THE FINAL BATTLES IN THE BRUTAL WAR **BETWEEN BATMAN AND SUPERMAN!** THE END IS NIGH!

INJUSTICE: GODS AMONG US COMPENDIUM TWO

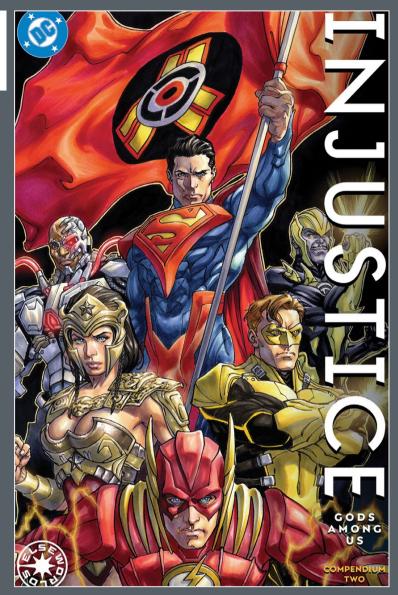
Written by BRIAN BUCCELLATO, TOM TAYLOR, and more Art by BRUNO REDONDO, DANIÉL SAMPERE, MARCO SANTUCCI, and more Cover by **DAVID YARDIN**

\$59.99 US | 1064 pages | 6 5/8" x 10 3/16" | Softcover | ISBN: 978-1-79950-318-7 **ON SALE 11/11/25**

After laying siege to the Green Lantern Corps and defeating the forces of magic, Superman's Regime stands unopposed, forcing Batman and his dwindling Resistance into hiding. While the world's greatest strategist may be down, Batman isn't out of the fight yet.

As the battle continues to claim casualties, both sides do the unthinkable: recruit super-villains to bolster their ranks. It's good versus good and evil versus evil as the Injustice comics universe catches up to the events of the hit video game that spawned the series!

Written by Brian Buccellato (Detective Comics) with Christopher Sebela (Suicide Squad Most Wanted) and Tom Taylor (DCeased), Injustice: Gods Among Us Compendium Two collects Injustice: Gods Among Us: Year Four #1-12, Injustice: Gods Among Us: Year Four Annual #1, Injustice: Gods Among Us: Year Five #1-20, Injustice: Gods Among Us: Year Five Annual #1, and Injustice: Ground Zero #1-12!



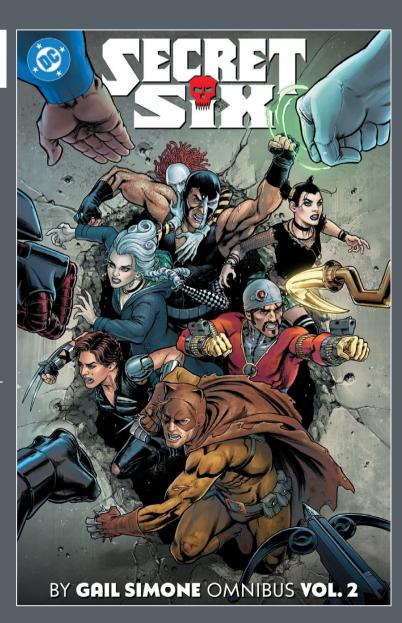
THE EPIC FINALE TO GAIL SIMONE'S **SECRET SIX SAGA IS FINALLY HERE!**

SECRET SIX BY GAIL SIMONE OMNIBUS VOL. 2

Written by GAIL SIMONE and others Art by JIM CALAFIORE, TOM DERENICK, and others Cover by **NICOLA SCOTT** \$125 US | 912 pages | 7 1/16" x 10 7/8" | Hardcover | ISBN: 978-1-79950-319-4 **ON SALE 11/4/25**

Assassins. Murderers. Maniacs...and they're just getting started. Across missions, death, and bloodshed, the Six will face the likes of the Suicide Squad, Doom Patrol, Bat-Family, and more. Will this last stand be the death of them?

From legendary writer Gail Simone (Deadpool, Birds of Prey) comes the groundbreaking finale to her Secret Six saga, joined by celebrated artists Jim Calafiore (Exiles, Aquaman), Tom Derenick (Trinity, Shadowpact), and more! Collects Secret Six (vol. 3) #17-36, Secret Six (vol. 4) #1-14, Suicide Squad #67, Doom Patrol #19, Action Comics #897, and a story from Convergence: Wonder Woman #2.







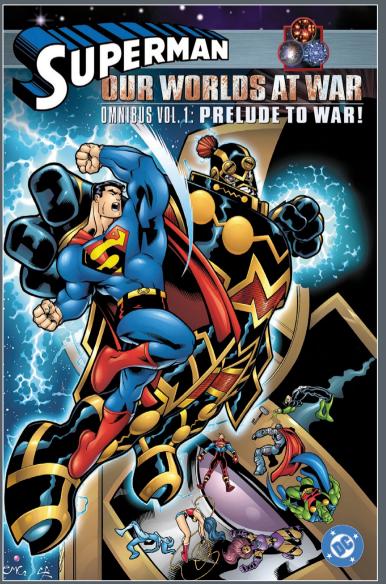
FINAL VOLUME!

SUPER SONS: THE COMPLETE **COLLECTION BOOK TWO**

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The sons of Superman and Batman must find their footing as they attempt to live up to their family names. Trying to grow up fast, the pair form an inseparable bond that will shape them into the heroes of tomorrow! Superboy and Robin venture out of the shadows of their parents into the world as a brand-new superhero duo. Best frenemies forever, these two might just save the world if they don't kill each other first.

Collecting Super Sons #15-16, Adventures of the Super Sons Super #1-12, Challenge of the Super Sons #1-7, and stories from Robin: 80th Anniversary 100-Page Special #1 and DC Terrors Through Time #1.



EXPERIENCE ONE OF THE GREATEST SUPERMAN EPICS EVER TOLD!

SUPERMAN: **OUR WORLDS AT WAR OMNIBUS VOL. 1: PRELUDE TO WAR!**

Written by JEPH LOEB and more
Art by ED McGUINNESS, MIKE McKONE, and more Cover by ED McGUINNESS and CAM SMITH \$125.99 US | 816 pages | 7 1/16" x 10 7/8" | Hardcover | ISBN: 978-1-79950-321-7 **ON SALE 11/11/25**

War is coming!! Experience the crossover event that brought the DC Universe to its knees! In reading order, this first of two volumes collects *Action Comics* #763, #777, and #779-780; Adventures of Superman #576, and #592-593; Batman: Our Worlds at War #1; Green Lantern: Our Worlds at War #1; Superboy #89; Supergirl #59; Superman #151-154, #159, and #170-171; Superman: Lex 2000 #1, Superman: Our Words at War Secret Files & Origins #1; Superman: The Man of Steel #98, #109, and #114-115; Superman: Y2K #1; Wonder Woman #171; Young Justice: Our Worlds at War #1; and stories from Adventures of Superman #586, President Luthor Secret Files & Origins #1, Superman #165, and Superman: Metropolis Secret Files & Origins #1.

WHO KILLED CHRISTOPHER CHANCE?

THE HUMAN TARGET BY TOM KING AND GREG SMALLWOOD: THE DELUXE EDITION

Written by TOM KING
Art by GREG SMALLWOOD, RAFAEL ALBUQUERQUE, KEVIN MAGUIRE,
and MIKEL JANÍN
Cover by GREG SMALLWOOD
\$49.99 US | 456 pages | 7 1/16" x 10 7/8" | Hardcover | ISBN: 978-1-79950-322-4
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Christopher Chance makes a living putting his life in the crosshairs to protect his clients. But this time, his luck may have finally run out. In his latest assignment posing as Lex Luthor, someone has successfully poisoned "Luthor," and there is no antidote.

With only 12 days to live, Chance decides he will not go quietly into the night. He's going to find out who wants Luthor dead so badly by following every lead and questioning every suspect, whether they're an arrogant space cop or an elemental femme fatale.

Told in the style of a noir whodunit, *The Human Target* showcases why writer Tom King and artist Greg Smallwood are two of comics' most in-demand talents. This deluxe edition features a new cover by Smallwood, an introduction by King, and a "making of" section that reveals how this comics masterpiece was brought to life. Collects *The Human Target* #1-12 and *Tales of the Human Target* #1.



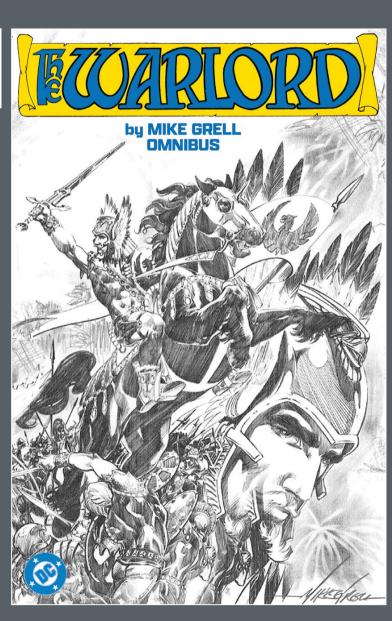
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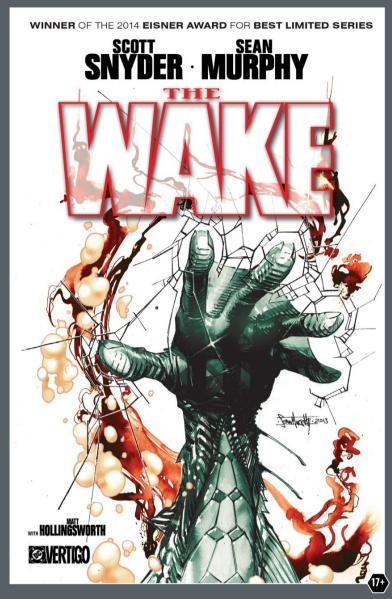
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Written by **MIKE GRELL**Art and cover by **MIKE GRELL**\$100 US | 704 pages | 7 1/16" x 10 7/8" | Hardcover | ISBN: 978-1-79950-552-5 **ON SALE 11/25/25**

Lt. Colonel Travis Morgan has crash-landed! Trapped in a mysterious land where ancient magic rules, dinosaurs roam, and warriors battle for survival...he must learn to live by the sword, or die trying.

From legendary creator Mike Grell (*Green Arrow: The Longbow Hunters*) comes the beloved sword-and-sorcery series that became a phenomenon. Finally remastered with original colors, escape into the jaw-dropping art and tales of magic, war, and love in this oversize hardcover celebration. Volume 1 collects *1st Issue Special #8* and *The Warlord #1-36*, with a brand-new introduction and painted, wraparound cover by Grell.





A HORROR CLASSIC FROM SCOTT SNYDER **AND SEAN MURPHY!**

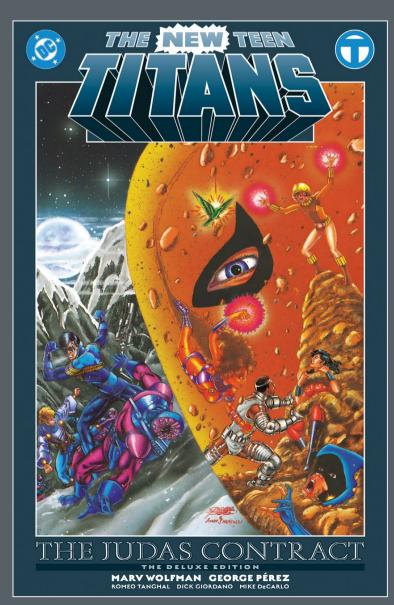
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Written by SCOTT SNYDER Art and cover by SEAN MURPHY \$19.99 US | 256 pages | 6 5/8" x 10 3/16" | Softcover | ISBN: 978-1-79950-300-2 **ON SALE 10/28/25**

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From New York Times bestselling storytellers Scott Snyder (Batman: Death of the Family, American Vampire) and Sean Murphy (Punk Rock Jesus, Joe the Barbarian) comes The Wake, an epic science fiction saga of survival spanning billions of years...and plumbing the depths of horror.



THE LANDMARK EPIC THAT FOREVER DEFINED THE NEW TEEN TITANS, REMASTERED FOR A **CELEBRATORY, BRAND-NEW DELUXE EDITION!**

THE NEW TEEN TITANS: THE JUDAS CONTRACT DELÛXE EDITION

Written by MARV WOLFMAN Art and cover by GEORGE PÉREZ \$29.99 US | 216 pages | 7 1/16" x 10 7/8" | Hardcover | ISBN: 978-1-79950-323-1 **ON SALE 11/18/25**

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- _Nightwing #130 @
- _The Bat-Man: Second Knight #1 40
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- Titans #27 💯
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- _Batman: The Long Halloween: The Last Halloween #10 🐏
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- _The Wake (2025 Edition)
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- _Secret Six by Gail Simone Omnibus Vol. 2
- _Zatanna
- __Justice League Unlimited/World's Finest: We Are Yesterday
- __DC Finest: Super Friends: The Furey of the Super Foes (FOC: 8/25/25)

Available Tuesday, November 11, 2025 (FOC: 9/1/25)

