

GRAPHIC NOVELS: FROM SAILOR MOON TO SPIDER-MAN

**Bonnie Kunzel, Youth Services Consultant, NJ State Library
(609) 943-5246 bkunzel@njstatelib.org**

Arnoldi, Katherine. **The Amazing True Story of a Teenage Single Mom.** Hyperion, 1998. 0-7868-6420-6. BKL (Gr. 9+)

Teen mom struggles to support and educate herself in this true-to-life graphic novel. (BBYA 99)

Asamiya, Kia. English Adaptation by Max Allan Collins. **Batman: Child Of Dreams.** DC Comics, 2003. Trade: 1-56389-906-X Paper. 1-56389-907-8. SLJ (Adult/ High School)

Featuring a story that includes the Joker, Two-Face, the Riddler, and an illustrated guide to Batman's rogues gallery, this original novel mixes fast-paced, dark, and violent aspects of Manga with legendary Batman mythos. (NYPL: Books for the Teen Age)

Barry, Lynda. **One Hundred Demons!** Sasquatch Books, 2002. 1570613370. (A/YA)

Barry captures the emotions of childhood in this partly autobiographical graphic novel. The personal demons of the author are depicted in loopy drawings that represent her emotional state in various circumstances in her life. (ALEX Winner 2003) (NYPL: Books for the Teen Age)

Beatty, Scott. **Superman: The Ultimate Guide To The Man Of Steel.** Dorling Kindersley, 2002. 0-7894-8853-1. (Gr. 6+)

Access to the DC Comics archives results in a work that combines classic art with some never before published material to reveal everything you ever wanted to know about Superman, including key locations, crucial events, and other characters in his life.

Bendis, Brian Michael. **Ultimate Spider-Man: Power And Responsibility: Volume 1.** Marvel, 2001. 078510786X. (Gr. 5+)

Starting over at the beginning, the story of how a tortured teen is imbued with startling powers, has been completely re-imagined to appeal to the hi-tech, media savvy youth of today in this re-imagining of Spider-man.

Also: **Spider-Man the Ultimate Guide** by Tom DeFalco.

Bissette, Steve. **Godzilla: Age Of Monsters.** Dark Horse Comics, 1998. 1-56971-277-8. BWI (Gr. 5+)

Noriko's father discovered the big "rock." Little did she know that that discovery would lead to her life's work--studying the King of the Monsters.

Brennan, Michael. **Electric Girl, vol. 1.** Mighty Gremlin, 2000. 0970355505. SLJ (Gr. 6-9)

Virginia, the Electric Girl, can release electricity from her body at will. But she also has a friend, Oogleeog, an invisible gremlin who is always making trouble.

Sequel: **Electric Girl, vol. 2.**

Busiek, Kurt. **Kurt Busiek's Astro City: Life in the Big City.** WildStorm, 1999. 156389551X. (Gr. 7+)

Originally published as Kurt Busiek's Astro City Vol. 1 #1-6. Readers meet heroes who are extraordinary in their powers and refreshingly ordinary in their needs and wishes.

Also: **Marvels.**

Carlton, Bronwyn. **The Books Of Faerie.** Vertigo, 1998. 1563894017. BWI (Gr. 9+)

An orphan girl from eleventh-century England becomes Queen Titania of Faerie. Also included is the tale of Tim Hunter's first meeting with his true father, Tamlin, a denizen of Faerie.

Clowes, Daniel. **Ghost World.** Fantagraphics Books 4th edition, 2001. 1560974273. (Gr. 9+)

When Enid and Becky finish high school, Enid's desire to attend college and Becky's relationship with a guy both girls are interested in drives a wedge between the former best friends.

Dezago, Todd. **Tellos: Reluctant Heroes**. Image Comics, 2001. 1582401861. (Adult)
 Jarek, a small boy and his swashbuckling tiger are the only ones who can unleash the genie lodged in the amulet of the pirate queen, Serra. Can he and his small band of strange companions save the world?
 Sequel: **Tellos: Kindred Spirits**.

Dixon, Chuck. **Black Canary/Oracle: Birds Of Prey**. DC Comics, 2002. 1404653457. BWI (Gr. 7+)
 These action-packed stories take some of the most intriguing women in the DC Universe--Black Canary, Oracle, Catwoman, the Huntress, and Lois Lane--on adventures in a variety of exotic locales.

