

New Spring The Graphic Novel Robert Jordan

"Now Top Shelf has teamed up with the Fellowship of Reconciliation to produce the first ever fully-authorized . . . edition[s] of this historic comic book, as a companion to the bestselling graphic novel *March: Book One*."--Publisher's website.

"The characters in Dhaliwal's stories sparkle. They're tenderly rendered and their problems are real... The struggle of the cyclops unfolds in metaphors for race, sexuality, gender, and disability, tangling with ideas about fetishization, interracial relationships, passing, and representation."—Carmen Maria Machado, author of *In the Dream House* Following the critical and popular success of *Woman World*—the hit Instagram comic which appeared on 25 best of lists—Aminder Dhaliwal returns with *Cyclopedia Exotica*. Also serialized on Instagram to her 250,000 followers, this graphic novel showcases Dhaliwal's quick wit and astute socio-cultural criticism. In *Cyclopedia Exotica*, doctor's office waiting rooms, commercials, dog parks, and dating app screenshots capture the experiences and interior lives of the cyclops community; a largely immigrant population displaying physical differences from the majority. Whether they're artists, parents, or yoga students, the cyclops have it tough: they face microaggressions and overt xenophobia on a daily basis. However, they are bent on finding love, cultivating community, and navigating life alongside the two-eyed majority with patience and the occasional bout of rage. Through this parallel universe, Dhaliwal comments on race, difference, beauty, and belonging, touching on all of these issues with her distinctive deadpan humour steeped in millennial references. *Cyclopedia Exotica* is a triumph of

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hilarious candor.

From the creator of the bestselling horror video game series Five Nights at Freddy's. Ten years after the horrific murders at Freddy Fazbear's Pizza that ripped their town apart, Charlie, whose father owned the restaurant, and her childhood friends reunite on the anniversary of the tragedy and find themselves at the old pizza place which had been locked up and abandoned for years. After they discover a way inside, they realize that things are not as they used to be. The four adult-sized animatronic mascots that once entertained patrons have changed. They now have a dark secret . . . and a murderous agenda.

1970s Afghanistan: Twelve-year-old Amir is desperate to win the local kite-fighting tournament and his loyal friend Hassan promises to help him. But neither of the boys can foresee what will happen to Hassan that afternoon, an event that is to shatter their lives... Since its publication in 2003, *The Kite Runner* has sold twenty one million copies worldwide.

Through Khaled Hosseini's brilliant writing, a previously unknown part of the world was brought to life. Now in this beautifully illustrated, four-colour graphic novel adaptation, *The Kite Runner* is given a vibrant new life which is sure to compel a new generation of readers.

"The residents of a quiet Japanese neighborhood have slowly come to realize that inauspicious, paranormal forces are at play in the most unlikely of places: the local playground. Two friends, a young boy and girl, resolve to exorcise the evil that inhabit it, including a snaggle-toothed monster. In *Animus*, ... Revoy delivers an eerie tale inspired by the Japanese and French comics of his childhood"--Provided by publisher.

Includes: *The Eye of the World*, *The Great Hunt*, *The Dragon Reborn*, *The Shadow Rising*, *New Spring: The Novel* Enter the world of *The Wheel of Time*®, the genre-defining epic fantasy series by New York Times bestselling author Robert

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Jordan. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. Since its debut in 1990, The Wheel of Time® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Eye of the World — When The Two Rivers is attacked by Trollocs—a savage tribe of half-men, half-beasts— five villagers flee that night into a world they barely imagined, with new dangers waiting in the shadows and in the light. The Great Hunt — Long thought only legend, the Horn of Valere is found, a mystical item able to raise the dead heroes of the ages. But then, everything changes when it gets stolen. The Dragon Reborn — Winter has stopped the war—almost—yet men are dying, calling out for the Dragon. But where is he? In the Heart of the Stone lies the next great test of the Dragon reborn. The Shadow Rising — The seals of Shayol Ghul are weak now, and the Dark One reaches out. The Shadow is rising to cover humankind. Against the Shadow rising stands the Dragon Reborn. New Spring: The Novel — A prequel to the Wheel of Time series: In the city of Tar Valon, a Foretelling of the future is uttered. On the slopes of Dragonmount, the immense mountain that looms over the city, is born an infant prophesied to change the world. That child must be found before the forces of the Shadow have an opportunity to kill him. The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson

