

Pulp Fiction

Media-related & Humour Catalogue November 2022

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Marvel's Avengers – Script to Page

Discover the craft of writing comics the Marvel way, with scripts and commentary from top writers and editors. The Marvel Script to Page series is an official behind-the-scenes look at the craft of writing comic books, featuring exclusive scripts and commentary from top Marvel creators and editors. The Avengers – Earth's mightiest heroes, and one of the most famous superhero teams in comics history – meet Captain America, Iron Man, Black Widow and many, many more iconic characters in selected scripts from a range of contemporary comics creators, with exclusive editorial commentary.

Marvel HC \$55.00

Appa Figurine mini kit

Avatar: the Last Airbender
An officially-licensed collectible figurine of Appa the flying bison from *Avatar: the Last Airbender*. 'Appa, yip yip!' Show off your love and appreciation for the Aang's adorable and loyal sky bison, with this 'flying' Appa collectible figurine. A three-inch Appa figurine, with translucent plastic support post and base – to make it appear that he is flying. Figurine plays Appa's growl. Learn about your favourite characters with a 32-page, mini book of profiles, trivia, and full-colour art from the show. Display on a shelf, desk, or bookcase – to show off your love for Appa.

Avatar the Last Airbender KIT \$22.99

Cuphead Bobbling Figurine

mini kit
An officially-licensed bobbling figurine from the award-winning and wildly popular video game, *Cuphead*. Bring the fun of *Cuphead* to your desktop or bookshelf with this mini bobbling figurine from the classic video game. Mini collectible of Cuphead with a unique bobbling feature, inspired by his movement in the game; in-game audio of the announcer's voice plays at the push of a button; includes a tiny 48-page, illustrated mini book, featuring two original animations from Studio MDHR.

Cuphead KIT \$19.99

Star Trek Explorer Fiction Collection

volume 02
A deluxe collectors' edition featuring short stories starring your favourite *Star Trek* crews as they encounter adversaries, including Q and the Borg. This fully-illustrated collection features stories by *Star Trek*'s finest writers including acclaimed *Star Trek: Voyager* writer Lisa Klink, along with bestselling prose authors James Swallow, Una McCormack, Chris Cooper, and Greg Cox.

Star Trek HC \$29.99

Catitude:

Your Cat Doesn't Care
and Neither Should You

Abey, Katie

A hilarious, colourful collection of straight-talking, no-nonsense advice from very sassy cats. Favourite suggestions include: embrace 'Procastination': f*** it off and do it tomorrow; focus on the sh*t you can control (like naps); shine so bright that those b*tches need sunglasses. Cats have lived the right way, for centuries – it's about time we started listening to them.

Cats HC \$19.99

Eisenhorn: the Omnibus

Warhammer 40,000

Abnett, Dan

In the grim far future, the Inquisition moves amongst mankind like an avenging shadow, striking down daemons, aliens and heretics with uncompromising ruthlessness. Written by Dan Abnett, this volume charts the career of Inquisitor Gregor Eisenhorn as he changes from being a zealous upholder of the truth to collaborating with the very powers he once swore to destroy. Part detective story, part interplanetary epic, this omnibus brings together the novels *Xenos*, *Malleus*, *Hereticus*, and *The Magos*, as well as four short stories.

Black Library PBK \$30.00

The Art and Making of the Boys Aperlo, Peter

The Art and Making of the Boys is a fascinating insight into the darkest, wittiest, most shocking series on TV – a pitch-black satire of superheroes and corporate America based on the classic comic books. It's packed with eye-popping exclusive art, behind-the-scenes photography, and interviews with the cast and crew detailing how and why *The Boys* came to our screens. It's the perfect companion to the show, and a treasure trove for fans.

The Boys HC \$59.99

The Successors

Warhammer 40,000

authors, various

The Space Marine Legions of old are dead. In their place have risen thousands of Chapters, each unique, each carrying the legacy of their founders across the countless battlefields of the Imperium. The Flesh Tearingers spill blood in a war of brutal attrition. The Emperor's Spears keep a tireless watch, where their brothers have fallen. The Consecrators search the dark places for relics, artefacts of power from the noble past. The Crimson Fists vow, with bloodied hands, to become Dorn's glorious vanguard

once more. These are the Imperium's bulwark against terror, the Emperor's Angels of Death. Forged from the genetic material of the demigod Primarchs, the Adeptus Astartes know no fear. It is by the might of these Space Marines that the growing darkness of the galaxy is held back. Discover these chapters and more, new and old, within this anthology of short stories by some of Black Library's most premier authors.

Black Library PBK \$20.00

The Art of Star Wars: the High Republic

Phase One

Baver, Kristin

The Art of Star Wars: The High Republic takes fans behind the scenes of Phase I of Lucasfilm Publishing's massive crossover event. Collecting the very best concept art of the new characters, worlds, ships, and creatures of *The High Republic* – designed jointly by the Lucasfilm visualists and a team of legendary comic book and *Star Wars* artists, including Phil Noto, Iain McCaig, and Ryan Church, among many others – and presented alongside development materials and interviews with High Republic architects Claudia Gray (*Star Wars the High Republic: Into the Dark*), Justina Ireland (*Star Wars the High Republic: A Test of Courage*), Daniel José Older (*Star Wars the High Republic: Race to Crashpoint Tower*), Cavan Scott (Marvel Comics' *The High Republic*), and Charles Soule (*Star Wars the High Republic: Light of the Jedi*), *The Art of Star Wars: The High Republic* is an essential guide to the creation, design, and realisation of a new era of *Star Wars* storytelling.

