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The Golden Weapons (LEGO Ninjago: Reader)

Golden Filly Collection 1

The beings collectively known as Lord Tensen are beyond comprehension. These rulers of the mysterious island are deathless, ferocious and nearly invincible. Can Gabimaru the Hollow and his Yamada Asaemon executioner Sagiri survive long enough to reach their goal, despite being forced to contend with immortal monsters? -- VIZ Media

The MG Collection

Gabimaru the Hollow is one of the most vicious assassins ever to come out of the ninja village of Iwagakure. He's ruthlessly efficient, but a betrayal results in him being handed a death sentence. He has only one hope—in order to earn his freedom, he must travel to a long-hidden island and recover an elixir that will make the shogun immortal. Failure is not an option. On this island, heaven and hell are just a hair's breadth away. -- VIZ Media

Golden Kamuy, Vol. 13

After many adventures, Aladdin and Morgiana finally reach the great city of Balbadd, only to find it seething with corruption and dissent. There, Aladdin reunites with his friend Alibaba hoping to once again capture a dungeon together. However, Aladdin finds that Alibaba has changed and has become the leader of a band of outlaws -- VIZ Media

The Promised Neverland, Vol. 17

Shiraishi is a master escape artist, but he's not very good at evading capture! After the 7th Division captures Shiraishi, Sugimoto and Hijikata join forces in an uneasy alliance to rescue him. With the help of Choan Kumagishi, one of the Abashiri convicts, they put a risky plan to free Shiraishi into action. Of course, Lieutenant Tsurumi isn't about to let these old foes get the better of him, setting the stage for another dangerous confrontation. -- VIZ Media

Golden Kamuy

The enigmatic and beautiful Ainu soothsayer, Inkarmat, can see the paths to the past and the future—what fate has she seen for Sugimoto? Sugimoto and his friends continue their journey to the northernmost reaches of Hokkaido and the infamous Abashiri prison. Even if they can manage to meet with Noppera-bo, will he give them the answers they want? And what do rumors of an immortal bear have to do with the tattooed skin treasure map? -- VIZ Media

Ôoku: The Inner Chambers

While Sugimoto races north by dogsled, Asirpa crosses the border with Kiroranke into Russian territory. Kiroranke—who was once involved in the assassination of the Russian Czar Alexander II—and the Russians, tipped off by Tsurumi that Kiroranke was heading into their territory on Karafuto, have set an ambush at the border. The dark pasts of Asirpa's traveling companions are now coming to light, along with the secrets of her own father -- VIZ Media

Hell's Paradise: Jigokuraku, Vol. 1

The Gantz fighters wage invisible war against a series of increasingly bizarre and deadly alien monstrosities, whose source and purpose are a frightening mystery. And if those challenges weren't enough, a homegrown threat rises, the sleek and stylish weapon-spawning killers known as the Vampires, who aim to bleed out Gantz! A visually arresting adult science-fiction epic, Hiroya Oku's Gantz is a nonstop nightmare of grotesque horror, bold eroticism, and fierce imagination that sold over 15 million copies in Japan and inspired three feature films and an anime TV series. This value-priced omnibus collection features 680 pages of action and audacity! Collects Gantz volumes 13, 14, 15.

Golden Kamuy

Asirpa's quest to find out about her father has led her to a Russian prison on the frozen coast of Karafuto in hopes of breaking out Sofia, a former revolutionary. Sofia was also the leader of the group that Kiroranke and Wilk belonged to and she may be able to shed more light on Asirpa's father. But the truth about Wilk might ultimately be more than she can bear.

Sugimoto and his party draw closer to catching up with Asirpa—and when they do, old scores will be settled. -- VIZ Media

The Golden Ticket

Two rival ninja clans are picked to fight to the death to resolve a clash over the succession to the Japanese throne, but things get complicated when the son of one clan and the daughter of the other unexpectedly fall in love.

