

## ***A GAME OF THRONES: VOLUME 1* by Daniel Abraham**

Bantam, 2012

### **PUBLISHER'S SUMMARY**

You've read the books. You've watched the hit series on HBO. Now acclaimed novelist Daniel Abraham and illustrator Tommy Patterson bring George R. R. Martin's epic fantasy masterwork *A Game of Thrones* to majestic new life in the pages of this full-color graphic novel, comprised of the initial six issues of the graphic series.

Winter is coming. Such is the stern motto of House Stark, the northernmost of the fiefdoms that owe allegiance to King Robert Baratheon in far-off King's Landing. There Eddard Stark of Winterfell rules in Robert's name. There his family dwells in peace and comfort: his proud wife, Catelyn; his sons Robb, Brandon, and Rickon; his daughters Sansa and Arya; and his bastard son, Jon Snow. Far to the north, behind the towering Wall, lie savage Wildings and worse--unnatural things relegated to myth during the centuries-long summer, but proving all too real and all too deadly in the turning of the season.

Yet a more immediate threat lurks to the south, where Jon Arryn, the Hand of the King, has died under mysterious circumstances. Now Robert is riding north to Winterfell, bringing his queen, the lovely but cold Cersei, his son, the cruel, vainglorious Prince Joffrey, and the queen's brothers Jaime and Tyrion of the powerful and wealthy House Lannister--the first a swordsman without equal, the second a dwarf whose stunted stature belies a brilliant mind. All are heading for Winterfell and a fateful encounter that will change the course of kingdoms.

Meanwhile, across the Narrow Sea, Prince Viserys, heir of the fallen House Targaryen, which once ruled all of Westeros, schemes to reclaim the throne with an army of barbarian Dothraki--whose loyalty he will purchase in the only coin left to him: his beautiful yet innocent sister, Daenerys.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Winter

Graphic novels

Good and evil

Fantasy comics

Imaginary places

Imaginary wars and battles

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Abra 1

Purchased in January 2021. Available on shelf in March 2021.

Total circulation on all print copies: 12

**OTHER LIBRARY HOLDINGS**

Held in 1177 libraries.

Lafayette Public Library System – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

East Baton Rouge Parish Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

**REVIEWS:** N/A

**BIOGRAPHICAL NOTE**

George R. R. Martin was born on September 20, 1948 in Bayonne, New Jersey. He began writing at an early age, selling monster stories for pennies to neighborhood children. He received B.S. and M.S. degrees in Journalism from Northwestern University. In 1986, he worked as a story editor for the CBS series *The Twilight Zone*. He was also an executive story consultant, producer and co-supervising producer for CBS's *Beauty and the Beast*.

In 1970, he sold the story *The Hero* to *Galaxy* magazine. Since becoming a full-time writer in 1979, he has written many novels, stories, and series including *A Song for Lya*, *Portraits of His Children*, *The Pear-Shaped Man*, and the *Song of Ice and Fire* series. He has won numerous awards including five Locus Awards, three Hugo Awards and two Nebula awards. In 2013 he made The New York Times Best Seller List with his titles *A Dance with Dragons* and *A Game of Thrones: a Clash of Kings, a Storm of Swords, a Feast for Crows*. His title's *Rogues* and *The Ice Dragon* made the New York Times List in 2014. Martin's title, *A Knight of Seven Kingdoms, A Song of Fire and Ice* novel, made the New York Times bestseller list in 2015. He is number 4 on the Hollywood Reporter's '25 Most Powerful Authors' 2016 list.

(Bowker Author Biography)

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***A GAME OF THRONES: VOLUME 2*** by Daniel Abraham  
Bantam, 2013

**PUBLISHER'S SUMMARY**

George R.R. Martin's epic fantasy masterwork *A Game of Thrones* is brought to life in the pages of this full-colour graphic novel. This is the second volume in what is sure to be one of the most coveted collaborations of the year. Now a major Sky Atlantic TV series from HBO, featuring a stellar cast. Novelist Daniel Abraham and illustrator Tommy Patterson are not merely turning George R.R. Martin's epic fantasy *A Game of Thrones* into a graphic novel: They are meticulously translating one art form into another, and capturing the intricate nuances of Martin's novels just as HBO is doing with the blockbuster series. The Abraham/Patterson collaboration is more than just a faithful adaptation. It is a labor of love-and a thrilling masterwork in its own right.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Comic books, strips, etc.  
Comics (Graphic works)  
Fantasy  
Fantasy comic books, strips, etc.  
Fantasy comics  
Magic  
Imaginary places  
Imaginary wars and battles  
Good and evil  
Graphic novels

**RECOMMENDED AGE GROUP:** N/A

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Adult/ Call number GN Abra 2

Purchased in January 2021. Available on shelf in March 2021.

Total circulation on all print copies: 8

**OTHER LIBRARY HOLDINGS**

Held in 1177 libraries.  
Lafayette Public Library System – Adult Graphic Novels  
Pasadena (TX) Public Library – Adult Graphic Novels  
East Baton Rouge Parish Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## REVIEWS:

**Library Journal** (October 25, 2013)

A Hugo, Nebula, and World Fantasy Award nominee, writer Abraham is renowned for his own fantasy and horror writing as well as experience in adapting Martin's work to sequential art (as in *Fevre Dream*; "Skin Trade"). Basing their effort on the first novel in Martin's "A Song of Fire and Ice" series, Abraham and Patterson (Farscape) have created two volumes, with an anticipated third forthcoming, that contain half of Dynamite Entertainment's 24-issue comic book series, plus an array of extras, including a too-generous foreword for Volume 1 by Martin, preliminary drawings, and a scene's original-text-to-finished-artwork dissection in Volume 2. Unfortunately, each virtue reveals a vice. While the artwork is consistently handsome and vivid, it fails to convey the medieval grit of the books (and the TV series) when it should. The scripting respects the source text, and fans may enjoy comparing the similarities and differences of the adaptations to the originals. However, only readers already familiar with the material will understand the context of the larger work and the important developments to come, which is necessary to counter the frequent unpleasantness on display. Based on the first two volumes alone, casual readers will wonder what all the fuss is about rather than crave more; stick with the TV show or Martin's original books. Verdict Violence, gore, and sexual content; appropriate for older teens and up. Acceptable for curious fans of Martin and the TV series *Game of Thrones* and for collections looking to capitalize on their popularity or cross-promote their DVD/Blu-ray sets.-J. Osicki, Saint John Free P.L., NB (c) Copyright 2013. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

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## BIOGRAPHICAL NOTE

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In 1970, he sold the story *The Hero* to *Galaxy* magazine. Since becoming a full-time writer in 1979, he has written many novels, stories, and series including *A Song for Lya*, *Portraits of His Children*, *The Pear-Shaped Man*, and the *Song of Ice and Fire* series. He has won numerous awards including five Locus Awards, three Hugo Awards and two Nebula awards. In 2013 he made The New York Times Best Seller List with his titles *A Dance with Dragons* and *A Game of Thrones: a Clash of Kings, a Storm of Swords, a Feast for Crows*. His title's *Rogues* and *The Ice Dragon* made the New York Times List in 2014. Martin's title, *A Knight of Seven Kingdoms, A Song of Fire and Ice* novel, made the New York Times bestseller list in 2015. He is number 4 on the Hollywood Reporter's '25 Most Powerful Authors' 2016 list.

(Bowker Author Biography)

**AWARDS & LISTS:** N/A

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***A GAME OF THRONES: VOLUME 3* by Daniel Abraham**

Bantam, 2014

### **PUBLISHER'S SUMMARY**

When dealing with a masterpiece, only the best will do. That's why writer Daniel Abraham and illustrator Tommy Patterson were chosen to adapt George R. R. Martin's beloved fantasy classic *A Game of Thrones* as a graphic novel. And as anyone who has read the previous two collected volumes of the ongoing series can attest, the result has been a stunning tour de force faithful in every respect to its brilliant original.

In King's Landing, Lord Eddard Stark of Winterfell--the Hand of King Robert Baratheon--is surrounded by enemies. Some are openly declared, such as Ser Jaime Lannister and his sister, Queen Cersei. Others are hidden in the shadows. Still others wear the smiling mask of friends. But all are deadly, as Eddard is about to discover.

Nor is the enmity between Eddard and the Lannister siblings the sole source of friction between these powerful noble families. For Tyrion Lannister, the Imp--whose stunted, twisted body houses the mind of a genius--has but lately won his freedom from Lady Catelyn Stark, Eddard's wife, who had accused him of attempting to murder her youngest son, Brandon. Now he seeks out his father, his restless thoughts bent on revenge.

Far to the north, the bastard Jon Snow, newly sworn to the Night's Watch, takes the first faltering steps toward a destiny stranger than he could ever dream--a destiny that will bring him face-to-face with unspeakable horrors from beyond the edge of the world.

While across the Narrow Sea, Daenerys Targaryen, wed to the great Dothraki warlord Khal Drogo, and pregnant with his child--a son prophesied to conquer the world--will see her own destiny take an unforeseen turn.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Winter

Comic books, strips, etc.

Graphic novels

Imaginary wars and battles

Magic

Martin, George R.R.

Good and evil

Imaginary places

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Abra 3

Purchased in February 2021. Available on shelf in March 2021.

Total circulation on all print copies: 6

### **OTHER LIBRARY HOLDINGS**

Held in 1177 libraries.

Lafayette Public Library System – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

East Baton Rouge Parish Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

### **REVIEWS:**

**Library Journal** (June 1, 2013)

No need to explain the allure of Martin's *A Game of Thrones* and no need to tell you that it has been adapted as a graphic novel; this is the third volume. Here, Lord Eddard Stark of Winterfell faces enemies known and unknown.

### **BIOGRAPHICAL NOTE**

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In 1970, he sold the story *The Hero* to *Galaxy* magazine. Since becoming a full-time writer in 1979, he has written many novels, stories, and series including *A Song for Lya*, *Portraits of His Children*, *The Pear-Shaped Man*, and the *Song of Ice and Fire* series. He has won numerous awards including five Locus Awards, three Hugo Awards and two Nebula awards. In 2013 he made The New York Times Best Seller List with his titles *A Dance with Dragons* and *A Game of Thrones: a Clash of Kings, a Storm of Swords, a Feast for Crows*. His title's *Rogues* and *The Ice Dragon* made the New York Times List in 2014. Martin's title, *A Knight of Seven Kingdoms, A Song of Fire and Ice* novel, made the New York Times bestseller list in 2015. He is number 4 on the Hollywood Reporter's '25 Most Powerful Authors' 2016 list.

(Bowker Author Biography)

**AWARDS & LISTS:** N/A

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***A GAME OF THRONES: VOLUME 4* by Daniel Abraham**

Bantam, 2015

### **PUBLISHER'S SUMMARY**

Bestselling writer Daniel Abraham and acclaimed illustrator Tommy Patterson bring their stunning graphic-novel adaptation of George R. R. Martin's classic *A Game of Thrones* to a stunning finish that merits a place alongside the majestic original on the bookshelf of every fantasy fan.

The death of King Robert Baratheon and the imprisonment of his Hand, Lord Eddard Stark of Winterfell, has set the great houses of Westeros at one another's throats.

In Winterfell, Eddard's eldest son and heir, Robb Stark, has gathered an army and is pushing south, determined to free his father. Along the way, he pledges to marry the daughter of Lord Walder Frey in exchange for a military advantage that allows him to capture Jaime Lannister--a powerful bargaining chip to ensure Lord Eddard's safe release. But it is one thing to capture the Kingslayer and quite another to hold him.

Meanwhile, in King's Landing, young King Joffrey has other ideas than an exchange of prisoners. Ignoring the advice of his mother, Queen Cersei, he throws oil on the flames of conflict and ignites a conflagration that seems likely to consume not only the Starks but all of Westeros--unless Tyrion Lannister, the Imp, can bring the mad boy-king to heel.

Beyond the Wall, greater dangers are brewing, as a winter as brutal as any in history approaches, bringing with it unnatural creatures out of legend. There, Eddard's bastard, Jon Snow, must decide once and for all where his loyalties lie.

And across the Narrow Sea, Daenerys Targaryen will learn the true measure of grief--and emerge from its fiery depths transformed, hardened, and ready to claim what is hers by right: the Iron Throne.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Winter

Comic books, strips, etc.

Graphic novels

Imaginary wars and battles

Magic

Martin, George R.R.

Good and evil

Imaginary places

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Abra 4

Purchased in February 2021. Available on shelf in March 2021.  
Total circulation on all print copies: 6

### **OTHER LIBRARY HOLDINGS**

Held in 705 libraries.

Lafayette Public Library System – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Nonfiction

East Baton Rouge Parish Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: No**

### **REVIEWS:**

"Grabs hold and won't let go. It's brilliant."--Robert Jordan

"Reminiscent of T. H. White's "The Once and Future King", this novel is an absorbing combination of the mythic, the sweepingly historical, and the intensely personal."--"Chicago Sun-Times

### **BIOGRAPHICAL NOTE**

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In 1970, he sold the story *The Hero* to *Galaxy* magazine. Since becoming a full-time writer in 1979, he has written many novels, stories, and series including *A Song for Lya*, *Portraits of His Children*, *The Pear-Shaped Man*, and the *Song of Ice and Fire* series. He has won numerous awards including five Locus Awards, three Hugo Awards and two Nebula awards. In 2013 he made The New York Times Best Seller List with his titles *A Dance with Dragons* and *A Game of Thrones: a Clash of Kings, a Storm of Swords, a Feast for Crows*. His title's *Rogues* and *The Ice Dragon* made the New York Times List in 2014. Martin's title, *A Knight of Seven Kingdoms, A Song of Fire and Ice* novel, made the New York Times bestseller list in 2015. He is number 4 on the Hollywood Reporter's '25 Most Powerful Authors' 2016 list.

(Bowker Author Biography)

### **AWARDS & LISTS: N/A**

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***BERSERK DELUXE EDITION 1* by Kentarō Miura**

Dark Horse Manga, 2019 (The deluxe edition is a compilation of original volumes 1-3)

### **PUBLISHER'S SUMMARY**

Have you got the Guts? Kentaro Miura's Berserk has outraged, horrified, and delighted manga and anime fanatics since 1989, creating an international legion of hardcore devotees and inspiring a plethora of TV series, feature films, and video games. And now the badass champion of adult fantasy manga is presented in an oversized 7 x 10 inch deluxe hardcover edition, nearly 700 pages amassing the first three Berserk volumes, with following volumes to come to serve up the entire series in handsome bookshelf collections. No guts, no glory! Collects volumes 1-3.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Good and evil  
Fantasy comics  
Comics (Graphic works)  
Mercenary troops  
Imaginary wars and battles  
Japan  
Horror comics  
Graphic novels  
Swordsmen

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Miur  
Purchased in March 2024. Available on shelf in March 2024.  
Total circulation on all print copies: 2

### **OTHER LIBRARY HOLDINGS**

Held in 250 libraries.  
Beaumont (TX) Public Library – Adult Graphic Novels  
East Baton Rouge Parish Library – Adult Graphic Novels  
Fayetteville (AR) Public Library –Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

### **REVIEWS:**

**Library Journal** (April 1, 2019):

Guts, aka the Black Swordsman, is a heavily scarred mercenary with a metal arm that doubles as a crossbow and an almost comically enormous sword capable of vanquishing entire hordes of enemies with a single stroke. Guts is cruel, vile, and cursed by both a tragic past and a

mysterious magical sigil, which is too bad for his numerous adversaries, including several savage and nightmarish demonic monsters, with which he comes into conflict through his endless wandering. After rescuing an elf named Puck, Guts can't shake the sweet and naïve sprite, who doubles as both comic relief and a counterpoint to Guts's nihilistic worldview. Fans of classic manga, sword-and-sorcery fantasy, and visceral horror will rejoice at this first volume in a new series of omnibus editions collecting the long-running series, which have inspired an array of video games, TV series, and film adaptations since first appearing in 1988. **VERDICT** Intense violence and graphic sexuality collide in what might be the most aptly titled fantasy saga of all time.

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### **BIOGRAPHICAL NOTE**

While attending college at Nihon University, in 1988, Kentaro Miura debuted a 48-page manga known as *Berserk Prototype*, an introduction to the current *Berserk* fantasy world. It went on to win Miura a prize from the Comi Manga School. In 1989, after receiving a doctorate degree, Kentarou started a project titled King of Wolves based on a script by Buronson, writer of *Hokuto no Ken* (*Fist Of The North Star*).

In 1990, the first volume *Berserk* was released with a relatively limited success. Miura again collaborated with Buronson on manga entitled *Japan*. Miura's fame grew after *Berserk* began "The Golden Age" story arc and the huge success of this masterpiece made of him one of the most prominent contemporary manga artists.

In 1997, Miura supervised the production of 25 anime episodes of *Berserk* that aired in the same year on NTV.

The series has also spawned a whole host of merchandise, both official and fan made, ranging from statues and action figures, to key rings, video games, and a trading card game. In 2002, Kentaro Miura received the second place in the Tezuka Osamu (Astro Boy) Cultural Prize of Excellence for *Berserk*. The author lives in Tokyo, Japan.

### **AWARDS & LISTS:**

Tezuka Osamu Cultural Prize - (Award for Excellence – 2002)

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***BLACK DOSSIER*** by Alan Moore

America's Best Comics, 2009

### **PUBLISHER'S SUMMARY**

In an alternate England in 1958, Mina Murray and Allan Quatermain seek the Black Dossier, which contains the history of the League of Extraordinary Gentlemen through the centuries, while fleeing from deadly secret agents.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

League of Extraordinary Gentlemen (Fictitious)

Graphic novels

Science fiction comic books, strips, etc

Comic books, strips, etc

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Mandeville/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Moo

Purchased in April 2008. Available on shelf in May 2008.

Total circulation on all print copies: 87

### **OTHER LIBRARY HOLDINGS**

Held in 571 libraries.

Fayetteville (AR) Public Library – Adult Graphic Novels

Beaumont (TX) Public Libraries – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS**

**Publishers Weekly** (December 3, 2007):

After several delays, the latest installment of Moore's pastiche of public domain literary figures is finally here and it's worth the wait. In 1958, two mysterious figures steal the Black Dossier, a compendium of information and articles relating to the league's most renowned incarnation, the group headed by the intrepid Mina Murray. The theft launches a tense chase as the thieves fight to stay one step ahead of thuggish government agents while reading the contents of the dossier, pieces that shed light on centuries-worth of secret and bizarre intrigues. Moore and O'Neill are in top form, crafting a virtually flawless fusion of prose and visuals that's an overwhelmingly dense and exhaustive nod to pre-existing works in media ranging from literature, legends, television and film, teasing the reader in the know with appearances by Orwellian totalitarianism, Lovecraftian abominations, Jeeves and Wooster, Bulldog Drummond, Ian Fleming's famed double-o operative, lusty Fanny Hill and a host of others, capped with a

section requiring 3-D glasses (included). Too loaded with content to be fully absorbed in one reading, this is a challenging, adult volume that's a delight for fans of pop culture and lovers of heroic adventure. "(Nov.)" Copyright 2007 Publishers Weekly Used with permission.

**Booklist** (January 1, 2008):

Before it was a dismal Sean Connery movie, *The League of Extraordinary Gentlemen* was a celebrated comic book bringing together characters from disparate literary works to protect an alternate nineteenth-century Britain. The latest collection the last with DC centers on the mysterious Black Dossier, stolen by H. Rider Haggards series hero Allan Quatermain and the forever youthful Mina Murray of Bram Stokers *Dracula*. As these two read the dossier while pursued by government agents, the secrets and history of the League over the years unfold, and various documents interrupt the story line, including a pornographic Tijuana bible aimed at Orwells 1984, a 25-page biography of Virginia Woolfs Orlando, and an early League-days section featuring Shakespeares Prospero. The file proper includes a segment written in Beat style by Sal Paradise of *On the Road* and a 3-D finale (glasses come with each copy). Exhausted casual readers may think this is all too clever for its own good, but League-oholics will love undergoing multiple readings and poring over every packed panel and reference to adventure, travel, and speculative fiction classics. (Reprinted with permission of Booklist, copyright 2008, American Library Association.)

**BIOGRAPHICAL NOTE**

Alan Moore is perhaps the most acclaimed writer in the graphic story medium, having garnered countless awards for works such as *WATCHMEN*, *V FOR VENDETTA*, *SWAMP THING* and *Miracleman*. He is also the mastermind behind the America's Best Comics line, through which he has created (along with many talented illustrators) *THE LEAGUE OF EXTRAORDINARY GENTLEMEN*, *PROMETHEA*, *TOM STRONG*, *TOMORROW STORIES* and *TOP TEN*. As one of the medium's most important innovators since the early 1980s, Moore has influenced an entire generation of comics creators, and his work continues to inspire an ever-growing audience.

**AWARDS & LISTS**

2008 Eagle Award

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***BLANKETS*** by Craig Thompson

Top Shelf Productions, 2003

**PUBLISHER'S SUMMARY**

Named one of Time's top 100 Best Young Adult Books of All Time!

Wrapped in the landscape of a blustery Wisconsin winter, *Blankets* explores the sibling rivalry of two brothers growing up in the isolated country, and the budding romance of two coming-of-age lovers. A tale of security and discovery, of playfulness and tragedy, of a fall from grace and the origins of faith. A profound and utterly beautiful work from Craig Thompson.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Man-woman relationships

First loves

Graphic novels

Comic books, strips, etc

United States

Family

**RECOMMENDED AGE GROUP:** 16 and up

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Thom

Purchased in October 2007. Available on shelf in October 2007.

Total circulation on all print copies: 93

**OTHER LIBRARY HOLDINGS**

Held in 102 libraries.

Pasadena (TX) Public Library – Adult Graphic Novels

Johnson County (KS) Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:**

**Booklist** (June 1, 2003):

Thompson's graphic novel debut, *Goodbye Chunky Rice* (1999), was a delicate parable of loss that garnered deserved acclaim. The eagerly awaited, autobiographical follow-up to it is more ambitious, more accomplished, and more accessible. Thompson recalls growing up in a religious family in rural Wisconsin, particularly his affectionate tussles with his younger brother, with whom he shared a bed and the titular blankets. A few years later, he experiences the painful intensity of first love with Raina, a girl from Michigan he meets at a regional church camp. When the pair are separated, his loss of faith in his love for Raina presages his later loss of

religious faith. The blanket motif reappears throughout the work, forthrightly as the handmade quilt Raina gives him, and more subtly as the blank sheets of paper he confronts as a budding artist. Eschewing the usual alt-comics cynicism, Thompson's evocation of high-school romance manages to be both romanticized and clear-eyed. His visual mastery shows in fluid line work, assured compositions, and powerful use of solid black areas and negative space. Weighing in at nearly 600 pages, this is a genuine graphic "novel," with a universal appeal that suits it for any collection. (Reprinted with permission of Booklist, copyright 2003, American Library Association.)

**Library Journal** (July 1, 2003):

Four years in the making, this is Thompson's follow-up to his first GN, the acclaimed *Good-Bye, Chunky Rice*. Here he enters the realm of autobiographical comics, intertwining the stories of his relationships with his younger brother, Phil (with whom he had to share blankets as a child), and with his first girlfriend, Raina (with whom he also shared a blanket). Raised by strict Catholic parents, Thompson struggles with his own faith, attracted to the message but repelled by the Church, and his black-and-white art makes use of Christian imagery. The art here is more realistic than that of *Chunky Rice* but sometimes erupts into angular, nightmarish images (like those of David B.'s *Epileptic*) or warm, paisley fantasyscapes. Among the trials and the happiness is another story, that of Thompson the artist: his youthful enthusiasm for drawing, his religion-inspired adolescent rejection of art, and his rediscovery of its power. That power is on full view here, in Thompson's masterly telling of a moving, deeply human story. The work contains some explicit nudity. More accessible than *Chunky Rice*, this is highly recommended for adult collections. Copyright 2003 Library Journal, LLC Used with permission.

**Publishers Weekly** (August 18, 2003):

Revisiting the themes of deep friendship and separation Thompson surveyed in *Goodbye Chunky Rice*, his acclaimed and touching debut, this sensitive memoir recreates the confusion, emotional pain and isolation of the author's rigidly fundamentalist Christian upbringing, along with the trepidation of growing into maturity. Skinny, naive and spiritually vulnerable, Thompson and his younger brother manage to survive their parents' overbearing discipline (the brothers are sometimes forced to sleep in "the cubby-hole," a forbidding and claustrophobic storage chamber) through flights of childhood fancy and a mutual love of drawing. But escapist reveries can't protect them from the cruel schoolmates who make their lives miserable. Thompson's grimly pious parents and religious community dismiss his budding talent for drawing; they view his creative efforts as sinful and relentlessly hector the boys about scripture. By high school, Thompson's a lost, socially battered and confused soul-until he meets Raina and her clique of amiable misfits at a religious camp. Beautiful, open, flexibly spiritual and even popular (something incomprehensible to young Thompson), Raina introduces him to her own less-than-perfect family; to a new teen community and to a broader sense of himself and his future. The two eventually fall in love and the experience ushers Thompson into the beginnings of an adult, independent life. Thompson manages to explore adolescent social yearnings, the power of young love and the complexities of sexual attraction with a rare combination of sincerity, pictorial lyricism and taste. His exceptional b&w drawings balance representational precision with a bold and wonderfully expressive line for pages of ingenious, inventively

composed and poignant imagery. (July) Copyright 2003 Publishers Weekly Used with permission.

**School Library Journal** (April 1, 2004):

Adult/High School-Thompson's *Good-bye, Chunkie Rice* (Top Shelf, 1999) offered readers well-realized but fantastic characters in a tale that nicely combined sentiment with adventure. This second, much longer work shares the acuity for character development and dynamic sensitivity that makes the author so compulsively readable. In *Blankets*, however, realism reigns supreme in both the story arc and in the humanity of its characters. Thompson himself is the protagonist, and this is his tale of growing up, falling in love (and realizing the physical and moral complications that can imply), discovering the texture and limits of his faith, and arriving at a point from which he can look back at those experiences. The snowy Midwest, peopled by overweight parents, hairy youths, and lovingly depicted younger siblings-including a respectfully and realistically treated minor character with Down syndrome-is energetically realized in Thompson's expressive lines and inking. Much of the story occurs when Craig and his brother Phil are young boys and includes images of such boyish pranks as peeing on one another. Older high school students who have reached an age when nostalgia is possible will warm to Thompson's own wistfulness. This is a big graphic novel, in concept and successful execution. -Francisca Goldsmith, Berkeley Public Library, CA Copyright 2004 School Library Journal, LLC Used with permission.

**BIOGRAPHICAL NOTE**

Craig Thompson is a critically-acclaimed graphic novelist best known for his books *Good-Bye, Chunky Rice*, *Blankets*, *Carnet de Voyage*, and *Habibi*. Thompson has received three Eisner Awards, four Harvey Awards, and two Ignatz Awards. In 2007, his cover design for the *Menomena* album *Friend and Foe* received a Grammy nomination for Best Recording Package. Craig lives in Los Angeles, California.

**AWARDS & LISTS:**

- Eisner Award (Nominee – 2004)
- Green Mountain Book Award (Nominee – Grades 9-12 – 2007)
- Harvey Award (Winner – 2004)
- Ignatz Award (Winner – 2004)
- Grand Prix de la Critique ACBD (2005)
- Best Fiction for Young Adult (Selection – 2004)
- ALA Popular Paperbacks for Young Adults (2005)
- ALA Outstanding Books for the College Bound (2009)
- Time's 10 All-Time Graphic Novels
- Wizard Magazine's Top 100 Graphic Novels of the Past 20 Years

**RESOURCES**

- Ingram Content Group, LLC
- Books in Print 2.0
- Worldcat

Individual library websites (for holdings info)

***BREAKDOWNS: PORTRAIT OF THE ARTIST AS A YOUNG %@[squiggle][star]! by Art Spiegelman***

Pantheon Books, 2008

**PUBLISHER'S SUMMARY**

The creator of the Pulitzer Prize-winning "Maus" explores the comics form--and how it has formed him. This illustrated essay looks back at the 1960s as the artist pushes 60, in this collection that alters the terms of what can be accomplished in a memoir.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Comic books, strips, etc.

Cartoonists

Spiegelman, Art

Children of Holocaust survivors

**RECOMMENDED AGE GROUP: N/A**

**HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Spi

Purchased in September 2008. Available on shelf in January 2009.

Total circulation on all print copies: 11

**OTHER LIBRARY HOLDINGS**

Held in 882 libraries.

East Baton Rouge Parish Library – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Nonfiction

**PATRON REQUEST/SUGGEST A PURCHASE: N/A**

**REVIEWS:**

**Publishers Weekly** (September 15, 2008):

This reprint of Spiegelman's 1978 collection of comics is a must-have for any comics aficionado, art-house dude, hipster or anyone who ever thought to himself, Hmm, comics are kinda cool. It will also be liked by anyone who ever enjoyed Kafka or anything postmodern enough to be in McSweeneys. There's still enough here for regular people to enjoy, too. The 30-page memoirish introduction, all done in comics (in which we get to see Spiegelman mess up his sons mind the way his was messed up) explains how comics came to be the shining light for so many messed-up adolescent boys: "Mad" warped a generation in the bland American 1950s something that's been done before, but possibly not so well. The early comics are a revelation. Spiegelman gives us the story that led to "Maus", and we see how he evolved from an R. Crumbloving artist with neuroses pertaining to "The Dick Van Dyke Show" to a tight storyteller of anxious, modern

folktales. One of the functions of the artist is to take us to hell and get us out in one piece. Spiegelman's early trips into hallucinatory darkness do this. We come out in one piece; it's not clear he did. "(Oct.)" Copyright 2008 Publishers Weekly Used with permission.

### **Booklist** (November 18, 2022)

Among the perennially relevant, permanently indisputable pioneers of the graphic genre is Spiegelman, whose Pulitzer Prize-winning *Maus* remains a groundbreaking masterpiece. The provenance for that achievement is a 1972 three-page strip, included in this celebrated historical compilation, which was first published in 1978 "against all odds," Spiegelman writes in his do-not-miss afterword. "There was no demand for a deluxe large-format album that collected the scattered handful of short autobiographical and structurally 'experimental' comics I'd made between 1972 and 1977—except by me." The initial 5,000-copy run, half of which were "unusable" due to "woozy all-nite session"—afflicted printers, barely saw any demand. After *Maus* became a phenomenon, Pantheon reissued a hardcover *Breakdowns* in 2008. Forty-five years since its muddled debut, the latest deluxe paperback, with its impossible-to-ignore psychedelic cover, arrives close-up ready. From the hauntingly realistic (the precursor "Maus" and "Prisoner on the Hell Planet," about Spiegelman's mother's suicide), to the deeply disturbing (violent "Cracking Jokes"; surreal "Ace Hole"), and even those "naughty bits" that require the "ADULTS ONLY!" warning, Spiegelman's genius as a "young %@&\*!" awaits discovery by the newest generation of academics, aficionados, devotees, and groupies. "Breakdowns is a manifesto, a diary, a crumpled suicide note and a still relevant love letter to a medium I adore," Spiegelman promises, just before he gets the final laugh (but, of course) in his ending "Synopsis"—no spoilers. From Booklist, Copyright © American Library Association. Used with permission

### **BIOGRAPHICAL NOTE**

**ART SPIEGELMAN** is one of the world's most admired and beloved comic artists, best known for his Pulitzer Prize-winning Holocaust narrative, *Maus*. Born in Stockholm in 1948, Spiegelman began studying cartooning in high school and drawing professionally at age sixteen. He studied art and philosophy at Harpur College before joining the underground comics movement in the 1960s. Spiegelman taught history and the aesthetics of comics at the School of Visual Arts in New York from 1979 to 1986, and in 1980 he founded *RAW*, the acclaimed avant-garde comics magazine, with his wife, Françoise Mouly. Honors Spiegelman has received include induction into the Will Eisner Hall of Fame and the Art Director's Club Hall of Fame. In 2005, he was named one of *Time* magazine's 100 Most Influential People. He was made an Officier de l'Ordre des Arts et des Lettres in 2007, and in 2011 he was awarded the Grand Prix at the Angoulême International Comics Festival. In 2015, he was elected to the American Academy of Arts and Letters, and in 2018 he became the first comic artist to receive the Edward MacDowell Medal. His art has been exhibited at museums throughout the world, including the Pompidou Center in Paris, the Ludwig Museum in Cologne, the Vancouver Art Gallery, the Jewish Museum in New York City, and the Los Angeles Museum of Contemporary Art.

**AWARDS & LISTS:**

2009 Eisner Award - Nominee

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***CALAMITY JANE: THE CALAMITOUS LIFE OF MARTHA JANE CANNARY, 1852-1903***

by Christian Perrissin

IDW Publishing, 2017

### **PUBLISHER'S SUMMARY**

Return to the real-life days of the wild, wild West where the life was rough... especially for women. The prototypical cowgirl, Calamity Jane was a bona fide frontierswoman, a professional scout, drunk, and sometime whore, doing whatever it took to stay alive in the hardscrabble days of American expansion. Writer Christian Perrissin (*El Niño, Cape Horn*) joins forces with Alph-Art-winning artist Matthieu Blanchin to tackle the legend of Martha Jane Cannary and her daring life alongside the likes of Buffalo Bill Cody and Wild Bill Hickok. Presented in English for the first time ever, this graphic novel illustrates the extraordinary tale of an independent woman with gumption -- the incredible Calamity Jane!

