

Pulp Fiction

Media-related & Humour Catalogue December 2021

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Until next time, good reading!
Ron and Leanne

Abbreviations used in this catalogue:

PBK = 'A' & 'B' format (standard size) paperback
TP = 'B+' & 'C' format (oversize) paperback
HC = Hardcover or cloth binding

Doctor Strange: The Book of the Vishanti

– A Magical Exploration of the Marvel Universe
One of the most formidable and powerful items in the Marvel Universe, the sacred *Book of the Vishanti* contains an infinite number of potent spells, incantations, and lore from fantastic realms. Created thousands of years ago in the ancient city of Babylon to combat demons and those who wield dark magic, this tome has been passed down by the greatest sorcerers of the ages, each adding their own discoveries into its ever-expanding pages. Now, in the possession of Doctor Strange, the Sorcerer Supreme and Earth's foremost protector against mystical threats, the *Book of the Vishanti* acts as his first line of defence. The greatest source of magical knowledge in our dimension, the *Book of the Vishanti* is the ultimate collection of spells, history, and personal accounts recorded by practitioners over centuries, including notes from Doctor Strange, himself. Featuring detailed inscriptions, mind-bending illustrations, and everything you need to know about the heroes, villains, artefacts, creatures, and worlds that make up the mystical and supernatural side of the Multiverse, this book is a must have for all Marvel fans.

Marvel HC \$62.95

Yoda One for Me:

A Little Book of Love from a Galaxy Far, Far Away
Tell the person you love that *Yoda One For Me* with this sweet book featuring beloved *Star Wars* characters and heartfelt, funny sentiments and artwork on the theme of love and friendship. From BB-8 holding a rose (I am the droid you are looking for) to an Obi-Wan For Me box of chocolates, a retro videogame style Vader surrounded by hearts, Boba Fett as Cupid, and Chewbacca holding the Woo Key to your Heart, this charming collection of art created by Lucasfilm staff and fan favourite artists Jeffrey Brown and Katie Cook is the perfect gift for a special someone in your own galaxy, not so far away.

Star Wars HC \$17.99

Aliens Artbook

A lavish coffee table book bursting with brand new and exclusive art. The book includes over 100 pieces by professional artists, illustrators, concept artists, comics artists, and graphic designers. From character portraits, *faux* book covers and poster concepts, to iconic scenes, recruitment posters and renderings of the iconic Xenomorph and Alien Queen, each artist puts their own stamp on the Alien universe.

Alien HC \$79.99

Star Wars: Jedi Artefacts

Treasures from a Galaxy Far, Far Away
From key chains to a punch-out starship model, discover a dozen inserts inspired by legendary Jedi Knights! A collection of treasures centring on the galaxy's greatest heroes, *Star Wars: Jedi Artefacts* offers exciting collectibles that represent thrilling moments from the history of the Jedi Order.

Star Wars TP \$57.95

The Best of Archie Comics: 80 Years, 80 Stories

All-Stars, Archie
Celebrate 80 years of Archie and the Riverdale Gang with this fun, full-colour commemorative collection of high school hijinks! Contains over 700 pages of classic, much-loved comic book stories – one from each of the 80 illustrious years of Archie Comics publishing. Each of the comics in *The Best of Archie Comics: 80 Years, 80 Stories* has been personally chosen by creators, fans and contributors alike. Featuring special behind-the-scenes anecdotes that shed light on decades of mirth, this is a must have for all comic book fans everywhere!

Archie PBK \$22.99

The Masters of the Universe Book

Beecroft, Simon
By the Power of Grayskull!! The war for Eternia begins again, in 2021! Officially licensed by Mattel, this stunning guide is a visual celebration of *Masters of the Universe's* enduring legacy, including artworks, sketches, posters and merchandise from the official archives. With the continuation of He-Man's epic story, and a new CGI animated series both scheduled to release on Netflix in 2021, it's the perfect time to familiarise yourself with all the heroes, villains, amazing battles and incredible locations from your childhood. Explore the full history of the toys, minicomics, TV series and movies. Meet characters including Skeleton, Man-At-Arms, Teela, Battle Cat, Beast Man, and She-Ra and track how they change through the decades, from 1982 to today. Go behind the scenes to discover what it took to create a franchise with phenomenal worldwide impact. There's also a sneak peak at the reboots, to find out how He-Man, one of the biggest icons of the 80s, is being restored to his former glory.

