

# Blacksad

## Blacksad: Amarillo

Hard-boiled feline detective John Blacksad is back in the latest tour de force from the multiple-award-winning duo of writer Juan Díaz Canales and artist Juanjo Guarnido! Taking a much-needed break after the events of *A Silent Hell*, Blacksad lands a side job driving a rich Texan's prized yellow Cadillac Eldorado across 1950s America, hitting the back roads from New Orleans to Tulsa. But before long, the car is stolen and Blacksad finds himself mixed up in another murder, with roughneck bikers, a shifty lawyer, one down-and-out Beat generation writer, and some sinister circus folk! When John Blacksad goes on the road, trouble is dead ahead! \* Eisner and Harvey award-winner! \* Available in English for the very first time! \* Translated by Katie LaBarbera and Neal Adams! \* Introduction by Neal Adams!

## Blacksad: the Collected Stories

"Collects Blacksad, Blacksad: a silent hell, and Blacksad: Amarillo published by Dark Horse Comics in 2010, 2012, and 2013."

## Blacksad

Private investigator John Blacksad is up to his feline ears in mystery, digging into the backstories behind murders, child abductions, and nuclear secrets. Guarnido's sumptuously painted pages and rich cinematic style bring the world of 1950s America to vibrant life, with Canales weaving in fascinating tales of conspiracy, racial tension, and the "red scare" Communist witch hunts of the time. Guarnido reinvents anthropomorphism in these pages, and industry colleagues no less than Will Eisner, Jim Steranko, and Tim Sale are fans! Whether John Blacksad is falling for dangerous women or getting beaten to within an inch of his life, his stories are, simply put, unforgettable. \* Dark Horse is very proud to present the first three Blacksad stories in a beautiful hardcover collection, completely relettered to the artist's specifications and with the latest album, *Red Soul*, in English for the very first time. \* This internationally acclaimed series has won nearly a dozen prestigious awards — including the Angoulême Comics Festival prizes for Best Series and Best Artwork—and is a three-time Eisner Award nominee.

## Blacksad - Volume 1 - Somewhere within the shadows

Get ready for a true masterpiece! This is the story of a private detective seeking revenge for the death of his assassinated ex-girlfriend. A stunning thriller, enhanced by a wonderfully detailed drawing style, with characters in the form of the animals that best reflect the nuances of their personalities. Dark, daring, engaging, this is undoubtedly one of Europe's most successful comic book series.

## Blacksad: They All Fall Down • Part One

Winner 2023 Will Eisner Award - Best U.S. Edition of International Material. In this exceptional noir tour de force from writer Juan Díaz Canales and artist Juanjo Guarnido, the hotly anticipated worldwide bestseller returns to American shores after a seven-year hiatus with a brand-new two-part storyline! Following its chart-topping 2021 release in Europe and now translated for English-language readers by the team of Brandon Kander and Diana Schutz, this volume features feline private eye John Blacksad as he tangles with the unions, the mob, and mid-century construction magnate Lewis Solomon, who plans to pave New York City's green space, come hell or high water. From soaring heights to terrifying depths, Blacksad must steer the right

course between the lofty world of Shakespearean theater and the seedy nether regions of the city. Towering above it all is the foreboding figure of Solomon, who will let nothing thwart his dream of power. With three prestigious prizes from the Angoulême International Comics Festival as well as multiple Eisner and Harvey awards, the Blacksad series of graphic albums is a global success story, now published in thirty-nine different countries. Writer Juan Díaz Canales and artist Juanjo Guarnido have crafted a master class in comics storytelling for a worldwide audience. “A tour de force! Don’t miss this!”—Neal Adams “Grade A!”—Entertainment Weekly “Brilliant art and an unusual display of anthropomorphic realism.”—Will Eisner “Ranks among the very best cartooning I’ve ever seen in comics.”—iFanboy

## **Blacksad: the Sketch Files**

Blacksad is the hit international series--anthropomorphic saga of a black cat private detective in film noir adventures. Here is the stunning behind-the-scenes look at how this exciting series was created. It includes never-before-seen production sketches, concept art and commentary about the characters, scenes and story. Blacksad: The Sketch Files is a 2005 Eisner Award nominee for best artist--Juanjo Guarnido, and offers a rare look at how a graphic novel story is created, and a must-have for everyone fascinated in how stories are developed.