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Comic books, strips, etc

Graphic novels

Women pioneers

Calamity Jane

Biographical comics

Western comics

Frontier and pioneer life

West (U.S.)

France

Biographical comic books, strips, etc.

Historical comics

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 978.0209  
Per

Purchased in January 2018. Available on shelf in January 2018.

Total circulation on all print copies: 11

### **OTHER LIBRARY HOLDINGS**

Held in 187 libraries.

Plano (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

Broward County Florida Library – Adult Biographies

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:**

**Library Journal** (December 1, 2017)

Calamity Jane told tall tales about herself, winning acclaim as a storyteller-performer in Buffalo Bill's Wild West Show. The real life of this daring gal was probably less heroic but just as fascinating. As told by Perrissin (*Cape Horn*), Martha Jane Cannary (1852-1903) grew up caring for five siblings, traveling west with her widowed father but refusing second-wife status when a Mormon proposed. Going off on her own, often in male garb, she drove oxen teams as a bullwhacker, rode for the Pony Express, and worked as a scout, nurse, laundress, waitress, and barkeep. Danger was always close: drunken men, Indian parties, sickness, accidents, enticements of alcohol and gambling, plus unsanitary conditions and childbirth. Jane had several children, one reportedly fathered by Wild Bill Hickok via a passionate romance. Blanchin's (*Quand vous pensez que j'étais mort*) smudgy ink drawings capture beautifully the realism of frontier life, with its unrelenting grime and its outcasts and eccentrics. VERDICT As a mature-readers supplement to Laura Ingalls Wilder's "Little House" books, this Angouleme Award winner makes a splendid volume for those interested in the Old West, women's history, and American history of the 1800s.--MC

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**BIOGRAPHICAL NOTE**

**Christian Perrissin** attended the Fine Arts of Annecy and the workshop BD of Applied Arts Duperré in Paris, but gravitated towards writing. Between 1987 and 1990 he trained with **Yves Lavandier**. In 1992, he published *The Hunt of Prince Charming*, the first album of the series *Hélène Cartier* created with cartoonist Buche. Meanwhile, he worked for Bayard Presse, wrote for TV series (Tribunal and Dr Sylvestre), and embarked on a movie project as part of a workshop funded by Canal + Scripture. Then with Marc Bourgne as a draftsman, he continued the series *Redbeard*, succeeding Jean-Michel Charlier and Jean Ollivier.

**AWARDS & LISTS:**

2018 Excellence in Graphic Literature Award (Finalist – Adult Non-fiction)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## **CRISIS ZONE** by Simon Hanselmann

Fantagraphics Books, 2021

### **PUBLISHER'S SUMMARY**

As the Covid-19 pandemic continued to escalate far beyond any reasonable expectations, Crisis Zone escalated right alongside, in real time, with daily posts on Instagram. Crisis Zone's battle mission was to amuse the masses: no matter how horrible and bleak everything seemed, at least Werewolf Jones wasn't in your house! Over the course of 2020, Crisis Zone has amassed unprecedented amounts of new fans to the Megg and Mogg universe and is presented here, unabridged and uncensored, with a slew of added pages and scenes deleted from the webcomic, as well as an extensive "Director's Commentary" from Hanselmann himself. Watch Megg attempt to bury herself in a digital world of escapism! See Mogg fall down the rabbit hole of paranoia and conspiracy theories! Experience Owl's metamorphosis from timid and uptight worrywort to a no-holds-barred, asskicking leader and back again! Witness Werewolf Jones's journey from reluctant erotic performer, to viral TikTok stardom, to Netflix sensation! Bouncing rapidly between comedy, horror, action, and relational soap-operatics, Crisis Zone refuses to take the pedal off the gas as we all hurtle towards unknown destinations.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Humorous comics

Witches

Cats

Comics (Graphic works)

Quarantine

Graphic novels

Addicts

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Hans  
Purchased in August 2021. Available on shelf in August 2021.  
Total circulation on all print copies: 7

### **OTHER LIBRARY HOLDINGS**

Held in 376 libraries.

Lafayette Public Library System – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## REVIEWS:

### Library Journal (06/01/2021):

In March 2020, a witch named Megg, a cat named Mogg, and their roommate Owl watch a report about the country entering lockdown due to COVID-19. While Megg worries whether this means a video game she's preordered will be delayed and Mogg spirals with anxiety, Owl sets about sanitizing every surface in their home--a futile effort, due to the imminent arrival of Werewolf Jones and his two sons, followed by drug-dealing wizard Mike, and Booger, who's a transgender bogeywoman. Soon, the cast of characters (all from Hanselmann's long-running "Megg, Mogg, and Owl" series) find themselves careening through a series of drug-fueled misadventures that involve raging house fires, multiple hostage situations, attempted murders, pregnancy scares, gunfights with vengeful bunny rabbits, and infidelity. All the while, they reckon with civil unrest, identity politics, a presidential election, homeschooling, cancel culture, and sudden notoriety following the premiere of a reality series about their lives. **VERDICT** Hanselmann (*Seeds and Stems*) proves the perfect author to capture American life in late 2020. His new volume escalates the depravity at a relentless pace and delivers both laugh-out-loud gags and genuine pathos, as his casts' self-absorbed and self-destructive behavior reveals a desperate need for stability and a sense of belonging in an increasingly fractured and contentious culture. Copyright 2021 Library Journal, LLC Used with permission.

### Publishers Weekly (08/09/2021):

Hanselmann (*Seeds and Stems*) trucks on with his gross-out dark stoner dramedy series Megahex. Here, the oddball cast contends with the Covid-19 pandemic and a world seemingly spiraling out of control. The lockdown quickly leads to desperation for the mentally ill and drug-addicted protagonists: perpetually high Megg dissociates from reality with the video game *Animal Crossing*, uptight Owl attempts to maintain order by threatening everyone around him at knifepoint, and nigh-sociopathic Werewolf Jones makes ends meet by becoming an online porn star, which eventually lands him a Netflix reality series called *Anus King*. Hanselmann's deranged approach to comedy maintains its edge, particularly in one extended parody of/homage to action films. The plotting is haphazard, though, and the frequent attempts to satirize "psychotic conservatives and unhinged uber-leftists" come off as a smug indie-comix approximation of *South Park*. This more political line is hammered home in Hanselmann's "director's commentary," which will pique the interest of devoted fans, but others will likely find the consistently terrible, misanthropic nature of the characters at odds with the series' climbing up on a soapbox, which renders the humor more didactic than suits the surreality of the series. It's an acquired taste. (Aug.) Copyright 2021 Publishers Weekly, LLC Used with permission.

## BIOGRAPHICAL NOTE

Simon Hanselmann hails from Tasmania but resides with his family in Los Angeles, CA. His bestselling *New York Times* series *Megg, Mogg and Owl* has been translated into thirteen languages, nominated for multiple Ignatz and Eisner awards, and won Best Series at the Angouleme International Comics Festival in 2018.

**AWARDS & LISTS: N/A**

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***DANDADAN 1*** by Tatsu Yukinobu

Viz Media, 2022

### **PUBLISHER'S SUMMARY**

Momo Ayase and Okarun are on opposite sides of the paranormal spectrum regarding what they'll believe in and what they won't. Their quest to prove each other wrong leads them down a path of secret crushes and paranormal battles they'll have to participate in to believe! Momo Ayase strikes up an unusual friendship with her school's UFO fanatic, whom she nicknames "Okarun" because he has a name that is not to be said aloud. While Momo believes in spirits, she thinks aliens are nothing but nonsense. Her new friend, meanwhile, thinks the exact opposite. To settle matters, the two set out to prove each other wrong--Momo to a UFO hotspot and Okarun to a haunted tunnel! What unfolds next is a beautiful story of young love...and oddly horny aliens and spirits? —

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Extraterrestrial beings

Spirits

Paranormal comics

Graphic novels

Japan

**RECOMMENDED AGE GROUP:** 14 to 17

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell / Shelved in Graphic Novel Restricted/ Call number GNR Tats 1

Purchased in March 2024. Available on shelf in April 2024.

Total circulation on all print copies: 1

### **OTHER LIBRARY HOLDINGS**

Held in 54 libraries.

Pasadena (TX) Public Library – Adult Graphic Novels

Birmingham (AL) Public Library – Adult Graphic Novels

Springfield-Greene (MO) County Library District – Adult Comic Books

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

**REVIEWS:** N/A

### **BIOGRAPHICAL NOTE**

Yukinobu Tatsu debuted in *Gekkan Shounen Magazine* with *Seigi no Rokugou* (Rokugou of Justice). He has also worked as an assistant for manga artist Tatsuki Fujimoto on the well-known series *Chainsaw Man* and *Fire Punch*.

**AWARDS & LISTS:**

Kono Manga ga Sugoi! (This Manga is Amazing!) List (Top 20 for 2022)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***DARKLY SHE GOES*** by Hubert

NBM Publishing, 2023

### **PUBLISHER'S SUMMARY**

"Once upon a time there was a fallen knight, who believed that saving a princess would allow him to atone for his crimes. Once upon a time there was a dark princess, who believed that it was up to her to atone for the crimes of her parents... Banished for a fault that forever taints his reputation, Arzhur wanders from tavern to field of battle in search of the next contract which will fill his purse. One night, three mysterious old women offer him to regain honor and fortune if he frees the daughter of a neighboring king, held captive in the ruins of an abandoned castle. But Islen is not the damsel in distress that he expected to save... Magnified by the virtuoso art of Vincent Malléi, Hubert questions the weight of family heritage and delivers, under the finery of a tale, an intimate reflection on our inner monsters. *Darkly She Goes* is an ode to redemption where determinism and free will clash, carried by two masters of the fantasy genre." –

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Monsters

Adventures and adventurers

Fantasy comics

Action and adventure fiction

Princesses

Redemption

Graphic novels

Knights and knighthood

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelves in Graphic Novel Restricted/ Call number GNR Hube

Purchased in June 2023. Available on shelf in July 2023.

Total circulation on all print copies: 6

### **OTHER LIBRARY HOLDINGS**

Held in 278 libraries.

East Baton Rouge Parish Library – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

Round Rock (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## REVIEWS:

### Library Journal (April 21, 2023):

In many tales, a noble knight rides forth to slay the monster and rescue the helpless damsel in distress. That's not this tale. Arzhur, a disgraced knight, is hired by three mysterious women to retrieve a princess from a dark, abandoned castle, only to find that not all monsters are easily identified, and this damsel Islen has the potential to cause more destruction than any mythical beast. The story wonders what if the stereotypical princess attribute of talking with animals has a much darker aspect and explores how far Arzhur is willing to go to regain his honor. Full nudity and some dark death scenes make this best for mature audiences, as suffering plays large in this Grimm-style fairy tale. The graphic novel was created after Hubert's passing in 2020, with Mallié illustrating Hubert's script. **VERDICT** In this fantasy tale, Mallié (*Arsène Lupine, Gentleman Thief*) and Hubert (*Beauty*) create an ethereal, shadow-strewn world where cruel pasts corrupt the present.--**Mary E. Butler** Copyright 2023 Library Journal, LLC Used with permission.

### Booklist (May 31, 2023):

Disgraced Arzhur is hired by a trio of hags to rescue the princess Islen from a dangerous situation and return her to her father's kingdom. Arzhur is successful, but Islen is anything but grateful. They run from the hags, but both Arzhur and Islen are hiding details about themselves that could change the course of their journey, though those secrets don't prevent them from falling in love with each other. Readers will find several common fantasy themes here: the damsel who seems in distress but isn't; the fallen knight; the journey home. Visual perspectives change from panel to panel, which seems to help drive the journey onward. Emotions are easily readable on the characters' faces, though some of the panels depicting action can be difficult to follow. Readers who enjoy Arthurian fantasies or discernible character development will enjoy this tale. Note that while Arzhur and Islen's relationship starts out innocently enough, their romance becomes steamy as it progresses. COPYRIGHT(2023) Booklist, ALL RIGHTS RESERVED.

### Foreword (June 6, 2023):

A princess and a disgraced former knight find love despite dark magic, family secrets, and tragedy in the graphic novel *Darkly She Goes*. Islen is a beautiful princess trapped in a foreboding castle full of monsters. When Arzhur is asked to rescue her, it seems like the perfect opportunity to regain his once-honored status. To escape from the true threat, the two set off together for Islen's father's land. There, they face the trickery of supernatural agents; Arzhur is sent to prison, and Islen faces the difficult truth about her ancestry. A final confrontation with their enemies resolves Islen and Arzhur's issues, but not in the ways they expected. A sword-and-sorcery tale of epic scale, the book takes the time to get into the psychology of its heroes. No character is without flaws; Islen's changing relationship with her parents is a fascinating element throughout the book. But Islen and Arzhur try to do what's right, and they are an appealing pair, despite their imperfections. The art is wondrous, the work of a master of the form. From the intricate opening pages with their artful compositions of Islen surrounded by the rats and creatures that do her bidding, to the near-opposite toward the end of the book when Islen stands alone against a bare white background, every page is meticulous in terms of its design, linework, and colors.

*Darkly She Goes* is an exciting, engaging, and emotional grand graphic novel fantasy about self-discovery, romance, and redemption. COPYRIGHT(2023) Foreword Magazine, ALL RIGHTS RESERVED.

**Publishers Weekly** (July 10, 2023):

Hubert (*Beauty*) rewrites the familiar trope of a knight rescuing a princess in this alluring and mournful fable. Rogue warrior Arzhur, spurred on by the prophecies of three sinister witches with shadowy agendas, slays hideous monsters and saves the winsome and unearthly Islen from the Black Castle. But Islen's existence turns out to be a threat to both their kingdoms. The malignant witches hope to restore the long-dead Queen Meliren--schemer, serpent woman, and Islen's mother--to power. As Arzhur's passion for Islen grows, the plot veers away from the expected happy ending and into an apocalyptic battle with devastating results all around. Far from saving the day, the knight is drawn deep into a morass of corrupt magic and broken love. Sublime fine line artwork by Mallié (*Arsene Lupin, Gentleman Thief*) handles figures and expressions with nuance that deepens character development. Coloring by Bruno Tatti complements with a range of earth tones that grounds the tale, lending a realism to the fantastic. Ardor burns bright but lights up past wounds in this elegant outing. (*July*)  
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**BIOGRAPHICAL NOTE**

**Hubert** was born in 1971 in Saint Renan and studied graphic arts in Angers where he was led into the wondrous world of comics. He started at first making a reputation for himself as a colorist but soon turned to scriptwriting where he established himself as a leading voice in graphic novels for an adult audience. Hubert thus spoke of anorexia, gender, or even homosexuality in tales and stories that have become as essential as *Miss Pas Touche* or *Beauty* (both from NBM), drawn by the duo Kerascoët. He passed away, too early, in 2020.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***DIEGO RIVERA*** by Francisco de la Mora  
SelfMadeHero, 2021

**PUBLISHER'S SUMMARY**

Diego Rivera was a revolutionary painter in more ways than one. Attending art school at 11, by his 20s he was counted among the most influential figures of the Parisian art scene of the early 20th century, including Picasso, Modigliani, Braque, and Gris. Rivera's murals, both in his native Mexico and the United States, reflect the contradictory turbulence of his character and times. He met Lenin in Paris, Stalin in Moscow, and offered refuge to Trotsky during his Mexican exile. Meanwhile, his work was commissioned by giants of capitalism: Henry Ford and John D. Rockefeller. Rivera's indefatigable industry was matched by his zest for life, accumulating hundreds of lovers and four wives--including Frida Kahlo, whose formidable partnership is also one of the great love stories of art history.

This beautifully realized graphic novel tells the story of the extraordinary life and times of an artist for whom myth and reality fused.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Rivera, Diego  
Painters  
Artists  
Biographical comics  
Kahlo, Frida  
Mexico  
Graphic novels  
Historical comics

**RECOMMENDED AGE GROUP:** N/A

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 759.972 Mor

Purchased in February 2022. Available on shelf in June 2022.

Total circulation on all print copies: 1

**OTHER LIBRARY HOLDINGS**

Held in 174 libraries.

Pasadena (TX) Public Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## **REVIEWS:**

### **Booklist** (February 25, 2022)

Mexican artist Diego Rivera is probably best known for his stunning murals and his marriage to Frida Kahlo. Readers familiar with those aspects, however, may not know of his beliefs and involvement in politics. Growing up the child of a revolutionary, Rivera was a staunch socialist, involving himself in affairs of the Soviet Union. This graphic novel focuses heavily on Diego Rivera's political life and relationships with women. Pescador's art is luscious; readers can see the brushstrokes and the texture of watercolor on paper and bristol board. The illustrations, particularly those that span multiple pages, are richly detailed, and readers will surely spend several minutes perusing Pescador's depiction of the National Palace's mural. Readers looking for a book focusing on Rivera's artistic life may be disappointed that this focuses primarily on Rivera's politics, though that was a driving force of his art. The past few years have seen a boom in graphic biographies of artists, but this one stands out by highlighting the intersection of art and political beliefs.

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## **BIOGRAPHICAL NOTE**

**Francisco de la Mora's** experience as a comics creator, whether as sole author or in collaboration with illustrators from around the world, extends from single-sheet forms to full graphic novels, and from his eight-volume *Brief History of Mexico* to the monthly pieces he has drawn for the *Hackney Citizen* since January 2018. He lives in the UK.

## **AWARDS & LISTS: N/A**

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***EDEN II*** by K. Wroten

Fantagraphics Books, 2023

### **PUBLISHER'S SUMMARY**

In the grungy, punk-inflected world K. Wroten creates, a cast of disaffected young characters struggle to find their purpose in life. Faced with a dying Earth and numbingly useless jobs, protagonists Ellis and Dr. Otis Heck invent an immersive virtual reality game, Eden II. But when Heck betrays Ellis and sells the game to a mysterious corporation, the lines between fantasy and reality begin to blur. As each chapter highlights a new character in the ensemble, the game's impact grows as the world becomes consumed by fantasy.

Coming off the heels of their acclaimed queer comics *Cannonball* and *Crimes*, *Eden II* is Wroten's magnum opus, establishing them as a breakout graphic novelist. Philosophical, sarcastic, self-assured, *Eden II* is a vital work of the moment that positions Wroten alongside recent comics luminaries like Emily Carroll, Isabel Greenberg, Melanie Gilman, and Tillie Walden. Reminiscent of the stylized angst of Gregg Araki and Jamie Babbit's works, Wroten's imagery in *Eden II* reflects the blighted pastiche of Andrei Tarkovsky's *Stalker*--and they have suffused that pastiche with a dark sense of humor and technologically enhanced moral ambiguity.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Dystopias

Science fiction comics

Graphic novels

Virtual reality

Fantasy comics

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelves in Graphic Novel Restricted/ Call number GNR Wrot

Purchased in August 2023. Available on shelf in August 2023.

Total circulation on all print copies: 2

### **OTHER LIBRARY HOLDINGS**

Held in 169 libraries.

East Baton Rouge Parish Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## REVIEWS:

**Library Journal** (April 1, 2023):

Wroten, author of the 2019 Lambda Literary Award winner for Best LGBTQ Graphic Novel *Cannonball*, returns with a work of speculative fiction about searching for meaning in a world where the line between fiction and reality is increasingly blurred. The story opens with a vignette about a character dubbed 53, who works on an assembly line in a factory churning out "high-quality primitive shapes." Think great big squares and rectangles. Who knows what the things are used for--53's overprivileged, dangerously unpredictable supervisor only cares that they come out right and on time. The quest of 53 to transcend his absurdly unfulfilling existence finds him interacting with an intricately interconnected ensemble, many of whom go on to serve as point-of-view characters at various points in this kaleidoscopic epic. All of their stories, however, somehow connect back to that of 53's housemate, Ellis Flowers, and what happens when his design for an immersive virtual reality game is stolen by a major corporation that wants to control how everyone perceives everything, all the time. **VERDICT** An ambitious, skillfully crafted satire of art, philosophy, and modern ennui.

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## BIOGRAPHICAL NOTE

A graduate of the Kansas City Art Institute with a BFA in Illustration, and originally from Kansas City, MO, **K. Wroten** is a Brooklyn-based artist. Their work has appeared in *The New Yorker*, *The New York Times*, *Vice*, *Them*, and many other publications. *Cannonball* (2019) won the Lambda Literary Award for Best LGBTQ Graphic Novel and their graphic novella *Crimes* won the 2019 MoCCA Arts Festival Award of Excellence.

## AWARDS & LISTS:

Eisner Award (Nominee – 2024)

## RESOURCES

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***ELFQUEST THE FINAL QUEST* by Wendy Pini**

Dark Horse Books, 2016

### **PUBLISHER'S SUMMARY**

It is time. Sunstream, son of Wolfrider chief Cutter Kinseeker, finally fulfills his destiny and becomes the psychic link among all the elfin tribes scattered across the World of Two Moons. At long last, the seeds planted 20,000 years ago in the original, classic Quest can come to fruition. But a devastating secret, long hidden in plain sight, is also moving into the light. When the full impact of this revelation becomes known, it will affect the entire elfin race forever.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Graphic novels

Fantasy comics

Comics (Graphic works)

Elves

COMICS & GRAPHIC NOVELS / Fantasy

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington/ Shelves in Graphic Novel Restricted/ Call number GNR 741.5973 Pin 2

Purchased in July 2016. Available on shelf in December 2016.

Total circulation on all print copies: 3

### **OTHER LIBRARY HOLDINGS**

Held in 126 libraries.

Lafayette Public Library System – Adult Graphic Novels

Plano (TX) Public Library – Young Adult Graphic Novels

Jacksonville (FL) Public Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS:**

**Library Journal** (July 1, 2016):

Begun in 1978, the wonderful, immersive, mythic fantasy *Elfquest* was one of the first American comics influenced by Japanese manga, and one of the first collected in graphic novel form. After many detours and hiatuses, the story from husband-and-wife team Wendy and Richard Pini returns to its major plotline here, as the many tribes of elves must decide whether to stay on the World of Two Moons or leave in the Palace, the now-restored starship that their ancestors crash-landed millennia earlier. Surprises still abound, and Wendy's artwork retains its beauty and polish. Truly epic, not only in its vast timespan, ever-branching plot, and huge cast, but also in its emotional depth, the series encompasses alliances, goals, and feelings that are

complicated and changeable; life can be brutal and heartbreaking, and the way forward is never clear. Still, instead of doom and gloom, there is a spirit of kindness, optimism, and joy. To help new readers catch up, the authors have posted most of the series for free on elfquest.com, and Dark Horse is republishing the brilliant early stories in the *Complete Elfquest* omnibuses.

**VERDICT** A satisfying revival of a grand saga. --SR

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### **BIOGRAPHICAL NOTE**

Wendy Pini was born Wendy Fletcher in San Francisco. Growing up on an isolated ranch in Gilroy, California, Wendy's imagination was fueled by all forms of fantasy and mythology. At an early age she began spinning her own tales of elves, monkey-gods, aliens and sorcerers. While her artistic talents were influenced by of turn-of-the-century illustrators, film and TV animation, her storytelling abilities evolved from a love of Shakespeare, Japanese history and legend, modern fantasy and the epic poetry of the Ramayana.

In 1977, a deeply personal project called *Elfquest* was born. As the first continuing fantasy/adventure graphic novel series in America to be co-created, written and illustrated by a woman, *Elfquest* became a phenomenon in the comics industry. Appealing to comics and sci-fi/fantasy fans alike, it attracted a unique and unprecedented audience, an equal mix of male and female readers. Over three million copies of the collected graphic novel volumes have been sold to date. The author lives in Los Angeles, CA..

**AWARDS & LISTS:** N/A

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***ELFQUEST: THE SEARCHER AND THE SWORD*** by Wendy Pini

DC Comics, 2004

**PUBLISHER'S SUMMARY**

Led by Cutter, the elfin Wolfriders have experienced equal parts triumph and tragedy, loss and gain. Now, the elves must adapt to a world without the Troll smith, who forged their weapons and tools. Two quests, two heroes who will change the Wolfrider's way forever!

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Graphic novels – United States  
Fantasy comic books, strips, etc.

**RECOMMENDED AGE GROUP:** N/A

**HOLDINGS AND CIRCULATION**

- 1 print copy at Mandeville / Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Pin

Purchased in November 2004. Available on shelf November 2004.

Total circulation on all print copies: 59

**OTHER LIBRARY HOLDINGS**

Held in 242 libraries.

East Baton Rouge Parish Library – Young Adult Graphic Novels

Fort Smith (AR) Public Library – Young Adult Non-fiction

Mongomery County (TX) Memorial Library System – Young Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS**

**Booklist** (August 1, 2004):

Gr. 9-12. In this new graphic novel by the creators of the *Elfquest* adventures of the 1980s, readers follow Shuna, a human girl adopted by a tribe of elves called Wolfriders, as she comes of age, dealing not only with grief resulting from the violent deaths of her parents but also the scars left by her father's abusive behavior. Shuna is happy in her new life, but her personal fears and insecurities are magnified by the beauty and character of the seemingly perfect elves who have taken her in. After meeting a human hunting party, Shuna embarks on a quest, hoping to bring humans and elves together in friendship, and, along the way, comes to terms with her own humanity. Because of its strong focus on story, this is a good bridge to and from fantasy novels and an especially good choice for teens just coming into comics. The character of Shuna, an independent idealist, is also a great lure for girl readers. Wendy Pini's style is still bold and fun, and her work remains some of the most recognizable art in the comics industry. Fans of the previous *Elfquest* adventures won't be disappointed. (Reprinted with permission of Booklist, copyright 2004, American Library Association.)

**Publishers Weekly** (July 5, 2004):

The first new *Elfquest* story in years from the original creators returns readers to the ongoing saga of the Wolfriders, a tribe of feral elves who must constantly fight to survive against a harsh environment and the ever-present threats posed by fearful primitive humans. The simultaneous quests undertaken by elven tribal elder Treestump and the tribe's adopted human daughter Shuna fuel the narrative; one's striving for the much-needed secret of ancient troll metallurgy, and the other's seeking to forge a bridge between her human relatives and her elven family. Their journeys are fraught with frustration, doubt, sacrifice and sheer peril, all leading to major turning points for the future of Shuna, Treestump and the Wolfriders as a whole. Bursting with the strong characterizations for which the Pinis are acclaimed, this volume showcases lush color art and immerses readers into the clash between the natural and magical worlds. While the story isn't without moments of conflict and action, the tone is one of quiet reflection, as the tale is recounted by the now aged Shuna. This is another solid addition to the *Elfquest* legacy. (July) Copyright 2004 Publishers Weekly Used with permission.

**Library Journal** (November 11, 2004):

Through most of the 1990s, Wendy Pini largely left to others the artwork in *Elfquest*, the much-loved fantasy series she created with her husband, Richard. But with the first new story following the Pinis' licensing deal with DC, she returns, skills intact, to the world of the Wolfriders, elves living in secret in a world of humans. This standalone volume deals primarily with two characters: Treestump, eldest of the elves, determined to use the tools of the long-departed trolls to master the alien art of metallurgy; and Shuna, the now-grown adopted human daughter of the elves' chief, Cutter, who finds herself drawn back into the human world. This is not so momentous as the early *Elfquest* stories, but in reintroducing the Wolfriders and taking them forward, it lays the groundwork for what, with any luck, will be many future *Elfquest* adventures by the original creators. Highly recommended for teens and adults. Copyright 2004 Library Journal, LLC Used with permission.

**BIOGRAPHICAL NOTE**

Author and illustrator Wendy Pini was born in San Francisco in 1951. In 1969, Richard Pini read a letter written by Wendy Fletcher that had been published in *The Silver Surfer* comic book. They struck up a correspondence and married in 1972. She has created covers and illustrations for numerous publications including Galaxy Science Fiction, Galileo, Marvel Comics, and DC Comics. In 1978, they created Warp Graphics and the *Elfquest* series of comics, graphic novels, and prose works. *Elfquest* was one of the first independently published American comic series. In 1992, they started allowing other artists and writers to produce *Elfquest* stories. She also created two graphic novels based on the television show *Beauty and the Beast*.

**AWARDS & LISTS**

N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

**EMMA 2** by Kaoru Mori

Yen Press, 2015

**PUBLISHER'S SUMMARY**

Not wishing to cause a scandal within the Joneses' household, Emma chooses to make a clean break from her old life and takes a train to the sea. As chance would have it, Emma finds herself sharing a car with another maid, one who serves at a large manor in the country. A big house bustling with servants seems an ideal place in which to move forward after losing her mistress and leaving her love back in London. Learning the precise dance of domestic service in her new environment is a welcome challenge, but how long can hard work divert Emma's mind from the longing of her heart?

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Household employees

Japan

Comics (Graphic works)

Man-woman relationships

Social status

London

Graphic novels

England

Social classes

**RECOMMENDED AGE GROUP:** 14 to 17

**HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell / Shelved in Graphic Novel Restricted/ Call number GNR Mori 2  
Purchased in February 2018. Available on shelf in February 2018.  
Total circulation on all print copies: 40

**OTHER LIBRARY HOLDINGS**

Held in 101 libraries.

East Baton Rouge Parish Library – Young Adult Graphic Novels

Pasadena (TX) Public Library – Teen Graphic Novels

Birmingham (AL) Public Library – Teen Comic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

**REVIEWS:** N/A

**BIOGRAPHICAL NOTE**

Kaoru Mori's previous series, Emma, about a maid and a gentleman in Victorian England, has been lauded by Library Journal and was named to the YALSA Great Graphic Novels list. A Bride's Story has only broadened her fan base in Japan and the U.S. with its elegant style and delicate story.

**AWARDS & LISTS:**

Japan Media Arts Festival (Excellence Prize – 2005)

LJ Best Graphic Novels of List (2007)

YALSA 10 Best Graphic Novels for Teens List (2008)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

[https://en.wikipedia.org/wiki/Emma\\_\(manga\)#Manga](https://en.wikipedia.org/wiki/Emma_(manga)#Manga)

## **EMMA 4** by Kaoru Mori

Yen Press, 2016

### **PUBLISHER'S SUMMARY**

With the postmark of Emma's last letter--and his heart--guiding him, William makes a bold journey across the Atlantic to begin his search for Emma in the town of Burnley in the United States. Even if he finds her among the hundreds of new arrivals from England, the life ahead of them will not be an easy one. The broken engagement of the Viscount's daughter has set him--and, through him, all of London society--against the Joneses, and it will take time to rebuild those business and social relationships. Even more difficult will be convincing society that Emma is worthy to join their ranks despite her humble origins. With dogged persistence, patience, and a little help from Mrs. Mölders, Emma and William aim to carve out a place in this world where their love can thrive at last!

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Household employees

Man-woman relationships

Social classes

Great Britain

Victoria, 1837-1901

Graphic novels

England

Social classes

History

Romance comics

**RECOMMENDED AGE GROUP:** 14 to 17

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell / Shelved in Graphic Novel Restricted/ Call number GNR Mori 4 Purchased in November 2016. Available on shelf in November 2016.  
Total circulation on all print copies: 21

### **OTHER LIBRARY HOLDINGS**

Held in 85 libraries.

Pasadena (TX) Public Library – Teen Graphic Novels

Birmingham (AL) Public Library – Teen Comic Novels

Montgomery County (TX) Memorial Library System – Young Adult Graphic Novel

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:** N/A

**BIOGRAPHICAL NOTE**

Kaoru Mori's previous series, Emma, about a maid and a gentleman in Victorian England, has been lauded by Library Journal and was named to the YALSA Great Graphic Novels list. A Bride's Story has only broadened her fan base in Japan and the U.S. with its elegant style and delicate story.

**AWARDS & LISTS:**

Japan Media Arts Festival (Excellence Prize – 2005)

LJ Best Graphic Novels of List (2007)

YALSA 10 Best Graphic Novels for Teens List (2008)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

[https://en.wikipedia.org/wiki/Emma\\_\(manga\)#Manga](https://en.wikipedia.org/wiki/Emma_(manga)#Manga)

**EMMA 5** by Kaoru Mori

Yen Press, 2016

**PUBLISHER'S SUMMARY**

This collection gathers the stories of those whose lives have touched Emma and William as the two take strides toward a future they can share together. From the daily trials of the Mölders family and staff to the beginning of William's unusual friendship with Hakim, these chapters serve to flesh out the world of Emma. When this volume draws to a close, will the maid and the gentleman have become simply the Joneses? The moment of truth arrives in the final volume of Kaoru Mori's award-winning Emma.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Household employees

Man-woman relationships

Social classes

Great Britain

Victoria, 1837-1901

Graphic novels

England

Social classes

History

Romance comics

**RECOMMENDED AGE GROUP:** 14 to 17

**HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell / Shelved in Graphic Novel Restricted/ Call number GNR Mori 5 Purchased in November 2016. Available on shelf in November 2016.  
Total circulation on all print copies: 23

**OTHER LIBRARY HOLDINGS**

Held in 80 libraries.