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#12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

If you're visiting the flying city of Amperstam without the latest printing of *The Lurker's Guide*, you might as well be lost. This one-sheet is written, edited, and printed by Ashe, a girl raised on the streets of the flying city, and is dedicated to revealing its hidden treasures and deepest secrets—including many that the overcontrolling government doesn't want anyone to know. The stakes are raised when Ashe accidentally uncovers the horror of exactly how Amperstam travels among the skies and garners the attention of those who would rather that secret be kept in the hands of the city's powerful leaders. Soon Ashe is on the run from thugs and assassins, faced with the choice of imperiling her life just to keep publishing, or giving in to the suggestion of a rich patron that she trade in her voice and identity for a quiet, comfortable life. It's a war of confusion for Ashe, but in *The Battle of Blood and Ink* by Jared Axelrod, one thing is very clear: just because you live in a flying city, you can't always keep your head in the clouds. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The final volume of the authorized, New York Times bestselling graphic novel adaptation of Robert Jordan's New York Times, USA Today, and Toronto Globe and Mail bestseller, *The Eye of the World* Well-known comic book writer Chuck Dixon, working closely with the Jordan estate, continues his New York Times bestselling graphic novel

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adaptation of Robert Jordan's international bestseller, *The Eye of the World*. Volume Six, which collects issues 31–35 of the *Eye of the World* comic book, is illustrated by Francis Nuguit. Rand al'Thor and his companions—his old friends from Emond's Field; the brave warrior Lan Mandragoran; and Moiraine, the mysterious and powerful Aes Sedai—have at last been reunited. Their journey in search of the Eye of the World nears its climax as they dare the otherworldly Ways, guided by an Ogier, Loial, and narrowly escape the menace of the soul-stealing Machin Shin. When the group reaches the realm of the Green Man, they believe themselves safe. But two of the Forsaken are waiting for them, ready to attack and to guide their dark lord, Ba'alzamon, to the ones he has been seeking! When the three young men left Emond's Field, they were untried blades. Their long journey has stolen much of their innocence and made them seasoned warriors, given them powers and gifts they did not seek and are still learning how to use. But not until the final moments are they sure which of them the Dark One intends to claim...and whether that one is strong enough to fight back and survive.

A NEW YORK TIMES BESTSELLER Mark's out of the military, these days, with his boring, safe civilian job doing explosives consulting. But you never really get away from war. So it feels inevitable when his old army buddy Jason comes calling, with a lucrative military contract for a mining job in an obscure South-East Asian country called Quanlom. They'll have to operate under the radar—Quanlom is being torn apart by civil war, and the US military isn't strictly supposed to be there. With no career prospects and a baby on the way, Mark finds himself making the worst mistake of his life and signing on with Jason. What awaits him in Quanlom is going to

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change everything. What awaits him in Quanlom is weirdness of the highest order: a civil war led by ten-year-old twins wielding something that looks a lot like magic, leading an army of warriors who look a lot like gods. What awaits him in Quanlom is an actual goddamn dragon. From world-renowned artists Asaf and Tomer Hanuka (twins, whose magic powers are strictly confined to pen and paper) and Boaz Lavie, *The Divine* is a fast-paced, brutal, and breathlessly beautiful portrait of a world where ancient powers vie with modern warfare and nobody escapes unscathed.

New Spring: the Graphic Novel Macmillan

Aliera Carstairs prefers fencing to high school, where she does not fit in, but her life changes when her mother buys her a new weapon and a gorgeous new boy named Avery Carstairs shows up in her biology class.

