

Omega The Unknown Jonathan Lethem

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[The Fortress of Solitude](#) Fantagraphics Books

After waking up from cryosleep, super soldier John Prophet travels across an unfamiliar Earth filled with warring alien tribes to obtain his assignment--awaken the Earth Empire by climbing the Towers of Thaulu and restarting the G.O.D. satellite.

Blue Beetle (2011-) #0 First Second

Based on thousands of personal notes, letters and other written sources, a definitive presentation of the late science-fiction and metaphysical author's unpublished masterwork offers insight into his life-long exploration of the nature of reality and perception and the relationship between humanity and the divine.

[It Will All Hurt](#) Bloomsbury Publishing USA

A fun, violent, and strange take on superhero comics produced by a mix of renegade alternative talents collaborating with bronze age veterans. Old world meets new world as indie cartoonists and classic comic book creators collaborate with Editor-In-Chief Josh Bayer to unleash a superhero book that dares to follow its own path. ALL TIME COMICS embraces old-school, four-color nostalgia to deliver everything you could hope for in comics, a seamless circle between the past and the future. Atlas - his only weakness is fear! Blind Justice - the man who walks through bullets! Bullwhip - here to put a stop to the bullsh*t! Crime Destroyer - will fight for justice or die trying! These four heroes face an over-the-top lineup of villains including The Misogynist, Raingod, White Warlock, Krimson Kross, P.S.Y.C.H.O., and the Time Vampire. ALL TIME COMICS features the work of current indie comics creators like Josh Bayer, Benjamin Marra (TERROR ASSAULTER: O.M.W.O.T.) and Noah Van Sciver (FANTE BUKOWSKI), alongside the work of established artists like Al Milgrom (co-creator of Firestorm) and the last art by legendary artist Herb Trimpe, co-creator of Wolverine.

[No Ivy League](#) HarperCollins

Winner of the 2022 Eisner Award for Best Comics-Related Book The first-ever full reckoning with Marvel Comics' interconnected, half-million-page story, a revelatory guide to the "epic of epics"—and to the past sixty years of American culture—from a beloved authority on the subject who read all 27,000+ Marvel superhero comics and lived to tell the tale "Brilliant, eccentric, moving and wholly wonderful. . . . Wolk proves to be the perfect guide for this type of adventure: nimble, learned, funny and sincere. . . . All of the Marvels is magnificently marvelous. Wolk's work will invite many more alliterative superlatives. It deserves them all." —Junot Díaz, New York Times Book Review The superhero comic books that Marvel Comics has published since 1961 are, as Douglas Wolk notes, the longest continuous, self-contained work of fiction ever created: over half a million pages to date, and still growing. The Marvel story is a gigantic mountain smack in the middle of contemporary culture. Thousands of writers and artists have contributed to it. Everyone recognizes its protagonists: Spider-Man, the Avengers, the X-Men. Eighteen of the hundred highest-grossing movies of all time are based on parts of it. Yet not even the people telling the story have read the whole thing—nobody's supposed to. So, of course, that's what Wolk did: he read all 27,000+ comics that make up the Marvel Universe thus far, from Alpha Flight to Omega the Unknown. And then he made sense of it—seeing into the ever-expanding story, in its parts and as a whole, and seeing through it, as a prism through which to view the landscape of American culture. In Wolk's hands, the mammoth Marvel narrative becomes a fun-house-mirror history of the past sixty years, from the atomic night terrors of the Cold War to the technocracy and political division of the present day—a boisterous, tragicomic, magnificently filigreed epic about power and ethics, set in a world transformed by wonders. As a work of cultural exegesis, this is sneakily significant, even a landmark; it's also ludicrously fun. Wolk sees fascinating patterns—the rise and fall of particular cultural aspirations, and of the storytelling modes that conveyed them. He observes the Marvel story's progressive visions and its painful stereotypes, its patches of woeful hackwork and stretches of luminous creativity, and the way it all feeds into a potent cosmology that echoes our deepest hopes and fears. This is a huge treat for Marvel fans, but it's also a revelation for readers who don't know Doctor Strange from Doctor Doom. Here, truly, are all of the marvels.

All of the Marvels Vintage

Comics studies has reached a crossroads. Graphic novels have never received more attention and legitimation from scholars, but new canons and new critical discourses have created tensions within a field built on the populist rhetoric of cultural studies. As a result, comics studies has begun to cleave into distinct camps—based primarily in cultural or literary studies—that attempt to dictate the boundaries of the discipline or else resist disciplinarity itself. The consequence is a growing disconnect in the ways that comics scholars talk to each other—or, more frequently, do not talk to each other or even acknowledge each other's work. Breaking the Frames: Populism and Prestige in Comics Studies surveys the current state of comics scholarship, interrogating its dominant schools, questioning their mutual estrangement, and challenging their propensity to champion the comics they study. Marc Singer advocates for greater disciplinary diversity and methodological rigor in comics studies, making the case for a field that can embrace more critical and oppositional perspectives. Working through extended readings of some of the most acclaimed comics creators—including Marjane Satrapi, Alan Moore, Kyle Baker, and Chris Ware—Singer demonstrates how comics studies can break out of the celebratory frameworks and restrictive canons that currently define the field to produce new scholarship that expands our understanding of comics and their critics.

