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# Slam Dunk Vol 1

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## **CONNER MONROE**

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Vagabond VIZ Media  
LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators.

Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants

to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Shoyo's ace, Fujima, drops himself into the lineup and quickly helps his team retake the lead from Shohoku, and despite struggling with fatigue, Mitsui stays on the floor as well. Realizing that they are the keys to winning the game, Coach Anzai focuses on both Mitsui's scoring finesse and Hanamichi's

monstrous rebounding, but with only five minutes left on the game clock, Shohoku will need to deliver, and fast. Which player will ignite the spark that will carry Shohoku on to victory? And does Mitsui have enough stamina left to hit some crucial three-pointers?

**Slam Dunk** Yen Press LLC

Eisner-award nominated creator Takehiko Inoue creates a dramatic tale of triumph over adversity. This is the story of three young men whose lives are profoundly changed by their involvement with wheelchair basketball. Critically acclaimed, award-winning manga artist Takehiko Inoue doesn't pull any punches in this stunning portrayal of

people struggling with serious life issues. Masterfully combining rich character development with beautifully detailed line art, Inoue, the creator of the mega-hit masterpieces Slam Dunk and Vagabond, lifts the manga medium to a completely new level of storytelling. A motorcycle accident, bone cancer, a speeding truck crashing into a boy on a stolen bicycle--tragic life-changing events turn the worlds of three young men upside down. These three very different personalities have only one thing in common--their passion for basketball.

**Slam Dunk Vol. 4**

Dark Horse Comics  
To kill, or to be killed -  
The life of Shinmen

Takezo is simple. Betrayed by a friend's mother, hunted down like a rat, and eventually captured, Takezo now seeks nothing more than crimson death to claim him. Yet the Grim Reaper stays his scythe, for Takezo is on his way to discovering a higher purpose in living?

### Slam Dunk

Follettbound

Once upon a time, one had to read Japanese in order to enjoy manga. Today manga has become a global phenomenon, attracting audiences in North America, Europe, Africa, and Australia. The style has become so popular, in fact, that in the US and UK publishers are appropriating the manga style in a variety of print

material, resulting in the birth of harlequin mangas which combine popular romance fiction titles with manga aesthetics.

Comic publishers such as Dark Horse and DC Comics are translating Japanese "classics", like Akira, into English. And of course it wasn't long before

Shakespeare received the manga treatment.

So what is manga?

Manga roughly

translates as

"whimsical pictures"

and its long history can be traced all the way back to picture books of eighteenth century Japan. Today, it comes in two basic forms: anthology magazines (such as Shukan Shonen Jampu) that contain several serials and manga 'books' (tankobon) that collect long-running serials

from the anthologies and reprint them in one volume. The anthologies contain several serials, generally appear weekly and are so thick, up to 800 pages, that they are colloquially known as phone books. Sold at newspaper stands and in convenience stores, they often attract crowds of people who gather to read their favorite magazine. Containing sections addressing the manga industry on an international scale, the different genres, formats and artists, as well the fans themselves, *Manga: An Anthology of Global and Cultural Perspectives* is an important collection of essays by an international cast of scholars, experts, and

fans, and provides a one-stop resource for all those who want to learn more about manga, as well as for anybody teaching a course on the subject. Real, Vol. 9 VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Thanks to consecutive three-pointers by Mitsui late in the first half of the

game against Ryonan High, Shohoku High ends the half down by only six points. Rukawa's still got plenty of strength left and he's going to need it to face Ryonan's ace, Sendoh. The pressure on Ryonan continues to draw fouls from them--can Shohoku exploit this and pull ahead? Or is Ryonan's coach Taoka just waiting for Shohoku to trip themselves up?

Slam Dunk Sabotage  
VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku

High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? It's the second half of Shohoku's debut game in the National Championship. Toyotama boasts the top three scorers from the Osaka regionals, and they're bent on nothing less than crushing Shohoku! But Coach Anzai's got a plan: steal the ball, run and score, facing Toyotama's run-and-gun style head on! If Shohoku can't beat Toyotama at their best game, what chance do they have of beating last year's champion Sannoh in the next round?