This fine art monograph/faux underground comic facsimile is a psychedelic trip through the hippie movement. In 2017, Gary Panter created an art installation, *Hippie Trip*, inspired by his first visit to a head shop in 1968. It expanded his mind to the possibilities of psychedelic art and music, analog crafts and drug culture. *Crashpad* is an extension of that installation and a riff on underground comics creators such as Zap's R. Crumb, Victor Moscoso, Robert Williams, and other icons of that era.

A young squire intends to reinvent himself as a hedge knight after his master's death, but the path to knighthood sends him down a dangerous road.

The second volume of the magnificent New York Times bestselling graphic novel adaptation of Robert Jordan's

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The Eye of the World With the full cooperation of the Jordan estate, The Eye of the World has been turned into a stunning comic book series. Volume One of The Eye of the World: the Graphic Novel was published by Tor in the Fall of 2011 and was a New York Times bestseller. In The Eye of the World: the Graphic Novel, Volume Two, scripted by Chuck Dixon and illustrated by Andie Tong, Rand al'Thor, Egwene al'Vere, and their friends flee their home village in the company of Moiraine and her Warder, Lan Mandragoran. Pursued by their enemies, the group seeks sanctuary in Baerlon. Rand's nightmares grow darker. Moiraine takes Egwene under her wing. Lan warns them to trust no one, but should that distrust extend to Lan and Moiraine as well? The Eye of the World: the Graphic Novel, Volume Two, collects six issues of Robert Jordan's The Wheel of Time: The Eye of the World comic book published by Dynamite Entertainment. This book will feature bonus material that gives readers a behind-the-scenes look at the creation of a graphic novel. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In his blistering new novel, Cormac McCarthy returns to the Texas-Mexico border, setting of his famed Border Trilogy. The time is our own, when rustlers have given way to drug-runners and small towns have become free-fire zones. One day, a good old boy named Llewellyn Moss finds a pickup truck surrounded by a bodyguard of dead men. A load of heroin and two million dollars in cash are still in the back. When Moss takes the money, he sets off a chain reaction of catastrophic violence that

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not even the law—in the person of aging, disillusioned Sheriff Bell—can contain. As Moss tries to evade his pursuers—in particular a mysterious mastermind who flips coins for human lives—McCarthy simultaneously strips down the American crime novel and broadens its concerns to encompass themes as ancient as the Bible and as bloodily contemporary as this morning’s headlines. *No Country for Old Men* is a triumph.

After rescuing Perrin and Egwene from the Whitecloaks, Lan and Moiraine attract more attention than they'd like in the fifth volume of this graphic novel adaptation of the *Eye of the World* comic book. 20,000 first printing.

A true story from Raina Telgemeier, the #1 New York Times bestselling, multiple Eisner Award-winning author of *Smile*, *Sisters*, *Drama*, and *Ghosts!* Raina wakes up one night with a terrible upset stomach. Her mom has one, too, so it's probably just a bug. Raina eventually returns to school, where she's dealing with the usual highs and lows: friends, not-friends, and classmates who think the school year is just one long gross-out session. It soon becomes clear that Raina's tummy trouble isn't going away... and it coincides with her worries about food, school, and changing friendships. What's going on? Raina Telgemeier once again brings us a thoughtful, charming, and funny true story about growing up and gathering the courage to face -- and conquer -- her fears.

“An engaging, beautifully synthesized page-turner” (Slate). The #1 New York Times bestseller and Time #1 Nonfiction Book of the Year: Hillary Rodham Clinton’s most personal memoir yet, about the 2016 presidential election. In this “candid and blackly funny” (The New