Dixon, Chuck. **Way Of The Rat: The Walls Of Zhumar: Volume 1**. CrossGen, 2003. 1931484511. BKL (Gr. 7+)
 Boon Sai Hong never aspired to be more than a thief, but now he must join with a beautiful princess, a mysterious martial arts master, and an enchanted talking monkey to save a city at the edge of the world from destruction. (NYPL: Books for the Teen Age)
 Sequel: **Way of the Rat: The Dragon's Wake**.

Drooker, Eric. **Blood Song: A Silent Ballad**. Harvest Book, 2002. 015600884X. SLJ (Adult/ High School)
 A young woman arrives in New York and falls in love with a street musician. Since making music is forbidden in the Big City, he is arrested and put in prison. Making the future uncertain for his music and for the woman who loves him. (NYPL: Books for the Teen Age)

Eisner, Will. **A Contract With God And Other Tenement Stories**. DC Comics, 2000. 1-56389-674-5. BWI (Gr. 9+)
 In four stories from his childhood, Eisner explores the brutality and tenderness possible among people.

Eisner, Will. **Fagin the Jew: A Graphic Novel**. Doubleday, 2003. 0-385-51009-8. SLJ (Adult/ High School)
 A sophisticated look at stereotyping characters from classic novels. In this case the type-casting of the so-called miser, thief, and villain, the Jewish Fagin in Charles Dickens' acclaimed novel *Oliver Twist*. This is Fagin's side of the story, along with the plight of Jews in Dickens' time. (BBYA 04) (NYPL: Books for the Teen Age)

Ellis, Warren. **Stormwatch: Lightning Strikes**. DC Comics, 2000. 1-56389-650-8. BWI (Gr. 7+)
 This collection showcases the individual heroes of the StormWatch team: Jenny Sparks, Hawksmoor, Battalion and Rose Tattoo as they try to make the world a better place.
 Others in Series: **Stormwatch: Change or Die**. **Stormwatch: A Finer World**. **Stormwatch: Force of Nature**. **Stormwatch: Change the World**. **Stormwatch: Final Orbit**.

Fleming, Robert and Robert F. Boyd, Jr. **The Big Book of Urban Legends: Adapted from the Works of Jan Harold Brunvand**. DC Comics, 1994. 1-56389-165-4. BWI (Gr. 5+)
 200 happened-to-a-friend-of-a-friend stories that almost everyone has heard at some time or another.

Fujishima, Kosuke. **Oh My Goddess!: Wrong Number**. Dark Horse Comics, 2002. 1-56971-669-2. SLJ (A/YA)
 Translated from the Japanese. This volume restores stories from the beginning of Keiichi and Belldandy's time together. This title includes material from the previously published **Oh My Goddess: 1-555-Goddess**.

Furuyama, Ken and Jiro Taniguchi. **Samurai Legend**. Central Park Media, 2003. 158664856X. SLJ (Adult/ High School)
 From the pages of history comes the legend of the Samurai Jubei and the book he was pledged to protect. Now that book has been stolen, and Jubei must retrieve it before Japan descends into bloody civil war. (NYPL: Books for the Teen Age)

Gaiman, Neil. **Death: The High Cost Of Living.** Vertigo, 1994. 1563891336. (Adult)
Harvey Award-winning fantasy writer Gaiman details the cosmic duties of a loose family of seven immortals. Not quite Gods, they embody realms of psychic experience: Dream, Desire, Despair, Destiny, Delirium, Destruction and Gaiman's very popular character, Death. Reaper, yes; but Death's not very grim as she goes about her business visiting the just-about-to-die and ushering them into their new existence.
Also: **Sandman Series: #1 Preludes and Nocturnes. #2 Season of Mists. #3 Fables and Reflections. #4 Dream Country. #5 Brief Lives. #6 World's End. #7 The Kindly Ones. #8 The Wake.** Newest work set in Sandman universe: **Endless Nights.**

Gaiman, Neil. **The Wolves in the Walls.** HarperCollins, 2003. Trade: 0-380-97827-X.
Library: 0-06-053087. (Gr. 3-6)

"When the wolves come out of the walls, it's all over," until Lucy decides that her family needs to take back their home.