Motherless Brooklyn Oni Press

"PROXIMA CENTAURI," Part One 4.243 light-years from Earth, the teenage wizard adventurer Sherwood Breadcoat is stuck in the confounding spectral zone on the manufactured dimensional sphere, Proxima Centauri, looking for escape and a way back to his brother while

dealing with his confusing emotions, alien creatures, and all sorts of unknown, fantastic dangers. In this issue The Scientist H. Duke sends Sherwood on a salvage mission and gives counsel to the troubled boy in his charge. PROXIMA CENTAURI will be six issues of PSYCHEDELIC SCIENCE FANTASY ACTION COMIC BOOK DRAMA starring Sherwood Breadcoat, "The Scientist" Duke Herzog, Dr. EXT the Time Traveler, the ghost M. Parasol, Shakey the Space Wizard, and Dhog Dahog.

All Time Comics Season 1 TP Macmillan

UNBORED Games has all the smarts, creativity, and DIY spirit of the original UNBORED ("It's a book! It's a guide! It's a way of life!" -Los Angeles Magazine), but with a laser-like focus on the activities we do for pure fun: to while away a rainy day, to test our skills and stretch our imaginations-games. There are more than seventy games here, 50 of them all new, plus many more recommendations, and they cover the full gambit, from old-fashioned favorites to today's high-tech games. The book offers a gold mine of creative, constructive fun: intricate clapping games, bike rodeo, Google Earth challenges, croquet golf, capture the flag, and the best ever apps to play with Grandma, to name only a handful. Gaming is a whole culture for kids to explore, and the book will be complete with gaming history and interviews with awesome game designers. The lessons here: all games can be self-customized, or hacked. You can even make up your own games. Some could even change the world. The original UNBORED has taken its place as a much beloved, distinctly contemporary family brand. UNBORED Games extends the franchise -- also including UNBORED Adventure -- in a new handy flexibound format, illustrated in full color throughout. This is a whole shelf of serious fun the whole family can enjoy indoors, outdoors, online and offline.

The Wrenchies Marvel Enterprises

Presenting the history of the Blue Beetle scarab--beginning with its crash landing on Earth during Mayan times! Featuring an appearance by Lady Styx and spinning out of events in the JUSTICE LEAGUE INTERNATIONAL ANNUAL #1.

[Calamity Jack](#) All Time Comics

"Contains previously published material collected from the original 'Pop Gun War' comic books series and the Dark Horse Comics collection of the same name"--Colophon.

Proxima Centauri #1 (Of 6) Vintage

The Best American Comics showcases the work of both established and up-and-coming contributors. Editor Jeff Smith—creator of the classic comic Bone, a comedy/adventure about three lost cousins from Boneville—has culled the best stories from graphic novels, pamphlet comics, newspapers, magazines, mini-comics, and web comics to create this cutting-edge collection.

Meathäus Vintage

"As I know well from my own field, true vitality consists of stuff that's further off the radar of general acclaim. The influx of raw arrivals. The deep cuts." —Jonathan Lethem, from the Introduction Featuring Gabrielle Bell, Mat Brinkman, Roz Chast, Anya Davidson, Eleanor Davis, Jules Feiffer, Blaise Larmee, Raymond Pettibon, Ed Piskor, Joe Sacco, Esther Pearl Watson, and others. JONATHAN LETHEM is the author of nine novels, including Motherless Brooklyn, The Fortress of Solitude, Gun, with Occasional Music, and most recently Dissident Gardens. BILL KARTALOPOULOS is a Brooklyn-based comics critic, educator, curator, and editor. He teaches comics history at the School of Visual Arts. More information may be found at on-panel.com.

[Hip Hop Family Tree Book 1](#) Fantagraphics Books

A weird, sad, silly, sketchy, and dreamywatercolor fantasy action quest in which Alemendra Clementine and her crew of anti-social adventurers all come together on a psych-apocalyptic world to takedown an evil wizard. This Eisner Award-nominated webcomic began as a loose stream of consciousness exercise and exploration of the comicbook medium and takes place in the same world as FAREL DALRYMPLE's TheWrenchies. Collects all 6 chapters of the webcomic and the original 3 issues of the Studygroup/Press Gang/Alternative comicseries.

Omega the Unknown Penguin

"No Ivy League gracefully delivers a messy truth behind the essential process of questioning and reckoning." —Nate Powell, artist of the March trilogy When 17-year-old Hazel takes a summer job clearing ivy from the forest in Portland, Oregon, the only plan is to earn some extra cash to put toward concert tickets. Homeschooled, affluent, and sheltered, Hazel soon finds that working side by side with at-risk teens leaves no room for comforting illusions of equality and understanding. This uncomfortable and compelling memoir is an important story of a teen's awakening to the racial insularity of the upper class, the power of white privilege, and the hidden history of segregation in Portland.

