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# A Game Of Thrones The Graphic Novel Vol 2 Daniel Abraham

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The Graphic Novel. Volume 1  
Re-Reading a Game of Thrones  
Game of thrones (A)  
A Game of Thrones  
The Art of Game of Thrones, the Official Book of  
Design from Season 1 to Season 8  
A Guide to Westeros and Beyond: The Complete  
Series(Gift for Game of Thrones Fan)  
Seasons 1 & 2 (Game of Thrones Book, Book  
about HBO Series)  
Outlander  
The Graphic Novel  
The World of Ice & Fire  
A Critical Response to George R. R. Martin's  
Fantasy Classic  
Black Leopard, Red Wolf  
A Novel  
A Knight of the Seven Kingdoms  
The Graphic Novel  
The Winds of Winter  
A Game of Thrones 4-Book Bundle  
A Dance with Dragons

Game of Thrones and Philosophy  
An Adult Coloring Book  
A Game of Thrones  
A Game of Thrones  
Inside HBO's Game of Thrones  
Logic Cuts Deeper Than Swords  
A Game of Thrones  
A Game of Thrones, A Clash of Kings, A Storm of  
Swords, A Feast for Crows, and A Dance with  
Dragons  
Fire Cannot Kill a Dragon  
Game of Thrones  
A Song of Ice and Fire: Book Five  
Seasons 1-5  
Game of Thrones: A Guide to Westeros and  
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The Official a Game of Thrones Coloring Book  
A Game of Thrones, A Clash of Kings, A Storm of  
Swords, A Feast for Crows, and A Dance with  
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1-5: A Game of Thrones, A Clash of Kings, A  
Storm of Swords, A Feast for Crows, A Dance with  
Dragons (A Song of Ice and Fire)  
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Graphic  
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## **KASH CROSS**

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*The Graphic Novel.  
Volume 1 Voyager*  
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American pop music  
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read.”—Stephen King  
From #1 New York  
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Martin comes the  
ultimate novel of  
revolution, rock ‘n’ roll,  
and apocalyptic  
murder—a stunning  
work of fiction that  
portrays not just the  
end of an era, but the  
end of the world as we  
know it. Onetime  
underground journalist  
Sandy Blair has come a  
long way from his  
radical roots in the  
‘60s—until something

unexpectedly draws  
him back: the bizarre  
and brutal murder of a  
rock promoter who  
made millions with a  
band called the Nazgûl.  
Now, as Sandy sets out  
to investigate the  
crime, he finds himself  
drawn back into his  
own past—a magical  
mystery tour of the  
pent-up passions of his  
generation. For a new  
messiah has  
resurrected the Nazgûl  
and the mad new  
rhythm may be more  
than anyone bargained  
for—a requiem of  
demonism, mind  
control, and death,  
whose apocalyptic tune  
only Sandy may be  
able to change in time  
. . . before everyone  
follows the beat. “The  
wilder aspects of the  
‘60s . . . roar back to  
life in this hallucinatory  
story by a master of  
chilling

suspense.”—Publishers Weekly “What a story, full of nostalgia and endless excitement. . . . It’s taut, tense, and moves like lightning.”—Tony Hillerman “Daring . . . a knowing, wistful appraisal of . . . a crucial American generation.”—Chicago Sun-Times “Moving . . . comic . . . eerie . . . really and truly a walk down memory lane.”—The Washington Post

**Re-Reading a Game of Thrones** Bantam

The kingdom of the Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons, and the arrival of barbarian hordes. Game of thrones (A)

Bantam  
For the first time, all five novels in the epic fantasy series that inspired HBO’s Game of Thrones are together in one eBook bundle. An immersive entertainment experience unlike any other, A Song of Ice and Fire has earned George R. R. Martin—dubbed “the American Tolkien” by Time magazine—international acclaim and millions of loyal readers. Now this bundle collects the entire monumental cycle in the most convenient format available: A GAME OF THRONES A CLASH OF KINGS A STORM OF SWORDS A FEAST FOR CROWS A DANCE WITH DRAGONS “One of the best series in the history of fantasy.”—Los Angeles

Times 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. “Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers.”—The New York Times

A Game of Thrones

Bantam

Depicts the events that take place in Westeros as a number of different families fight to rule the kingdom in a graphic novel adaptation of the "A Song of Ice and Fire" novels.