Pasadena (TX) Public Library – Teen Graphic Novels

Birmingham (AL) Public Library – Teen Comic Novels

Montgomery County (TX) Memorial Library System – Young Adult Graphic Novel

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

**REVIEWS:** N/A

**BIOGRAPHICAL NOTE**

Kaoru Mori's previous series, Emma, about a maid and a gentleman in Victorian England, has been lauded by Library Journal and was named to the YALSA Great Graphic Novels list. A Bride's Story has only broadened her fan base in Japan and the U.S. with its elegant style and delicate story.

**AWARDS & LISTS:**

Japan Media Arts Festival (Excellence Prize – 2005)

LJ Best Graphic Novels of List (2007)

YALSA 10 Best Graphic Novels for Teens List (2008)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

[https://en.wikipedia.org/wiki/Emma\\_\(manga\)#Manga](https://en.wikipedia.org/wiki/Emma_(manga)#Manga)

## **FABLES 3 STORYBOOK LOVE by Bill Willingham**

Vertigo, 2004

### **PUBLISHER'S SUMMARY**

After being hunted and hounded by a savage being called the Adversary, the legendary characters of fables and fairytales are forced to relocate to a magical high-rise in Manhattan where romance, danger and adventure run rampant.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Fairy tales  
Graphic novels  
Fantasy comics  
Fables  
Fictitious characters  
Comics (Graphic works)

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Wil 3

Purchased in April 2011. Available on shelf in May 2011.

Total circulation on all print copies: 82

### **OTHER LIBRARY HOLDINGS**

Held in 73 libraries.

East Baton Rouge Parish Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

Lincoln Library (IL) – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS:**

**Booklist** (July 1, 2004):

The third collection of "Fables," the Sandman spin-off about fairy-tale characters exiled in New York, "contains four stories. The longest, "Storybook Love," is the most satisfying, but the others have their fairy-tale-like (i.e., grisly) charms. Revealing that the Jack of beanstalk fame and the Jack of the eponymous tall tales are identical, "Bag o' Bones" spins a Civil War yarn in which Jack detains the Grim Reaper, so that no one can die. In "a two-part caper" (all that's given in the way of a title), the Fables community puts Briar Rose, aka the Sleeping Beauty, back on slumberous hold to prevent exposure by a scandal-rag journalist. In "Barleycorn Bride," Bigby Wolf relays some of the Fables' early history in America to explain why 18-year-old Lilliputian boys try to steal magic barleycorns from a jar at the Fables' Manhattan headquarters.

The long story concerns a plot to seize Fables leadership by Bluebeard and Goldilocks; it includes some Fables mainstays' apparent demises and begs for future development. Deucedly cleverly written, yeomanly drawn. (Reprinted with permission of Booklist, copyright 2004, American Library Association.)

**Publishers Weekly** (April 12, 2004):

One of the stories in this new collection is appropriately titled "Into the Woods." Like Stephen Sondheim's musical, Willingham's series presents figures from childhood fairytales contending with the problems of adult life. Snow White, Briar Rose (aka Sleeping Beauty), Prince Charming, Little Boy Blue and Goldilocks all appear, as does a trickster named Jack. So does the Big Bad Wolf, who is inescapably reminiscent of Marvel's Wolverine. Even Gulliver's Lilliputians turn up, as do talking animals. This volume collects issues 11 through 18, and, as with many contemporary comics, it will be difficult for readers who haven't started with the first issue to get their bearings. The fairytale characters comprise a community of immortals known as "Fables," who now hide in plain sight from the mundane normal people (known as "mundys," they're much like J.K. Rowling's muggles) in a section of New York City called Fabletown. The stories are of two sorts. Two stand-alone tales take place in past centuries and have a genuine fairytale feel and period charm. The others, set in the present, are gritty, with dysfunctional relationships, blackmail and murder attempts. Take the "mature audiences" advisory seriously: this is a book in which an adult Goldilocks can be seen naked or covered with blood. Despite its darker elements, Fables features wit and comedy; Willingham can even make scenes simultaneously farcical and horrific. The art ranges from the illustrative to cartoony, and its variety mirrors the stories' many moods. (May) Copyright 2004 Publishers Weekly Used with permission.

#### **BIOGRAPHICAL NOTE**

**Bill Willingham** has been writing, and sometimes drawing, comics for more than 20 years. During that time, he's had work published by nearly every comics publisher in the business, and he's created many critically acclaimed comic book series, including *Elementals*, *Coventry*, *Proposition Players*, and of course the seminal Vertigo series *Fables*, as well as its spin-off series *Fairest*, *Jack of Fables* and *The Literals*. His work has been nominated for many awards, including the Eisner, Harvey, and Ignatz comic industry awards and the International Horror Guild award. He lives somewhere near a good poker room.

Born in 1966 in the English seaside town of Clevedon, **Mark Buckingham** has worked in comics professionally for the past twenty years. In addition to illustrating all of Neil Gaiman's run on the post-Alan Moore *Miracleman* in the early 1990s, Buckingham contributed inks to *The Sandman* and its related miniseries *Death: The High Cost of Living* and *Death: The Time of Your Life* as well as working on various other titles for Vertigo and Marvel through the end of the decade. In 2002 he took over as the penciller for Bill Willingham's *Fables*, which has gone on to become one of the most popular and critically acclaimed Vertigo titles of the new millennium. When not in Clevedon, Buckingham can be found with his wife Irma in the Asturias region of northern Spain.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***FIGHT CLUB 2: THE TRANQUILITY GAMBIT* by Chuck Palahniuk**

Dark Horse Books, 2016

### **PUBLISHER'S SUMMARY**

Ten years after starting Project Mayhem, Sebastian lives a mundane life. A kid, a wife. Pills to keep his destiny at bay. But it won't last long, the wife has seen to that. He's back where he started, but this go-round he's got more at stake than his own life.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Young men

Hand-to-hand fighting

Comics (Graphic works)

Self-actualization (Psychology)

COMICS & GRAPHIC NOVELS / Media Tie-In

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR Pala Purchased in April 2016. Available on shelf in July 2016.

Total circulation on all print copies: 32

### **OTHER LIBRARY HOLDINGS**

Held in 679 libraries.

Hancock County (MS) Library System – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

Shreve Memorial Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS:**

#### **PW Annex Reviews** (July 25, 2016)

Since igniting Project Mayhem 10 years ago, the dangerously anarchic personality called Tyler Durden has been submerged into the narrator (now named Sebastian) with pills, a mundane job, and a life of textbook suburban domesticity. That state is shattered when Sebastian's wife's sexual needs lead her to cut his prescription dosages, unwittingly freeing Tyler to once more foment the violent misery that he so excels at. What unfolds is a lysergic tapestry of apparent kidnapping, examinations of whether we define ideas or vice versa, and a host of other ideas that coalesce to finally make sense, only to again yank the rug out from under the reader before veering into confusingly meta territory. Palahniuk's ultra-dark original novel and its subsequent film adaptation have become cult landmarks and perhaps should not have been revisited, but he and artist Cameron Stewart (Batman) do their best with it, slathering this sequel with solid artwork. Dave Stewart's rich colors evoke the pharmaceuticals ingested by the

protagonist. The surfeit of ideas proves too much for the narrative and the whole endeavor collapses under its own conceptual bloat-something Palahniuk himself discusses when he appears in the last part of the story. It's a beautiful but ultimately frustrating journey. (June) © Copyright PWxyz, LLC. All rights reserved.

### **BIOGRAPHICAL NOTE**

Chuck Palahniuk's ten previous novels are the bestselling *Fight Club*, which was made into a film by *David Fincher*; *Survivor*; *Invisible Monsters*; *Choke*, which was made into a film by director Clark Gregg; *Lullaby*; *Diary*; *Haunted*; *Rant*; *Snuff*; and *Pygmy*. He is also the author of *Fugitives and Refugees*, a nonfiction profile of Portland, Oregon, published as part of the Crown Journeys series, and the nonfiction collection *Stranger Than Fiction*. He lives in the Pacific Northwest.

### **AWARDS & LISTS:**

New York Times Bestseller List – (No. 1)

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

<https://www.darkhorse.com/Blog/2349/chuck-palahniuks-fight-club-2-lands-number-one-new>

***FUN HOME: A FAMILY TRAGICOMIC*** by Alison Bechdel

Houghton Mifflin Harcourt, 2007

**PUBLISHER'S SUMMARY**

Through narrative that is alternately heartbreaking and funny, readers are drawn into a daughters complex yearning for her father. Apart from assigned stints dusting caskets at the family-owned fun home, the relationship achieves its most intimate expression through the shared code of books.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Lesbians

Graphic novels

United States

Cartoonists

Fathers and daughters

Comics (Graphic works)

Bechdel, Alison

**RECOMMENDED AGE GROUP: N/A**

**HOLDINGS AND CIRCULATION**

- 2 print copies at Mandeville and Slidell / Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Bec

Purchased first in April 2007. Available on shelf April 2007.

Total circulation on all print copies: 92

**OTHER LIBRARY HOLDINGS**

Held in 3,242 libraries.

Marshall (TX) Public Library – Adult Non-fiction

Lamar County (MS) Library System – Young Adult Graphic Biographies

Decatur (AL) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE: N/A**

**REVIEWS**

**Booklist** (March 15, 2006)

This is a father and daughter story. Bechdel's mother and two brothers are in it, of course, but Bruce Bechdel had the biggest impact on his eldest child and so is naturally the other main character in her autobiographical graphic novel. Emotionally and physically reserved, to the point of brusqueness, he busied himself restoring--and then some--the Victorian-era house he bought for the family in the Pennsylvania town in which he was born and lived virtually all his 44 years. He enlisted the kids for never-ending interior and exterior modifications of the place in what obviously was his major creative outlet. For a living, he taught twelfth-grade English

and ran the small undertaking business that occupied part of his parents' house and that the kids called the fun home. Bechdel doesn't even hint about how ironic she and her brothers meant to be, because she is a narrative artist, not a moralist or comedian, in this book and because she has a greater, real-life irony to consider. After disclosing her lesbianism in a letter home from college, her mother replied that her father was homosexual, too. Alison suddenly understood his legal trouble over buying a beer for a teenage boy, all the teen male "helpers" he had around the house, and his solo outings during family vacations to New York. Bechdel's long-running *Dykes to Watch Out For* is arguably the best comic strip going, and *Fun Home* is one of the very best graphic novels ever. --Ray Olson Copyright 2006 Booklist from Booklist, Copyright © American Library Association. Used with permission.

**Library Journal** (February 1, 2012)

Bechdel, author of the long-running comic strip *Dykes To Watch Out For*, has produced a brilliant memoir of her childhood with her closeted gay father. She describes the triumphs and many tragedies of growing up with a grace and intimacy that draws the reader in immediately. Her use of her childhood diaries, writings, and illustrations make this almost an archival work of her family's story and reveals the emotional torment Bechdel endured. (LJ 7/06) (c) Copyright 2012. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted. (c) Copyright Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

**Publishers Weekly** (February 27, 2006)

This autobiography by the author of the long-running strip, *Dykes to Watch Out For*, deals with her childhood with a closeted gay father, who was an English teacher and proprietor of the local funeral parlor (the former allowed him access to teen boys). Fun Home refers both to the funeral parlor, where he put makeup on the corpses and arranged the flowers, and the family's meticulously restored gothic revival house, filled with gilt and lace, where he liked to imagine himself a 19th-century aristocrat. The art has greater depth and sophistication than *Dykes*; Bechdel's talent for intimacy and banter gains gravitas when used to describe a family in which a man's secrets make his wife a tired husk and overshadow his daughter's burgeoning womanhood and homosexuality. His court trial over his dealings with a young boy pushes aside the importance of her early teen years. Her coming out is pushed aside by his death, probably a suicide. The recursively told story, which revisits the sites of tragic desperation again and again, hits notes that resemble Jeanette Winterson at her best. Bechdel presents her childhood as a "still life with children" that her father created, and meditates on how prolonged untruth can become its own reality. She's made a story that's quiet, dignified and not easy to put down. (June) (c) Copyright PWxyz, LLC. All rights reserved (c) Copyright PWxyz, LLC. All rights reserved

**BIOGRAPHICAL NOTE**

**Alison Bechdel's** cult following for her early comic strip *Dykes to Watch Out For* expanded wildly for her family memoirs, the best-selling graphic memoir *Fun Home*, adapted into a Tony Award-winning musical, and *Are You My Mother?* Bechdel has been named a MacArthur Fellow and Cartoonist Laureate of Vermont, among many other honors. Her new memoir, *The Secret to Superman Strength*, is forthcoming in 2021.

## **AWARDS & LISTS**

Lambda Literary Award (Winner — Lesbian Memoir/Biography — 2006)  
Lambda Literary Award (Nominee — 2006)  
National Book Critics Circle Award (Finalist — Autobiography/Memoir — 2006)  
Eisner Award (Nominee — 2007)  
Publishing Triangle Awards (Winner — Judy Grahn Award for Lesbian Nonfiction — 2007)  
Stonewall Book Award (Winner — 2007)  
Salon Book Award (2006)  
Harvey Award (Nominee — 2007)  
Ignatz Award (Nominee — 2006)  
GLAAD Media Award (Winner — 2007)  
ALA Rainbow Book List (Selection — Young Adult Nonfiction — 2008)  
The New York Times Notable Books of the Year (Nonfiction — 2006)  
San Francisco Chronicle Best Book of the Year (Nonfiction — 2006)  
Village Voice Favorite Books (2006)  
The Guardian 1000 Novels Everyone Must Read  
Notable Books List (Nonfiction — 2007)  
Time Magazine's Best Books of the Year (2006)  
1,000 Books to Read Before You Die Page-A-Day Calendar (2021)  
Read This Next: 500 of the Best Books You'll Ever Read  
The 100 best books of the 21st century by The Guardian

## **RESOURCES**

Ingram Content Group, LLC  
Books in Print 2.0  
Worldcat  
Individual library websites (for holdings info)  
Library of Congress

*Gender Queer* Maia Kobabe ; colors by Phoebe Kobabe.

Portland, OR : Oni-Lion Forge, LLC, 2019.

Publisher's summary: In 2014, Maia Kobabe, who uses e/em/eir pronouns, thought that a comic of reading statistics would be the last autobiographical comic e would ever write. At the time, it was the only thing e felt comfortable with strangers knowing about em. Now, *Gender Queer* is here. Maia's intensely cathartic autobiography charts eir journey of self-identity, which includes the mortification and confusion of adolescent crushes, grappling with how to come out to family and society, bonding with friends over erotic gay fanfiction, and facing the trauma and fundamental violation of pap smears. Started as a way to explain to eir family what it means to be nonbinary and asexual, *Gender Queer* is more than a personal story: it is a useful and touching guide on gender identity--what it means and how to think about it--for advocates, friends, and humans everywhere.

Library of Congress Subject headings:

Kobabe, Maia. Comic books, strips, etc.

Kobabe, Maia. Biography.

Gender-nonconforming people. United States. Biography.

Asexual people. United States. Biography.

Sexual minority youth. United States. Biography.

Sexual minorities. United States. Biography.

Asexuality (Sexual orientation).

Gender identity.

Coming out (Sexual orientation).

Autobiographies.

Nonfiction comics.

Autobiographical comics.

Graphic novels.

STPL owns four copies at Covington, Mandeville, Madisonville, and Slidell

Purchased in July 2020. Available on shelf August, 2020.

Shelved in Graphic Novels Restricted collection. Call number 306.7608 Kob

Total Circulation of all copies: 26

#### OTHER LIBRARIES

WorldCat shows 768 public libraries

East Baton Rouge Parish Public Library      2 copies Adult Graphic Novels

Jefferson Parish Library      2 copies Adult Non-fiction

Hancock County Library System      1 copy Young Adult Graphic Novels

Baldwin County Library Cooperative, AL      3 copies Adult Non-fiction and Adult Graphic Novel

Calcasieu Parish Public Library      1 copy Overdrive

Beaumont Public Library      1 copy Young Adult Non-fiction

## REVIEWS

*Publishers Weekly* (02/25/2019):

This heartfelt graphic memoir relates, with sometimes painful honesty, the experience of growing up non-gender-conforming. From a very young age, Kobabe is unsure whether to claim a lesbian/gay, bisexual, or even transgender identity: "I don't want to be a girl. I don't want to be a boy either. I just want to be myself." Kobabe comes of age having to navigate expressions of identity such as clothing and haircuts, with fraught attempts at romantic and sexual entanglements. Eventually, Kobabe's supportive sister concludes: "I think you're a genderless person." (Kobabe: "She knew before I did.") Kobabe continues to explore the challenges of a nonbinary identity, including the use of alternate pronouns (in Kobabe's case, e/em/eir), the trauma of cervical exams, refuting misplaced concerns from a loving relative who believes "female to male" transgenderism could be rooted in a form of misogyny, and learning that the term autoandrophilia actually applies "for me." Intermixed are lighthearted episodes relating Kobabe's devotion to LGBTQ-inspired *Lord of the Rings* fan fiction and hero worship of flamboyant ice-skating champion Johnny Weir. Kobabe is a straightforward cartoonist who uses the medium skillfully (if not particularly stylishly), incorporating ample cheery colors, with a script that's refreshingly smooth and nondidactic for the topic. This entertaining memoir-as-guide holds crossover appeal for mature teens (with a note there's some sexually explicit content) and is sure to spark valuable discussions at home and in classrooms. (May.)  
Copyright 2019 Publishers Weekly, LLC Used with permission.

*School Library Journal* (07/01/2019):

Gr 9 Up--Kobabe, who uses the pronouns e, em, and eir, was assigned female at birth but never felt that this designation fit. As e grew up, e learned about the spectrum of gender designations and settled on nonbinary as the best descriptor. E came out to eir family as nonbinary and asexual and found that eir family supported em however e identified. In this memoir, Kobabe chronicles eir life from the time e was very young through eir coming of age and adulthood. E describes common situations from the perspective of someone who is asexual and nonbinary: starting a new school, getting eir period, dating, attending college. The muted earth tones and calm blues match the hopeful tone and measured pacing. Matter-of-fact descriptions of gynecological exams and the use of sex toys will be enlightening for those who may not have access to this information elsewhere. VERDICT A book to be savored rather than devoured, this memoir will resonate with teens, especially fans of Alison Bechdel's *Fun Home* and Mason Deaver's *I Wish You All the Best*. It's also a great resource for those who identify as nonbinary or asexual as well as for those who know someone who identifies that way and wish to better understand.--Jenni Frencham, *Indiana University, Bloomington*  
Copyright 2019 School Library Journal, LLC Used with permission.

*Shelf Awareness* (06/28/2019):

Artist Maia Kobabe is genderqueer and uses pronouns e, em and eir. In the gorgeous and candid graphic memoir *Gender Queer*, e illustrates an aching journey toward reconciliation with being nonbinary and asexual. Kobabe grew up in a progressive home, with parents who didn't enforce gender roles, but such things are socialized early in places like school and

neighborhoods. The dysphoria e experienced became more acute with age; e frequently felt out of step with eir peers. There were awkward Tinder dates and excruciating Pap smears. All the while, Maia searched for an explanation, a language to assign to this internal trauma and confusion.

Midway through the book lies a two-page spread of weighted scales. Each side of holds a gender assigned at birth, as a frantic Maia piles pronouns, clothes, hair style, hormones, etc., on the other. "The end goal wasn't masculinity," e writes, "the goal was balance." Had e been assigned male at birth, e would be playing with makeup and nail polish every day.

Kobabe's drawings, colored by sister Phoebe Kobabe, casts eir life and truths in splendorous, vivid light. And the relationship between the siblings on the page is one of *Gender Queer's* sweetest elements. Often scared of what lies ahead, Maia confides in Phoebe, a lesbian, about eir queer hopes and fears, and is met each time with the gracious enthusiasm of a sister who has eir back: "I lucked out so hard in the sibling lottery." A challenging yet heartwarming memoir, *Gender Queer* succeeds on all fronts. COPYRIGHT (2019) Shelf Awareness, ALL RIGHTS RESERVED.

#### BIOGRAPHICAL NOTE:

Maia Kobabe is a nonbinary, queer author and illustrator from the Bay Area, California. Eir first full-length book, *Gender Queer: A Memoir*, was published in May 2019. Maia's short comics have been published by The Nib and in many anthologies including *The Secret Loves of Geeks*, *Faster Than Light Y'all*, *Gothic Tales of Haunted Love*, *Shout Out*, *Advanced Death Saves* and *Be Gay, Do Comics*. Before setting out to work freelance full-time, e worked for over ten years in libraries. Eir work is heavily influenced by fairy tales, homesickness, and the search for identity.

#### AWARDS AND LISTS:

2020 Alex Award Winner (The Alex Awards are given to ten books written for adults that have special appeal to young adults, ages 12 through 18.)

2020 Stonewall -- Israel Fishman Non-fiction Award Honor Book

## **GURREN LAGANN ARCHIVES** by Gainax (Studio)

Udon Entertainment, 2023

### **PUBLISHER'S SUMMARY**

Bust through the heavens with your soul, *Gurren Lagann*! Featuring buxom babes, brutal beastmen, and mountainous mecha as only GAINAX can deliver, *Gurren Lagann* is a non-stop roller coaster of all-out anime action!

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Science fiction comic books, strips, etc. – Japan

Comic strip characters – Japan

Drawing – Technique

Animation (Cinematography) – Japan

Anime (Television programs)

Anime (Motion pictures)

### **RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Causeway and Slidell / Shelved in Graphic Novel Restricted/ Call number GNR 741.5952 Gur

Purchased in February 2024. Available on shelf February 2024.

Total circulation on all print copies: 4

### **OTHER LIBRARY HOLDINGS**

Held in 3 libraries. (Further investigation determined that these holdings were vendor records.)

“No libraries on Worldcat.org hold this item.” <https://search.worldcat.org/title/1356388321>

### **PATRON REQUEST/SUGGEST A PURCHASE:** Yes

### **REVIEWS**

N/A

### **BIOGRAPHICAL NOTE**

Gainax is a Japanese anime studio famous for productions such as *Gunbuster*, *The Wings of Honneamise*, *Nadia: The Secret of Blue Water*, *Neon Genesis Evangelion*, *Magical Shopping Arcade Abenobashi*, *FLCL*, *Gurren Lagann*, and *Panty & Stocking with Garterbelt*, which have gone on to critical acclaim and commercial success, *Evangelion* has reportedly grossed over 150 billion yen, or approximately 1.2 billion USD.

### **AWARDS & LISTS**

The anime upon which the graphic novel is based received the 2008 Tokyo Anime Award for television. [https://en.wikipedia.org/wiki/Tokyo\\_Anime\\_Award](https://en.wikipedia.org/wiki/Tokyo_Anime_Award)

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

[https://en.wikipedia.org/wiki/Tokyo\\_Anime\\_Award](https://en.wikipedia.org/wiki/Tokyo_Anime_Award)

***HELLSING: DELUXE EDITION. 2*** by Kohta Hirano

Dark Horse Manga, 2020

**PUBLISHER'S SUMMARY**

**The international manga bestseller returns in deluxe hardcover editions, collecting Kohta Hirano's horror epic for the first time in its original 7x10 serialized format. Featuring wall-to-wall action and mayhem, *Hellsing* is one-stop shopping for supersized supernatural psychosis!**

The Hellsing Organization is under siege by the undead Nazi army of the Millennium Project, who are turning the streets of London into rivers of blood and the citizenry into a legion of abominations. And with this murderous conflict at a fever pitch, the Vatican sees an opportunity to take down both Millennium and Hellsing in one swift stroke!

Collects *Hellsing* chapters 28-62 from *Hellsing* volumes 5-8.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Horror stories

Comics (Graphic works)

Good and evil

Vampires

Vampire comics

Supernatural

London (England)

Horror comics

**RECOMMENDED AGE GROUP: N/A**

**HOLDINGS AND CIRCULATION**

- 1 print copy at Covington/ Shelved in Graphic Novel Restricted/ Call number GNR Hira 2 Purchase in April 2024. Available on shelf in April 2024.  
Total circulation on all print copies: 1

**OTHER LIBRARY HOLDINGS**

Held in 97 libraries.

Beaumont (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

Round Rock (TX) Public Library – Adult Manga

**PATRON REQUEST/SUGGEST A PURCHASE: Yes**

**REVIEWS:**

**Publishers Weekly** (March 8 2004)

Another in a long line of manga featuring an off-kilter hero, this lively tale about vampire hunters features the eponymous top-secret organization based in England that's called on for only the toughest jobs. Hellsing's top vampire hunter is Alucard, a lanky figure in an oversized

hat and a duster that swirls dashingly as he blows bad guys to smithereens with his arsenal of enormous firearms. Alucard, it turns out, is actually a vampire himself, and just why he's tearing up his own kind is open to question, but then, Hellsing doesn't lend itself to much deep contemplation. It's mostly a fun, violent romp. In the first story readers meet a young policewoman who joins the undead after becoming an innocent victim in a battle. Police Girl, as she's known, comes to the organization via Integra, Hellsing's leader, and her adaptation to her new life affords some amusing moments. In a flashback, readers learn how Integra took over Hellsing and how she first met Alucard when he rescued her from her own murderous relatives. Later, the heroes nearly meet their match in Father Alexander Anderson, a superhuman priest who works for Section XIII, the Vatican's own vampire division. The bloody battle is accompanied by some rather awkward religious sparring between the Catholic Church and Hellsing, which is sworn to protect, believe it or not, the Protestant Church. It's goofy details like this that give the book some charm and energy. Hirano's storytelling is easy to follow, as stylish close-ups of the "we're-groovy-and-we-know-it" characters explode into violent full-page illustrations of all-out mayhem. (Dec. 2003)

#### **Los Angeles Review of Books** (April 9, 2022)

IT MUST SOUND odd to describe Kohta Hirano's *Hellsing* as one of the most cutting-edge action comics of all time, or to describe Dark Horse Comics's extravagant rereleases of the long-out-of-print series as cause for celebration.

Its plot — a pseudo-sequel to Bram Stoker's *Dracula* that chronicles the clandestine workings of a secret British society (managed by the last surviving descendant of Abraham Van Helsing) as they usher a domesticated and bemused Dracula into a three-way tussle with an assemblage of Vatican-backed Crusaders looking to burn Britain to the ground and a battalion of Nazis who have turned themselves into vampires through an unholy fusion of science and magic after half a century hiding in South America — is the stuff of grindhouse matinees.

Its style belongs to a similarly unapologetic old-school. Compared to the razor-sleek art direction and the grinding, epic scale that have come to characterize American war or superhero comics and the professional, poppy landscape of contemporary action manga, the quarter-century-old *Hellsing*'s splatterhouse approach can read as positively primitive. Where most of his contemporaries (and their successors) shun all things messy in favor of a clean cinematic style insistent on linearity and literalism at the expense of ambiguity, spontaneity, and experimentation, Hirano revels in a love of the gauche and the gaudy. Nothing here is done by halves; nothing is done even by fulls.

Instead, every element is pushed to the most cartoonish limits of representation. Pitch-black inks outline and clash against stark whites for a popping effect underscored by slashing grays. An exacting attention to detail in all things — from the creases in uniforms to the contours of a gun's barrel — renders every object both exceedingly real and impossibly strange. Characters do not simply smile or frown but *leer* and *grimace*, their expressions stretching like wax masks to comical proportions. Characters do not simply stand but *vogue*, strutting and striking wildly elaborate stances that defy anatomy and flashing flamboyant gestures as if they were posing

for a magazine cover with such verve they break through panels and gutters for want of space and attention.

If Hirano sees mete to violate the norms of visual storytelling, he will waste no time eschewing every convention of continuity and clarity to better capture that one perfect angle, striking juxtaposition, or beautiful parallel. Should the chaos of a combat scene be better served by a dissolution into montage, Hirano is happy to melt the neat choreography of a battle down into a barrage of panels almost indecipherable in their temporal and spatial relations. Should the opposite be called for — moments of emphasis so pointed they demand a complete grinding to a halt — Hirano spares no effort detailing single-page images or double-page spreads so histrionically composed that they freeze the formally madcap action into baroque tableaux demanding meditative contemplation.

Considering the catastrophes on display, such a freeze is often necessary. Where many other commercial comics often confine violence to blood sprays or the occasional glimpse of nondescript organs, the atrocities on exhibit in *Hellsing* are so inventive and grandiose they shade into a surreality that invites extended study. Vampires scoop the eyes from their victims' skulls with ghoulishly distended maws lined by rows of impossibly pointy fangs; an arm thought lopped off a moment ago juts from its owner's leering mouth, gun firmly in hand; Nazi soldiers dangle the corpses of disemboweled infants from their ghoulish maws. Hirano has a predilection for depicting bodies in the midst of destruction, pausing the action on characters as their skulls are atomized by cannon fire — teeth shattering into shavings, outer cheeks distending sickly as a shell pushes through their face — or the tightly coiled ropes of a mercenary's bowels are loosened over the full course of a page by shrapnel. So heightened and lovingly rendered are the sights on display that they assume something of the fetishistic appeal of the vampire myth, particularly where the action narrows to one-on-one combat. When Dracula is not biting into the necks of swooning, moaning victims, he is commanding his rival, the mad priest Anderson, to "pierce the bowels of my heart" with exaggeratedly large bayonets while discharging explosive rounds from his own ludicrously phallic guns.

Hirano may delight with pornographic fervor in displaying violence, but there is no mistaking his appreciation of hyper-stylized bloodletting for the kind of systemic cruelty and sadism that underlines more ostensibly serious action comics. Authors like Warren Ellis, Mark Millar, Garth Ennis, and Alex Ross might preen about the humanistic impulses that characterize their work, but the satire of comics like *Planetary* and *The Boys* is so smug, broad, and muddled that it often ends up not a critique but a celebration of neoliberal interventionism and technocratic fascism wherein violence, if regrettably uncouth, will at least always at last be yielded by the just. It is not difficult to draw the line linking these authors and their influence at publishers like Marvel and DC to these company's later decision to adopt a house style championed by writers like Jonathan Hickman and artists like Adam Kubert that has turned both into de facto recruiting campaigns for the American military or Silicon Valley's most odious "innovators" when they are not literally advertising for arms manufacturers like Northrop Grumman.

What drives Hirano's work, by contrast, is a kind of audacious glee so loud and insistent that to call it "bombastic" even seems like a hedging; better instead to call it "operatic." *Hellsing* itself certainly seems to encourage the comparison, rife as it is with quotations and references to the art form Herbert Lindenberger described as "the last refuge of the high style." One character is given to singing passages from Carl Maria von Weber's *Der Freischütz* and identifying herself as Kaspar, while another stands atop a zeppelin pretending to conduct the war before him as if it were an orchestra; there is even an extended musical interlude showcasing the bleakest sights of the Nazi's blitz of London set to lyrics. So pronounced is the parallel that the characters cannot miss it, with nearly every speaking part finding time to describe their conflict in terms theatrical. "This burlesque is over," sighs the butler Walter as the story nears its end. "It's a one-night, one-act farce, both this war and this world ... I just wanted ... to play the best part I could." Watching from aboard the command center on his blimp, the villainous Major, leader of the Nazi remnants, opines, "This show ist one night only. I might as vell vatch from the highest seat." Perhaps this is why the characters are so ready to indulge in soliloquy: confronted with the obvious stagedness of their situation, they see no reason to hew to naturalism, and so are given to launching into flowery declamations about "the wiles of the zealot," "the duty of humans," or how they will "settle on no ends in achieving (their) means." Hirano strives at all times for a kind of grandiloquent maximalism that constantly threatens to collapse and yet only grows ever more delightful.

Attribute this success, maybe, to the obvious glee Hirano takes in stretching speech to its most absurd ends. Or, maybe, attribute it to Hirano's affinity for even his most heinous characters as well as to translator Duane Johnson, who, with an ear for dialect and attention to rhythm and wordplay, surely bears more than a little responsibility for endowing each of them with fetching personality and voice. Or, finally, maybe it's best to lay the blame squarely on the author's keenly attuned humanistic instincts. For as ludicrous as the comic's every aspect is, the most ludicrous of all may very well be that all the ribald violence, all the elaborate posturing and posing and speechifying, are in service to an earnest investigation of our endless appetite for the violent escapism of power fantasies.

There is no topic *Hellsing's* characters love to meditate on more than what leads one to transgress the razor-thin demarcation between man and monster. Dracula in particular is given to asking his opponents what they are — "A man? A dog? A freak? A monster?" — and ranting that "[i]t is always humans who defeat monsters!" But being a monster in *Hellsing* is not merely a matter of abandoning one's human physiology, a point Dracula's master Integra makes in the face of the nefarious Major's defense that if he is a "monster-like human," he remains human on the basis that he alone among the Nazis has resisted becoming a vampire. "Only humans make 'defeating' something ... a duty they must perform," she chides him. "It's not for the enjoyment of combat." More than anything, the trespass into monstrosity is marked by the abdication of one's inherent human decency and the moral weight that it entails in exchange for power, and more than anything what motivates this abdication is terror: of death, of weakness, of ambiguity, of old age, of, ultimately, vulnerability. "Do you fear becoming useless?" Dracula taunts his former companion Walter when he learns he sold himself out to the Nazis for a taste of vampirism; "did nae ye become ae devil ye did nae want tae cry?"

