

Slam Dunk Vol 1

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Focus On: 100 Most Popular Light Novels 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 boys from Shohoku watch from the sidelines, the much-anticipated game between Ryonan High and Kainan High continues to heat up. Kainan superstar Maki's stellar play helps swing the momentum back in his team's direction, aided in no small part by a key player from Ryonan getting into foul trouble. However, Captain Akagi and company leave the game early when they receive an alarming bit of news: Coach Anzai has collapsed and is now in the hospital!

Wandance 1 McFarland

Denji's gotten too famous! After a news program broadcasts Chainsaw Man's heroics, the whole world now wants in on the action! Can Denji's new protection detail keep him safe from all the talented assassins that have assembled in Japan to take him down?! -- VIZ Media

Slam Dunk VIZ Media LLC

Three volumes in one! A prestige treatment of Inoue's epic samurai series with bonus content, color pages, storyboard samples and more! Real-life figure Miyamoto Musashi was the most celebrated samurai of all time. The quintessential warrior-philosopher, Musashi authored *A Book of Five Rings*, a classic treatise in the canon of world philosophy and military strategy. But the path to enlightenment is an endless journey, and to get there through violent means--by way of the sword--makes mere survival an even greater challenge. Miyamoto Musashi and Sasaki Kojiro's intertwining paths lead them toward what will be the greatest samurai duel in Japanese history. Sasaki Kojiro heads to Kokura for his new position as sword instructor for the powerful Hosokawa Clan. Meanwhile, Musashi is at a crossroads dealing with the aftermath of single-handedly destroying the mighty Yoshioka clan. After he starts to question his quest to be invincible and his whole reason for existence, will his confidence in himself ever be the same?

Home Court (STAT: Standing Tall and Talented #1) Yen Press LLC

The reigning king of adult fantasy manga is back! Expand your Berserk manga collection with this oversized deluxe edition of volumes 4-6—featuring a leatherette hardcover and 700 pages of action, adventure, and stunning art by Kentaro Miura! Born in

tragedy, raised in abuse and neglect, young Guts is hardened into a warrior of fearsome prowess and fearless will, drawing the attention of the charismatic Griffith, commander of the elite mercenary legion, the Band of the Hawk. This crossroad will take Guts to fame and glory . . . and to damnation! Kentaro Miura's Berserk has created an international legion of acolytes over the past 3 decades. Now, the New York Times bestselling adult fantasy manga is presented in another stunning deluxe edition that includes: • Berserk volumes 4-6 • 7" x 10" leatherette hardcover and binding • Red foiling details and convenient ribbon bookmark • Oversized art by Kentaro Miura Complete your Deluxe Edition set and immerse yourself in the Berserk universe as never before! For mature audiences.

Vagabond, Vol. 5 VIZ Media LLC

A SHY TEENAGER HAPPENS ON A CLASSMATE DANCING ALONE, AND HER JOY TURNS A KEY, UNLOCKING SOMETHING IN HIS HEART... Kaboku Kotani is starting high school, and he plans to do what he's always done: go along with his friends, keep quiet, and not draw too much attention to himself. After all, it's hard enough to get by with a stutter like his— why make things worse by standing out from the crowd? But then he sees another first-year, Hikari Wanda, dancing like no one is watching—or like she doesn't care who sees her. It makes Kaboku wonder: Could he reach that same freedom? To find his way to Wanda, he does something he never thought he could: He joins the dance club. After all, every routine begins with a single step, right? Join Kaboku and Wanda as they freestyle their way to life and love!

Vagabond Viz

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? It's do or die for the Shohoku High School Basketball Team! If they want a spot in the Nationals, they need to win this game. As the second half winds down, Shohoku hangs on to a one-point lead over Ryonan despite Mitsui's collapse. Ryonan keeps the pressure on with their best players, Uozumi, Fukuda and Sendoh, giving it all they've got. Sakuragi steps up defensively, and now he's Shohoku's last hope of staying alive in the tournament, but is he up to the challenge?

School Library Journal Univ. Press of Mississippi

Continues the adventures of the Japanese swordsman Miyamoto Musashi.

Slam Dunk, Vol. 1 iUniverse

This work provides an extensive guide for students, fans, and collectors of Marvel Comics. Focusing on Marvel's mainstream

comics, the author provides a detailed description of each comic along with a bibliographic citation listing the publication's title, writers/artists, publisher, ISBN (if available), and a plot synopsis. One appendix provides a comprehensive alphabetical index of Marvel and Marvel-related publications to 2005, while two other appendices provide selected lists of Marvel-related game books and unpublished Marvel titles.

