

The Bronze Age Of Comics Superhuman Volume 1 Volume 1

Batman battles evil side-by-side with the greatest heroes of the DC Universe in these classic tales from the 1970s, now collected in a giant-size omnibus hardcover for the first time ever! Throughout the 1970s, Batman fought evil side-by-side with DC Comics' greatest--and, occasionally, strangest--superheroes. Guest-starring Wonder Woman, the Joker, Aquaman, the Atom, the Flash, Green Arrow, Green Lantern, the Teen Titans, Wonder Woman, Swamp Thing and many others, this title features gritty artwork by Jim Aparo and fun, fast-paced stories written by Bob Haney, which are collected in a single, massive hardcover for the first time. This second volume includes a meta story in which writer Bob Haney and artist Jim Aparo assist Batman and Sgt. Rock in their battle against evil. Collects THE BRAVE AND THE BOLD #110-156.

The shadows of the bayous in Louisiana hold a terrifying secret. Inside them hides a creature seen only in fleeting glimpses...a twisted, vegetative mockery of man...a SWAMP THING. Created by legendary writer LEN WEIN and artist BERNIE WRIGHTSON, this shambling, muck-encrusted figure swiftly became one of DC's most iconic characters during the Bronze Age of comics, and his shocking stories have become classics in the gothic horror genre. In this brilliant collection, Swamp Thing is joined by the Phantom Stranger as he goes up against an electronics genius--before having to face off against Anton Arcane! Collects The Saga of the Swamp Thing

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#6-19 and Saga of the Swamp Thing Annual #1

The 1970s adventures of the World's Greatest Heroes continue as the Justice League of America meets fellow heroes including the Justice Society of America, the Legion of Super-Heroes, and a team of heroes from the long-gone past. The Justice League moves into the second half of the 1970s with adventures guest-starring the Justice Society of America, the Legion of Super-Heroes, and a group of heroes from the long-gone past, including Jonah Hex, Viking Prince, Enemy Ace, and more. Plus, the League's mascot, Snapper Carr, turns against the team, the Phantom Stranger helps the team battle a returning pantheon of ancient gods, the Martian Manhunter faces Despero for the lives of the League, and the Secret Society of Super-Villains swap bodies with the World's Greatest Super-Heroes. Plus, Black Lightning is invited to join the JLA--but he turns down the invitation for mysterious reasons. Collects Justice League of America #147-181.

Collects the 1986 conclusion of the "Silver Age" Superman storyline, providing one possible ending for the life of Krypton's hero, along with two other Superman stories by Alan Moore.

"Originally published in single magazine form in The House of Mystery 174-200."

Presents stories about important events on Superman's planet of origin, including the story of its thousand-year war, a conspiracy to destroy it, and the events that led to its destruction.

A special anniversary issue! The Justice League battles the Justice League as the seven original JLA members

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fall prey to mind control. It's up to the rest of the League to stop them from reassembling the Appellax meteorites! "Drawn from the myths and legends of centuries, A thousand ships presents a new for the twenty-first century the complete prelude to the Trojan war- each sensual touch, every savage blow, the smiles and tear, the lust and betrayal, the entire tapestry of drama and action."--Cover.

The X-Men, Professor X's team of mutant superheroes, races to stop Magneto and the Evil Brotherhood from destroying the human race. Also included are three classic X-Men stories. In the first, Magneto confronts the X-Men singlehandedly. In the second, Rogue asks Professor Xavier for his help dealing with the memories she accidentally absorbed from Carol Danvers. The third story tells how Wolverine acquired his adamantium-laced skeleton.