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York Times) memoir, Hillary Rodham Clinton reveals what she was thinking and feeling during one of the most controversial and unpredictable presidential elections in history. She takes us inside the intense personal experience of becoming the first woman nominated for president by a major party in an election marked by rage, sexism, exhilarating highs and infuriating lows, stranger-than-fiction twists, Russian interference, and an opponent who broke all the rules. “At her most emotionally raw” (People), Hillary describes what it was like to run against Donald Trump, the mistakes she made, how she has coped with a shocking and devastating loss, and how she found the strength to pick herself back up afterward. She tells readers what it took to get back on her feet—the rituals, relationships, and reading that got her through, and what the experience has taught her about life. In this “feminist manifesto” (The New York Times), she speaks to the challenges of being a strong woman in the public eye, the criticism over her voice, age, and appearance, and the double standard confronting women in politics. Offering a “bracing... guide to our political arena” (The Washington Post), What Happened lays out how the 2016 election was marked by an unprecedented assault on our democracy by a foreign adversary. By analyzing the evidence and connecting the dots, Hillary shows just how dangerous the forces are that shaped the outcome, and why Americans need to understand them to protect our values and our democracy in the future. The election of 2016 was unprecedented and historic. What Happened is the story of that campaign, now with a new epilogue

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showing how Hillary grappled with many of her worst fears coming true in the Trump Era, while finding new hope in a surge of civic activism, women running for office, and young people marching in the streets.

The Giver is a modern classic and one of the most influential books of our time. Now in graphic novel format, Lois Lowry's Newbery Medal-winning classic story of a young boy discovering the dark secrets behind his seemingly ideal world is accompanied by renowned artist P. Craig Russell's beautifully haunting illustrations. Placed on countless reading lists, translated into more than forty languages, and made into a feature film, The Giver is the first book in The Giver Quartet that also includes Gathering Blue, Messenger, and Son. In this new graphic novel edition, readers experience the haunting story of twelve-year-old Jonas and his seemingly ideal, if colorless, world of conformity and contentment, through the brilliant art of P. Craig Russell that truly brings The Giver to life. Witness Jonas's assignment as the Receiver of Memory, watch as he begins to understand the dark secrets behind his fragile community, and follow the explosion of color into his world like never before.

In 2011, one of the biggest political events in the world, the Arab Spring, swept across North Africa. But what came next? As the world moves on, four young Tunisians must cope with the reality of an uncertain future in this original graphic novel. Winner of the Raymond Leblanc Foundation's Belgian Prize, and translated into English for the first time, H el ene Aldeguer delivers an authentic look at the disillusioned state of

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young people in Tunisia after the events of the Arab Spring, illustrated in stark, beautiful black-and-white art. Two years after the "Jasmine Revolution," Tunisia is unstable and facing economic hardship. Saif, Aziz, Meriem, and Chayma are among those who feel abandoned by the developing turmoil surrounding the government. Saif goes to college but worries about his younger brother; Aziz works in a call center hoping to gain approval from Meriem's family, while Meriem attends law school; and Chayma, after watching a man set himself on fire, considers emigration to France. As the situation becomes more serious and calls to activism in the streets get louder, each must consider what, or where, their future is.

Well-known comic book writer Chuck Dixon, working closely with the Jordan estate, continues his exciting graphic novel adaptation of Robert Jordan's international bestseller, *The Eye of the World*, the first book in the *Wheel of Time*™ epic fantasy series. Volume Four, which collects issues 19-24 of *The Eye of the World* comic book, is illustrated by the talented Andie Tong, who also provided the interiors for Volume Two. Volume Four of *The Eye of the World: The Graphic Novel* begins with Rand and Mat, Perrin and Egwene, and their friends and fellow travelers separated into three groups and trying to make their way to Caemlyn as quickly as possible. Perrin and Egwene have fallen in with Elyas and his wolf companions. Perrin is both distressed and intrigued when he discovers that he can understand the wolves. When Thom is apparently killed defending them, Rand and Mat are grief-stricken, but they have no time to