## **Blacksad: Amarillo**

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## **Blacksad: A Silent Hell**

Detective John Blacksad returns, with a new case that takes him to a 1950s New Orleans filled with hot jazz and cold-blooded murder! Hired to discover the fate of a celebrated pianist, Blacksad finds his most dangerous mystery yet in the midst of drugs, voodoo, the rollicking atmosphere of Mardi Gras, and the dark underbelly that it hides! \* Features an extensive making-of section, with tons of prelim sketches and watercolor studies. \* 2011 Eisner and Harvey Award-winner!

## **Cartooning**

Provides lessons on the art of cartooning along with information on terminology, tools, techniques, and theory.

## **Blacksad - Special Edition: What's News**

Extra, extra! Read all about it! Pick up a copy of “What’s News” for a behind-the-scenes look at the next volume of “Blacksad,” coming this fall. With revelations from the authors, a slew of investigative reporting, and a sneak peek of volume six, this special edition offers a can’t-miss preview of one of the most hotly anticipated titles of the year.

## **Blacksad: They All Fall Down • Part Two**

The Eisner- and Harvey-winning story begun in Blacksad: They All Fall Down • Part One comes to a

thrilling conclusion as private investigator John Blacksad finds himself in a race against time to save his best friend from the electric chair! Weekly's been framed by Lewis Solomon, the power behind New York's construction boom, but the king of the hill has built his empire on a mound of corpses, including union attorney Kenneth Clarke and theater director Iris Allen, and Blacksad must take out their killer before he can take down Solomon. But with Weekly in stir and cops on his heels, the feline detective is minus an ally—and the sudden reappearance of his lost love Alma promises a dangerous distraction as he seeks to uncover the truth. This explosive new story written by Juan Díaz Canales, illustrated by Juanjo Guarnido, and translated for English-language readers by Diana Schutz and Brandon Kander, concludes in Blacksad: They All Fall Down • Part Two, on sale in November 2024.

## **Blacksad - Volume 2 - Arctic nation**

Oldsmill, the town's head honcho, is a white tiger. Karup, the chief of police, is a white bear. Huk, Karup's henchman, a white fox. Along with the other animals of immaculate pelt, they form the WASP association (W for White, AS for Anglo-Saxon, P for Protestant). All other town residents, from the black magpie to the reddish-brown fox to the tabby cat, are nothing but trash. And if the police aren't able to enforce white law, the wide-reaching arms of the ruthless Arctic Nation party, hooded and decked out in white robes, will soon put things in order. And they've got all the ropes and burning crosses they need. In this unwelcoming environment, Blacksad, a private detective, is investigating the disappearance of a child of color, Kyle. Dinah, Kyle's mother, had a job as Karup's housemaid, and some say she was getting pretty friendly with Oldsmill's son. It doesn't take Blacksad long to get his claws right into the vipers' nest, and he's as quick to lash out as any of them...

## **Blacksad - Volume 3 - Red Soul**

Blacksad is in Las Vegas, with both his finances and morale at rock bottom, working for a wealthy gambling man. However, an unexpected encounter shakes up his new life: his friend Otto Lieber, a high-profile scientist, is in town for a nuclear conference. The two men manage to find the time to get together and chew the cud. Otto seems to be leading an exciting life, despite the little eccentricities of his "benefactor," Gotfield. Gotfield is married to the gorgeous Alma... on whose account Blacksad's life will take a surprising turn...

## **Blacksad - Volume 5 - Amarillo**

Blacksad is in New Orleans, looking for work. He just so happens to come across a rich Texan who asks him to drive his car back down to his hometown. Perfect! An easy job and good money, not to mention the beautiful car! So the detective accepts. But, much to his dismay, the car is stolen from him in a gas station by Chad Lowell and Abe Greenberg, two beatnik writers wanting to get to Amarillo, Texas. Things soon get messy when Chad shoots at Abe during a quarrel, killing him dead. Forced into exile, Chad finds refuge in a circus. But Blacksad is hot on his trail along those endless highways of southern America.

## **Godzilla Rivals: Vs. King Ghidorah**

When Mars invades Earth, Godzilla surfaces from Tokyo Bay and is pulled into battle. Captured and taken by the Martians, Godzilla is forced to fight in a gladiatorial arena, where he faces his biggest challenge yet—KING GHIDORAH! Written and illustrated by Adam Gorham (Teenage Mutant Ninja Turtles, Savage Avengers).

## **Fraternity**

"The Magnetic Collection"--Copyright page.

