
S Tg Comics

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Fantastic Four
The Tom Corbett, Space Cadet Readers Giant
Comic Book History of Comics
Marvel Comics' Civil War and the Age of Terror
Teaching with Comics
World of Archie Comics Double Digest #72
Time Grunts #4
The Tower of the Comic Book Freaks #5
Dreaming of a Face Like Ours

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BALLARD ORLANDO

Supes Ain't Always Heroes
BenBella Books

Toth's influence on the art of comic books is incalculable. As his generation was the first to grow up with the new 10-cent full-color pamphlets, he came to the medium with a fresh eye, and enough talent and discipline to graphically strip it down to its bare essentials. His efforts reached fruition at Standard Comics, creating an entire school of imitators and establishing Toth as the "comic book artist's artist." Setting the Standard collects this highly influential body of work in one substantial volume. Toth began his professional career at fifteen in 1945 for Heroic Comics, but quickly advanced to superhero work for DC. Responding to the endless criticism of editor Sheldon Mayer and production chief Sol Harrison, the young artist strove toward a technique free of "showoff surface tricks, clutter, and distracting picture elements." Simply put, he learned "how to tell a story, to the exclusion of all else." After falling out with DC in 1952, Toth moved west. He freelanced almost

exclusively for Standard over the next two years, contributing classic work for its crime, horror, science fiction, and war titles. But perhaps most revelatory to the reader will be the romance collaborations with writer Kim Ammodt, Toth's personal favorites. "I came to prefer them for the quieter, more credible, natural human equations they dealt with — emotions, subtleties of gesture, expression, attitude."

Art Ops Vol. 1

HarperCollins

Featuring more than 35,000 updated prices, this easy-to-use guide covers all the new titles in the rapidly expanding comics market. 600 illustrations.

Worlds: Three Stories by

Gary Scott Beatty Dark Horse Comics

Since July 2004, Ash Williams - the reluctant hero of the cult classic film, *Army of Darkness* - has been an integral part of Dynamite Entertainment's publishing line.

Throughout the years, dozens of highly skilled comic artists have drawn and painted our hero, Ash (not to mention the Chosen One's interchangeable armament of chainsaws

and mechanical gauntlets, of course). This gorgeous hardcover art book stands as a testament to the unyielding spirit of a horror cinema icon, as captured by some of the comic industry's most beloved talents: J. Scott Campbell, Arthur Suydam, Nick Bradshaw, John Bolton, Ben Templesmith, Tim Seeley, George Perez, and many more

Super Graphic Antique Trader

William H. Foster's exhibit on the "Changing Image of Blacks in Comics" has been displayed at a number of venues across the country, including Temple University's Paley Library, the 1998 Comic-Con International Comic Arts Conference, and the 2000 Festival of Arts and Ideas. He also has presented his research at the 2001 bi-annual conference of The International Association for Media and History in Leipzig, Germany and at the 2002 Conference on Analyzing Series & Serial Narrative at John Moores University in Liverpool, England. He is the author of *Looking for a Face like Mine* published in 2005 by Fine Tooth Press. Calvin Reid of *Publishers Weekly* and *PW Comics Weekly* writes, "Professor Bill [Foster]'s work collecting

class comics featuring black characters as well as his traveling exhibition on the depictions of black Americans in comics books, is a singular and important American historical legacy. There simply isn't anyone else that can equal his knowledge about African American cartooning or his passion for his subject." This second collection of essays, interviews, commentary, and encyclopedic information provides the single most valuable resource for readers determined to see the dream of countless African-American comic readers a reality.

The Best American Comics 2015 Image Comics

STORYBOOK MONTH gains momentum! In "The Princesses and the Pea-brain," the girls are put to the test to see who will be a suitable wife for Prince Archie. But when their mattresses are out to the pea test, it's anybody's guess who will be lucky (or unlucky) enough to win over the prince!

Ron Goulart's Great History of Comic Books Caliber Comics

He was one of the most commonly encountered villains during the Golden Age of Comics during

World War Two - and it was all the more fascinating because he was real! Hitler was sometimes portrayed seriously, sometimes in parody, and many appearances were mere cameos for a panel or two, but he was an essential part of comics during those terrible years of the 1940s. These stories may not reflect the real villain or history as you've read it outside the comics, and no one can deny his evil, but these stories will excite and entertain everyone!

Contains stories from Amazing Mystery Funnies V2 #9, Smash Comics #6, Crock Comics #2 & #9, Wings Comics #5, Feature Comics #42, Master Comics #13, 18 & 21, Amazing Man #22, The Eagle #1, Top Notch #14, Cat-Man Comics V1 #8, Blue Beetle #7, National Comics #11, Daredevil #1, Captain Fearless #1, Pocket Comics #1 and Super Mystery Comics V2 #3 & V2 #5.