Gonick, Larry. **The Cartoon History of the Universe. Volumes 1-7. From the Big Bang to Alexander.** Main Street Books. Doubleday, 1994. 0-385-42093-5. SLJ (A/YA) BWI (Gr. 7+)

A wonderfully goofball history of the world, with a true global perspective that, according to Carl Sagan, makes it a better way to learn human history than 90 percent of the school textbooks.

Sequels: **The Cartoon History of the Universe II. Volumes 8-13. From the Springtime of China to the Fall of Rom. The Cartoon History of the Universe III. From the Rise of Arabia to the Universe.**

Groening, Matt. **Bart Simpson's Treehouse of Horror: Spine-tingling Spooktacular.** HarperPerennial, 2001. 0-06-093714-9. BWI (Gr. 4+)

From crazed Christmas trees and tattooed circus freaks to school dances and teenage acne, the crypt keeper of comedy tells tales of heart-pounding hilarity guaranteed to leave readers in stitches.

Also: **Big Book of Bart Simpson. Simpsons Comics A-Go-Go. Simpsons: A Complete Guide to Our Favorite Family.**

Hirsch, Karen, ed. **Mind Riot: Coming of Age in Comix.** Aladdin, 1997. 0-689-80622-1. BKLT (Gr. 8+)

An intriguing collection of short stories, done by alternative comic-book artists, who were asked to recall what it was like to be a teen and then draw a story about it.

Hosler, Jay. **Clan Apis.** Active Synapse, 2000. 096772550X. BKLT (Gr. 5-7)

The delightful text, which combines science, humor, and teen angst, presents both a scientific view and a fictitious view of the life cycle of a honeybee, through the character of Nyuki the bee.

Irwin, Jane. **Vogelein: Clockwork Faerie.** Fiery Studios, 2003. 0974311006. (Gr. 5+)

Clockwork Faerie collects the first five issues of Vogelein into a wonderfully creative graphic novel about Vogelein, a beautiful mechanical fairy created in the seventeenth century. She's immortal, but she still has to be wound up every 36 hours. Who is going to do that now that her caretaker has died? (NYPL: Books for the Teen Age)

Kesel, Barbara. **Meridian: Flying Solo: Volume 1.** CrossGen, 2002. 1931484031. BWI (Gr. 7+)

When Sephie's father dies, she inherits a sigil with the power to create. Her Uncle also inherits a sigil, which he uses for destruction. Soon Sephie finds herself the center of a power struggle that forces her to grow up fast.

Sequels: **#2 Meridian: Going to Ground. #3 Meridian: Taking the Skies. #4 Meridian: Coming Home. #5 Meridian: Minister of Cadador. Meridian Traveler Series: First four volumes. Same titles.**

Kudo, Kazuya. **Mai The Psychic Girl: The Perfect Collection: Volume 1.** Viz Communication, 1996. 156931070X. BWI (Gr. 7+)

Mai is reluctant to use her psychic powers, but when she accepts her destiny to be the protector of Earth, she becomes a skilled warrior.

Larson, Gary. **There's a Hair in My Dirt.** HarperCollins, 1998. 0-06-019104-X. (YA)
When young worm finds a hair in his dirt, father worm regales him with an ecological fable explaining how it got there.

Also: **Far Side Series**

Lee, Stan. **How To Draw Comics The Marvel Way.** Simon & Schuster, 1984. 0-671-53077-1. BWI (Gr. 4+)

Two veterans of the comic book industry have collaborated on this comics compendium: an encyclopedia of information for creating your own superhero comic strips.

Loeb, Jeph. **Batman: The Long Halloween.** DC Comics, 1999. 1563894696. BWI (Gr. 8+)
Batman created by Bob Kane." "Originally published in single magazine form as Batman : the long Halloween 1-13" Set in the early days of Batman's career, this title focuses on the Holiday killer and recounts the origin Two-Face.

McCloud, Scott. **Understanding Comics: (The Invisible Art).** HarperCollins, 1994. 0-06-097625-X. BWI (Gr. 7+)

In this important work, McCloud explains the details of how comics work: how they're composed, read, and understood. More than just a book about comics, this gets to the heart of how we deal with visual languages in general.

