

A Stranger Thing

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HUFFMAN MOODY

Stranger Things: Erica the Great (Graphic Novel) Ember

The hit Netflix series from the Duffer Brothers is now a spine-tingling comic that recounts Will Byers' harrowing survival in the treacherous Upside Down! When Will Byers finds himself in the Upside Down, an impossible dark parody of his own world, he's understandably frightened. But that's nothing compared with the fear that takes hold when he realizes what's in that world with him!

Follow Will's struggle through the season one events of the hit Netflix show *Stranger Things*! Written by Jody Houser (*Mother Panic*, *Faith*) and illustrated by Stefano Martino (*Doctor Who*, *Catwoman*)

Stranger Things: Science Camp (Graphic Novel) Dark Horse Comics (Single Issues)

The comics based on the hit Netflix series delve into B-movie horror nostalgia when Dustin goes to summer camp, confronts a sinister figure in an Albert Einstein mask, and joins forces with Suzie to solve mysterious disappearances. Dustin arrives at Camp Know Where to navigate the new social hierarchy without the support of his Hawkins adventuring party. While also faced with nerdy bullies, a new menace haunts the young scientists and camp counselors. A mysterious figure with sinister intent arrives to disrupt the serene woodland scene. When camp counselors start to disappear, the solution won't take rocket science, but Dustin will have to get on the same wavelength as Suzie and the other campers before tensions reach a boiling point. Writer Jody Houser (*Critical Role*, *Stranger Things: Into the Fire*) returns with Edgar Salazar and Keith Champagne (*Stranger Things: SIX*) to create a new miniseries in the *Stranger Things* universe, taking place between seasons two and three of the hit Netflix show. Collects *Stranger Things: Science Camp #1-#4*.

How to Survive in a Stranger Things World (Stranger Things) Dark Horse Comics

NEW YORK TIMES BESTSELLER • If you think you know the truth behind Dr. Brenner's experiments at Hawkins Laboratory, prepare to have your mind turned Upside Down in the first official *Stranger Things* novel—"the prequel story that fans have been waiting for" (*Kirkus Reviews*). It's the summer of 1969, and the shock of conflict reverberates through the youth of America. As a student at a quiet college campus in the heartland of Indiana, Terry Ives couldn't be farther from the front lines of Vietnam or the protests in Washington. But the world is changing, and Terry isn't content to watch. When word gets around about an important government experiment in the small town of Hawkins, she signs on as a test subject for the project, code-named MKULTRA. The remote lab, deep in the woods, contains a mystery Terry is determined to uncover. Behind the walls of Hawkins National Laboratory—and the piercing gaze of its director, Dr. Martin Brenner—lurks a conspiracy greater than Terry could have ever imagined. To face it, she'll need the help of her fellow test subjects. Amid the rising tensions of the new decade, Terry Ives and Martin Brenner have begun a different kind of war—one where the human mind is the battlefield.

Stranger Things: The Tomb of Ybwen (Graphic Novel) Dark Horse Comics

Chief Jim Hopper reveals long-awaited secrets to Eleven about his old life as a police detective in New York City, confronting his past before the events of the hit show *Stranger Things*. Christmas, Hawkins, 1984. All Chief Jim Hopper wants is to enjoy a quiet first Christmas with Eleven, but his adopted daughter has other plans. Over Hopper's protests, she pulls a cardboard box marked "New York" out of the basement—and the tough questions begin. Why did Hopper leave Hawkins all those years ago? What does "Vietnam" mean? And why has he never talked about New York? Although he'd rather face a horde of demogorgons than talk about his own past, Hopper knows that he can't deny the truth any longer. And so begins the story of the incident in New York—the last big case before everything changed. . . . Summer, New York City, 1977. Hopper is starting over after returning home from Vietnam. A young daughter, a caring wife, and a new beat as an NYPD detective make it easy to slip back into life as a civilian. But after shadowy federal agents suddenly

show up and seize the files about a series of brutal, unsolved murders, Hopper takes matters into his own hands, risking everything to discover the truth. Soon Hopper is undercover among New York's notorious street gangs. But just as he's about to crack the case, a blackout rolls across the boroughs, plunging Hopper into a darkness deeper than any he's faced before.

Stranger Things: Flight of Icarus Dark Horse Comics (Single Issues)

He knows there are doors to the other side; he just has to find them before the demogorgon finds him. Will "The Wise" always does what is best for the "Party," but how long will that keep him alive in the Upside Down? Answers what happened to Will in season 1 of *Stranger Things*.