Masters of the Universe HC \$39.99

The Rebels of Vanaheim

Marvel Legends of Asgard
Byers, Richard Lee
The dead have returned. Odin, All-Father of Asgard, dispatches the heroic warrior Heimdall and the Valkyrie Utschi to eliminate a mysterious infestation of draugr – the living dead – in the proud realm of Vanaheim. Yet, his home is not as Heimdall remembers

it. Anti-Asgardian sentiment is rife, and the arrival of just two warriors from Asgard to deal with the draugr threat only incenses its people further. With rebellion growing in Vanaheim, Heimdall must investigate this conspiracy and the undead, even if it pits him against his own kin, to preserve the peace of the Realm Eternal.

Marvel TP \$37.95

Alien 3: The Unproduced Screenplay by William Gibson

Gadigan, Pat & Gibson, William
The *Sulaco* – on its return journey from LV-426 – enters a sector controlled by the 'Union of Progressive Peoples', a nation-state engaged in an ongoing cold war and arms race. UPP personnel board the *Sulaco* and find hypersleep tubes with Ripley, Newt, and an injured Hicks. A Facehugger attacks the lead commando, and the others narrowly escape, taking what remains of Bishop with them. The *Sulaco* continues to *Anchorpoint*, a space station and military installation the size of a small moon, where it falls under control of the military's Weapons Division. Boarding the *Sulaco*, a team of Colonial Marines and scientists is assaulted by a pair of Xenomorph drones. In the fight Ripley's cryotube is badly damaged. It's taken aboard *Anchorpoint*, where Ripley is kept comatose. Newt and an injured Corporal Hicks are awakened, and Newt is sent to *Gateway Station* on the way to Earth. The UPP sends Bishop to *Anchorpoint*, where Hicks begins to hear rumours of experimentation – the cloning and genetic modification of Xenomorphs. Written by Hugo Award-winning novelist and 'Queen of Cyberpunk' Pat Cadigan, based on Gibson's never-produced first draft.

Alien HC \$39.99

Deliverance and Damnation Warhammer Counter, Ben

Taken prisoner by orks and forced to build an effigy to their alien gods, Marcus van Veenan plots his escape, for the Imperium must be warned of the growing greenskin threat. On the isolated world of Kepris, the Soul Drinkers Space Marine Chapter deploys to break the bloodthirsty cult that rules the world. But will this new Chapter's name spell its doom? The Order of the Bloody Rose unleashes the Emperor's wrath upon hereteks across a corrupted forge world – but something terrifying lurks within the planet's darkness. For generations, Arbitrum has given up the bone tithe to the skeletal servants of Nagash. Now, with a lodge of Fyreslayers coming to their aid, they might finally be able to break the cycle of servitude and forge their own destiny. Civil war wracks the House of Chains, and Goliath fights Goliath. For the ogryn Breaker Brass, this is an opportunity to free himself from slavery and forge his

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own destiny in the underhive. Experience all these thrilling tales in this collection of five novellas from the worlds of Warhammer.
Black Library TP \$27.00

