

Slam Dunk 4 Planet Manga

Slam Dunk
 Comics through Time [4 volumes]
 Slam Dunk, Vol. 16
 Sand Land
 Slam Dunk, Vol. 3
 Slam Dunk
 Slam Dunk Vol. 4
 The Lost Ages 1. The Fort on the Moors
 Tarzan on the Planet of the Apes
 Slam Dunk
 Empire Of The Ants
 Vagabond, Vol. 3
 Slam Dunk
 Hotaru's Way
 Slam Dunk, Vol. 21
 Slam Dunk
 Slam Dunk, Vol. 29
 Slam Dunk, Vol. 11
 Vagabond, Vol. 12
 Slam dunk
 Part-Time Husband
 Real, Vol. 1
 Slam Dunk
 No Slam Dunk
 The Water: Vagabond Illustration Collection
 Fantasy Sports No. 3
 Slam dunk illustration book
 Tokyo Geek's Guide
 Slam Dunk
 Slam Dunk
 Hilda and the Black Hound
 Goodnight Punpun, Vol. 7
 Blissful Land
 Slam Dunk New Edition 04
 Slam Dunk, Vol. 31
 Triple Threat
 Slam dunk deluxe
 Slam Dunk, Vol. 27
 Slam Dunk, Vol. 1
 Slam dunk

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CARNEY HUDSON

[Slam Dunk](#) Europe Comics

R to L (Japanese Style). Shohoku's (somewhat) friendly game against Ryonan finally gets underway. Old rivalries reignite with captain Akagi going toe-to-toe with Ryonan's center, Uozumi. Hanamichi has flat-out declared that he will personally shut down Ryonan's ace, Sendoh, but will Kaede Rukawa take care of things before Hanamichi even gets a chance to hit the floor? Either way, this is bound to be a game to remember.

Comics through Time [4 volumes] Kodansha America LLC

Ants came to this planet long before man. Since then they have developed one of the most intricate civilizations imaginable - a civilization of great richness and technological brilliance. During the few seconds it takes you to read this sentence, some 700 million ants will be born on earth... Edmond Wells had studied ants for years: he knew of the power which existed in their hidden world. On his death, he leaves his apartment to his nephew Jonathan with one proviso: that he must not descend beyond the cellar door. But when the family's dog escapes down the cellar steps, Jonathan has little alternative but to follow. Innocently he enters the world of the ant, whose struggle for existence forces him to reassess man's place in the cycle of nature. It is an experience that will alter his life for ever... Empire of the Ants is an extraordinary achievement. It takes you inside the

ants' universe and reveals it to be a highly organised world, as complex and relentless as human society and even more brutal.

Slam Dunk, Vol. 16 Tuttle Publishing

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Final Volume! With only a minute left in the game, the players of Shohoku High have closed the gap on the scoreboard with a supreme effort that has the crowd on its feet. Sannoh, the reigning champions, are still in the lead, but the game now hangs in the balance, and it isn't over until the last whistle blows. Both teams know this is it—time to lay everything on the line and no holding back, because only one team will leave the court victorious!

[Sand Land](#) Dark Horse Comics

In the year 1000, the foretold apocalypse comes to pass, and humanity enters an age of darkness. Countless generations come and go before the sun reemerges; all of humanity's once great knowledge is lost. Now, at the mercy of roaming packs of animals, the inhabitants of Anglia have formed clans that work together in a delicate balance to survive the harsh wilderness. Primus, one of the clan leaders, may just hold the key to their salvation, to secure a better future for his daughter Elaine and everyone else. But will his secret unite the clans, or tear them apart? And how much will Elaine have to sacrifice to see her father's dream fulfilled?

Slam Dunk, Vol. 3 National Geographic Books

In the far future, war has destroyed the entire Earth, leaving only a barren wasteland where the supply of water is controlled by the greedy king. In search of a long-lost lake, Sheriff Rao asked the king of the demons for help...and got the king's son, Beelzebub, and his assistant, Thief. Together the unlikely trio sets off across the desert, facing dragons, bandits and the deadliest foe of all... the King's army itself! It's travel adventure and tank action in this new story from Akira Toriyama, the creator of Dragon Ball Z! -- VIZ Media

Slam Dunk VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Takehiko Inoue's legendary beloved basketball manga is finally here and the tale of a lifetime is in your hands. Hanamichi Sakuragi's got no game with girls--none at all! It doesn't help that he's known for throwing down at a moment's notice and always coming out on top. A hopeless bruiser, he's been rejected by 50 girls in a row! All that changes when he meets the girl of his dreams, Haruko, and she's actually not afraid of him! When she introduces him to the game of basketball, his life is changed forever...