Anderson teases Dracula after his own wish to be “born ae storm ... nae heart, nae tears, just as ae terrible gale” was fulfilled and ultimately left him ruined. Having experienced the transition firsthand, he finally learns what Integra’s father, Arthur Hellsing, has known all along: that the monster’s obsessive “crav[ing] for conflict [and] gory struggles” is a kind of “longing” that hides “terribly pitiful, pathetic children who might simply break down and cry feebly.” All that posturing and flaunting, all that obsession with dominance only hides the fact that monsters cannot contend with a world as brutal and uncompromising as our own.

To wish “to be born a storm,” then, is to wish to be both so elemental you are free of any duty greater than rampant destruction and so powerful that you cannot be resisted, to wish that the world could be flattened to childish fantasy. It is to believe, as Anderson taught his students, “[that] should you cry ‘Amen!’ and kill, the world shall slip into its rightful place.” It is, as Dracula cajoled his followers, to mistakenly hope that “fighting is prayer itself. At the end of so much prayer it astounds, God will descend.” It is no accident that these so-called monsters cannot help describing their condition in terms of illusion: Dracula himself begs to be woken up from “this interstice of my dream,” one of the Nazi high command grins wildly, “like a child ‘oo’d just ‘ad a smashing dream” upon his death. This, likewise, is why characters cannot help relating their situation to theater and opera: it allows them to hide in a delusion of invincible heroism while forgetting how many of these stories end in tragedy. In the monster’s worldview, there is no need to consider, to reason, to imagine because there no longer exists any of the ambiguity or complexity vulnerable humans are heir to: so long as one keeps killing, the distinction between dream and reality, theater and life, heaven and earth, will remain unintelligible. Never again will one have to confront their fragility.

This is, of course, the illusion offered by all power fantasies everywhere. We are all weak beyond measure, our lives contingent on innumerable forces beyond our influence. Who among us has not felt the sting of a rejection, the weight of some unavoidable failure, the revelation of a loss that can never be redeemed or an insult that can never be avenged, and not turned immediately to the solace of some dream of revenge? Who, upon being made aware that they were disposable in the eyes of the world or replaceable in the heart of a loved one, has not yearned for a mind that would never know discomfort, a heart that would never know pain, and a body that would never betray you? But the world is both inhospitable and limiting, and there is no power we can find here that will place us beyond it. So we take refuge in escapist fantasies that offer a sense of transcendence, none of which are so easily accessible or digestible or as thrilling as those tales of violent conflict where the rules are simple and brutal, the aesthetics clean, the complexities ironed flat, and our proxies beyond any lasting moral and mortal reproach.

The problem is not that we would ever seek these escapes; there is no shame in seeking the comfort of alternative possibilities or the sublimation of our most brutal urges. The mistake comes when, like *Hellsing*’s most wretched cast members, we conflate the imagined with the lived, and mistake the righteousness and invincibility we feel in our fantasy for an entitlement to violence in our own lives. This, in part, explains why *Hellsing* possesses a style so heightened

that it dizzies. Nobody but a lunatic could mistake it for some longed-for ideal; no one who has not already given themselves up to bloodlust would find it worthy of emulation.

More importantly still, it explains why Hirano's masterpiece is capable of producing an emotional resonance that so many of its predecessors and its imitators fail to deliver: he never allows the audience a chance to feel removed from or morally superior to his actors. Readers are instead forced to sympathize with and confront the same impulses that led them here, and in doing so feel not only the shared glory this tradition has always peddled but also the shame and weakness that makes all of us easy marks for it in the first place. War is absurd, as is our veneration of it, in large part because that veneration and that obsession come from our most acute and vulnerable and absurd feelings. To glibly dismiss these emotions and our delight in them as foolish or negligible is to refuse acknowledgment of our own susceptibility to them, while to sanitize them is to make that identification too simple, too antiseptic. What Hirano gives us with his singular style and acerbic vision, then, is the perfect intersection of the two, a work at once too absurd to be believed and too believable to be absurd.

<https://lareviewofbooks.org/article/born-a-storm-on-kohta-hiranos-hellsing/>

#### **Comics Beat** (July 13, 2020)

Vampire fiction runs the gamut, from the creeping Victorian horror of *Dracula*, to the romance *Twilight*, to the thinly veiled homoeroticism of *Carmilla*, to the science fiction wasteland of *Vampire Hunter D*. The lore is rarely consistent, the only binding aspect that of blood drinking. Lovers of vampire fiction can often be divided into those who love genuinely terrifying monsters and those who enjoy surrounding themselves with all things darkly beautiful. For those who like to strike a balance, there is *Hellsing*.

Initially translated into English as a collaboration between Dark Horse and Digital Manga Publishing in the early 2000s, *Hellsing* follows the maneuvers of the Hellsing Organization, led by Sir Integra Fairbrook Wingates Hellsing. Sir Integra, a young bespectacled woman with an affinity for thin cigars, utilizes the services of the dread vampire Alucard to keep England free of monsters. In the pursuit of a vampire priest, Alucard turns a young police woman, Seras Victoria, into a vampire whose need to learn the ropes allows the reader an in with this secretive group.

Seras, known as "Police Girl" by most, is hesitant to drink human blood or live in a coffin, grasping on to her remaining humanity and grappling with her steady transformation into a monster. Her newfound abilities are necessary, however, in the fight against Millennium, a holdover Nazi organization led by a man who was a Lieutenant in the SS during World War II, now known as The Major. The Major's chief concern is to plunge the world into war once again, lusting after the chaos, violence, and upheaval that war brings. The Hellsing Organization isn't the only group invested in defeating Millennium, however; the Vatican's mysterious Iscariot Organization has deployed their hideously powerful Father Alexander Anderson whose bloodlust for Alucard occasionally threatens his ability to perform his duties. And though Alucard, Seras, and Anderson are all incredibly hard to kill, Millennium has another ace up its

sleeve: They have been building an undead army for decades, scientifically modifying their ranks to be stronger.

Vampires and Nazis are the cornerstone of pulp comics, and *Hellsing* unashamedly leans all the way into the absurdity of the circumstances. Everything is over the top, especially the blood spray. Though surprisingly, Alucard favors his twin guns over feasting on his enemies, and Seras wields a ludicrously long cannon called the Harkonnen. Indeed, the manga is a treat for gun enthusiasts and anyone who appreciates some stunning displays of violence. Alucard, though ostensibly the protagonist, is not a “good guy.” He is a servant to the Hellsing Organization, answering specifically to Integra, but he has no qualms about killing anyone who gets in his way, and he delights in destruction. In fact, he and Integra’s butler, Walter, had defeated Millennium once before, and Alucard delights in the prospect that he can do battle with them once again.

Beyond the trappings of genre, *Hellsing* is an incredibly stylish manga. Alucard never fails to look excessively cool, his black hair varying in length from scene to scene, his wild eyes dark-rimmed and frenzied. He shapeshifts into a many-eyed void during his battles, is beheaded and resurrected several times, and always, always defeats his enemy with unbridled pleasure. Seras’s hefty bosom and her nearly erotic eventual ingestion of blood remind the reader that creator Kohta Hirano has hentai manga in his repertoire, though thankfully he does not treat all of his female characters with similar heightened sensuality. In fact, his variation of character is impressive, and his inventiveness with design exciting and distinct. Seras’s nubile virginity is the direct opposite of Integra’s buttoned-up, serious virginity (this sexual status being eye-rollingly important in the vampire lore of the series). Hirano is constantly stepping back and forth over the line between sex and violence throughout the series, constantly pushing the boundaries of good taste in the pursuit of a wickedly gratifying comic.

For years, fans have been awaiting a reprint of this sexy series, and Dark Horse has not only finally complied, but pulled out all the stops for a deluxe edition. With a blood red hardcover, ribbon bookmark, and nearly 700 7”x10” pages of gruesome adventure, *Hellsing* is a beautiful addition to any serious manga collector’s shelves. The translation has not been updated since its initial pass in 2003, but in this case the text does not feel dated — though the use of the Papyrus font for chapter subtitles might feel jarring for some. Its \$50 price tag and unwieldy page count does make it an unfriendly option for the uninitiated, and the fact that this is the only version currently available may negatively affect sales. But for those who have been seeking an unbridled, unforgiving, and unhinged vampire story, the gorgeous and ghastly first deluxe volume, containing the first four original volumes of the series, is [available through Dark Horse](#) starting July 15, 2020. (Morgana Santilli)

<https://www.comicsbeat.com/review-hellsing-deluxe-edition/>

#### **BIOGRAPHICAL NOTE**

Kohta Hirano is the creator of the Drifters and Hellsing manga series.

#### **AWARDS & LISTS:**

Quills Awards (2006 Graphic Novel Nominee)

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Amazon.com

Wikipedia.org (author bio)

<https://www.comicsbeat.com/2006-quill-awards-nominees-up/>

<https://lareviewofbooks.org/article/born-a-storm-on-kohta-hiranos-hellsing/>

<https://www.comicsbeat.com/review-hellsing-deluxe-edition/>

***KASE-SAN AND BENTO*** by Hiromi Takashima

Seven Seas, 2017

**PUBLISHER'S SUMMARY**

We're girlfriends...now what? It's the start of grade twelve and this year, Yamada and Kase-san are in the same class together! Yamada's thrilled to be dating her track-star girlfriend, but she's having trouble getting a grip on just what 'going out' even means. Before she can find a solution to her problem, though, their school trip to Okinawa begins! Will Yamada and Kase-san ever figure this whole girlfriend thing out--or will misunderstandings split them apart forever?"--  
Page 4 of cover.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Cartoons and comics  
Graphic novels  
Individual differences  
Japan  
Lesbian high school students  
Romance comics  
Comics (Graphic works)  
Comic books, strips, etc  
High school students  
First loves  
Women track and field athletes  
Romance comic books, strips, etc  
High school girls

**RECOMMENDED AGE GROUP:** 14 to 17

**HOLDINGS AND CIRCULATION**

- 1 print copy at Mandeville / Shelved in Graphic Novel Restricted/ Call number GNR Taka 2

Purchased in January 2019. Available on shelf in January 2019.

Total circulation on all print copies: 54

**OTHER LIBRARY HOLDINGS**

Held in 90 libraries.

Waco-McClennan County (TX) Library – Young Adult Graphic Novels

Springfield-Green County (MO) Library District – Adult Comic Books

Rockford (IL) Public Library – Young Adult Manga

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:** N/A

**BIOGRAPHICAL NOTE**

Hiroshi Takashima is a *yuri* manga creator best known for her work on the *Kase-san* series of books.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***KASE-SAN AND CHERRY BLOSSOMS*** by Hiromi Takashima

Seven Seas, 2019

### **PUBLISHER'S SUMMARY**

**THE FUTURE AWAITS!** It's time for Yamada's university entrance exams, and she's super nervous! All her hard work is about to be put to the test. Will she get to follow her dreams and join Kase-san in Tokyo come spring?

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Cartoons and comics

Graphic novels

Individual differences

Japan

Lesbian high school students

Romance comics

Comics (Graphic works)

Comic books, strips, etc

High school students

First loves

Women track and field athletes

Romance comic books, strips, etc

High school girls

**RECOMMENDED AGE GROUP:** 14 to 17

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Mandeville / Shelved in Graphic Novel Restricted/ Call number GNR Taka 5  
Purchased in October 2019. Available on shelf in October 2019.  
Total circulation on all print copies: 30

### **OTHER LIBRARY HOLDINGS**

Held in 57 libraries.

Waco-McClennan County (TX) Library – Young Adult Graphic Novels

Springfield-Green County (MO) Library District – Adult Comic Books

Mid-Continent (MO) Public Library – Young Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

### **REVIEWS:**

"As 'first love' stories go, this is definitely one of my favorites. It's a strong candidate for this year's Top Ten. I hope we'll see more of Takashima Hiromi's art in the future." - Erica Friedman, *Okazu*

**BIOGRAPHICAL NOTE**

Hiromi Takashima is a *yuri* manga creator best known for her work on the *Kase-san* series of books.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***KASE-SAN AND SHORTCAKE*** by Hiromi Takashima

Seven Seas, 2017

**PUBLISHER'S SUMMARY**

"It's the last summer of high school, so Kase-san and Yamada decide to make the most of it and head for the pool! Unfortunately, the end of high school isn't only about celebration. Yamada cheers Kase-san on as she trains for the upcoming track meet, but her mind is filled with thoughts of the future--and what it means for her relationship with Kase-san"--Cover, page 4.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Cartoons and comics

Graphic novels

Individual differences

Japan

Lesbian high school students

Romance comics

Comics (Graphic works)

Comic books, strips, etc

High school students

First loves

Women track and field athletes

Romance comic books, strips, etc

High school girls

**RECOMMENDED AGE GROUP:** 14 to 17

**HOLDINGS AND CIRCULATION**

- 2 print copies at Mandeville and Slidell / Shelved in Graphic Novel Restricted/ Call number GNR Taka 3

Purchased in January 2019. Available on shelf in February 2019.

Total circulation on all print copies: 55

**OTHER LIBRARY HOLDINGS**

Held in 55 libraries.

Waco-McClennan County (TX) Library – Young Adult Graphic Novels

Springfield-Green County (MO) Library District – Adult Comic Books

Rockford (IL) Public Library – Young Adult Manga

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:**

"As 'first love' stories go, this is definitely one of my favorites. It's a strong candidate for this year's Top Ten. I hope we'll see more of Takashima Hiromi's art in the future." - Erica Friedman, *Okazu*

**BIOGRAPHICAL NOTE**

Hiromi Takashima is a *yuri* manga creator best known for her work on the *Kase-san* series of books.

**AWARDS & LISTS: N/A****RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***LET'S PLAY VOLUME 3*** by Leeanne M. Krecic

Rocketship Entertainment, 2023

**PUBLISHER'S SUMMARY**

She's young, single and about to achieve her dream of creating incredible videogames. But then life throws her a one-two punch: a popular streamer gives her first game a scathing review. Even worse, she finds out that same troublesome critic is now her new neighbor! A funny, sexy, and all-too-real story about gaming, memes, and social anxiety. Come for the plot, stay for the doggo.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Video games

Design

Comic books, strips, etc

Romance comics

Graphic novels

Social aspects

Man-woman relationships

United States

Webcomics

Comics (Graphic works)

**RECOMMENDED AGE GROUP: N/A**

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Krec 3

Purchased in August 2023. Available on shelf in September 2023.

Total circulation on all print copies: 2

**OTHER LIBRARY HOLDINGS**

Held in 77 libraries.

Tom Green County (TX) Library System – Graphic Novels

Fondulac District (IL) Library –Teen/ Young Adult Graphic Novels

Springfield-Greene County (MO) Library System – Adult Comic Books

**PATRON REQUEST/SUGGEST A PURCHASE: Yes**

**REVIEWS: N/A**

## **BIOGRAPHICAL NOTE**

Leeanne M. Krecic, also known to her fans as " Mongie", is the creator of the Eisner-nominated and Amazon bestselling comic phenomenon *Let's Play*. As a webcomic, *Let's Play* has over 5 million global subscribers and is available in English, French, Spanish, and German through the webcomics platform, Webtoon. The graphic novel collections of *Let's Play* are 2 of the top 30 all-time Kickstarters in the Comics category and are published by Rocketship Entertainment. Announced in 2021, *Let's Play* is being adapted as a live action series by Allnighter (*Final Fantasy, Luther Strobe*). In 2021, Leeanne was nominated for the Ringo Award for Best Cartoonist. With a degree in computer science, Leeanne worked as head of IT for an Internet-based company for eleven years, helping it become a multi-million dollar company, before deciding to pursue her dream of becoming a comic creator. Entirely self-taught, Leeanne has worked as a commissioned freelance artist for over eight years, creating concept art for tabletop games, and book covers. Leeanne resides in Kansas City with her husband, two dogs, two cats, and over a hundred fish.

## **AWARDS & LISTS:**

2019 Eisner Award (nominee)

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***ME AND THE DEVIL BLUES* by Akira Hiramoto**

Del Rey, 2008

### **PUBLISHER'S SUMMARY**

Legend has it that if you take your guitar and stand at a crossroads at the witching hour, the devil will appear. He'll grab your instrument, play a song, and hand it back to you. You'll walk away an expert bluesman, but you'll have to pay the price: your immortal soul.

The year is 1929. Deep in the Mississippi Delta, a young man named R J dreams of becoming a bluesman. R J is a simple farmer who can barely play guitar, but when he takes a midnight stroll, his life is forever changed.

A phantasmagoric reimagining of the life of legendary blues great Robert Johnson, *Me and the Devil Blues* follows the journey of a man who really did sell his soul to the devil. Why not come along for the ride?

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Johnson, Robert, 1911-1938

Faustian bargains

Blues (Music)

Blues musicians

Gangsters

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Hira 1

This book was received as a donation. Available on shelf in October 2011.

Total circulation on all print copies: 19

### **OTHER LIBRARY HOLDINGS**

Held in 213 libraries.

East Baton Rouge Parish Library – Adult Graphic Novels

Broward County Florida Library – Young Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE:**

### **REVIEWS:**

#### **School Library Journal**

Grade 10 Up—Hiramoto has taken the few facts and all of the legends about the father of the modern blues guitar and spun them into a fantastically haunting tale of music, self-discovery, and redemption. The book opens with Johnson struggling as a plantation hand in the 1930s,

barely eking out a living for himself and his pregnant wife. He hates his way of life, and his one pleasure is slipping away at night to hear blues at a gin joint. Although he tries, he doesn't have the knack for playing. Late one night, Johnson stumbles out of the joint and passes out. He wakes up with several months of his life missing, finding that his wife and child have died and that he's now gifted with guitar skills like no one has ever heard before. Confused and frightened, he sets out on the road, where he's befriended by the charismatic thief Clyde Barrow. The two journey through the darker corners of southern America, all the while confronting racism, violence, drug abuse, and religion. Hiramoto's black-and-white art is quite different from what most readers are used to in manga. Lacking most of the cartoony devices, his realistic approach relies on strong storytelling and powerful facial expressions to get his ideas across. The volume ends on a cliff-hanger, hinting that future tales will bring even more of an emotional punch. The music and horror aspects will provide the immediate draw for readers, but Hiramoto's well-developed, mature storytelling makes this a series to watch.— Matthew L. Moffett, Pohick Regional Library, Burke, VA  
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### **BIOGRAPHICAL NOTE**

**Akira Hiramoto** (Japanese: 平本 アキラ, Hepburn: *Hiramoto Akira*, born 1976) is a Japanese manga artist. He made his debut with *Sono Tomodachi ni Gimon Ari* story in 1995 in *Weekly Young Magazine*. He is best known as the creator of *Prison School*, which won the General Manga Category award at the 2013 Kodansha Awards, and *Me and the Devil Blues*, which has won the 2009 Glyph Comics Awards for the Best Reprint Publication.

### **AWARDS & LISTS:**

Glyph Comics Award for the Best Reprint Publication (2009)  
SLJ Best Adult Books for High School Students List (2008)

### **RESOURCES**

Ingram Content Group, LLC  
Books in Print 2.0  
Worldcat  
Individual library websites (for holdings info)  
Amazon.com  
Wikipedia.org (author bio)  
Slj.com

***MENOPAUSE: A COMIC TREATMENT*** edited by M.K. Czerwiec

Graphic Mundi – PSU Press, 2022

**PUBLISHER'S SUMMARY**

Like so many other issues surrounding women's reproductive health, menopause has been treated as a cultural taboo. On the rare occasions that menopausal and perimenopausal women are depicted in popular culture, they are stereotypically cast as the butt of demeaning jokes that encourage us to laugh at their deteriorating bodies and emotional volatility. The result is that women facing menopause often feel isolated and ashamed. In a spirit of community and support, this collection of comics presents a different view of menopause that enables those experiencing it to be seen and to feel empowered.

Balancing levity with sincerity, these comics unapologetically depict menopause and all its attendant symptoms, from hot flashes and vaginal dryness to forgetfulness, social stigma, anxiety, and shame. Created from a variety of perspectives, they represent a range of life experiences, ages, gender identities, ethnicities, and health conditions. The common thread uniting these stories is the affirmation that, while we can and should laugh at ourselves, no one should be ashamed of menopause. The comics in this book encourage us to share our experiences and to support one another, and ourselves, through self-care and community. Featuring works by a host of pioneering and up-and-coming comics artists, Menopause is a perfect foil to the simplistic, cheap-joke approach society at large has taken to this much-derided women's health issue. Readers will revel in the sly humor and universal truths found here.

The contributors include Lynda Barry, Maureen Burdock, Jennifer Camper, KC Councilor, MK Czerwiec, Leslie Ewing, Joyce Farmer, Ellen Forney, Ann M. Fox, Keet Geniza, Roberta Gregory, Teva Harrison, Rachael House, Leah Jones, Monica Lalanda, Cathy Leamy, Ajuan Mance, Jessica Moran, Mimi Pond, Sharon Rosenzweig, Joyce Schachter, Susan Merrill Squier, Emily Steinberg, Nicola Streeten, A. K. Summers, Kimiko Tobimatsu, Carol Tyler, Shelley L. Wall, and Dana Walrath.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Medicine  
Menopause  
Graphic novels  
Nonfiction comics  
Psychology

**RECOMMENDED AGE GROUP:** N/A

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 618.175 Men

Purchased in April 2021. Available on shelf July 2021.

Total circulation on all print copies: 9

## **OTHER LIBRARY HOLDINGS**

Held in 1139 libraries.

East Baton Rouge Parish Public Library – Adult Graphic Novels

Birmingham (AL) Public Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE: No**

## **REVIEWS**

**Booklist** (07/01/2020):

**\*Starred Review\*** As editor Czerwiec, a nurse, artist, and coeditor of GraphicMedicine.org, explains in her introduction to this valuable, 26-piece anthology, comics "make literal the metaphors we use to describe our bodies, and they can be playful and enjoyable, even if the topic they tackle is not." (Czerwiec's own contribution includes the terrific line, "Here's my theory: Hot flashes are actually give-a-shits burning off.") Spanning a range of ages, gender and sexual identities, and artistic styles, the stellar roster of contributors (Lynda Barry, Leslie Ewing, and A.K. Summers among them) makes for a provocative collection that spikes, echoes, and ventures off topic. Attention is paid as much to the emotional side of menopause as to physical symptoms like hot flashes, six-month-long periods, and vaginal dryness. Some pieces don't even mention the m-word, focusing entirely on the concurrent experiences of their contributors. Among too many standout contributions to name, Dana Walrath's charcoal-sketched comic grounds her experience in that of Mother Earth and contemporary society; Ajaun Mance's bright, digitally drawn piece considers the intersection of menopause and genderqueerness; and Roberta Gregory's cartoon contemplation of her last period brings up the story of her first. Playful and enjoyable indeed, as well as moving, affirming, and solidarity-sparking. (Reprinted with permission of Booklist, copyright 2020, American Library Association.)

**Publishers Weekly** (01/27/2020):

This eclectic anthology in the graphic medicine genre illuminates a subject seldom discussed in comics, as more than 20 creators share their experiences with menopause. The wide range of approaches includes Maureen Burdock's elegantly illustrated ode to the neopagan triple goddess and "moonblood," Lynda Barry's witty recollections of the opinionated old ladies in her Filipino family, Joyce Farmer's playful answer to the question "Do Menopausal Women Even Get Horny?" and an appearance from Roberta Gregory's alt-comics heroine, Bitchy Bitch, who deals with "the Change" by snarling, "Has it really been over five hundred gushers?" One of the strongest and funniest pieces, Mimi Pond's "When the Menopause Carnival Comes to Town," follows a mother and daughter through a fairground where attractions include the Mood Swing and the Hormone Scrambler. Several pieces are authored by medical professionals, including the editor, a nurse and educator who calls herself Comics Nurse. Trans and genderqueer creators offer perspectives, as do artists who have gone through hysterectomy and early menopause. Like many anthologies, it's uneven, with the contributors' artistic abilities ranging from amateur to fully assured. But the volume's exploration of what Barry calls "un-becoming a

woman" is often informative, sometimes moving, and ambitious in its frank talk about what is oddly taboo: an inevitable experience for half of humanity. (May)

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### **Shelf Awareness (08/21/2020):**

The cartoons in *Menopause: A Comic Treatment* depict what is generally considered an unbecoming, if not humiliating, life event. This collection, edited by M.K. Czerwiec, joins the Graphic Medicine Series (*Escaping Wars and Waves*) in treating a complex topic with candor and creativity. Twenty-five comics represent diverse women and their experiences, in drawing styles as distinctive as the artists.

"Comic Nurse" Czerwiec asked cartoonists "who are going through menopause, or who have already been through it, to make comics about their experiences and how they coped." In "Menopositive," the acclaimed Lynda Barry's wildly lined drawings show her in childhood listening, unnoticed, as her mother and aunt talk about "the change." Barry addresses the invisibility that often cloaks older women, saying, "The change for me is some kind of shift of focus, that capacity I had to just be somewhere when I was a kid.... It has come back." Sexuality is, unsurprisingly, the subject of many of the comics. "Climactic Calamity" by Rachael House is a wry anecdote of a doctor visit where "two words you never want to hear your doctor say-- vaginal atrophy" is remembered in bold, primarily red drawings.

Czerwiec selects stories that encourage women to "find our voices rather than remain silent, to invite us into strength rather than push us further into shame." This book reveals a community of women reacting to aging with insight and humor. This will be the perfect gift for women approaching, or in, the stage of life called menopause. COPYRIGHT (2020) Shelf Awareness, ALL RIGHTS RESERVED.

### **BIOGRAPHICAL NOTE**

MK Czerwiec, RN, MA, is the artist in residence at Northwestern University's Feinberg School of Medicine and the cocurator of [GraphicMedicine.org](http://GraphicMedicine.org). She has served as a Senior Fellow of the George Washington School of Nursing Center for Health Policy and Media Engagement and as an Applied Cartooning Fellow of the Center for Cartoon Studies. She is the creator of the graphic memoir *Taking Turns: Stories from HIV/AIDS Care Unit 371* and coauthor of *Graphic Medicine Manifesto*, both published by Penn State University Press.

### **AWARDS & LISTS**

Eisner Award - Nominee – Best Anthology - 2021

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

## **MY BRILLIANT FRIEND** by Chiari Lagani

Europa Editions, 2023

### **PUBLISHER'S SUMMARY**

"HBO's four-season TV adaptation of *My Brilliant Friend* has enjoyed success with critics and viewers in the U.S.; the novel has been adapted for the stage and radio plays. Here, for the first time, it is brought to vivid life as a graphic novel by one of Italy's most beloved illustrators. For Ferrante fans, for those new to Ferrante, for readers of graphic novels, Chiara Lagani's and Elena Ferrante's *My Brilliant Friend*: the graphic novel is a thrilling new adaptation of one of the best loved novels of recent decades. Translated by Ferrante's long-time translator, Ann Goldstein, the graphic novel tells the enduring story of the complex friendship between Lila and Lenù in post-war Naples"-- Amazon.com

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Graphic novels  
Friendship  
Poor girls  
History  
Coming of age  
Naples (Italy)  
20<sup>th</sup> century  
Psychological comics

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelves in Graphic Novel Restricted/ Call number GNR Laga

Purchased in November 2023. Available on shelf in February 2024.

Total circulation on all print copies: 2

### **OTHER LIBRARY HOLDINGS**

Held in 351 libraries.

Fayetteville Public Library (AR) Public Library – Teen Graphic Novels

Shreve Memorial Library – Adult Graphic Novels

Waco McLennan County (TX) Library – New Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

### **REVIEWS:**

**Foreword** (August 27, 2023):

Two friends share their dreams and troubles in Chiara Lagani and Mara Cerri's graphic novel adaptation of Elena Ferrante's *My Brilliant Friend*. Elena and Lila have known each other for decades, so Elena is not surprised when Lila goes missing. Over the course of their long

friendship, they fought, got into trouble, watched dreams come and go, and pushed each other farther than they ever would have gone alone. But in spite of Lila's cleverness, drive, and ruthless streak, freedom proved more elusive than she ever expected. Lila, a bright girl stifled by her unsupportive parents, takes her frustrations out on Elena with cutting remarks and cruel gestures. But even when they hate each other, the girls are never far apart, bound by what they have in common: their shared terror of Don Achille, a mysterious neighbor shrouded in frightening rumors; their changing bodies; and their desire to escape their insular, oppressive neighborhood.

A muted palette and faded colors evoke a sense of unhappy nostalgia similar to looking at a water-stained photograph. The scenes of Elena's summer in Ischia are rendered in bright blues and yellows--a stark contrast to the terrible event that befalls her there. Frequent close-ups of people's faces show subtle but deep emotions during intense moments. The story culminates at Lila's wedding. The occasion she anticipated as her long-sought escape route to a better life turns sickening because of betrayal, which is depicted with minimal text and stark shades of white, black, and yellow. But as the opening pages show, hope does not vacate a person's life: it merely waits for the right moment to break free. *My Brilliant Friend* is a graphic novel about the ups and downs of a lifelong, life-changing friendship. COPYRIGHT(2023) Foreword Magazine, ALL RIGHTS RESERVED.

**Kirkus Reviews** (September 15, 2023):

Ferrante's now-classic saga of an enduring yet complex female friendship shape-shifts once again, this time into a graphic novel. In Lagani's streamlined adaptation of the first of four Neapolitan novels, Ferrante's original narrator, Lenù, does double duty as the (fictional) illustrator of the early years in her complicated lifelong friendship with Lila. "Her" drawings, maps, and illustrations trace the girls' relationship from childhood through Lila's marriage. Cerri, the actual illustrator, captures the girls' environments and moods in gestural, atmospheric drawings that convey the menacing atmosphere of postwar Naples as well as the girls' determination to move beyond the boundaries imposed on them by family, culture, and economic circumstance. This re-envisioned account necessarily telescopes some backstory and motivation but remains faithful to the broad outlines of the character development and Byzantine plot points found in the original. Readers unfamiliar with the works underlying this iteration of the story--Ferrante's original books and the hit HBO miniseries from which Cerri drew visual inspiration--may find some incidents puzzling to parse, such as schoolgirl Lila's apparent fall from an apartment window. (Ferrante's legion of devoted fans will connect the dots between her father's anger and Lila's ejection from the window.) Aspects of the narrative that benefit from Cerri's visual storytelling include the first episode of "dissolving boundaries" that will plague Lila throughout her life and Lenù's competitive concerns about the differences between the girls' maturing adolescent bodies. (Cerri previously illustrated Ferrante's earlier "picture book," the mordant *The Beach at Night*, but delivers less nightmarish visions here.) Goldstein, responsible for translating Ferrante's prior works from Italian into English, continues that heroic undertaking with a sensitive translation of Lagani's text consistent with the original. Classics often pale in their retelling, but this homage to Ferrante's epic shines with its own light. COPYRIGHT(2023) Kirkus Reviews, ALL RIGHTS RESERVED.

**Booklist** (September 15, 2023):

For a story told and retold via a cult series and its successful TV adaptation, the creators of this graphic-novel version of book 1 of Ferrante's Neapolitan quartet manage to hew to the source material while offering something original. The ultraqualified team is made up of Lagani, who adapted the Neapolitan novels for the stage; Cerri, illustrator of Ferrante's creepy picture book *The Beach at Night* (2016); and Goldstein, translator of all of Ferrante's works into English. Rich twilight blues and artificially lit, darkened interiors dominate the Naples neighborhood of young Lenù and Lila; sun and blue skies are rare. Minimal text and dialogue might make readers who start here feel lost at times, but those who know the story that the adult Lenù narrates will see scenes and feelings captured truly in these varied and layered images, which seem forcefully put down on old, textured paper. One memorable and provocative spread shows sketches of the girls on opposite pages, naked, their body parts labeled as Lenù sees them--and all hers falling short in comparison. Both unique and uniquely devastating, this entry in the Ferrante-verse will almost certainly find an enthused audience. COPYRIGHT(2023) Booklist, ALL RIGHTS RESERVED.

**Publishers Weekly** (October 9, 2023):

Based on Ferrante's 2011 bestseller, this impressive graphic novel adaptation recalibrates the original story line of fraught friendship in post-WWII Italy with sensitive, buoyant drawings and economic yet powerful narration. Elena "Lenù" Greco and Raffaella "Lila" Cerullo grow up together in poverty and amid violence in 1950s Naples. Both girls show academic aptitude and ambition, especially Lila, who teaches herself to read and write. But only Lenù's parents allow her to continue in school. She feels torn with pity, shame, and jealousy, believing Lila is "always one step ahead." Meanwhile, Lila is pursued by nearly every man in town. The adaptation delicately, and sometimes more brazenly, captures the charge between the two, with a brilliant deep blue suddenly appearing or disappearing in emotionally charged sections. For instance, when Lila asks Lenù to swear they will "never leave each other," the story turns to pages of wordless images depicting explosive fireworks in various blue hues. The colorful and lucid sketches crackle on the page. This adaptation exquisitely captures Ferrante's story of a passionate and consuming friendship. (Oct.)