American Comics: A History Dauber, Jeremy

Comics have conquered America. From our multiplexes, where Marvel and DC movies reign supreme, to our television screens, where comics-based shows like *The Walking Dead* have become among the most popular in cable history, to convention halls, bestseller lists, Pulitzer Prize-winning titles, and MacArthur Fellowship recipients, comics shape American culture, in ways high and low, superficial, and deeply profound. In *American Comics*, Columbia professor Jeremy Dauber takes readers through their incredible but little-known history, starting with the Civil War and cartoonist Thomas Nast, creator of the lasting and iconic images of Uncle Sam and Santa Claus; the golden age of newspaper comic strips and the first great superhero boom; the moral panic of the Eisenhower era, the Marvel Comics revolution, and the underground comic movement of the 1960s and '70s; and finally into the 21st century, taking in the grim and gritty *Dark Knights* and *Watchmen*, alongside the brilliant rise of the graphic novel by acclaimed practitioners like Art Spiegelman and Alison Bechdel. Dauber's story shows not only how comics have changed over the decades but how American politics and culture have changed them. Throughout, he describes the origins of beloved comics, champions neglected masterpieces, and argues that we can understand how America sees itself through whose stories comics tell. Striking and revelatory, *American Comics* is a rich chronicle of the last 150 years of American history through the lens of its comic strips, political cartoons, superheroes, graphic novels, and more.
Comic books HC \$57.95

I Wish I Had a Wookiee:

And Other Poems for Our Galaxy

Doescher, Ian

& Budgen, Tim (illustrator)

In 'My Pet AT-AT', a ten year old dreams of playing hide and seek and fetch with an AT-AT. In 'Dad's Luke Skywalker Figurine', a child opens their dad's untouched action figure but, instead of getting into trouble, helps their dad rediscover his own sense of play. In 'T-16 Dreams', a little girl imagines herself flying through the galaxy, the Empire hot on her trail, to help with her real-world fear of flying. Set in the hearts and minds of young children who love *Star Wars*, and filled with the characters you know and love, *I Wish I Had a Wookiee* is the perfect gift for the young *Star Wars* fan – and the young at heart.
Star Wars HC \$34.99

The Autobiography of Mr Spock:

The Life of a Federation Legend

Goodman, David A

The Autobiography of Mr Spock tells the story of one of Starfleet's finest officers, and one of the Federation's most celebrated citizens. Half human and half Vulcan, the book, written in Spock's own words, follows his difficult childhood on the planet Vulcan;

his enrolment at Starfleet Academy; his adventures with Captain Kirk and the crew of the Starship *Enterprise*; his diplomatic triumphs with the Klingons and Romulans; and his death and amazing resurrection on the Genesis Planet. We meet the friends he's made, the women he's loved, and experience the triumphs and tragedies of a life and career that spanned a century. His struggle to find his place in the universe is one we can all relate to.
Star Trek HC \$37.99

Generations

Firefly novel 04

Lebbon, Tim

Mal wins an old map in a card game. Ancient and written in impenetrable symbols, the former owner insists it's worthless. Yet, River Tam can read it, and says it leads to one of the Arks, legendary ships that brought humans from Earth—that was to the Verse. The salvage potential alone is staggering. But the closer they get to the ancient ship, the more agitated River becomes. She says something is waiting inside, something powerful, and very angry...
Firefly PBK \$19.99

The Geek's Cookbook

Lecomte, Liguori

Easy recipes inspired by Harry Potter, Lord of the Rings, Game of Thrones, Star Wars, and more! Geeks, nerds, dorks, unite. Here is the gift you – and your families – have been waiting for. Minecraft Cookies! Sam Gangee Stew with Nasty Fries and Lembas! Skywalker Verrine! The Geek's Cookbook is the fun and easy geeky recipe book with dishes from all your favourite shows, movies, and video games! It's packed with original and delicious recipes inspired by: *Zelda*, *The Walking Dead*, *Minecraft*, *Breaking Bad*, *The Matrix*, *Pokémon*, *Dexter*, *Lord of the Rings*, *Batman*, *Final Fantasy*. Binge watching your favourite season of *Dexter*, *Breaking Bad*, or *The Walking Dead*? Planning a *Pokémon Go* gaming party, or a Harry Potter viewing party? Need sustenance to fuel your attempt to achieve the impossible and watch all six *Star Wars* movies in a row? Enter *The Geek's Cookbook*, your guide to cooking all sorts of treats and goodies to nourish your inner (or outer) geek. Send your taste buds to another world with over thirty recipes from your favourite series, TV shows, and video games. Experience the supreme taste of the Matrix Burger or the Sauron Tarts, succumb to the Dagobah Marsh in Herb Crust or the Karadoc Crunch. Top it all off with some Minecraft Cookies or Meringue Pokéball, and you've got yourself a meal fit for Geek royalty. Eat like a geek!
Cookbook PBK \$24.99