- _Superman: Our Worlds at War Omnibus Volume 1: Prelude to War! (FOC: 8/18/25)
- __Injustice: Gods Among Us Compendium Two
- _Green Lantern Corps Vol. 1: New World Rising
- _Super Sons: The Complete Collection Book Two
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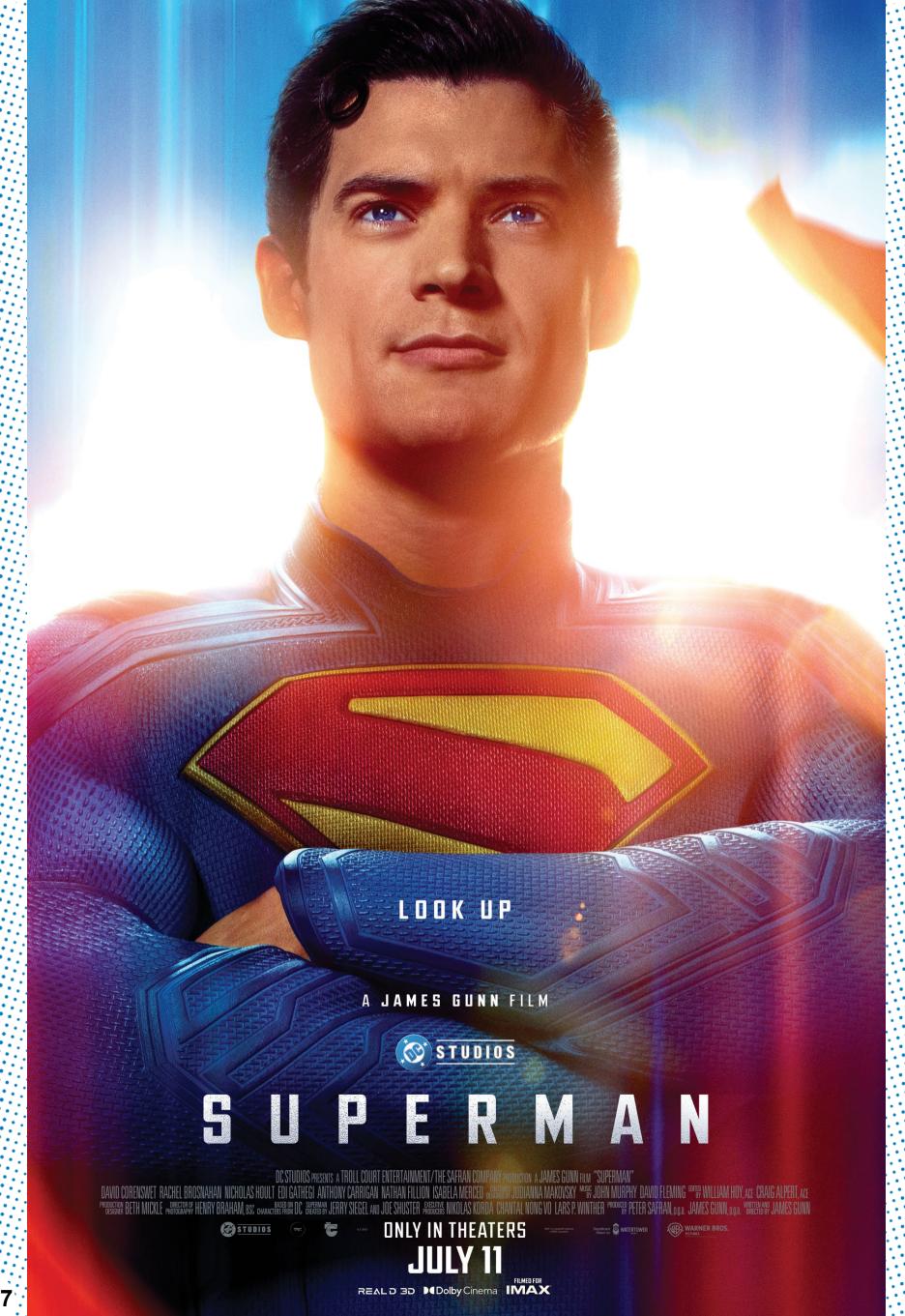
FILL OUT THIS CHECKLIST AND RETURN TO YOUR RETAILER TO MAKE SURE YOU DON'T MISS THE LATEST FROM DC!

(Tuesday availability at participating stores)

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ESSENTIAL COMICS STORIES BROUGHT TO LIFE AS MA WEEKLY PODCAST INTEN EVERY WEDNESDAY



DRAWN & QUARTERLY

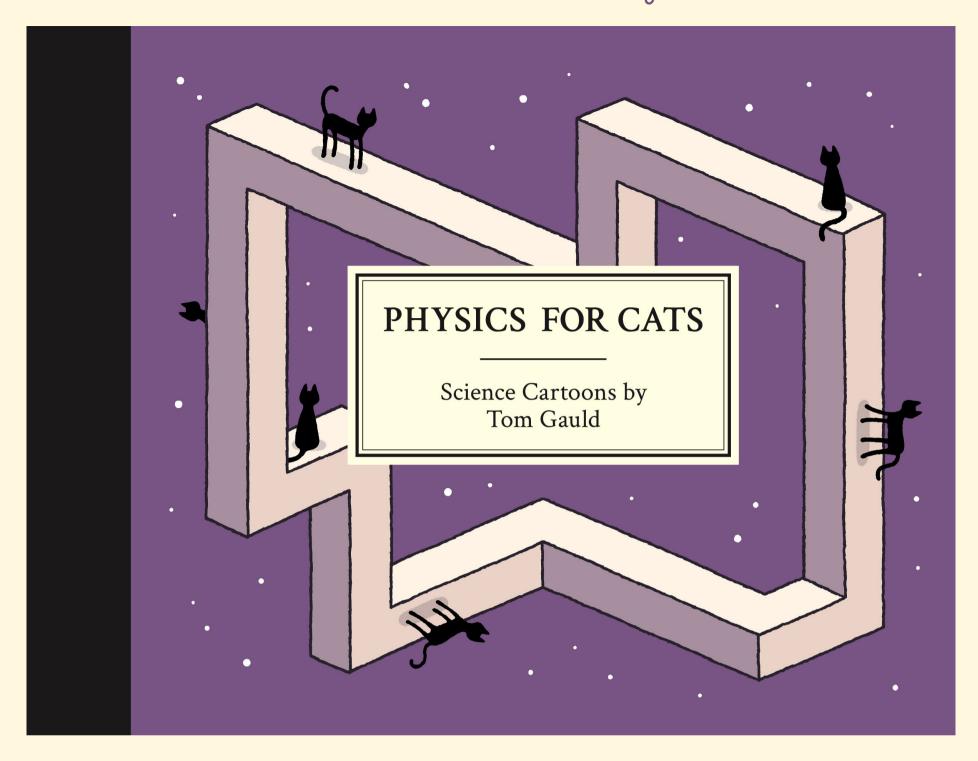
JULY 2025 CATALOG



Artwork from *PHYSICS FOR CATS* by **TOM GAULD** in stores October 8, 2025!

ISBN 978-1-77046-805-4

Drawn & Quarterly

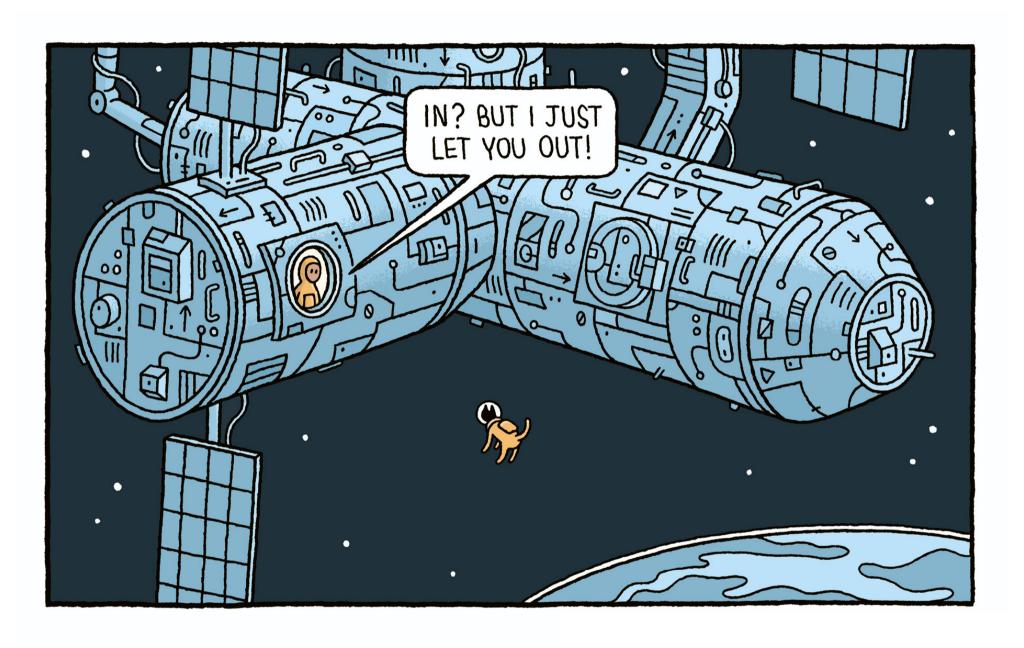


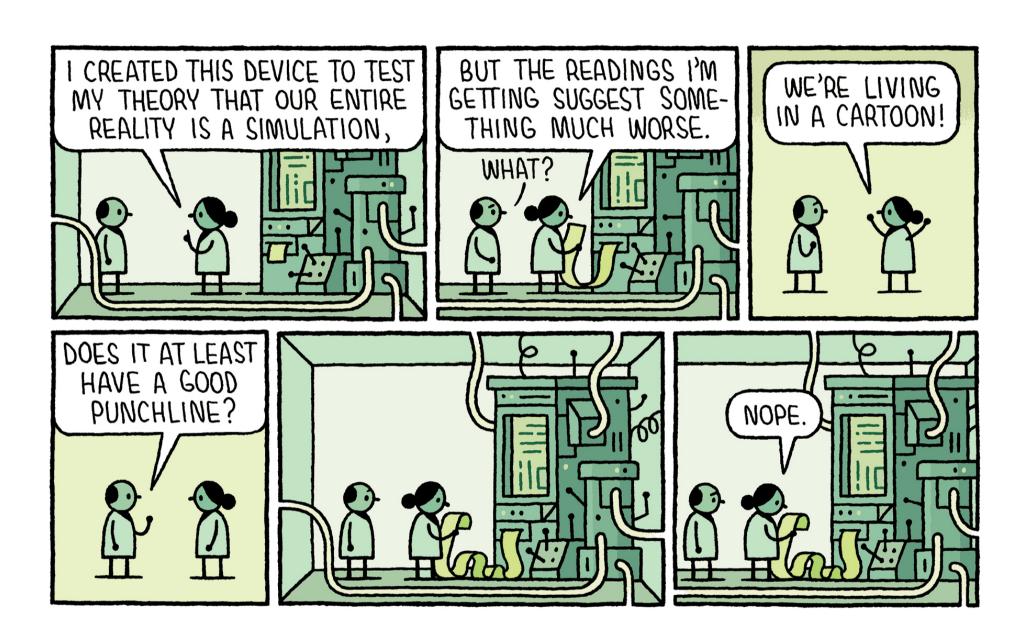
PHYSICS FOR CATS TOM GAULD

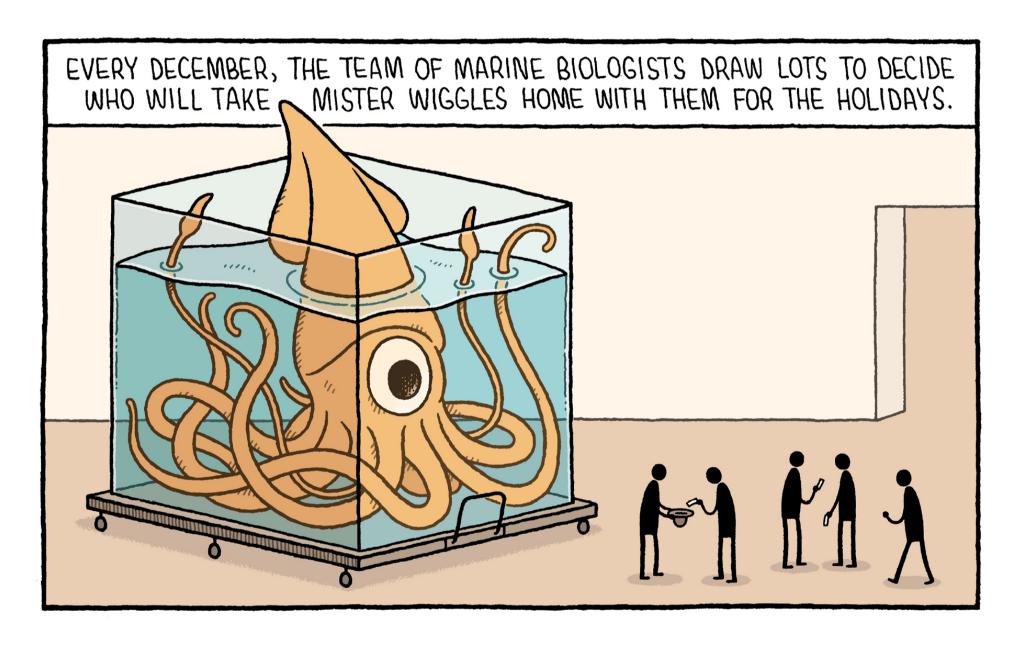
What happens to a cat who goes through a wormhole?

Tom Gauld returns with *Physics for Cats*, his second collection of science-based cartoons for the *New Scientist*. Find out why every scientist worth their sodium chloride has a Tom Gauld cartoon taped to their electron microscope. This new batch of hilarious gags will be as important to every self-respecting scientist as a lab coat and goggles and oversize rubber gloves.

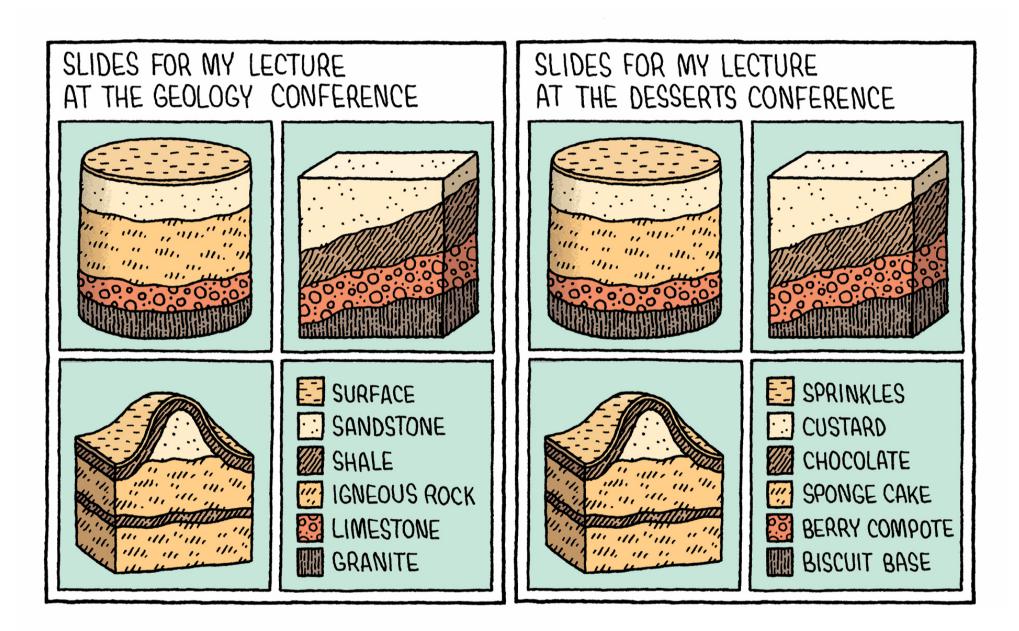
Find out what the hadron's news alert about CERN says! Everyone asks, "What is dark matter?" and "Where is dark matter?" but do they ever take the time to ask, "How is dark matter?" Based all on previous data, we can predict with a 99.99% certainty that you will either laugh, guffaw, chortle or snort (we don't have a large enough sample set to be able to say which particular type of mirth you will experience.)