What do you get when you combine all the best-loved pop culture genres of the 1970s: apes, monsters, Kung Fu, sword-and-sorcery, and cosmic adventure? You get BRONZE AGE BOOGIE, an intense, character-based action-fest with plenty of style! Young barbarian princess Brita Constantina finds herself battling a Martian invasion--in both 1975 AD and BC--alongside a time-tossed crew. Featuring Jackson Li, Master of Martial Arts; Lynda Darrk, street warrior; the timeless being called GODD; and many more, including Doc Lunar, Sniffer Ape, and Go-Go Golem. Join the party, baby! "A wacky genre mash-up that starts with a bang, throwing readers into a massive ancient conflict while steadily injecting strange new elements into the plot.... The sense

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of scale Ponticelli brings to the battle is very impressive, and he packs the spread with detail that Brusco matches in her vibrant, textured coloring." -- AV CLUB "Prepare to discover BRONZE AGE BOOGIE. The series combines the best-selling comic genres of the 1970s -- beyond superheroes -- into one wild adventure as monsters, kung fu, fantasy, cosmic adventure and of course apes collide when a barbarian princess faces a martian invasion in 1975 AD. But don't expect the creative team of Stuart Moore, Alberto Ponticelli and Giulia Brusco to go for the easy way-back jokes with this series."--HOLLYWOOD REPORTER "A love letter to the 70's and to your favorite sci-fi and fantasy stories." -- COMICON "This mad masterwork has everything and damn near the kitchen sink.... il's apocalyptic fun on all ends of the timeline."-- TRIPWIRE "Superheroes may be the most popular type of comic story, but the joy of the format is that it can mix and match genres in a unique way. That is on full display in this fun new series." -- ENTERTAINMENT WEEKLY "From its jawdroppingly odd first page to its hilariously insane last, BRONZE AGE BOOGIE sets itself apart from every other comic in the best possible ways. I loved every insane minute of it." --Matthew Rosenberg (Uncanny X-Men, The Punisher, 4 Kids Walk Into A Bank) "It's like skateboarding uncontrollably through 1970s comics with kaleidoscopes strapped to your eyes -- but in a good way! I mean, I guess they could have called it SAVAGE SWORD OF THE PLANET OF THE DEADLY HANDS OF THE WORLDS ON THE LOOSE...but BRONZE AGE BOOGIE is, at the very least, shorter. Don't miss it!" --

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Kurt Busiek (Astro City, Marvels) "This is the monthly comic book medium at its best."-- MULTIVERSITY COMICS "Packed with sheer entertainment from start to finish, BRONZE AGE BOOGIE #1 is guaranteed to put a smile on your face."-- WMQ COMICS "The writing is extremely intelligent and amusing, subverting a lot of known quantities in the name of comedy." -- OMNI COMIC "A fantastically entertaining and psychedelic ride." -- BIG COMIC PAGE "I didn't know what to expect before reading this, but whatever those expectations were, consider them shattered...in a FANTASTIC way! This may seem like wall-to-wall insanity, but it's an absolute party full of ideas that I'm all in for hanging around and seeing what more madness they develop into. ... Give this book a read if you want something completely different to everything else on your stack."-- POP CULT HQ "Kung fu, swords and talking apes. You don't need more than that, do you?" -- 13TH DIMENSION

Batman's team-up tales 1980s as the Dark Knight battles evil alongside Wonder Woman, Green Arrow, Black Lightning, Superboy, Swamp Thing and more. In these stories from the early 1980s, Batman fought evil side by side with DC Comics' greatest--and, occasionally, strangest--superheroes, including these tales guest-starring such legendary characters as Wonder Woman, Green Arrow, Black Lightning, Superboy, Swamp Thing and more. Collects THE BRAVE AND THE BOLD #157-200.

Back Issue #121 is our Conan and the Barbarians issue, celebrating the 50th anniversary of Roy Thomas and

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Barry Windsor-Smith's Conan #1! The Bronze Age Barbarian Boom, Top 50 Marvel Conan stories, Marvel's Not-Quite Conans (from Kull to Skull), Arak-Son of Thunder, Warlord action figures, Gray Morrow's Edge of Chaos, and Conan the Barbarian at Dark Horse Comics. Joining Roy Thomas are Kurt Busiek, Ernie Colon, Chuck Dixon, Mike Grell, Ron Randall, Dann Thomas, Timothy Truman, Marv Wolfman, and many more. Featuring the never-before-published alternate cover for Marvel's Conan #9, from 1971. Edited by Michael Eury. With a film starring the Joker as played by Joaquin Phoenix in the works for fall 2019, DC collects the greatest 1970s tales of the clown prince of crime in one massive hardcover for the first time! The Joker's greatest tales from the 1970s are collected in one massive hardcover, timed to the fall 2019 Warner Bros. movie about the Clown Prince of Crime starring Joaquin Phoenix. Includes the never before published The Joker #10! Collects Batman #252, 260, 286, 291-294, 321, 353, 365-366, 400; The Brave and The Bold #111, 118, 129-130, 141, 191; The Joker #1-10, Detective Comics #475-476, 504, 526, 532, Wonder Woman #280-283; DC Comics Presents #41, 72; Who's Who: The Definitive Guide to the DC Universe #11 (Joker page only).