The Odyssey of Star Wars:

An Epic Poem

Mitchell, Jack

A thrilling retelling of the *Star Wars* saga in the style of classic epic poetry. 'I look not to myself but to the Force, / In which all things arise and fall away.' Journey to a galaxy far, far away like never before – through lyrical verse and meter. Like the tales of Odysseus and Beowulf, the adventures of Luke Skywalker, Han Solo, Princess Leia, Jyn Erso, Obi-Wan Kenobi, Darth Vader, and the Emperor are fraught with legendary battles,

iconic heroes, fearsome warriors, sleek ships, and dangerous monsters. Beginning with *Rogue One's* rebel heist on Scarif to secure the plans to the Death Star and continuing through the climax of *Return of the Jedi*, author Jack Mitchell uses the ancient literary form of epic poetry to put a new spin on the *Star Wars* saga. Punctuated with stunning illustrations inspired by the terracotta art of Greek antiquity, *The Odyssey of Star Wars: An Epic Poem* presents the greatest myth of the 20th century as it would have been told nearly 3,000 years ago.
Star Wars HC \$29.99

Wild Minds:

The Artists and Rivalries that Inspired the Golden Age of Animation

Mitenbuler, Reid

In 1911, famed cartoonist Winsor McCay debuted one of the first animated cartoons, based on his sophisticated newspaper strip 'Little Nemo in Slumberland', itself inspired by Freud's recent research on dreams. McCay is largely forgotten today, but he unleashed an art form, and the creative energy of artists from Otto Messmer and Max Fleischer to Walt Disney and Warner Bros' Chuck Jones. Their origin stories, rivalries, and sheer genius, as Reid Mitenbuler skillfully relates, were as colourful and subversive as their creations – from Felix the Cat to Bugs Bunny to feature films such as *Fantasia* – which became an integral part and reflection of American culture, over the next five decades. Pre-television, animated cartoons were aimed squarely at adults; comic preludes to movies, they were often 'little hand grenades of social and political satire'. Early Betty Boop cartoons included nudity; Popeye stories contained sly references to the injustices of unchecked capitalism. 'During its first half-century,' Mitenbuler writes, 'animation was an important part of the culture wars about free speech, censorship, the appropriate boundaries of humour, and the influence of art and media on society.' During WWII, it also played a significant role in propaganda. The Golden Age of animation ended with the advent of television, when cartoons were sanitised to appeal to children and help advertisers sell sugary breakfast cereals. *Wild Minds* is an ode to our colourful past and to the creative energy that later inspired *The Simpsons*, *South Park*, and *BoJack Horseman*.
Animation TP \$39.95

Forging Worlds:

Stories Behind the Art of Blizzard Entertainment

Neilson, Micky

To celebrate Blizzard's 30th anniversary, a gorgeous retrospective on artistry at Blizzard and the impact the studio has left emblazoned on gaming history. For thirty years, Blizzard has been pushing boundaries and breaking expectations of what it means to draw for video games. Get a glimpse behind the curtain at how art has evolved at Blizzard and meet some of the artists who've shaped Blizzard's style and range to what it is today. Discover how art cross-pollinated amongst game teams and how grassroots movements from fans inspired some of Blizzard's most iconic artwork. With insights from more than fifty artists, animators, designers, and storytellers, this sweeping compendium is

fans' ultimate keys to the kingdom of three decades in Blizzard artistry. Dig into the technical side of Blizzard polish – how light bounces around optimistic *Overwatch* scenes but seeps through the cracks in *Diablo*. Explore the development history behind your favourite games, including how Blizzard's fallen games helped produce some of the studio's most iconic heroes. Pore over never before seen images of the world-building process, how levels and landscapes were born from post-it doodles and whiteboard sketches.
Game-related HC \$75.00