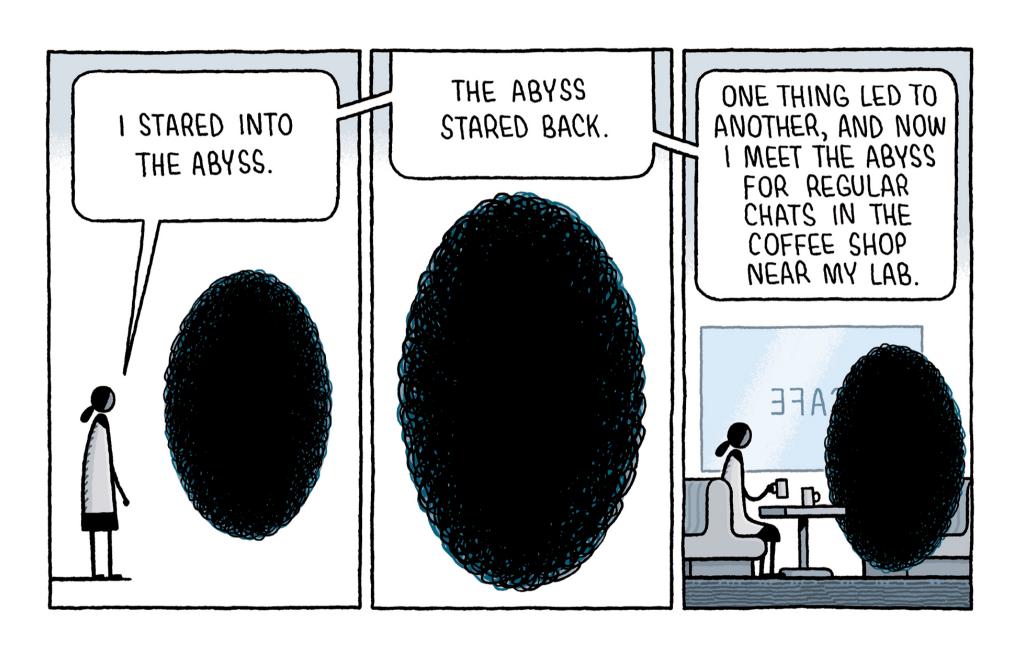








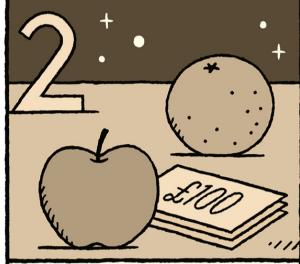




MATH PUZZLES FOR CONSPIRACY THEORISTS



A TRAIN DEPARTS AT 2PM TRAVELLING AT 40MPH. THE NEXT TRAIN FOLLOWS AN HOUR LATER, TRAVELLING AT 45 MPH. WHY ARE WE STILL USING TRAINS WHEN THE GOVERNMENT HAS HYPERSPEED UFO TECHNOLOGY?



SUSIE BRINGS EIGHTEEN
APPLES AND TWELVE
ORANGES TO SCHOOL AND
DIVIDES THEM EQUALLY
BETWEEN HER SIX
FRIENDS. HOW MANY OF
THESE CHILDREN ARE IN
THE PAY OF BIG FRUIT?



WHEN TOM WAS EIGHT, HIS SISTER, ANNE, WAS HALF HIS AGE. TOM IS NOW 48, SO WHY DOES ANNE JUST LAUGH AT HIM WHEN HE PATIENTLY EXPLAINS TO HER THAT THE EARTH IS FLAT?











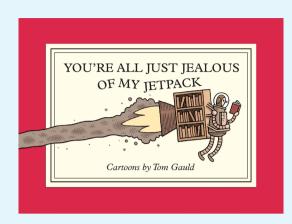








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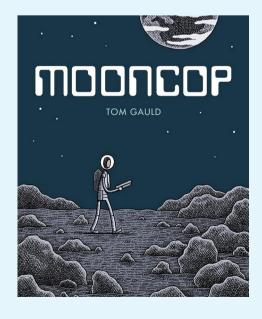
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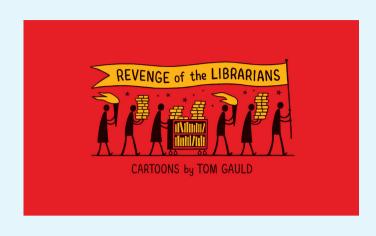
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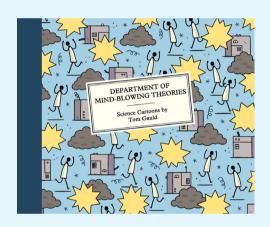
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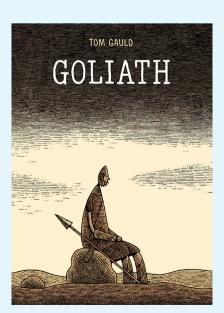
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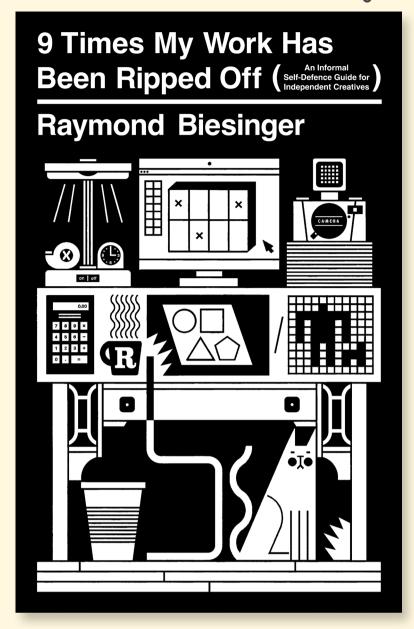
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9 TIMES MY WORK HAS BEEN RIPPED OFF

RAYMOND BIESINGER

A veteran illustrator imparts practical advice for the working creative with candid humor

New York Times and New Yorker illustrator Raymond Biesenger has over twenty years of experience as a self-employed creative. You might say he's been through it all: from chasing down a concert promoter for payment on a fifty-dollar Megadeth poster design, to a regular stint at *Monocle*, to confronting a government agency for stylistic theft. Biesinger's ingenuity for solving the most unexpected issues extends far beyond his primary task of filling the page.

Sure, everything an aspiring creative needs to know might be at their fingertips. But the question of what to do when their work has been exploited remains. In 9 Times My Work Has Been Ripped Off, Biesenger undertakes the challenge of answering that ever-present question by revisiting some of the most unforgettable—and at times—irrationally absurd moments in his career with a wink and an encouraging nudge. 9 Times... proves time and time again that creative problems will more often than not require creative solutions.

This portable, and elegantly illustrated guide to navigating and maneuvering the least glamorous aspects of the creative industry is a future classic suitable for everybody from the earnest novice to the seasoned professional."

Introduction

Many non-arts folks seem delighted to talk about business. While the books I've just mentioned prove that creative folks can talk that talk, most of us seem hesitant to. I imagine there are two reasons for that: we either think that good people don't care about money, or we think it's a good move to pretend money doesn't matter. Neither of these takes into account that everyone needs money to live.

I, myself, was a very broke musician before I became involved in visual things, and I came from the "slacker" '90s when music icons like Courtney Love and Mudhoney's Mark Arm were impossibly anticommercial. Cracks in that facade have started to appear, but in the 1990s most "alternative" artists, musicians, labels, and magazines were very antimoney. Any written contract was a deal with the Corporate Devil. "Real" creativity was exclusively non-commercial.

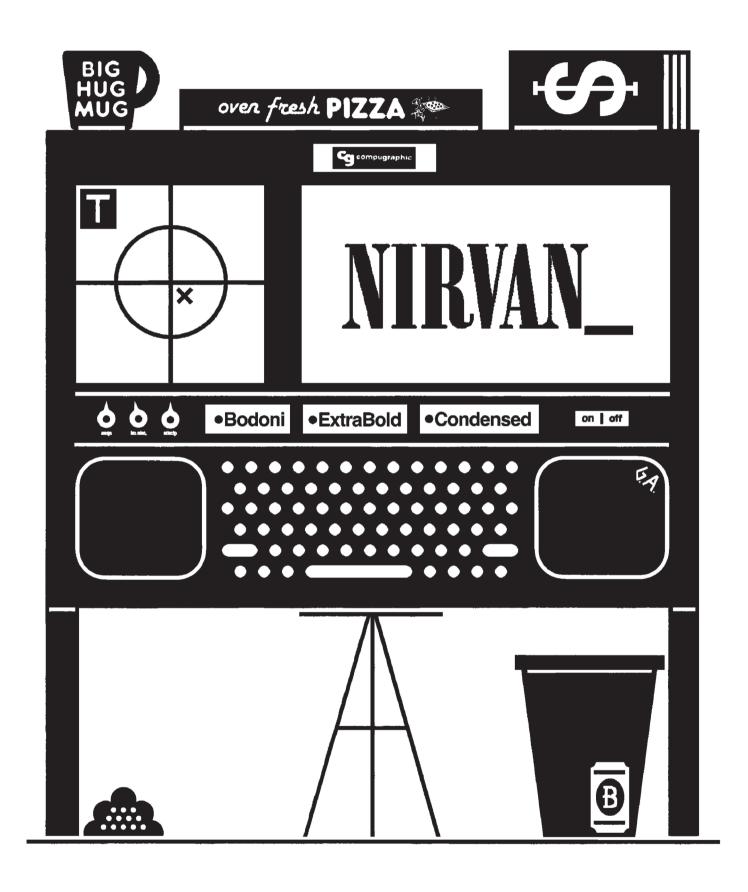
The centre of 1990s slacker culture was Seattle, specifically Sub Pop Records. That record label's most popular band was a trio called Nirvana, and it was active from 1987 to 1994. The story of how the Nirvana logo was created tells us a lot about commerce in the era.

There are a few very similar versions of the process, but my favourite is an account from former Sub Pop designer and godfather of American

DIY graphic design Art Chantry. To paraphrase a Facebook post he made a few years ago: in the late 1980s Sub Pop had a complex relationship with a group of music-minded designers in Seattle, and both the record label and designers were financially struggling. In the spirit of supporting the label and its musicians, the designers (sometimes begrudgingly) took turns working for the label for low payment or no payment.

In 1989 Sub Pop needed someone to put together the cover typography for the then-unknown band's first album, *Bleach*. Sub Pop art director Lisa Orth asked a local typesetter named Grant Alden to do it. To make it easier, they agreed that he could typeset it with the typeface his Compugraphic typesetter was already set to: Bodoni ExtraBold Condensed. He was paid US\$15. In the absence of a usage agreement, Sub Pop then used that type asis on most of Nirvana's subsequent releases, and the modern Nirvana logo was later completed with the addition of a blissed-out, tongue-out face. History is mum about who added that, but Orth herself is my prime suspect.

When Nirvana's second album, *Nevermind*, came out in September of 1991 with his type on the cover, Alden could've used that \$15 to buy one of the 30 million copies that'd eventually be sold.



Thirty-some years later Sub Pop Records still exists, Kurt Cobain's estate is worth around US\$450 million, and recently I saw a kid at my daughter's school wearing the Nirvana logo on a shirt. It's not as famous as the Nike swoosh, but it's still one of the most recognizable logos in the music business—and worth much, much more than \$15.

I'm not saying that Sub Pop, Nirvana, or Orth were villains, or that Alden was gullibly swindled or daft for not being able to predict the coming Nirvana boom—he's a smart and capable person, currently writing, editing, and designing in Kentucky after a decade or so publishing a music mag called *No Depression*. Orth, too, is the kind of multimedia, multi-skilled artist and activist that I especially admire, and was probably paid much less than what she was worth as Sub Pop's art director. What *am* I saying? That whether it's the 1990s or right now, it often benefits the client more than the creative when biz agreements are kept informal.