Slam Dunk VIZ Media LLC

A delinquent's gotta do

what he's gotta do...in the afterlife. Yusuke Urameshi was a tough teen delinquent until one selfless act changed his life...by ending it. When he died saving a little kid from a speeding car, the afterlife didn't know what to do with him, so it gave him a second chance at life. Now, Yusuke is a ghost with a mission, performing good deeds at the behest of Botan, the ferrywoman of the River Styx, and Koenma, the pacifier-sucking judge of the dead. The legendary exorcist Genkai is about to pass on her explosive demon-smiting techniques to one student--and only one. Trouble is, one of the people battling for the honor is a demon in disguise: the sadistic Rando, who'd just love

to turn Genkai's power against innocent humans... unless Yusuke can defeat him! Then, Yusuke and Kuwabara must stop a quartet of demonic criminals from plotting a supremely sinister attack on the mortal world. At the gates of a labyrinthine fortress swarming with monsters, demons, and supernatural fugitives, these two teenage punks don't stand a chance in Hell--unless they can call for backup...

### **Slam Dunk, Vol. 31**

VIZ Media LLC

Three volumes in one!

A prestige treatment of Inoue's epic samurai series with bonus content, color pages, storyboard samples and more! Real-life figure Miyamoto Musashi was the most celebrated samurai of

all time. The quintessential warrior-philosopher, Musashi authored *A Book of Five Rings*, a classic treatise in the canon of world philosophy and military strategy. But the path to enlightenment is an endless journey, and to get there through violent means--by way of the sword--makes mere survival an even greater challenge. Miyamoto Musashi and Sasaki Kojiro's intertwining paths lead them toward what will be the greatest samurai duel in Japanese history. Sasaki Kojiro heads to Kokura for his new position as sword instructor for the powerful Hosokawa Clan. Meanwhile, Musashi is at a crossroads dealing with the aftermath of single-

handedly destroying the mighty Yoshioka clan. After he starts to question his quest to be invincible and his whole reason for existence, will his confidence in himself ever be the same?

*Real, Vol. 1* VIZ Media LLC

Rookie teacher Haruaki Abe is as cowardly as they come. It's hard enough for him to handle human students without whimpering--and now he's going to be teaching at a school full of monsters?! It's a classroom of horrors for Haruaki, as his mischievous students use every means at their disposal to prank him! Will this poor teacher be able to get his group of ghouls under control, or is this class destined for failure?

**Slamdunk** VIZ Media



LLC

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Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? For a self-proclaimed genius such as Sakuragi, executing a dazzling slam dunk is no problem at all, but what about some other basketball moves that require a bit more finesse? With the help of Haruka (and some goading from captain

Akagi), Sakuragi attempts to put his pride in check and learn how to pull off a basic layup. In theory it should be easy...but sometimes the simplest shots are the toughest to master.

**A Terrified Teacher at Ghoul School!,**

**Vol. 1** Simon and Schuster

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators.

Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will

they do it? As the boys from Shohoku watch from the sidelines, the much-anticipated game between Ryonan High and Kainan High continues to heat up. Kainan superstar Maki's stellar play helps swing the momentum back in his team's direction, aided in no small part by a key player from Ryonan getting into foul trouble. However, Captain Akagi and company leave the game early when they receive an alarming bit of news: Coach Anzai has collapsed and is now in the hospital!

**Slam Dunk, Vol. 17**

VIZ Media LLC

Thanks to Rukawa's magnificent play, Shohoku is still clinging on to the chance of victory by the skin of its teeth. Time is running out, and the

point gap remains at 2 digits, but the team is performing better than ever. What no one experts is that to achieve a win, a bitter price may have to be paid...

*Slam Dunk 5* VIZ Media LLC

A vicious murderer whose face is covered in bandages is on the loose. Will Conan be able to catch him before he strikes again? And later, Conan's friends Rachel and Serena want to blow off some steam but they get more than they bargain for when they discover murder at the karaoke box.