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special collections never gathered together before! At Gwandanaland Comics we take the extra time to give you the best quality possible!

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It Had to Be You IDW Publishing

The first collection of serious essays on the burgeoning cult of adult comic books or graphic novels. Batman - the Dark Knight, Swamp Creature, Watchman, Judge Dredd, Superman and X-men all have devoted readers and huge followings. What accounts for the appeal of a genre whose audience was previously confined

to children? Are we now a post-literate generation? What is the cultural context in which comics have become serious reading for men and women on both sides of the Atlantic? themes of the New Comics in an approach which is both explanatory and yet analytic. It includes interviews with editors of some of the most eminent of the comics including Tom de Flaco of Marvel and Dick Giordano of D.C. *Messages in a Bottle* Fantagraphics Books Appealing to the casual comic book reader as well as the hardcore graphic novel fan, this ultimate AtoZ compendium describes everyone's favorite participants in the eternal battle between good and evil. With nearly 200 entries examining more than 1,000 heroes, icons and their place in popular culture, it is the first comprehensive profile of superheroes across all media, following their path from comic book stardom to radio, television, movies, and novels. The best-loved and most historically significant superheroes—mainstream and counterculture, famous and forgotten, best and worst—are presented with numerous

full-color illustrations, including dozens of classic comic covers. Each significant era of the superhero is explored—from the Golden Age of the 1930s, 1940s, and 1950s through the Modern Age—providing a unique perspective of the role of the hero over the course of the 20th century and beyond. This latest edition has been revised to reflect updates on existing characters, coverage of new characters, and recent films and media trends in the last several years. [Comics Values Annual, 1999](#) Fine Tooth Press L.L.C. Comic book heroes are taking over the popular culture world. This title includes a brief overview of the industry, a grading guide, and features an interview with a comic book insider.

Sundowners Volume 1
Pluto Press (UK)

Collects original comic strips from American authors and illustrators published in comic and graphic novel format *Comic Book History of Comics: Birth of a Medium* Chronicle Books
Faster than lightning!
Stronger than steel!
Crazier than an outhouse rat? Enter the Sudowners-

-sworn to protect humanity from inter-dimensional invaders! But is the threat real, or all in their heads?

Jughead & Archie Comics Digest #6

McFarland

' Cross-referenced listings aid in easily identifying and accurately assessing collections

The Superhero Book

Archie Comic Publications

Collects Strange Tales

(1951) #151-168; Nick

Fury, Agent of SHIELD

(1968) #1-3, 5. Rarely

before and rarely since

has the comics industry

seen a talent as

innovative as Steranko.

Blending together

influences from pop art to

Salvador Dali and Will

Eisner to Wallace Wood,

Steranko's

groundbreaking style is an

incomparable visual

language. Steranko

is...revolutionary! Marvel

is proud to present

Steranko's complete

tenure on NICK FURY,

AGENT OF S.H.I.E.L.D. in a

single, massive King-Size

edition that showcases all

its glory! These are the

stories that defined Nick

Fury as the premier

spymaster operating in

the covert shadows of the

Marvel Universe. His

awesome tech, his

steamy romances, his

larger-than-life action-

adventure — Steranko was behind it all, breaking all the old rules of comics storytelling as he went and creating a few new ones too!

B&V Friends Comics

Double Digest #253

Fantagraphics Books

Bernard Krigstein began his career as an unremarkable journeyman cartoonist during the 1940s and finished it as a respected fine artist and illustrator — but comics historians know him for his explosively creative 1950s, during which he applied all the craft, intelligence and ambition of a burgeoning “serious” artist to his comics work, with results that remain stunning to this day.

Krigstein’s legend rests mostly on the 30 or so stories he created for the EC Comics, but dozens of stories drawn for other, lesser publishers such as Rae Herman, Hillman, and Atlas (which would become Marvel) showcase his skills and radical reinterpretation of the comics page, in particular his groundbreaking slicing and dicing of time lapses through a series of narrow, nearly animated panels. Greg Sadowski, who has previously written and designed a Harvey Award-winning biography of Krigstein,

has assembled the very best of Krigstein’s comics work, starting with his earliest creative rumblings, through his glory days at EC, to his final, even more brilliantly radical stories for Atlas Comics — running through every genre popular at the time, be it horror, science fiction, war, western, or romance (but no super-heroes).