Slam Dunk Vol. 4 VIZ Media LLC

Eisner-award nominated creator Takehiko Inoue creates a dramatic tale of triumph over adversity. This is the story of three young men whose lives are profoundly changed by their involvement with wheelchair basketball. Critically acclaimed, award-winning manga artist Takehiko Inoue doesn't pull any punches in this stunning portrayal of people struggling with serious life issues. Masterfully combining rich character development with beautifully detailed line art, Inoue, the creator of the mega-hit masterpieces Slam Dunk and Vagabond, lifts the manga medium to a completely new level of storytelling. A motorcycle accident, bone cancer, a speeding truck crashing into a boy on a stolen bicycle--tragic life-changing events turn the worlds of three young men upside down. These three very different personalities have only one thing in common--their passion for basketball.

The Lost Ages 1. The Fort on the Moors VIZ Media LLC

Focusing especially on American comic books and graphic novels from the 1930s to the present, this massive four-volume work provides a colorful yet authoritative source on the entire history of the comics medium. Comics and graphic novels have recently become big business, serving as the inspiration for blockbuster Hollywood movies such as the Iron Man series of films and the hit television drama The Walking Dead. But comics have been popular throughout the 20th century despite the significant effects of the restrictions of the Comics Code in place from the 1950s through 1970s, which prohibited the depiction of zombies and use of the word "horror," among many other rules. Comics through Time: A History of Icons, Idols, and Ideas provides students and general readers a one-stop resource for researching topics, genres, works, and artists of comic books, comic strips, and graphic novels. The comprehensive and broad coverage of this set is organized chronologically by volume. Volume 1 covers 1960 and earlier; Volume 2 covers 1960–1980; Volume 3 covers 1980–1995; and Volume 4 covers 1995 to the present. The chronological divisions give readers a sense of the evolution of comics within the larger contexts of American culture and history. The alphabetically arranged entries in each volume address topics such as comics publishing, characters, imprints, genres, themes, titles, artists, writers, and more. While special attention is paid to American comics, the entries also include coverage of British, Japanese, and European comics that have influenced illustrated storytelling of the United States or are of special interest to American readers.

Tarzan on the Planet of the Apes VIZ Media LLC

From New York Times bestselling author Mike Lupica, comes a timely story about a young girl who joins the boys football team. With Mike's signature fast-paced, heartfelt writing, he expertly explores gender inequality in football with nonstop sports action. When twelve-year-old Alex makes up her mind to join her middle school's football team, she doesn't expect it to be easy. But she also never anticipated she'd be met with scorn and derision from her exclusively male teammates. Football has always been a source of happiness for Alex. She and her single father never miss a Steelers game on TV, and Alex knows she has a talent for throwing the perfect spiral. But the guys suck the joy right out of the game for Alex--going out of their way to trip her up during tryouts, and teaming up against her just to watch her fail. Suddenly, Alex is the lowest she's ever felt. But if getting QB is worth it to her, she's going to have to fight for it.

Slam Dunk VIZ Media LLC

Eisner-award nominated creator Takehiko Inoue's critically acclaimed take on the life of Miyamoto Mushashi. Transcends the potential of what manga can be. Striving for enlightenment by way of the sword, Miyamoto Musashi is prepared to cut down anyone who stands in his way. Vagabond is an action-packed portrayal of the life and times of the quintessential warrior-philosopher--the most celebrated samurai of all time! Miyamoto Musashi is a man destined to be revered as a sword-saint and one of Japan's most celebrated samurai. But Musashi wasn't always an enlightened warrior-philosopher--for the path to greatness is filled with adversity and perilous danger. In this volume Musashi seeks out Shishido Baiken, a master of the deadly sickle and chain. Will Musashi's sword be able to stand true against this most unusual of weapons?

Empire Of The Ants VIZ Media LLC

"A sure-fire hit with readers who love sports." -Booklist A fast-paced, heartfelt story for basketball fans that proves being a good teammate remains the most important quality in basketball--and in life, from New York Times bestselling author Mike Lupica. Wes' father always told him that there was only one ball in basketball. That you had to know when to take it yourself and when to give it up, that finding the right balance was key. So at every practice and game, Wes tries his best to be a good basketball player and, above all, a good teammate. As the season kicks off, Wes finds that not everyone on his team has the same idea. All-star player and the Hawks' point guard, Danilo "Diner" Rey seems determined to hold the spotlight and the ball, even if it means costing his team the game. If the Hawks are going to make it to the playoffs, Wes will need an assist--even if it means his most important one comes off the court. In No Slam Dunk, #1 New York Times bestseller Mike Lupica demonstrates once again that there is no children's sports novelist today who can match his ability to weave a story of vivid sports action and heartfelt emotion. A touching story about teamwork and family, of selfishness and generosity, No Slam Dunk shows that even in the face of adversity, giving your best is the surest way to

victory. Praise for Mike Lupica: -"Lupica is the greatest sports writer for middle school readers."--VOYA on True Legend -"Lupica will win a Pulitzer for his sportswriting one day (he should have won it already)."--The New York Times on Heat