*

What else do we creatives have to contend with, besides cultural baggage left over from the 1990s? Off the top of my head:

Introduction

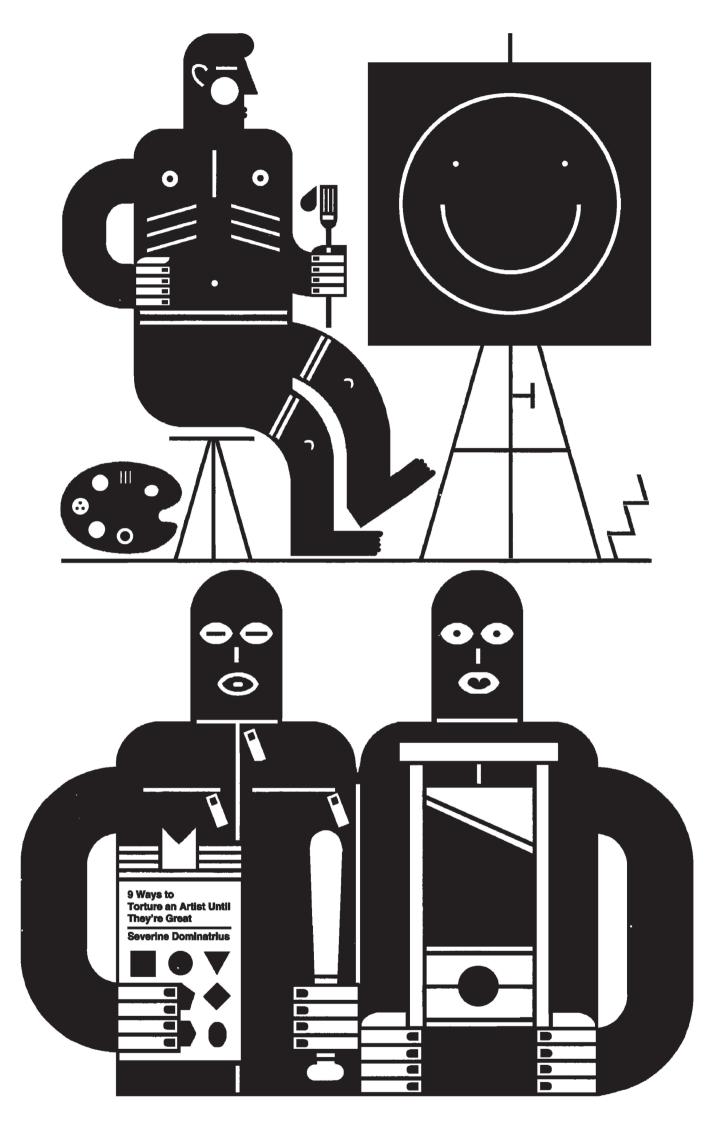
- The very modern phenomenon of the "hobby-to-career pipeline." On that path, creativity runs fast and business concerns follow slowly and reluctantly on a long, long leash.
- That many independent creatives see themselves as an "idea guy," waiting for a "money guy" to show up and take care of them. They very rarely show up, except in fiction or in cases where a creative is already doing quite well.
- The idea that chaos, pain, and poverty fuel creativity, so trying to improve one's situation is counter to making "good art." See the opposite page for a humorous example of this. And while I'd like to take credit for the gag, I've just redrawn something by an anonymous cartoonist that I found in a late '60s low-brow pulp joke book called *Zowie!*
- That discussions about conflict and theft can be awkward, emotional, or

9 Times My Work Has Been Ripped Off

embarrassing. It can feel intensely personal, because we pour *so much* of ourselves and our identities into our work.

- That some people don't consider what we do as "labour," which makes them think it's okay to pay us with intangible things like "exposure" instead of tangible things like paycheques.
- That the internet has turned notions of copyright and trademark and "originality" upside-down. As a result, our notions of "right" and "wrong" are uncertain, varied, and changing.
- That very few of us are eloquent or confident when it comes to dealing with rip-offs—they happen rarely enough that almost any creative is damned to be an amateur at dealing with them.

There are other considerations, too. If you're independently wealthy, a hobbyist, a retiree-turned-painter, a hermit, an avant garde messiah, or a trust



"He still hasn't suffered enough."

9 Times My Work Has Been Ripped Off

fund kid, getting ripped off doesn't matter as much. Those folks can enjoy claiming that "art wants to be free" without consequences. It's an easy thing to say when your expenses are non-existent or already taken care of.

But actual creative individuals don't often fit these categories. We might want to support a family, have a stable home, maintain our health, eat reasonably good food, and vacation every once in a while. We probably don't want to make art while bingedrinking absinthe like Henri de Toulouse-Lautrec, however fun that might sometimes seem. If you're intent on creating a stable career that will exist for years and years, one has to take these things somewhat seriously.

*

And that's exactly what this book hopes to do. I'm not going to pretend to be your parent, friend, mentor, instructor, teacher, or lawyer. I am, though, going to be candid enough about my experiences to offer something relevant to modern photographers, designers, and illustrators. Ideally, these experiences will be relevant to others, too; whenever the law is out of reach, people improvise and discover their own ways to find justice and settle grievances. Some

Introduction

of my tactics should be applicable wherever and however artists are at work.

And just in case you're into the "sport" of authenticity-debating, it's here, too. A third of the rip-offs in this book fit into that conversation, as does the cover of this book itself.

When I posted an early mock-up of it online, an acquaintance said it looked like "a rip-off of a Penguin crime cover." He was half right. I was indeed staring at the cover of Italian design legend Bruno Munari's Penguin Classic edition of Design as Art before and after making it, and it's still an arm's-length away from me as I type this. I'm also aware that if I add the word "by" to the cover of this book—as authors usually do—it'd easily be misread as "9 Times My Work Has Been Ripped Off By Raymond Biesinger." An earlier version of the cover said exactly that, a hilarious reminder to examine my own relationship to copyright, trademark, and other people's work.

Research for this book has involved poring through a lot of my old notes, and I've been amused by how flawed and inconsistent I have been towards the rights of older illustrators and designers. And I'm definitely not pretending the examples of my own abuses found in this book are the only ones I've ever committed. You'll find more if you look

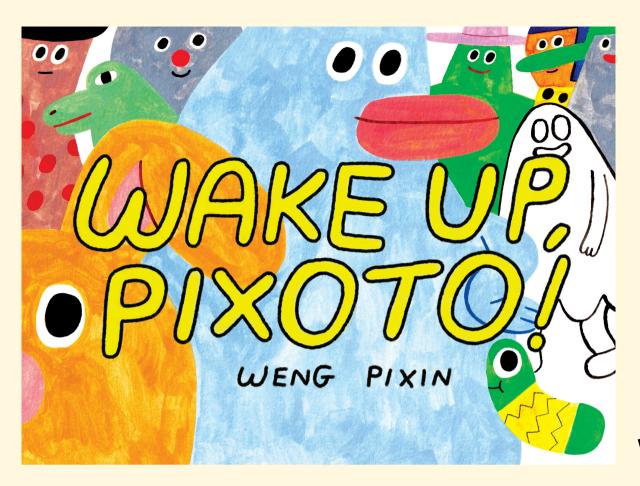
A Collection of Essays by an Italian Design Legend

Introduction

harder—some of my personal pieces are absolute minefields of intellectual property. So, I talked not only to some of the people who've ripped *me* off, but also to at least one of the people *I've* ripped off. They're all part of this, too, and their perspectives are worth noting.

With all that in mind, don't take my actions as an always-right example of what needs to be done about infringement on your work and theft of your labour. Rip-offs are varied, as are the people involved with them. Through these illustrations and words, though, I hope you can develop a few more skills to use in the getting-rougher world of being an independent creative worker. The better we all are at defending ourselves, the less we'll have to do it.

Drawn & Quarterly





An admonishment, a command, a mantra

Weng Pixin revisits herself at her most vulnerable, in her art school days. She tries on various identities trying to understand who she is. Is she a sexual libertine? A fine artist? A sensitive friend? Just then, in steps a charismatic art instructor who helps her see her true worth. She joins his tight-knit group of artistic seekers and begins her real education. But...is something sinister lurking beneath the surface? Rivalries develop, friends disappear or are cast out, her instructor's words take on a caustic edge. Pix becomes unmoored and less sure of herself than ever before and she begins to suspect she's entered into a cult.

Dream-like floral collages shift to more stripped-down, character-based cartooning. Weng's bright colors and rubbery people persist as her writing becomes more diaristic and detailed than her previous collections *Sweet Time* and *Let's Not Talk Anymore*. *Wake Up, Pixoto!* is an interrogation into how groomers operate and how we can allow ourselves to be coerced into a world we DON'T want simply because we're unsure of what we DO want. "Was I manipulated? Was I tricked?" The insidious thing is maybe we can never be certain.

IN STORES JULY 15, 2025 • FOC: JUNE 30, 2025

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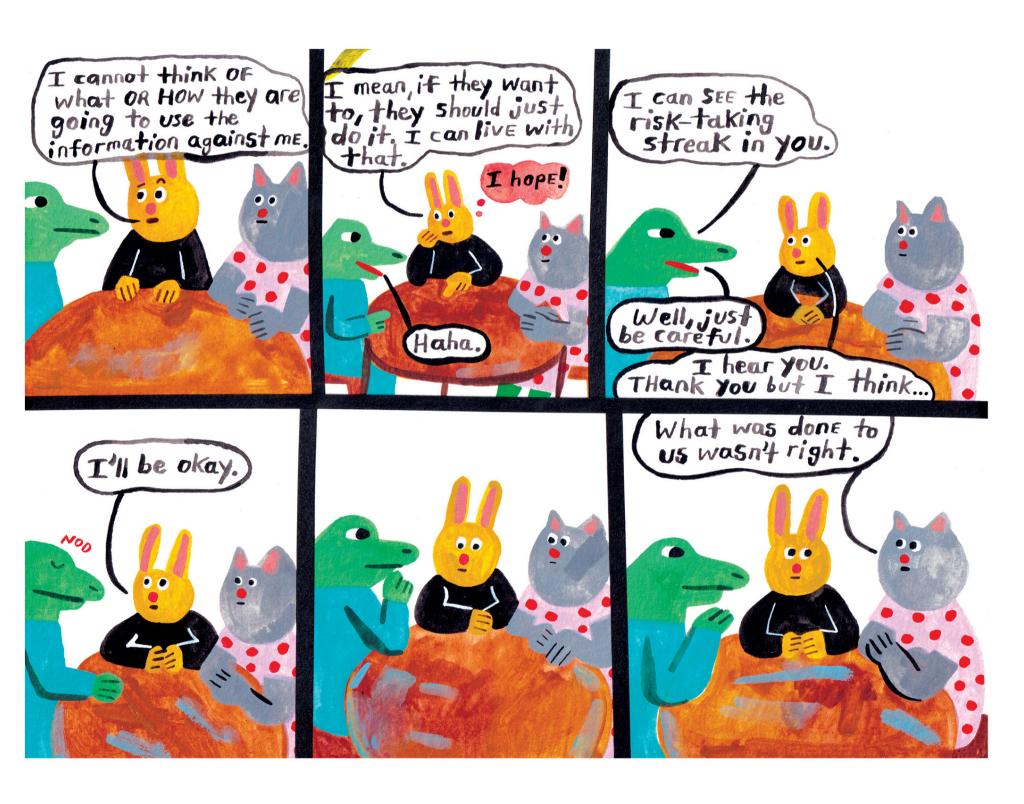
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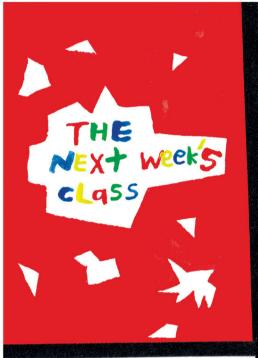


THAT IS just WHAT I needed to process and make sense of what I'm about to-









Which is basically individual critique with TL. He talks to us about our ART, which we'd been working on for a whole Year.



He gave each of us rons of attention as compared to other art college lecturers.



A lot of us felt very relieved to finally be heard or seen by an art lecturer.



That our efforts and art were given due attention & enquiring, in order for us to think & work better as we near the end of our year in art college.



In a society that prides itself in "saving face" OR on not being open about one's humanity & flaws, This non-judgmental vibe gave us permission to be vulnerable.



I suppose this carried on for a semester,



Us art students having these very educational individual critiques with TL.



It wasn't uncommon to see a peer tear up during these critiques, as many of our art held unconscious impulses & intentions.



TL would encourage that,
He saw it as a young
artist creating something
genuine and authentic,



That our art be made from "a place of Truth".
None of that "POSEUR ART". FOR a young adult's
ears, his message was perfect.



Wait, let me rephrase that.
The was not encouraging us
to cry or experience some
strong emotional response while
discussing our art.



TL encouraged us to USE our real, lived experiences as a resource for our art.

You want to make meaningful art?
You gotta look inwards. Dive deep
into the depths of your soul...
where the Truth of your Voice
resides.

That's where your ART should spring from! Not from fear.
Not from insecurity.



Still reeling from personal tragedies & trauma while navigating my family as well as Society's tendencies to HIDE, MASK, repress, or worse, 5 Hame our individualities,

TL's message become some personal challenge for the young & idealistic me. I WANT to overcome my FEARS. I WANT to overcome my insecurities. I WANT to do better.



It was my first time inside the master's Students' art
Studio spaces. I remember being floored in Seeing the
volume of works produced by each student (although in my young
brain, each student was totally an Artist already). I was in
awe. Inspired. Intimidated. Curious.





I remember holding the brush in my hand and making the Most un coordinated Marks.



I'm guessing TL must have seen some of my attempts.



Next thing I knew, TL texted.



The implication felt...discouraging & devastating.

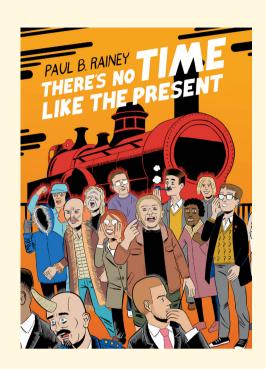


perhaps,
I'm not
a good artist if I
cannot
paint.

* SILLY, I KNOW.