Golden Kamuy, Vol. 17

Sugimoto and Asirpa reach Lake Kussharo near Abashiri prison at last! The time has come to put all their plans to break into the prison and meet Noppera-bo into action. Their nemesis, Lieutenant Tsurumi, as always, is one step ahead and has his own agents inside Abashiri. Tsurumi himself is on the way, with a contingent of troops and a gunboat to back him up! But if anyone can survive being surrounded by enemies and still keep Asirpa safe in this deadly conflict it's Immortal Sugimoto! -- VIZ Media

Golden Kamuy

Sugimoto and company have gone after some twisted individuals in their search for the tattooed skins, but none as perverse as the deranged animal lover Dr. Anehata. Collecting Anehata's tattoo will provide one more piece of the map to the Ainu gold, but saving the sick madman from himself won't be easy. As they close in on Abashiri prison, plans begin to form about how to get Asirpa inside to meet her father, but the fortune-teller Inkarmat has more secrets to reveal about the identity of Noppera-bo -- VIZ Media

Puella Magi Madoka Magica: The Movie -Rebellion-

The MG Collection By Richard Monk. Subtitled: The Post-War Models. From the TC Midget to the very latest MGF launched at the 1995 Geneva Motor Show, Monk provides the evolution and development of each model plus detailed specifications and close-up photographs. Foreword by Roche Bentley. Hdbd., 8 1/2"x 12", 175 pgs., 22 b&w ill., 516 color.

The Golden Spiral

In Christopher Golden's first horror novel in more than a decade--a work reminiscent of early Stephen King--Snowblind updates the ghost story for the modern age. The small New England town of Coventry had weathered a thousand blizzards .

. . but never one like this. Icy figures danced in the wind and gazed through children's windows with soul-chilling eyes. People wandered into the whiteout and were never seen again. Families were torn apart, and the town would never be the same. Now, as a new storm approaches twelve years later, the folks of Coventry are haunted by the memories of that dreadful blizzard and those who were lost in the snow. Photographer Jake Schapiro mourns his little brother, Isaac, even as---tonight---another little boy is missing. Mechanic and part-time thief Doug Manning's life has been forever scarred by the mysterious death of his wife, Cherie, and now he's starting over with another woman and more ambitious crimes. Police detective Joe Keenan has never been the same since that night, when he failed to save the life of a young boy . . . and the boy's father vanished in the storm only feet away. And all the way on the other side of the country, Miri Ristani receives a phone call . . . from a man who died twelve years ago. As old ghosts trickle back, this new storm will prove to be even more terrifying than the last. Spellbinding in scope and rooted deeply in classic storytelling, Christopher Golden has written a chilling masterpiece that is the best work of his career and a standout supernatural thriller. With richly textured characters, scarred and haunted by the ghosts of those they loved most, *Snowblind* is rooted deeply in classic storytelling. Christopher Golden has written a chilling masterpiece that is both his breakout book and a standout supernatural thriller.

Golden

LEGO Ninjago readers are finally here! In this easy-to-read story, the ninjas try to obtain the final golden weapon. With Sensei Wu by their side, they journey to underworld and come face to face with their sworn enemy, Garmadon!

Golden Kamuy

Homura discovers that she has been trapped in an illusory space all along. Though she resolves to find and put a stop to the culprit behind the illusion, her friends' apparent happiness in this false reality makes Homura wonder if she has more to lose than gain by putting an end to it. The manga adaptation of the record-breaking hit *Puella Magi Madoka Magica: The Movie -Rebellion-* film continues on!

Golden Kamuy, Vol. 14

When Dante, a Master of Time, is sent into the past to find Zo, Tony, and V, Abby knows that he will need her help to prevent the trio from destroying time itself, but soon things start to change as Zo targets Abby's past.

Golden Kamuy

Set in feudal Japan, this classic series serves up historical fact, social commentary, ninja lore, and graphic violence, making it irresistible for fans of the popular Lone Wolf & Cub. It's the saga of Kamui, who becomes a ninja to escape the oppressed peasant class but turns outlaw when he tries to leave his ninja clan. Hunted by assassins, he finds a temporary safe haven when he's shipwrecked on a remote island.

Golden Kamuy, Vol. 19

Asirpa and Sugimoto are faced with a shocking truth—Noppera-bo, the criminal mastermind behind the stolen gold hoard is Asirpa's father! To confirm this they decide to go to the impregnable Abashiri prison to attempt to meet him. Along the way they find more clues to the location of the gold, and make a stop in a hellish hotel. Meanwhile, Toshizo Hijikata lays down his own brand of justice in a lawless town -- VIZ Media

The Kouga Ninja Scrolls

In Edo period Japan, a strange new disease called the Redface Pox has begun to prey on the country's men. Within eighty years of the first outbreak, the male population has fallen by seventy-five percent. Women have taken on all the roles traditionally granted to men, even that of the shogun. The men, precious providers of life, are carefully protected. And the most beautiful of the men are sent to serve in the shogun's Inner Chamber -- VIZ Media

