

Mobile Suit Gundam The Origin Volume 1 Activation Yoshiyuki Tomino

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Mobile Suit Gundam: THE ORIGIN 9 National Geographic Books
It is the year Universal Century 0079, in a space colony the Earth Federation is storing and testing a new piloted robot for use in the battle against the Principality of Zeon. The experimental RX-78 Gundam mobile suit is scheduled to be transported to Federation command in Jaburo, deep within the Brazilian jungles.

Unfortunately, before the transporter would arrive, the Federation would come under attack from Zeon. With few resources available against the Zeon's most mobile mechs, Federation forces strike back using their new weapon, the mobile suit Gundam. Caught in the crossfire is a young teen named Amuro Ray. Not willing to see innocent people die like this, Amuro crawls into the cockpit of the closest machine around him. Whether it be a tank, jeep or jet, he was going to use it to help stop this slaughter. And what he happened to slide into was another Gundam. Having never operated a machine like this, what are the chances he can do anything to repel an experienced squad of mech-piloting invaders? Volume 1 includes: an essay from Hideaki Anno, director of the hit anime Neon Genesis Evangelion Color pages from Yas And an essay from Kadokawa Publishing Executive Shinichiro Inoue **Mobile Suit Gundam: THE ORIGIN, Volume 3** National Geographic Books

It is the year Universal Century 0079, in a space colony the Earth Federation is storing and testing a new piloted robot for use in the battle against the Principality of Zeon. The experimental RX-78 Gundam mobile suit is scheduled to be transported to Federation command in Jaburo, deep within the Brazilian jungles. Unfortunately, before the transporter would arrive, the Federation would come under attack from Zeon. With few resources available against the Zeon's most mobile mechs, Federation forces strike back using their new weapon, the mobile suit Gundam. Caught in the crossfire is a young teen named Amuro Ray. Not willing to see innocent people die like this, Amuro crawls into the cockpit of the closest machine around him. Whether it be a tank, jeep or jet, he was going to use it to help stop this slaughter. And what he happened to slide into was another Gundam. Having never operated a machine like this, what are the chances he can do anything to repel an experienced squad of mech-piloting invaders?

Mobile Suit Gundam, the Origin National Geographic Books
The biggest name in Japanese science fiction—Gundam—returns with one of its creators retelling its origins 25 years after the series debuted. Caught in the crossfire of a space civil war, teenager Amuro Ray accidentally finds a new mobile weapon—the RX-78 Gundam. In the eighth volume of Gundam: THE ORIGIN, readers are sent back to the war at hand. The White Base continues to be chased across the Earth by Zeon forces. The story shifts away from the jungles and deserts of the Americas, moving into much more urban settings in Europe.

Mobile Suit Gundam VIZ Media LLC
In the third volume of Gundam the Origin, the White Base is on the run after a successful attack against the Zeon forces in Los Angeles. As they refuse en-route to their Federation base in Jaburo, hidden in the heart of the Amazonian jungle, the crew learns they may be holding on to a new weapon just as valuable as their new Mobile Suit. On the Zeon side, their leadership has been shaken to its core. A grand ceremony is produced in honor of a fallen Zabi youth. Shocked by this death, there are many within the Zeon ranks left frustrated with intent on seeking vengeance.

Mobile Suit Gundam: THE ORIGIN 7 Vertical Inc
Former Zeon mobile suit squad leader Cucuruz Doan deserted, taking up residence on a small island where he helped to raise a number of orphaned children. But what about the other members of his squad? While the original story was told from federation pilot Amuro Ray's perspective, Ohno's limited series goes beyond the original television episode to explore the ramifications of Doan's actions on his own troops, bringing us a multilayered and emotionally complex view of the events from Zeon's perspective.

Cable: Soldier X National Geographic Books
"In a civil war, half of humanity has been wiped out, and Zeon's army of Zaku mobile suits have been the decisive weapon. With the Federation's first Gundam out of action, civilian Amuro Ray miraculously stumbles on a second unit. Now, in control of a machine with unparalleled destructive power, will Amuro's actions save the colony's survivors or destroy them?"--Amazingfantasycomics.com.

Mobile Suit Gundam WING 5 National Geographic Books
The biggest name in Japanese science fiction—Gundam—returns with one of its creators retelling its origins 25 years after the series debuted. Caught in the crossfire of a space civil war, teenager Amuro Ray accidentally finds a new mobile weapon—the RX-78 Gundam. In the sixth volume of Gundam: THE ORIGIN, Casval Deikun has changed his identity. Aware of those who betrayed his family, and the fact that they are now leading the Zeon movement, the headstrong young man has enlisted in the Zeon military with ambitions to hide among their ranks and eventually bring down its figureheads.