**Section Zero Vol. 1:
There Is No Section
Zero** Marvel

Entertainment
Carmine Infantino. Steve Ditko. Jack Kirby. Gil Kane. Joe Kubert. Gene Colan. Jim Steranko. Neal Adams. Some of the greatest comic book artists of their generation, who created some of their greatest work during The Silver Age of Comics (circa 1956-1970). They not only drew definitive versions of the medium’s greatest characters including The Flash, Batman, Captain America, Superman, Thor, Green Lantern, Spider-Man, Dr. Strange, Green Arrow and more— but set trends in the art of comic book storytelling. Now this popular and influential body of work, along with each artist’s thoughts, ideas and commentary, is presented in *The Silver Age of Comic Book Art*, a

coffee table comic book art history book written and designed in a daringly different format by comic book historian and illustrator Arlen Schumer, and published in hardcover and digital/e-book editions by Archway Publishing (from Simon & Schuster). Dynamic spreads of the actual printed comic art, graphically enlarged, are integrated with comic-styled text, often by the artists themselves, that replaces the original comic book copy with more personalized prose that places the art firmly in the period it was created: the turbulent 1960s. By creating a comic book history book that reads like a comic book, Schumer succeeds spectacularly in making you see, as if for the first time, the comics you’ve been reading your whole life. “Arlen Schumer documents an important period in comic book history, told with an explosive format and stunning design. It reflects the kinetic rhythm of the era.” — Will Eisner (1917-2005), creator of *The Spirit* and the graphic novel *A Contract with God* “Through the years, I’ve had the pleasure of seeing many books that pay tribute to the art of

comics, but Arlen Schumer has created an entirely new format in presenting the art and words of the artists. It's the most comprehensive and personal way a fan or colleague can learn what lies beneath the art. Arlen has found the perfect way to inform and entertain. It's simply awesome —and the best representation of my work ever!" —Gene Colan (1926-2011), legendary comic book artist "A lovingly crafted tribute to the superhero comic of the 1960s, *The Silver Age of Comic Book Art* recaptures the four-color visionary surge of the era, its jet-age psychedelic rush of imagination and the titanic, luminous figures, both real and imaginary, that glittered in its firmament. For a brief moment in the late 20th century, it seemed as if the spirit of the age wore a vivid leotard, a chest emblem, and traveled in a strobing blur of speed lines. For anyone with any interest in or affection for that moment, this beautiful volume is indispensable." — Alan Moore, author of *Swamp Thing* and *Watchmen* For more on *The Silver Age of Comic Book Art*, join Arlen's Facebook group of the same name, and visit

Arlen's website: www.arlenschumer.com
Comics Values Annual
 2007 Top Shelf Productions
 Gary Scott Beatty's one-shot "Number One" was on *Bleeding Cool News'* list of the best indie comics of 2014. Now this innovative writer/artist's early work is being offered in a collected edition for the first time. "Worlds: Three Stories by Gary Scott Beatty" features done-in-one comic book stories, gallery pages, and an article from the author. "Adam Among the Gods" - Adam is the First, science's revered first immortal before the rise of the New Humans. Ugly and deformed, his sacrifice lead to the perfect race of godlike people that inhabit the world around him. He is worshiped, undying and hopelessly alone. This sci-fi tale explores evolving standards of beauty and perfection and how those choices could affect the physical and mental well being of a human race improved through genetic tampering. "Seductions" - Beatty explores mating ritual psychology, seduction history, the barroom scene and, yes, vampires! The "hero" of *Seductions* is caught in a

maddening cycle, waking 10 years after each feeding. The world changes around him and only two things remain, his desire for blood and a yearning for his long lost love! Far from a typical romance, the hero must decide: heart's desire or dinner? "Jazz: Cool Birth" - A murder mystery in a 1957 jazz club, with illustrations inspired by '50s album cover design. From the martini crowd at the uptown piano bars to the whiskey cats at downtown's Skylarks, piano man Dean Fontessa had thought he'd seen it all. But when he agrees to beat chops with the local pounders about a nixed out gabriel, he finds the jazz crowd takes care of its own, dig? Reviews of the stories contained in this collection: ADAM AMONG THE GODS: "Both Beatty's writing and Lyle's art...reveal impressive hidden depths."— Adam Prosser, rackraids.com "This is a wonderful morality tale done in the tradition of the *Twilight Zone*."— Odinson, Lone Star Comics Archivist, [My Comic Shop.com](http://MyComicShop.com) SEDUCTIONS: "Shot from artist Bill Bryan's compelling pencils and enhanced by Beatty's colors, *Seductions* draws the reader into the