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**BIOGRAPHICAL NOTE**

Leeanne M. Krecic, also known to her fans as "Mongie", is the creator of the Eisner-nominated and Amazon bestselling comic phenomenon *Let's Play*. As a webcomic, *Let's Play* has over 5 million global subscribers and is available in English, French, Spanish, and German through the webcomics platform, Webtoon. The graphic novel collections of *Let's Play* are 2 of the top 30 all-time Kickstarters in the Comics category and are published by Rocketship Entertainment. Announced in 2021, *Let's Play* is being adapted as a live action series by Allnighter (*Final Fantasy*, *Luther Strode*). In 2021, Leeanne was nominated for the Ringo Award for Best Cartoonist. With a degree in computer science, Leeanne worked as head of IT for an Internet-based company for eleven years, helping it become a multi-million-dollar company, before

deciding to pursue her dream of becoming a comic creator. Entirely self-taught, Leeanne has worked as a commissioned freelance artist for over eight years, creating concept art for tabletop games, and book covers. Leeanne resides in Kansas City with her husband, two dogs, two cats, and over a hundred fish.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***NIGHT FEVER*** by Ed Brubaker

Image Comics, 2023

### **PUBLISHER'S SUMMARY**

*Who are you, really? Are you the things you do, or are you the person inside your mind?*

In Europe on a business trip, Jonathan Webb can't sleep. Instead, he finds himself wandering the night in a strange foreign city, with his new friend, the mysterious and violent Rainer as his guide. Rainer shows Jonathan the hidden world of the night, a world without rules or limits. But when the fun turns dangerous, Jonathan may find himself trapped in the dark... And the question is, what will he do to get home?

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Graphic novels

Multiple personality

Comics (Graphic works)

Noir comics

Business travel

Europe

Horror comics

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Brub

Purchased in June 2023. Available on shelf in July 2023.

Total circulation on all print copies: 3

### **OTHER LIBRARY HOLDINGS**

Held in 428 libraries.

Beaumont (TX) Public Library – Adult Graphic Novels

East Baton Rouge Parish Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

### **REVIEWS:**

**Publishers Weekly** (June 5, 2023):

A man on a tedious business trip discovers his dark side in this taut thriller from reliably top-notch noir duo Brubaker and Phillips (the Reckless series). Jonathan Webb is a foreign rights rep attending a book show in Paris who spends sleepless nights contemplating his outwardly successful but inwardly staid home life. On one of his nocturnal wanders, he comes across a

masked gathering ("sex and drugs... violence... but with a veneer of class") reminiscent of *Eyes Wide Shut*. Webb slips in using a fake persona and meets Rainer, a European man of mystery who seemingly lives the exciting life that Webb is only pretending to inhabit. Losing his grip on reality, Webb falls deeper and deeper into Rainer's chaotic lifestyle (more steamy soirees alternate with getting punched up in alleys by toughs) --but when one of his own authors get involved, Webb realizes he's let the fantasy go too far. Brubaker's sharp dialogue ("I thought the night had peaked when I blew up a cop car, but maybe it was just beginning") pairs perfectly with Phillips's atmospheric rendering of the moody Parisian milieu. Details are choice, from industry gossip between patrons milling around at a banal hotel bar to a trippy psychedelic epiphany, with moody coloring done by the illustrator's son. It's not the most original tale ever told, but Brubaker and Phillips tell it in crackling, effortless style. (*June*)

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**Library Journal** (April 1, 2023):

Stricken by insomnia while on a business trip to an unnamed European city, U.S. publishing executive Jonathan Webb walks through the night, contemplating his general dissatisfaction with life. He wanders into a party in an underground nightclub, where he befriends Rainer, a mysterious, charismatic raconteur who becomes his guide through a lawless, nocturnal world of lavish soirees, mind-altering drugs, and wanton violence. It's all thrilling until Rainer's influence leads Webb to commit an act of violence that threatens his professional standing and, more importantly, the safety of his wife and children. After five entries in two years of their bestselling series *Reckless*, Brubaker and Phillips present a stand-alone noir thriller about a man forced to reckon with the consequences of indulging the primal impulses lurking within the darkest corners of his soul. Brubaker's masterfully hardboiled scripting is both unnervingly nihilistic and propulsively thrilling, and Phillips's illustration has rarely evoked such nuances of character or absolute menace. **VERDICT** Another masterwork from a collaborative team that seems increasingly incapable of producing anything less.

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**Booklist** (May 31, 2023):

Jonathan is on one of his frequent business trips to Europe when he follows a masked couple into an underground party. He assumes an invited guest's name and proceeds to meet a mysterious man named Rainer. Under Rainer's guidance, Jonathan partakes in violent, dangerous, and debauched acts until those acts finally catch up with him. The story has the same gritty style regularly found in the other works by frequent collaborators Brubaker and Phillips. While Rainer is obviously a despicable character from the start, Jonathan, with a more respectable life back in the States, isn't entirely likable, and readers will feel conflicted about whether or not he should pay for his misdeeds. Background and setting illustrations are dark and detailed, as are the characters, with the exception of Rainer, who feels slightly out of focus throughout, lending even more to his mysterious nature. This will appeal mostly to crime-genre readers, especially fans of the creators' other works, but horror readers will likely enjoy the more violent and morally reprehensible aspects found throughout. COPYRIGHT(2023) Booklist, ALL RIGHTS RESERVED.

**BIOGRAPHICAL NOTE**

Ed Brubaker is one of the most acclaimed writers in comics, winning five best writer Eisner and Harvey Awards in the last ten years. His bestselling work with Sean Phillips on *Criminal*, *Incognito*, *Fatale*, and *The Fade Out* has been translated around the world to great acclaim, and Marvel's movies featuring his co-creation, *The Winter Soldier*, have all been international blockbusters. Ed lives in Los Angeles with his wife and their crazy dog, where he works in comics, film, and television, most recently on HBO's new hit series *Westworld*.

**AWARDS & LISTS: N/A****RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***NIGHTMARE COUNTRY* by James Tynion**

DC Comics, 2023

### **PUBLISHER'S SUMMARY**

Today the Corinthian walks the Earth again. The most feared of all Dream's nightmares, his ravenous mouths have made him a legend among serial killers. Letting the Corinthian out among mortals is the most dangerous thing Dream could possibly do. But he has no choice-- because there is another nightmare walking the Earth, one that must be hunted, and this monster is one that Dream, lord of all nightmares, did not make.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Nightmares  
Monsters in dreams  
Horror comics  
Comics (Graphic works)  
Women art students  
Fantasy comics  
Graphic novels  
Sandman

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelves in Graphic Novel Restricted/ Call number GNR 741.5973 Tyn 1

Purchased in March 2023. Available on shelf in May 2023.

Total circulation on all print copies: 4

### **OTHER LIBRARY HOLDINGS**

Held in 276 libraries.

Birmingham (AL) Public Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

### **REVIEWS:**

**Library Journal** (February 2, 2023):

Best-selling horror comics author Tynion (*The Nice House on the Lake*) and illustrator Estherren (*Night Train*) present a new tale set in the world of Neil Gaiman's *The Sandman*. Since childhood, Madison Flynn has been haunted by visions of the Smiling Man, a menacing figure with gaping mouths where its eyes should be. One of Madison's painted portraits of the

creature is noticed by a living nightmare called the Corinthian, who comes to investigate, defying the decree that forbids him to enter the waking world. The Corinthian quickly learns that he's not the only one seeking Flynn--a pair of sadistic killers dubbed Mr. Agony and Mr. Ecstasy are also interested in meeting her, as is an eccentric billionaire who believes that accumulating a collection of evil artifacts is the key to unlocking immense power. This volume collects the first six issues of an ongoing series. **VERDICT** Tynion and Estherren have crafted an intriguingly mysterious thriller that evokes the distinct gothic sensibility of Gaiman's original "Sandman" series. Copyright 2023 Library Journal, LLC Used with permission.

### **BIOGRAPHICAL NOTE**

James Tynion IV started in the comics business assisting Scott Snyder in writing backup stories for Snyder's groundbreaking *Batman* series. Tynion soon began writing *Talon*, and in 2020, started his own acclaimed run on the main *Batman* series. He has also written *Batman: Detective Comics*, *Constantine: The Hellblazer*, and *Justice League Dark*, along with co-creating major horror hits such as *The Nice House on the Lake*, *Something is Killing the Children*, and *The Department of Truth*.

**AWARDS & LISTS:** N/A

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***OUTSIDE THE BOX* by Hillary Chute**

University of Chicago Press, 2014

### **PUBLISHER'S SUMMARY**

Hillary Chute has become recognized not only as the most incisive scholar of contemporary comics, but also as the most canny interlocutor with the star practitioners of this booming genre. There is a sense of community among these artists, and they have together taken the field of graphic narrative forward in terms of force, sophistication, and craft. But their styles and sensibilities diverge, and their work represents a range of goals and desires, which Chute deftly elicits in conversation. Several commonalities emerge from the interviews. For example, art school was not, for any of these cartoonists, a necessary step for a career in comics. Another theme running across the interviews is the enduring importance of print and the varieties of its circulation. For example, Lynda Barry's first book, collecting her series "Two Sisters" was entirely reproduced through Xeroxes: Copy shops had just come out, she tells Chute. I just copied the whole collection. I put it in a manila envelope and I hand-decorated the top, and I sold them for ten dollars. These mechanisms of reproduction, Chute notes, were key for the expansion of creative comics culture.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Cartoonists  
Comic books, strips, etc  
United States  
21<sup>st</sup> century

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Chu

Purchased in April 2014. Available on shelf May 2014.

Total circulation on all print copies: 11

### **OTHER LIBRARY HOLDINGS**

Held in 650 libraries.

East Baton Rouge Parish Public Library – Adult Non-fiction

Birmingham (AL) Public Library – Adult Non-fiction

Plano (TX) Public Library – Adult Non-fiction

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS**

**Booklist** (March 1, 2014)

There comes a point when the best underground art leaves the back corners of head shops to

move to art galleries and highbrow magazines, and nowhere is that more true than in the history of art comics. Chute, a professor of English at the University of Chicago, outlines this history by sharing interviews with a dozen groundbreaking contemporary cartoonists, including Daniel Clowes, Alison Bechdel, Françoise Mouly, and Joe Sacco, as well as a transcript of the first public conversation between Art Spiegelman and Chris Ware. Chute wisely lets each artist take the lead as they reflect on their influences, their process, the industry, storytelling, and the value of comics and their place in the American art and literary scenes, accompanied, of course, by reproductions of the artists' work. It's a fascinating glimpse into a medium swiftly gaining recognition since the publication of Spiegelman's Pulitzer Prizewinning *Maus* in 1986 and its shift from handmade comics printed in copy shops to *New Yorker* covers and museum exhibitions. (Reprinted with permission of Booklist, copyright 2014, American Library Association.)

**Library Journal** (April 1, 2014)

This is a superb, insightful look at the world of adult cartoonists. Chute (Neubauer Family Assistant Professor of English, Univ. of Chicago; *Graphic Women: Life Narrative and Contemporary Comics*) collects ten years' worth of interviews she conducted with the elite--those working in the medium of comics who have pushed the envelope and inspired many, including one another. Scott McCloud, Charles Burns, Adrian Tomine, Daniel Clowes, Aline Kominsky-Crumb, Art Spiegelman, and others share their stories, celebrations, and pain. Throughout are illustrations by the artists, giving readers who might be unfamiliar with their work a glimpse of their world. The subjects answer each question frankly, and Chute is not afraid to dig in and find out what makes each person tick. It is interesting how many of the interviewees both went to art school and assert that it stunted their creativity. **VERDICT** It is rare to have a collection of different writer/artist perspectives, all titans in the field, each with a different reason for entering it. Chute is an effective interviewer, and her style has an organic fluidity. A fantastic book for readers who enjoy memoirs and cartoon history and for fans of Harvey Pekar. --**Ryan Claringbole, Coll. Lib. at the Univ. of Wisconsin-Madison** Copyright 2014 Library Journal, LLC Used with permission.

**Choice** (October 1, 2014)

*Outside the Box* collects interviews with 12 major figures in comics: Scott McCloud, Charles Burns, Lynda Barry, Aline Kominsky-Crumb, Daniel Clowes, Phoebe Gloeckner, Joe Sacco, Alison Bechdel, Françoise Mouly, Adrian Tomine, Art Spiegelman, and Chris Ware. Most of these interviews have been published elsewhere but are expanded here. Chute (English, Univ. of Chicago) is an established authority on the medium. Her interest is in what she terms "literary" comics, produced by an auteur, rather than the team-produced, genre-driven comics of publishers like DC or Marvel. Chute's introduction is an excellent overview of literary comics. Her interviews are probing and insightful, covering the cartoonists' backgrounds, artistic influences, aesthetics, and thoughts on the medium of comics in general, as well as their specific works. One theme that emerges among the interviews is the interconnection of these artists; many of them have intertwined personal histories, and most cite Robert Crumb as a strong influence on their work. The interviews are supplemented by color illustrations of the

cartoonists' work, and the book includes a useful index. Enthusiasts and students of literature or art are likely to find this collection thought provoking. --William L. Svitavsky, Rollins College  
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### **BIOGRAPHICAL NOTE**

**Hillary L. Chute** is associate professor of English at the University of Chicago and the author of *Graphic Women: Life Narrative and Contemporary Comics*. She lives in Chicago.

### **AWARDS & LISTS**

N/A

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

**PARABLE OF THE SOWER** by Damian Duffy

Abrams Comicarts, 2020

**PUBLISHER'S SUMMARY**

*In the year 2024, the country is marred by unattended environmental and economic crises that lead to social chaos. Lauren Olamina, a preacher's daughter living in Los Angeles, is protected from danger by the walls of her gated community. However, in a night of fire and death, what begins as a fight for survival soon leads to something much more: a startling vision of human destiny . . . and the birth of a new faith.*

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Survival

Environmental disasters

California

United States

COMICS & GRAPHIC NOVELS / Science Fiction

Science fiction comics

Apocalyptic comics

Teenage girls, Black

Twenty-first century

Graphic novels

COMICS & GRAPHIC NOVELS / Historical Fiction

Comic books, strips, etc

Graphic novel adaptations

**RECOMMENDED AGE GROUP: N/A**

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Duff

Purchased in April 2021. Available on shelf in June 2021.

Total circulation on all print copies: 14

**OTHER LIBRARY HOLDINGS**

Held in 1392 libraries.

Beaumont (TX) Public Library – Adult Graphic Novels

East Baton Rouge Parish Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE: No**

## REVIEWS:

### **Publishers Weekly** (December 2, 2019):

This nimble graphic adaptation of Butler's 1993 novel of capitalism-ravaged California feels alarmingly prescient and relevant. Duffy and Jennings (*Kindred*) skillfully rework the tale told through the eyes of teenage empath Lauren Oya Olamina, who navigates a world transformed by drought, gun violence, and exploitation. Lauren, daughter of a preacher, pushes back against her family and friends, who naively hope life will return to the good old days. "The old days aren't coming back," Lauren says, as she shares her own spiritual message, the Earthseed, which declares "God is Change." The adaptation captures the heart of Butler's message: survival depends on evolution, but also on breaking through isolation to build communities of trust and love. Jennings's color palette flames with reds, oranges, and yellows, evoking both vibrant Los Angeles sunsets and the city choked with smoke and fire. His blocky, busy line work portrays the brutal violence of Lauren's life (mobs of desperate people commit murder, rape, and mutilation every day) without lingering on the gore or turning the empathetic story into a grotesque thriller. Instead, the pain Lauren witnesses and feels as she travels across the state reinforces her resolve to become a leader. This accessible adaptation is poised to introduce Butler's dystopian tale to a new generation of readers. (Jan.) Copyright 2019 Publishers Weekly, LLC Used with permission.

### **Foreword** (December 23, 2019):

Octavia E. Butler's classic science fiction novel *Parable of the Sower* has been adapted into graphic novel format by Damian Duffy and John Jennings. In the bleak America of the 2020s, Lauren Oya Olamina, a young black woman, resides with her family in a gated California community that serves as a refuge from the violent, chaotic world outside. When the community's security is breached, Lauren's family is killed. She moves north with traveling companions to search for a better life. Faced with physical challenges and moral dilemmas, she develops and refines her philosophy/religion, Earthseed, and founds a new community based on its tenets. Lauren is unique and complex, perhaps best shown by her "hyperempathy," through which she feels pain when those around her feel it. She's also an independent thinker, compiling a guide to her new belief system based on the ideas that "God is change" and the destiny of humanity is "to take root among the stars." A multitude of meaty topics add depth. Lauren's world is dystopian, but not classically post-apocalyptic. Here, the drivers of civilization's demise are not exchanges of nuclear missiles, but the scarcity of natural resources and a kind of corporate wage slavery. Lauren's hyperempathy is the product of her mother's addiction to a drug, Paraceto, and her journey bears many similarities to the modern day experiences of immigrants fleeing war-torn countries. Earthseed is handled in a realistic and satisfying way; Lauren's companions challenge her with intelligent questions, forcing her to clarify her concepts. Duffy and Jennings have done justice to Butler's work, losing none of the story's richness and adding an exciting visual element that makes the reading experience even more visceral and engrossing. COPYRIGHT(2019) Foreword Magazine, ALL RIGHTS RESERVED.

**Library Journal** (November 1, 2020):

In a postapocalyptic CA, teenager Lauren leaves what's left of her family to trek north, away from the chaos and death toward a hopefully safer place to live. Developing her own religion she calls "Earthseed," she shares her ideas with friends and allies she gathers along the way. Adapted from Butler's searing dystopian novel in blocky art with colors of flame and earth.

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**BIOGRAPHICAL NOTE**

**Damian Duffy**, cartoonist, writer, and comics letterer, is a PhD student at the University of Illinois at Urbana-Champaign Graduate School of Library and Information Science, and a founder of Eye Trauma Studios (eyetrauma.net). His first published graphic novel, *The Hole: Consumer Culture*, created with artist John Jennings, was released by Front 40 Press in 2008. Along with Jennings, Duffy has curated several comics art shows, including *Other Heroes: African American Comic Book Creators, Characters and Archetypes* and *Out of Sequence: Underrepresented Voices in American Comics*, and published the art book *Black Comix: African American Independent Comics Art and Culture*. He has also published scholarly essays in comics form on curation, new media, diversity, and critical pedagogy.

**Contributor Bio:**Jennings, John

**John Jennings** is the curator of the Megascopelists list and illustrator of the graphic novel adaptations of Octavia E. Butler's *Kindred* and *Parable of the Sower*. He is a professor of media and cultural studies at the University of California, Riverside, and was awarded the Nasir Jones Hip-hop Fellowship at Harvard's Hutchins Center for African & African American Research. He also coedited the Eisner Award-winning anthology *The Blacker the Ink: Constructions of Black Identity in Comics and Sequential Art*.

**AWARDS & LISTS:**

Eisner Award (Nominee)  
Ignite Award (Winner-2021)  
The Best Children's Books of the Year (2021)

**RESOURCES**

Ingram Content Group, LLC  
Books in Print 2.0  
Worldcat  
Individual library websites (for holdings info)

## ***POOR HELPLESS COMICS! THE CARTOONS (AND MORE) OF ED SUBITZKY* by Ed Subitzky**

New York Review Comics, 2023

### **PUBLISHER'S SUMMARY**

For the entire run of *National Lampoon*, Ed Subitzky bent, broke, and reimagined what a cartoon could do: A cartoon that hypnotizes you. A cartoon that goes to prison. A cartoon that folds up and flies away. Framed by an interview with Mark Newgarden, this first-ever collection of Subitzky's work is a portrait of one of the funniest, most prolific humorists of the '70s and '80s.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

American wit and humor

Caricatures and cartoons

Comics (Graphic works)

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelves in Graphic Novel Restricted/ Call number GNR 741.5973 Sub

Purchased in March 2024. Available on shelf in March 2024.

Total circulation on all print copies: 3

### **OTHER LIBRARY HOLDINGS**

Held in 111 libraries.

Plano (TX) Public Library – Adult Nonfiction

San Antonio (TX) Public Library – Adult Nonfiction

Boise (ID) Public Library – Adult Nonfiction

### **PATRON REQUEST/SUGGEST A PURCHASE: Yes**

### **REVIEWS:**

**Library Journal** (October 1, 2023):

This long overdue collection of work created for *National Lampoon* magazine throughout the 1970s and 1980s reveals creator Subitzky as not only one of the funniest cartoonists of his generation but also an innovator whose experimental approach to the comic-strip form still seems ahead of its time today. In *Torture the Characters Comics!*, color-coded speech balloons provide readers an opportunity to decide whether characters experience hopefulness or despair. *8 Comics in One!* tells a variety of stories in different genres, depending on where a reader starts and stops reading. Subitzky creates comics as palindromes, in the form of crossword puzzles, which experience puberty as they progress or capture the experience of

attempting to enjoy a theatergoing experience despite the ceaseless conversation of a pretentious couple seated nearby. While some of the humor here skews toward a luridness typical of the magazine in which it appeared, Subitzky tends to deliver this material as either barbed satire of censorship or commentary upon the prurience of his audience, as in one strip featuring a couple berating the reader for their cruel voyeurism. **VERDICT** Subitzky's uninhibited imagination and penchant for absurd humor create a thrillingly revelatory collection, with contributions by cartoonist Mark Newgarden. Copyright 2023 Library Journal, LLC Used with permission.

### **BIOGRAPHICAL NOTE**

Ed Subitzky is a cartoonist, humor writer, and performer. A contributing editor at *National Lampoon* for nearly two decades, he also wrote and performed for *The National Lampoon Radio Hour*. He went on to write and perform for several seasons of *The David Letterman Show*. His art and writing have appeared in *The New York Times*, *American Bystander*, and *The Journal of Consciousness Studies*, among others. He lives in New York City .

**AWARDS & LISTS:** N/A

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***PRETENDING IS LYING* by Dominique Goblet**

New York Review Comics, 2022

### **PUBLISHER'S SUMMARY**

*Pretending Is Lying* is a memoir unlike any other. The first book to appear in English by the acclaimed Belgian artist Dominique Goblet, it is at once an intimate account of love and familial dysfunction and an audacious experiment in graphic storytelling. In a series of dazzling fragments--skipping through time, and from raw, slashing color to delicate black and white--Goblet examines the most important relationships in her life: with her partner, Guy-Marc; with her daughter, Nikita; with her alcoholic, well-meaning father; and with her abusive mother. More than a decade in the making, the result is an unnerving comedy of paternal dysfunction, an aching ambivalent love story (with asides on the Beach Boys), and a searing account of childhood trauma--a dizzying, unforgettable view of a life in progress and a tour de force of the art of comics.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Goblet, Dominique

Belgium

Graphic novels

Cartoonists

Autobiographical comics

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR 741.5949 Gob

Purchased in August 2022. Available on shelf September 2022.

Total circulation on all print copies: 3

### **OTHER LIBRARY HOLDINGS**

Held in 365 libraries.

Baldwin County (AL) Library – Adult Graphic Novels

Arlington (VA) Public Library – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels/Adult Biography (varies by branch)

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS**

**Booklist** (April 1, 2017)

Belgian artist Goblet's English-translation debut, an award winner in its original European publication, is a fever dream of a mixed-method graphic memoir. From the book's first pages, where Goblet's father's partner is portrayed with more than a passing resemblance to Munch's

screaming figure, readers will become accustomed to Goblet's shifting, often simplified characters: primarily herself, her lover, her daughter, and her parents. In an unforgettable scene, Goblet depicts a fight between her mother and her toddler self, sympathetically showing both painful sides of their unwinnable argument a feat owing to time's passage and Goblet's becoming a mother herself, perhaps. Primarily pencil-sketched, Goblet's art is unbridled and alternately busy and peaceful. She uses lettering to great effect, too, expressing mood, feeling, and, in her father's case, drunkenness with the appearance of the text. Some pages feature only vague, dimly lit shapes, as if there are ghosts hovering on the periphery of Goblet's relationships, her memoir's primary subject. This is an imaginative, nonlinear rendering of an artist's life so far. --Bostrom, Annie Copyright 2017 Booklist  
From Booklist, Copyright © American Library Association. Used with permission.

### **Publishers Weekly** (February 20, 2017)

This beautifully rendered, emotionally intense, and chronologically scattered reminiscence essentially questions the veracity of all autobiography. In her English-language debut, Goblet, an acclaimed comics pioneer in her native Belgium, juxtaposes her relationships with her alcoholic blowhard father, her distant partner, her abusive mother, and her combative daughter in a kaleidoscope of relationships turned into tugs-of-war. (In a short afterword, Goblet's partner, Guy Marc Hinant, gets to the heart of this supposedly autobiographical work, suggesting that his own appearance in Goblet's book does not constitute an actual appearance by him, but by an "avatar" that inhabits Goblet's fictionalized truth.) Goblet changes her art style throughout-sometimes employing almost amateurish line scrawls, other times rich, mysterious, hazy color washes, and just about any style in between-to create a vivid and puzzling representation of emotional memory and the ways the brain retells stories to yourself in order to help you bear them. (Feb.) © Copyright PWxyz, LLC. All rights reserved.  
(c) Copyright PWxyz, LLC. All rights reserved

### **BIOGRAPHICAL NOTE**

**Dominique Goblet** was born in Brussels, Belgium, and studied illustration at St. Luke's Institute. Involved from the start in the creation of the experimental-comics publisher Frémok, she published several books with them. At the same time she worked with the Parisian publishing house L'Association and published two books with them, including *Pretending Is Lying*. Artist, comics author, and professor of comics and illustration, she is also certified as an electrician, plumber, and welder.

### **AWARDS & LISTS**

Scott Moncrieff Prize for French Translation - 2018

NPR: Books We Love - 2017

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)  
Library of Congress

**SAND CASTLE** by Frederik Peeters  
Selfmadehero, 2013

#### **PUBLISHER'S SUMMARY**

***Sandcastle* by award-winning documentary filmmaker Pierre Oscar Lévy and illustrator Frederik Peeters "truly inspired my film *Old*. It is a profound mystery, sci-fi graphic novel that is illustrated so beautifully and with such humanity. Its themes of aging had me thinking about my parents and children and how quickly it all goes by. From the moment I read this I was changed" (M. Night Shyamalan).**

It's a perfect beach day, or so thought the family, young couple, a few tourists, and a refugee who all end up in the same secluded, idyllic cove filled with rock pools and sandy shore, encircled by green, densely vegetated cliffs.

But this utopia hides a dark secret.

First there is the dead body of a woman found floating in the crystal-clear water.

Then there is the odd fact that all the children are aging rapidly. Soon everybody is growing older--every half hour--and there doesn't seem to be any way out of the cove.

Pierre Oscar Lévy's dramatic storytelling works seamlessly with Frederik Peeters's sinister art to create a profoundly disturbing and fantastical mystery.

#### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Graphic novels

Strangers

Mortality

Switzerland

Time perception

Beaches

**RECOMMENDED AGE GROUP:** N/A

#### **HOLDINGS AND CIRCULATION**

- 3 print copies at Covington, Mandeville, and South Slidell / Shelved in Graphic Novel Restricted/ Call number GNR Peet

Purchased in August 2021. Available on shelf in October 2021.

Total circulation on all print copies: 12

#### **OTHER LIBRARY HOLDINGS**

Held in 250 libraries.

Fayetteville (AR) Public Library – Adult Graphic Novels

Birmingham (AL) Public Library – Adult Graphic Novels

Springfield-Green County (MO) Library District – Adult Comic Books

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## REVIEWS:

### **Publishers Weekly** (May 6, 2013):

A secluded beach becomes the stage for self-discovery for various strangers bound together during the most important moment of their lives in this graphic novel, which begins like a murder mystery, continues like an episode of the Twilight Zone, and finishes with a kind of existentialism that wouldn't be out of place in a Von Trier film. An early morning vignette with a mysterious swimmer and a perching voyeur is soon interrupted when families arrive at the beach, bringing their cluttered lives with them. The geological, primordial beauty of the cove can't soften the anger and sarcasm of the complicated generational relationships that land on it that morning--the spousal bickering, the teenage angst, as multiple visitors snipe, attempt to escape from each other, demand attention that never comes, and fixate on tiny quirks about their day that soon blossom into something to panic about. When the members of the group finally understand their situation, they find themselves challenged to cherish every moment of life that might be left for them after years of never living at all. Levy is Peeters's collaborator on a film adaptation of the graphic memoir *Blue Pills*; together they take this idea to frantic, metaphoric heights. (May) Copyright 2013 Publishers Weekly, LLC Used with permission.

### **Booklist** (June 1, 2013):

By a tidal pool near a small beach on France's Mediterranean coast, a North African-looking man glimpses a young woman stripping to swim. Later, but still early in the morning, three families intent on sunbathing and picnicking encounter the man, then find the girl's corpse in the pool. One paterfamilias, a racist, xenophobic physician, angrily accuses the North African of murder and calls the cops. While awaiting the police, the doctor's mother dies. The young children of two of the families start growing, the little ones right out of their swimsuits and the preteens into puberty. The adults are changing, too. Attempts to leave the area prove futile, and further calls don't go through. At the rate they're aging, they'll all be dead by tomorrow morning. Peeters' accomplished European realist comics style and L'vy's utterly natural dialogue suit to a tee this maximally eerie, unsettlingly plain air exercise that Kafkaesquely defies all explanation. (Reprinted with permission of Booklist, copyright 2013, American Library Association.)

## BIOGRAPHICAL NOTE

**Pierre Oscar Lévy** is an award-winning documentary filmmaker. He lives in France. **Frederik Peeters's** previous graphic novels have received multiple nominations for top awards at the Angoulême International Comics Festival. He lives in Switzerland.

## AWARDS & LISTS: N/A

## RESOURCES

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## **TAKE IT AS A COMPLIMENT** by Maria Stoian

Jessica Kingsley Publishers, 2020

### **PUBLISHER'S SUMMARY**

*I was fifteen.*

*I never saw him again.*

*They chanted after me, 'Oscar the Grouch, Oscar the Grouch.*

Bringing together the voices of males and females of all ages, the stories in this collective graphic memoir reflect real life experiences of sexual abuse, violence and harassment. Each experience is brought to life by Maria Stoian's exceptional artwork. Her unique and varied styles powerfully reflect the tone and mood of the different stories and in just a few pages express the complex emotions felt by victims of sexual abuse. Covering acts such as sexual violence, public sexual harassment, domestic abuse and child abuse, this is a reminder for survivors that they are not alone and a call for all of us to take action. The stories clearly show that assault of any type is not an honour bestowed on anyone. It is not a compliment.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Sex crimes

Sexual harassment

Sexual abuse victims

Comic books, strips, etc.

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Causeway and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 362.883 Sto

Purchased in October 2021. Available on shelf November 2021.

Total circulation on all print copies: 10

### **OTHER LIBRARY HOLDINGS**

Held in 1096 libraries.

Tulsa City-County Library – Adult Nonfiction

Keller (TX) Public Library -- Adult Graphic Novels

Temple (TX) Public Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: No**

### **REVIEWS**

#### **PW Annex Reviews** (February 8, 2016)

These twenty true stories of sexual harassment, abuse, and assault illustrated in comics form by Stoian are haunting, infuriating, and, while sadly all-too-familiar, powerful testaments of survival. In her graphic novel debut, illustrator Stoian is an art chameleon, adapting her style

and use of color to each story. In the tale of a young girl groped on the subway, passengers are in plain black-and-white, while the hands reaching for her are rendered in nauseous greens and oranges. Stark black lines give way to sketchy pencils in a story of betrayal, and garish blocks of color depict a wordless story where the potential for danger looms as frighteningly as in any horror movie. Stories from women and men, submitted anonymously online or told to Stoian in interviews, reveal the many ways predators-strangers, friends, and intimate partners alike-take advantage of others' vulnerabilities. Included at the end is a guide to how to support survivors, get help as a survivor, and spot and intervene in instances of harassment or abuse. Eye-opening and lyrical. (Nov.) © Copyright PWxyz, LLC. All rights reserved.

### **BIOGRAPHICAL NOTE**

Maria Stoian is a graphic designer and illustrator based in Scotland. She is interested in the way illustration and games can be a non-aggressive way of encouraging people to recognise when they might be biased. *Take It As A Compliment* was Maria's Master's project at Edinburgh College of Art.

### **AWARDS & LISTS**

Independent Publishers Outstanding Book of the Year – Gold Medal 2016

YALSA – Great Graphic Novels for Teens list

Scottish Independent Comic Book Alliance (SICBA) Awards – Best Graphic Novel 2016

British Book Design Awards – Best Graphic Novel 2016

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

<https://mariastoian.com/Take-it-as-a-Compliment>

## ***THE COLOR OF EARTH VOL. 1* by Tong-hwa Kim**

First Second, 2009

### **PUBLISHER'S SUMMARY**

First love is never easy.

Ehwa grows up helping her widowed mother run the local tavern, watching as their customers - both neighbors and strangers - look down on her mother for her single lifestyle. Their social status isolates Ehwa and her mother from the rest of the people in their quiet country village. But as she gets older and sees her mother fall in love again, Ehwa slowly begins to open up to the possibility of love in her life.

