

Omnibus 2 Asterix The Gladiator Asterix And The Banquet Asterix And Cleopatra

This special collectors' edition features books 16 to 18 in one fabulous volume. In *ASTERIX IN SWITZERLAND*, a poisoning means Asterix and Obelix must go to Helvetia for an antidote. Can they overcome cuckoo hourglasses, yodelling and holes in the cheese? A housing estate lies at the heart of Caesar's new plan to crush the Gauls in *THE MANSIONS OF THE GODS*. Will the villagers be tempted by the chance to make money when the Roman tenants move in? In *ASTERIX AND THE LAUREL WREATH*, Chief Vitalstatistix wants a stew seasoned with Caesar's laurel wreath. Asterix and Obelix must fetch the wreath, but will their plan end in disaster or their own Roman triumph? There is no better way to enjoy the antics of our indomitable hero and his friends.

Emily, Trellis, and Vigo visit Algos Island, where they can access and enter lost memories. They're hoping to uncover the events of Trellis's mysterious childhood, knowledge they can use against the Elf King. What they discover is a dark secret that changes everything.

Join the world's most famous travelling reporter in his exciting adventures as he gets mixed up with an aeroplane hijacking in *Flight 714 to Sydney* and a South American revolution in *Tintin and the Picaros*. This volume also includes the unfinished *Tintin and Alph-Art*, a fascinating insight into Hergé's creative process. *Flight 714 to Sydney*, *Captain Haddock* and *Professor Calculus* are on their way to Sydney, Australia. Through a chance meeting they are invited to travel on board the private jet of billionaire Lazlo Carreidas. But then they fall victim to a plot to kidnap Carreidas and are captured by Tintin's arch enemy Rastapopoulos. Tintin and the Picaros Bianca Castafiore has been imprisoned by General Tapioca! Also accused of threatening Tapioca's dictatorship, Tintin, Calculus and Haddock jet off to the jungle HQ of the revolutionaries, and hatch a plot surrounding the upcoming carnival and Haddock's sudden and mysterious disgust for whisky. Tintin and Alph-Art In an interview shortly before his death, Hergé wrote of the last Tintin adventure: "The plot revolves around a tale of forgers . . . The book is set in the world of contemporary art. The narration itself is in the course of evolution. I am still doing my research and I honestly don't know where this story will lead me." Sadly, the tale was never completed, but this unique book gives an insight into the work Hergé had done on the project before he died. At the end, Tintin is about to be cast into a living sculpture by a mysterious enemy - one last cliffhanger for the world's best-loved boy journalist. Join the most iconic character in comics as he embarks on an extraordinary adventures spanning historical and political events, and thrilling mysteries. Still selling over 100,000 copies every year in the UK and having been adapted for the silver screen by Steven Spielberg and Peter Jackson in 2011, *The Adventures of Tintin* continue to charm more than 80 years after they first found their way into publication. Since then an estimated 230 million copies have been sold, proving that comic books have the same power to entertain children and adults in the 21st century as they did in the early 20th.

Vintage Asterix! 14 new stories including tales of: The day Asterix and Obelix were born (in the middle of a village fish fight); How Obelix goes back to school; Fashion in Ancient Gaul; How Dogamatirix helps the village cockerel win a duel; And how he is adopted as a Roman mascot; Asterix as you've never seen him before; Obelix's adventures under the mistletoe; The bid for the very first Gaulish Olympics; The birth of an idea - the story of the creation of Asterix; And much, much more.

Samlet udgave af: Asterix and the great divide, Asterix and the magic carpet, Operation Getafix, Asterix and the secret weapon, How Obelix fell into the magic potion, Asterix conquers America

Kazu Kibuishi's #1 *NEW YORK TIMES* bestselling series continues! Navin and his classmates journey to Lucien, a city ravaged by war and plagued by mysterious creatures, where they search for a beacon essential to their fight against the Elf King. Meanwhile, Emily heads back into the Void with Max, one of the Elf King's loyal followers, where she learns his darkest secrets. The stakes, for both Emily and Navin, are higher than ever.