Can you figure out whodunnit before Conan does? -- VIZ Media

*Vagabond (VIZBIG Edition), Vol. 12* VIZ Media LLC

He tried to slam her

with love, but she dunked his heart. Reads R to L (Japanese Style). He tried to slam her with love, but she dunked his heart. Shohoku advances to the final four in their prefecture, but the team they will face next, Shoyo, boasts one of the tallest squads around. Hoping to capitalize on his uncanny rebounding skills, Coach Anzai places Sakuragi in the starting five, but the Shohoku boys struggle against their opponents' marked height advantage. Miyagi's speed and Rukawa's finesse help their team chip away at Shoyo's lead, but with Akagi being outplayed at center, a Shohoku victory is looking less likely by the minute.

*Real, Vol. 1* VIZ Media

LLC  
R to L (Japanese Style). Shohoku's (somewhat) friendly game against Ryonan finally gets underway. Old rivalries reignite with captain Akagi going toe-to-toe with Ryonan's center, Uozumi. Hanamichi has flat-out declared that he will personally shut down Ryonan's ace, Sendoh, but will Kaede Rukawa take care of things before Hanamichi even gets a chance to hit the floor? Either way, this is bound to be a game to remember.

Manga VIZ Media LLC  
When Monkey D. Luffy accidentally gains the power to stretch like rubber at the cost of never being able to swim again, he and his crew of pirate wannabes set off in search of the "One Piece," the greatest

treasure in the world.

**Slam Dunk** VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators.

Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? It's do or die for the Shohoku High School Basketball Team! If they want a spot in the Nationals, they need to win this game. As the second half winds down, Shohoku hangs on to a one-point lead over

Ryonan despite

Mitsui's collapse.

Ryonan keeps the pressure on with their best players, Uozumi, Fukuda and Sendoh, giving it all they've got. Sakuragi steps up defensively, and now he's Shohoku's last hope of staying alive in the tournament, but is he up to the challenge? [Vagabond, Vol. 12](#) VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators.

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dream of reaching the finals come true—will they do it? Thanks to an impressive showing during a scrimmage between Shohoku's rookie and veteran players, Coach Anzai decides to give Sakuragi a crack at playing center. And though the game reveals several of Sakuragi's weaknesses, it also highlights just how far his technique has come in a very short amount of time. With but three days until the game against rival school Takezato, Sakuragi is placed on a new and grueling training regimen: he must make 500 shots each and every day!

*YuYu Hakusho, Vol. 4*  
VIZ Media LLC

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest

manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Now that they've made it to the Nationals, Shohoku learns exactly where they rank in the overall standings compared to some of the other teams, and they don't like it! Shocked to learn that they're only a C-ranked team, they've got to get their game on to beat their A-ranked first round opponent, Toyotama. Even if they beat Toyotama, Shohoku's

opponent in the second round is last year's champion, Sanno Kogyo. For Sakuragi, Akagi, Rukawa and the boys of Shohoku High, the real game begins now!

### **One Piece 2** VIZ Media LLC

Meet the would-be assassins of class 3-E: Sugino, who let his grades slip and got kicked off the baseball team. Karma, who's doing well in his

classes but keeps getting suspended for fighting. And Okuda, who lacks both academic and social skills, yet excels at one subject: chemistry. Who has the best chance of winning that reward? Will the deed be accomplished through pity, brute force or poison...? And what chance does their teacher have of repairing his students' tattered self-esteem? -- VIZ Media

Best Sellers - Books :

- [The Summer I Turned Pretty \(summer I Turned Pretty, The\)](#)
- [The Summer I Turned Pretty \(summer I Turned Pretty, The\) By Jenny Han](#)
- [The Collector: A Novel](#)
- [Daisy Jones & The Six: A Novel](#)
- [Killers Of The Flower Moon: The Osage Murders And The Birth Of The Fbi](#)
- [The Alchemist, 25th Anniversary: A Fable About Following Your Dream By Paulo Coelho](#)
- [A Court Of Silver Flames \(a Court Of Thorns And Roses, 5\)](#)

- [What To Expect When You're Expecting By Heidi Murkoff](#)
- [The Wager: A Tale Of Shipwreck, Mutiny And Murder By David Grann](#)
- [Rich Dad Poor Dad: What The Rich Teach Their Kids About Money That The Poor And Middle Class Do Not! By Robert T. Kiyosaki](#)