In the tradition of *My Antonia* and *A Tree Grows in Brooklyn*, from the pen of the renowned Korean manwha creator Kim Dong Hwa, comes a trilogy about a girl coming of age, set in the vibrant, beautiful landscape of pastoral Korea.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Mothers and daughters

Graphic novels

Social life and customs

Coming of age

First loves

Korea

1864-1910

Cartoons and comics

**RECOMMENDED AGE GROUP:** 13 to 17

### **HOLDINGS AND CIRCULATION**

- 3 print copies at Covington, Mandeville, and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Kim 1

Purchased in June 2009. Available on shelf in July 2009.

Total circulation on all print copies: 164

### **OTHER LIBRARY HOLDINGS**

Held in 783 libraries.

Lafayette Public Library System – Adult Graphic Novels

Shreve Memorial Library – Young Adult Graphic Novels

Fayetteville Public Library (AR) Public Library – Teen Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

## **REVIEWS:**

### **Voice of Youth Advocates** (April 1, 2009):

A young Korean girl learns about longing and love in this lyrical manhwa (the Korean equivalent of Japanese manga). Ehwa is only seven years old when she overhears some boys mocking her widowed mother and comparing her to a promiscuous beetle because she runs the local tavern. In a scene that is funny, sad, and a little shocking, the boys proceed to have a peeing contest and then tease Ehwa because she does not have a “gochoo.” Each chapter in the book chronicles another spring in Ehwa’s life up through her sixteenth year. As she grows older, both Ehwa and her mother, Namwon, experience the ups and downs of love. When Ehwa is nine, Namwon starts an affair with a traveling pictograph artist. Ehwa, meanwhile, falls in love with both a young monk and the orchard farmer’s son. Sexuality and puberty, such as the young monk’s first wet dream, are frankly depicted. The book is also highly romantic, and relishes in poetic comparisons of women to rain and flowers.

This title is an English translation of the first part of a manhwa trilogy originally published in Korea in 2003. The expressive artwork captures both the beauty of the Korean countryside and the inner life of Ehwa and Namwon. It is a quiet, dreamy book that focuses on characters rather than plot. It should appeal to mature girls ready for a thoughtful coming-of-age story, as well as manga fans looking to try something new. Amy Luedtke.4Q 2P S A/YA G

### **Kirkus Review - Children** (March 15, 2009):

Manga master Kim releases the first in a trilogy of graphic novels that trace the coming of age of a young girl in pastoral Korea. Ehwa lives with her mother, a widowed tavern keeper ostracized by fellow villagers for her independent lifestyle. But an unexpected visit from a traveling salesman ignites a flame of desire in her mother that lays the groundwork for Ehwa's exploration of her own sexual awakening. Flower and water motifs course steadily through the author's erotically tinted observations of daily life, but the breathtakingly elegant line drawings of Korean landscapes elevate the use of such standard metaphors for fertility and sexuality. Furthermore, the author is able to evoke nuances of emotion from stock-character forms in a genre not known for its subtlety. Despite his best intentions, however, yang clearly overpowers the mystique of the yin in this opener: Stereotypes—among those referenced here are that women talk a lot, are emotionally fragile and must rely on men for their sexual fulfillment—dot the otherwise unblemished landscapes that saturate this enchanting meditation on love and longing. (Graphic novel. 14& up) (COPYRIGHT (2009) KIRKUS REVIEWS/NIELSEN BUSINESS MEDIA, INC. ALL RIGHTS RESERVED.)

### **Publishers Weekly** (April 20, 2009):

This manhwa first in a trilogy chronicling the lives of a single mother and her daughter in rural Korea is a moving and evocative look at love as seen through the eyes of one feeling it for the first time and another who longs to savor it once more. The story follows daughter Ehwa from age seven up as she discovers the physical differences between boys and girls, grows into young womanhood and undergoes her initial confusing experiences with attraction and romance. Ehwa's interest is piqued by a young Buddhist monk, a lad whose interest is mutual but doomed to futility thanks to his faith's strict code of celibacy. Meanwhile, Ehwa's mother, who was widowed at an early age, finds her loneliness soothed by the attentions of an artistic traveling

salesman known only as Picture Man. Their relationship later helps Ehwa understand much about the joys of making a romantic connection. This book has no conflict other than that common to youthful competition over boys, but it is a work of great humanity that sucks the reader in. Kim's artwork is stunning, and seldom has a male writer captured the attitudes, emotions and behavior of female characters so believably. "(Apr.)" Copyright 2009 Publishers Weekly Used with permission.

**Booklist** (June 1, 2009):

Grades 10-1 \*Starred Review\* The first in a trilogy, this beautifully scripted and drawn Korean manhwa provides a truly intimate but respectful journey in the company of a young girl and her widowed mother. Spanning Ehwa's life from age seven to 16, each chapter shows the progress of her sexual awakening, much more as an emotional and social reality than a set of physical circumstances. As Ehwa moves from the open curiosity of childhood that fixates on body parts to the mysteries of attraction and her own heartbreak, she and her mother navigate common issues that range from defending one's feelings from bullies (little boys in Ehwa's life; gossip men in her mother's) to mutual attraction (a young monk and a visiting boy from a more monied class for Ehwa; an itinerant painter/scholar for her mother). The mother and daughter share their stories with each other in a developmentally appropriate and credible fashion. The black-and-white art is presented in generous panels and several full-page spreads. While there is some nudity appropriate to the narrative, both the natural and social worlds are depicted to call attention to facial expressions rather than body parts. A variety of flowers adorns the pages, lending a palpable scent of perfume to this heady and gentle read. This is an exquisite and feminist-positive story, richly literate and imaginative. Readers will eagerly await the subsequent volumes. (Reprinted with permission of Booklist, copyright 2009, American Library Association.)

**Bulletin of Ctr for Child Bks** (June 1, 2009):

In this first manhwa (Korean graphic novel) of a trilogy based on the author's mother's youth and set in rural Korea, Ehwa grows from a naive six-year-old girl taunted by local boys for not having a penis to a lovely young teenager trying to decide which of two young men, a monk or the son of a local orchard farmer, she is drawn to more. The most important relationship she has, however, is with her beautiful, young, widowed mother: as Ehwa grows and learns more about her developing body and her sexuality, her mother is there to correct misimpressions and help her understand the complicated and sometimes contradictory emotions of becoming and being a woman. She does this mostly by working through metaphors that compare women and their longings to the flowers that grow in abundance around their home; it helps that she too has a slowly blossoming relationship with a kind and artistic traveling salesman. The lush drawings combine prettily stylized elements with richly realistic detail, and they turn even indelicate moments, such as a literal pissing contest between local boys, the monk's first nocturnal emission, and Ehwa's shock at her menarche, into tenderly rendered, universal episodes of growing up. Though the art is black and white, the textures inked in the fabrics and the details of the landscapes suggest breathtaking beauty and rich color to complement the lyrical music of the text, which at times becomes poetic. As one might expect from an artist who typically writes in the frothier genre of Korean sunjung, this is on the sweet side for a

graphic novel, and yet it contains depths of sentiment that are personally revealing and affirming for young readers while they manage to confront issues of sexism and the difficulties as well as the joys of a woman rearing a daughter alone in a strongly patriarchal culture. The themes of sexual awakening for Ehwa and reawakening for her mother are timeless, as is the intimacy of their relationship. Notes from a Korean scholar follow and enrich the reading of the novel, commenting on multiple contexts for this original and appealing work. KC

**School Library Journal** (September 1, 2009):

Gr 10 Up - A coming-of-age story set in rural Korea a few generations ago. Ehwa is a beautiful young woman who, over a series of vignettes, learns about her body and how men and women make babies. She suffers the pain of her first unrequited love for the boy monk Chung-Myung (who also suffers from his own forbidden love for her). She also finds herself attracted to Sunoo, a rich son of an orchard owner who studies in the city. While Ehwa discovers her own desires, her widowed mother finds love again with a traveling picture salesman. The story revolves around the close relationship the women share as Ehwa becomes her mother's main ally and confidante. The illustrator uses flowers in many of the vignettes to explain aspects of love or to represent his characters and their relationships. While the book begins when Ehwa is seven and only takes her into her early teen years, the nostalgic tone and slow pacing make the title more likely to appeal to older readers. The artwork is beautiful, particularly in Hwa's depiction of the landscape and the two main characters. A good additional purchase for libraries looking for less action-oriented manga/manhwa titles. Alana Abbott, James Blackstone Memorial Library, Branford, CT Copyright 2009 School Library Journal, LLC Used with permission.

**Library Journal** (November 15, 2009):

Highly regarded in Korea, where his "Color" trilogy was first serialized in 1992, Kim has cross-cultural appeal. In this lyrical coming-of-age manhwa set a century ago in rural Korea, young Ehwa grows up under the fond eye of her widowed tavern-keeper mother. The increasingly pretty girl attracts the randy village boys, but she is drawn to less attainable and more sensitive lads: a local apprentice monk, a farmer's son schooled elsewhere, and a handsome worker from a different village. Intercut with Ehwa's tentative steps toward love is her mother's intermittent and achingly sweet liaison with a traveling painter, helping to deepen their complex mother-daughter relationship. Although the art, plot, and dialog have poetic beauty and charm, Kim still incorporates earthy and disturbing elements: male customers verbally harass Ehwa's mother, while Ehwa shows her distaste for her girlfriend's sexual explorations. VERDICT Kim's elegant trilogy will have strong appeal for its literary quality and offers key historical and cultural information, with a reading group guide included in the last two volumes. Sexual content and nudity, presented discreetly. For older teens and p.m. Copyright 2009 Library Journal, LLC Used with permission.

**BIOGRAPHICAL NOTE**

Kim Dong Hwa is the author of many graphic novels - or manhwa, as they are called in Korea, where he lives. His books include the popular work *My Sky* and the literary piece *The Red Bicycle* .

**AWARDS & LISTS:**

Great Graphic Novels for Teens (2010)

Booklist Top 10 Graphic Novels for Youth (2010)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***THE COLOR OF HEAVEN VOL. 3*** by Tong-hwa Kim

First Second, 2009

**PUBLISHER'S SUMMARY**

As Ehwa grew from a girl to a young woman in *The Color of Earth* and *The Color of Water*, she began to understand and experience love and relationships, with her mother as a model and confidante. Now, in the heartwarming conclusion to this lyrically written and delicately drawn trilogy, Ehwa's true love comes at last, and as her mother looks on, she takes the final steps towards becoming an adult.

In the tradition of *My Antonia* and *A Tree Grows in Brooklyn*, from the pen of the renowned Korean manhwa creator Kim Dong Hwa, comes a girl's coming of age story, set in the vibrant pastoral landscape of Korea.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Mothers and daughters  
Comic books, strips, etc  
Cartoons and comics  
Children of single parents  
First loves  
Graphic novels  
Korea

**RECOMMENDED AGE GROUP:** 13 to 17

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Mandeville/ Shelved in Graphic Novel Restricted/ Call number GNR Kim 3

Purchased in August 2009. Available on shelf in September 2009.

Total circulation on all print copies: 118

**OTHER LIBRARY HOLDINGS**

Held in 528 libraries.

East Baton Rouge Parish Library – Young Adult Graphic Novels

Fayetteville Public Library (AR) Public Library – Teen Graphic Novels

Shreve Memorial Library – Young Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

**REVIEWS:**

**Kirkus Review - Children** (September 15, 2009):

The final—and best—installment of manhwa artist Kim's moving trilogy chronicling the coming of age of a girl in pastoral Korea, based loosely on his mother's own youth. As summer comes to a close, the strikingly cinematic opening finds Ehwa bidding a hurried farewell to the handsome wrestler who caught her eye in the previous installment (*The Color of Water*, 2009). Her lover heads off to work as a fisherman, and Ehwa returns to her mother's tavern and begins an autumn of discontent. She's testy to friends and fresh with her mother, but most of all, she's frustrated by the distance between herself and Duksam. Winter arrives, bringing with it not only Duksam's unexpected return and plans for a spring wedding but also the artist's stark, crisp winter landscapes. As Ehwa and her mother prepare for the traditional ceremony, the nuanced nature metaphors and fertile scenery evoke the melancholy of change. This title, more than its predecessors, blends achingly beautiful artwork with a well-paced story—as fully realized, finally, as the heroine the artist has created. (discussion guide) (Graphic novel. 14& up) (COPYRIGHT (2009) KIRKUS REVIEWS/NIELSEN BUSINESS MEDIA, INC. ALL RIGHTS RESERVED.)

**Publishers Weekly** (September 28, 2009):

Seventeen-year-old Ehwa bids good-bye to the man she wants to marry as the final volume of this delicate and poetic Korean historical trilogy opens. Her mother is simultaneously full of angry concern and understanding sympathy--each woman must wait, tending flowers and hoping to see their loves again. It's fascinating to see such a female-centered generational story, but it's a shame that, due to the time period, the women can take no action. They are passive, waiting, because that is the heart of a woman; their lives are incomplete without a man. Natural metaphors and seasonal images give the story texture: trees are undressed; male organs are chili peppers; and young men are butterflies flitting among flowers. Village girls see naked neighbors; men who aspire too much in their love are beaten to death; and marriage proposals come to the prettiest. The art is as minimally poetic as the content. Panels are spare, with plenty of white space, and the eyes are most often stacks of horizontal lines, making the characters seem thoughtful or as though they're looking sidelong at life. "(Sept.)" Copyright 2009 Publishers Weekly Used with permission.

**Booklist** (October 15, 2009):

Grades 10-1 The tender and gorgeously illustrated manhwa trilogy (begun in *The Color of Earth* and *The Color of Water*, both 2009) honoring the artists mother as she travels from childhood through girlhood to her status as a newlywed young woman comes to a successful close in this volume. Ehwa, at 17, is beautiful and lonely, having had to part with her true love when he must run away to sea. With her widowed mother, she learns to wait and to read traditional signs in nature, such as specific flower bloomings or the first snow. All turns out happily with her love's return and the ensuing marriage. The full cycle belongs in every literary collection. (Reprinted with permission of Booklist, copyright 2009, American Library Association.)

**School Library Journal** (November 1, 2009):

Gr 10 Up -This manhwa concludes this quietly moving trilogy about Ehwa and her mother. Ehwa is in love with Duksam, who left at the end of "The Color of Water" (Roaring Brook, 2009) to make his fortune so that he could come back and marry her. Actually, he also left to escape the

men who wanted to punish him for destroying the property of the old man who tried to take Ehwa for himself in volume two. Most of this book takes place in the village with the two women pining for their men and talking about men and nature and flowers and trees. Hwa's black-and-white illustrations are once again stunning, simple at first glance but on closer examination they are amazing in their detail. "The Color of Heaven" can stand on its own as an enjoyable read, but it is an absolute must for readers who have devoured the earlier volumes. Andrea Lipinski, New York Public Library Copyright 2009 School Library Journal, LLC Used with permission.

**Library Journal** (November 15, 2009):

Highly regarded in Korea, where his "Color" trilogy was first serialized in 1992, Kim has cross-cultural appeal. In this lyrical coming-of-age manhwa set a century ago in rural Korea, young Ehwa grows up under the fond eye of her widowed tavern-keeper mother. The increasingly pretty girl attracts the randy village boys, but she is drawn to less attainable and more sensitive lads: a local apprentice monk, a farmer's son schooled elsewhere, and a handsome worker from a different village. Intercut with Ehwa's tentative steps toward love is her mother's intermittent and achingly sweet liaison with a traveling painter, helping to deepen their complex mother-daughter relationship. Although the art, plot, and dialog have poetic beauty and charm, Kim still incorporates earthy and disturbing elements: male customers verbally harass Ehwa's mother, while Ehwa shows her distaste for her girlfriend's sexual explorations. VERDICT Kim's elegant trilogy will have strong appeal for its literary quality and offers key historical and cultural information, with a reading group guide included in the last two volumes. Sexual content and nudity, presented discreetly. For older teens and up. M.C. Copyright 2009 Library Journal, LLC Used with permission.

**Voice of Youth Advocates** (December 1, 2009):

After months of painfully waiting for his return, seventeen-year-old Ehwa marries her fiancé, Duksam, in this romantic yet bittersweet conclusion to The Color Trilogy. Ehwa is thrilled to be marrying Duksam, who has been away at sea earning money so they can marry. But Ehwa is also heartbroken about leaving her childhood home and her widowed mother behind. Likewise, Ehwa's mother is happy for her but worried about sending her into marriage so young and inexperienced. Her mother is also afraid that she will be lonely when Ehwa is gone, although her lover, a traveling artist, does come to visit her with the promise of a more stable relationship.

The plot of the story is simple, as the book focuses on the inner lives of Ehwa and her mother. The culmination of the trilogy is the marriage ceremony and Ehwa's wedding night, depicted with evocative illustrations that rely heavily on nature symbols such as butterflies, flowers, and water. The book ends hopefully with the promise that Ehwa and Duksam will have a happy life. Ehwa's mother has learned, however, that love does not guarantee happiness, as death, distance, and age can leave women alone and longing. Amy Luedtke. 4Q 3P S A/YA G

**Bulletin of Ctr for Child Bks** (December 1, 2009):

Having foundered a bit in terms of narrative flow in the second installment of this manhwa trilogy (*The Color of Water*, BCCB 10/09), Hwa regains his footing as he completes the coming-of-age tale of Ehwa, a young woman of early twentieth century Korea, in this graphic novel based on his mother's youth. After a tearful farewell to her young man, Duksam, who promises to return to her after he has made some money, Ehwa is lashed by her mother for staying out all night. Her punishment concludes, however, with a new sense of trust as her mother acknowledges that Ehwa is no longer a child. The two women commiserate over the trials of waiting for one's beloved, and Ehwa shares a funny moment with a randy female friend as they discuss the Korean ideals of beauty for women. When Duksam returns, he and Ehwa turn their attention to marriage, and Ehwa's mother meditates on the joy she has for her daughter commingled with the fears she has for her own lonely future. Fortunately, Mother's own suitor returns with intention to stay, so both women will enjoy futures with the men they love. Hwa is at his pictorial storytelling best in the chapter on Ehwa's bridal night, where he mingles increasingly ecstatic metaphoric imagery (starting with butterflies, clouds, flower petals, and paper lanterns and ending with pounding gongs, a mortar and pestle, and a waterfall) with discreet but illustrative linework of the beautiful young couple making love. The result is both sweet and sexy, but the erotic tension is broken by humorous scenes of village girls listening at the door, and of one of the lascivious old men from the tavern, inspired by the wedding, trying (and ultimately failing) at sex with his puzzled, sharp-tongued wife. The wit both cuts and sharpens the sweet by contrast, but it is the ultimate scene of the mother wistfully peering out into the night that sounds the haunting, sustained note of longing and nostalgia that flows through this profoundly moving picture of a girl's path to womanhood. An extensive discussion guide for the entire series, some of it repeated from the first and second books, follows the text. KC Jolley, *Dan The Smoking Mountain: The Story of Popocatepetl and Iztaccihuatl: An Aztec Legend*; illus. by David Witt. See review under Croall, p. 148.

**BIOGRAPHICAL NOTE**

Kim Dong Hwa is the author of many graphic novels - or manhwa, as they are called in Korea, where he lives. His books include the popular work *My Sky* and the literary piece *The Red Bicycle* .

**AWARDS & LISTS:**

Great Graphic Novels for Teens (2010)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***THE COLOR OF WATER VOL. 2* by Tong-hwa Kim**

First Second, 2009

### **PUBLISHER'S SUMMARY**

First love is never easy.

Ehwa grows up helping her widowed mother run the local tavern, watching as their customers - both neighbors and strangers - look down on her mother for her single lifestyle. Their social status isolates Ehwa and her mother from the rest of the people in their quiet country village. But as she gets older and sees her mother fall in love again, Ehwa slowly begins to open up to the possibility of love in her life.

In the tradition of *My Antonia* and *A Tree Grows in Brooklyn*, from the pen of the renowned Korean manwha creator Kim Dong Hwa, comes a trilogy about a girl coming of age, set in the vibrant, beautiful landscape of pastoral Korea.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Mothers and daughters

Comic books, strips, etc

Cartoons and comics

Children of single parents

First loves

1864-1910

Graphic novels

Korea

Social life and customs

**RECOMMENDED AGE GROUP:** 13 to 17

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Mandeville and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Kim 2

Purchased in August 2009. Available on shelf in August 2009.

Total circulation on all print copies: 133

### **OTHER LIBRARY HOLDINGS**

Held in 528 libraries.

East Baton Rouge Parish Library – Young Adult Graphic Novels

Fayetteville Public Library (AR) Public Library – Teen Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

## **REVIEWS:**

### **Kirkus Review - Children** (June 1, 2009):

Lackluster middle ground in a coming-of-age trilogy from the renowned Korean manga artist. The author continues his exploration of a teenage village girl's sexual and emotional awakening and the pastoral landscape that nurtures it. Ehwa, in the throes of adolescent hormones, has seen two childhood crushes evaporate with age and distance. But an unexpected encounter with a handsome stranger at the summer festival changes everything. The older, muscular Duksam not only wins the wrestling contest but Ehwa's attentions as well—setting off an adolescent frenzy of lust and longing that Hwa captures in grinding detail. Ehwa spends too much time moisturizing her skin and trading stale nature metaphors with her mother, prolonging the book's lagging narrative. The masterful landscapes take a backseat to human activity. They're skillfully rendered but not nearly as eye-popping as the stark and haunting pastoral scenes that heightened volume one, *The Color of Earth* (2009). The narrative does manage to convey the relentless tedium of waiting for life to happen: Like Ehwa, readers will be painfully anxious for something to happen by the book's end. (Graphic fiction. 14& up)  
(COPYRIGHT (2009) KIRKUS REVIEWS/NIELSEN BUSINESS MEDIA, INC. ALL RIGHTS RESERVED.)

### **School Library Journal** (September 1, 2009):

Gr 10 Up - In this installment in the trilogy set in 19th-century Korea, Ehwa falls in love with a strong young man named Duksam, while her mother continues her affair with a traveling salesman. This is a quiet and intimate story about a girl's first sexual awakenings as well as the changing nature of her relationship with her mother during her adolescence. The language and concepts are poetic—Ehwa's mother teaches her that women are like flowers while men are like fire and wind. While Hwa's artwork predominantly conveys a lot of emotion with very few carefully placed lines, there are some larger scenes of natural beauty (flowers, trees, the night sky) that are breathtaking in their detail. A Korean village is a far cry from the environment of most American teens, but the romantic themes will keep even modern girls pining for more of this story. It is not necessary to have read "*The Color of Earth*" (Roaring Brook, 2009) to understand this volume, but since readers will probably be curious to learn about Ehwa's first two loves and about what will happen with Duksam in the future, ordering the trilogy is a sound investment. Andrea Lipinski, New York Public Library Copyright 2009 School Library Journal, LLC Used with permission.

### **Bulletin of Ctr for Child Bks** (October 1, 2009):

This sequel to *The Color of Earth* (BCCB 6/09) presents what Hwa calls "little gems from my mother's life at sixteen," that is, further adventures in love and growing up for Ehwa, the girl of early twentieth-century Korea. She meets a fascinating new boy, experiences her first kiss, fights with her best friend, learns how to pleasure herself, reflects further on her mother's relationship with her traveling salesman, and avoids being sold into marriage with an elderly man. As she grows and develops, she experiences her first conflicts with her mother as she tries to keep secrets, at the same time learning as much as she can from her mother's wisdom and life experience. Ehwa continues to be an appealing protagonist, and the book's candor about her growth gives her experiences immediacy. The "little gems" approach compromises the narrative flow somewhat, though, and creates a sometimes tedious repetition of themes, and

Ehwa's obsession with finding and understanding love to the exclusion of any other aspect of daily life becomes attenuated and overwrought. The art maintains the delicate, luminous quality of the first book, but a greater emphasis on quarreling, insecure girls and Ehwa's various expressions of angst renders the visuals a tad monotonous at times. The final segments set up the conclusion, however, making this a necessary installment to the trilogy. Appended is a useful reading group guide that focuses on general techniques for reading graphic novels as well as specific questions covering material from the first two books. KC

**Booklist** (September 1, 2009):

Grades 9-12 The story of Ehwa's maturation and relationship with her mother continues at the stately and symbol-laden pace that marked *The Color of Earth* (2009). Now in her teens, Ehwa falls in love with a laborer who at first pays her unwanted romantic attention. Meanwhile, Ehwa's mother's own love life continues to be one as much of longing as of satisfaction. Excellent storytelling and beautiful artwork make this worthy of the included reading-group discussion guide. Recommended for all graphic-novel collections, this is essential for those that already have the first volume. (Reprinted with permission of Booklist, copyright 2009, American Library Association.)

**Library Journal** (November 15, 2009):

Highly regarded in Korea, where his "Color" trilogy was first serialized in 1992, Kim has cross-cultural appeal. In this lyrical coming-of-age manhwa set a century ago in rural Korea, young Ehwa grows up under the fond eye of her widowed tavern-keeper mother. The increasingly pretty girl attracts the randy village boys, but she is drawn to less attainable and more sensitive lads: a local apprentice monk, a farmer's son schooled elsewhere, and a handsome worker from a different village. Intercut with Ehwa's tentative steps toward love is her mother's intermittent and achingly sweet liaison with a traveling painter, helping to deepen their complex mother-daughter relationship. Although the art, plot, and dialog have poetic beauty and charm, Kim still incorporates earthy and disturbing elements: male customers verbally harass Ehwa's mother, while Ehwa shows her distaste for her girlfriend's sexual explorations. VERDICT Kim's elegant trilogy will have strong appeal for its literary quality and offers key historical and cultural information, with a reading group guide included in the last two volumes. Sexual content and nudity, presented discreetly. For older teens and up. M.C. Copyright 2009 Library Journal, LLC Used with permission.

**Voice of Youth Advocates** (December 1, 2009):

In this second installment of the Color Trilogy, teenaged Ehwa learns more about the thrills and the pains of love when she falls for Duksam, a brash and handsome young wrestler. Ehwa lives alone with her young widowed mother, Namwon, in a rural Korean village in the late nineteenth century. As Ehwa pines for Duksam and longs for their secret meetings, her mother waits for visits from her lover, a traveling salesman. Ehwa and Namwon's bond is the core of the book, as they navigate their changing mother/daughter relationship. Although Namwon does not know of Ehwa's feelings for Duksam, she realizes that Ehwa will soon be ready to marry and considers what her life will be like when Ehwa is gone. Ehwa and Duksam's dreams

are threatened when Duksam's elderly master, Cho, finds out about Ehwa. Obsessed with Ehwa's youth and beauty, Master Cho is determined to marry Ehwa himself.

Like the first book of this manhwa trilogy, this sequel should appeal to any reader looking for a poetic coming-of-age story or adventurous manga fans. Ehwa's physical and emotional growth is evocatively compared to her natural surroundings. Hwa's expressive artwork and lyrical writing sensitively yet realistically explore romance and sexuality, including Ehwa's first kiss and her first masturbation experience. Humor also pervades the story, especially when Ehwa learns about sex from her more experienced friend Bongsoon. Amy Luedtke.4Q 3P S A/YA G

### **BIOGRAPHICAL NOTE**

Kim Dong Hwa is the author of many graphic novels - or manwha, as they are called in Korea, where he lives. His books include the popular work *My Sky* and the literary piece *The Red Bicycle* .

### **AWARDS & LISTS:**

Great Graphic Novels for Teens (2010)

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***THE GOOD ASIAN* by Pornsak Pichetshote**

Image Comics, 2022

### **PUBLISHER'S SUMMARY**

Writer PORNSAK PICHETSHOTE's long-awaited follow-up to the critically acclaimed *INFIDEL* with stunning art by ALEXANDRE TEFENKGI (*OUTPOST ZERO*)! Following Edison Harkı, a haunted, self-loathing Chinese-American detective on the trail of a killer in 1936 Chinatown, *THE GOOD ASIAN* is Chinatown noir starring the first generation of Americans to come of age under an immigration ban, the Chinese, as they're besieged by rampant murders, abusive police, and a world that seemingly never changes.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

California

Chinatown (San Francisco, Calif.)

Murder

Noir comic books, strips, etc

Detective and mystery comics

Chinese Americans

San Francisco

20<sup>th</sup> century

Detective and mystery comic books, strips, etc

Graphic novels

Investigation

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973  
Pic 1

Purchased in January 2022. Available on shelf in June 2022.

Total circulation on all print copies: 3

### **OTHER LIBRARY HOLDINGS**

Held in 399 libraries.

Lafayette Public Library System – Adult Graphic Novels

Beaumont (TX) Public Libraries – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

**REVIEWS:** N/A

**BIOGRAPHICAL NOTE**

Pornsak Pichetshote started his career as a Thai-American rising star editor at DC's Vertigo imprint, his books being nominated for dozens of Eisner awards -- from the award-winning *Daytripper* to critical darling *Sweet Tooth*. He left Vertigo to become an executive in DC Entertainment's media team, where he started and oversaw DC's TV department. His critical and commercial horror [sic] book *INFIDEL* marked his first major work as a comics writer.

His current work with Image Comics is the Eisner- and Harvey-winning *THE GOOD ASIAN*, which he's currently adapting for television with James Wan's Atomic Monster.

**AWARDS & LISTS:**

Eisner Award (Nominee – 2024)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***THE GOOD NEIGHBORS: BOOK TWO*** by Holly Black

Graphix, 2009

**PUBLISHER'S SUMMARY**

From the amazing imagination of bestselling author Holly Black, a mysterious and wonderful teen graphic novel masterpiece.

Rue Silver's life is not what it appears to be. Her mother is a faerie, and has been taken back to the faerie realm. As Rue goes to bring her back, she must travel deep into an inhuman world. At the same time, the faerie realm is venturing into our world too, and taking its toll on those Rue loves. When her grandfather's plans threaten Rue's city, she realizes that she's the only one who can stop him. But is Rue a human or a faerie? Where does she fit? How does she know the difference between love and enchantment?

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Cartoons and comics

Identity (Psychology)

Comic books, strips, etc

Fairies

Missing persons

Supernatural

Graphic novels

**RECOMMENDED AGE GROUP:** 12 and up

**HOLDINGS AND CIRCULATION**

- 1 print copy at Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Blac 2 Purchased in May 2012. Available on shelf in June 2012.  
Total circulation on all print copies: 50

**OTHER LIBRARY HOLDINGS**

Held in 111 libraries.

Lafayette Public Library System – Teen Graphic Novels

East Baton Rouge Parish Library – Young Adult Graphic Novels

Plano (TX) Public Library – Young Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:**

**Publishers Weekly** (November 2, 2009):

In this middle volume of a trilogy, the coauthor of *The Spiderwick Chronicles* considers the plight of a spectacularly alienated teenage girl. With a human father and a faery mother, Rue Silver is an alien everywhere but uncomfortably connected to both worlds. The title is ironic:

the realm of the faeries may be nearby, but what those beings consider good might be awful for ordinary people. In this installment, Rue becomes aware that her faery grandfather plans to erect a magical barrier that will cut off the city where she lives from the outside world; then the buildings will be covered with beautiful vines, strange creatures will roam the streets, and the present inhabitants will be forced to adapt or die. Rue faces typical YA questions: how can you reconcile simultaneously hating and loving someone close to you and what can you do if your kith and kin are committing actions that may be terribly wrong? Black's script presents this strong theme deftly, and Naifeh's b&w art differentiates the large cast well despite a natural resemblance between goth kids and faeries. Ages 12up. "(Oct.)" Copyright 2009 Publishers Weekly Used with permission.

**School Library Journal** (January 1, 2010):

Gr 7 Up This sequel to "Kin" (Scholastic, 2008) answers many of the questions that were left hanging in that book. Most importantly, readers will learn what happens to Rue Silver's plan to rescue her mother from the land of the faeries and about her grandfather's plot against humanity, which involves transforming human sacrifices into living trees. There are several powerful scenes in which Rue's friends are literally and figuratively seduced by faeries, with tragic consequences, but the most moving scenes involve Rue's parents. When Rue tries to free her mother, she is faced with the painful revelation that the woman has no interest in rejoining the human world. And her father is torn between his allegiance to his wife and his emotional connection to his human lover. Readers will need to be familiar with the first book in the series in order to understand what's going on, and there is a major cliff-hanger that should be resolved in the third volume. Unfortunately, even fans of "Kin" may have trouble following all of the plot points and keeping the characters straight. While Naifeh's haunting and textured black-and-white illustrations are captivating, "Kith" does not live up to the promise of "Kin". "Andrea Lipinski, New York Public Library" Copyright 2010 School Library Journal, LLC Used with permission.

**Voice of Youth Advocates** (April 1, 2010):

Once you know things, you can't unknow them. So begins the sequel to Kin (Graphix/Scholastic, 2008/VOYA February 2009), in which Rue Silver discovers that her mother is a faery, making Rue only half-human. In this second volume of the Good Neighbors series, she is still adjusting to the powers and knowledge that she now possesses. Rue is determined to bring her mother back from the faery world to live with her, but when she goes into that realm, she learns that her grandfather is planning to take over the town she lives in and cut it off from the rest of the world, making it a faery haven. She now must not only rescue her mother and a friend who has mysteriously disappeared but also prevent an entire town from being overtaken. She is uncertain whether that is really what she wants. Will the lures of the magical faery world be too strong even for a proven if reluctant heroine?