The Little Mermaid is Hans Christian Andersen's most celebrated tale and is beautifully adapted here as a graphic novel by the Eisner award nominated duo Metaphrog (Sandra Marrs and John Chalmers), winners of the Sunday Herald Scottish Culture Awards Best Visual Artist 2016, and authors of the acclaimed *The Red Shoes* and *Other Tales*. The Little Mermaid lives deep under the ocean and longs to see the world above. When at last she is allowed to rise to the surface at age fifteen, she falls in love with a young prince. In order to become a human and to be with him, she makes a dangerous pact with the Sea Witch.

In this special collectors' edition, books 22 to 24 are brought together in one fabulous volume. In *ASTERIX AND THE GREAT CROSSING*, a storm blows Asterix and Obelix off course. Luckily they land on the shores of a Roman colony - or is it? Teepees, totems, gobbling birds: it's not what they're used to. Julius Caesar sends Caius Preposterus, graduate of the Latin School of Economics, to corrupt the indomitable Gauls in *OBELIX AND CO*. Obelix's menhir trade is soon thriving - but does wealth bring happiness? In *ASTERIX IN BELGIUM*, the Gauls compete with the Belgian tribes to determine who is the bravest. But if the two groups unite, will Caesar meet his Waterloo? There is no better way to enjoy the antics of our indomitable hero and his friends.

Donald Duck and Uncle Scrooge have zany adventures.

The latest action-packed adventure from our indomitable Gauls, *Asterix and the Griffin*, is out now! The roads across Italy are in disrepair. Defending his name, and to prove Rome's greatness, Senator Lactus Bifidus announces a special one-off chariot race. Julius Caesar insists a Roman must win, or Bifidus will pay. Open to anyone from the known world, competitors arrive from far and wide, including Asterix and Obelix. With Bifidus secretly scheming, who will win this almighty chariot race?

Financial skulduggery in ancient Gaul! When local Chief Whosemoralsarelastix wants a cauldron full of money kept out of Roman hands, the cash disappears while Asterix is guarding it. He and Obelix must earn enough to repay it through fairground gladiatorial contests, trendy theatrical performances, even bank robbery - they'll try anything. But whose morals are really elastic? And how do the pirates, just for once, get an unexpected bonus.

Set 10 years after the conclusion of *Descender's* storyline, here magic has taken the place of machinery and the rules are very different. Mila, the daughter of Andy and Effie from *Descender*, spends her days exploring the lonely wilds of the planet Sampson and trying to stay out of

the clutches of the evil disciples of the all powerful vampire witch known only as Mother. But like her parents, Mila doesn't like to play by the rules and when a certain robot pal of her dad's shows up, nothing will ever be the same!

In this special collector's edition, books 19 to 21 are brought together in one fabulous volume. In *ASTERIX AND THE SOOTHSAYER*, a sinister figure arrives in the Gaulish village. Prolix claims to be a soothsayer and the villagers believe every word he says, but Asterix isn't convinced... In *ASTERIX IN CORSICA*, the Corsican chieftain, Boneywasawarriorwayayix, needs Asterix and Obelix's help to foil the evil designs of Praetor Perfidius and oppose Julius Caesar's army. In *ASTERIX AND CAESAR'S GIFT*, Legionary Tremensdelirius gets the title deeds to the Gaulish village as a bonus - then swaps them with tavern landlord Orthopaedix for a drink. But Asterix and his friends aren't keen to hand over their village!

This special collector's edition features books 25 to 27 in one fabulous volume. In *ASTERIX AND THE GREAT DIVIDE*, can Asterix, Obelix and Getafix ensure a happy ending for star-crossed lovers Melodrama and Histrionix, whose fathers are rival chieftains? Watch out for some interesting new magic potions... Asterix and Obelix must go prospecting in the Middle East in *ASTERIX AND THE BLACK GOLD*. Can they outwit the Roman secret agent Dubbelosix and his amazing folding chariot? In *ASTERIX AND SON*, who can have dumped a baby outside Asterix's hut? Why are the Romans after the baby - and just what plot is the treacherous Brutus hatching against Julius Caesar? There is no better way to enjoy the antics of our indomitable hero and his friends.