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mourn, for they know that Darkfriends will soon be on their trail. The boys put Thom's lessons to good use by performing as gleemen to earn their livelihood as they head along the Caemlyn Road. Moiraine begins to teach a reluctant Nynaeve the way of the One Power, challenging much that the Wisdom thought she understood about the world. Soon all three groups find themselves pursued by Darkfriends. Will they be safely reunited or will their enemies begin to pick them off, one by one? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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With the full cooperation of the Jordan estate, *The Eye of the World* has been turned into a stunning comic book series written by Chuck Dixon and illustrated by Chase Conley. The first Robert Jordan graphic novel, *New Spring: the Graphic Novel*, was a *New York Times* bestseller. *The Eye of the World: The Graphic Novel, Volume One* begins Robert Jordan's epic fantasy tale by introducing Rand al'Thor and his friends Matrim and Perrin at the spring festival. Moiraine Damodred and Lan Mandragoran appear, and almost before Rand knows it, he and his friends are fleeing his home village with Moiraine, Lan, and Egwene al'Vere, the innkeeper's daughter, who wishes to become an Aes Sedai. The conclusion of this volume leaves the travelers on the road to Baerlon, barely ahead of the pursuing Trollocs and Draghkar. As they run for their lives, Moiraine and Lan begin to teach the young people what they need to know to survive in this dangerous world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

First you march, then you run. From the #1 bestselling, award-winning team behind *March* comes the first book in their new, groundbreaking graphic novel series, *Run*:

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Book One “Run recounts the lost history of what too often follows dramatic change—the pushback of those who refuse it and the resistance of those who believe change has not gone far enough. John Lewis’s story has always been a complicated narrative of bravery, loss, and redemption, and Run gives vivid, energetic voice to a chapter of transformation in his young, already extraordinary life.” –Stacey Abrams “In sharing my story, it is my hope that a new generation will be inspired by Run to actively participate in the democratic process and help build a more perfect Union here in America.”

–Congressman John Lewis To John Lewis, the civil rights movement came to an end with the signing of the Voting Rights Act in 1965. But that was after more than five years as one of the preeminent figures of the movement, leading sit-in protests and fighting segregation on interstate busways as an original Freedom Rider. It was after becoming chairman of SNCC (the Student Nonviolent Coordinating Committee) and being the youngest speaker at the March on Washington. It was after helping organize the Mississippi Freedom Summer and the ensuing delegate challenge at the 1964 Democratic National Convention. And after coleading the march from Selma to Montgomery on what became known as “Bloody Sunday.” All too often, the depiction of history ends with a great victory. But John Lewis knew that victories are just the beginning. In Run: Book One, John Lewis and longtime collaborator Andrew Aydin reteam with Nate Powell—the award-winning illustrator of the March trilogy—and are joined by L. Fury—making an astonishing graphic novel debut—to tell

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this often overlooked chapter of civil rights history. When shapeshifter Mercy Thompson, who is looking for work after graduating from college, travels to Tri-Cities for a job interview, she ends up confronting rival werewolves, angry vampires, and ruthless prospective employers.

A film director is dying of cancer. His greatest film would have told the story of a European village as the last hour of 999 AD approached—bringing Armageddon. Now that story will never be told. But he's still working it out in his head, making a film that no one will ever see.

The definitive graphic novel adaptation of *Dune*, the groundbreaking science-fiction classic by Frank Herbert, Frank Herbert's epic science-fiction masterpiece set in the far future amidst a sprawling feudal interstellar society, tells the story of Paul Atreides as he and his family accept control of the desert planet Arrakis. A stunning blend of adventure and mysticism, environmentalism, and politics, *Dune* is a powerful, fantastical tale that takes an unprecedented look into our universe, and is transformed by the graphic novel format. In the first volume of a three-book trilogy encompassing the original novel, Brian Herbert and Kevin J.

Anderson's adaptation retains the story's integrity, and Raúl Allén and Patricia Martín's magnificent illustrations, along with cover art by Bill Sienkiewicz, bring the book to life for a new generation of readers.