Vox Machina: Kith and Kin

Critical Role

Nijkamp, Marieke & Critical Role

Vex and Vax have always been outsiders. A harsh childhood in the elite elven city of Syngorn quickly taught them not to rely on others. Now, freed from the expectations of their exacting father and the scornful eyes of Syngorn's elves, the cunning hunter and the conning thief have made their own way in the world of Exandria. The twins have travelled far and experienced great hardship. But with the help of Vex's quick wit and Vax's quicker dagger, they've always kept ahead of trouble. Now, unknown perils await them in the bustling city of Westruun, where the twins become entangled in a web spun by the thieves' guild known to many as the Clasp. Trapped by a hasty deal, Vex and Vax (along with Vex's faithful bear companion, Trinket) set out into the wilds to fulfil their debt to the infamous crime syndicate. As the situation grows more complicated than they ever could have imagined, for the first time Vex and Vax find themselves on opposite sides of a conflict that threatens the home they have carried with each other for years. An original, prequel novel.
Critical Role TP \$32.99

School of X

Marvel: Xavier's Institute anthology

Nix, Gwendolyn (editor)

The New Charles Xavier School for Gifted Mutants isn't all it's cracked up to be: The food is so-so, and it's cold eleven out of twelve months, not to mention the creepy bunker vibes with mysterious tech popping up all over the place. But for the latest mutants to take on the mantle of X-Men, it's home. Under the stewardship of Emma Frost, Cyclops, and Magneto, these new recruits learn to control their powers and defeat villainy. Yet, danger lurks within the academy, and it isn't just monsters or evil geniuses. Now, these fresh X-Men must take what they've learned and put their unique powers to the test against unexpected adversaries – from cyborgs and the undead to temporal chaos, and even alternate versions of themselves.
Marvel TP \$37.95

The Moviemaking Magic of Marvel Studios: Spider-Man Roussos, Eleni

Get ready to swing into the creation of the movies starring everyone's favourite web-slinger – Spider-Man! From his first appearance in *Captain America: Civil War* to the latest instalment, *Spider-Man: No Way Home*, explore the behind-the-scenes magic of how Marvel Studios brought your friendly

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neighbourhood Super Hero to life for the big screen! Pull back the curtains to reveal it all – from Spidey's homemade web-shooters to Mysterio's modified drones and all of the adrenaline-pumping battles in between. This collectable book features diagrams, photographs, concept sketches, and more! Bonus sections reveal the magic of some of the films' most memorable moments, characters, heroes, and villains using special interactive elements. See how filmmakers breathed new life into the humble comic book character and transformed him into the larger-than-life icon and phenomenon fans across the globe adore.

Marvel HC \$45.00

Leave the Gun, Take the Cannoli:

The Epic Story of the Making of the Godfather

Seal, Mark

The behind-the-scenes story of the making of *The Godfather*, fifty years after the classic film's original release. The story of how *The Godfather* was made is as dramatic, operatic, and entertaining as the film itself. Over the years, many versions of various aspects of the movie's fiery creation have been told – sometimes conflicting, but always compelling. Mark Seal sifts through the evidence, has extensive new conversations with director Francis Ford Coppola and several heretofore silent sources, and complements them with colourful interviews with key players including actors Al Pacino, James Caan, Talia Shire, and others for irresistible insights into how the movie whose success some initially doubted roared to glory. On top of the usual complications of filmmaking, the creators of *The Godfather* had to contend with the real-life members of its subject matter: the Mob. During production of the movie, location permits were inexplicably revoked, author Mario Puzo got into a public brawl with an irate Frank Sinatra, producer Al Ruddy's car was found riddled with bullets, men with 'connections' vied to be in the cast, and some were given film roles. As Seal notes, this is the tale of 'a classic movie that revolutionised filmmaking, saved Paramount Pictures, minted a new generation of movie stars, made its struggling author Mario Puzo rich and famous, and sparked a war between two of the mightiest powers in America: the sharks of Hollywood and the highest echelons of the Mob'. *Leave the Gun, Take the Cannoli* is the lively and complete story of how a masterpiece was made, perfect for anyone who loves the movies.