Real, Vol. 1 Dey Street Books

Once upon a time, one had to read Japanese in order to enjoy manga. Today manga has become a global phenomenon, attracting audiences in North America, Europe, Africa, and Australia. The style has become so popular, in fact, that in the US and UK publishers are appropriating the manga style in a variety of print material, resulting in the birth of harlequin mangas which combine popular romance fiction titles with manga aesthetics. Comic publishers such as Dark Horse and DC Comics are translating Japanese "classics", like Akira, into English. And of course it wasn't long before Shakespeare received the manga treatment. So what is manga? Manga roughly translates as "whimsical pictures" and its long history can be traced all the way back to picture books of eighteenth century Japan. Today, it comes in two basic forms: anthology magazines (such as Shukan Shonen Jampu) that contain several serials and manga 'books' (tankobon) that collect long-running serials from the anthologies and reprint them in one volume. The anthologies contain several serials, generally appear weekly and are so thick, up to 800 pages, that they are colloquially known as phone books. Sold at newspaper stands and in convenience stores, they often attract crowds of people who gather to read their favorite magazine. Containing sections addressing the manga industry on an international scale, the different genres, formats and artists, as well the fans themselves, *Manga: An Anthology of Global and Cultural Perspectives* is an important collection of essays by an international cast of scholars, experts, and fans, and provides a one-stop resource for all those who want to learn more about manga, as well as for anybody teaching a course on the subject.

Japan Close-up Yen Press LLC

You've followed his adventures through the Gold Rush, the building of the Continental Railroad, and the taming of the frontier. Now Chen Long the Chinaman, the triumphant creation of Olivier TaDuc and Serge Le Tendre, is back for his greatest adventure of all: finding out he's a father. Twenty years after his violent past drove away his true love Ada, the Civil War, prison camp, and opium have left Chen Long a broken-down shell of his former proud self. Can the tiger rise to save his son? A fitting conclusion to an epic series that explores forgotten pockets of western history.

No Slam Dunk City of London College of Economics

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? Thanks to an impressive showing during a scrimmage between Shohoku's rookie and veteran players, Coach Anzai decides to give Sakuragi a crack at playing center. And though the game reveals several of Sakuragi's weaknesses, it also highlights just how far his technique has come in a very short amount of time. With but three days until the game against rival school Takezato, Sakuragi is placed on a new and grueling training regimen: he must make 500 shots each and every day!

Dylan Goes Electric! Yen Press 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.

Slam Dunk, Vol. 21 VIZ Media LLC

In just a few decades, sport has undergone a radical gender transformation. However, Cheryl Cooky and Michael A. Messner suggest that the progress toward gender equity in sports is far from complete. The continuing barriers to full and equal participation for young people, the far lower pay for most elite-level women athletes, and the continuing dearth of fair and equal media coverage all underline how much still has yet to change before we see gender equality in sports. The chapters in *No Slam Dunk* show that is this not simply a story of an "unfinished revolution." Rather, they contend, it is simplistic optimism to assume that we are currently nearing the conclusion of a story of linear progress that ends with a certain future of equality and justice. This book provides important theoretical and empirical insights into the contemporary world of sports to help explain the unevenness of social change and how, despite significant progress, gender equality in sports has been "No Slam Dunk."

A House Divided VIZ Media LLC

STAT: Standing Tall And Talented-- A slam-dunk new fiction series from NBA superstar Amar'e Stoudemire! Eleven-year-old Amar'e Stoudemire has a lot going on. He loves to go skateboarding in the park. He takes his school work very seriously. He helps out with his dad's landscaping company. And he likes to play basketball with his best friends-but just for fun. When a group of older kids start disrespecting his boys on their neighborhood basketball court, there is only one solution. Amar'e must step in and use his athletic ability and intelligence to save the day. This experience leads Amar'e to realize that basketball is his true passion. Based on the life of All-Star NBA sensation Amar'e Stoudemire, who overcame many obstacles to become one of the most popular figures in sports today. Amar'e is just as versatile in his off the court life as he is on. He is devoted to several charities. He promotes literacy and education. He is a media darling. And he has an amazing story to tell in this heartfelt, accessible middle-grade series.

The Avant-Guards Vol. 1 VIZ Media LLC

A MUSHROOM TRIP LIKE NO OTHER In the days that followed the end of the world, few could have predicted the Rust Wind, a phenomenon that swept across Japan like a plague, choking the life from the land and its people and corroding flesh into brittle, iron sand. No one knows how the Rust began, but one mushroom-wielding renegade known as Bisco Akaboshi, the Man-Eating Redcap, is determined to bring about its end. He's the latest in a long line of Mushroom Keepers, and together with the dashing young doctor Milo Nekoyanagi, the two will brave the horrors and wonders of the Iron Desert in search of the Rust-Eater: a mythical mushroom rumored to have the ability to cure the ailment once and for all.

Real, Vol. 1 Europe Comics

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!

Marketing Manager Diploma (Master's level) - City of London

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Indiana University Press

This blog is a record of battle as dictated by a man with a fujoshi girlfriend. Okay, that was a lie. I'm not fighting at all. The war is purely one-sided. Each day I am dragged further and further into the world of otaku. I cannot be held responsible for any damages incurred by reading this blog and falling into the same predicament. There is much otaku talk contained within, so please follow your directions carefully, and do not exceed your recommended dosage.

Slam Dunk Vol. 3 Yen Press LLC

This book unabashedly explains and defends the doctrinal and dogmatic tenets of the Christian Catholic faith, and attempts to reveal, as well, the obvious corollary attached thereto, namely, the untenability of the various protesting and schismatic Christian bodies who find themselves outside the pale of the original and ancient Catholic Church of Christ.

Complete Sourcebook on Children's Software 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.

Vagabond (VIZBIG Edition), Vol. 12 Rutgers University Press

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!

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