Also: **Reinventing Comics.**

Miller, Frank. **Batman: The Dark Knight Returns.** DC Comics; 10th edition, 1997. 1-56389-342-8. BWI (Gr. 7+)

Although Bruce Wayne has retired as Batman, he is forced to take on the role of the Dark Knight once again as Gotham's civilization crumbles around him.

Also: **Batman: Year One. Daredevil Visionaries.**

Millar, Mark. **Ultimate X-Men: The Tomorrow People.** Marvel, 2001. 0-7851-0788-6. BWI (Gr. 7+)
A group of young mutants, ostracized by "normal" humans, form a team called the X-men to battle the militant Brotherhood lead by Magneto.

Miyasaki, Hayao. **Nausicaa Of The Valley Of The Wind, Perfect Collection: Volume 1.** Viz Communication, 1995. 1-56931-096-3. BWI (Gr. 8+)

Miyazaki's Nausicaa is a passionate defender of the natural world, and her ability to commune with the creatures of the forest appears almost magical.

Moore, Alan. **Watchmen.** Warner Books, 1995. 0-930-28923-4. BWI (Gr. 9+)

This deconstruction of the American super-hero chronicles a moment of extreme crisis in a world frighteningly familiar. With heart-felt characterization and an unprecedented level of storytelling sophistication, **Watchmen** redefines comics.

Also: **Promethea: Book One. Batman: The Killing Joke. From Hell. League of Extraordinary Gentlemen 1899. Saga of the Swamp Thing. Top Ten Book One.**

Moore, Terry. **Strangers in Paradise: High School! featuring Princess Warrior.** Abstract Studio, 1999. 1892597071. BWI (Gr. 9+)

This entertaining and poignant look at the relationship of two young women presents the twists and turns that life throws at them.

Also: **Collected Strangers in Paradise.**

Morrison, Grant. **JLA: New World Order.** DC Comics, 1997. 1-56389-369-X. (Gr. 7+)

The world's greatest heroes reunite to fight the world's new champions: deadly aliens called the Hyperclan.

Also: **Batman: Arkham Asylum: A Serious House on Serious Earth.**

Niles, Steve. **30 Days Of Night**. Idea & Design, 2003. 0971977550. (Adult)

Vampires have discovered the town of Barrow, Alaska, where once a year there is a month of total darkness. It's up to the small town's husband-and-wife Sheriff team to stop them.

Nishiyama, Yuriko. **Harlem Beat #1**. TokyoPop, 1999. 1-89221-304-4. BWI (Gr. 6+)

Away from the spotlight and the glory of organized basketball, Nate discovers street hoops. All through school, Nate was known as a quitter, but now he's found something he cares about and can excel at.

Otomo, Katsuhiko. **Akira #1**. Dark Horse Comics, 2001. 1-56971-498-3. BWI (Gr. 9+)

In post-apocalypse Neo-Tokyo of 2019, the lives of two friends, Tetsuo and Kaneda, change forever after dormant paranormal abilities begin to waken in Tetsuo and he becomes a target for a shadowy government operation.

Also: **Akira #2. Akira #3. Akira #4. Akira #5. Akira #6.**

Parker, Jeff, author and illus. **The Interman**. Octopus, 2003. 0-9725553-0-7. (YA)

Van Meach is the INTERMAN, a global project worked on in secret by several governments to attempt to create the perfect war machine, an assassin who can adapt to his surroundings no matter what the situation. But now these government leaders have decided that Van is too dangerous to live. (BBYA 04)

Petrie, Doug. **Buffy The Vampire Slayer: The Ring Of Fire**. Dark Horse Comics, 2000. 1-56971-482-7. BWI (Gr. 7+)

Buffy is called upon to fight Kelgor, a demonic samurai brought back to life by a now evil Angel. This story takes place during Buffy the Vampire Slayer's second season.