The High Republic Phase I: Light of the Jedi finds the Jedi Order and the Galactic Republic at the height of their respective powers, but following the events of 'The Great Disaster', the Jedi, led by Jedi Knights Avar Kriss, Loden Greatstorm, Keeve Trennis, and Stellan Gios and joined by a diverse group of Padawans and Jedi Masters, are confronted by the looming threat of the Nihil – a marauding group of Outer Rim anarchists who stand opposed to all the Galactic Republic represents. In *The Art of Star Wars: The High Republic*, readers will discover the origins of the fan-favourite new characters taking on this threat, as well as exciting new starfighter and creature designs, beautifully rendered environments, and detailed views of Starlight Beacon – the shining symbol of hope in the Republic. *The Art of Star Wars: The High Republic* is the only book to explore all facets of the design and artistic direction of a story that spans comic books, novels, and young adult books, taking *Star Wars* fans of all ages on a deep dive into the development of the bestselling series.

Star Wars HC \$79.99

All the books in this catalogue are new books due for release in **November 2022**.

Because they are new books, we are at the whim of the publishers and, to some extent, the shipping companies – books can sometimes arrive later (or earlier) than, or occasionally be a different retail price than originally quoted. Because space is a luxury, we bring in limited quantities of books. Prices are subject to change without notice.

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If a book has sold out by the time we receive your order, we will back-order and supply, when available.

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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

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Sound of Light

Marvel School of X

Bridgeman, Amanda

When rock star Dazzler walked out on SHIELD, she hoped she'd seen the last of the clandestine organisation. But when a rogue agent drops in after a sold-out gig, she must decide whether to work with them again or stick to her solo career. The agent links Mutant Growth Hormone – a dangerous biochemical that wildly enhances mutant powers – with the disappearance of Magneto and Cyclops. Reluctantly, Dazzler takes the case and unfolds a mystery greater than she anticipated. In need of a new team, she recruits the extraordinary mutants Emma Frost, Polaris, and Rachel Grey on a mission to foil a plot to remove mutant-kind forever, which blasts them from Earth into a whole new dimension.

Marvel TP \$37.95

Alien 3:

the Unproduced Screenplay
by William Gibson

Cadigan, 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. The kind of experimentation that could yield a monstrous hybrid, and perhaps even a Queen. William Gibson's never-before-adapted screenplay for the direct sequel to *Aliens*, revealing the fates of Ripley, Newt, the synthetic Bishop, and Corporal Hicks. When the Colonial Marines vessel *Sulaco* docks with space station and military installation Anchorpoint, a new form of Xenomorph appears. Written by Hugo Award-winning novelist and 'Queen of Cyberpunk' Pat Cadigan, based on Gibson's never-produced first draft.

Alien TP \$37.95

Infernos Fall

Alien

Garija, Clara & Ballantine, Philippa

A gargantuan, horseshoe-shaped ship appears over the mining planet Shānmén, unleashing a black rain of death that creates Xenomorph-like monsters worse than the darkest of nightmares. As war rages among the colonies, a huge ship appears over the UPP mining planet Shānmén, unleashing a black rain of death that yields hideous transformations.

Monstrous creatures swarm the colony, and rescue is too far away to arrive in time. The survivors are forced to seek shelter in the labyrinth of tunnels deep beneath the surface. Already the grave to so many, these shafts may become the final resting place for all who remain. Hope appears in the form of the vessel Righteous Fury. It carries the Jackals – an elite mix of Colonial Marines led by Zula Hendricks. Faced with a horde of grotesque mutations, the Jackals seek to rescue the few survivors from the depths of the planet. But have they arrived too late?

Alien PBK \$19.99

Vasquez

Aliens

Gastro, V

Even before the doomed mission to Hadley's Hope on LV-426, Jenette Vasquez had to fight to survive. Born to an immigrant family with a long military tradition, she looked up to the stars, but life pulled her back down to Earth – first into a street gang, then prison. The Colonial Marines proved to be Vasquez's way out – a way that forced her to give up her twin children. Raised by Jenette's sister, those children, Leticia and Ramon, had to discover their own ways to survive. Leticia, by following her mother's path into the military; Ramon, into the corporate hierarchy of Weyland-Yutani. Their paths would converge on an unnamed planet which some see as a potential utopia, while others would use it for highly secretive research. Regardless of whatever humans might have planned for it, however, Xenomorphs will turn it into a living hell.