Stranger Things Library Edition Volume 1 (Graphic Novel) Dark Horse Comics

This wacky new series will have kids on the edge of their seats! This series is part of Scholastic's early chapter book line called Branches, which is aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow! LOONIVERSE is an exciting new series that combines fantasy and humor... In this first book, Ed finds a coin bearing the words "strange, stranger, strangest." Once this coin comes into his life, strange things start happening all around him. One of his friends gets stuck in mid-air, his brother turns into a pool float, and his sister's food makes its way off her plate! Even more bizarre events all lead up to a surprise ending, leaving Ed with a new responsibility and a realization that there's more to this mysterious coin than meets the eye!

Stranger Things Winter Special one-shot Random House

In the spirit of horror classics such as *Carrie*, this hardbound collection of two *Stranger Things* graphic novels explores what it means to have power, and what some are willing to do to attain it. A chilling glimpse at the machinations of Brenner's lab leading up to the events of the show, this hardcover collection of *Stranger Things: Six* and *Stranger Things: Into the Fire* includes everything from teen romance to pyrokinetic rampages.

Stranger Things: Into the Fire (Graphic Novel) Dark Horse Comics

Embark on an explosive 3D journey through the world of Netflix's hit series *Stranger Things*. Netflix's Emmy Award-winning series *Stranger Things* has captivated the imaginations of millions of viewers all around the world. Now fans can experience the series like never before with stunning, pop-off-the-page re-creations of iconic moments from the show. Inside, readers will adventure alongside Eleven and Mike Wheeler, crack the Russian code with Steve Harrington at Scoops Ahoy, face off against the terrifying Demogorgon, and much more. Featuring five richly detailed spreads packed with jaw-dropping pops, *Stranger Things: The Ultimate Pop-Up Book* is an explosive, must-have guide to Hawkins, Indiana, the Upside Down, and beyond.

Stranger Things: Suspicious Minds Dark Horse Comics

NEW YORK TIMES BESTSELLER • The official behind-the-scenes companion guide to the first two seasons and beyond, featuring exclusive photos and stunning concept art. *Stranger Things* have happened. . . . When the first season of *Stranger Things* debuted on Netflix in the summer of 2016, the show struck a nerve with millions of viewers worldwide and received broad critical acclaim. The series has gone on to win six Emmy Awards, but the its success was driven more than anything by word of mouth, resonating across generations. Viewers feel personal connections to the characters. Now fans can immerse themselves in the world—or worlds—of Hawkins, Indiana, like never before. Inside you'll find • original commentary and a foreword from creators Matt and Ross Duffer • exclusive interviews with the stars of the show, including Millie Bobby Brown, Finn Wolfhard, and David Harbour • the show's earliest drafts, pitches to Netflix, and casting calls • insights into the Duffers' creative process from the entire crew—from costume and set designers to composers and visual-effects specialists • deep dives into the cultural artifacts and references that inspired the look and feel of the show • a map of everyday Hawkins—with clues charting the network of the Upside

Down • a digital copy of the Morse code disk Eleven uses, so you can decipher secret messages embedded throughout the text • a look into the future of the series—including a sneak preview of season three! Adding whole new layers to enrich the viewing experience, this keepsake is essential reading for anyone and everyone who loves Stranger Things. Note: This ebook is best viewed on a color device with a larger screen.

Hawkins Horrors (Stranger Things) Dark Horse Comics

In this Middle Grade foray into the 80's-nostalgia hit series from Netflix, when Erica's frenemy loses track of her mother's prized Parakeet, the two will have to work together to return the bird safe and sound, or deal with the consequences. They learn that even the toughest and smartest people need a little help now and then. Hawkins Indiana has been plagued by strange events for years now. With the Starcourt Mall's recent destruction, Erica has lost her favorite hangout spot and her "free Ice cream for life" deal at Scoops-Ahoy. To make matters worse, her brother is too busy for her and her mom won't let her play Dungeons and Dragons anymore. This is the story of an ambitious, bossy, brilliant ten-year-old dealing with boredom and the complexities of maintaining friendships through tough times. Written by Greg Pak (Stranger Things: Zombie Boys, Stranger Things: The Bully, Ronin Island) and Danny Lore (Queen of Bad Dreams, James Bond) with art by Valeria Favocchia (Stranger Things: Zombie Boys, Assassin's Creed), colors by Dan Jackson, and letters by Nate Piekos.