Golden Kamuy

The P-NP problem is the most important open problem in computer science, if not all of mathematics. Simply stated, it asks whether every problem whose solution can be quickly checked by computer can also be quickly solved by computer. The Golden Ticket provides a nontechnical introduction to P-NP, its rich history, and its algorithmic implications for everything we do with computers and beyond. Lance Fortnow traces the history and development of P-NP, giving examples from a variety of disciplines, including economics, physics, and biology. He explores problems that capture the full difficulty of the P-NP dilemma, from discovering the shortest route through all the rides at Disney World to finding large groups of friends on Facebook. The Golden Ticket explores what we truly can and cannot achieve computationally, describing the benefits and unexpected challenges of this compelling problem.

Aleister and Adolf

Sugimoto and Asirpa's hunt for the tattooed treasure map has led them to a fishing village on the coast, where a deranged

serial killer lies in wait. Lieutenant Tsurumi and his renegade soldiers are also hot on their trail, and if he catches up to them it's guaranteed that there will be hell to pay. Toshizo Hijikata also closes in, while an old friend shows up with a secret about Asirpa that no one wants to believe—but it just might take them closer to the gold than ever before -- VIZ Media

The Hourglass Door

On the trail of a hoard of hidden gold, Saichi “Immortal” Sugimoto and the Ainu girl Asirpa have already tracked down some of the escaped prisoners whose tattoos form a map to the lost treasure. But their search has caught the attention of a group of rogue Japanese soldiers from the legendary 7th Division. Their leader, the utterly cold-blooded and driven Lieutenant Tsurumi, will stop at nothing to find the gold. And Tsurumi is not the only formidable opponent Saichi and Asirpa must deal with—a former samurai who escaped with the prisoners is carving his own path to the loot. These enemies will put Saichi’s “Immortal” nickname to the test -- VIZ Media

The Boy with Golden Eyes - Book Five

"The original graphic novel Aleister & Adolf in a trade format, with new cover and expanded content"--

Magi: The Labyrinth of Magic, Vol. 4

Sixteen-year-old Tricia Evanston and her father share something very special: their love of horses. With Tricia as jockey and her father as trainer, the two have big dreams of winning the Triple Crown. Tricia has other pressures, too, like declining grades, a strained relationship with her mother, and the constant worry about her father's failing health. But Tricia's faith in God always gives her the strength to push her limits. Collection One includes The Race, Eagle's Wings, Go for the Glory, Kentucky Dreamer, and Call for Courage.

Gantz Omnibus Volume 5

Sugimoto and Asirpa reach Lake Kussharo near Abashiri prison at last! The time has come to put all their plans to break into the prison and meet Noppera-bo into action. Their nemesis, Lieutenant Tsurumi, as always, is one step ahead and has his own agents inside Abashiri. Tsurumi himself is on the way, with a contingent of troops and a gunboat to back him up! But if anyone can survive being surrounded by enemies and still keep Asirpa safe in this deadly conflict it's Immortal Sugimoto! -- VIZ Media

Golden Kamuy

Abby's senior year of high school is textbook perfect: She has a

Snowblind

Young Rupert, with an unquenchable thirst for knowledge and experience, has been raised in complete isolation from the world by his enigmatic grandparents. His life takes an extraordinary turn when a violent storm uncovers a long-concealed treasure. In the aftermath of the storm, his grandparents vanish. Completely alone, the bewildered boy seizes upon the opportunity to leave his forest home at last. Out in the wider world, Rupert encounters new friends and learns that the kingdom's beloved royal family has been slain by brutal usurpers, who now rule the land with cunning and cruelty. But astonishing revelations convince Rupert that he has a pivotal role in restoring justice to the land. As Rupert and his comrades face imprisonment, bloody skirmishes, desperate conditions, and alluring yet sinister encounters, the darkest moments may reveal astonishing wonders. Unfolding events take on a deeper meaning as Rupert's mysterious gifts guide him toward shattering revelations and truths about his identity and his destiny.