Aliens HC \$55.00

Helbrecht:

Knight of the Throne

Warhammer 40,000

Gollins, Marc

The Shrine Worlds Crusades are over, the Rubicon Primaris has been crossed. Chastised by Guilliman, the Primarch Returned – and guided by a vision from the holy God-Emperor, himself – High Marshal Helbrecht is called to the ruinworld of Hevaran. Forged in the fires of the scouring, Hevaran is sacred in its desolation, condemned to never rebuild... yet, hidden upon its barren surface is a sacred relic. Questing to reclaim it without fleets or armies, with but a few select souls to aid him, Helbrecht must trust in his skill, his wrath, and his faith – as an ancient enemy returns to test him, as never before.

Black Library HC \$27.00

The Twice-Dead King: Reign

Warhammer 40,000

Crowley, Nate

After centuries of exile, the necron lord Oltyx has at last been granted the thing he has always craved: the throne of the Ithakas Dynasty. Kingship, however, is not quite what he had hoped for. Oltyx's reign begins aboard the dying battleship Akrops, as it lumbers away from the ruins of his crownworld. Behind it is a hostile armada of unfathomable size, launched by the barbaric alien war-cult known as the Imperium of Man. And, within the Akrops' sepulchral hold, an even greater threat festers: the creeping horror of the flayer curse. Faced with such overwhelming

odds, Oltyx begins a desperate voyage into a darkness so profound that salvation and doom look much the same. If he and his dynasty are to make it through that long night, Oltyx will have to become a very different sort of king.

Black Library PBK \$20.00

Marvel's Midnight Suns:

Art of the Game

Davies, Paul

Marvel's Midnight Suns: The Art of the Game captures the creative process of this much anticipated game. The exclusive concept art and in-game renderings created by the talented development team – creating the game in collaboration with Marvel – are shown in glorious detail in this lush, hardback volume. Characters, locations, gadgets, weapons, monsters, enemies, and much more are all accompanied by unique insights from the artists and developers behind the game. So, step into the world of *Marvel's Midnight Suns* – and rise up against the darkness!

Marvel HC \$59.99

The Heart of Iuchiban

Dicken, Evan

Something is wrong in the Emerald Empire. The emperor is ailing, the court is weak and the Great Clans threaten to escalate their petty squabbling into all-out war. But in the shadows, another threat lurks – sinister Bloodspeaker cults attempt to resurrect the forgotten sorcerer Iuchiban, who possess a power so great it could destroy all of Rokugan. Now, seven samurai, one from each of the Great Clans, must put aside their pride, fear, and rivalry to unite and prevent the Bloodspeakers from finding the legendary tomb of Iuchiban, and the hideous treasure locked inside. All that stands in the samurai's way is their hatred of each other. The road will be long and bloody, but glory waits for them at journey's end. As does death...

Legend of the Five Rings TP \$37.95

Star Wars Everyday:

A Year of Activities, Recipes, and Crafts from a Galaxy Far, Far Away

Eckstein, Ashley, et al

She may be the voice of Ahsoka Tano on *Star Wars: The Clone Wars*, but first and foremost, Ashley Eckstein is a lifelong fan of the *Star Wars* galaxy – a passion that led her to start the fangirl fashion brand Her Universe, and become a pillar of the *Star Wars* fan community. Now, you can celebrate your fandom with Ashley, as she shows you how to bring *Star Wars* into your everyday life, with this unique lifestyle book! This book is a delightful exploration of *Star Wars* fandom from one of the galaxy's most positive and inspirational fangirls. Ashley, herself, guides you through crafting projects, recipes, mindfulness exercises, and party planning ideas that are fun and accessible for *Star Wars* fans of any age. Designed to be used throughout the year, this book features family friendly activities that are organised by monthly themes, such as Hope, Friendship, and Adventure. A great gift for families obsessed with *Star Wars*, this book is a fantastic way to create engaging galactic adventures for both parents and children.

Star Wars HC \$65.95

The Androids of Tara

Doctor Who, Target edition

Fisher, David

'Why is your first impulse to reach for your swords and never a screwdriver?'

The Doctor and Romana's search for the fourth segment of the all-powerful Key to Time leads them to the planet Tara, where courtly intrigue and romantic pageantry employ the most sophisticated technology. Within hours of arriving, Romana is mistaken for a powerful princess, and the Doctor forced to dally with robotic royalty – and both are quickly embroiled in the scheming ambitions of the wicked Count Grendel. Finding the segment of the Key is easy enough, but escaping with it in one piece will prove an altogether more colourful affair...

Doctor Who PBK \$19.99

The Stones of Blood

Doctor Who, Target edition

Fisher, David

We won't find Dracula hanging around the Manor. But we may find something equally disturbing...

The Doctor is delighted, when his quest for the Key to Time leads him to his favourite planet, Earth. But his friends are less enchanted: Romana is nearly lured to her death by a sinister apparition, and K9 is all but destroyed by a belligerent boulder with the power to move – and a thirst for blood. An ancient stone circle becomes a battleground as the Doctor must outwit the deadliest alien criminal this side of hyperspace – and her bloodthirsty silicon servants...