"In these adventures of the Justice League from the early 1970s, classic members of the League including Superman, Batman, the Flash, Green Arrow, the Atom and Black Canary meet the JSA, the Seven Soldiers of Victory, and take on the most ruthless villains in the DCU! These stories ushered in the Bronze Age of comics and were written by one of the masters of the

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form, Dennis O'Neil."--

The first appearance and origin of the Silver Age Flash, Barry Allen, and his wife, Iris West! This issue officially begins the Silver Age of comics with Barry Allen serving as the first DC Silver Age superhero!

A terrorist named Dr. Domino tries to force U.N. troubleshooter Morgan Tracy to spill his knowledge about a deadly weapon by tying Wonder Woman to a missile and launching it.

"Batman created by Bob Kane with Bill Finger -
Aquaman created by Paul Norris - Wonder Woman
created by William Moulton Marston"

Collects Avengers (1963) #77-97; Incredible Hulk (1968) #140. Roy Thomas' epic run continues with the origin of the Black Panther, the debut of the Lady Liberators, the return of the Squadron Sinister and the all-time classic Kree/Skrull War! Caught in a cosmic crossfire, Earth has become the staging ground for a conflict of star-spanning proportions! Two eternal intergalactic enemies — the merciless Kree and the shape-shifting Skrulls — have gone to war, and our planet is situated on the front lines! Can Earth's Mightiest Heroes bring about an end to the fighting before humanity becomes a casualty of war? And what good are even a dozen super-powered champions against the vast military machines of two of the greatest empires in the cosmos?

Marvel's hell-bound super hero, Ghost Rider, hits the road for a second Marvel Masterworks! Johnny

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Blaze's adventures begin with the return of Zodiac, an organized crime gang powered by agents of hell, in a plot that can only be foiled with the help of the super-heroic Stunt-Master! Then, after fighting for his very soul against Satan himself, Ghost Rider finds himself teamed up with the Ever-Lovin' Thing, in mortal combat against the ever-angry Hulk and in league with the ever-courageous Champions! And if you thought the Orb was finished, think again as Marvel's deadliest eyeball returns to extract another pound of Ghost Rider flesh! Plus: with Karen Page having joined Ghost Rider's cast, Daredevil makes the scene in a crossover classic drawn by John Byrne! COLLECTING: GHOST RIDER (1973) 6-20; MARVEL TWO-IN-ONE (1974) 8; DAREDEVIL (1964) 138

Luke Cage, also known as Power Man, faces Zzzax, Chemistro, and Gideon Mace, and then teams up with Iron Fist to face new adversaries.

Collects original comic book artwork that depicts the 1950s science fiction rebirth of DC Comics' most significant characters, a time that "rebooted" the Flash, Green Lantern, and Hawkman, and was the impetus for the Batman television series.

A first of four semi-autobiographical works by the award-winning author of *The Spirit* traces his early years in the thriving comics industry prior to World War II, in an account that includes pseudonymous depictions of his relationships with such pioneers as

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Bob Kane and Jack Kirby. Reprint.