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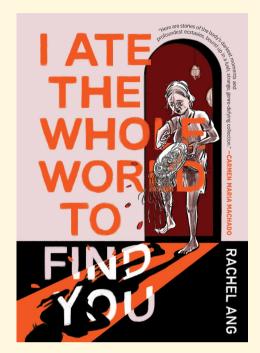


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PAUL B. RAINEY

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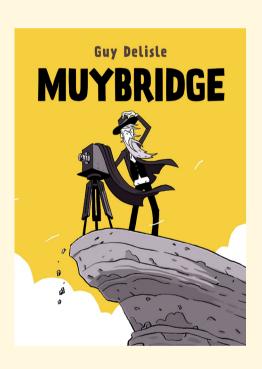
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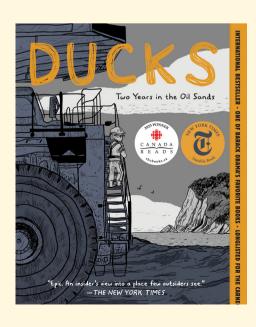
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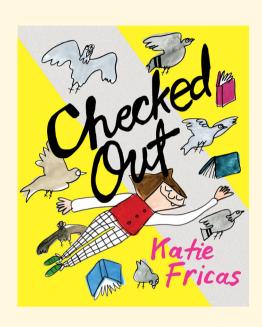
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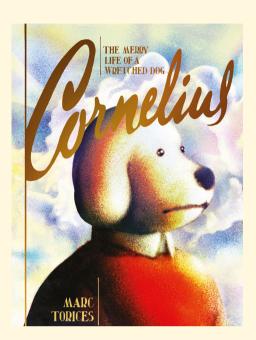
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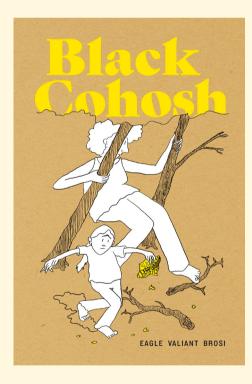
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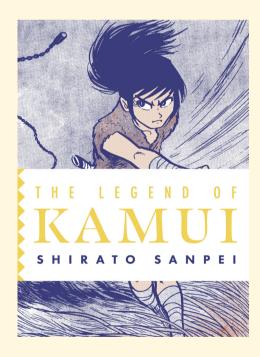
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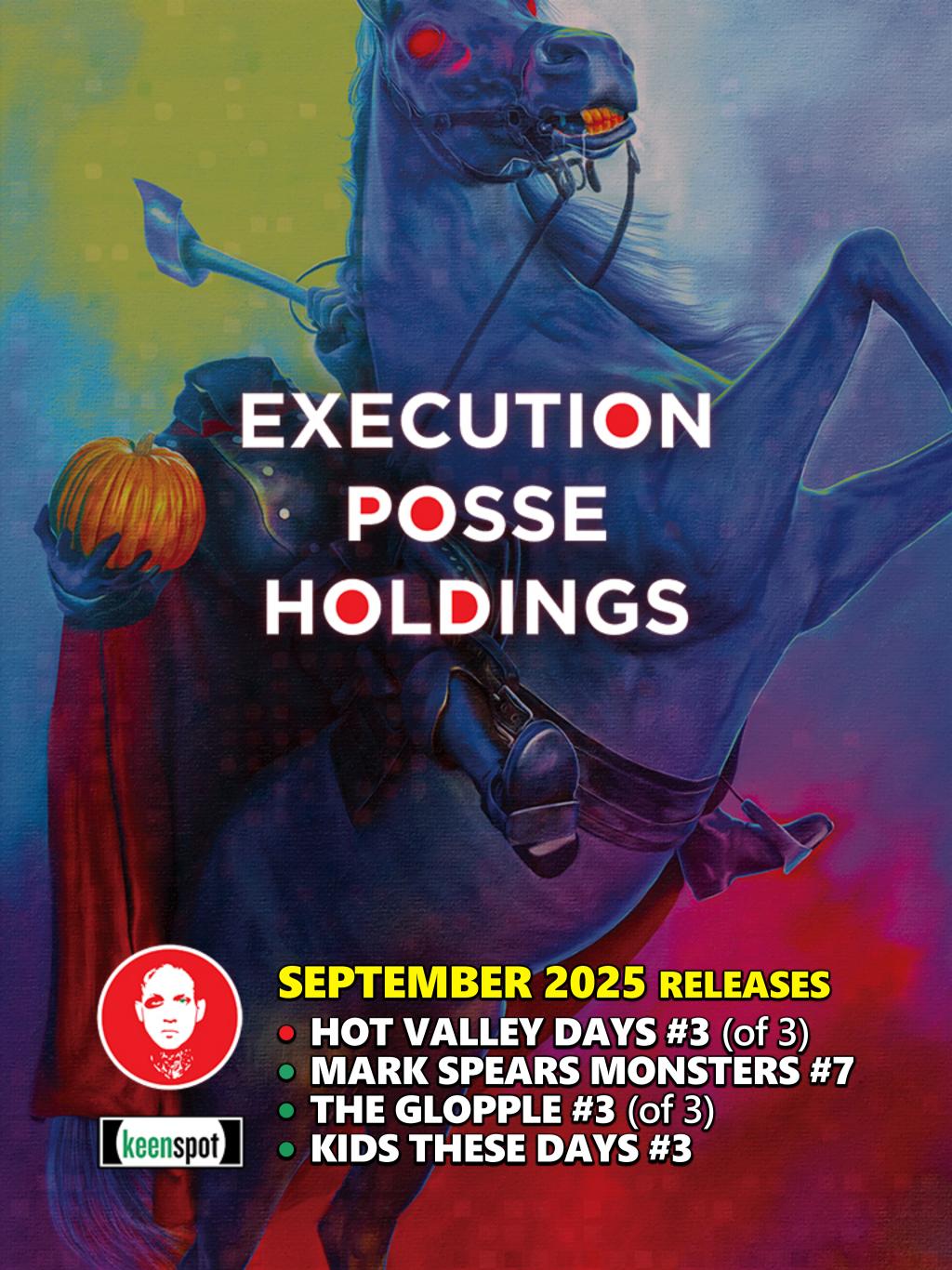
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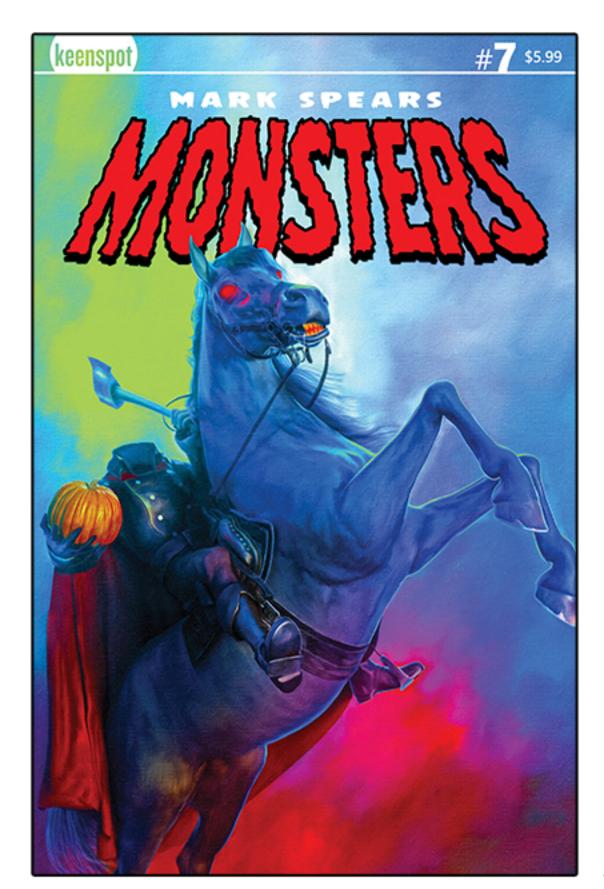
HOT VALLEY DAYS #3 (of 3)

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FULL COLOR • 36 PAGES • \$6.99 FOC DATE: 7/28/2025 IN STORE DATE: 9/17/2025

Based on a true story! In the conclusion to this 3-part series, Janie must finally make her decision to walk away from the business and face its consequences. Once she does, the dominos begin to fall quickly, as the Feds mop up all the members of her crew. Will Janie, Erik, and her brother Jimmy make it out of the 1980s alive? Or at the very least, with their sanity intact? (This is a co-publication with partner Keenspot.)







COVER B HUGHES HOMAGE



COVER C HALLOWEEN II HOMAGE



COVER D FAMOUS MONSTERS HOMAGE

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CELEBRATING THE FIRST ANNIVERSARY OF MARK SPEARS MONSTERS MANIA AT COMIC SHOPS WORLDWIDE!

The record-breaking series by superstar artist and writer Mark Spears continues! In this chilling seventh issue, the Monster Slayer is held at gunpoint by the police as he tries to explain what just took place. As a mysterious new figure appears in search of allies, the savage werewolf is brought home by Frankenstein's monster to a house crawling with creatures of the night. (This is a Keenspot publication.)





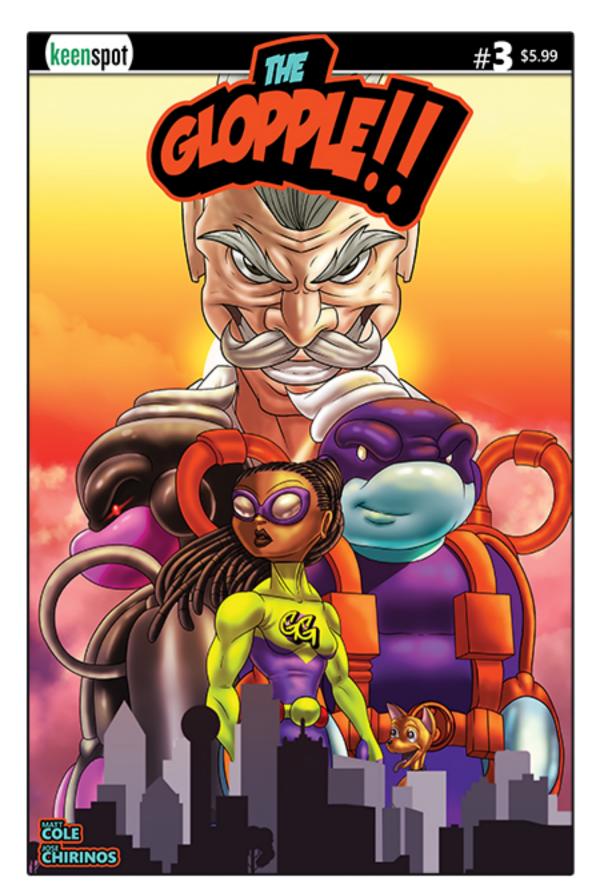








PREVIEW: MARK SPEARS MONSTERS #7





THE GLOPPLE #3 (of 3)

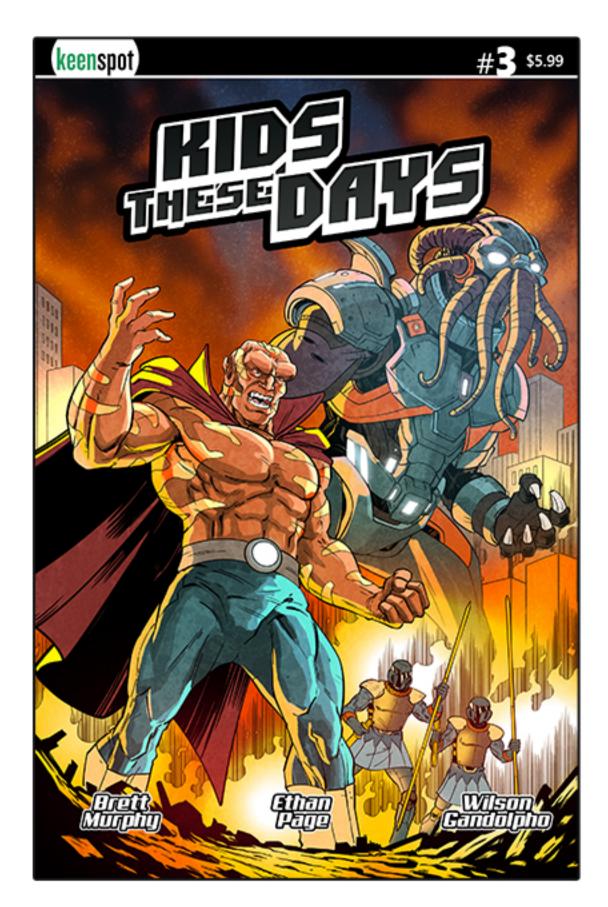
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Final issue! In this adrenaline-fueled third chapter of the Ringo-nominated series as seen in FCBD 2025 special Keenspot Toybox, a battered Glopple stumbles upon a surprising new ally in his fight against evil. But just as he recovers from his brutal showdown with Sleep Hopper, an old nemesis reappears, armed with deadly new tech and a swarm of minions determined to break him. The stakes are higher than ever in this explosive conclusion to The Glopple's first volume—don't miss it! (This is a Keenspot publication.)









COVER B WELCOME TO EARTH

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CO-CREATED AND CO-WRITTEN BY WWE NXT SUPERSTAR "ALL EGO" ETHAN PAGE!

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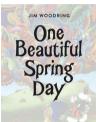






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ALSO AVAILABLE

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JIM WOODRING 2026 ART CALENDAR

By Jim Woodring

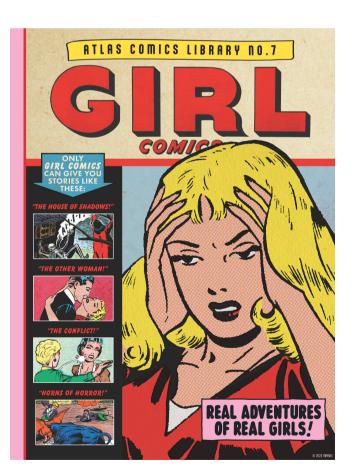
\$25.00 / SC / 28 pgs / FC / 11.8" x 9" · ISBN: 979-8-87500-074-4

One of the most imaginative visual artists of the last 40 years selects 12 images from his catalog to illuminate and perplex your walls through 2026.

Woodring's dream-like visions and masterful skill translate to medium after medium, and in this oversized 12-month calendar, he brings his otherworldly images from his hand and brain to your kitchen and office wall. Each is rich and strange enough to reward a month's repeated viewing and perhaps revealing enough of your own subconscious that each page turn on the first of the month will be a weight lifted, making room for new discoveries both visual and interpretive.

Printed using high quality inks on matte stock, this beautiful calendar is an eye-popping delight. Each image was hand selected by Woodring himself, several of them chosen from commissioned private art collections. Additional illustrations appear on each calendar page and Woodring has also curated weird, amusing, important, artistic, and occult dates from history to highlight throughout. It's likely to be a twisted year for everyone: this can only help guide your path through it.





THE ATLAS COMICS LIBRARY NO. 7: GIRL COMICS

By John Buscema, Bill Everett, Russ Heath, Ann Brewster, Bernard Krigstein, Series edited by Dr. Michael J. Vassallo

\$49.99 / HC / 336 pgs / FC / 8.8" x 11.7" · ISBN: 979-8-87500-107-9

In 1950, a romance comic became an empowering adventure comic for girls at the hands of some of Marvel's greatest cartoonists!

This new volume in Fantagraphics' and Marvel's collaborative Atlas Library presents $Girl\ Comics\ \#1-12$, a long unseen subversion of romance comics beautifully designed for a new generation of readers!

