

## Asterix And The Great Divide

This special collector's edition features books 25 to 27 in one fabulous volume, in paperback for the first time. In ASTERIX AND THE GREAT DIVIDE, can Asterix, Obelix and Getafix ensure a happy ending for star-crossed lovers Melodrama and Histrionix, whose fathers are rival chieftains? Watch out for some interesting new magic potions... Asterix and Obelix must go prospecting in the Middle East in ASTERIX AND THE BLACK GOLD. Can they outwit the Roman secret agent Dubbelosix and his amazing folding chariot? In ASTERIX AND SON, who can have dumped a baby outside Asterix's hut? Why are the Romans after the baby - and just what plot is the treacherous Brutus hatching against Julius Caesar? There is no better way to enjoy the antics of our indomitable hero and his friends.

It's a disaster - the druid Getafix has broken his golden sickle. Asterix and Obelix go to Lutetia (now Paris) to buy him a new one. Soon they are tangling with the criminal underworld of the big city - can they outwit Navishtrix, Clovogarlix and the sickle-trafficking gang? Will Getafix ever be able to brew magic potion again?

Just Adrian is a patchwork tour of a legendary playwright, poet and activist's life in the theatre. It is a fascinating first-hand account of groundbreaking productions featuring figures like Kenneth Tynan, Peter Brook and Peter Hall as well as adventures in alternative theatre. These writings explore Adrian's many interests, from drama for children to musical theatre, in a voice that combines playful irreverence with compassion and insight. Taken together, they are a funny, moving testament to a great theatre lover.

The latest action-packed adventure from our indomitable Gauls, Asterix and the Griffin, is out now! The roads across Italy are in disrepair. Defending his name, and to prove Rome's greatness, Senator Lactus Bifidus announces a special one-off chariot race. Julius Caesar insists a Roman must win, or Bifidus will pay. Open to anyone from the known world, competitors arrive from far and wide, including Asterix and Obelix. With Bifidus secretly scheming, who will win this almighty chariot race?

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Whereas in English-speaking countries comics are for children or adults "who should know better," in France and Belgium the form is recognized as the "ninth art" and follows in the path of poetry, architecture, painting, and cinema. The bande dessinée [comic strip] has its own national institutions, regularly obtains front-page coverage, and has received the accolades of statesmen from De Gaulle onwards. On the way to providing a comprehensive introduction to the most francophone of cultural phenomena, this book will consider national specificity as relevant to an anglophone reader, whilst exploring related issues such as text/image expression, historical precedents, and sociological implication. To do so it will present and analyse priceless manuscripts, a Franco-American rodent, Nazi propaganda, a museum-piece urinal, intellectual gay porn and a prehistoric warrior who's really Zinedine Zidane.

Samlet udgave af: Asterix and the great divide, Asterix and the magic carpet, Operation Getafix, Asterix and the secret weapon, How Obelix fell into the magic potion, Asterix conquers America

This is the most comprehensive dictionary available on comic art. The catalog provides detailed information about more than 60,000 cataloged books, magazines, scrapbooks, fanzines, comic books, and other materials in the Michigan State University Libraries, America's premiere library comics collection. Each book or serial is listed by title, with entries as appropriate under author, subject, and series. Besides the traditional books and magazines, significant collections of microfilm, sound recordings, vertical files, and realia (mainly T-shirts) are included. Comics and related materials are grouped by nationality and by genre.

Working from the original documents from 200 years ago, Wishart directly challenges the findings of books like Michael King's "Penguin History of New Zealand" and Claudia Orange's "Treaty of Waitangi, " and in doing so offers a fresh new perspective on an issue affecting every New Zealander.

Can there ever be a happy ending for star-crossed lovers Melodrama and Histrionix, whose fathers are rival chieftains of the same village? The only hope is to call in Asterix, Obelix and Getafix to sort out the feud, the intriguing of the sinister traitor Codfix, and the military might of Rome. Watch out for some interesting new magic potions...

In this special collectors' edition, books 22 to 24 are brought together in one fabulous volume. In ASTERIX AND THE GREAT CROSSING, a storm blows Asterix and Obelix off course. Luckily they land on the shores of a Roman colony - or is it? Teepees, totems, gobbling birds: it's not what they're used to. Julius Caesar sends Caius Preposterus, graduate of the Latin School of Economics, to corrupt the indomitable Gauls in OBELIX AND CO. Obelix's menhir trade is soon thriving - but does wealth bring happiness? In ASTERIX IN BELGIUM, the Gauls compete with the Belgian tribes to determine who is the bravest. But if the two groups unite, will Caesar meet his Waterloo? There is no better way to enjoy the antics of our indomitable hero and his friends.

Asterix and the Great Divide Asterix

The latest action-packed adventure from our indomitable Gauls, Asterix and the Griffin, is out now! The year is 50BC, and all Gaul is occupied. Only one small village of indomitable Gauls still holds out against the invaders. But how much longer can Asterix, Obelix and their friends resist the mighty Roman legions of Julius Caesar? Anything is possible, with a little cunning plus the druid Getafix's magic potions! Their effects can be truly hair-raising...

The first of its kind, this annotated guide describes and evaluates more than 400 works in English. Rothschild's lively annotations discuss important features of each work-

including the quality of the graphics, characterizations, dialogue, and the appropriate audience-and introduces mainstream readers to the variety and quality of graphic novels, helps them distinguish between classics and hackwork, and alerts experienced readers to material they may not have discovered. Designed for individuals who need information about graphic novels and for those interested in acquiring them, this book will especially appeal to librarians, booksellers, bookstore owners, educators working with teen and reluctant readers, as well as to readers interested in this genre.