The Art of Game of Thrones, the Official Book of Design from Season 1 to Season 8

Simon and Schuster  
NEW YORK TIMES  
BESTSELLER • Perfect for fans of A Song of Ice and Fire and HBO’s Game of Thrones—an epic history of Westeros and the lands beyond, featuring hundreds of pages of all-new material from George R. R. Martin! If the past is prologue, then George R. R. Martin’s masterwork—the most inventive and entertaining fantasy saga of our time—warrants one hell of an introduction. At long last, it has arrived with The World of Ice & Fire. This lavishly illustrated volume is a comprehensive history of the Seven Kingdoms, providing vividly constructed accounts of the epic battles, bitter rivalries,

and daring rebellions that lead to the events of *A Song of Ice and Fire* and HBO's *Game of Thrones*. In a collaboration that's been years in the making, Martin has teamed with Elio M. García, Jr., and Linda Antonsson, the founders of the renowned fan site *Westeros.org*—perhaps the only people who know this world almost as well as its visionary creator. Collected here is all the accumulated knowledge, scholarly speculation, and inherited folk tales of maesters and septons, maegi and singers, including • artwork and maps, with more than 170 original pieces • full family trees for Houses Stark, Lannister, and Targaryen • in-depth explorations of the

history and culture of Westeros • 100% all-new material, more than half of which Martin wrote specifically for this book The definitive companion piece to George R. R. Martin's dazzlingly conceived universe, *The World of Ice & Fire* is indeed proof that the pen is mightier than a storm of swords.

*A Guide to Westeros and Beyond: The Complete Series (Gift for Game of Thrones Fan)* Bantam

The three surviving contenders for the throne of the Seven Kingdoms continue to struggle among themselves, Robb defends his kingdom from the Greyjoys, Jon confronts an escalating threat, and Daenerys and her dragon allies continue to grow in

power.

**Seasons 1 & 2  
(Game of Thrones  
Book, Book about  
HBO Series)**

HarperCollins UK

The perfect gift for fans of George R. R.

Martin's *A SONG OF ICE AND FIRE* and HBO's

*GAME OF THRONES*,

this one-of-a-kind colouring book features

more than forty-five exclusive illustrations!

*Outlander* Bantam

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PHENOMENON Winter

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**The Graphic Novel**

Bantam

In 1996, George R.R.

Martin electrified fantasy fans around the world when he published *A Game of Thrones*, the first book in his acclaimed *A Song of Ice and Fire* series. Since then, Martin has published three more books in the series. The engrossing tale Martin spun with these first novels in his saga has gained more and more fans across the world and has resulted in a number of spin-off products, such as including HBO's TV series, card and board games, computer games, sword replicas, comic books and calendars. Perhaps paradoxically, the number of years between each time Martin publishes a new book in the series has increased. Fans have been clamoring for the

fifth volume, *A Dance with Dragons*, since 2005: A book that promises to pick up the storylines of fan-favorite characters left hanging since 1999. As Martin struggles to reach the finish line, or indeed even the halfway point in his epic, his fans wait for the next fix. One way to keep sane during the long waits is to re-read the already published novels. *Journey to Westeros* with Remy J. Verhoeve as he celebrates his tenth reading of *A Game of Thrones*. Chapter by chapter, the author, a Dutch-Norwegian English teacher and self-confessed fantasy geek, is both fellow traveler and tour guide as he shares his insightful reflections on Martin's writing

techniques, major - and seemingly minor - plot points and characters, and much more. True to its origins as a blogging project undertaken while not-so-patiently waiting for *A Dance With Dragons*, the author does not hold back in this unauthorized companion book that is both an unabashed homage to the novel that started it all, as well as a candid - and at times controversial - commentary on the issues surrounding the delayed release of the fifth book. Whether or not they agree with everything the author has to say, all fans of *A Song of Ice and Fire*, from those who have loved the series since its inception in 1996 to those who have only just discovered it

through the HBO series, will enjoy this thought-provoking and outspoken book.

**The World of Ice & Fire** HarperCollins UK  
One of TIME's 100 Best Fantasy Books of All Time Winner of the L.A. Times Ray Bradbury Prize Finalist for the 2019 National Book Award The New York Times Bestseller Named a Best Book of 2019 by The Wall Street Journal, TIME, NPR, GQ, Vogue, and The Washington Post "A fantasy world as well-realized as anything Tolkien made." --Neil Gaiman "Gripping, action-packed....The literary equivalent of a Marvel Comics universe." -- Michiko Kakutani, The New York Times The epic novel from the Man Booker Prize-winning author of A

Brief History of Seven Killings In the stunning first novel in Marlon James's Dark Star trilogy, myth, fantasy, and history come together to explore what happens when a mercenary is hired to find a missing child. Tracker is known far and wide for his skills as a hunter: "He has a nose," people say. Engaged to track down a mysterious boy who disappeared three years earlier, Tracker breaks his own rule of always working alone when he finds himself part of a group that comes together to search for the boy. The band is a hodgepodge, full of unusual characters with secrets of their own, including a shape-shifting man-animal known as Leopard. As Tracker follows the boy's scent-

-from one ancient city to another; into dense forests and across deep rivers--he and the band are set upon by creatures intent on destroying them. As he struggles to survive, Tracker starts to wonder: Who, really, is this boy? Why has he been missing for so long? Why do so many people want to keep Tracker from finding him? And perhaps the most important questions of all: Who is telling the truth, and who is lying? Drawing from African history and mythology and his own rich imagination, Marlon James has written a novel unlike anything that's come before it: a saga of breathtaking adventure that's also an ambitious, involving read. Defying categorization and full

of unforgettable characters, *Black Leopard, Red Wolf* is both surprising and profound as it explores the fundamentals of truth, the limits of power, and our need to understand them both.