This sequel delves far more into the Faery world than the first volume, making it a very different book. It is less about the teenage relationships and the mysteries that initially engaged readers and more about the underlying supernatural--even bordering on creepy. Black's fans will be more than okay with that. Naifeh's illustrations are dark and shadowy, giving the story

the feel of a horror movie. The book ends on a strange note, not so much a cliff-hanger as a last minute twist that leaves the reader wanting more. Laura Lehner.4Q 4P J S

**Hornbook Guide to Children** (January 1, 2010):

In Episode Two of the series, Ann is betrayed by Keith; Justin falls in love with Lucy; Dale keeps nightly trysts with some faeries; and Rue cheats on Dale with Tam. Plot and action drive this graphic novel that uses supernatural horror as metaphor for adolescent angst. Naifeh's illustrations are dark, threatening, and delicious, all fangs and fingernails, pointy ears and scowls. (Copyright 2010 by The Horn Book, Incorporated, Boston. All rights reserved.)

**BIOGRAPHICAL NOTE**

Holly Black is the #1 *New York Times* bestselling author of *The Spiderwick Chronicles* (with Tony DiTerlizzi) and the Newbery Honor-winning novel *Doll Bones*. Her other books include *The Good Neighbors* graphic novels, and the novels *The Darkest Part of the Forest*, *Tithe*, *Valiant*, and *Ironside*. With Cassandra Clare she is the author of the *Magisterium* series, a *New York Times* bestseller. She currently lives in the realm of Western Massachusetts.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***THE GREAT AND SECRET SHOW* by Chris Ryall**

IDW Publishing, 2007

### **PUBLISHER'S SUMMARY**

It begins here! The second half of an adaptation of master of horror Clive Barker's epic journey into the fantastic, *The Great and Secret Show*.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Good and evil / Comic books, strips, etc.

Horror comic books, strips, etc.

Comics (Graphic works)

Horror comics

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Mandeville/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Rya

Purchased in July 2007. Available on shelf in August 2007

Total circulation on all print copies: 33

### **OTHER LIBRARY HOLDINGS**

Held in 43 libraries.

Fort Stockton (TX) Public Library – Adult Graphic Novels

River Grove (IL) Public Library – Young Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

### **REVIEWS:**

**Fanbase Press** (October 24, 2016)

Clive Barker's contribution to horror is difficult to understate. His invention of *Hellraiser* alone puts him in the horror hall of fame. Sadly, most people aren't familiar with his other work. Outside a few tepidly received films like *Lord of Illusions* and *Midnight Meat Train*, his work is generally more of an undercurrent – informing countless other works, but remaining slightly low key on its own. His books are typically massive tomes, which can scare off readers. *The Great and Secret Show* is a fantastic book, but it is dense at 670-odd pages. Using the word "overwrought" to describe his books wouldn't gather many arguments. As it turns out, his voluminous novels might just be meant to transition into comics.

*The Great and Secret Show* was adapted to a graphic novel by writer Chris Ryall (*Zombies vs. Robots*) with art from Gabriel Rodriguez (*Locke & Key*), resulting in an adaptation that far surpasses the source material not only in accessibility, but emotionally as well. It takes Barker's story of a mystical war over the sea of dreams called *The Quiddity* and creates a narrative that is precise as well as creepy and powerful but profoundly disturbing.

The battle of *The Quiddity* takes place between a mentally unstable former postal worker named Randolph Jaffe, and burnt-out, drug-addicted hippy Fletcher. The opening pages make use of Rodriguez's distinct ability to show the most disgusting traits of a person through simple smiles and conniving looks. He sets your teeth on edge from the get-go, setting up Jaffe as both a tragic story and a vile beast. Jaffe's trek to discover the secrets of magic and, ultimately, find his way into the sea of dreams teams him up with Fletcher, and their partnership becomes a rivalry when both are granted powers that no one on Earth should have.

Surprisingly, the story does not entirely focus on Fletcher and Jaffe, but on their children who they produced by raping a group of women in hopes of continuing their war. Barker has always had a penchant for handling sex and rape in a way that glorifies the power involved in sex (consensual or not), while shaming the other half of the equation, all while trying to be titillating, something I have personally always loathed. Ryall manages to weave the atrocity that happens to the women with a sympathetic bent. The aftereffects that each woman goes through are portrayed with a more malicious undercurrent in the book, while Ryall seems to hit on the reality of it. We see the human suffering and the attempts to contextualize something that has no explanation. It really is impressive to see.

That talent is what makes this collection one of the best I've read. The essence of Barker's brilliance is there, but the bloat is torn away, and the most important parts are treated with respect and a fresh perspective. Rodriguez seems to be built for this type of story, and it is impossible to picture another artist creating a mood simply through background and color selection. His ability to capture the emotions behind the characters' eyes is still impressive, even after reading *Locke & Key* numerous times. With such a rich world to mine, it would be easy for the book to feel overdone, or to add another 50 to 100 pages, but Ryall's restraint serves the story in a way that not even the original author could manage.

Any fan of horror needs to read *The Great and Secret Show*. The same goes to fans of magic, or the concept of other levels of reality, or someone simply interested in seeing how well novels can translate into comic form. It really is a master class in comic adaptations and reminds us why each creator involved is considered to be at the top of their fields. (Adam Greene)

<https://fanbasepress.com/press/reviews/comics-reviews/item/7052-clive-barker-s-great-and-secret-show-deluxe-edition-hardcover-review/>

## **BIOGRAPHICAL NOTE**

**Chris Ryall** is the Chief Creative Officer at IDW Publishing and the co-creator of *Zombies vs Robots* with Ashley Wood. Ryall has also co-created and written *Groom Lake*, *The Colonized*, *The Hollows*, and *Onyx*, and has also written adaptations of stories by Stephen King, Clive Barker, and Richard Matheson. He is also the co-author of a prose book about comics, *Comic Books 101*, and has written comics based on the Transformers, the band Kiss, Mars Attacks, Weekly World News, and, currently, Hasbro's Rom. Ryall and ZvR co-creator Ashley Wood were nominated for the 2006 Eisner Award for "Best Short Story."

**AWARDS & LISTS:** N/A

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

<https://fanbasepress.com/press/reviews/comics-reviews/item/7052-clive-barker-s-great-and-secret-show-deluxe-edition-hardcover-review/>

## **THE ME YOU LOVE IN THE DARK by Scottie Young**

Image Comics, 2022

### **PUBLISHER'S SUMMARY**

An artist named Ro retreats from the grind of the city to an old house in a small town to find solace and inspiration without realizing the muse she finds within is not what she expected. Fans of Stephen King and Neil Gaiman will enjoy this beautiful, dark and disturbing story of discovery, love and terror.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Haunted houses

Artists

Graphic novels

Fantasy comics

Romance comics

Comics (Graphic works)

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 You

Purchased in April 2023. Available on shelf in May 2023.

Total circulation on all print copies: 7

### **OTHER LIBRARY HOLDINGS**

Held in 344 libraries.

East Baton Rouge Parish Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: No**

### **REVIEWS:**

**Publishers Weekly** (February 7, 2022)

Young and Corona (the *Middlewest* series) collaborate again on this chilling horror romance about a stuck artist getting too attached to her home's otherworldly inhabitant. Artist Ro Meadows brushes aside warnings that the grand house she's moved into, in an attempt to "escape the Midwest limbo," is haunted. When she hears voices, she confesses her hope that the ominous atmosphere will push her beyond the "bright, colorful, happy crap" she's been producing. She grows attached to her conversations with the being occupying the space and cuts off all other social contact. The unnamed entity, who denies being a ghost, appears first as a wisp (Corona's serrated smudge captures surprising personality) before revealing itself to be a

multi-eyed, menacingly teathed creature who never appears in full light. Ro produces prolifically in between watching rom-coms with the being and eventually initiating a sexual relationship with it. When her agent appears unannounced after persistent unanswered calls, the being's actions alarm Ro. Sparse dialogue allows Corona's moody art to shape the story, with angular figures akin to those found in Jeff Lemire's work, a truly unsettling monster, and evocative use of cool and warm light effects. Fans of adult-oriented spooky tales without overly complicated mythologies will enjoy this disturbing outing. (Mar.)  
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### **BIOGRAPHICAL NOTE**

Skottie Young got his start at Marvel on titles like *Spider-Man: Legend of the Spider Clan*, *Human Torch*, and *Venom*. He soon began adapting the L. Frank Baum *Land of Oz* novels at Marvel with Eric Shanower. He is best known for writing and drawing the hit series *Rocket Raccoon*, illustrating the children's book *Fortunately, The Milk* by Neil Gaiman, and the Young Marvel variant covers. He's also the cartoonist of *I Hate Fairyland* and writer/co-creator of *Middlewest* and *The Me You Love in the Dark* with artist/co-creator Jorge Corona, and artist/co-creator of *Twig* with writer Kyle Strahm.

### **AWARDS & LISTS:**

2022 Bram Stoker Award (Nominee – Graphic Novel)

2023 The Best Books: Book Recommendations from the Multnomah County Library

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

**THE METABARONS** by Alejandro Jodorowsky  
Humanoids, Inc., 2017 (original publication date: 2015)

#### **PUBLISHER'S SUMMARY**

**A grand scale space opera about family, sacrifice, and survival told within an immense universe, both in scope and originality.**

A must-read cult spin-off of "The Incal," by Moebius and Jodorowsky, centering around the fascinating lineage of the ultimate warrior. This collection introduces the Metabaron's bloodline and reveals the origins of their deep-seated principles. Find out the source of the family's vast wealth, learn why every Metabaron has cybernetic implants, and why the only way to become the next Metabaron is for him to defeat his own father in a mortal combat. Follow each successive generation as it struggles to overcome the forces amassed against it in a galaxy corrupted by greed, power, and terror. A true classic in the pantheon of graphic storytelling and Science Fiction as a whole.

#### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Extraterrestrial beings  
Imaginary wars and battles  
Science fiction comics  
Graphic novels  
Cybernetics

**RECOMMENDED AGE GROUP:** 18 and up

#### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Jodo

Purchased in June 2023. Available on shelf in July 2023.

Total circulation on all print copies: 5

#### **OTHER LIBRARY HOLDINGS**

Held in 68 libraries.

Georgetown (TX) Public Library – Adult Graphic Novels  
Grand Rapids (MI) Public Library – Adult Graphic Novels  
Eugene (OR) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** Yes

#### **REVIEWS:**

**All-comic.com** (March 2, 2015)

"*The Metabarons* is a blisteringly assertive and psychologically complex work that should appeal to any who have always wanted to see *Game of Thrones* performed in outer-space with

a classical Greek bent. There is so much more at play here than the mere passing along of a title and genes, instead it examines what it means to be whole. The answer is more than just a gender, more than just a code, more than just a name, more than just an honorific. It is all of those working in harmonious concert and shedding away the past while still embracing the truth of its existence. *The Metabarons* is a magnum opus of unadorned emotion and one that will surprise you in its thoughtfulness and craft.”

<http://all-comic.com/2015/metabarons-hardcover/>

**Retrofuturista.com** (December 19, 2022)

“Jodorowsky’s storytelling is epic in scope, with a complex and multifaceted plot that spans centuries and involves a wide cast of characters. The themes of family, duty, and the cost of power are explored in depth, making for a deeply philosophical and introspective read. The stories portray a space opera that is strongly influenced by Frank Herbert’s Dune novels and reminiscent of Greek tragedy. In 1973, Jodorowsky had just begun production on a Dune movie.

Overall, *The Metabarons* is a must-read for fans of science fiction and graphic novels. The combination of Jodorowsky’s writing and Giménez’s art make for a truly memorable and thought-provoking experience. With its epic scope and richly detailed artwork, *The Metabarons* has garnered a devoted following and is considered a classic of science fiction literature.”

<https://retrofuturista.com/review-of-the-metabarons-by-jodorowsky-juan-gimenez/>

### **BIOGRAPHICAL NOTE**

Born February 7th, 1929, in Tocopilla, Chile, of a Jewish Ukrainian immigrant family. Jodorowsky was multi-talented from an early age, becoming skilled in puppetry and mime, in addition to writing, by his late teens. He traveled with a pantomime troupe in the 1950s, and within a couple years had made his way to Paris where he collaborated with the world-renowned mime Marcel Marceau. In the 1960s, Jodorowsky ventured further into the world of theater, creating in Mexico, the Panic Movement. This innovative artistic movement allowed him to creatively participate in over a 100 theater productions. The 1970s saw him transition into the world of film where he quickly put a defining stamp on all his cinematic works. He directed several cult films, namely the infamous "El Topo," a Midnight movie favorite. Shortly thereafter, Jodorowsky became attached to direct the adaptation of the famous Frank Herbert sci-fi epic novel "Dune." At the preparation stage of the film, he brilliantly assembled a team of extremely diverse and gifted artists such as HR Giger, Chris Foss, Dan O'Bannon, and Moebius, all of who would later be hired as concept artists on Ridley Scott's "Alien." The development of "Dune" came to a halt due to financial problems, but Jodorowsky, having been exposed to such immense visual talent, propelled himself into writing graphic novels, pairing up with the artist Moebius. This collaboration resulted in what many consider to be one of the most creative European sci-fi graphic novel series of all time, "The Incal," which went on to sell millions of copies worldwide. Since penning "The Incal," Jodorowsky continued writing top selling comic books with a wide variety of Europe's most talented artists, such as "The White Lama" (with Bess), "The Metabarons" (with Gimenez), "The Technopriests" (with Janjetov), and most

recently "Bouncer" (with Boucq). Along with nurturing his many other talents, Jodorowsky remains a unique storyteller whose published contributions have secured his status as one of the world's most prolific graphic novel writers.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

***THE SANDMAN VOLUME 11*** by Neil Gaiman

Vertigo, 2004

**PUBLISHER'S SUMMARY**

Endless Nights returns to the realm of the Dreaming with seven remarkable stories--one for each member of the otherworldly Endless family'--illustrated by an international roster of artists drawn from the ranks of comics' greatest talents. By turns haunting, bittersweet, erotic, and nightmarish, these provocative tales range across space and time to reveal strange secrets and surprising truths about the immortal siblings Death, Desire, Delirium, Dream, Despair, Destruction, and Destiny.

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Sandman (Legendary character)  
Graphic novels  
Comics (Graphic works)  
Dreams  
Death  
Occultism  
Characters and characteristics in literature  
Horror comic books, strips, etc  
Fantasy comics

**RECOMMENDED AGE GROUP:** N/A

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Mandeville/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Gai 11

Purchased in March 2009. Available on shelf March 2009.

Total circulation on all print copies: 93

**OTHER LIBRARY HOLDINGS**

Held in 302 libraries.

Beaumont (TX) Public Libraries – Adult Graphic Novels

Fayetteville (AR) Public Library – Teen Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:**

**Booklist** (September 1, 2003)

When Gaiman ended his phenomenally popular comic-book series *The Sandman* in 1996, he promised to eventually revisit the characters. Now he keeps that promise, with results that are everything his fans could have hoped for. The series centered on the brooding title character,

also known as Dream, who rules over the realm humans visit when they sleep, and also dealt with his godlike siblings Death, Desire, Despair, Delirium, Destruction, and Destiny, collectively known as the Endless. In this book, each of them is the focus of a separate story, illustrated by one of an array of world-class comics artists whose approaches range from the relative straightforwardness of P. Craig Russell (see Isolation and Illusion BKL Ap 15 03) to the wildly disturbing work of Barron Storey. The stories themselves vary, too, from accounts of mortals' encounters with the Endless to depictions of those demigods' lofty existence. Gaiman's eagerly awaited return to his most successful creation shows his mastery of the characters and their world to be intact, and if these shorter stories don't allow for the complexity of the original series, they still demonstrate the brilliance of his concept and the elegance of his storytelling. --

Gordon Flagg Copyright 2003 Booklist

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**Library Journal** (November 1, 2003)

After several years away from comics, celebrated writer Gaiman (American Gods; Coraline) returns to the dark fantasy series that made him a sensation: the Eisner, Harvey, and World Fantasy Award-winning Sandman. This oversized volume features seven stories, one devoted to each member of the Endless, the ancient and powerful family to which the Sandman (a.k.a. Dream) belongs. All are masterfully illustrated, each by a different artist, covering a wide variety of styles, from the mainstream DC look of Glenn Fabry's illustration in the chapter "Destruction" to the nightmarish collage of Barron Storey's "15 Portraits of Despair." Bill Sienkiewicz's multistylistic mastery, from jagged black-and-white sketches to lushly colored realistic paintings, is perfectly matched to "Delirium." Italian artist Milo Manara, famed for his erotic work, is also exactly right to draw one woman's encounter in "Desire." The story focusing on Dream himself, marvelously painted by Spanish artist Miguelanxo Prado, touches on-of all things-the backgrounds of two of DC's most famous superheroes. Gaiman's tales are deep, subtle, multilayered, and powerful, and this book is sure to delight his legions of fans. With nudity and sex, this is one for adult collections-for which it is absolutely essential. (c) Copyright 2010. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

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**Publishers Weekly** (September 8, 2003)

Now that he's a bestselling fantasy novelist, Gaiman returns to the comics series that made his reputation with this new volume of seven gorgeously illustrated stories. Gaiman specializes in inventing fantastic allegories for the quotidian, in a voice that casually shifts between uneasy realism and Borgesian grandeur. In Sandman cosmology, "The Endless" are seven immortal siblings who personify abstract concepts: Dream, Death, Destiny and so on. This work devotes a story to each of them, drawn in distinctly different styles by an all-star lineup of American, British and European cartoonists and fine artists. Gaiman is famous for writing to his artists' strengths, and he does so here. P. Craig Russell draws the surreal fantasia "Death and Venice" with the opulent brio of his opera adaptations. "What I've Tasted of Desire" is a darkly sexual fable, painted by Milo Manara in the style of his more X-rated work. A couple of the stories find

Gaiman working in a more experimental mode than usual, notably "Fifteen Portraits of Despair," a set of anecdotes and prose poems accompanied by Barron Storey's tormented, abstract drawings and paintings. Longtime comics fans will notice plenty of inside jokes in "The Heart of a Star," but most of this book is a red carpet-or perhaps a Persian rug-rolled out for Gaiman's prose readers to see his visions turned into lush, dramatic images. (Oct.) (c) Copyright PWxyz, LLC. All rights reserved  
(c) Copyright PWxyz, LLC. All rights reserved

## **BIOGRAPHICAL NOTE**

Neil Gaiman was born in Portchester, England on November 10, 1960. He worked as a journalist and freelance writer for a time, before deciding to try his hand at comic books. Some of his work has appeared in publications such as Time Out, The Sunday Times, Punch, and The Observer. His first comic endeavor was the graphic novel series The Sandman. The series has won every major industry award including nine Will Eisner Comic Industry Awards, three Harvey Awards, and the 1991 World Fantasy Award for best short story, making it the first comic ever to win a literary award.

He writes both children and adult books. His adult books include The Ocean at the End of the Lane, which won a British National Book Awards, and the Locus Award for Best Fantasy Novel for 2014; Stardust, which won the Mythopoeic Award as best novel for adults in 1999; American Gods, which won the Hugo, Nebula, Bram Stoker, SFX, and Locus awards; Anansi Boys; Trigger Warning: Short Fictions and Disturbances; and The View from the Cheap Seats: Selected Nonfiction, which is a New York Times Bestseller. His children's books include The Day I Swapped My Dad for Two Goldfish; Coraline, which won the Elizabeth Burr/Worzalla, the BSFA, the Hugo, the Nebula, and the Bram Stoker awards; The Wolves in the Walls; Odd and the Frost Giants; The Graveyard Book, which won the Newbery Award in 2009 and The Sandman: Overture which won the 2016 Hugo Awards Best Graphic Story.

(Bowker Author Biography)

## **AWARDS & LISTS**

2004 Locus Award (Winner)  
2004 Eisner Award (Nominee – Best Anthology)  
2003 Bram Stoker Award (Nominee – 2003)

## **RESOURCES**

Ingram Content Group, LLC  
Books in Print 2.0  
Worldcat  
Individual library websites (for holdings info)  
Library of Congress

## **THE SANDMAN VOLUME 6** by Neil Gaiman

Vertigo, 1994

### **PUBLISHER'S SUMMARY**

Dream's youngest sister, the loopy Delirium, convinces him to go on a quest for their missing brother, Destruction. But Dream may learn that the cost of finding his prodigal sibling is more than he can bear.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Graphic novels

Dreams

Horror comic books, strips, etc

Mythology

Fantasy comic books, strips, etc

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Gai 6

Purchased in October 2008. Available on shelf January 2009.

Total circulation on all print copies: 84

### **OTHER LIBRARY HOLDINGS**

Held in 176 libraries.

Hancock County (MS) Library System – Adult Graphic Novels

Poplar Bluff (MO) Municipal Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS: N/A**

### **BIOGRAPHICAL NOTE**

Neil Gaiman was born in Portchester, England on November 10, 1960. He worked as a journalist and freelance writer for a time, before deciding to try his hand at comic books. Some of his work has appeared in publications such as *Time Out*, *The Sunday Times*, *Punch*, and *The Observer*. His first comic endeavor was the graphic novel series *The Sandman*. The series has won every major industry award including nine Will Eisner Comic Industry Awards, three Harvey Awards, and the 1991 World Fantasy Award for best short story, making it the first comic ever to win a literary award.

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(Bowker Author Biography)

#### **AWARDS & LISTS**

N/A

#### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

## ***THE SANDMAN VOLUME 8* by Neil Gaiman**

Vertigo, 1995

### **PUBLISHER'S SUMMARY**

A "reality storm" draws an unusual cast of characters together. They take shelter in a tavern, where they amuse each other with their life stories. Although Morpheus is never a focus in these stories, each has something to say about the nature of stories and dreams.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Sandman (Legendary character)

Graphic novels

Dreams

Horror comic books, strips, etc

Fantasy comic books, strips, etc

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Gai 8

Purchased in October 2008. Available on shelf January 2009.

Total circulation on all print copies: 59

### **OTHER LIBRARY HOLDINGS**

Held in 505 libraries.

Hancock County (MS) Library System – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS: N/A**

### **BIOGRAPHICAL NOTE**

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(Bowker Author Biography)

### **AWARDS & LISTS**

1997 British Fantasy Award (Nominee)  
1997 ALA Popular Paperbacks for Young Adults

### **RESOURCES**

Ingram Content Group, LLC  
Books in Print 2.0  
Worldcat  
Individual library websites (for holdings info)  
Library of Congress

**THE WALKING DEAD VOLUME 11** by Robert Kirkman

Image Comics, 2010

**PUBLISHER'S SUMMARY**

The world we knew is gone. The world of commerce and frivolous necessity has been replaced by a world of survival and responsibility. An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, the survivors are forced to finally start living.

The series that created the zombie movement reaches its most pivotal, series-altering arc yet! They thought they were safe in the prison. They were wrong. A force far more deadly than the walking dead is at their door and when the dust settles, their rank will be reduced by more than half. No one is safe!

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Zombies

Graphic novels

Horror comic books, strips, etc

Fantasy comic books, strips, etc

**RECOMMENDED AGE GROUP:** 16 and up

**HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Kir 11

Purchased in December 2010. Available on shelf December 2010.

Total circulation on all print copies: 88

**OTHER LIBRARY HOLDINGS**

Held in 622 libraries.

Jacksonville (FL) Public Library – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:** N/A

**BIOGRAPHICAL NOTE**

First and foremost a comic creator, Kirkman has seen groundbreaking success in the adaptation of his comic book titles into major franchises in all forms of content. In 2010, his Eisner award winning series, *The Walking Dead*, was developed into an AMC television series. It has become a worldwide phenomenon as the highest-rated basic cable drama of all time. The property has

also been extended into a blockbuster game franchise, licensing business and ongoing publishing success.

Additional Kirkman comics include *Oblivion Song*, *Die!Die!Die!*, *Invincible*, *Outcast*, *Super Dinosaur*, *Battle Pope*, *Astounding Wolf-Man*, and *Thief of Thieves*.

Kirkman also serves as consulting producer of *The Talking Dead*, the popular talk show hosted by Chris Hardwick that deep dives into each week's episode of both *The Walking Dead* and its companion series *Fear the Walking Dead*. Kirkman is co-creator, writer and producer of *The Walking Dead's* companion series, *Fear the Walking Dead*.

He is also executive producer of the AMC series *Robert Kirkman's Secret History of Comics*, and the Korean pre-apocalyptic drama, *Five Year*. Kirkman's popular demonic-exorcism comic, *Outcast*, was adapted and produced for Cinemax. His second longest running coming book series *Invincible* is currently being adapted for a live action movie for Universal and an animated series for Amazon. Kirkman will serve as Executive Producer on both adaptations.

Robert is also the Chairman of Skybound Entertainment. Robert, an advocate for creator rights, co-founded Skybound alongside his longtime business and producing partner David Alpert in an effort to ensure creators are able to maintain their intellectual property rights and creative control.

Charlie Adlard is the Eisner award nominated artist and co-conspirator on *The Walking Dead*. In his spare time he's co-created books such as *Rock Bottom*, *Codeflesh*, *White Death*, and many more in his twenty plus year career to date. He's drawn the French album *Breath Of The Wendigo* and plans to continue working for that market with more bande dessineés planned. He also plays the drums in his band Cosmic Rays...

**AWARDS & LISTS:** N/A

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

## **THE WALKING DEAD VOLUME 13** by Robert Kirkman

Image Comics, 2010

### **PUBLISHER'S SUMMARY**

The world we knew is gone. The world of commerce and frivolous necessity has been replaced by a world of survival and responsibility. An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, the survivors are forced to finally start living.

The series that created the zombie movement reaches its most pivotal, series-altering arc yet! They thought they were safe in the prison. They were wrong. A force far more deadly than the walking dead is at their door and when the dust settles, their rank will be reduced by more than half. No one is safe!

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Zombies

Graphic novels

Horror comic books, strips, etc

Fantasy comic books, strips, etc

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Kir 13

Purchased in March 2015. Available on shelf March 2015.

Total circulation on all print copies: 81

### **OTHER LIBRARY HOLDINGS**

Held in 595 libraries.

Grapevine (TX) Public Library – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

### **REVIEWS:**

**Booklist** (April 15, 2011)

Kirkman's ever-evolving tale of survival after a zombie apocalypse continues to engage, what with realistic developments, the smartest characterizations in modern comics, and Adlard's stark black-and-white visuals that harken back to the grim 1970s heyday of the genre. Rick's group begins fitting into their new community, though it's Rick who has the hardest time finding what's left of civilization in himself, even as he serves as a gauge for the people around

him and his increasingly troubled young son. With AMC's hugely successful TV adaptation sure to bring in new fans, this volume, like all the others, should be kept on hand.--Karp, Jess.

Copyright 2010 Booklist

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**AWARDS & LISTS: N/A**

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

## **THE WALKING DEAD VOLUME 15** by Robert Kirkman

Image Comics, 2011

### **PUBLISHER'S SUMMARY**

The world we knew is gone. The world of commerce and frivolous necessity has been replaced by a world of survival and responsibility. An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, the survivors are forced to finally start living. The series that created the zombie movement reaches its most pivotal, series-altering arc yet! They thought they were safe in the prison. They were wrong. A force far more deadly than the walking dead is at their door and when the dust settles, their rank will be reduced by more than half. No one is safe!

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Zombies

Survivalism

Cannibalism

Police

Graphic novels

Horror comic books, strips, etc

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Kir 15

Purchased in September 2012. Available on shelf October 2012.

Total circulation on all print copies: 81

### **OTHER LIBRARY HOLDINGS**

Held in 590 libraries.

Grapevine (TX) Public Library – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:** N/A

### **BIOGRAPHICAL NOTE**

First and foremost a comic creator, Kirkman has seen groundbreaking success in the adaptation of his comic book titles into major franchises in all forms of content. In 2010, his Eisner award winning series, *The Walking Dead*, was developed into an AMC television series. It has become

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**AWARDS & LISTS:** N/A

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

## **THE WALKING DEAD VOLUME 8** by Robert Kirkman

Image Comics, 2008

### **PUBLISHER'S SUMMARY**

The world we knew is gone. The world of commerce and frivolous necessity has been replaced by a world of survival and responsibility. An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, the survivors are forced to finally start living.

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### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Zombies

Graphic novels

Horror comic books, strips, etc

Fantasy comic books, strips, etc

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Kir 8

Purchased in December 2010. Available on shelf December 2010.

Total circulation on all print copies: 107

### **OTHER LIBRARY HOLDINGS**

Held in 580 libraries.

Tuscaloosa (AL) Public Library – Young Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

**REVIEWS:** N/A

### **BIOGRAPHICAL NOTE**

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**AWARDS & LISTS:** N/A

## **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

## ***WICKED + THE DIVINE VOLUME 3: COMMERCIAL SUICIDE* by Kieron Gillen**

Image Comics, 2016

### **PUBLISHER'S SUMMARY**

After the detonation of *FANDEMONIUM* the gods-as-pop-stars of *THE WICKED + THE DIVINE* try living in the long dark shadow. Team WicDiv are joined by a stellar cast of guest artists to put the spotlight of each of the gods. The multiple Eisner-award nominated series continues in the only way it knows how: darker, weirder, faster. Don't worry. It's going to be okay.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Gods

Fantasy comics

Graphic novels

Immortalism

Goddesses

Popular culture

Comics (Graphic works)

**RECOMMENDED AGE GROUP:** 16 and up

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell / Shelved in Graphic Novel Restricted/ Call number GNR 741.5942 Gil

Purchased in September 2016. Available on shelf September 2016.

Total circulation on all print copies: 16

### **OTHER LIBRARY HOLDINGS**

Held in 600 libraries.

Lafayette Parish Public Library – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

### **REVIEWS**

**Booklist** (May 15, 2016)

In Gillen's world, where pop gods burn brightly off the worship of fandom yet are snuffed out all too quickly, things simultaneously heat up and become more thoughtful. This third volume slows down for a welcome look deeper into the heads of several characters, even as it develops the intrigue and drops a few revelations about the untimely deaths of several gods. Six guest artists each contribute a single chapter focusing on one of the pantheon, and rather than disrupting the series' remarkably cohesive aesthetic, the variety serves to highlight traits and actions and give the characters the unique spotlight each deserves. While the glowingly

gorgeous tale of Tara's tragic end and the techno-inflected imagery of Woden's nihilism and emotional distance are two standouts, each contribution adds another layer to the overall world. It is a world worth peeling back those layers from, as successive volumes offer deeper insights into the culture of fandom and the lengths some people will go to be loved and to be hated. --Karp, Jesse Copyright 2016 Booklist

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### **BIOGRAPHICAL NOTE**

Kieron Gillen first came to attention as a comic creator with his 2006's *Phonogram*, with Jamie McKelvie. Jamie and he formed into a gestalt monster that rampaged against the next fifteen years of comics, culminating with critical and smash hit *The Wicked + the Divine*. When not with Jamie, he has co-created books such as *DIE*, *The Ludocrats*, *Once & Future*, *Three*, *Uber* and more. When not making his own worlds, he has worked on Marvel Comics biggest books, such as *Uncanny X-men*, *Young Avengers*, *Thor*, *Iron Man*, *Star Wars*, *Eternals* and *Darth Vader*, (where he co-created Doctor Aphra). His hobbies include pop culture, talking about pop culture, redefining what "pop culture" means in any given conversation and putting off updating his bio as long as possible.

### **AWARDS & LISTS**

Eisner Awards Best Continuing Series – 2018 Nominee (series as a whole)

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

[https://en.wikipedia.org/wiki/The\\_Wicked\\_%2B\\_The\\_Divine](https://en.wikipedia.org/wiki/The_Wicked_%2B_The_Divine)

## ***THE WORLD OF EDENA* by Moebius**

Dark Horse Books, 2016

### **PUBLISHER'S SUMMARY**

Working closely with Moebius Productions in France, Dark Horse is putting the work of a master storyteller back in print--with some material in English for the first time!

Stel and Atan are interstellar investigators trying to find a lost space station and its crew. When they discover the mythical paradise planet Edena, their lives are changed forever. The long out-of-print Edena Cycle from Moebius gets a deluxe hardcover treatment! Moebius's World of Edena story arc is comprised of five chapters--Upon a Star, Gardens of Edena, The Goddess, Stel, and Sra--which are all collected here.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Good and evil

Graphic novels

Interplanetary voyages

Literary

Science fiction comics

Fantasy

Space warfare

General

Comics (Graphic works)

COMICS & GRAPHIC NOVELS

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR Moeb  
Purchased in February 2017. Available on shelf in March 2017.  
Total circulation on all print copies: 24

### **OTHER LIBRARY HOLDINGS**

Held in 501 libraries.

Lafayette Public Library System – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

Round Rock (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

## REVIEWS:

**Publishers Weekly** (November 7, 2016):

The first volume in Dark Horse's new Moebius Library finally gives the legendary French cartoonist--long unavailable in English--the American welcome he deserves with a spectacular hardcover album of the entire Edena saga, annotated with notes from the artist and his studio. Spacefaring mechanics Stel and Atan find their way to Edena, a planetary paradise of lush jungles, welcoming gardens, and bronze deserts. Gradually they abandon the trappings of their futuristic society to reconnect with the land, discovering sex and sensuality along with unprocessed food. But a high-tech cult and a belligerent id-demon threaten to spoil their back-to-nature buzz. Glowingly illustrated in the elegant clear-line art and rich colors for which Moebius is justly revered, the book careens spectacularly through science fiction, fantasy, allegory, pop psychology, and psychedelia. That this ambitious saga began life as an ad for Citroen cars is only one example of Moebius's transcendent imagination, now finally brought to English. (Nov.) Copyright 2016 Publishers Weekly, LLC Used with permission.