Film history HC \$49.99

Cult of the Spider Queen

Arkham Horror

Sidor, S A

When *Arkham Advertiser* reporter Andy van Nortwick receives a mysterious film reel in the mail, with a simple note – 'Maude

Brion is very much alive!' – he steps onto a path which will lead him to the brink of madness. Brion, the famous actress and film director, vanished a year ago on an ill-fated expedition into the Amazon rainforest, delving into the legend of the Spider Queen. Thrilled by the prospect of his big break, Nortwick swings the funds to launch a rescue mission. He gathers a team of explorers and a keen folklorist to bring back Brion and cement his reputation. But deep in the Amazon jungle, the boundaries between intrepid adventurers, dreamers, and deranged fanatics blur inside a web of terror.

DC Comics TP \$37.95

The Ashes of Tomorrow

Star Trek: Coda 02

Swallow, James

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse – only to find that some fates really are inevitable. The future is at war with the past. A ruthless enemy spreads fear across the galaxy, leaving devastation in its wake. Captain Benjamin Sisko and Vedek Kira Nerys share a terrifying premonition of an unstoppable apocalypse. Captain Jean-Luc Picard is forced to take matters into his own hands, when Starfleet Command refuses to challenge the invaders. In the burning skies of the Bajor system the price of survival is an act of destruction beyond all reason – and the fate of the universe hangs in the balance.

Star Trek TP \$29.99

The Wolftime

Warhammer 40,000: Dawn of Fire 03

Thorpe, Gav

The Indomitus Crusade has brought the Emperor's vengeance to thousands of star systems. The fleets and armies under the leadership of Roboute Guilliman fight for the survival of humanity against the forces of the Chaos Gods. But the traitors and heretics are not the only foe looking to destroy the rule of Terra. Xenos prey on human worlds in numbers not seen for millennia. Worst amongst them are the rampaging orks, whose migration conquests threaten to reverse many gains of Fleet Primus. And their throaty bellows carry a name not heard in years, of destruction made flesh, a bestial warlord without peer: Ghazghkull Mag Uruk Thraka. In the midst of this brutal tide is Fenris, world of the Space Wolves under Logan Grimnar. Depleted by ever greater demands on their warriors, called upon by the Legion-breaker Guilliman, the Wolves of Fenris face a momentous decision. Grimnar and his counsellors must choose whether their fate is to ally themselves with an ancient rival and risk all that makes them the Vlka Fenryka, or to accept their demise and wait for the return of their own primarch, and the coming of the Wolftime.

Black Library PBK \$20.00

Inferno! Presents: The Inquisition

Inferno!

various authors

This special volume of Inferno! includes eleven short stories featuring agents of the iconic Imperial Inquisition. From puritan witch hunters to radicals of the Ordo Xenos, these ruthless individuals will stop at nothing to purge the galaxy of heresy in the Emperor's name!

Mindhackle by Robert Rath:

The legendary Inquisitor Katarinya Greyfax recounts the tale of how she became part of a necron overlord's collection. Encountering a rogue inquisitor, a mysterious xenos artefact and a chaos-tainted world, she and her valiant retinue of Kappic Eagles come to learn many dark truths about the galaxy...

Recongregator by David Annandale:

In his void-borne pursuit of the heretic saint Ephrael Stern, radical inquisitor Otto Dagover is lured into an ambush by one of his ruthless adversaries in the Ordo Hereticus. But the wily Dagover has more than a few tricks up his sleeve – xenos technology among them – to give him the advantage over his puritan foe.

