

# Wizard Comic Book Price Guide

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*Youngblood* ABC-CLIO

Police officer Sara Pezzini busts a group of drug dealers. While interrogating one of them she learns of a sinister party going on downtown. Later, at the party, Kenneth Irons, a man who has used illegal means to gain fame and fortune, is planning on giving away a powerful item called the Witchblade. He desires to find out who is the one worthy of it and to control both it and its wielder. Sara sneaks in to the party to find out what's going on, but unknown to her so does her partner, Michael. Michael is captured - Sara leaps to save him from being shot, but they both get hit by the hail of bullets. The Witchblade - seeing her heroism - latches on to her, saving her life and all its power goes to Sara Pezzini. It seems she was the one it sought.

THE ART OF MARC SILVESTRI Image Comics

Includes categorical listings of collectible comic books, arranged by type of comic, with issue titles, current prices, dates, and cross-references

A Complete History of American Comic Books Independently Published

Interview book with Frank Thorne with some introductions by Comic Book Historians

Comics Versus Art Boom! Studios

Various action figures, chiefly from the Marvel comics line, are put into various humorous situations from everyday life. The artists pose the figures, then take pictures of them, then add word balloons to the pictures.

**Whiz Comics #2** Createspace Independent Publishing Platform

"A great deal of fun!" -Dr. Larry Hass, philosopher "Purring with happiness!" -Abigail McBride, magician "A charming and subversively "innocent" book that delightfully combines pro-feline sentiments and self-awareness. For those who have become jaded by decades of "visualization

techniques", shifting the perspective to "cat consciousness" is both ingenious and refreshing." -Ken Clinger, recording artist "I am curled up in the feline position thoroughly enjoying how to become my own inner kitty. Cats are such enigmas, and this is just a truly delightful and thoughtful exploration of their psychology. I read it all at once; couldn't put it down!" -Alice Warwick, attorney "I don't particularly like cats, but after reading this book, I want to be one for myself. Now that's a magical accomplishment!" -Gordon Meyer, author of Smart Home Hacks "Whether you're allergic to dander, or residential regulations prohibit pets, or your lifestyle doesn't allow for responsible care of vulnerable creatures, the simplest answer is to be your own cat. I wondered if the claim of "instant results" could possibly be true, but you become your own cat during the very first exercise you perform. You can do the steps in any order you wish. I skipped around, and the results weren't adversely affected. Lots of good laughs along the way." -Cassandra Farley, Univ. of Florida "It's commonly known that you can be your own best friend or your own worst enemy. It's even well established that you can be your own grandpa. But it takes a Professor Oddfellow to teach you How to Be Your Own Cat--and isn't it about time?" -Jonathan Caws-Elwitt, playwright "This is paws-down best cat book ever ... because it's not cutesy. Though obviously playful in tone, the tips are actually serious, and they honestly DO work! This book goes straight to the heart of what makes a cat tick, allowing anyone to genuinely become his or her own feline." -Donna Clark, artist "I have carefully read this spiritual manual and can attest that every single exercise is spiritually correct and--when performed correctly--is guaranteed to be productive of its intended result." -William Keckler, poet "I've always admired the way cats approach the world with an air of mystery. Now I know why and how they do it. This book reveals feline secrets that I've never seen discussed anywhere else. It's a delight for any animal lover." -A., chef "Well-thought and whimsically delivered -- puts you in touch with your inner feline. Along with carefully chosen, classic illustrations, this guide is reminiscent of an early 18th century manual. Each passage is a contemplation that is a door to a Zen practice. While we are reminded of our baser animal selves, we are also reminded of the Zen nature of our being. Our feline friends remind us of our true essence and stillness. A delightful book that reflects on our spiritual core in a playful, catlike way." -David Manley, puppeteer "What is the difference between you and a cat? If you have to ask, you're not a cat. And so this book-agile and quick, mysterious, surprising and sly as any cat-is not for you. It is for the cat that you are, the cat that you can be. Of course you want to be your own cat. If you were your cat, you'd know that you'd always wanted to be your cat. But each of the cat's nine lives is lived in nine dimensions and so this book is an introduction to feline physics, a mouser grimoire, a grimalkin guide, a siamese travelogue, a numinous catalogue of the non-Cartesian, a Manx how-to, a tabby joke book of

recipes and kitten lore for the aspiring puss or tom, domestic ocelot, jaguar or lynx. Yes, perhaps by now it is clear why you want to be your own cat. In this book, the erudite Professor Oddfellow, already always part shimmering and inscrutable cat, explains how. The only question, now, is when?" -Gary Barwin, novelist