Stranger Things: The Ultimate Pop-Up Book Dark Horse Comics

A teenage girl with precognitive abilities, has struggled through a lifetime of exploitation only to end up the pawn of a government agency that wants to harness her powers for its own ends. You've seen the show Stranger Things, but this is your first glimpse of the strangeness that happened before the series began! The first prequel comic series for Stranger Things.

Stranger Things Graphic Novels

Beyond Hawkins Lab, Starcourt Mall, Dungeons and Dragons, Monsters, and Mindflayers, the powerful children that have escaped from Hawkins Lab are out in the world, trying to live normal lives, but it comes at a steep cost. Nine was left behind in Hawkins Lab, comatose and alone. Now she lives in a fractured reality of her own creation under the watchful eyes of doctors who have no idea about the psychic volcano building inside her that erupts at any moment, obliterating their entire hospital. Three and Nine's twin sister both escaped Hawkins lab several years ago and have been on the run ever since. They had just settled down into a new life when, all of the sudden, the lab has made the national news. With the veil of normalcy completely shattered, they pack everything they have and hit the road, hoping to find and help any of the other kids they can. When Kali (number Eight) informs them that Nine is still alive it becomes a race against the clock to save a beloved sister, from the doctors that keep her, as well as the delusions that threaten to fracture her psyche beyond repair. Perfectly penned by writer Jody Houser (Critical Role, Star Wars: Tie Fighter) with kinetic pencils by Ryan Kelly (New York Four, Star Wars) and tight inks by Le Beau Underwood (Catwoman, Immortal Hulk) this third book in the Stranger Things comics line takes the story to brand new territory. Collects Stranger Things: Into the Fire #1-#4.

The Stranger Things Field Guide Dark Horse Comics

The nostalgia-igniting hit Netflix original series comes to comic shelves. Follow Will Byers into a dimension of decay and destruction where he must use his wits and resolve to dodge the pursuit of the The nostalgia-igniting hit Netflix original series comes to comic shelves. Follow Will Byers into a dimension of decay and destruction where he must use his wits and resolve to dodge the pursuit of the Demogorgon and escape the Upside Down. Written by award-winning comics veteran Jody Houser (Faith, Orphan Black, Mother Panic). Based on Will's unseen journey during season 1 of hit Netflix show Stranger Things.

Stranger Things: Rebel Robin Rizzoli Publications

A collection of terrifying tales from the thrilling world of Netflix's hit series Stranger Things! Prepare to visit the darkest and most chilling corners of Hawkins. Dustin, Lucas, Max, and their friends want to rent videos one night. But when a blackout changes their plans, they swap seven twisted tales based on their hometown. What secrets lurk in an old asylum? Does a mutant creature live at the bottom of Lovers' Lake? Is a harmless teddy bear actually controlled by a supernatural force? These are just a few of the monstrous mysteries in this creepy collection that is sure to thrill fans of Stranger Things ages 8 to 12. Welcome to the thrilling world of Netflix's hit series Stranger Things. Follow Eleven, Dustin, Max, Lucas, and their friends for mystery, suspense, and supernatural adventures in 1980s Hawkins.

Stranger Things: Worlds Turned Upside Down Panini

Follow the crew from Hawkins, Indiana, as they discover the legendary monsters and epic adventures of the Dungeons & Dragons tabletop role-playing game together. Long before the dreaded Demogorgon took one of them to the Upside Down, watch Mike, Lucas, and Will bond with Dustin for the first time over the game that would define their childhood. See the party come together as a team through communal stories and perilous quests to learn important lessons about friendship and find the courage to stand up to the bullies that challenge their everyday. Written by comics and RPG all-stars Jim Zub (Rick and Morty vs. D&D, Conan: Serpent War, Dungeons &

Dragons: Infernal Tides) and Jody Houser (Critical Role: Vox Machina, Stranger Things, Star Wars), with vorpal-sharp line art from rising talent Diego Galindo (Power Rangers, Kino) and eye-popping colors from MsassyK (Isola) that strike as true as a Magic Missile. Dive into this love letter to a game that has defined role-playing through the lens of your current favorite icons of eighties nostalgia.