Rabagliati, Michel. **Paul Has A Summer Job**. Drawn & Quarterly, 2003. 1896597548. BKLTL (Gr. 9+) SLJ (Adult/ High School)

Paul, a teen living in Quebec in the 1970s, is outraged that he is forced to stop his high school art training because his other grades are low. Then Paul decides to work at a summer camp where he counsels defiant children. (NYPL: Books for the Teen Age)

Rall, Ted, author and illus. **To Afghanistan and Back: A Graphic Travelogue**. Comics Literature, 2002. 1-56163-325-9. SLJ (Adult/ High School)

Syndicated cartoonist and columnist Ted Rall shares the details of his fascinating and dangerous fall 2001 trip to Afghanistan along with his liberal political views in this graphic travelogue.

Rennie, Gordon. **Starship Troopers**. Dark Horse Comics, 1998. 1-56971-314-6. (Gr. 9+)

Inspired by the classic Robert A. Heinlein novel, this is an account of mankind's on-going battle against alien attack, the starship troopers of Earth against some of the nastiest "bugs" you've ever seen.

Ross, Alex. **Earth X**. Marvel, 2000. 0-7851-0755-X. BWI (Gr. 7+)

A terrible accident goes wrong, leaving all humans with superpowers. What happens to the Marvel superheroes when the whole world is full of super beings?

Sequels: **Universe X: Volume 1. Universe X: Volume 2.**

Sakai, Stan. **Usagi Yojimbo: Grasscutter**. Dark Horse Comics, 1999. 1-56971-413-4. BWI (Gr. 5+)

The tale of Usagi Yojimbo is a masterful adaptation of samurai legend to sequential art, and a parable of sixteenth century Japan told with characters who are all anthropomorphized animals.

Samura, Hiroaki. **Blade of the Immortal: Secrets. Vol. 10**. Dark Horse Comics, 2002. 1-56971-746-X. BWI (Gr. 11+)

Manji, a ronin warrior of feudal Japan, has been cursed with immortality. This immortal curse won't be lifted until Manji has killed 1,000 evil men. (Volume 10) (Bwibooks)

Series: **#1 Blood of a Thousand. #2 Cry of the Worm. #3 Dreamsong. #4 On Silent Wings. #5 On Silent Wings II. #6 Dark Shadows. #7 Heart of Darkness. #8 The Gathering Vol 1. #9 The Gathering Vol 2.**

Satrapı, Marjane. **Persepolis: Story of a Childhood.** Pantheon Books, 2003. 0-375-42230-7. (Adult)
Originally published in France, Persepolis is a memoir of growing up in Iran during the Islamic Revolution. In powerful comic strip images, Satrapı tells of life in Tehran during the overthrow of the Shah and the devastating war with Iraq. (BBYA 04)

Scieszka, Jon. **The Stinky Cheese Man And Other Fairly Stupid Tales.** Illustrated by Lane Smith. Viking, 1992. 0-670-84487-X. BKLT (Gr. 2+) SLJ (Gr. 2-6)
A hilarious spoof of traditional fairy tales. (Caldecott Honor 1993)
Also: **Baloney. Math Curse. Squids Will Be Squids. The True Story of the Three Little Pigs.**

Smith, Jeff. **Bone, Vol. 1: Out from Boneville.** Cartoon Books, 1996. 0963660942. BWI (Gr. 4+)
Must-Have for Middle School
After they are run out of Boneville, the three Bone cousins get separated and then are lost in a vast uncharted desert. And so their adventures begin.
Sequels: **#2 Bone: The Great Cow Race. #3 Bone: Eyes of the Storm. #4 Bone: The Dragonslayer. #5 Bone: Rock Jaw: Master of the Eastern Border. #6 Bone: Old Man's Cave. #7 Bone: Ghost Circles. #8 Bone: Treasure Hunters. #9 Bone: Crown of Horns.**

Smith, Jeff. **Rose.** Cartoon Books, 2002. Trade: 1888963107. Paper: 1888963115. BWI (Gr. 4+)
The untold story of young princess Rose, the girl who would grow up to become the crazy but formidable old cow woman Gran'ma Ben from the popular Bone series.

Smith, Kevin. **Daredevil Visionaries.** Marvel, 1999. 0-7851-0737-1. BWI (Gr. 7+)
Smith re-envision's Daredevil in this story of tough moral choices and intrigue.

Smith, Kevin and Phil. Hester Illustrators: Ande Parks and Guy Majo. **Green Arrow: Quiver.** DC Comics, 2002. Trade: 1-56389-802-0. Paper: 1-56389-887-X. BWI (Gr. 7+)
Oliver Queen, a.k.a. The Green Arrow, comes back to life, reunites with his old superhero pals, and unravels the mystery of his resurrection.