Alice in the Country of Hearts

Surviving a volcanic eruption and its aftermath, the Golden-Eyed Prince encounters fresh adversity. With assassins hot on their trail, the comrades set off towards the Tarama Sea. Crossing it will bring them one step closer to their ultimate goal; the liberation of their homeland from a despotic regime. But first, Rupert must contend with revelations concerning Drego, his provoking, magnetic follower who unknowingly harbors a secret jeopardizing Rupert's greatest ambitions. Before the puzzle is resolved, the youth must summon new-found abilities to confront a dark nemesis from his past only to discover his ultimate test awaiting - the lure of rarefied enlightenment, requiring Rupert abandon all he holds dear to receive it. 'Riddles and Revelations' follows the young hero in his quest to comprehend the true nature of reality, responsibility, and the world he inhabits. His realizations transform not only his own fate, but that of myriad kingdoms as well, while his burgeoning exalted status delivers surprising consequences of its own.

The Third Testament - Vol. 4: The Day Of The Raven

The Many-Colored Land, the first volume in Julian May's dazzling series of science fiction-fantasy novels, began with a desperate act of exile. A group of talented misfits from a future society chose to pass through a time-portal into the unknown dangers of a world six million years past, the world of the Pliocene. They emerged in a proto-Kurope inhabited by two

extraterrestrial races — the chivalric Tanu and the dwarfish, forest-dwelling Tirvulag, both of which possessed far-reaching psychic powers. The humans soon became involved in the age-old struggle between the two. The Golden Tore picks up the story as one group of captured humans is brought to Muriah, the stately capital of the Tanu kingdom. Among them is Elizabeth Orme, who was once, in her own world, a Grand Master Metapsychic. In spite of Tanu harassment, she begins to recover her lost powers. Also in this group is Bryan Gren-fell, an anthropologist seeking his lost love. And there is Aiken Drum, an adventurer, schemer, and trickster who has the talent and ambition to become a ruler in this strange new-old world. The other human group, which has managed to overcome its Tanu guards and escape into the northern forests, includes Chief Burke, an American Indian, and Felice Uindry, an athlete gifted with certain psychic powers of her own. This group, with the ambiguous aid of the Firvu-lag, determines to launch an attack against the very heart of Tanu dominance. At the end of the Grand Combat tournament between Tanu and Kirvulag comes the astonishing climax to this astonishing novel. Fritz Leiber says the series is "altogether enchanting and engrossing." Vonda Mc-Intyre comments, "It's action-oriented and vivid"; and Joe W. Laldeman says, "It's one of the best-thought-out futures ever encountered in science fiction."

The Boy with Golden Eyes

Kidnapped by a handsome man with rabbit ears, Alice Liddell finds herself abandoned in an odd place called Wonderland and thrust into a "game," the rules of which she has yet to learn. Alice, ever the plucky tomboy, sets off to explore and get the lay of this strange land, intent on finding her rude kidnapper and giving him a piece of her mind (and her fist). But little does she know that she's wandered right into the middle of a dangerous power struggle involving just about all of Wonderland's attractive, weapon-happy denizens. And the only way for Alice to return home is to get acquainted with the lot of them?! How in the world will she manage that and still manage to stay alive?!

The Legend of Kamui, Volume 1

Sugimoto and his friends head for Kushiro in order to escape Lieutenant Tsurumi's pursuit. Meanwhile, Lieutenant Tsurumi himself leads members of the 7th Division to Otaru following rumors of the tattooed skins. Awaiting them are two of the most desperate and dangerous outlaws of the north—the Lightning Thief and his wife, the wicked Viper Ogin—and they're both heading straight for Lieutenant Tsurumi! -- VIZ Media

Golden Kamuy, Vol. 16

Disgraced inquisitor Conrad of Marburg has been forced to abandon his erstwhile ward Elisabeth and the young monk,

Clement, while he races to Prague with what he believes is the solution to the ultimate enigma of the Third Testament. However, he is captured by the brutal Sayn and must do everything he can to escape! But Elisabeth and Clement have realized the solution Conrad has is wrongi can they catch up with him before all is lost and the incredible knowledge he has uncovered falls to the forces of darkness? Find out in this the stunning final installment of The Third Testament.