Lucky Luke is a one-hundred-percent real hero of the Old West. He is squarely on the side of the law and dedicates his life to seeing that justice is done. He travels around delivering it wherever he goes, accompanied by his faithful companion, Jolly Jumper. Arriving at Fort Weakling, he changes into a formidable bandit. Why? Does his meeting with Billy the Kid, a living legend of the Old West, influence him? The team behind IDW'S Comic Book History of Comics returns with a brand-new series! From Aardman to Zoetrope, Disney to Miyasaki, Hanna-Barbera to Pixar, and everything in between! Part One: Silent...but Deadly (Funny!) shows how the animated cartoon began with the first movies under the lawsuit-happy watch of Thomas Edison... cartoonist Winsor McCay shows how 'toons can make you feel as well as laugh... the Fleischer Brothers revolutionize the technology of animation... and an obscure filmmaker from Kansas City named Walt Disney gets his first big break! The perfect companion piece to CBHoC, the Comic Book History of Animation focuses on the filmmakers and beloved characters of the past century and a half, and is essential for fans of the medium and "toon newbies" alike.

In this year's Rupert Annual, Rupert goes on an adventure with the frogs, befriends the young Hamish, rescues a merboy and much more! Enjoy a brand-new story 'Rupert and the Christmas Ribbon', originated and illustrated by Stuart Trotter, plus a selection of much-loved activities to complete at home. The stories included are: Rupert and Hamish Rupert and the Angry Sea Rupert and the Housemouse Rupert and the Train Journey Rupert and the Raft Rupert and the Christmas Ribbon.

Who can have dumped a baby boy in a basket outside Asterix's hut? Child-care is something new to Asterix and Obelix, not to mention Crismus Cactus, Prefect of Gaul, masquerading as a Gaulish nursemaid. Why are the Romans after the baby - and just what plot is the treacherous Brutus hatching against Julius Caesar? Find out the answers inside.

Recounts the antebellum South story of the slave Django and his travels with bounty hunter Dr. King Schultz to hunt down the Brittle Brothers and find his wife Broomhilda. Based on the Oscar Award-winning Screenplay. Reprint.

Asterix and Obelix escort Getafix to the druids' annual conference in the Forest of the Carnutes. Little do they know that the Goths are lying in ambush, ready to kidnap the Druid of the Year - who of course is Getafix! But what with Gauls, Goths and Romans all at odds, it's hard to tell friend from foe... until Goths begin fighting Goths in the Asterixian Wars.

Asterix is celebrating 60 sensational years as an international comics superstar, and in the first collected edition from Papercutz, the stories are newly translated into American English for a new generation of fans! The story of Asterix starts here. These are the first three adventures of Asterix as he defends his tiny village from the overwhelming forces of the Roman Empire. Join the short, spunky, and super-powerful warrior from Gaul and his faithful friends--including the boar-eating delivery man Obelix and the ecologically-minded canine, Dogmatix--as they battle to protect their village against impossible odds. Asterix Omnibus volume one collects "Asterix the Gaul," "Asterix and the Golden Sickle," and "Asterix and the Goths." Three classic adventures in one great volume.

Join the world's most famous travelling reporter in three exciting adventures as he visits the highlands of Scotland in *The Black Island*, solves a mysterious theft in *King Ottokar's Sceptre*, and meets a certain Captain Haddock for the first time in *The Crab with the Golden Claws*. *The Black Island* Wrongly accused of a theft, Tintin is led to set out with Snowy on an adventure to investigate a gang of forgers. *King Ottokar's Sceptre* Tintin travels to the Syldavia and uncovers a plot to dethrone King Muskar XII. But can he help the head of state before it's too late? *The Crab with the Golden Claws* Faced with a drowned sailor, counterfeit coins and a ship full of opium, Tintin sets out on another adventure. Aboard the *Karaboudjan*, Tintin is introduced to Captain Haddock for the first time, and they are soon both facing a deathly thirst in the Sahara desert. Join the most iconic character in comics as he embarks on an extraordinary adventure spanning historical and political events, and thrilling mysteries. Still selling over 100,000 copies every year in the UK and having been adapted for the silver screen by Steven Spielberg and Peter Jackson in 2011, *The Adventures of Tintin* continue to charm more than 80 years after they first found their way into publication. Since then an estimated 230 million copies have been sold, proving that comic books have the same power to entertain children and adults in the 21st century as they did in the early 20th.