Doctor Who PBK \$19.99

Frazetta Book Cover Art:

the Definitive Reference

Frazetta, Frank (illustrator) & Spurlock, J David

Frazetta is the revolutionary fantasy artist of *Conan*, *King Kong*, *Death Dealer*, *Edgar Rice Burroughs*, *Lord of the Rings*, and more, whose original art sells for millions. This new book is devoted solely to the artist's single, most beloved venue, Book Cover Art – instead of cataloguing Frazetta items, with mostly smaller illustrations. By focusing on this specific area, the book boasts room enough to feature every single one of Frazetta's famous and highly-collectable illustrated book covers, beautifully and authentically reproduced at a larger size on a page to itself. All are presented in chronological order which gives readers a unique ability to follow Frazetta's evolution as an artist. Accompanying text includes commentary, original publication titles, publishers, dates, and rare quotes from the artist, himself. For this definitive reference to feature the complete collection of Frazetta's decades of book cover illustrations, in a single beautifully produced volume, is a dream come true for Frazetta fans, art and book collectors, and historians, alike.

Fantasy art HC \$69.99

The Rubicon Protocol

Halo 30

Gay, Kelly

December 2559. Humanity has its back against the wall after the United Nations Space Command flagship *Infinity* drops

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out of slipspace into a devastating ambush launched by the Banished. As this fierce enemy alliance seeks to claim a mysterious object hidden within the ancient Forerunner construct known as Zeta Halo, the surviving UNSC corps finds itself compromised and its leadership out of reach – with remaining personnel forced to abandon ship and take their chances on the fractured, unpredictable surface of the Halo ring. Now, survival in this strange, alien environment – whether for Spartan super-soldiers or those who never thought they would see the battle up close – is measured day to day against a relentless and brutal adversary that always has the upper hand. Desperation grows, but the will to keep on fighting and enduring no matter the odds is never in doubt... even as the Banished seek to unleash a frightening new enemy that could doom them all...

Halo PBK \$19.99

Sylvanas Golden, Christie

Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero – to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner – King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas' complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger-General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

World of Warcraft PBK \$24.99

Asterix Gift Edition

albums 01–5
Gosciny & Underzo
In this special collectors' edition, the first five Asterix stories are collected in one fabulous luxury volume. Collecting *Asterix the Gaul*, *Asterix and the Golden Sickle*, *Asterix and the Goths*, *Asterix the Gladiator*, and *Asterix and the Banquet*. In *Asterix the Gaul*, we join Asterix, Obelix and co, as they try to defend one small village in Gaul from the mighty legionaries of Rome who surround them. In *Asterix and the Golden Sickle*, disaster strikes the Gaulish village as Getafix the druid has broken his golden sickle – which means no more magic potion. In *Asterix and the Goths*, Getafix is kidnapped by the Goths, so Asterix and Obelix have to ride to the rescue. In *Asterix the Gladiator*, Julius Caesar plans to throw the captured Cacophonix to the lions. Asterix and Obelix enlist as gladiators, in order to rescue him, and teach their colleagues some interesting new tricks. In *Asterix and the Banquet*, the Romans build a barricade around the Gaulish village. But Asterix and Obelix break out and travel the entire country, collecting

local specialities along the way. If, like us, you loved Asterix comics (back in the ago) this is a lovely edition in which to revisit the early issues. It would also make a fabulous introduction to a new generation.

Asterix HC \$69.99

They Shouldn't Have Killed His Dog:

the Complete Uncensored Ass-Kicking Oral History of John Wick, Gun Fu, and the New Age of Action
Gross, Edward & Altman, Mark A
There have been iconic moments in the action movie genre over the years, but nothing has come close to matching the kinetic, balletic gun-fu of the John Wick films. In *They Shouldn't Have Killed His Dog: The Complete Uncensored Ass-Kicking Oral History of John Wick, Gun-Fu and the New Age of Action*, bestselling authors Mark A Altman and Edward Gross take you behind the scenes of a franchise that includes three films with two more sequels and a television series – *The Continental* – on the way, while exploring the action classics that led to *John Wick* as well as the films it inspired, like *Atomic Blonde*. They bring you right into the middle of the action of the *John Wick* films, detailing how the seemingly impossible was achieved through exclusive interviews with the cast, writers, directors, producers, stuntmen, fight choreographers, cinematographers, studio executives, editors, critics, and more. Together, they break down key action sequences while also providing a look back at the road the action genre has taken that led to *John Wick*, and a look at the character itself, an anti-hero who carries on the grand tradition of Clint Eastwood's *Man with No Name*, but with a twist – and a never-ending supply of ammo – while showcasing the enduring appeal of the action movie, as well as John Wick's unique reinvention of the genre.

John Wick HC \$49.99

Edge of Catastrophe Killick, Jane

In the 26th century, Mars is thriving: the huge crater made by the crashed moon of Deimos is now a vast domed city, buzzing with industry and a burgeoning Martian-born and immigrant workforce. Ecoline scientist Mel Erdan is at the forefront of vital research to feed and maintain Mars' increasing population. But when her viral enhancer transforms lush green plants into a blackened swathe of dead crops, it triggers a wave of violent unrest across Deimos City, and Mel is accused of deliberately sabotaging Mars' fragile viability. With resources rapidly dwindling, conspiracy theories flying, and criminal gangs rioting, Mel must prove her innocence, uncover the truth, and revitalise Mars' harvest before it's too late – for everyone.