Mobile Suit Gundam Vertical Comics
One of the biggest anime/manga properties of all time returns with the release of Mobile Suit Gundam Wing. "Glory of the Losers" retells the original WING story by incorporating elements of the anime and its recent light novel adaptations. Queen Relena is dismissed from her role as Romefeller Foundation representative. Treize, now restored to his position as Commander-in-Chief of OZ, declares all-out war on White Fang, which is being led by Milliardo. Among such tumult, in outer space, where White Fang had expanded its influence, remnants of the defeated OZ space force occupy Colony C-00421. Trowa, who happened to be visiting the colony, climbs into the cockpit of the Gundam Heavyarms to rescue Cathrine and the others, but...

GUNDAM THE ORIGIN 6 Cadence Books
An epic story of war and survival set in the legendary Gundam universe! In the Universal Century year 0079, the space colony known as Side 3 proclaims independence as the Principality of Zeon and declares war on the Earth Federation. One year later, they are locked in a fierce battle for the Thunderbolt Sector, an area of space scarred by the wreckage of destroyed colonies.

MOBILE SUIT GUNDAM THE ORIGIN MSD Cucuruz Doan's Island 2 Vertical Inc
A deluxe collection of artwork from the animated series, Gundam Wing, with scenes from the animation and full-color illustrations by the original Japanese artists.

MOBILE SUIT GUNDAM THE ORIGIN 02 Vertical Inc
This shocking, surprisingly entertaining romp into the intellectual nether regions of today's underthirty set reveals the disturbing and, ultimately, incontrovertible truth: cyberculture is turning us into a society of know-nothings. The Dumbest Generation is a dire report on the intellectual life of young adults and a timely warning of its impact on American democracy and culture. For decades, concern has been brewing about the dumbed-down popular culture available to young people and the impact it has on their futures. But at the dawn of the digital age, many thought they saw an answer: the internet, email, blogs, and interactive and hyper-realistic video games promised to yield a generation of sharper, more aware, and intellectually sophisticated children.

The terms "information superhighway" and "knowledge economy" entered the lexicon, and we assumed that teens would use their knowledge and understanding of technology to set themselves apart as the vanguards of this new digital era. That was the promise. But the enlightenment didn't happen. The technology that was supposed to make young adults more aware, diversify their tastes, and improve their verbal skills has had the opposite effect. According to recent reports from the National Endowment for the Arts, most young people in the United States do not read literature, visit museums, or vote. They cannot explain basic scientific methods, recount basic American history, name their local political representatives, or locate Iraq or Israel on a map. The Dumbest Generation: How the Digital Age Stupefies Young Americans and Jeopardizes Our Future is a startling examination of the intellectual life of young adults and a timely warning of its impact on American culture and democracy. Over the last few decades, how we view adolescence itself has changed, growing from a pitstop on the road to adulthood to its own space in society, wholly separate from adult life. This change in adolescent culture has gone hand in hand with an insidious infantilization of our culture at large; as adolescents continue to disengage from the adult world, they have built their own, acquiring more spending money, steering classrooms and culture towards their own needs and interests, and now using the technology once promoted as the greatest hope for their futures to indulge in diversions, from MySpace to multiplayer video games, 24/7. Can a nation continue to enjoy political and economic predominance if its citizens refuse to grow up?

Drawing upon exhaustive research, personal anecdotes, and historical and social analysis, The Dumbest Generation presents a portrait of the young American mind at this critical juncture, and lays out a compelling vision of how we might address its deficiencies. The Dumbest Generation pulls no punches as it reveals the true cost of the digital age—and our last chance to fix it. **Mobile Suit Gundam: THE ORIGIN 2** National Geographic Books

The biggest name in Japanese science fiction—Gundam—returns with one of its creators retelling its origins 25 years after the series debuted. Caught in the crossfire of a space civil war, teenager Amuro Ray accidentally finds a new mobile weapon—the RX-78 Gundam. In the ninth volume of Gundam: THE ORIGIN, the Earth Federation's White Base has now returned to space and is on the offensive. After long being chased around the solar system and across the Earth, they are on the hunt for what remains of the Zeon military establishment. Much has changed over the many weeks since the crew of the White Base fled to Jaburo with a prototype Mobile Suit on board, but now they have knowledge of who and what is awaiting them around the moon.

The Dumbest Generation Vertical Inc
An epic story of war and survival set in the legendary Gundam universe! In the Universal Century year 0079, the space colony known as Side 3 proclaims independence as the Principality of Zeon and declares war on the Earth Federation. One year later, they are locked in a fierce battle for the Thunderbolt Sector, an area of space scarred by the wreckage of destroyed colonies. Into this maelstrom of destruction go two veteran Mobile Suit pilots: the deadly Zeon sniper Daryl Lorenz, and Federation ace Io Fleming. It's the beginning of a rivalry that can end only when one of them is destroyed. The lightning-streaked debris fields are about to become the stage for an epic duel where death is the only true winner.

