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BURNS BRAYLON

Throne of Magical Arcana(1) Readme Publishing

The Invid's Regress has a deadly plan to interfere with reality itself... Meanwhile, it emerges that a life-support chamber had dropped into the ocean when the SDF-1 originally crashed into Macross Island. The chamber contains a young female from the future... Dana Sterling... But why has she come back?

Anime WWW.WEBNOVEL.COM (Cloudary Holdings Limited)

The struggle between humans and alien invaders attacking the Earth had drawn to a close, but the threat to mankind was far from over. With the fate of the universe on the line, a Robotech spacecraft was sent back in time, gifting the people of Earth's past an advanced alien technology that could alter their fortune, if not the timestream. Hidden in that vessel, in a decade-long hypersleep, was a passenger from the future: warrior, hero and first child born to the union of human and alien, Dana Sterling. She awakened too late to prevent the first Robotech war from erupting, but just in time to become a wedge between the two people who would, in her universe, become her parents. Dana's arrival created a splinter timeline where she was never born, where everything feels like her past but nothing is quite right. She clearly doesn't belong but has no way to return to her reality - if it even exists anymore. But now an opportunity has arisen in the shape of two mysterious spaceships able to travel the multiple realities of the "Protoverse". Could this be Dana's path home? The pilot of one vessel appeared to recognise her while the other, now crashlanded and laying injured and unconscious in the wasteland outside New Macross City, has targeted Dana for elimination...

Macross 7 Trash MIT Press

Based on the cult classic animated series, ROBOTECH: THE MACROSS SAGA VOL. 4 is a sci-fi extravaganza of fast-paced action, high-tech battles, and burgeoning romance. Years ago when the SDF-1 crashed on Earth, the world knew that the alien spacecraft was the harbinger of an extraterrestrial invasion. Using the technology from the galactic warship, humans quickly began to develop biomechanical weapons to prepare for the upcoming onslaught. Now as the war reaches a fateful critical stage and another hero falls in battle, the alien Zentraedi enact an aggressive campaign to destroy the Earth's only hope of victory, the lost SDF-1 spaceship.

Nyankees, Vol. 1 Stone Bridge Press

In the mid-80s, producer Carl Macek was recruited by Harmony Gold to create Robotech for the US market. Carl deftly edited three Japanese anime series and tied them together into an epic 85-episode saga (told across three chapters: The Macross Saga, The Masters, and The New Generation). The stories continued in Robotech II: The Sentinels and The Shadow Chronicles... In 2017, Titan Comics' Robotech series began. The Macross Saga was retold but certain plot elements changed... Captain Gloval died, Rick Hunter went blind, and an adult, time-displaced Dana Sterling was eventually introduced, way before she was supposed to appear... And now the saga continues. Welcome to Robotech Remix...

Robotech #2.1 VIZ Media LLC

When Dan Takuya's sister marries into the mob, he is also automatically thrown into the dark underworld of organized crime. While unknowingly breaking the mob's code of silence, Dan is brutally tortured, arms severed and left for dead as punishment. He somehow manages to survive, and through rehab and with the help of an eccentric doctor, he is provided with new prosthetic metal arms. But there is a catch! He must tap into his psychic powers to move his new limbs. Through the use of telekinesis, or KP, he trains to make use of his new arms through sheer will and vows revenge to those who did him wrong. But as soon as he's out for the hunt, there is a wake of death that's left behind which he has no knowledge of. Does Dan truly have full control of his new

metal weapons? Also includes other short stories by Osamu Tezuka.