Terraforming Mars TP \$37.95

The Stars Beyond Llewelyn-Wells, Charlotte (editor)

A terrible war destroyed a vast empire and left its survivors shattered and isolated. Millennia of history, technology, and the ever-expanding imperial grip were lost. From the secretive Naalu and the proud

Hacan to the piratical Mentak Coalition, these factions and worlds are recovering and looking past their borders to the galaxy beyond again – but what awaits them in the vastness of space? New territory, allies, and opportunities abound, but the history that once bound them together now stands between them, and a galaxy-wide war is just one spark away from being rekindled...

Twilight Imperium TP \$37.95

The Return of Robin Hood

Doctor Who
Magrs, Paul
Gold had come to the greenwood... Robin Hood is disenchanted. Maid Marion has disappeared, and the legend of the Doctor has retreated into the shadows of Sherwood Forest. But the Doctor is back! (Although, this is his first visit – time travel does strange things to a story.) And the timing couldn't be better. A new Sheriff of Nottingham is in town, out to get the Outlaws, and behind the scenes, the mythical Mother Maudlin has designs on the realm that are not of this earth... With the Kingdom in peril, it's time for the return of the Lionheart. The Fourth Doctor (Tom Baker) returns to Sherwood Forest in this incredible new crossover of *Doctor Who* and the legend of Robin Hood.

Doctor Who PBK \$16.99

The Rise of the Dragon:

an Illustrated History of the Targaryen Dynasty
Martin, George R R; Garcia Jr, Elio M; Antonsson, Linda
This lavish visual history – featuring over 150 new, full-colour illustrations – is a stunning introduction to House Targaryen, the iconic family at the heart of HBO's *Game of Thrones* prequel series, *House of the Dragon*. For hundreds of years, the Targaryens sat the Iron Throne of Westeros, while their dragons ruled the skies. The story of the only family of dragonlords to survive Valyria's Doom is a tale of twisty politics, alliances and betrayals, and acts both noble and craven. The Rise of the Dragon chronicles the creation and rise of Targaryen power in Westeros, covering the history first told in George R. R. Martin's epic *Fire and Blood* (PBK, \$22.99), from Aegon Targaryen's conquest of Westeros through to the infamous Dance of the Dragons – the bloody civil war that nearly undid Targaryen rule for good. Packed with all-new artwork, the Targaryens – and their dragons – come vividly to life in this deluxe reference book. Perfect for fans steeped in the lore of Westeros, as well as those who first meet the Targaryens in the HBO series *House of the Dragon*, *The Rise of the Dragon* provides a must-have overview for anyone looking to learn more about the most powerful family in Westeros.

Game of Thrones HC \$85.00

The Magic of MinaLima Mina, Miraphora & Lima, Eduardo

'It all started with a letter...' Miraphora Mina and Eduardo Lima began their extraordinary partnership in 2001, when Warner Bros invited them to realise the imaginative visual universe of the Harry Potter film series. The two artists would never have guessed that the graphic props they designed for the

films – including the Hogwarts' acceptance letter, Marauders' Map, *Daily Prophet* newspaper, *The Quibbler* and Weasleys' Wizard Wheezes – would become cultural icons loved by Wizarding World fans around the world. Eight years later, the pair formed their own design studio, MinaLima, and expanded their work to include the graphics for the Wizarding World of Harry Potter – Diagon Alley and Hogsmeade at Universal Orlando Resort and the Fantastic Beasts film series. To showcase their treasury of designs, the studio has opened House of MinaLima, its immersive art galleries and shops in London and across the world. *The Magic of MinaLima* is an illustrated history and celebration of Mina and Lima's 20-year evolution and ground-breaking vision. Their wondrous creations illuminate the Wizarding World as never before, and their commentary offers insights into the imaginative thinking that shaped their designs. This collection showcases the very best works from the award-winning studio's two decades and includes interactive elements such as the Marauders' Map, the Black Family Tapestry, and Weasleys' Wizard Wheezes. Designed to delight and enchant, *The Magic of MinaLima* will be an invaluable resource for Wizarding World and graphic art fans alike.

Wizarding World of Harry Potter HC \$69.99

The Fires of Pompeii

Doctor Who, Target edition
Moran, James
My masters will follow the example of Rome... our mighty empire bestraddling the whole of civilisation! It is AD 79, and the TARDIS lands in Pompeii on the eve of the town's destruction. Mount Vesuvius is ready to erupt and bury its surroundings in molten lava, just as history dictates. Or is it? The Doctor and Donna find that Pompeii is home to impossible things: circuits made of stone, soothsayers who read minds and fiery giants made of burning rock. From a lair deep in the volcano, these creatures plot the end of humanity – and the Doctor soon finds he has no way to win...