**Library Journal** (February 1, 2017):

Interstellar repairmen Stel and Atan are thrust into a strange, surreal adventure when their search for the lost inhabitants of an abandoned space station lead them to Edena, a mythical paradise planet at the heart of a battle between multidimensional good and evil. French writer and illustrator Moebius (aka Jean Henri Gaston Giraud) was famous the world over for crafting tales that combine swashbuckling adventure and New Age philosophy, including *Alien*, *Tron*, and *The Fifth Element*, all presented in lushly detailed illustration that has inspired generations of graphic novelists and fine artists. This new volume collects one of his most renowned stories for the first time in English, and true to form, it is both an exciting interplanetary journey and a moving, intellectual exploration of deeper themes. **VERDICT** This essential volume will appeal to fans of sf, fantasy, and European comics, as well as those given to philosophical tales and enthusiasts of graphic novel history. —TB Copyright 2017 Library Journal, LLC Used with permission.

## BIOGRAPHICAL NOTE

While French artist Jean Giraud was already a well-known comic artist with his hard-boiled western series *Blueberry*, he built an entire second career under the pen name Moebius beginning in 1963 with a series of short stories. In later years, Moebius would become world famous for his science-fiction, artistic, and erotic art. He is admired for his many collaborations with Alejandro Jodorowsky such as the wordless comics fantasy, *Arzach*.

In 1983 he co-founded the Aedena company and settled in Los Angeles. During his stay in the USA, he saw his most important works published by Marvel Comics. He also illustrated an episode of *Silver Surfer* by Stan Lee.

In addition to his large comics and illustration output, Moebius remained active in the film industry as well. In addition to providing preliminary designs for such films as *Alien*, *Tron*, *The Abyss*, *Masters of the Universe*, and *The Fifth Element*, Moebius provided concept art for *El*

*Topo* director Alejandro Jodorowsky's never-realized adaptation of Frank Herbert's *Dune*.  
Moebius passed away in Paris on March 10, 2012, at the age of 73.

**AWARDS & LISTS:**

Spanish [Haxtur Award](#) of the Salón Internacional del Cómic del Principado de Asturias, for *La Diosa* (The Goddess) part of the series (1991, original publication)

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***THIS COUNTRY* by Navied Mahdavian**

Princeton Architectural Press, 2023

### **PUBLISHER'S SUMMARY**

Before Navied Mahdavian moved with his wife and dog in November of 2016 from San Francisco to an off-the-grid cabin in rural Idaho, he had never fished, gardened, hiked, hunted, or lived in a snowy place. But there, he could own land, realize his dream of being an artist, and start a family. Over the next three years, Mahdavian leaned into the wonders of the natural Idaho landscape and found himself adjusting to and enjoying a slower pace of living. But beyond the boundaries of his six acres, he was confronted with the realities of America's political shifts and forced to confront the question: *Do I belong here?* Mahdavian's beautifully written and unflinchingly honest graphic memoir charts his growth and struggles as an artist, citizen, and new father. It celebrates his love of place and honors the relationships he makes in rural America, touching on dynamics like culture, environment, and identity in America, and even articulating difficult moments of racism and brutality he found there as a Middle Eastern American. With wit, compassion, and a sense of humor, Mahdavian's insider perspective offers a unique portrait of one of the most remote and wild areas of the American West.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Cartoonists  
Identity (Psychology)  
West (U.S.)  
Mahdavian, Navied  
United States  
National characteristics, American  
Autobiographical comics

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 741.5973 Mah

Purchased in August 2023. Available on shelf in September 2023.

Total circulation on all print copies: 4

### **OTHER LIBRARY HOLDINGS**

Held in 565 libraries.

Lafayette Parish Public Library – Adult Graphic Novels

Beaumont (TX) Public Libraries – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## REVIEWS

### **Publishers Weekly** (June 26, 2023):

*New Yorker* cartoonist Mahdavian debuts with a charming, meditative graphic memoir that recounts three years he lived in the rural Midwest. In summer 2016, Iranian American Mahdavian and his wife, Emelie, move from the San Francisco Bay Area to six acres in Idaho to live "the millennial dream." The locals mostly welcome them (and their tiny off-the-grid home), but "people in small towns," Mahdavian says, "always know who you are." Casual bigotry runs through neighbors' nosy questions ("We were debating where your name is from") as he and Emelie attempt to reopen the local theater ("You're not trying to bring that Boise-Portland-Seattle-San Francisco artsy-fartsy social-justice-warrior crap here, are you?") and work on their garden. During their struggle to conceive a child (eventually they do), the land also becomes a fertile canvas to interrogate identity and belonging in a country that rejects the unfamiliar. Poetic asides on botany, etymology, and Persian literature are interwoven between well-timed comedic beats, with Mahdavian unafraid to mock himself. The minimalist black-and-white art captures the intricate connections between place and identity, skillfully managing both moments of cartoon comedy and elegant environmental portraiture. This exceptional debut is a sublime self-examination that's perfect for fans of Yeon-sik Hong's *Uncomfortably Happy* or Eleanor Davis's *The Hard Tomorrow*. *Agent: Dan Mandel, Sanford J. Greenburger Assoc. (Sept.)*  
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### **Kirkus Reviews** (July 1, 2023):

A cartoonist and his wife start a life in rural Idaho. Late in 2016, *New Yorker* cartoonist Mahdavian and his wife moved to a remote area of Idaho, built a tiny house on several acres of land, started a garden, and had a baby. Along the way, they experienced culture shock--e.g., the vegetarian author was pressured to hunt deer. Mahdavian's debut book is a whimsically drawn, witty, lyrical graphic memoir. Early on, the author explains that he and his wife were being priced out of their home in San Francisco. "We had visited rural Idaho on a whim the summer before and had fallen in love with the landscape and the freedom it seemed to promise," he writes. In addition to chronicling his life on their patch of wilderness, Mahdavian describes their neighbors--a relative term in this spread-out landscape--with gentleness, humor, and sensitivity even when they treated him with suspicion. "You're not a Muslim, are you?" a woman in town asked him. He thinks about it: "Had I given some indication that I might be Muslim? Was I subconsciously orienting myself toward Mecca? But it wasn't anything I had done. It was my face." Another neighbor was convinced that the Islamic State group had set up training camps throughout the state. "It's amazing what the media are told not to tell us," he told Mahdavian. "The radical Muslims live among the not radical ones. Like they did in their own countries." But Mahdavian isn't overly concerned with politics. His lovely pages are filled with gooseberries and cottonwood trees, an exploration of the etymology of the word hearth, and a two-headed calf. Mahdavian and his wife ended up staying in Idaho for only three years, but this moving book serves as a lasting commemoration of their time there. A beautifully drawn memoir full of humor, intelligence, and sensitivity. COPYRIGHT(2023) Kirkus Reviews, ALL RIGHTS RESERVED.

**Booklist** (July 1, 2023):

*\*Starred Review\** This is a charming, hilarious, and at times frightening memoir about the years Navied and Emelie (and their dog, Stanley) Mahdavian spent building a home in remote Idaho after being pushed out of the San Francisco Bay area. Presented in three parts, plus an epilogue, the story is told across the cycles of seasons and of life, where the family learns to navigate the harsh climate (hot summers, dangerously cold winters, and unpredictable fires), the perils of farming, and the (in)viability of small-town theaters, and about the nuances of place and people. We learn alongside the author about the people's resourcefulness, cultural touchstones, and biases that keep the town rooted in a white-dominated frontier mentality that other parts of the country seek to forget. Mahdavian interrogates these experiences, drawing on his own upbringing as the child of Iranian immigrants, the insights of other cultures and their histories, and through the environmental movements of the U.S. Aldo Leopold's land ethic is found throughout, not just in the many quotes from *A Sand County Almanac* but in the actions of the author and in the choices in what moments to illustrate--a truck's bed full of dead coyotes, for instance, in Mahdavian's simplified, black-and-white style, nonetheless invokes the feeling of Leopold's green fire dying. This will appeal to readers of memoir, social commentary, and, in a minor spoiler, graphic medicine. COPYRIGHT(2023) Booklist, ALL RIGHTS RESERVED.

**BookPage** (September 1, 2023):

In 2016, *New Yorker* cartoonist Navied Mahdavian and his wife needed a change, so they packed up their lives and fled--with their dog--from San Francisco to a cabin in rural Idaho. Despite not knowing what wood best keeps houses warm in frigid winters or how to stop a car from freezing during snowstorms, Mahdavian couldn't help but want his version of the millennial American dream: living off the land in a house you own while building a career as an artist. Most of Mahdavian's debut graphic memoir *This Country: Searching for Home in (Very) Rural America* takes place on the six acres around his family's cabin. There, Mahdavian wanders with his dog, tends to the garden and learns the history of the land--both the stories maintained by his white neighbors and the deeper Indigenous history. Mahdavian's minimalist illustrations convey how large and rural Idaho can be, and they make it hard not to fall in love with that sort of hopeful landscape. Swaths of blank pages are populated by only the horizon and the plants and animals Mahdavian loves. If Idaho were simply gooseberries and black-billed magpies, it would be impossible to leave. As Mahdavian settles into his cabin and tries to revel in the slow day to day of his life, he begins to fall in love with the natural world around him, even as his gun-toting neighbors remind him that people like Mahdavian--who is Iranian American--are considered outsiders. Beneath the big blue sky, Mahdavian struggles with their small-minded thinking and wonders if this place he loves can become home--and what choosing to make this place home really means. It's the surrounding people that leave Mahdavian feeling disconnected from the land whose history he seeks to understand. Mahdavian's candid anecdotes showcase neighbors who welcome him and help during crises--even while slinging racial slurs and perpetuating stereotypes. Despite the serious and occasionally threatening nature of these exchanges, Mahdavian's humor and thoughtfulness honors the kindness contained in these strange relationships while refusing to gloss over the harm that such insular thinking can cause. Both poetic and personal, *This Country* meditates beautifully on what it means to create a home in the pockets of America where not everybody is wanted, due to their

race or other aspects of identity. *This Country* is a must for fans of graphic memoirs like Kate Beaton's *Ducks: Two Years in the Oil Sands*, and it's not one to miss for anybody interested in insightful explorations of America's heartland. Copyright 2023 BookPage, No redistribution permitted.

### **BIOGRAPHICAL NOTE**

Navied Mahdavian has been a contributing cartoonist at the *New Yorker* since 2018. His work has also been published in *Reader's Digest*, *Wired*, and *Alta Online* and the books *The Rejection Collection* and *Send Help!* Before becoming a cartoonist, he taught the fifth grade, where he learned most of his jokes. Mahdavian was born in Miami and lives in Salt Lake City, Utah.

### **AWARDS & LISTS**

2023 NPR: Books We Love

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## ***THREE ROCKS*** by Bill Griffith

Harry N. Abrams, 2023

### **PUBLISHER'S SUMMARY**

From Bill Griffith, creator of Zippy the Pinhead and *Nobody's Fool*, comes *Three Rocks*, a biography of cartoonist Ernie Bushmiller, creator of the iconic comic strip *Nancy*. But this graphic novel is about more than a single comic book artist. It is the story of this American art form, tracing its inception to 1895 with the *Yellow Kid*, the creation of *Nancy* in 1933, and all the strips that followed, including *Peanuts* and *The Far Side*. When Bushmiller died in 1982, *Nancy* was running in almost 900 daily newspapers--a number few syndicated cartoonists ever achieve. *Nancy* is hailed as the "perfect" comic strip by fans and cartoonists alike. The title *Three Rocks* refers to the trope of three hemispherical rocks often seen in a Bushmiller landscape--just enough to communicate environment to the reader. This distillation is exemplary of the iconic, diagrammatic look of *Nancy*, a comic strip about the nature of what it means to be a comic strip--the perfect avatar for Griffith to expand upon his philosophy of creating comics.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

United States  
Biographical comics  
Bushmiller, Ernie  
Cartoonists  
Comics (Graphic works)  
Graphic novels  
Nancy

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelves in Graphic Novel Restricted/ Call number GNR 741.569 Gri

Purchased in August 2023. Available on shelf August 2023.

Total circulation on all print copies: 4

### **OTHER LIBRARY HOLDINGS**

Held in 296 libraries.

Fayetteville (AR) Public Library – Adult Graphic Novels

Longview (TX) Public Library – Adult Graphic Novels

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

## REVIEWS

### **Kirkus Reviews** (August 29, 2023)

An illustrated biography of Ernie Bushmiller (1905-1982), creator of the cult-favorite comic *Nancy*. This book is a triumph because it not only recounts Bushmiller's legacy, but communes with his inimitable spirit. Employing meticulous pen-inked crosshatch drawings, Griffith, the creator of *Zippy*, achieves wondrous results with an experimental approach to his source material. He demonstrates Bushmiller's creative process and inner thoughts, interpolating original *Nancy* illustrations into his own narrative. Characters appear in daydreams, and strips take shape as Bushmiller ruminates on a gag. This collaged technique creates an ineffable sense of posthumous collaboration between Griffith and his subject. Griffith traces Bushmiller's storied career at the New York World. At age 19, he was asked to take over the comic *Fritzi Ritz* after its creator quit. Nancy, the spiky-haired goofball whose innocent follies captured the nation's heart, first appeared in *Fritzi*, and she became the star of her own strip in 1938. *Nancy* was eventually syndicated in nearly 900 papers, and Bushmiller drew daily comics until his death. He had idiosyncratic work habits: He would always begin with a goofy final panel (what he called the "snapper") and work backward to find a path to his punchline, and he had four drawing tables set up in his studio so he could work on pages in tandem. Reading *Nancy* can be similarly dizzying. In a series of asides, Griffith attempts to introduce highbrow elements to the strip's lowbrow humor and sparse composition. Perhaps Bushmiller's strips are "calling our attention to the form comics take—panels, balloons, composition." Yes, it's all funny, but "the joke is on us if we fail to see what Bushmiller is up to, namely, taking apart the comic strip & putting it back together again!" Griffith quietly invites readers to explore his own biography in the same critical way. This book is not simply a charming history of a plucky cartoonist, but a formal marvel, pushing at the boundaries of its medium. Firmly raises the bar for comics biographies. Copyright © Kirkus Reviews

### **Publishers Weekly** (July 10, 2023)

One master of comics arts pays tribute to another in this inventive graphic biography of Ernie Bushmiller (1905–1982), creator of the long-running strip *Nancy*. Griffith (*Zippy the Pinhead*) and his Zen surrealist nonchalance might seem an odd fit for the ostensibly square Bushmiller. He certainly plays with form, inserting himself into the narrative and rearranging Bushmiller's artwork—but he's earnest about Nancy: "the perfect expression of what comics are." The Bronx-born Bushmiller, as a funnies-obsessed 19-year-old high school dropout copy boy at the New York World, got a lucky break in 1925 when he was offered the gig to take over a cheesecake strip about a flapper named Fritzi. After he gave Fritzi a trouble-prone niece named Nancy in 1933, he found "the little dickens was soon stealing the show." As Bushmiller advances from success to success with the retitled strip, Griffith resists seeking darkness beneath the contented exterior of an artist who married happily, read voraciously, and lived the suburban life in Connecticut. Contemporaries including actor Harold Lloyd, *Krazy Kat*'s George Herriman, and *Flash Gordon*'s Alex Raymond make cameos. Griffith points to the strip's meta narratives and concise absurdist non-punch-lines (Nancy blows a gum bubble so large a confused Martian sees it) as proof that this little dickens meant more than the space she filled in back pages. It's a surprisingly satisfying homage to an undersung artist. (Aug.)

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### **Shelf Awareness** (August 26, 2023):

There may be no better exhibit A in walking the line between high- and lowbrow art than the comic strip *Nancy*. With *Three Rocks: The Story of Ernie Bushmiller: The Man Who Created 'Nancy'*, Bill Griffith--of *Zippy the Pinhead* fame--presents a biography in the form of a graphic novel that's as approachable, enticing, and weird as the *Nancy* cartoonist's own work is. Bushmiller (1905-1982), a working-class guy from the Bronx, dropped out of school at 14 and became a copyboy at the *New York World*. He went from doing illustrations for the *Sunday World* magazine to crafting his own comic in 1922, honing his skills until 1925, when he took over the strip *Fritzi Ritz*; it was later renamed *Nancy* to reflect the character's popularity. Introduced in 1933, Fritzi's spunky eight-year-old niece navigated the world with her sketchy-looking young friend, Sluggo. Griffith notes that "the strip survives to this day, Bushmiller-less." Although Bushmiller drew with the cleanest of lines and set *Nancy* in an anodyne-looking suburb, he applies surreal touches that forbade complacent reading and courted an adult audience. In one of Bushmiller's comics reproduced here, Sluggo gives Nancy a "push" in her toy car by tilting down the cartoon panel she's occupying. Also included is a comic in which Nancy and Zippy the Pinhead discuss catchphrases. Of course, that strip was drawn by Griffith (*Nobody's Fool: The Life and Times of Schlitzie the Pinhead*), who injects *Three Rocks* with layers of meta that verge on the countless. COPYRIGHT (2023) Shelf Awareness, ALL RIGHTS RESERVED.

### **BIOGRAPHICAL NOTE**

**Bill Griffith** is the creator of the syndicated daily comic strip *Zippy* and the author of *Nobody's Fool: The Life and Times of Schlitzie the Pinhead*. Griffith's prolific output has been included in such publications as the *Village Voice*, *National Lampoon*, and *The New Yorker*. According to Bartlett, Griffith coined the popular phrase "Are we having fun yet?" He lives in Hadlyme, Connecticut.

### **AWARDS & LISTS**

Eisner Award (Nominee – 2024)

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

## **TOP 10** by Alan Moore

Vertigo, 2015

### **PUBLISHER'S SUMMARY**

The massive, multilayered city of Neopolis, built shortly after World War II, was designed as a home for the expanding population of science-heroes, heroines and villains that had ballooned into existence in the previous decade. Bringing these powered beings together solved some problems but created others - turning Neopolis into a pressure cooker that normal policing methods could never contain.

Join rookie cop Robyn Singer, alter ego "Toybox," as she hits the streets for the first time along with a colorful crew of fellow officers, each having the required training to deal with science-villains and super-crimes. You'll never look at powers, or police work, the same way again!

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Graphic novels

Comic books, strips, etc

COMICS & GRAPHIC NOVELS/Superheroes

**RECOMMENDED AGE GROUP:** N/A

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR 741.5941 Moo

Purchased in July 2015. Available on shelf September 2015.

Total circulation on all print copies: 27

### **OTHER LIBRARY HOLDINGS**

Held in 612 libraries.

Beaumont (TX) Public Library – Adult Nonfiction

Mobile (AL) Public Library – Adult Nonfiction

Plano (TX) Public Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** N/A

### **REVIEWS**

**Library Journal** (July 1, 2015)

*Top 10* is the precinct house that polices Neopolis, the city where everyone has superpowers. The aging captain used to be the high-flying Jetlad; Sergeant Caesar is a talking dog with a humanoid exoskeleton; and newcomer Toybox gets partnered with the blue-skinned, invulnerable, and surly Smax. They and their colleagues deal with an alcoholic giant monster, illegal power-bestowing drugs, and an elusive killer going after ten-foot-tall madam Large Marge's girls. Moore, chagrined at his role in inaugurating the grim-and-gritty school of comics with *Watchmen*, made comics fun again with this genre-bending 1999-2001 homage to cop

shows and superheroes, foregrounding some hilarious parodies and stuffing the backgrounds with comedy-gold fan Easter eggs. But Moore elevates and deepens the story with loss and sorrow, wisdom and humanity. Naughty jokes ("Quadruple Lass in `Fourplay'") make this like a dirty-minded version of Kurt Busiek and Brent Anderson's *Astro City*, a connection strengthened by Ha and Cannon's very Anderson-like art. VERDICT Brilliant in both its grand designs and its fannish details. Any adult collection that doesn't have this Eisner Award-winning series (previously collected in two separate volumes) needs it. -S.R. © Copyright 2015. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

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### **BIOGRAPHICAL NOTE**

Alan Moore is perhaps the most acclaimed writer in the graphic story medium, having garnered countless awards for works such as *WATCHMEN*, *V FOR VENDETTA*, *SWAMP THING* and *Miracleman*. He is also the mastermind behind the America's Best Comics line, through which he has created (along with many talented illustrators) *THE LEAGUE OF EXTRAORDINARY GENTLEMEN*, *PROMETHEA*, *TOM STRONG*, *TOMORROW STORIES* and *TOP TEN*. As one of the medium's most important innovators since the early 1980s, Moore has influenced an entire generation of comics creators, and his work continues to inspire an ever-growing audience.

### **AWARDS & LISTS**

Wizard Magazine's Top 100 Graphic Novels of the Past 20 Years (June 2009, referring to original 2003 edition, *Top 10 Complete First Series*)

### **RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

Library of Congress

***UNDERGROUND: THE ILLUSTRATED BIBLE OF CURSED ROCKERS AND HIGH PRIESTESSES OF SOUND*** by Arnaud Le Gouëfflec

Titan Comics, 2023

**PUBLISHER'S SUMMARY**

**They don't do it for the fame, they do it for the *music* -- these rock legends and priestesses of sound are the outsiders, the trailblazers, artists who changed the face of music forever simply for the love of it. From Captain Beefheart to Patti Smith, this odyssey through the rock hinterlands is perfect for fans of outsider artists, rock history aficionados, and those modern vinyl lovers who want to discover the saga that got music to where it is today. Featuring an all-new foreword from writer and musician Michael Moorcock, this is the essential guide to the weird and wonderful performers that became legends in their own right.**

Although not widely known, each of these artists has changed the history of music. So, to celebrate the incredible contributions of these unsung heroes, Arnaud Le Gouëfflec and Nicolas Moog have brought their stories to vivid life. Discover the sensitive and manic-depressive genius Daniel Johnston; the Peruvian queen of exotica, Yma Sumac; the improbable blind and homeless Moondog; the classy bargain hunters of The Cramps; the legendary Patti Smith; and many, many more. A veritable illustrated bible of the underground music scene, this anthology of 50 biographies invites you to discover little-known maestros and creators of underheard masterpieces. This is a book for the simply curious, as well as the connoisseur!

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Rock musicians

Women rock musicians

Alternative rock music

Comic books, strips, etc.

**RECOMMENDED AGE GROUP: N/A**

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and South Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR 781.6609 Le G

Purchased in February 2024. Available on shelf in March 2024.

Total circulation on all print copies: 3

**OTHER LIBRARY HOLDINGS**

Held in 104 libraries.

Plano (TX) Public Library – Adult Graphic Novels

Lee County (FL) Library System – Adult Graphic Novels

East Baton Rouge Parish Library – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE:** No

**REVIEWS:**

**Publishers Weekly** (January 29, 2024)

History, including rock history, is written by the victors--but what about those rockers who weren't in it to win it? Le Gouëfflec and Moog's English-language debut rolls out a spirited encyclopedia of iconoclastic musicians and groups whose artistic expression trumped commercial appeal, and who transformed and transcended their genre. The freewheeling anthology kicks off with a look at mid-20th century blind composer Moondog, "the celestial tramp... a great cross-pollinator who passed freely between worlds and took us along for the ride," and rocks along to insightful snapshots of artists such as Sun Ra, whose self-proclaimed origin story was that around 1936 he was abducted to the planet Saturn. Aliens, the jazz musician said, entrusted him with a sacred mission: "you will speak and the world will listen." Moog adapts his broad, minimalist style to fit each musician's own idiosyncrasies, from the puckish playfulness of Jonathan Richman to the deadly solemnity of Nico, the lyrical poetry of Patti Smith, and the category-defying noise collages of Daniel Johnston. The creators' infectious delight and deep appreciation for these brilliant weirdos comes across loud and clear. *(Jan.)*  
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**BIOGRAPHICAL NOTE**

Arnaud Le Gouëfflec is 47 years old and has many stories to tell. His career as an author, as atypical as it is prolific, is characterized by a refusal to let himself be locked into a genre. Both a novelist and comic book scriptwriter, he is also a singer and songwriter. The common denominator: writing, fueled by various sources of fascination, from noir to serial novels to Fantômas, from SF to pataphysics, from comics to rock.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)

## **V FOR VENDETTA** by Alan Moore

Vertigo, 1995

### **PUBLISHER'S SUMMARY**

In an alternate future in which Germany wins World War II and Britain becomes a fascist state, a vigilante named "V" tries to free England of its ideological chains.

### **LIBRARY OF CONGRESS SUBJECT HEADINGS**

Totalitarianism

Terrorists

Good and evil

London (England)

Terrorism

Comics (graphic works)

Graphic novels

### **RECOMMENDED AGE GROUP: N/A**

### **HOLDINGS AND CIRCULATION**

- 1 print copy at Covington / Shelved in Graphic Novel Restricted/ Call number GNR 741.5942 Moo

Purchased in October 2007. Available on shelf November 2007.

Total circulation on all print copies: 142

### **OTHER LIBRARY HOLDINGS**

Held in 2685 libraries.

Hancock County (MS) Library System – Young Adult Graphic Novels

Shreve Memorial Library – Adult Graphic Novels

Fayetteville (AR) Public Library – Adult Graphic Novels

### **PATRON REQUEST/SUGGEST A PURCHASE: N/A**

### **REVIEWS**

**School Library Journal** (January 1, 2006):

Gr 9 Up -The date is November 5th, 1997. War has ravaged England, entire races have been eradicated, the entire British populace is under constant surveillance, and the absolute power is absolutely corrupt. On this historic day, a man with a strong resemblance to Guy Fawkes (in action and dress) blows up Parliament. The bomber, a masked character named V, saves a girl named Eve from a violent crime and takes her under his wing. Moore's dystopian, fascist version of England, ruled by one central leader and his sects (named after parts of the body, such as Finger, Nose, and Voice), is systematically dismantled by the enigmatic V. Readers must ultimately decide if V is a mad anarchist/terrorist or a freedom-fighting avenger for good. Originally published in 1989, "V" has been reissued as a hardcover book with never-seen-before

sketches and two new vignettes. This story is slated to be released as a major motion picture in 2006, and demand should intensify as the movie trailers come out. Combining alternate history with moral questions about freedom and identity, this book would work well in a school setting; and while there is some slight nudity and violence, they fit well within the framework of the story." -Jennifer Feigelman, Plattekill Public Library, Modena, NY" Copyright 2006 School Library Journal, LLC Used with permission.

### **BIOGRAPHICAL NOTE**

Alan Moore is perhaps the most acclaimed writer in the graphic story medium, having garnered countless awards for works such as *WATCHMEN*, *V FOR VENDETTA*, *SWAMP THING* and *Miracleman*. He is also the mastermind behind the America's Best Comics line, through which he has created (along with many talented illustrators) *THE LEAGUE OF EXTRAORDINARY GENTLEMEN*, *PROMETHEA*, *TOM STRONG*, *TOMORROW STORIES* and *TOP TEN*. As one of the medium's most important innovators since the early 1980s, Moore has influenced an entire generation of comics creators, and his work continues to inspire an ever-growing audience.

### **AWARDS & LISTS**

Prometheus Hall of Fame Award - 2006  
UC Berkeley Summer Reading List - 2014

### **RESOURCES**

Ingram Content Group, LLC  
Books in Print 2.0  
Worldcat  
Individual library websites (for holdings info)  
Library of Congress

***WHISPER OF THE WOODS*** by Ennun Ana Iurov

Mad Cave Studios, 2023

**PUBLISHER'S SUMMARY**

In search of his missing friend, Adam travels to the heart of Romania's most supernatural forest, Hoia Baci. Disregarding the local's warnings of iele hunting the men in the vicinity, and the witch's premonition of his impending death, he remains steadfast in his decision to find his friend. Though with every passing night, it becomes impossible to ignore the happenings around him...

**LIBRARY OF CONGRESS SUBJECT HEADINGS**

Forests and forestry

Haunted places

Investigation

Graphic novels

Romania

Missing persons

Paranormal comics

Cluj (Judet)

**RECOMMENDED AGE GROUP: N/A**

**HOLDINGS AND CIRCULATION**

- 2 print copies at Covington and Slidell/ Shelved in Graphic Novel Restricted/ Call number GNR Iuro

Purchased in November 2023. Available on shelf in November 2023.

Total circulation on all print copies: 3

**OTHER LIBRARY HOLDINGS**

Held in 178 libraries.

East Baton Rouge Parish Library – Adult Graphic Novels

Pasadena (TX) Public Library – Adult Graphic Novels

Lafayette Public Library System – Adult Graphic Novels

**PATRON REQUEST/SUGGEST A PURCHASE: No**

**REVIEWS:**

**Kirkus** (August 1, 2023):

In Iurov's graphic novel, a man goes on a quest to find his best friend in a forest where many people have disappeared. The story, set in Transylvania, Romania, follows Adam on his quest to find his friend Vlad, who went missing on the edge of a forest called Hoia Baci. It's difficult to find a ride to a place that's known as one of Romania's most supernatural locations, but when

he eventually gets there, he's met with disbelief by locals--not over the fact that Vlad's missing, but that Adam will ever find him. According to the villagers, men have been vanishing, almost on a weekly basis; the culprits, they say, are the Iele, supernatural women with a thirst for blood. Nearly everyone seems to know someone who's been taken and killed or rendered insane. Adam receives a warning from the local supreme witch that Vlad is already dead and that Adam will suffer the same fate if he stays. He isn't sure he believes the tales, and he insists on going through with his plan--even though he's starting to have nightmares himself. Angelica, the witch's daughter, decides to help him and introduces him to Carol, a survivor of the Iele. Before long, Carol asks him if he wants to come look at the Iele that lives in the basement. The author delivers an exciting work. Iurov's page-turner effectively familiarizes readers with a Romanian legend as well as some Romanian language, sometimes translated (such as *sub casă*, which means basement), which makes the book even more immersive and engrossing. The full-color illustrations are an intriguing contrast to the haunting nature of the story it tells, featuring bright colors and scenes during the daytime, which precede the darkness of the Hoia Baci forest and other, more off-putting imagery. A well-illustrated and very satisfying horror tale. COPYRIGHT (2023) Kirkus Reviews, ALL RIGHTS RESERVED.

**Library Journal** (August 18, 2023):

A bright-eyed young man is determined to find his friend and traveling companion, who's gone missing in the woods of a small Romanian town. It's not an infrequent occurrence--in fact, it's horrifyingly common--and the townsfolk are full of stories of strange disappearances. Yet Adam remains blithely confident and prepares for his search. He puts his trust in a placid, beautiful young woman, who in turn brings him to meet a man made delirious by the mysterious women of the woods. As the local legends seemed to suggest, these wraiths are vampire-like entities--beautiful, blood-hungry, hypnotic, and sexually ravenous. While this setup can seemingly only end in horror, Iurov (*Needle & Thread*) cleverly cultivates the absurd hope of a foolhardy protagonist who chooses bravery when running away would be far wiser. Readers will want Adam to succeed and survive even as he delves ever deeper into a sylvan abyss. Iurov's visual vocabulary, full of knowing glances, violent confrontations, and horrifying visions of a mind answering the call of evil, is a horror lover's dream. VERDICT A chilling treat for the ravenous reader. --Emilia Packard Copyright 2023 Library Journal, LLC Used with permission.

**Booklist** (October 15, 2023):

The Transylvania region of Romania is the real-life home to Hoia Baci Forest, a place where people are reported to enter, never to be seen again. When Adam's best friend Vlad goes missing in the forest, Adam travels to a local village, where he meets friends and family of those who have met similar fates. Locals believe the forest is home to Iele, mythical creatures similar to the Greek sirens who target passing men. Despite being warned not to enter the forest, Adam is undeterred and goes in search of Vlad, to an unfathomable end. Writer and illustrator Iurov succeeds in creating a work of horror based on Romanian folklore and legends. While the characters lack detailed facial features like noses and appear to have hollow eyes, their emotions are easily decipherable through their expressions. Although Iurov uses a muted palette, plenty of detail can be found in the setting and dress of the characters. Adult and mature teen fans of spooky folklore and mythology like *La Llorona* will enjoy this short graphic work in an uncommon setting. COPYRIGHT (2023) Booklist, ALL RIGHTS RESERVED.

**BIOGRAPHICAL NOTE**

Ennun Ana Iurov (she/he/they) is a Romanian illustrator known for their work on the young adult graphic novel *Needle & Thread*. For over 6 years Ennun has created and self-published short comics and stories focusing mainly on empowering charity zines, working with organizations such as, Action Against Hunger, and others. Ennun's illustration skills have a wide range from folk tales to dream core to horror and more, and now in *Whisper of the Woods* will combine all of these talents.

**AWARDS & LISTS:** N/A

**RESOURCES**

Ingram Content Group, LLC

Books in Print 2.0

Worldcat

Individual library websites (for holdings info)