Vagabond, Vol. 3 Penguin

Tokyo is ground zero for Japan's famous "geek" or otaku culture--a phenomenon that has now swept across the globe. This is the most comprehensive Japan travel guide ever produced which features Tokyo's geeky underworld. It provides a comprehensive run-down of each major Tokyo district where geeks congregate, shop, play and hang out--from hi-tech Akihabara and trendy Harajuku to newer and lesser-known haunts like chic Shimo-Kita and working-class Ikebukuro. Dozens of iconic shops, restaurants, cafes and clubs in each area are described in loving detail with precise directions to get to each location. Maps, URLs, opening hours and over 400 fascinating color photographs bring you around Tokyo on an unforgettable trip to the centers of Japanese manga, anime and geek culture. Interviews with local otaku experts and people on the street let you see the world from their perspective and provide insights into Tokyo and Japanese culture, which will only continue to spread around the globe. Japanese pop culture, in its myriad forms, is more widespread today than ever before--with J-Pop artists playing through speakers everywhere, Japanese manga filling every bookstore; anime cartoons on TV; and toys and video games, like Pokemon Go, played by tens of millions of people. Swarms of visitors come to Tokyo each year on a personal quest to soak in all the otaku-related sights and enjoy Japanese manga, anime, gaming and idol culture at its very source. This is the go-to resource for those planning a trip, or simply dreaming of visiting one day!

Slam Dunk VIZ Media LLC

Wiz and Mug are back for another magical adventure as they continue their quests for the mighty Order of Mages! Wiz has always believed in the Order of Mages as a force for good; one that works to destroy tyrants and restore peace, but it seems that may not be the case at all. Prepare for revelations and mini golf in this latest addition to the wildly successful Fantasy Sports series!

Hotaru's Way VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? As the game against Sannoh heads into the second half, Shohoku struggles to keep up. Sannoh's coach Domoto isn't about to let Shohoku think they can stage an upset and lets loose his team's explosive offense. With Shohoku on the ropes and Sakuragi upset by a substitution, the players start feeling completely outmatched, and even Akagi begins having doubts. But Coach Anzai hasn't given up yet, and he begins priming Sakuragi on the sidelines for a comeback!

Slam Dunk, Vol. 21 Random House

Final volume! At long last, the date for Khang Zhipa and Rati's wedding is nearly upon them. Between the reception dinner and wedding dress, all the preparations are coming along smoothly to hold a wedding celebration that everyone will enjoy. Just as Khang Zhipa and Rati wish, both family and friends, as well as villagers alike, bestow them many blessings and well wishes as they finally become husband and wife. There's also extra bonus content galore in this volume, so please enjoy this final volume to this slice-of-life story that's chockfull of Tibetan culture.

Slam Dunk Penguin

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? With seven minutes left in the second half, Shohoku slowly chips away at Sannoh's large lead thanks to Sakuragi's rebounds. But Sannoh's star player Sawakita isn't going to sit still for that! Faced with an apparently unstoppable opponent, Rukawa and Sakuragi both have to dig deep to understand themselves and their own game, and become the basketball players they were meant to be!

Slam Dunk, Vol. 29 VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Shoyo's ace, Fujima, drops himself into the lineup and quickly helps his team retake the lead from Shohoku, and despite struggling with fatigue, Mitsui stays on the floor as well. Realizing that they are the keys to winning the game, Coach Anzai focuses on both Mitsui's scoring finesse and Hanamichi's monstrous rebounding, but with only five minutes left on the game clock, Shohoku will need to deliver, and fast. Which player will ignite the spark that will carry Shohoku on to victory? And does Mitsui have enough stamina left to hit some crucial three-pointers?

Slam Dunk, Vol. 11 VIZ Media LLC

Caesar's birth in the original Planet of the Apes films was a result of the time travel at the core of that story. Tim Seeley (Revival) and David Walker (Power Man and Iron Fist) relocate that birth to 19th century Africa, where Caesar crosses paths with Tarzan, leading to a much different fate for Man and Ape. Drawing deeply from the Tarzan novels and the Planet of the Apes films, Seeley and Walker run Caesar and the Lord of the Jungle through the enslavement of the Apes, through a century of war, and through the center of the earth.

Vagabond, Vol. 12 Bloomsbury Publishing USA

On a Wednesday afternoon, I ask Trevor Bentley to marry me. He might be the most arrogant, obnoxious man I know, but I need him to be my husband for a year. There are reasons. He's not going to be a real husband. Just part-time. Yes, I have to live with him. And, okay, I also have to share his bed. And, sure, he's the sexiest and most exciting thing to ever happen to my controlled, organized life. But still... It's only a part-time marriage. I'm not going to give him my heart. I know what I'm doing, and I'm too smart to fall for my husband. I hope.

Slam dunk VIZ Media LLC

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that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? For a self-proclaimed genius such as Sakuragi, executing a dazzling slam dunk is no problem at all, but what about some other basketball moves that require a bit more finesse? With the

help of Haruka (and some goading from captain Akagi), Sakuragi attempts to put his pride in check and learn how to pull off a basic layup. In theory it should be easy...but sometimes the simplest shots are the toughest to master.