In 1950, Timely/Atlas/Marvel took a typical romance title called *Girl Comics* and turned it into a sister companion to its successful men's-adventure comics: an empowering girls'-adventure comic! Mystery, adventure and suspense was promised and delivered! At the hands of a stellar artistic lineup, including John Buscema, Mike Sekowsky, Bill Everett, Joe Maneely, Russ Heath, and Bernard Krigstein, *Girl Comics* evolved from heart-stricken love stories to hair-raising girl-power thrill rides like "The Death Plunge!," "The House of Shadows!," "I was a Murderer's Daughter!," "They Called me a Spy!," "The Dead Hands at the Controls," and "The Dark Hallway."

This volume also features the story behind the stories, with editor Dr. Michael J. Vassallo's essays on Mar-

vel publisher Martin Goodman's enthusiastic relationship with romance comics and magazines at a time when the artform was cementing itself into American youth culture!





ALSO AVAILABLE

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FROM FANTAGRAPHICS





SEARCH AND DESTROY VOL. 3

By Atsushi Kaneko

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Manga creator Atsushi Kaneko concludes his cyberpunk retelling of the timeless, Eisner Award-winning *Dororo* by "God of Manga" Osamu Tezuka.

The broken and discarded creatures of the city have had enough of the caste system that keeps them servile, and they rise up to strike... Doro the little thief must confront their past and make impossible decisions about their future... And Hyaku? Hyaku's quest to retrieve the stolen pieces of her body is nearly at an end, and her path of righteous and bloody vengeance leads directly to the great betrayer, her father. Robots, humans, creatures, monsters: no one will survive unscathed.

Final conflicts rage in this spectacular conclusion to Atsushi Kaneko's epic cyberpunk masterpiece! Featuring stunning and visceral artwork and a story that is startlingly relevant to today's audiences, deeply intertwined with the work of Osamu Tezuka's classic samurai manga masterpiece.



VOL. 1 \$14.99 978-1-68396-932-7 2025 EISNER AWARD NOMIN EE

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SKETCHBOOKS: AN ILLUSTRATED MEMOIR VOLUME 1

By Hal Foster, Series edited by Brian M. Kane

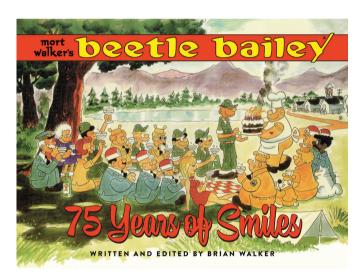
\$50.00 / HC / 112 pgs / FC / 10.5" x 14.3" ISBN: 979-8-87500-119-2

The first of a new six-volume series collecting the sketches and notes behind Hal Foster's creation of the *Prince Valiant* comic strip.

In the works for several years, Hal Foster's Prince Valiant Sketchbooks: An Il-

lustrated Memoir presents never-before-published Prince Valiant art by the strip's legendary creator, Hal Foster, collected in a series of six annotated portfolio volumes. Part sketchbooks, part biography, part tutorial, part memoir — Hal Foster's Prince Valiant Sketchbooks is an unprecedented look into Foster's personal life and creative process during his final nine years on the strip. It's also a fascinating look behind the curtains as Foster coached and interacted with his chosen successor: John Cullen Murphy. Produced with the full permission and participation of the Foster and Murphy families, this series is a testament to author and Prince Valiant historian Brian M. Kane's research prowess and determination to bring Hal Foster's creative process to light. This uniquely intimate view of Foster's creative process is a long-awaited dream come true for Prince Valiant fans.

Over the course of these volumes, Kane annotates with painstaking clarity and thoroughness 366 penciled layout pages, 40 character sketches, and 577 text pages of Foster's descriptions and instructions for each panel. Also featured are an additional 143 pieces of art, mostly by Foster, 100 photographs detailing his life and career, and 123 personal letters and notes, all adding immeasurably to this exploration of Foster's life and art, as well as his collaboration with Murphy.



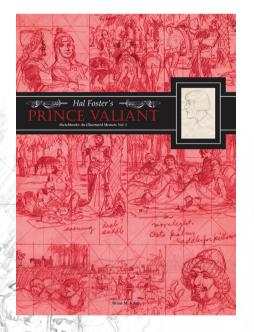
MORT WALKER'S BEETLE BAILEY: 75 YEARS OF SMILES

Written and edited by Brian Walker

65.00 / HC / 276 pgs / FC and B&W / 12" x 9" ISBN: 979-8-87500-133-8

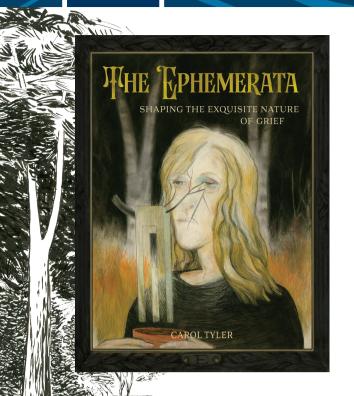
A handsome coffee-table career retrospective of one of the most respected, dedicated, and prolific cartoonists in the history of comics, *Beetle Bailey*'s Mort Walker.

Mort Walker's Beetle Bailey: 75 Years of Smiles is a coffee table retrospective commemorating Mort Walker's long and dedicated commitment to cartooning, spotlighting the anniversary of his most popular and beloved creation. In addition to the 75 Sunday pages reproduced from color syndicate proofs, 135 daily and Sunday strips scanned from original artwork, and close to 200 additional images, this beautifully designed volume, impeccably researched and written by his son Brian, also includes rare photographs, historic debut character appearances, syndicate promotional materials, posters, merchandise, personal drawings and memorabilia from the family archives, as well as biographical sketches and anecdotes.





EVEN MORE FROM



THE EPHEMERATA: SHAPING THE **EXQUISITE NATURE OF GRIEF**

By Carol Tyler

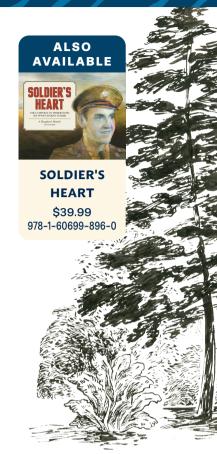
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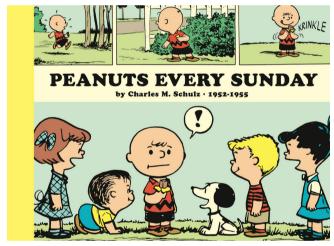
Drawing upon her own bereavement, renowned comics artist and writer Carol Tyler emerges from a decade long period of grief to create an allegorical masterpiece.

During collisions between life and death, estrangement and loss, Carol Tyler turned to her pen to face facts and extract meaning from the oddly sacred experience. Exploring realms metaphorical, half-imagined, and all-too real, she explored previously uncharted emotional territory for herself and others, in a work that is both painfully intimate and philosophically rich.

An artistic advancement nearly forty years into Tyler's comics-making career, $\textit{The Ephemerata} \ \text{features Tyler's most breathtaking picture making ever} - \text{fine,}$ dense brush lines complemented with occasional color washes or highlights — and formally stunning cartooning. Combining art and text in multiple ways — in the traditional comics panel grid, as words-and-illustration, as organically flowing images surrounded by floating text — she depicts the inner monologue of a fallible human being grappling with questions of profound relevance. Tyler's memoirist skills also rise to the fore, excavating and colliding scenes from her history, delineating

with sensitive intuition ways in which the inevitability of grief is built into our lives and our loves. To struggle in the face of loss is a universal experience. To turn it into this compassionate, deep and beautiful book takes a true artist.







PEANUTS EVERY SUNDAY 1952-1955 PAPERBACK EDITION

By Charles M. Schulz, Introduction by Jonathan Rosenbaum

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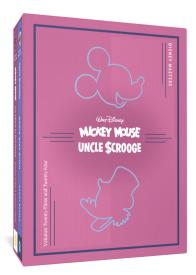
In celebration of Peanuts' 75th anniversary, this is the first in a series of 10 oversized softcover editions, each one containing a half-decade's worth of Peanuts Sunday strips, elegantly restored and remastered in warm, vibrant full color.

Charles M. Schulz's beloved comic strip Peanuts has largely been collected and reprinted in black and white. But many who read the comic strip during its original newspaper run remain fond of its brightly colored Sunday pages, which made for a surprisingly different and fulfilling reading experience.

The debut volume in this series, *Peanuts Every Sunday: 1952-1955*, compiles the first four years of the strip. This collection offers a fascinating peek at Schulz's creative process, as iconic characters such as Charlie Brown, Snoopy, Schroeder, Linus, and Lucy quickly evolve from their initial renderings to the elegant stylizations we've all come to know and love.

Our Peanuts Every Sunday series collects all of the Peanuts Sunday strips, scrupulously restored and re-colored to look better than they ever have. These gorgeous, oversized softcover editions allow fans and new readers to immerse themselves in Schulz's timeless masterpiece.





DISNEY MASTERS COLLECTOR'S BOX SET #12 VOLS. 23 & 24

Written by Romano Scarpa and John Lustig, Illustrated by Daniel Branca and Kari Korhonen

\$69.99 / 2-Volume HC Slipcase Set / 392 pgs / FC / 8" × 10.9" · ISBN: 979-8-87500-062-1

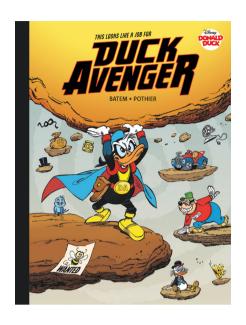
A new two-volume slipcase of Disney comics adventures from around the world! Donald, Mickey, and Scrooge tackle arch-foes, billion-dollar treasure hunts — and a sinister scheme to misuse the Internet! (Times haven't changed, have they?)

Dive into thrilling Disney adventures and enjoy fan-favorite comics talents with a new Disney Masters slipcase set featuring Vol. 23: Mickey Mouse: The Riddle of Brigaboom by Romano Scarpa and Vol. 24: Uncle Scrooge: World Wide Witch by Daniel Branca!



FROM FANTAGRAPHICS





WALT DISNEY'S DONALD DUCK: THIS LOOKS LIKE A JOB FOR DUCK AVENGER!

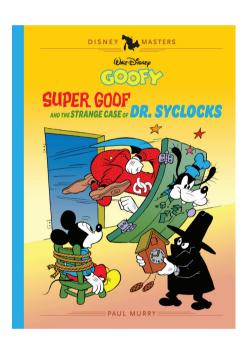
Written by Nicolas Pothier, Illustrated by Luc "Batem" Collin

\$19.99 / HC / 56 pgs / FC / 9.6" × 12.5" · ISBN: 979-8-87500-147-5

The creative team of Luc "Batem" Collin and Nicolas Pothier confront Donald Duck with the wild life of a superhero... and the wilder life of a working stiff in an outrageous new graphic novel!

Who wants the world's richest duck for their landlord? Not Donald Duck! If Donald can't get a job and make rent, Uncle Scrooge McDuck will repossess his house; and if Scrooge repossesses Donald's house, he'll discover the secret HQ of Donald's secret identity — Duckburg's super-anti-hero, Duck Avenger — before Donald and inventor Gyro Gearloose have time to dismantle it!

Too bad for Donald, jobs don't come easy this week... and while he's flopping as a mailman, a mover, and a museum guard, Duckburg is invaded by Duck Avenger's foes, including the Beagle Boys and a zombie army! Wild action, wicked wit and wordplay join forces in a new Disney graphic novel by Luc "Batem" Collin (*Marsupilami*) and Nicolas Pothier. Is Donald ready? Is Scrooge? Is Duckburg? You know they're not!





TALES OF ANDOLD WILD DUCK

\$34.99 979-8-87500-044-7

THE RIVER OF TIME

\$34.99 978-1-68396-940-2

WALT DISNEY'S GOOFY: SUPER GOOF AND THE STRANGE CASE OF DR. SYCLOCKS DISNEY MASTERS VOL. 27

Written by Bob Ogle and Vic Lockman, Illustrated by Paul Murry

\$39.99 / HC / 236 pgs / FC / 7.8" × 10.6" · ISBN: 979-8-87500-114-7

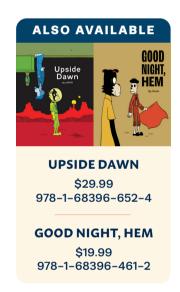
Super Goof... a strange dog-man-thing possessing super-peanut-powers! Disney's caped hero in red flannel underwear is back by popular demand, flying after fearsome foes in a complete graphic novel collection of Paul Murry's Silver Age super-tales! Gawrsh!

The year: 1965! When Goofy gulps a peanut from his "super goober" garden, there's a super puff of smoke — and our hapless hero gets the powers of super X-ray vision, super speed, and super strength!

With his ear-splitting cry of "Tuh-duh!" Super Goof battles bad guys across the globe — including sinister Dr. Syclocks, the Tower of Pisa-stealing Super Thief, a freeze-dried Dr. Tempo, and the Beagle Boys, all out to kidnap and resell an entire zoo (super-scoop: it's harder than it looks!).

Silver Age fan-favorite artist Paul Murry brings us his full run of adventures from Super Goof plus select later issues, some never reprinted. Follow Mickey Mouse on his pal's heroic trail — and never, ever, underestimate the power of a Goof!





DEATH IN TRIESTE

By Jason

\$24.99 / HC / 176 pgs / B&W / 7" x 9.2" ISBN: 979-8-87500-125-3

Enter the topsy-turvy world of the Dadaists and Surrealists in this new suite of graphic short stories by the internationally acclaimed cartoonist Jason.

The cartoonist known as Jason returns with a collection of three short graphic stories, connected by an absurdist thread, showcasing his idiosyncratic cultural obsessions, clear line style, and deadpan humor.

The title story, "Death in Trieste," sets the scene in 1920s Berlin, a bustling cultural hotspot in the shadow of the coming Nazism. Here, a host of unlikely characters — time-travelling David Bowie, Rasputin, Nosferatu, Marlene Dietrich, and more — are all connected by a group of Dadaists who perform the art of rationality through madness. In "The Magritte Affair," a wisecracking pair of detectives must crack a case involving art forgeries, masked men, and mysterious disappearances — all linked to the surrealist world of the famous Belgian painter.

Finally, in "Sweet Dreams," Jason reimagines the New Wave artists of the 1980s as *X-Men*-esque superheroes. While this supergroup easily dispatches such supernatural threats as living mummies, animated suits of armor, and rampaging golems, they soon face their biggest challenge yet, as a giant meteorite hurtles toward the Earth.