[A Critical Response to George R. R. Martin's Fantasy Classic](#)

*Voyager*

Claire Randall is leading a double life. She has a husband in one century, and a lover in another... In 1945, Claire Randall, a former combat nurse, is back from the war and reunited with her husband on a second honeymoon—when she innocently touches a boulder in one of the ancient stone circles that dot the British Isles. Suddenly she is a Sassenach—an "outlander"—in a Scotland torn by war

and raiding border clans in the year of our Lord...1743. Hurlled back in time by forces she cannot understand, Claire's destiny is soon inextricably intertwined with Clan MacKenzie and the forbidden Castle Leoch. She is catapulted without warning into the intrigues of lairds and spies that may threaten her life ...and shatter her heart. For here, James Fraser, a gallant young Scots warrior, shows her a passion so fierce and a love so absolute that Claire becomes a woman torn between fidelity and desire...and between two vastly different men in two irreconcilable lives. *Black Leopard, Red Wolf* McFarland 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 fourth volume in what is sure to be one of the most coveted collaborations of the year. (Due to the layout of the book, content is best viewed on a large-screen tablet.)

*A Novel* Penguin

The perfect read and perfect gift for Game of Thrones fans The official, definitive oral history of the blockbuster show from Entertainment Weekly's James Hibberd, endorsed by George R. R. Martin himself (who calls it "an amazing read"), reveals the one Game of Thrones tale that has yet to be told: the thirteen-year behind-the-scenes struggle to make the show. Fire Cannot Kill a Dragon

shares the incredible, thrilling, uncensored story of Game of Thrones, from the creators' first meetings with George R. R. Martin and HBO through the series finale, including all the on-camera battles, off-camera efforts, and the many controversies in between. The book also features more than fifty candid new interviews, rare and stunning photos, and unprecedented access to the producers, cast, and crew who took an impossible idea and made it into the biggest show in the world.

### [A Knight of the Seven](#)

[Kingdoms](#) Voyager HBO's hit series A GAME OF THRONES is based on George R R Martin's internationally bestselling series A SONG OF ICE AND

FIRE, the greatest fantasy epic of the modern age.

### **The Graphic Novel**

Doubleday Canada The official guide to the complete costumes of HBO's landmark television series Game of Thrones. Discover how BAFTA and Emmy Award-winning costume designer Michele Clapton dressed the heroes and villains of Westeros and beyond, including Daenerys Targaryen, Cersei Lannister, Jon Snow, and Arya Stark.

### **The Winds of Winter**

Bantam Filled with gorgeous illustrations and artwork from HBO's hit series, The Art of Game of Thrones is the definitive collection. Beautifully crafted and presented in a deluxe, large format, these pages present a visual

chronicle of the meticulous work done by artists to bring the world of Westeros to life on-screen.

### **A Game of Thrones 4-Book Bundle**

Nimble Books LLC

The kingdom of the royal Stark family faces its ultimate challenge in the onset of a generation-long winter, the poisonous plots of the rival Lannisters, the emergence of the Neverborn demons and the arrival of barbarian hordes. 75,000 first printing.

*A Dance with Dragons*

Bantam

Game of Thrones: A Guide to Westeros and Beyond, The Complete Series is a visual exploration of the world of HBO's Game of Thrones®. In two parts, the book follows the story of the South, where kings and

queens battle for the Iron Throne, and of the North, where the White Walkers and their army of the dead gather.

Covering all eight seasons of the show, this definitive guide is a must-have companion for every Game of Thrones fan. • Filled with bold infographics and illuminating timelines • Features original essays that unpack 8-season-long plot lines and character arcs • Stunning photography featuring the show's characters Packed with original art, photography, essays, illustrations, and infographics, this volume grants devout fans access into the world of Game of Thrones. • The perfect gift for fans of Game of Thrones and George RR Martin • Great for

those who enjoyed  
 Inside HBO's Game of  
 Thrones: Seasons 1 & 2  
 by Bryan Cogman and  
 Inside HBO's Game of  
 Thrones: Seasons 3 & 4  
 by C.A. Taylor. ©2019  
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### **Game of Thrones and Philosophy**

Chronicle Books  
 As the Seven Kingdoms  
 face a generation-long  
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battle over control of  
 the Iron Throne, while  
 preternatural forces  
 and barbarian hordes  
 threaten the land.

### **An Adult Coloring**

**Book** Chronicle Books  
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 GAME OF THRONES is  
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 Martin's internationally  
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