*The Power of Comics* Krause Publications Incorporated

This book is an updated history of the American comic book by an industry insider. You'll follow the development of comics from the first appearance of the comic book format in the Platinum Age of the 1930s to the creation of the superhero genre in the Golden Age, to the current period, where comics flourish as graphic novels and blockbuster movies. Along the way you will meet the hustlers, hucksters, hacks, and visionaries who made the American comic book what it is today. It's an exciting journey, filled with mutants, changelings, atomized scientists, gamma-ray accidents, and supernaturally empowered heroes and villains who challenge the imagination and spark the secret identities lurking within us.

Heroes Return Little Brown Bks Young Readers

The Bible of serious comic book collectors, dealers and historians marks its Golden Anniversary with The Overstreet Comic Book Price Guide #50, complete with new prices, new feature articles, new additions to the Overstreet Hall of Fame, new market reports and more. Find out why the Guide has been trusted for five decades! Spawn/Spider-Man crossover cover by acclaimed artist Todd McFarlane, recently recognized by the Guinness Book of World Records! **Wizard, 1997 Yearbook and Comic** Peter Lang

Alex and Conner Bailey's world is about to change. When the twins' grandmother gives them a treasured fairy-tale book, they have no idea they're about to enter a land beyond all imagining: the Land of Stories, where fairy tales are real. But as Alex and Conner soon discover, the stories they know so well haven't ended in this magical land - Goldilocks is now a wanted fugitive, Red Riding Hood has her own kingdom, and Queen Cinderella is about to become a mother! The twins know they must get back home somehow. But with the legendary Evil Queen hot on their trail, will they ever find the way? The Land of Stories: The Wishing Spell brings readers on a thrilling quest filled with magic spells, laugh-out-loud humour and page-turning adventure.

**Gen 13 (1994-) #1** Zenescope Entertainment

Chase and Cammie face down Sycorax, but are they ready to face down these three powerful warriors. One of these two will not make it back to the real world!

**The American Superhero: Encyclopedia of Caped Crusaders in History** Pop Masterpiece Editions  
A comprehensive introduction to the comic arts From the introduction by Paul Levitz "If ever there was a medium characterized by its unexamined self-expression, it's comics. For decades after the medium's birth, it was free of organized critical analysis, its creators generally disinclined to self-analysis or formal documentation. The average reader didn't know who created the comics, how or why . . . and except for a uniquely destructive period during America's witch-hunting of the 1950s, didn't seem to care. As the medium has matured, however, and the creativity of comics began to touch the mainstream of popular culture in many ways, curiosity followed, leading to journalism and eventually, scholarship, and so here we are." The Power of Comics is the first introductory textbook for comic art studies courses. Lending a broader understanding of the medium and its communication potential, it provides students with a coherent and comprehensive explanation of comic books and graphic novels, including coverage of their history and their communication techniques, research into their meanings and effects and an overview of industry practices and fan culture. Co-authors Randy Duncan and Matthew J. Smith draw on their own years of experience teaching comics studies courses and the scholarly literature across several disciplines

to create a text with the following features: Discussion questions for each chapter Activities to engage readers Recommended reading suggestions Over 150 illustrations Bibliography Glossary The Power of Comics deals exclusively with comic books and graphic novels. One reason for this focus is that no one text can hope to do justice to both strips and books; there is simply too much to cover. Preference is given to comic books because in their longer form, the graphic novel, they have the greatest potential for depth and complexity of expression. As comic strips shrink in size and become more inane in content, comic books are becoming a serious art form.

*Overstreet Comic Book Price Guide #51* Prima Games

The essential film companion for Newt Scamander! Relive the magic of Newt's world with this hardback guidebook featuring your favourite scenes and quotes from Fantastic Beasts and Where to Find Them.