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With the full permission and cooperation of the Jordan estate, adapted by well-known comics writer Chuck Dixon, *The Eye of the World: The Graphic Novel* has been hailed as an exciting interpretation of Robert Jordan's classic fantasy novel. It features brilliant interior art by Marcio Fiorito and Francis Nuguit, and stunning covers by Jeremy Saliba and Seamus Gallagher. It collects issues thirteen to eighteen of the comic book. Rand; his friends Mat, Perrin, and Egwene; the Aes Sedai Moiraine and her Warder, Lan Mandragoran; Thom the gleeman and Nynaeve, the village Wisdom, split into three groups while trying to escape the ancient, dead city of Shadar Logoth, where they are pursued by the deadly Mashadar. A disastrous river crossing leaves Perrin and Egwene on their own—until they meet a mysterious stranger who claims that he and Perrin share a remarkable ability. Meanwhile, Rand, Mat, pose as Thom's apprentices as they sail downriver on a cargo ship. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In the last few years before his death, Robert Jordan worked closely with Chuck Dixon and Mike Miller on the graphic adaptation of *New Spring*. The eight full-color issues of *New Spring*, released between 2005 and 2010, tell the story of the search for the infant Dragon Reborn and of the adventures of Moiraine Damodred, a young Aes Sedai, and Lan

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Mandragoran, the uncrowned king of a long-dead nation. Adapted by noted comics writer Chuck Dixon with the full cooperation of Robert Jordan, and illustrated by artists Mike Miller and Harvey Tolibao, *New Spring* will delight any of Robert Jordan's millions of readers. Tor is proud to collect all eight issues of *New Spring* in a single volume, which will also include developmental art, script pages, and correspondence between Jordan and Dixon. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. An action/horror/adventure tale by Graham Nolan and Chuck Dixon! Young Joe Pratt discovers, upon meeting the monster of his ancestor, that he is the heir to the Frankenstein name...a legacy that may get him killed if the creatures of the night have their way!

Winner of the Newbery Medal, Coretta Scott King Author Award, and Kirkus Prize for Young Readers' Literature! Perfect for fans of Raina Telgemeier and Gene Luen Yang, *New Kid* is a timely, honest graphic novel about starting over at a new school where diversity is low and the struggle to fit in is real, from award-winning author-illustrator Jerry Craft. Seventh grader Jordan Banks loves nothing more than drawing cartoons about his life. But instead of sending him to the art school of his dreams, his parents enroll him in a prestigious private school known for its academics, where Jordan is one of the

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few kids of color in his entire grade. As he makes the daily trip from his Washington Heights apartment to the upscale Riverdale Academy Day School, Jordan soon finds himself torn between two worlds—and not really fitting into either one. Can Jordan learn to navigate his new school culture while keeping his neighborhood friends and staying true to himself? This middle grade graphic novel is an excellent choice for tween readers, including for summer reading. New Kid is a selection of the Schomburg Center's Black Liberation Reading List. Plus don't miss Jerry Craft's *Class Act!*

Once a thriving working class neighborhood on Chicago's south side, the "Bottomyards" is now the definition of urban blight. When an aspiring fashion designer named Darla and her image-obsessed friend, Cynthia, descend upon the neighborhood in search of cheap rent, they soon discover something far more seductive and sinister lurking behind the walls of their new home. Like a cross between Jordan Peele's *Get Out* and John Carpenter's *The Thing*, Daniels and Passmore's *BTTM FDRS* (pronounced "bottomfeeders") offers a vision of horror that is gross and gory in all the right ways. At turns funny, scary, and thought provoking, it unflinchingly confronts the monsters—both metaphoric and real—that are displacing cultures in urban neighborhoods today.

Although it is spring, the winter weather will not end and

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the quirky residents of Hotel Strange decide to find out for themselves where Mr. Springtime has gone.

A New York Times bestseller! With the full permission and cooperation of the Jordan estate, adapted by well-known comics writer Chuck Dixon, *The Eye of the World: The Graphic Novel* has been hailed as an exciting interpretation of Robert Jordan's classic fantasy novel in *The Wheel of Time*® series. It features brilliant interior art by Marcio Fiorito and Francis Nuguit, and stunning covers by Jeremy Saliba and Seamus Gallagher. This volume collects issues thirteen to eighteen of the comic book. Rand; his friends Mat, Perrin, and Egwene; the Aes Sedai Moiraine and her Warder, Lan Mandragoran; Thom the gleeman and Nynaeve, the village Wisdom, split into three groups while trying to escape the ancient, dead city of Shadar Logoth, where they are pursued by the deadly Mashadar. A disastrous river crossing leaves Perrin and Egwene on their own--until they meet a mysterious stranger who claims that he and Perrin share a remarkable ability. Meanwhile, Rand and Mat pose as Thom's apprentices as they sail downriver on a cargo ship.