This is Archie's new sister volume to our all-time fastest-selling graphic novel series, featuring a focus on stories from the BRONZE AGE of comics. Archie expects this to do very well as a full-color 416-page \$9.99 volume. It is the third in a three-part series, joining Fall 2017's GOLDEN AGE volume and Spring 2018's SILVER AGE. The Awesome Eighties: Ever timeless, Archie and his friends came along for the ride, engaging both the energy and excitement of the times with their unique brand of humor, as only they could! Journey back with us now in this eagerly anticipated volume. Experience the punk movement as it shakes up Riverdale! Relive the Urban Cowboy craze! Behold the rise of MTV! Witness the emergence of preppie, new wave and Flashdance fashions! Play along with Trivial Pursuit! Gaze at the popular '80s movies and TV shows! Boogie with Archie and the gang at the roller disco and laugh again at the antics of America's #1 teenagers! The Nifty Nineties: Whether getting tangled up in the eternal love triangle, running afoul of parents and teachers, or simply surfing the day away on the internet, Archie and his friends scaled new heights of hilarity! Now you can revisit these timeless tales as they endure one outlandish mishap after another and enjoy the fads and fashions of the decade. So rock out to the sensational sounds of boy bands, chow down with the fat free dessert craze, and hook up

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your satellite dish so you can enjoy purple dinosaurs, funny home videos, teens from Beverly Hills and more! It's all here and then some in this uproarious edition chock full of comedy classics!

The sidekicks to DC's greatest heroes--including Robin, Aqualad, Kid Flash, Speedy and Wonder Girl--set out to make a positive difference in the world, during a time when social change was at the forefront of society. This series also includes the introduction of Bumblebee and Bat-Girl (Betty Kane)! The true-life events of the 1970s are reflected in this era of TEEN TITANS. As the Vietnam War is all over home TV sets, a peace activist in the comic book is accidentally killed and the Teen Titans must face their roles in the world. Collects TEEN TITANS #25-52; THE BRAVE AND THE BOLD #94, #102, • BATMAN FAMILY #6 and WORLD'S FINEST COMICS #205.

The late 60s marked the height of Batmania, when fans of the television series and the comic books couldn't get enough of the Caped Crusader. His appearances on covers meant higher sales, so it was decreed Batman would take up permanent residence in THE BRAVE AND THE BOLD. His courage was never questioned, and he fearlessly teamed up with the most daring partners from across the DC Universe at a time when such crossovers were rare. These groundbreaking stories featured some of Batman's greatest team-ups with such legendary characters as Wonder Woman, Flash, Deadman, Green Arrow, Green Lantern, the Teen Titans and others, all by

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some of the foremost comics talent of the Bronze Age Neal Adams, Jim Aparo, Bob Haney, Dick Giordano and Dennis O Neil, to name a few. **BATMAN: THE BRAVE AND THE BOLD: THE BRONZE AGE OMNIBUS VOL. 1** collects the first stories of Batman's epic run on the series **THE BRAVE AND THE BOLD #74-106** and includes a foreword by Robert Greenberger."

The Silver Age of DC Comics, 1956-1970
Taschen
America Llc

Throughout the 1970s, Barbara Gordon, a.k.a. Batgirl, was one of DC's most popular heroes. Now, for the first time ever, Gotham's greatest heroine's adventures are collected in this oversize omnibus collection, **BATGIRL: THE BRONZE AGE OMNIBUS VOL. 1!** These hard-to-find tales are now re-cut and collected in their entirety! Collects **DETECTIVE COMICS #359, #363, #369, #371, #384-386, #388-389, #392-393, #396-397, #400-401, #404-424, #481-499, #501-502, #505-506, #508-510, #512-519, BATMAN #197** and **BATMAN FAMILY #1, #3-7** and **#9-20**.

The 1970s stories of Batman's sidekick Robin, now college age, are collected for the very first time! In these stories from the late 1960s and the 1970s, Robin has moved out from the shadow of Batman to attend college, where he continues to battle crime. Collecting dozens of stories from **BATMAN, DETECTIVE COMICS, BATMAN FAMILY** and more, this hardcover includes tales in which Robin deals with bullying, motorcycle gangs, campus speech and much more. Collects **BATMAN #192, #202, #203, #227, #229-231, #234-236, #239, #240-242, #244, #245, #248, #250, #252, #254, #259, #333, #337-339**

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and #341-343; DETECTIVE COMICS #390-391, #394, #395, #398-403, #445, #447, #450, #451 and #481-485; BATMAN FAMILY #1, #3 and #4-9 and 11-20; WORLD'S FINEST COMICS #200 and DC COMICS PRESENTS #31 and #58.