Doctor Who PBK \$19.99

The Eaters of Light

Doctor Who, Target edition
Munro, Rona
To protect a muddy little hillside, you doomed your whole world! The Doctor takes Bill and Nardole back to second century Scotland to learn the fate of the 'lost' Ninth Legion of the Imperial Roman Army. Five thousand oldiers vanished, without explanation – how? The search for the truth leads the Doctor and his friends into a deadly mystery. Who is the Guardian of the Gate? What nightmare creature roams the wildlands, darkening the sky and destroying all in its path? A threat from another dimension has been unleashed on the Earth, and only a terrible sacrifice can put things right...

Doctor Who PBK \$19.99

Blake's 7
novelisation
Nation, Terry & Hoyle, Trevor
Galactic freedom fighters battle The Federation. Accused of a brutal crime and exiled from Dome City, where a vicious regime wields dictatorial power, Roj Blake swears vengeance on the corrupt leaders

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who have destroyed his future. Hijacking the *Liberator*, the most advanced spacecraft ever created, Blake travels to the sinister planet Cygnus Alpha and risks everything to rescue other victims of the regime. And with these allies he forms a new fighting force to combat galactic injustice and fight the Federation. Blake's 7 is born. A new edition of the superb cult classic Terry Nation adventure. 'Forty years on, the dystopian sf drama still packs a punch' – *Guardian*.

Blake's 7 PBK \$22.99

Nightmare Fuel:

the Science of Horror Films

Nesseth, Nina

Do you like scary movies? Have you ever wondered why? Nina Nesseth knows what scares you. She also knows why. In *Nightmare Fuel*, Nesseth explores the strange and often unexpected science of fear through the lenses of psychology and physiology. How do horror films get under our skin? What about them keeps us up at night, even days later? And why do we keep coming back for more? Horror films promise an experience: *Fear*. From monsters that hide in plain sight to tension-building scores, every aspect of a horror film is crafted to make your skin crawl. But how exactly do filmmakers pull this off? The truth is, there's more to it than just loud noises and creepy images. With the affection of a true horror fan and the critical analysis of a scientist, Nesseth explains how audiences engage horror with both their brains and bodies; and teases apart the elements that make horror films tick. *Nightmare Fuel* covers everything from jump scares to creature features, serial killers to the undead, and the fears that stick around to those that fade over time. With in-depth discussions and spotlight features of some of horror's most popular films – from classics like *The Exorcist* to modern hits like *Hereditary* – and interviews with directors, film editors, composers, and horror academics, *Nightmare Fuel* is a deep dive into the science of fear, a celebration of the genre, and a survival guide for going to bed after the credits roll.

Science of horror films HC \$39.99

The Art of Pacific Rim: the Black

Osmond, Andrew

Official art book of seasons one and two of the anime series *Pacific Rim: The Black*, featuring concept art created during the development of the series. *The Art of Pacific Rim: The Black* retraces Taylor and Hayley's dramatic odyssey from the perspectives of the talented producers, directors, writers and animators who created this immensely popular series. They provide fascinating insight into how the series came about, the development of the characters, the design of the Kaiju and Jaegers, and much more. This lush, coffee table hardback book is packed with stunning images from the series, including sketches, concept art and final renders. With an exclusive foreword from showrunner Greg Johnson and visuals covering seasons one and two, there has never been a better time to dive deeper into 'The Black'!

Pacific Rim HC \$59.99

War for Wakanda: the Art of the Expansion

Marvel's Avengers: Black Panther

Pellett, Matthew

The official art book for the Marvel's *Avengers* expansion *Black Panther: War for Wakanda*. Blindsided by a betrayal and the resulting tragedy, King T'Challa, the Black Panther, devoted protector and current ruler of Wakanda finds it difficult to entrust his duty to anyone else, even his sister Shuri, while also confronting those who wish to do Wakanda harm. When arch-villain Klaw's forces threaten Wakanda's safety, T'Challa must take the fight right to them to defend everything and everyone he holds dear. Players experience the game's story and additional missions in the ongoing Avengers Initiative in the lush jungles of Wakanda, an entirely new environment and sole location of the world's Vibranium. They also get to explore the Royal Palace that overlooks Birnin Zana, known as 'The Golden City', in a new Outpost that contains Shuri's laboratory, Zawavari's chambers, and the Wakandan War Room. Unmask the artistry behind the expansion in this showpiece hardback book containing exclusive concept sketches, character art, storyboards, and fully rendered scenes alongside fascinating insights into the creative process from the talented creators of the expansion.

Marvel HC \$59.99

Scorn: the Art of the Game

Pellett, Matthew (producer)

Official lavish in-depth coffee table art book for the first-person horror adventure game *Scorn*, inspired by H R Giger and Zdzislaw Beksiński. In this coffee table hardback, uncover the concept and vision behind *Scorn*, alongside insight from the artists and software designers at Ebb. The game is set in a nightmarish universe of odd forms and sombre tapestry inspired by the work of H R Giger, and designed around the idea of being thrown into the world. This lavish book explores the characters, creatures, weapons, and locations, with maps, user interfaces, concept art, and original designs. The unsettling biomechanical environment is a character in itself, and every location reveals its own theme, puzzles, and characters that are integral in creating a cohesive lived-in world.