When the Vikings kidnap Justforkix, the timid but very trendy son of one of Chief Vitalstatistix' closest and most powerful friends, believing he has the key to the secret of the magic potion, Asterix and Obelix are sent on one of their most dangerous missions. For they must voyage north to the Vikings' home territory and rescue Justforkix, before the Vikings find out he is not who they think he is, and make him pay the price. Meanwhile, the fact that the Vikings' chief's daughter, Abba, has fallen for Justforkix only makes matters more complicated...

In this special collectors' edition, books four to six are brought together in one fabulous volume for the first time ever. In *ASTERIX THE GLADIATOR*, Julius Caesar plans to throw the captured Cacofonix 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. Asterix, Obelix and co visit Egypt in *ASTERIX AND CLEOPATRA*, where they are entranced by the Sphinx, the pyramids and Cleopatra's nose. There is no better way to enjoy the antics of our indomitable hero and his friends.

Twelve brightly coloured spreads, providing hours of fun and frustration for all ages. 7 yrs+

Emily and her friends think they'll find the help they need in Cielis, but something isn't right. Streets that were once busy are deserted, and the townspeople who are left live in crippling fear. A terrible secret is slowly uncovered. Could this destroy everything Emily is fighting for?

Asterix and Obelix volunteer to get Getafix some fresh fish, bringing along Dogmatix, but a storm blows them off course and they wind up in a land where the birds go "gobble" and the Romans look different.

It's a disaster - the druid Getafix has broken his golden sickle. Asterix and Obelix go to Lutetia (now Paris) to buy him a new one.

Soon they are tangling with the criminal underworld of the big city - can they outwit Navishtrix, Clovogarlix and the sickle-trafficking gang? Will Getafix ever be able to brew magic potion again?

Upheavals and pandemonium are definitely on the horizon! Adrenaline, the daughter of the famous Gaulish chieftain is being hunted down by the Romans. She secretly finds refuge in the village of our indomitable Gauls - the only place in Roman-occupied Gaul that can guarantee her protection. And let's just say that having this very special teenager around will cause plenty of confusion, and not just for Obelix...

The latest action-packed adventure from our indomitable Gauls, Asterix and the Griffin, is out now! The year is 50BC, and all Gaul is occupied. Only one small village of indomitable Gauls still holds out against the invaders. But how much longer can Asterix, Obelix and their friends resist the mighty Roman legions of Julius Caesar? Anything is possible, with a little cunning plus the druid Getafix's magic potions! Their effects can be truly hair-raising...

Asterix mixes it up with everyone from Julius Caesar to Cleopatra in this outstanding Omnibus! After conquering Europe, where this feisty, little warrior is a true pop culture super-star, Asterix is invading America with another three classic adventures, newly translated into American English. Asterix conquered Europe ironically by keeping his tiny village in Gaul from being conquered by the Roman Empire. Turns out, Asterix and his fellow villagers have a secret weapon, a potion that imbues them all with super strength. But the Romans aren't about to give up no matter how many times Asterix and his friends fend them off. These classic comics are not only incredibly entertaining, filled with humor, adventure, and great characters, but the historic figures are brought to life in a way that's exciting and humanizing, providing educational elements to each story, similar to the Geronimo Stilton graphic novels.

Mickey Mouse, Donald Duck, and Goofy are not just famous, they're the best of friends! Together they've been through hundreds of exciting adventures, and this book is bursting with tales of friendship, mystery, suspense, and comedy. In "My Friend Mickey," Goofy gets a reminder of why Mickey will always be his best friend through thick and thin; then, Mickey, Donald, and Goofy get an unusual (and spooky) client at their detective agency in "Lonesome Ghosts"; in "The Night in Sleepyhead Valley," the trio stay over at a most unusual inn and have a surreal experience they won't forget anytime soon. Then, the Phantom Blot returns in his never-ending quest to get rid of Mickey Mouse in "The Inaccessible Island." Join Mickey, Donald, Goofy, and their friends for these and many other charming stories in a collection you'll enjoy over and over again! Collects issues #1-4 of IDW's Disney Comics and Stories series.

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