EVEN MORE FROM FANTAGRAPHICS



PETRA CHÉRIE By Attilio Micheluzzi

\$34.99 / HC / 312 pgs / FC / 8" x 10.5" ISBN: 979-8-87500-104-8

Published for the first time in English — and the first time in color — the classic *Petra Chérie* by Italian master Attilio Micheluzzi follows the dramatic adventures of a mysterious heroine during the end of World War I.

Set during World War I and originally published in serial format from 1977–1982, *Petra Chérie* follows the adventures of Petra De Karlowitz, "Chérie" to creator Attilio Micheluzzi, who addresses her throughout the book. Born to a Polish businessman and the most beautiful woman in Paris, raised in Canton, China, and now based in neutral Holland, she is a spy who answers only to herself. Evoking but cleverly eschewing stereotypes of the femme fatale, Petra is equally at home in the cockpit of an airplane and behind the wheel of a motorcar. More than that, she is an endlessly fascinating enigma and one of the most iconic characters in Italian comics.

In short, thrilling tales across sky, sea, and land, zipping from Northern Europe to Mitteleuropa, from the Balkans to the Bosphorus to the nascent Soviet Union, Micheluzzi grapples with an era when Europe's borders were in flux and battle lines were often blurred. Petra steps in where national allegiances come into conflict with our common humanity.

Attilio Micheluzzi, an architect by training who grew up between Istria, Libya, and Naples, brings his international experiences and his keen sense of perspective to his work. In the tradition of the *Corto Maltese* adventures and stylish look of Guido Crepax's Valentina, *Petra Chérie* is the touchstone book in Fantagraphics' comprehensive Micheluzzi library, prepared in collaboration with the author's daughter Agnese Micheluzzi.



ALSO AVAILABLE

THE FAREWELL SONG OF MARCEL LABRUME

\$24.99 978-1-68396-958-7



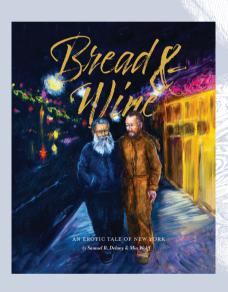
PSYCHODRAMA ILLUSTRATED #9

By Gilbert Hernandez

\$4.99 / Comic / 24 pgs / FC / 6.5" × 10" UPC: 615200816278-00111

Gilbert Hernandez returns to Fritz's world in an issue that should be retitled *Psychosexual Illustrated*. What's up with Fritz's exhibitionist tendencies in her film career, and the way she deals with her imitators—including her daughter, Baby Fritz? *Psychodrama Illustrated* investigates! Contains nudity! And then more nudity! An adults-only *Love and Rockets* spinoff comic!

FROM UNDERGROUND



BREAD & WINE: AN EROTIC TALE OF NEW YORK UPDATED EDITION

By Samuel R. Delany, Introduction by Alan Moore, Foreword by Junot Diaz, Illustrated by Mia Wolff

\$19.99 / HC / 72 pgs / B&W / 8.4" x 10.4" ISBN: 979-8-87500-124-6

Bread & *Wine* is Samuel R. Delany's autobiographical graphic novel about how he met a homeless man, Dennis, who became his partner.

Written by Black, gay science-fiction writer, professor, and theorist Samuel R. Delany, and drawn by multi-media artist and cartoonist Mia Wolff, Bread & Wine is a graphic autobiography that flashes back to the unlikely story of how Delany befriended Dennis, and how they became an enduring couple — Delany, a professor at Philadelphia's Temple University, Dennis, an intelligent man living on the streets. For casual readers and fans, Bread & Wine is a moving, sexually charged love story, with visuals informed by Wolff's sensitive portrayal of the couple's physicality. Her black-and-white, pen-and-ink work not only expressionistically represents the characters' "body language" and the bustling New York setting but is also filled with impish art references and visual puns. The scholarly potential for the book, based on the poem "Bread and Wine" by the German lyric poet Friedrich Holderlin, not only encompasses queer, African American, and graphic novel studies, but also exploration in the literary and paraliterary academic fields.

This updated edition includes a new foreword by the novelist Junot Diaz, the earlier edition's introduction by Alan Moore, commentary by the book's protagonists, Delany and Dennis, and a new interview with Delany and Wolff.

FLOATING WORLD COMICS

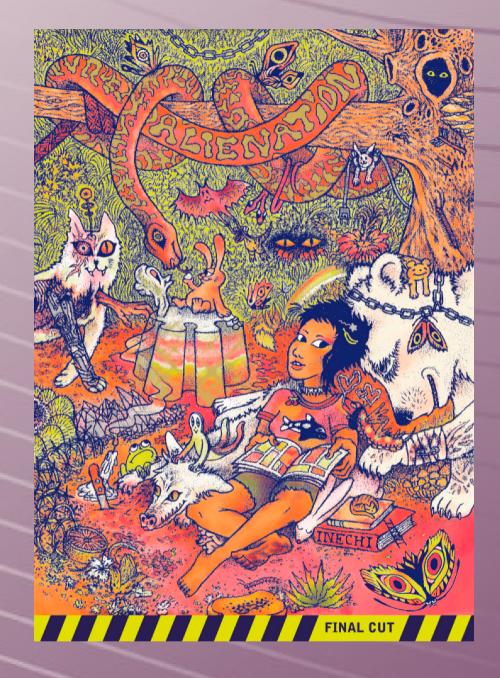
COMICS ALIENATION TP FINAL CUT



MR

WRITER | INES ESTRADA ARTIST | INES ESTRADA COVER | INES ESTRADA

SC | 248 PAGES | \$24.00 IN-STORE DATE | 9/24/2025 FOC DATE | 7/28/2025



Imagine a future in which you live pay check to pay check in a small apartment where you spend most of your time online... except one of your best friends is an AI, the internet is in your brain, and virtual reality is indistinguishable from your dreams! This sci-fi / horror graphic novel, originally released as a series of self-published zines before the pandemic, is finally back to give you the chills with how eerily it's become closer to our reality than ever. The story follows a young couple in Alaska as they're forced to confront questions of intimacy, climate change, and the power of technology. This "Final Cut" edition features new pages as well as deleted dialogues and more material that was only included in the original zines.

FLOATING
WORLD
COMICS

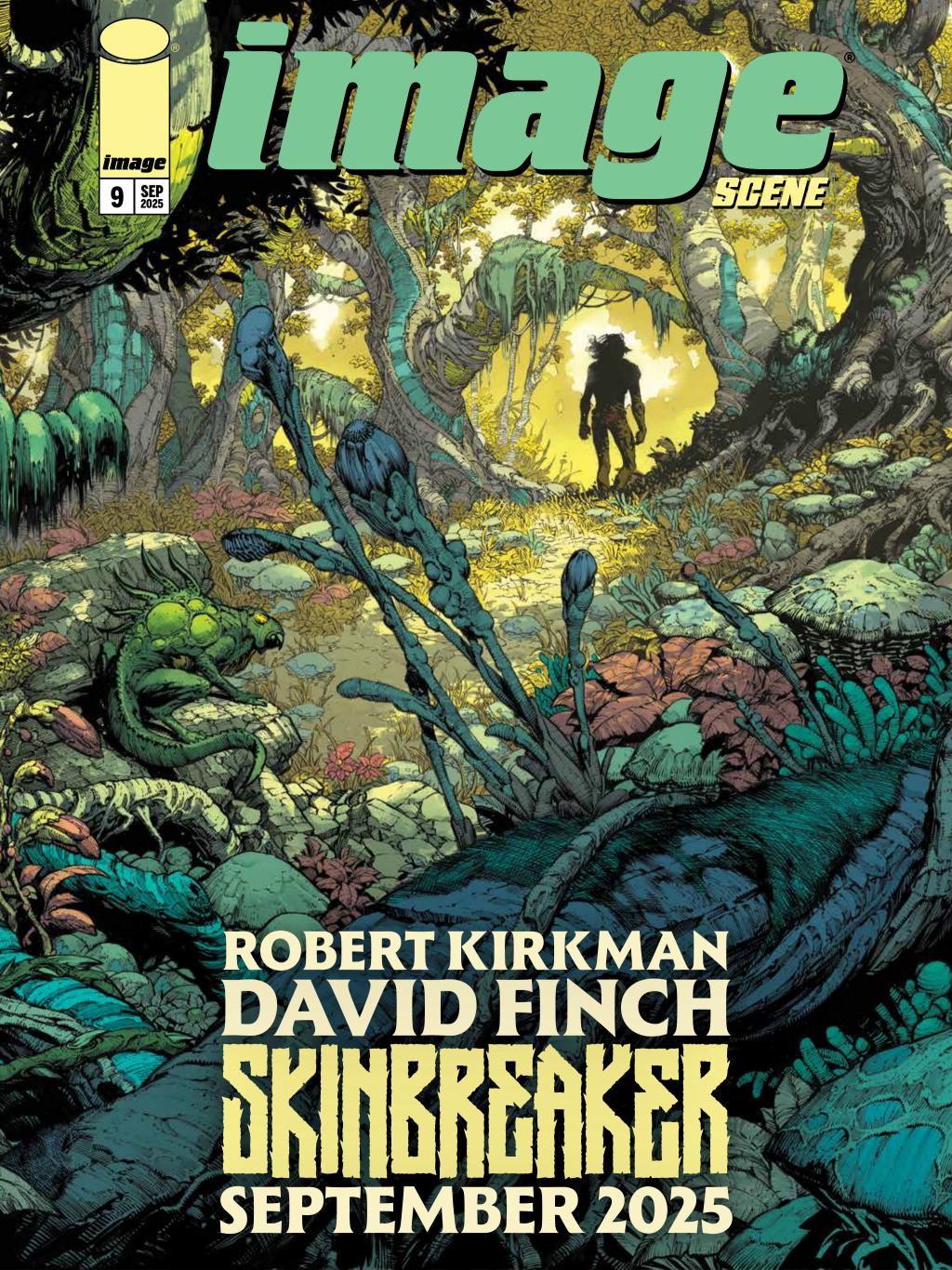
MONSTER FAN CLUB #3 (OF 3) MR

WRITER | JASON MILES ARTIST | SHAKY KANE COVER | SHAKY KANE

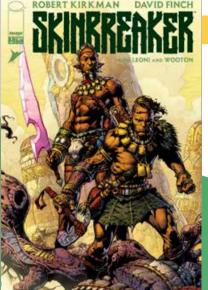
FULL COLOR | 52 PAGES | \$13.00 IN-STORE DATE | 10/15/2025 FOC DATE | 7/28/2025

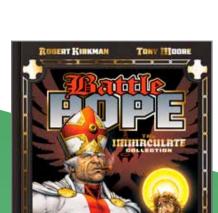


GHOULS! This is it! The mad conclusion to our main creature feature! Secret Santa (has swords for eyes) vs. Missus Puddington (transforming bat-winged battle-cat)! Stoker (suffering everyman-kaiju) finally meets his malformed brother right before unleashing his atomic fire breath! GASP! Grief-shock-attack compels Lady Die to remember her spooky origin story! Secret Santa shares the secret of Stoker's sauce! Mr. Frankenstein is the eclipse that saves the day! Brought to you by the lout & fiend of the comix underworld, Jason T. Miles & Shaky Kane! Plus! Fright to our new fanged feature BrAiNbUgS by Jane Kane and the resurrected ING by teenage-goblin Jesse McManus! Oh no it's Bobby Madness!!











NEW THIS MONTH



pg. 4





pg. 49



E EVERYONE SUITABLE FOR ALL AGES.

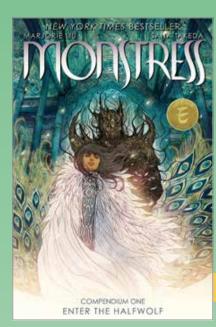
T TEEN (12+) SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN. MAY CONTAIN MILD PROFANITY, DARK MATERIAL OR SOME MATERIAL PARENTS MAY FIND UNSUITABLE OR WISH TO DISCUSS WITH YOUNGER READERS.

T+ TEEN PLUS (16+) SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 16/PRE-TEENAGERS. MAY CONTAIN PROFANITY, MINOR VIOLENCE, OR DRUG PARAPHERNALIA WHERE APPROPRIATE TO THE STORY. PARENTS ARE URGED TO BE CAUTIOUS.

M MATURE (18+) MATERIAL MAY CONTAIN SEXUALLY EXPLICIT CONTENT, HEAVY USE OF PROFANITY, OR EXCESSIVE GORE/ VIOLENCE AND THE STORY WAS CREATED WITH AN ADULT AUDIENCE IN MIND.



pg. 19



pg. 52



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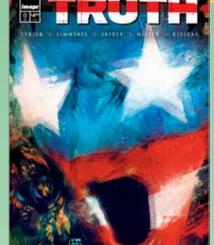


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SKINBREAKER #1

STORY ROBERT KIRKMAN
ART / COVER A DAVID FINCH &
ANNALISA LEONI

COVER B PORTRAIT / COVER H (1:2500)
ORIGINAL SKETCH DAVID FINCH
COVER C (1:10) TONY MOORE
COVER D (1:25) LORENZO DE FELICI
COVER E (1:50) ERIC CANETE
COVER F (1:100) RYAN OTTLEY
COVER G (1:1000) FOIL,

CGC SIGNED & GRADED
ROBERT KIRKMAN & DAVID FINCH
COVER I BLANK SKETCH

COVER J DIE CUT FOIL MASK DAVID FINCH

SEPTEMBER 24 32

32 PAGES

FC

\$4.9 COVE \$5.9

SERIES PREMIERE

ACTION & ADVENTURE

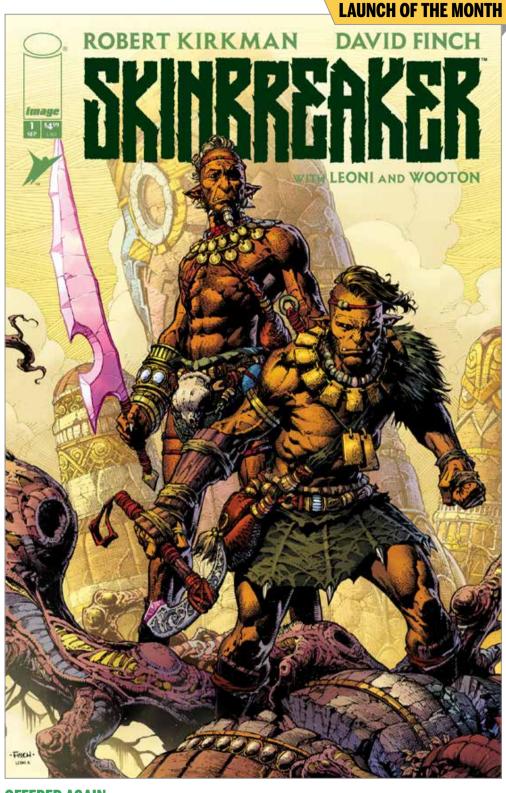
FOR FANS OF INVINCIBLE
UNIVERSE: BATTLE BEAST COMES
YOUR NEW FAVORITE SERIES!