Scorn HC \$69.99

Burning

Blade Runner: Origins 03, graphic novel

Perkins, K, et al

The slums of LA are ablaze. Tyrell executive Ilora Stahl, head of a secret programme to transfer human consciousness into Replicant hosts has launched an all-out attack on Sector 6-b determined to flush out and kill a renegade Replicant called Nia, who was once part of her covert programme. Having escaped, Nia has been triggering logic short circuits in the organic programming of once loyal Replicant servants, causing them to rebel against their human masters. Now, as Ilora's security force of Replicants attack the city, ex-LAPD detective, Cal Moreaux has teamed up with an escaped experimental Replicant called Asa, who has been uploaded with the consciousness of a dead

Tyrell scientist. Together, they must expose Ilora's conspiracy, before the city burns to the ground.

Blade Runner PBK \$27.99

The Amazing Maurice Jigsaw Puzzle

Pratchett, Terry; et al

The must-have jigsaw puzzle for Terry Pratchett fans! Meet the cast of the film, based on Terry Pratchett's first Discworld novel for kids! Follow the scheming Maurice and his band of rat-scammers to the town of Bad Blintz to meet fairy-tale-mad Malicia and some truly bad eggs! Get to the bottom of the mystery surrounding this town and learn about all the characters in this 200-piece jigsaw puzzle and accompanying poster. Completed puzzle measures 36 x 49.5cm.

Discworld KIT \$34.99

The Amazing Maurice Matching Game

Pratchett, Terry; et al

The must-have matching game for Terry Pratchett fans! Match the pairs and meet the cast of the film, based on Terry Pratchett's first Discworld novel for kids! Follow the scheming Maurice and his band of rat-scammers to the town of Bad Blintz to meet fairy-tale-mad Malicia and some truly bad eggs! Get to the bottom of the mystery surrounding this town and learn about all the characters in this exciting matching game with an accompanying booklet.

Discworld KIT \$32.99

Shudder's Creepshow: from Script to Scream

Prince, Dennis L

Shudder's Creepshow: From Script to Scream, produced by AMC Networks Publishing and *Creepshow* showrunner and executive producer Greg Nicotero (*The Walking Dead*), is a coffee-table book which brings fans behind the scenes of the acclaimed *Creepshow* series with deep dives into its riveting origins, gripping development, provocative production, sinister special effects, and much more. Features a foreword by legendary storyteller Stephen King and an afterword by horror aficionado, Kirk Hammett, Metallica's lead guitarist. Based on the hit anthology series from Nicotero, Cartel Entertainment, Striker Entertainment, and in partnership with Titan Books, the book is written by Dennis L Prince, designed by John J Hill, and co-produced by Julia Hobgood. The series has been heralded as 'an irresistibly macabre package', (*Slant Magazine*) and 'an undeniable love letter to all generations of horror fans', (*CBR*), and over three seasons, has been one of the most watched programs on Shudder.

Creepshow HC \$79.99

The Nine Eyes of Lucien

Critical Role: the Mighty Nein

Roux, Madeleine

Delve into the mind of *Critical Role*'s most charming villain in this original novel that chronicles Lucien's early life and his fateful meeting with the Mighty Nein. Lucien has always been able to spin a bad situation to

his advantage. From his childhood on the dangerous streets of Shadycreek Run to his years living off the grid and learning blood magic from the Claret Orders, the charismatic blood hunter will find a way to get the upper hand. When Lucien is on a job in the frozen wastelands of Eiselcross with his fellow mercenaries, a rough-and-tumble crew called the Tombtakers, fate leads him to a mysterious journal in the ruins of an ancient city. The book speaks of the Somnovem, nine beings who can grant Lucien power beyond imagining – if he is able to find them and free them from captivity. Intrigued by this opportunity, Lucien pores over the journal – but the more he reads, the stranger things become. The nine whisper to him in dreams and waking visions. Time slips away, along with Lucien's grasp on reality. And tattoos of red eyes begin appearing on his skin... With the ability to reshape the world within his grasp, Lucien ignores all warning signs. He has always bent fortune to his will, and nothing – not even death – will stop him, now.

Critical Role TP \$32.99

Eyes of the Demon

Predator anthology

Schmidt, Bryan Thomas (editor)