The Gauls have only one fear: that the sky may fall on their heads tomorrow. But tomorrow never comes, says Chief Vitalstatistix. Or does it? It looks as if it's come at last for Asterix, Obelix and the other villagers. And some surprising new characters fall along with the sky. Our friends soon find themselves in the middle of a space race...

Upheavals and pandemonium are definitely on the horizon! Adrenaline, the daughter of the famous Gaulish chieftain is being hunted down by the Romans. She secretly finds refuge in the village of our indomitable Gauls - the only place in Roman-occupied Gaul that can guarantee her protection. And let's just say that having this very special teenager around will cause plenty of confusion, and not just for Obelix...

A ditch dug along the middle of the village separates the political parties of rival chieftains who have been elected as the village's leaders, so when the son of one chieftain and the daughter of the other fall in love, they call in Asterix and Obelix fo

Collects three comics on the story of Asterix the Gaul, a strong, intelligent warrior, and the adventures he has while protecting his village from the invading Romans.

A fascinating survey of popular culture in Europe, from Celtic punk and British TV shows to Spanish fashion and Italian sports. • Makes connections between pop culture in Europe to that of the United States • Provides further readings and a bibliography at the end of the work • Includes sidebars throughout the text with additional anecdotal information • Features appendices with top-ten lists of songs, movies, and books

In this special collector's edition, books 19 to 21 are brought together in one fabulous volume. In *ASTERIX AND THE SOOTHSAYER*, a sinister figure arrives in the Gaulish village. Prolix claims to be a soothsayer and the villagers believe every word he says, but Asterix isn't convinced... In *ASTERIX IN CORSICA*, the Corsican chieftain, Boneywasawarriorwayayix, needs Asterix and Obelix's help to foil the evil designs of Praetor Perfidius and oppose Julius Caesar's army. In *ASTERIX AND CAESAR'S GIFT*, Legionary Tremensdelirius gets the title deeds to the Gaulish village as a bonus - then swaps them with tavern landlord Orthopaedix for a drink. But Asterix and his friends aren't keen to hand over their village!

European comic authors produced a steady stream of comic material throughout the twentieth century, but gained the world's notice in 1975 when the French magazine *Metal Hurlant* was founded. A new generation of artists and writers had begun. Soon publishers were producing translations of the new comics into other languages, including English, and comics creators everywhere were inspired to innovation. This is a reference work, arranged by artist or writer, to European comics from the last quarter of the twentieth century that have been translated from any European language into English. It contains a variety of material, from the innocent imperialism of Herge's *Tintin* to the sadistic murder for hire in Bernet's *Torpedo*. Albums by a single creator or artist-and-writer team of European origin are the focus; comics in periodicals and anthologies with multiple contributors are excluded. Each entry provides a plot abstract and various notes about the original comic. An author index provides brief biographical information. There is a comprehensive general index.

Asterix and Obelix escort Getafix to the druids' annual conference in the Forest of the Carnutes. Little do they know that the Goths are lying in ambush, ready to kidnap the Druid of the Year - who of course is Getafix! But what with Gauls, Goths and Romans all at odds, it's hard to tell friend from foe... until Goths begin fighting Goths in the Asterixian Wars.

Journey from A-Z, playing 26 rounds of Pointless with family and friends and enjoy facts, banter and musings from Alexander Armstrong and Richard Osman. Inside you'll find hundreds of questions for all the family from TV's most popular quiz show, *Pointless*. (You will also find thousands of answers, which is very handy.) Taking you on a journey from A to Z you will learn amazing facts, from Agincourt and Andy Warhol to Zinedine Zidane and Zimbabwe, and everything in between. As an added bonus Alexander Armstrong and Richard Osman, also reveal their exclusive A to Z of behind the scenes gossip and *Pointless* secrets, all written with their trademark wit, alongside exclusive drawings by Moose Allain. Everyone you know will love this book. Except maybe for that couple you met on holiday, and, be honest, you didn't really like them anyway. I mean, she was alright, but what was up with him?

This special collectors' edition features books 16 to 18 in one fabulous volume. In *ASTERIX IN SWITZERLAND*, a poisoning means Asterix and Obelix must go to Helvetia for an antidote. Can they overcome cuckoo hourglasses, yodelling and holes in the cheese? A housing estate lies at the heart of Caesar's new plan to crush the Gauls in *THE MANSIONS OF THE GODS*. Will the villagers be tempted by the chance to make money when the Roman tenants move in? In *ASTERIX AND THE LAUREL WREATH*, Chief Vitalstatistix wants a stew seasoned with Caesar's laurel wreath. Asterix and Obelix must fetch the wreath, but will their plan end in disaster or their own Roman triumph? There is no better way to enjoy the antics of our indomitable hero and his friends.

Wonder Woman, Amazon Princess; Asterix, indefatigable Gaul; Ozymandias, like Alexander looking for new worlds to conquer. Comics use classical sources, narrative patterns, and references to enrich their imaginative worlds and deepen the stories they present. *Son of Classics and Comics* explores that rich interaction. This volume presents thirteen original studies of representations of the ancient world in the medium of comics. Building on the foundation established by their groundbreaking *Classics and Comics* (OUP, 2011), Kovacs and Marshall have gathered a wide range of studies with a new, global perspective. Chapters are helpfully grouped to facilitate classroom use, with sections on receptions of Homer, on manga, on Asterix, and on the sense of a 'classic' in the modern world. All Greek and Latin are translated. Lavishly illustrated, the volume widens the range of available studies on the reception of the Greek and Roman worlds in comics significantly, and deepens our understanding of comics as a literary medium. *Son of Classics and Comics* will appeal to students and scholars of classical reception as well as comics fans.

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