The dream team of ROBERT
KIRKMAN (THE WALKING DEAD,
INVINCIBLE) and superstar artist
DAVID FINCH (Batman, New

Avengers) present a visionary action epic unlike anything you've ever seen.

Enor has led his tribe for many seasons, but his time as Chieftan is coming to an end. He wields the mighty SKINBREAKER, but at his age, he can barely lift it. Will Enor's reluctant heir, Anok, take over before their world falls to ruin? As a bloody power struggle begins, an even bigger threat lurks in the darkness beyond their village.

SKINBREAKER tells the story of a people on the verge of collapse and their fight for survival as the many threats they face close in for the kill.



OFFERED AGAIN

FIRE POWER BY KIRKMAN & SAMNEE, BOOK 1-2 HC OBLIVION SONG BY KIRKMAN & DE FELICI, BOOK 1-3 HC OUTCAST BY KIRKMAN & AZACETA, BOOK 1-4 HC

SKINBREAKER TREASURY EDITION #1

STORY ROBERT KIRKMAN

ART / COVER DAVID FINCH & ANNALISA LEONI

SEPTEMBER 24
SERIES

PREMIERE

32 PAGES

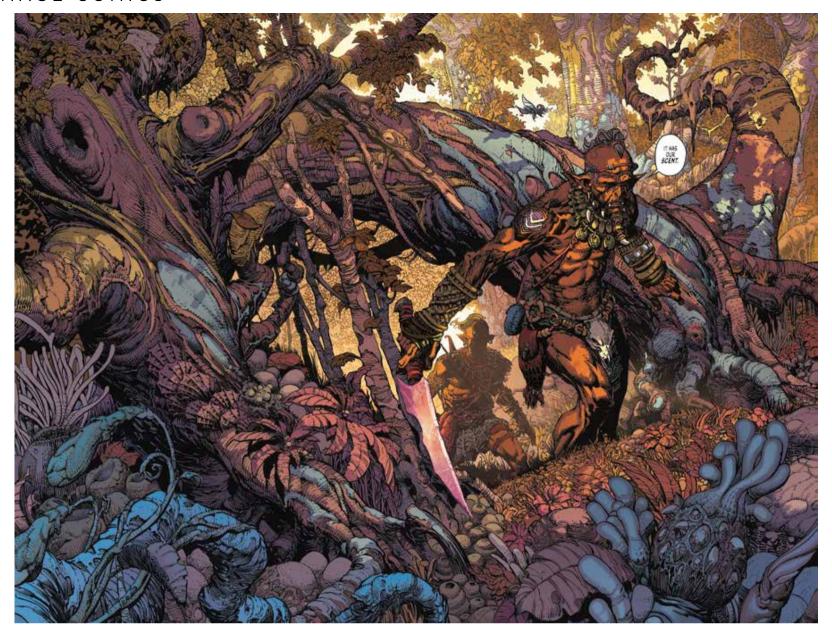
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ACTION & ADVENTURE

TRIM SIZE: 10" x 14"

PRESENTED IN A GORGEOUS TREASURY FORMAT ON NEWSPRINT PAPER!









ARTIFICIAL #1 (OF 4)

SPOTLIGHT

STORY / ART / COVER A MARIA LLOVET COVER B (1:25) JESÚS ORELLANA

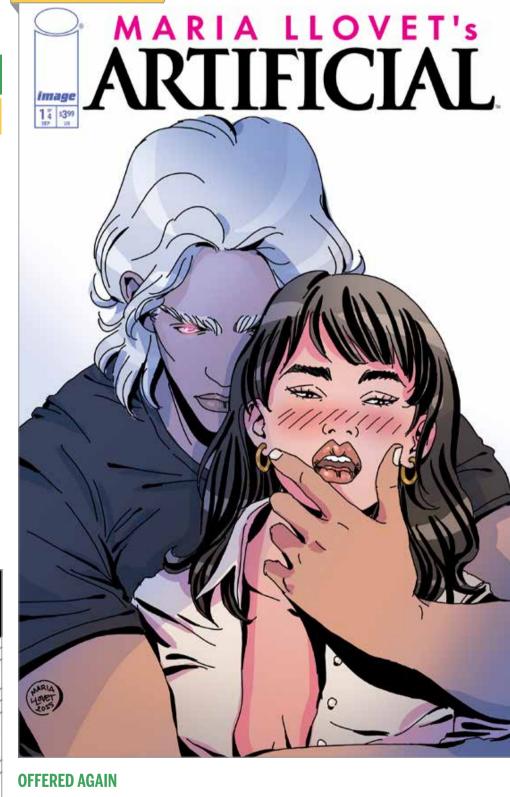
SEPTEMBER 3 32 PAGES FC M \$3.99

SCIENCE FICTION, ROMANCE

MINISERIES
PREMIERE

Clara, a fashion stylist disillusioned with love, turns to a futuristic dating service that offers lifelike android partners. But when her dream lover glitches into a possessive stalker, she finds herself trapped in a game of desire, control, and survival.

9 1/2 Weeks meets The Terminator in ARTIFICIAL, the new erotic thriller by acclaimed creator MARIA LLOVET (CRAVE, VIOLENT FLOWERS, ALL THE THINGS WE DIDN'T DO LAST NIGHT).















EVERYTHING DEAD & DYING #1 (OF 5)

STORY TATE BROMBAL

ART / COVER A / COVER B

JACOB PHILLIPS

COVER C (1:10) JOSHUA HIXSON

COVER D (1:25) SEAN PHILLIPS

COVER E STEALTH VARIANT

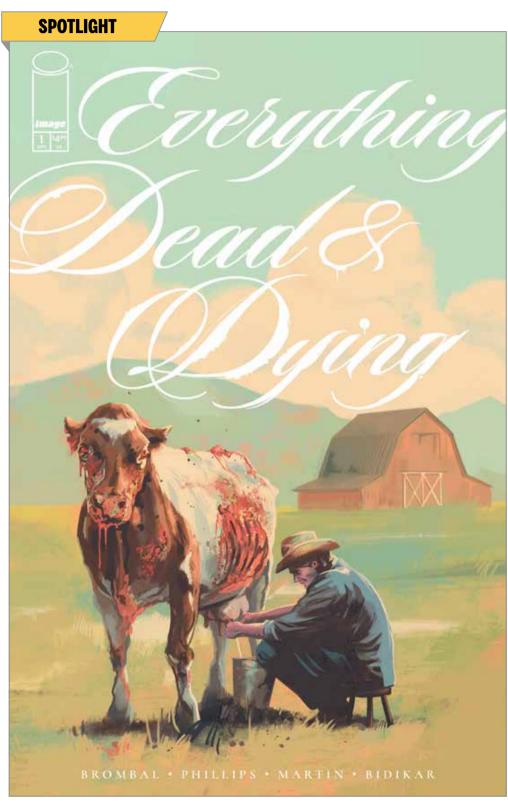


Jack Chandler is the sole survivor of the zombie apocalypse in his rural farming community, but rather than eliminate them, he has chosen to continue living alongside the undead—including the husband and adopted daughter he fought so hard to have. But when his town is discovered by outsiders, Jack suddenly becomes the one thing standing in the way of those who hope to kill his family for good.

Eisner Award-nominated creators

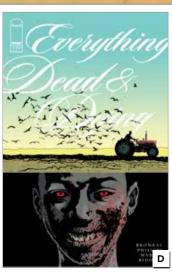
TATE BROMBAL (Barbalien, Batgirl) and JACOB PHILLIPS (THAT TEXAS BLOOD, NEWBURN)

team up for a haunting rural character piece set during a zombie outbreak, best described as **THE WALKING DEAD** meets **Essex County**.









OFFERED AGAIN
THE ENFIELD GANG MASSACRE TP
NEWBURN, VOL. 1-2 TP
THAT TEXAS BLOOD, VOL. 1-3 TP









GOOD AS DEAD #1

STORY DAVID LAPHAM & MARIA LAPHAM ART / COVER DAVID LAPHAM & DEE CUNNIFFE



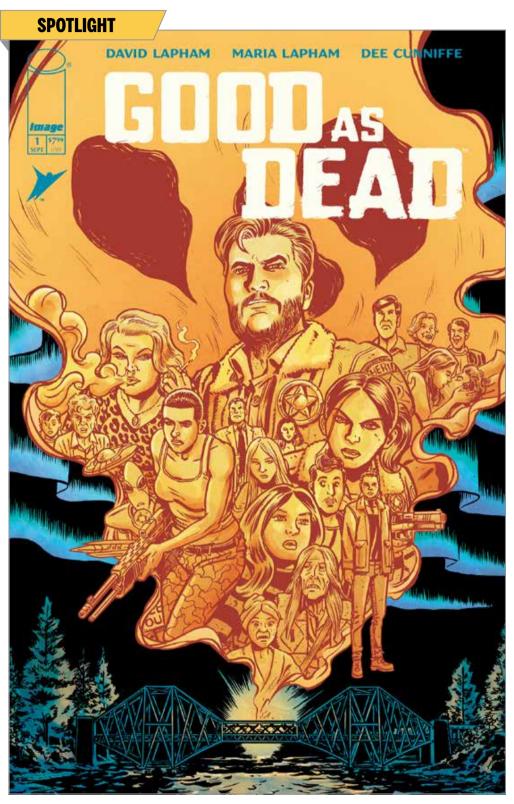
FOR FANS OF STILLWATER AND THAT TEXAS BLOOD

The Emissary Bridge has always connected the citizens of Port Lindon to hope and opportunity.

But when one man shockingly sets himself on fire, the bridge now brings something else to the town:

CERTAIN DEATH.

Comic book icons **DAVID** & **MARIA LAPHAM** (the Eisner Award-winning **STRAY BULLETS**) present a haunting
story of crime, justice, death, and how far
a small town will go to keep its secrets.



OFFERED AGAIN

STRAY BULLETS ÜBER ALLES EDITION TP STRAY BULLETS: SUNSHINE & ROSES, VOL. 1-4 TP









GRACIE'S GHOST TP

STORY / ART / COVER DAWN BROWN

144 PAGES **SEPTEMBER 10**

\$12.99

JUVENILE FICTION, SELF-ESTEEM & SELF-RELIANCE, BULLYING

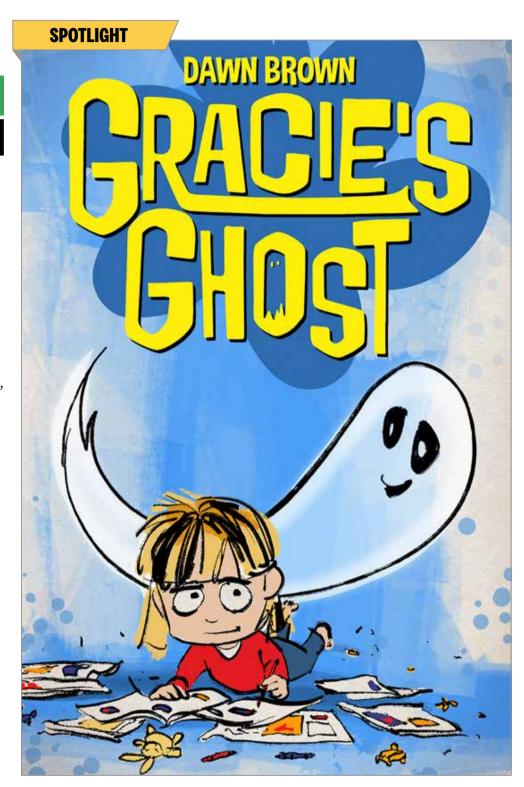
TRIM SIZE: 6" x 9"

A heartwarming tale of an eccentric kid navigating the perilous adventures of school and family life with the help of her guardian ghost.

In order to move on from the afterlife, a selfish ghost must make amends by helping a young girl build her confidence in a frustrating world full of school bullies, moms who just don't understand, scary teachers, and a younger brother who always gets what he wants.

GRACIES'S GHOST is an original graphic novel for tweens who haven't always had the easy road and need to know they aren't alone, or readers of any age rooting for the underdogs who get through life with the help of an imaginary friend.

Divided into brief, self-contained stories connected by themes of sibling rivalry, empathy, bullying, and perseverance, GRACIES'S GHOST is a bittersweet and emotional book, reminiscent of Calvin & Hobbes, The Girl and the Glim, and Sheets.



OFFERED AGAIN

NORROWAY, VOL. 1-2 TP ODDLY NORMAL, VOL. 1-3 TP









NO MAN'S LAND #1 (OF 4)

STORY / ART / COVER A / COVER C MOVIE HOMAGE "SEVEN" / **COVER D MOVIE HOMAGE "THE HUNT** FOR RED OCTOBER" / **COVER E SKETCH / COVER F MOVIE** HOMAGE "WHITEOUT" / **COVER G BLANK SKETCH** SZYMON KUDRAŃSKI **COVER B BRIAN MICHAEL BENDIS** & SZYMON KUDRAŃSKI



In 1963, when a body is discovered on the icy no-man's land between the USA and Russia known as "the Ice Curtain," the already fragile relationship between the superpowers threatens to collapse. With nuclear tensions rising, an FBI agent and a KGB operative must solve the murder—before the ice melts... and war ignites.

From **SOMETHING EPIC** and **BLOOD COMMANDMENT** creator **SZYMON KUDRAŃSKI** comes the must-read thriller of the year.

OFFERED AGAIN

BLOOD COMMANDMENT TP SOMETHING EPIC, VOL. 1-2 TP





\$3.99