Lepidopterophobia by Dan Abnett:

Taking place in the epic Ravenor versus Eisenhorn storyline, this tale sees inquisitorial protégé Medea Betancore scouring the darkest corners of Queen Mab for an esoteric text. She finds what she is looking for, and much more besides, in an obscure bookshop in a dark corner of the city. Here, she is brought face to face with her greatest fears made manifest.

Black Library PBK \$20.00

Assassin's Creed: The Culinary Codex

Villanova, Thibaud

Step into the Animus and prepare to be transported to the world of *Assassin's Creed!* With 40 recipes across ten full menus – each inspired by the times and places where the most famous Assassins lived and fought – you can relive the highlights of the Italian Renaissance, the French Revolution, and even Victorian London. Follow Altaïr, Ezio, Arno, Evie, Jacob, and all the Assassins of the Brotherhood while enjoying their most celebrated dishes: Masyaf Moutabel, Davenport Homestead Soup, Boston Apple Pie, Colonial Coleslaw, Meringues Mirabeau, Rooks' Bread Pudding and many more.

Assassin's Creed PBK \$49.99

All of the Marvels:

an Amazing Voyage into Marvel's Universe and 27,000 Superhero Comics

Wolk, Douglas

Marvel comics are the nearest thing modernity has produced to a holy epic, a blockbusting, record-shattering pop-cultural cosmology that echoes our deepest hopes and fears. *NYT* comics critic Douglas Wolk has read them all. This is what they add up to. Over the last sixty years, the Marvel superhero comic books have grown into a gigantic mountain in the middle of contemporary culture. They are the longest

continuous, self-contained work of fiction ever created: over half a million pages to date – and growing. Thousands of writers and artists have contributed to it. Every schoolchild recognises its protagonists: Spider-Man, the Avengers, the X-Men. And not even the people telling the story have read the whole thing – nobody's supposed to. So, of course, that's what Douglas Wolk did: he read all 27,000 comics that make up the Marvel universe thus far, from Alpha Flight to Omega the Unknown. *All of the Marvels* is a landmark, but ludicrously fun, piece of cultural criticism. Trying to make sense of the ever-expanding mythology, Wolk shows how it reflects a funhouse-mirror history of the past 60 years, from the atomic night terrors of the Cold War to the technocracy and political divisions of the present day. He observes the Marvel story's progressive visions and its painful stereotypes, its patches of woeful hackwork and stretches of luminous creativity. 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.

Marvel comics HC \$39.99

Madly Marvellous:

The Costumes of the Marvellous Mrs Maisel

Zakowska, Donna

Amazon Prime Video's series *The Marvellous Mrs Maisel* centres on Miriam 'Midge' Maisel, a 1950s New York City woman – whose seemingly perfect life suddenly takes an unexpected turn, taking her from a comfortable life on Riverside Drive through the basket houses and nightclubs of Greenwich Village as she embarks on a ground-breaking stand-up comedy career. Created by Amy Sherman-Palladino (creator and showrunner of *Gilmore Girls*), and starring Rachel Brosnahan, Alex Borstein, and Tony Shalhoub, *The Marvellous Mrs Maisel* has garnered fan and critical praise alike, with much of the attention focused on the exquisitely designed period costumes. *Madly Marvellous: The Costumes of the Marvellous Mrs Maisel* explores the inner workings of award-winning costume designer Donna Zakowska's process, as well as the many inspirations for the show's wardrobe, including period photography, American and European fashion trends, and the various cultures and counter-cultures of late-1950s' New York. The clothes of *Mrs Maisel* are gorgeous, authentically detailed, and carefully crafted. Illustrated with sketches, photographs from Zakowska's workspace, behind-the-scenes shots, and production stills, the book follows the series from season to season, showing how the vocabulary of fashion – context, style, colour, cut, accessories, and more – is integral to defining and developing the characters in the show. *Madly Marvellous* is a must have, for fans of the show and fashionists alike, providing readers with a curated and well-informed look at an integral period in fashion history.

Fashion HC \$70.00