Spiegelman, Art and Francoise Mouly. **Little Lit: Folklore And Fairy Tale Funnies.** HarperCollins, 2000. 0-06-028624-5. BKLT (Gr. 4+) SLJ (K-Gr. 6)
Traditional and new fairy tales in graphic novel format by several famous artists including Art Spiegelman and David Macaulay.
Others in Series: **Little Lit: Silly Stories. Little Lit: Strange Stories.**

Spiegelman, Art. **Maus: A Survivor's Tale. My Father Bleeds History. (Vol. 1)** Pantheon Books; Reprint edition, 1997. 0679406417. SLJ (YA)
This is a Pulitzer Prize winning-memoir of the author's father, Vladek, a survivor of Hitler's Europe. It explores the son's relationship with his father and with history. Jews are portrayed as mice; Nazis as cats.
Sequel: **Maus: A Survivor's Tale. And Here My Troubles Began. (Vol. 2)**

Stavans, Ilan. **Latino USA: A Cartoon History.** Basic Books, 2000. 0-4650-8221-1. BWI (Gr. 9+)
This cartoon history of the Latino experience in the U.S. is irreverent, sweeping, political, and very funny.

Takahashi, Rumiko. **Ranma 1/2: Volume 1.** Viz Communication, 1993. 0-92927-993-X BWI (Gr. 8+)
Ranma 1/2 is a keen social satire about a young martial artist who turns into a girl every time he is splashed with cold water.

Takaya, Yoshiki. **Bio-Booster Armor Guyver.** Viz Communication, 1995. 1-56931-032-7. BWI (Gr. 8+)
What teen wouldn't want the superpowers that come with being taken over by the alien Guyver? On the other hand, what teen would want Chronos, the secret organization that lost the Guyver unit, after him.
Others: **#2 Bio-Booster Armor Guyver: Revenge of Chronos. #3 Bio-Booster Armor Guyver: Dark Masters. #4 Bio-Booster Armor Guyver: Escape from Chronos. #5 Bio-Booster Armor Guyver: Guyver Reborn. #6 Bio-Booster Armor Guyver: Heart of Chronos. #7 Bio-Booster Armor Guyver: Armageddon.**

Takeuchi, Naoko. **Sailor Moon**. TokyoPop, 1998. 189221301X. BWI (Gr. 3-7)
The adventures of Sailor Moon and her friends, the Sailor Scouts, as they battle evil at the same time that they try to live the lives of "normal" teens.

Sailor Moon Vols. 1-11 available through Bwibooks and elsewhere. **Sailor Moon Stars** and **Sailor Moon Supers** also available.

Talbot, Bryan. **Tale of One Bad Rat**. Dark Horse Books, 1995. 1569710775. (Gr. 7+)

In this graphic novel, Helen runs away from home to flee her abusive father and tries to make her way alone on the streets of London.

Tanaka, Masashi. **Gon**. DC Comics, 2001. 1-56389-749-0. BWI (Gr. 3-7)

Size doesn't matter! He's king of the dinosaurs...and he's barely twelve inches tall! Others: **Gon Again!** **Gon on Safari**. **Gon Swimmin'**. **Gon Underground**. **Gon Wild!**

Thompson, Craig. **Blankets: An Illustrated Novel**. Top Shelf Productions, 2003. 1-891830-43-0. SLJ (Adult/High School)

Wrapped in the landscape of a blustery Wisconsin winter, this book explores the sibling rivalry of two brothers and the budding romance of two coming-of-age lovers. (BBYA 04 – Top Ten)

Tolkien, J. R. R. Adapted by Sean Deming and Charles Dixon. **The Hobbit**. Ballantine, 2001. 0-345-44560-0. BWI (Gr. 5+)

This edition of Tolkien's timeless tale is presented in comic strip format.

Van Meter, Jen. **Hopeless Savages**. Oni, 2003. 192999852X. (Gr. 9+)

The Hopeless-Savage house is invaded by TV crews and teenage Zero is in love for the first time. (NYPL: Books for the Teen Age.)