The Golden Torc

Tetsuzo Nihei, the legendary Bear Killer, is determined to become the hunter who kills Retar, the last remaining Ezo wolf. Asirpa will never allow this, and she and Immortal Sugimoto race to stop his bloodthirsty quest. Meanwhile, in the port city of Otaru, Hijikata, the relentless head of the reborn Shinsengumi, leads a band of death row inmates against Lt. Tsurumi and his 7th Division. In this clash of iron resolve, only the strongest will survive. -- VIZ Media

Bleach

With Asirpa unaware that Sugimoto is still alive, she heads farther north into Karafuto with Kiroranke, Ogata and Shiraishi. Back in Hokkaido, Hijikata follows up on information he discovered inside Abashiri prison, leading him to a former assassin. Meanwhile, Sugimoto and his party, desperate to find Asirpa, come upon a traveling circus whose ringmaster might be able to help. But to secure his aid will Sugimoto have to kill himself? -- VIZ Media

Golden Kamuy, Vol. 13

The children of the Grace Field House orphanage must escape a macabre fate before it's too late. Life at Grace Field House is good for Emma and her fellow orphans. While the daily studying and exams they have to take are tough, their loving caretaker provides them with delicious food and plenty of playtime. But perhaps not everything is as it seems... In order to wipe out the demons, Norman sends his forces into the capital to take down the queen and the five aristocrat families. Emma also heads into the demon city with the intent of stopping Norman from doing something he'll regret. But can she get there in time?

Golden Kamuy, Vol. 6

Sugimoto and Asirpa finally come face to face with Noppera-bo inside Abashiri prison, but as Asirpa looks into his eyes she realizes he is not her father! In the rush to escape, Anji Toni makes off with Asirpa, leaving Sugimoto and Shiraishi trapped inside, with Hijikata also set to betray them. Making matters worse, they're all caught between Warden Inudo and his

guards, and Lieutenant Tsurumi's gunboat fleet on the river. With so much serious firepower being deployed, is anyone getting out alive? -- VIZ Media

Hell's Paradise: Jigokuraku, Vol. 4

Hot-tempered 15-year-old Ichigo Kurosaki, the hero of the popular fantasy-adventure Bleach, has the unsettling ability to see spirits who are unable to rest in peace. His sixth sense leads him to Rukia, a Soul Reaper who destroys Hollows (soul-devouring monsters) and ensures the deceased find repose with the Soul Society. When she's injured in battle, Rukia transfers her sword and much of her power to Ichigo, whose spiritual energy makes him a formidable substitute Soul Reaper. But the orange-haired teenager isn't sure he wants the job: too many risks and moral dilemmas.

Golden Kamuy

Captured by renegade soldiers from the 7th Division, Sugimoto's life now rests in the hands of Asirpa and "Escape King" Shiraishi, who must work together to save him. Meanwhile, Sugimoto's list of enemies continues to grow. Hijikata, the former leader of the legendary Shinsengumi, intensifies his own search for the hidden Ainu gold, and another adversary teams up with an expert hunter—who knows the wilderness of Hokkaido at least as well as Asirpa—to track Sugimoto down! -- VIZ Media

Hellsing

The final showdown with Father Anderson has an unexpected effect on Alucard. He soon recovers however, and the war rages on. Alucard has to deal with Walter, who has betrayed Hellsing, while Lady Integra goes forth to do battle with the Commander himself, and Seras comes face to face with a ferocious Werewolf

The Golden Weapons (LEGO Ninjago: Reader)

The #1 national bestseller and inside story of Steph Curry, the greatest shooter basketball has ever seen. Golden is the first book to provide an all-access look at Steph Curry and the team that has fueled Dub Nation—by longtime Warriors beat reporter and Bay Area News Group sports columnist Marcus Thompson, the go-to expert on all things Golden State. A lifelong Warriors fan turned insider Thompson is uniquely qualified to tell the definitive story of a singular talent, pulling back the curtain on the crazy work ethic and on-court intensity that make Curry great—and the emphasis on family and faith that keeps him grounded. Combining the competitive grit and fun-loving spirit of his mother with the mild demeanor,

easy charm, and sharp shooting of his father, former NBA player Dell Curry, Steph Curry derives support and strength from his close-knit kin and his commitment to Christianity. This hard-working, wholesome image however is both a blessing and curse in a League of big personalities. Thompson unravels the complicated underpinnings of the Steph Curry hate with a nuanced analysis of how class and complexion come into play when a child with an NBA pedigree becomes the face of a sport traditionally honed on inner-city black top and dominated by the less privileged. With unprecedented access, Thompson draws from exclusive interviews with Steph Curry, his family, his teammates, Coach Steve Kerr, and the Warriors owners to bring readers inside the locker room and courtside with this remarkable athlete and man.

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