Macross 7 Trash CMX

Anime: A Critical Introduction maps the genres that have thrived within Japanese animation culture, and shows how a wide range of commentators have made sense of anime through discussions of its generic landscape. From the battling robots that define the mecha genre through to Studio Ghibli's dominant genre-brand of plucky shojo (young girl) characters, this book charts the rise of anime as a globally significant category of animation. It further thinks through the differences between anime's local and global genres: from the less-considered niches like nichijo-kei (everyday style anime) through to the global popularity of science fiction anime, this book tackles the tensions between the markets and audiences for anime texts. Anime is consequently understood in this book as a complex cultural phenomenon: not simply a "genre," but as an always shifting and changing set of texts. Its inherent changeability makes anime an ideal contender for global dissemination, as it can be easily re-edited, translated and then newly understood as it moves through the world's animation markets. As such, Anime: A Critical Introduction explores anime through a range of debates that have emerged around its key film texts, through discussions of animation and violence, through debates about the cyborg and through the differences between local and global understandings of anime products. Anime: A Critical Introduction uses these debates to frame a different kind of understanding of anime, one rooted in contexts, rather than just texts. In this way, Anime: A Critical Introduction works to create a space in which we can rethink the meanings of anime as it travels around the world.

I Am Error National Geographic Books

In a dump in the lawless settlement of Scrapyard, far beneath the mysterious space city of Zalem, disgraced cyber-doctor Daisuke Ido makes a strange find: the detached head of a cyborg woman who has lost all her memories. He names her Alita and equips her with a powerful new body, the Berserker. While Alita remembers no details of her former life, a moment of desperation reawakens in her nerves the legendary school of martial arts known as Panzer Kunst. In a place where there is no justice but what people make for themselves, Alita decides to become a hunter-killer, tracking down and taking out those who prey on the weak. But can she hold onto her humanity as she begins to revel in her own bloodlust?

Macross 7 trash TokyoPop

Now a major motion picture nominated for nine Academy Awards. Narrative of Solomon Northup, a Citizen of New-York, Kidnapped in Washington City in 1841, and Rescued in 1853. Twelve Years a Slave by Solomon Northup is a memoir of a black man who was born free in New York state but kidnapped, sold into slavery and kept in bondage for 12 years in Louisiana before the American Civil War. He provided details of slave markets in Washington, DC, as well as describing at length cotton cultivation on major plantations in Louisiana.

The Macross Saga Penguin

When an LFO called Nirvash crash lands and a beautiful girl named Eureka emerges and asks for help with repairs, Renton is smitten and begins a journey that will change both of their destinies.

Robotech #2.2 Titan Comics

Spark, an apprentice knight, must recover the Crystal Ball of Souls before a sorcerer uses it to resurrect the Goddess of Destruction.

Mecha & Manga Titan Comics

"Reach out your hand, and your story will begin!" Those words changed young Atsuko "Akko" Kagari forever, sparking in her a lifelong dream of becoming a real witch. Now she's been accepted to the same school as her childhood hero, Shiny Chariot-the prestigious Luna Nova Witchcraft Academy. As the only student to come from a non-magical family, Akko finds herself surrounded by prodigies from around the world, but giving up isn't in her vocabulary. Whether it's making friends, proving

the doubters wrong, or just flying on a broom, Akko is going to make her fantasy a reality!

Tales of Zestiria Vol. 4 Ballantine Books

An instant #1 New York Times bestseller! Pacific Rim meets The Handmaid's Tale in this blend of Chinese history and mecha science fiction for YA readers. The boys of Huaxia dream of pairing up with girls to pilot Chrysalises, giant transforming robots that can battle the mecha aliens that lurk beyond the Great Wall. It doesn't matter that the girls often die from the mental strain. When 18-year-old Zetian offers herself up as a concubine-pilot, it's to assassinate the ace male pilot responsible for her sister's death. But she gets her vengeance in a way nobody expected—she kills him through the psychic link between pilots and emerges from the cockpit unscathed. She is labeled an Iron Widow, a much-feared and much-silenced kind of female pilot who can sacrifice boys to power up Chrysalises instead. To tame her unnerving yet invaluable mental strength, she is paired up with Li Shimin, the strongest and most controversial male pilot in Huaxia. But now that Zetian has had a taste of power, she will not cower so easily. She will miss no opportunity to leverage their combined might and infamy to survive attempt after attempt on her life, until she can figure out exactly why the pilot system works in its misogynist way—and stop more girls from being sacrificed.