vampire's hunt for 'life' and love. One feels his pain even as one loathes his manipulative manner. Complete unto itself, this comic book is another satisfying done-in-one presentation. Seductions earns four Tonys." — Tony Isabella, *Comic Buyers Guide* "Totally unpredictable story. Great work! 5 out of 5 stars." — Quazipseudo, *Syndicated Zine Reviews* JAZZ: COOL BIRTH: "The imagery and the loose but controlled rhythm of the writing brilliantly evoke the sights, sounds and smoky atmosphere of a bygone era." — Matt C., *Paradox Comics* "It's something different in storytelling. I thought it was great, so give it a shot. Something different, something new." — Joe and Jim, *Comic News Insider* A Caliber Comics release. *Comics Values Annual 2008* Caliber Comics From writer Shaun Simon (co-author of *THE TRUE LIVES OF THE FABULOUS KILLJOYS* with My Chemical Romance's Gerard Way) and artists Michael Allred (co-creator of *iZOMBIE*) and Matt Brundage (*THE SPIRIT: THE NEW ADVENTURES*) comes *ART OPS VOL. 1: HOW TO START A RIOT*. Reggie Riot is no one's idea of a cultural savior.

The latchkey child of a busy single mother, he's grown up to be a resentful slacker whose idea of high culture is getting stoned and admiring the graffiti in the alley where he scores his weed. His mother, however, is not your average working parent. She's the head of a secret organization called Art Ops, whose mission is protecting the artistic treasures of the world—which have a lot more life in them than a casual observer might realize. Reggie has always shunned his mom's high-culture scene, but a devastating encounter with the shadowy forces menacing the world's masterpieces has left him with a permanent expression of the chaotic power of art flowing through his veins. So when Art Ops suddenly vanishes without a trace, leaving its final rescue—LA GIOCONDA, the Mona Lisa herself—out in the cold, it's up to Reggie and his motley crew (including a masked super-powered operative who writes sitcom scripts on spec, a girls-just-wanna-have-fun '80s music video icon, and a suburban clerk from a mall-punk clothing chain) to come to the rescue. But do they have what it

takes to stand up to the dark side of human creativity? Collecting issues #1-5 of the ongoing VERTIGO series and featuring a special sketchbook section from Allred and Brundage. *The Art of Army of Darkness* Caliber Comics Go deeper inside the hit TV show *The Boys* and its characters with psychologists, media experts, filmmakers, and more—including the original comic series' co-creator and the actors behind *Soldier Boy* and *Stormfront*. *Supes Ain't Always Heroes* offers a fresh look at *The Boys*, delving into the show's unflinching depiction of celebrity, politics, social media, corporate greed, racism, sexism, and more: The true difference between *Homelander* and *Billy Butcher*—and who the show's biggest villain really is *What Soldier Boy's* characterization says about how we define masculinity How today's media landscape has contributed to *The Boys'* success What the evolutions of Hughie, Starlight, A-Train, Mother's Milk, and other show standouts reflect about addiction, family, identity, and self-acceptance PLUS: Exclusive interviews with

The Boys comics co-creator Darick Robertson and actors Jensen Ackles (Soldier Boy), Jim Beaver (Robert Singer a.k.a. Dakota Bob), Aya Cash (Stormfront), and Nathan Mitchell (Black Noir) provide a unique glimpse behind the scenes.

Comments from editor interviews with more of the show's stars give further insight into their experiences in bringing these complex characters to life.

Box Office Poison Color Comics #2 Archie Comic Publications, Inc.

The Riverdale Fall Festival is here, and Jughead's unable to partake in the one activity he loves most—enjoying his food!

Falling leaves provide a scenic backdrop and who doesn't love jumping into piles of them—but there's one

disadvantage—getting them in your food! Will autumn finally leave

Jughead alone and let him eat in peace? Find out in

“The Fall of Jughead and Archie,” the hilarious, NEW first story to this fall-flavored Comics Annual!

Dark Knights Marvel Entertainment

'V.I.C.'s (Vault Insider's Club's)' is an action-

packed, adventure, comedy based on a

puppet-character named

Roger who lives in this imaginary town named

Vickyville. His 3 silly

abnormal cousins, Hammerhead, Laffy-Taffy,

and Spiky, always annoy him with their foolish

pranks and activities. In "Surprise Party", Roger's

toy-box, full of toys, would come to life and become

his friends. Roger

discovers something

amazing; colorful,

magnetic ice cubes, bright

enough to shine the

funhouse, full of magic.

Meanwhile, Roger senses

a dark side; the evil

Emerald magically

appears at the funhouse,

and by the time Roger

returns to the funhouse,

the ice-cubes were stolen.

It's up to Roger and his

friends to prevent

Emerald from ruining the

V.I.C.'s party.