Dreaming of a life in Paris while working at a small-town Iowa gas station, Sheila stages her own kidnapping to run away with an oddball who shares a superhero's name and who begins to regard her as the character's girlfriend.

Hot on the trail of Janus, Diana and her allies embark on a whirlwind adventure through the entire map of the Multiverse! Phantom Zone, Fifth Dimension, and Gemworld...oh my! Like the future, Janus's path through space and time is unpredictable. Will Wonder Woman ever catch her? Or could this be the end of everything as we know it?! The tale behind Paradise Island's creation continues as Hippolyta's greatest regret is revealed. Can Diana forgive her mother for the past? And what does this revelation mean for the future of the Amazons? Graphic fantasy adventure.

Spider-Man's amazingly popular Omnibus line continues with the storyline that shocked the comics world: Peter Parker's deceased beloved, Gwen Stacy, shows up on his doorstep - kicking off a mind-bending clone saga that would last for decades! The scheming Jackal lines up a murderer's row of foes to take on Spider-Man: Tarantula, Scorpion and Spidey himself! The Punisher sets his sights on Spidey in an adventure guest-starring the X-Men's Nightcrawler! J. Jonah Jameson finally gets the goods on Spider-Man's secret identity! Doc Ock,

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Hammerhead, Kingpin and the Molten Man are on hand to menace Spidey, but it's not all bad guys for our hero - as romance blooms between Peter and Mary Jane, and Nova teams up with Spider-Man! COLLECTING: Amazing Spider-Man (1963) 143-180, Amazing Spider-Man Annual (1964) 10-11, Nova (1976) 12; material from Marvel Treasury Edition (1974) 14, Marvel Special Edition (1975) 1

A history of DC Comics during the Bronze Age of comic books—a period from 1970 to 1985 when comic books tackled the tough social issues of the day—features insightful essays; hundreds of full-color illustrations, photos, film stills and collectibles; and an original interview with Green Lantern/Green Arrow writer Denny O'Neil.

This volume collects GREEN LANTERN from the early 1970s, featuring classic team-ups written by Dennis O'Neil with art by Neal Adams! In these stories, Green Lantern Hal Jordan continued his usual cosmic-spanning adventures, as he used his amazing Power Ring to police Sector 2814 against universe-threatening menaces. Meanwhile, on Earth, Oliver Queen, the archer known as Green Arrow, was confronting menaces of a different kind: racism, poverty, drugs, and other social ills! Collects GREEN LANTERN #76-87 and 89, and stories from THE FLASH #217-219 and 226.

Created by writer Len Wein and artist Bernie Wrightson, this shambling, muck-encrusted figure swiftly became one of DC's most iconic characters of the Bronze Age of Comics, and his shocking stories have become classics in the gothic horror genre. Now, for the first time, the

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mid-1970s tales of Swamp Thing are collected in trade paperback. In these tales, Swamp Thing encounters a scientist bent on destroying the minds of world leaders, an old-age home whose inhabitants are using black magic to regain their youth and an alien whose long voyage across the cosmos has driven him insane. Collects Swamp Thing #14-24, plus Challengers of the Unknown #81-87 and The Brave and the Bold #122 and #176.

An Era of the Invincible The making of Marvel's household heroes It was an age of mighty heroes, misunderstood monsters, and complex villains. With the publication, in November 1961, of Fantastic Four No. 1, comics giant Marvel inaugurated a transformative era in pop culture. Through the next two decades, the iconic Hulk, Spider-Man, Iron Man, and the X-Men leapt, darted, and towered through its pages.

Under great stress, Dragon encounters the Shrew, whom he defeats in a vicious battle. He fights Barbaric and Ricochet, but later befriends them. The Vicious Circle, knowing Frank Darling arranged an attack on his cousin to make Dragon join the force, blackmail Darling into protecting them.

"The Demon created by Jack Kirby; Superman created by Jerry Siegel and Joe Shuster, by special arrangement with the Jerry Siegel family"

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