A special fiftieth anniversary edition of Kurt Vonnegut's masterpiece, "a desperate, painfully honest attempt to confront the monstrous crimes of the twentieth century" (*Time*), featuring a new introduction by Kevin Powers, author of the National Book Award finalist *The Yellow Birds* Selected by the Modern Library as one of the 100 best novels of all time *Slaughterhouse-Five*, an American classic, is one of the world's great antiwar books. Centering on the infamous World War II firebombing of

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Dresden, the novel is the result of what Kurt Vonnegut described as a twenty-three-year struggle to write a book about what he had witnessed as an American prisoner of war. It combines historical fiction, science fiction, autobiography, and satire in an account of the life of Billy Pilgrim, a barber's son turned draftee turned optometrist turned alien abductee. As Vonnegut had, Billy experiences the destruction of Dresden as a POW. Unlike Vonnegut, he experiences time travel, or coming "unstuck in time." An instant bestseller, *Slaughterhouse-Five* made Kurt Vonnegut a cult hero in American literature, a reputation that only strengthened over time, despite his being banned and censored by some libraries and schools for content and language. But it was precisely those elements of Vonnegut's writing—the political edginess, the genre-bending inventiveness, the frank violence, the transgressive wit—that have inspired generations of readers not just to look differently at the world around them but to find the confidence to say something about it. Authors as wide-ranging as Norman Mailer, John Irving, Michael Crichton, Tim O'Brien, Margaret Atwood, Elizabeth Strout, David Sedaris, Jennifer Egan, and J. K. Rowling have all found inspiration in Vonnegut's words. Jonathan Safran Foer has described Vonnegut as "the kind of writer who made people—young people especially—want to write." George Saunders has declared Vonnegut to be "the great, urgent, passionate American writer of our century, who offers us . . . a model of the kind of compassionate thinking that might yet save us from ourselves." Fifty years after its initial publication at the height of the

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Vietnam War, Vonnegut's portrayal of political disillusionment, PTSD, and postwar anxiety feels as relevant, darkly humorous, and profoundly affecting as ever, an enduring beacon through our own era's uncertainties. "Poignant and hilarious, threaded with compassion and, behind everything, the cataract of a thundering moral statement."—The Boston Globe

A newborn child, prophesied to change the world, must be found before the forces of the Shadow have a chance to kill him.

Congressman John Lewis (GA-5) is an American icon, one of the key figures of the civil rights movement. His commitment to justice and nonviolence has taken him from an Alabama sharecropper's farm to the halls of Congress, from a segregated schoolroom to the 1963 March on Washington, and from receiving beatings from state troopers to receiving the Medal of Freedom from the first African-American president. Now, to share his remarkable story with new generations, Lewis presents *March*, a graphic novel trilogy, in collaboration with co-writer Andrew Aydin and New York Times best-selling artist Nate Powell (winner of the Eisner Award and LA Times Book Prize finalist for *Swallow Me Whole*). *March* is a vivid first-hand account of John Lewis' lifelong struggle for civil and human rights, meditating in the modern age on the distance traveled since the days of Jim Crow and segregation. Rooted in Lewis' personal story, it also reflects on the highs and lows of the broader civil rights movement. Book One spans John Lewis' youth in rural Alabama, his life-changing meeting with Martin Luther King, Jr., the birth of the Nashville Student

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Robert Jordan

Movement, and their battle to tear down segregation through nonviolent lunch counter sit-ins, building to a stunning climax on the steps of City Hall. Many years ago, John Lewis and other student activists drew inspiration from the 1958 comic book *Martin Luther King and the Montgomery Story*. Now, his own comics bring those days to life for a new audience, testifying to a movement whose echoes will be heard for generations.

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