The Overstreet Comic Book Price Guide Volume 50 - Spider-Man/Spawn HarperCollins Publishers

As The Overstreet Comic Book Price Guide kicks off its sixth decade, the Bible of serious comic book collectors, dealers and historians returns with its 51st edition. In addition to the latest prices, the Guide will feature an extensive array of market reports that break down the marketplace's incredible boom during COVID-19! We take a look at Dick Tracy's 90th anniversary, how disabilities have been portrayed in comics, the latest inductees for The Overstreet Hall of Fame, and more. Static/Hardware cover by Denys Cowan & Bill Sienkiewicz. The Comic Book Price Guide Marvel Enterprises

Under the leadership of their mentor Lynch, the super-powered teenagers of Gen 13 - live a life of fighting evil, saving the world, and partying hard. Employing strong characterization and wacky humor, this trade paperback presents the offbeat adventures of Fairchild, Burnout, Freefall, Grunge, and Rainmaker as they deal with typical teenage problems while combating violent villains and would be world conquerors. Rebellious and headstrong, this atypical collection of heroes trots the globe in search of adventures and excitement.

*Witchblade #1* Penguin

The path from retail middle management to interdimensional wizard adventurer wasn't easy, but Jason Asano is settling into his new life. Now, a contest draws young elites to the city of Greenstone, competing for a grand prize. Jason must gather a band of companions if he is to stand a chance against the best the world has to offer. While the young adventurers are caught up in competition, the city leaders deal with revelations of betrayal as a vast and terrible enemy is revealed. Although Jason seems uninvolved, he has unknowingly crossed the enemy's path before. Friends and foes made along the way will lead him to cross it again as inevitable conflict looms. After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, the He Who Fights with Monsters Series is now available on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko.

New Mutants Classic, Volume 1 IDW Publishing

In 1997, Marvel Comics took the unprecedented step of reintroducing and "relaunching" the series of their most popular characters, repositioning them for success in the 1990s and beyond. First up is The Fantastic Four, comics' First Family, the comic book series that by itself launched the entire Marvel Universe. The Fantastic Four have recently returned to a world which had thought them dead, and now they must discover if it is a world that still has need of their fantastic powers and abilities. They find the answer in three unique threats: the mysterious, anti-technology cadre known only as The Ruined, the

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inter-dimensional tracker Iconoclast, and the Red Ghost, a dangerous holdover from the days of Soviet Russia. Reed and Sue Richards -- Mr. Fantastic and the Invisible Woman -- Ben Grimm, the ever lovin' blue-eyed Thing, and the hot-headed Johnny Storm, the Human Torch, must all discover their new roles as heroes in a world that rapidly approaches the turn of the century. As the threats of a new age face these timeless heroes, their exploits once again reaffirm their long-time tagline, "The World's Greatest comic Magazine!"

Comic Book Price Guide University of Toronto Press

On the surface, the relationship between comics and the 'high' arts once seemed simple; comic books and strips could be mined for inspiration, but were not themselves considered legitimate art objects. Though this traditional distinction has begun to erode, the worlds of comics and art continue to occupy vastly different social spaces. *Comics Versus Art* examines the relationship between comics and the most important institutions of the art world; including museums, auction houses, and the art press. Bart Beaty's analysis centres around two questions: why were comics excluded from the history of art for most of the twentieth century, and what does it mean that comics production is now more closely aligned with the art world? Approaching this relationship for the first time through the lens of the sociology of culture, Beaty advances a completely novel approach to the comics form.

**Wizard Comic Book Price Guide Annual, 1996** Image Comics

A new D&D® campaign begins as the odyssey following the Baldur's Gate heroes continues in this graphic novel adventure! Minsc and his friends are caught in the middle of devil-tainted corruption that has taken hold of Baldur's Gate. Unravelling the secret of its source will take our heroes to unexpected places and threaten the sanctity of their very souls. Even if they survive this perilous journey, there will be hell to pay!

**How to Be Your Own Cat** Gemstone Publishing

A boy, a patchwork girl, and a glass cat go on a mission to find the ingredients for a charm which will transform some people turned to marble.

*Wizard Collects the Works of a Comic Art Master, Jim Lee* Prodigy Wizard Books

A chilling adaptation of the infamous story of Little Red Riding Hood as our heroin is forced to confront the insatiable hunger of terrifying beast. Combining the feel of the Twilight Zone with the horror of The Howling this is one fairy tale you must read! Continue the story with Grimm Fairy Tales Volume 1!

*Famous Butterfly Species* Wildstorm

No other guide on the market covers the volume of comic book listings and range of eras as *Comic Book Checklist & Price Guide* does, in an easy-to-use checklist format. Readers can access listings for 130,000 comics, issued since 1961, complete with names, cover date, creator information and near-mint pricing. With super-hero art on the cover and collecting details from the experts as America's longest-running magazine about comics in this book, there is nothing that compares.