Others in Series: **#1 Hopeless Savages**. **#3 Too Much Hopeless Savages!**

Vankin, Jonathan. **The Big Book of Grimm**. DC Comics, 1999. 1-56389-501-3. (Gr. 7+)

The original uncensored Grimm -- truly scary fairy tales to frighten (and delight) the whole family.

Others: **The Big Book Of Bad**. **The Big Book of Scandal!**

Waid, Mark. **Kingdom Come**. DC Comics, 1998. 1-56389-330-4. BWI (Gr. 7+)

In the mid-21st century, it's hard to tell the good guys from the bad. Until Superman comes out of seclusion to put things back on the right track, ably assisted by other elderly superheroes, including Wonder Woman and Batman.

Also: **Justice League: A New Beginning**. **Superman Batman: Alternate Histories**.

Watson, Andi. **Geisha**. ONI Press, 1999. 0966712722. BWI (Gr. 9+)

Jomi is an android, adopted by the Kami family and raised with human brothers. When no one will buy art produced by an android, she joins the family business as a bodyguard.

Willingham, Bill. Illustrator: Lan Medina. **Fables: Legends in Exile**. DC Comics, 2002. 1-56389-942-6. BWI (9+)

There are problems among the refugees from Fableland living in Manhattan in this fractured fairytale. Rose Red is missing, possibly dead. The Big Bad Wolf is determined to crack the case, and everyone's a suspect, including Jack the Giant Killer, Bluebeard and even Rose's sister, Snow White.

Winick, Judd. **Pedro And Me: Friendship, Loss, And What I Learned**. Henry Holt, 2000. 0-8050-6403-6. SLJ (Gr. 9+)

In graphic novel format, this book describes the friendship between two roommates on the MTV show *The Real World*, one of whom died of AIDS. Also: **The Adventures of Barry Ween**, **Boy Genius 2.0**.

Wolfman, Mary. **Crisis On Infinite Earths**. DC Comics, 2001. 1-56389-750-4. (Gr. 7+)

In 1985, this legendary 12-issue series, now collected in trade paperback format, changed the shape of the DC Universe.

RESOURCES

McCloud, Scott. **Understanding Comics: The Invisible Art**. Kitchen Sink Press, 1994. 0-060-97625-X.

Indispensable book that explains how comics work: how they are composed, read and understood, written in comic-book format.

Pellowski, Michael M. **The Art of Making Comic Books**. Lerner Pubs., 1995. 0-882-59672-5.

Lavishly illustrated work that discusses the history of comic books and the elements that have made certain comics so successful.

Robbins, Trina. **From Girls to Grrrlz: A History of Women's Comics from Teens to Zines**. Chronicle Books, 1999. 0-8118-2199-4.

Entertaining, nostalgic, eye-opening account of girl characters, their effect on the comic book world and how they've been affected by it.

Rothschild, D. Aviva. **Graphic Novels: A Bibliographic Guide to Book-Length Comics**. Libraries Unlimited, 1995. 1-56308-086-9.

Annotated guide that describes and evaluates more than 400 comics and graphic novels from all over the world. It discusses important features of each work, including the quality of the graphics, characterizations, dialogue, and the appropriate audience.

Sabin, Roger. **Comics, Comix & Graphic Novels**. Praidon Press Inc., 1996. 0-714-83008-9.

Near-definitive history of comics, from mainstream superheroes to underground work, Japanese manga, alternative comics, and the European tradition, with 600 illustrations.

Sassienie, Paul. **The Comic Book**. Chartwell Books, 1994. 1-55521-999-3.

Covers the history of comic books, comic culture, collecting, how to form and maintain a collection, the grading and assessment of value, a trivia quiz about comics, a glossary of comic book terms, and indexes of creators and comic titles and their publishers.

Schoat, Frederick L. **Dreamland Japan: Writings on Modern Manga**. Stone Bridge, 1996. 1-880-65623-X.

Describes contemporary Japanese comics with illustrations, a guide to publishers, magazines with translated Japanese manga and reviews, internet newsgroups and conventions.

Weiner, Steve. **The 101 Best Graphic Novels**. NBM, 2001.

It lists over 150 graphic novels and breaks them down into age categories. There is a special edition with a library collection development supplement that is quite useful.