Stranger Things: SIX #1 Dark Horse Comics

Stranger Things is not only about 80's rock, D&D, high school heartbreak, or even monsters from another dimension. It is about brave kids standing up for what they believe in and fighting for their friends and family no matter what. This hardcover collection brings together two stories about just that. Tomb of Ybwen is set in January 1985, after the Hawkins crew survived a battle with the Mind Flayer. Will and Joyce are reeling from Bob Newby's death. Will's friends have been too busy with their girlfriends to notice him struggling. After Mr. Clarke and Will discover an odd map Bob left in a box of A.V. club memorabilia, Will rallies the gang to investigate—but with a blizzard coming, they're afraid to follow. But when Will takes off into the freezing wilds alone they rush to stop him and just as they catch up -discover that Bob's map may lead to a real hidden treasure and that turning back is no longer an option. Get the first three Stranger Things Holiday Specials all in one package. With stories that are both heartwarming and terrifying. Three separate stories good for any season: Eleven gets introduced to everyone's favorite Christmas stories. Will tells the other boys the scariest Hawkins Halloween story ever, and officers Powell and Callahan investigate strange events they will be lucky to survive. Collects Tomb of Ybwen #1-#4 and Holiday Specials Halloween, Winter, and Summer.

Stranger Things Dark Horse Comics (Single Issues)

A massive collection of comics based on Netflix's 80's nostalgia-fueled Stranger Things. Sci-fi horror at its best including psychic kids, portals to parallel worlds, secret agents, and even slasher-flick style masked villains. Collects four full comics series: Stranger Things: The Other Side Stranger Things: Six Stranger Things: Into the Fire Stranger Things: Science Camp The Other Side follows Will Byers after he has been pulled into a mysterious nightmare realm. Isolated, disoriented and scared, he quickly realizes he isn't alone—monsters lurk around every corner, and they are hunting him. Six dives into the lives of the psychic kids being held at the mysterious government lab in Hawkins, Indiana. Stripped of her name and left with nothing but the number six, clairvoyant teen Francine plots to break out however she can. She has seen a horrific glimpse into the future to come and wants to save as many people as she can. In Into the Fire, some of the teens who escaped find out that another of their number might yet still be alive and take off on a brutal journey where they must choose between vengeance and mercy all in the hopes of saving their friend from herself. In Science Camp, Dustin Henderson arrives at Camp Know Where anxious about spending the summer away from his friends. When a spooky masked figure starts making camp counselors disappear, he gathers a crew of fellow geeks to save their camp - and possibly their own lives! Featuring writing by Jody Houser with pencils by Stefano Martino, Edgar Salazar, and Ryan Kelly, Inks by Keith Champagne, and Le Beau Underwood, Colors by Lauren Affe, Marissa Louis, and Triona Farrell with lettering by Nate Piekos! Collects Stranger Things: The Other Side, Stranger Things: Six, Stranger Things: Into The Fire, and Stranger Things: Science Camp.

Stranger Things: Science Camp (Graphic Novel) Dark Horse Comics

Color in your favorite characters and scenes from the hit Netflix show Stranger Things with this official, high-quality coloring book for all ages. "Nobody normal ever accomplished anything meaningful in this world."—Jonathan Byers From Hawkins to the Upside Down, explore the strange and spooky world of Stranger Things with this first-ever, official Netflix coloring book. Color in the Creel House, Steve and Robin serving up ice cream at Scoops Ahoy, or the terrifying Demogorgon in full attack mode. Featuring 76 original illustrations and thick paper, this coloring book is the perfect way to relive the greatest moments from this hugely popular show.

Stranger Things and Dungeons & Dragons (Graphic Novel) Random House Worlds

Over 200 artists present their own unique visions of Stranger Things in a stunning, full-color celebration of the runaway hit Netflix series. In honor of Stranger Things, the innovative pop culture enthusiasts at Printed In Blood are proud to present the latest release in their ongoing series of artbooks. More than two hundred artists, drawn from the earthly dimensions of comics, illustration, fine art, videogames, and animation, have come together to bring us a unique vision of the world of Hawkins, Indiana. Come dig into this collection of more than two hundred brand-new images and see what new worlds you might discover lurking just beneath the surface. Includes art by: ORLANDO AROCENA MATT BUSCH BUTCHER BILLY RIAN HUGHES JOHN McCREA MATT NEEDLE GARY PULLIN BILL SIENKIEWICZ EILEEN STEINBACH & MORE!

Stranger Things: Tales from Hawkins (Graphic Novel) Ember

Eine brandneue, abgeschlossene Comic-Geschichte aus der Welt des Netflix-Serienhits. Dieses offizielle Prequel zu Stranger Things, das vor der ersten Staffel einsetzt, dreht sich um die junge Francine, die unter dem Namen Sechs mit anderen Kindern in einem Labor der US-Regierung in Hawkins landet, wo man ihre besonderen Fähigkeiten freisetzen will...

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