A brand-new anthology with 15 exclusive short stories offering taut and dramatic tales set on Earth and in dark reaches of space, featuring the ultimate hunters, the Yautja – also known as Predators. Fifteen original, never-before-seen short stories set in the expanded *Predator* universe from the first film, featuring the ultimate hunters, the Yautja from the movie *Predator*. Set in the recent past, the present, and the future, these edge-of-your-seat adventures by many of today's top SF and horror authors take place on Earth and in the dark, unforgiving reaches of space. The diverse, multi-ethnic group of authors includes *New York Times* bestsellers, Stoker Award winners, and acclaimed contributors to the *Alien* and *Predator* universes. Included in this volume are Native American award-winning horror author Stephen Graham Jones, Linda Addison – the first African American to win the Stoker Award, Peter Briggs, screenwriter for *Hellboy*, bestselling author and visionary podcaster Scott Sigler (*Aliens vs Predators*), award-winning author Ammar Habib (*The Heart of Aleppo*), bestseller Jonathan Maberry, Emmy-nominated writer Joshua Pruett of *Mystery Science Theatre 3000*, Tim Lebbon, author of the *Aliens vs Predators* 'Rage War', and many more. Featuring Stephen Graham Jones, Linda Addison, Jonathan Maberry, Scott Sigler, Peter Briggs, Tim Lebbon, A R Reddington, Robert Greenberger, Ammar Habib, Gini Koch, Kim May, Yvonne Navarro, Joshua Pruett and Bryan Thomas Schmidt.

Predator PBK \$19.99

The Voices of Water

graphic novel

Sclavi, Tiziano

& Dell'edera, Werther (artist)

Under a persistent rain, which seems destined to never subside, Stavros lives and moves through the streets of dark and gloomy nameless city; he has a job and a fiancée,

Pulp Fiction

Media-related & Humour November 2022 (continued)

his life is normal. Yet, several, different voices talk to him – sometimes whispering, sometimes whining or yelling – whenever he hears the water running. One day, Stavros wanders the city under a heavy rain; voices become insistent, revealing his deepest, unspeakable secrets as well as his dreams and memories. He is tormented by these mysterious voices, perhaps a sign of his madness. Or, perhaps, of a wider, collective madness, which infects everyone around him, to the point of being transmitted to the entire universe.

I hear voices.

It's called schizophrenia.

No... I only hear them, when the water runs.

It's always called schizophrenia.

Dystopia HC \$37.95

Star Wars:

Exploring Tatooine

– an Illustrated Guide

Silverman, Riley & Muti (illustrator)

Experience Tatooine like you've never seen it before! Playfully illustrated by the acclaimed artists of Studio MUTI, *Star Wars: Exploring Tatooine* is an in-depth, all-new tour of the Skywalker homeworld. See Tatooine brought to life through incredible, all-new art,

presented in a large-scale format. Illustrated in the studio's signature tongue-in-cheek style, readers will want to revisit each page again and again, to explore Tatooine's iconic locations. You'll learn about the stories that take place at locales such as the Lars homestead, Mos Espa's podracing Grand Arena, Jabba the Hutt's palace, the Mos Eisley cantina, and even the nest of the mighty Krayt dragon! Includes original renditions of characters like Luke Skywalker, Anakin Skywalker, Rey, Obi-Wan Kenobi, Darth Maul, Ezra Bridger, Boba Fett, Din Djarin, and of course, C-3PO and R2-D2, this book is sure to delight any *Star Wars* fan. Everyone from Padawans to Jedi will love exploring the world of Tatooine through fun illustrations and fascinating facts.

Star Wars HC \$49.99

Giger: Debbie Harry Species

– Creating the Visual Concept for KooKoo

Stein, Chris & Harry, Debbie

When the visual artist H R Giger, best known for his biomechanical creature and set design for seminal 1979 sf-horror film *Alien*, encountered Debbie Harry, the punk icon and lead singer of globally successful New Wave band Blondie, the results were sublime. With photographs and words by

Chris Stein, Harry's long-term collaborator, artefacts and sketches from the Giger archive, and an introduction by Debbie Harry, this is an essential behind-the-scenes insight into the processes of an incredible creative partnership. The cover art for the album, *KooKoo*, was based on a photograph of Harry taken by the renowned photographer Brian Aris. Giger created several variations of the cover (another of which is seen on the album's inner sleeve), in what Harry described as a combination of punk, acupuncture, and sf.

Giger HC \$99.99

Desktop Soapbox

mini kit

Thomas, Mollie

You have a lot to say. Get on your soapbox and let it all out! *Desktop Soapbox* lets others know you have important things to say. Just use this mini megaphone and soapbox to voice your thoughts and opinions. Includes a three by two and a half mini soap box and mini megaphone, a 32-page illustrated mini book about the soapbox's history and its uses, and a sheet of two full-colour stickers to customise your box. A perfect stocking stuffer or gift for friends, family, co-workers.

Humour KIT \$14.99

A Loom of One's Own:

Crafts for Book Lovers

Wool, Virginia

'There is no gate, no lock, no bolt that you can set upon the freedom of my glue gun.'

This crafting celebration of literary classics will transport you and your scissors far from your kitchen table: allow your Mod Podge to smooth your way into the Gilded Age with 'The Decoupage of Innocence', or your craft knife to help you conceal an illicit eBook with 'Lady Chatterley's Kindle Cover'.

Or simply create the perfect picnic accessory, to be enjoyed alongside some ginger beer with 'Five Go to Smuggler's Cake Topper'. From a shelf made of books to paper flowers, Christmas wreaths to table decorations, *A Loom of One's Own* is a pun-filled celebration of crafting and writing that will appeal to book lovers or anyone who owns a glue gun. The perfect gift for fans of classic novels, crafting and puns.

Crafts HC \$24.99