[Amnesia Moon](#) Penguin

Co-written by New York Times bestselling and Newbery Honor winning author Shannon Hale, this sequel to the highly acclaimed Rapunzel's Revenge is a hilarious tall tale about Jack, his beanstalk . . . and his best-friend-with-wicked-braids, Rapunzel. Jack likes to think of himself as a criminal mastermind . . . with an unfortunate amount of bad luck. A schemer, plotter, planner, trickster, swindler . . . maybe even thief? One fine day Jack picks a target a little more giant than the usual, and one little bean turns into a great big building-destroying beanstalk. With help from Rapunzel (and her trusty braids), a pixie from Jack's past, and a man with inventions from the future, they just might out-swindle the evil giants and put his beloved city back in the hands of good people . . . while catapulting themselves and readers into another fantastical adventure. Don't miss any of these other books from New York Times bestselling author Shannon Hale: Graphic Novels with Dean Hale, illustrated by Nathan Hale Rapunzel's Revenge Calamity Jack The Books of Bayern The Goose Girl Enna Burning River Secrets Forest Born The Princess Academy trilogy Princess Academy Princess Academy: Palace of Stone Princess Academy: The Forgotten Sisters Book of a Thousand Days Dangerous For Adults Austenland Midnight in Austenland The Actor and the Housewife

[Omega Paw Prints](#)

Everyone hates Dwayne, the firebug, the bad boy trouble follows everywhere. Alison finds a warmth to Dwayne, a spark everyone's missing. Alison knows what she's doing, but after tonight's fireworks, she'll find out who knows best. Can Alison play with fire without getting burned? Palefire, the first collaboration between writer MK Reed and artist Farel Dalrymple, takes us back to high school for a hot date to the party of the year. When you're not a girl, and not yet a woman, the last thing you want is advice. The road to hell may be paved with good

intentions, but everyone deserves a second chance--even if it goes up in flames. Farel Dalrymple is the author of the New York Times bestseller, *The Wrenchies* (First Second). He has also collaborated with author Jonathan Lethem (*Motherless Brooklyn*, *The Fortress of Solitude*) on *Omega the Unknown* (Marvel Comics). His comic, *Pop Gun War*, was a Xeric Grant recipient and gold medal winner from the Society of Illustrators. He is a co-founder of the comic anthology, *Meathaus*. MK Reed is the author of the graphic novels *Americus* and *The Cute Girl Network* (First Second). Her work can be found in anthologies like *Papercutter*, *The Big Feminist But*, and the Swedish magazine *Galago*. *Americus* was the winner of NAIBA's 2012 Carla Cohen Free Speech Award and was a 2011 American Booksellers for Children's New Voices title.

Omega Penn State Press

Teenage wizard adventurer Sherwood Breadcoat is trapped on Proxima Centauri, a manufactured dimensional sphere 4.243 light-years from Earth. Looking for escape and a way back to his brother, Sherwood must also deal with his confusing emotions, alien creatures, and all sorts of fantastic dangers. Starring Sherwood Breadcoat, "The Scientist" Duke Herzog, Dr. EXT the Time Traveler, the ghost M. Parasol, Shakey the Space Wizard, and Dhog Dahog, *PROXIMA CENTAURI* is a psychedelic science-fantasy action comic book drama from FAREL DALRYMPLE (*The Wrenchies*, *POP GUN WAR*). Collects *PROXIMA CENTAURI* #1-6

Breaking the Frames Houghton Mifflin Harcourt

Captures the history of the formative years of hip-hop, including such rap pioneers as Afrika Bambaataa, MC Sha Rock, and DJ Kool Herc.

UNBORED Games Marvel

Omega, a mute, reluctant super hero from another planet, shares a strange destiny with a teenager, and they both face danger when a legion of robots and nanoviruses are sent from afar to hunt the two of them down.

Black Panther Omega

Omega Marvel Enterprises

The Best American Comics 2015 Marvel Entertainment

The Penguin Classics Marvel Collection presents the origin stories, seminal tales, and characters of the Marvel Universe to explore Marvel's transformative and timeless influence on an entire genre of fantasy. A Penguin Classics Marvel Collection Edition Collects *Fantastic Four* #52-53 (1966); *Jungle Action* #6-21 (1973-1976). It is impossible to imagine American popular culture without Marvel Comics. For decades, Marvel has published groundbreaking visual narratives that sustain attention on multiple levels: as metaphors for the experience of difference and otherness; as meditations on the fluid nature of identity; and as high-water marks in the artistic tradition of American cartooning, to name a few. The Black Panther is not just a super hero; as King T'Challa, he is also the monarch of the hidden African nation of Wakanda. Combining the strength and stealth of his namesake with a creative scientific intelligence, the Black Panther is an icon of Afro-futurist fantasy. This new anthology includes the Black Panther's 1966 origin tale and the entirety of the critically acclaimed "Panther's Rage" storyline from his 1970s solo series. A foreword by Nnedi Okorafor, a scholarly introduction and apparatus by Qiana J. Whitted, and a general series introduction by Ben Saunders offer further insight into the enduring significance of Black Panther and classic Marvel comics. The Penguin Classics black spine paperback features full-color art throughout.