Mobile Suit Gundam Thunderbolt, Vol. 17 Vertical Comics
The epic spinoff of Yoshikazu Yasuhiko's Mobile Suit Gundam: THE ORIGIN continues! This is the story of Cucuruz Doan like you've never seen it before. As Vasily, Kitz, and the rest pick up the pieces in the wake of their commander's desertion, their recollections provide unprecedented insight into the development of the mobile suits and the outbreak of war with the Federation. Unfolding with the franchise's classic mix of action and pathos, we see events—including the decisive battle for Jaburo—entirely from the Zeon perspective, with the Gundam itself forever looming in the background as a silent, unstoppable foe.

Mobile Suit Gundam: THE ORIGIN 3 Kodansha USA
Collecting Cable (1993) #97-107 And Soldier X #1-12.
Nathan Summers takes his war to the real world! In this gritty and darkly humorous reinvention of Cable's mission, Nathan refocuses his priorities from super villains to more street-level threats, traveling the world to stamp out injustice one hotspot at a time. Whether it's taking on terrorists trying to topple Peru's government, preventing ethnic cleansing in Albania or protecting a young mutant in Russia, Soldier X is spreading his powerful philosophy of peace across the globe! But he's facing a flare-up of the techno-organic virus that has plagued him since childhood. Can he gain control of his plight once and for all? Old allies Blaquesmith and Irene Merryweather return as Nathan battles to save the world from itself in this unique and unpredictable era in Cable's history!

Mobile Suit Gundam WING 12 National Geographic Books

One of the biggest anime/manga properties of all time returns with the release of Mobile Suit Gundam Wing. A longtime hit of the Cartoon Network, Gundam Wing remains one of the most recognized Japanese titles in recent history spinning off a number of movie, books, and model kit collections. "The Glory of Losers" retells the original WING story by incorporating elements of the anime and its recent light novel adaptations. Following the actions of five fighters and their mobile suits (large robots made for destruction), Gundam Wing is a heavily political, dramatic action work that is centered around a war between Earth and its surrounding colonies in space.

Mobile Suit Gundam: The ORIGIN 11 VIZ Media LLC
A giant, deadly battle robot—RX-78-2 Gundam—and its teenage pilot Amuro Ray are the heart of one of the most popular series in manga history, and the story of its genesis continues with this fourth installment of The Origin. Caught in the crossfire of an outer space war between the Earth Federation and the invading Principality of Zeon, mechanic-turned-robot-jockey Amuro boards and commands the Gundam. Thrust into

the front lines defending those he loves from a silent enemy, can Amuro and the Gundam save the colony's survivors or destroy them? Although he began his career as an animator, the honored author of Gundam, Yoshikazu Yasuhiko, was the winner of the Japanese Sci-Fi Association's Nebula Award and the Grand Prize from the Japan Comic Artist Association.

Mobile Suit Gundam: THE ORIGIN 6 National Geographic Books

The biggest name in Japanese science fiction—Gundam—returns with one of its creators retelling its origins 25 years after the series debuted. Caught in the crossfire of a space civil war, teenager Amuro Ray accidentally finds a new mobile weapon—the RX-78 Gundam. In the twelfth and final volume of Gundam: THE ORIGIN, the space opera comes to a dramatic conclusion. The book also includes three short stories, each revolving around a main character from the series.

Mobile suit Gundam, the origin Marvel Entertainment One of the biggest anime/manga properties of all time returns with the release of Mobile Suit Gundam Wing. “ I ’ ll surrender... But I ’ m not giving you my Gundam! ” Just as Doctor J had declared, Heero chooses to blow up the Wing Gundam in order to avoid handing it over to OZ. The Romefeller Foundation, the parent organization of OZ, now controls the world, and by launching the new Taurus Mobile Suits into space, they have begun the sweep of the Alliance ’ s space forces. After battling Heero, Zechs has recovered the Wing Gundam and repaired it at Berkley Base near the South Pole. What will Heero do next...?

Mobile Suit Gundam: The ORIGIN 10 Penguin

Based on the legendary "lost" episode from the First Gundam TV series, this is the story of Cucuruz Doan like you ’ ve never seen it before. Created as a spinoff of original character designer and animation director Yoshikazu Yasuhiko ’ s own manga retelling of First Gundam in Mobile Suit Gundam: THE ORIGIN, this 5-volume series explores the ramifications of Cucuruz Doan ’ s actions from the perspective of the Zeon soldiers under his command. Gundam veteran Junji Ohno brings us brand-new characters and a new view of the development of the original mobile suits, all with the imprimatur of Yasuhiko himself.