Mobile Suit Gundam Seed Yen Press LLC

Specifically designed for use in a range of undergraduate and graduate courses, while reaching specialists and general readers, this second edition of *Introducing Japanese Popular Culture* is a comprehensive textbook offering an up-to-date overview of a wide variety of media forms. It uses particular case studies as a way into examining the broader themes in Japanese culture and provides a thorough analysis of the historical and contemporary trends that have shaped artistic production, as well as politics, society, and economics. As a result, more than being a time capsule of influential trends, this book teaches enduring lessons about how popular culture reflects the societies that produce and consume it. With contributions from an international team of scholars, representing a range of disciplines from history and anthropology to art history and media studies, the book covers: Characters Television Videogames Fan media and technology Music Popular cinema Anime Manga Spectacles and competitions Sites of popular culture Fashion Contemporary art. Written in an accessible style with ample description and analysis, this textbook is essential reading for students of Japanese culture and society, Asian media and popular culture, globalization, and Asian Studies in general. It is a go-to handbook for interested readers and a compendium for scholars.

1996 Comic Book Index Titan Comics

"Hitomi struggles to master her mysterious powers while Van races against time to save his captive mother from the sadistic Dilandau."--P. [4] of cover.

Lemon Kid Yen Press LLC

The Force is with me, and I am one with the Force. – Chirrut Îmwe Presiding over the Kyber Temple on Jedha, the Guardians of the Whills, Baze Malbus and Chirrut Îmwe, had hoped to maintain a peaceful balance despite the growing presence of the Empire in their Holy City. They struggle to maintain their beliefs as stormtroopers threaten to take over, when Saw Gerra appears offering them a chance to help Jedha. How far are Baze and Chirrut willing to compromise for peace, or will Saw's plan be too dangerous to risk? *Star Wars: Guardians of the Whills* revisits Baze and Chirrut before they meet the rebellion members who turn the tide in the fight against the Empire in *Rogue One: A Star Wars Story*. Writer Jon Tsuei and manga artist Subaru bring the origin story of this fan-favorite duo to life in a new manga adaptation based on the novel by Greg Rucka. © & TM 2021 LUCASFILM LTD Copyright © 2021 Disney Enterprises, Inc. All rights reserved. -- VIZ Media

Macross 7 Trash Titan Comics

Super Mecha Roleplay Powers Go! Japanese manga and anime have become hugely popular in the English-speaking world and now they are coming to the Mutants & Masterminds roleplaying game. This sourcebook takes Mutants & Masterminds from its Silver Age roots into a whole new style of comics. Inside you'll find all-new character archetypes, rules for mecha design and creation, campaign advice, and exciting worlds with adventures galore!

Robotech #21 Digital Manga, Inc.

Protecting your turf, keeping other guys from pawing at your girl, showing everyone who's boss...it's all in a day's work when you're a street thug-er, a street cat!

Star Wars: Guardians of the Whills Green Ronin Publishing

THE END IS NIGH The time has finally come to face Haldaf, the Lord of Calamity—and the source of the world's suffering. But first, Sorey and his friends must seek the knowledge needed to defeat him. Their journey will lead them to the truth behind Sorey and Mikleo's origins—and to the nature of an ancient Seraph who may just hold the key to cleansing the world of Haldaf's malevolence.

Macross 7 Trash Digital Manga, Inc.

Follows the romantic adventures of Keitaro Urashima after his plans for the future are derailed when he fails to pass the Tokyo University entrance exam and he becomes the reluctant landlord of the all-girl Hinata House.

Vision Of Escaflowne, The Volume 3 CMX

"Includes special extras after the story!"--Page 4 of cover.