Volume 2 (Scott Pilgrim, Book 2)** HarperCollins UK The second *Scott Pilgrim* volume! **Transnational Perspectives on Graphic Narratives Comics at the Crossroads** A&C Black Bringing together an international team of scholars, this book charts and analyzes the ways in which comic book history and new forms of graphic narrative have been impacted by aesthetic, social, political, economic, and cultural interactions that reach across national borders in an increasingly interconnected and globalizing world. Exploring the tendencies of graphic narratives - from popular comic book serials and graphic novels to manga - to cross national and cultural boundaries, *Transnational Perspectives on Graphic Narratives* addresses a previously marginalized area in comics studies. Placing graphic narratives in the global flow of cultural production and reception, the book investigates controversial representations of transnational politics, examines transnational adaptations of superhero characters, and maps many of the translations and transformations that have come to shape contemporary comics culture on a global scale. **GameAxis Unwired** GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.