## **Blacksad - Volume 6 - They All Fall Down - Part 2**

Everyone's favorite cat detective is back, and yes, we mean John Blacksad. This time, he's on a particularly thorny case, as he's responsible for protecting the president of a mafia-infiltrated union. This new four-volume story of the bestselling series takes us from soaring heights to terrifying depths as Blacksad navigates from the lofty world of New York theatre to the seedy nether regions of the city, where the criminal classes ply their questionable trades. Towering above them all is the figure of Solomon, a construction magnate well on his way to rebuilding the five boroughs, come hell or high water.

## **Blacksad - Volume 6 - They All Fall Down - 1/2**

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## **Blacksad - Volume 4 - Silent Hell**

It's 1950s New Orleans, and Mardi Gras is in full swing. Thanks to Weekly, a Jazz producer going by the name of Faust sets up a meeting with Blacksad. Faust asks Blacksad if he could look into the disappearance of Sebastian, one of his musicians. There's been no sign of the pianist for months, and his absence is jeopardizing the both the music label and the star's private life. Faust fears that Sebastian has, once again, turned to drugs. The whole affair is rendered even more urgent now that Faust has learned that he's suffering from cancer. Blacksad takes on the mission and discovers little by little that Faust hasn't told him the whole story. He realizes that he is also being manipulated, but determines none the less to find Sebastian and try and understand the reasons for his disappearance. Little does he know at this point that this will be his most testing mission yet, in more than one respect.

## **Blacksad - Achter de schermen**

Toen het eerste album van Blacksad in 2000 op de markt kwam, waren Juan Diaz Canales en Juanjo Guarnido nog nobele onbekenden. Vrijwel meteen verwierf Ergens tussen de schaduwen een grote populariteit en werd het aanzien als de beloftevolle aanzet van een klassieker in wording. Diaz Canales werd geroemd omwille van zijn overtuigende scenario's in een jaren 50-setting, met alle ingrediënten van een crime noir verhaal. Guarnido groeide uit tot een van de meest gegeerde tekenaars sinds 2000 dankzij zijn indrukwekkende tekeningen, gekenmerkt door detailwerk, dynamiek en karaktervolle personages. In deze making-off komen de twee auteurs uitgebreid aan het woord. Bekijk de originele platen mét toelichting van de auteurs, ontdek hun intenties achter bepaalde kleurkeuzes en proef de passie van de tekenaars in de talloze schetsen van de hoofdpersonages.

## **Blacksad - Volume 6 - They All Fall Down - Part 1**

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## **The Original Johnson**

The awe-inspiring conclusion to Trevor Von Eeden's *The Original Johnson*, the controversial graphic novel biography of Jack Johnson, the first African-American heavyweight champion of the world and international celebrity. Trevor's finest work in his long career (*Batman*, *Black Canary*, *Black Lightning*, *Green Arrow*), this volume concludes the breathtaking adventure of historical importance even more vital for our time.

## **Mise en scène, Acting, and Space in Comics**

This book explores some of the less frequently questioned ideas which underpin comics creation and criticism. "Mise en scène" is a term which refers to the way in which visual elements work together to create meaning in comics. It is a term that comics have borrowed from cinema, which borrowed it in turn from theatre. But comics are not film and they are not cinema, so how can this term be of any use? If we consider comics to have *mise en scène*, should not we also ask if the characters in comics act like the characters on film and stage? In its exploration of these ideas, this book also asks what film and theatre can learn from comics.

## **Noir Burlesque - Part 1**

After a hold-up gone wrong, Slick finds himself deep in the red with local mafia boss Rex. But that's not the only thing setting them at odds: they also have their sights set on the same woman, the beguiling Caprice. She's engaged to Rex and headlines his club, where she thrills the nightly crowds. She's off-limits, but Slick has never been one for limits. And he has unfinished business with Caprice, who was once his own sweetheart before the war pulled them apart. After all these years, there's no love lost between them, but that doesn't mean the old spark isn't alive... And now, they're playing with fire. Taking inspiration from the Hollywood noir films of the 1950s, Enrico Marini delivers a gritty graphic novel combining crime, love, jealousy, and betrayal.

## **The History of the Adventure Video Game**

Discover the origins of adventure gaming, from their origins in the 70s to modern day. Get ready for the adventure of a lifetime! Adventure video games have provided players with epic and hilarious storytelling for over fifty years. What started from the humble beginnings of text adventures led to a blast of point-and-click and graphic adventure games throughout the '80s and '90s. Trailblazers like Roberta and Ken Williams, Ron Gilbert, Tim Schafer and Dave Grossman brought timeless characters, stories and puzzles to life, lighting the imaginations and wracking the brains of gamers around the world. This book showcases the companies, games and creators that have made the adventure video game one of the most passionately-adored genres in the medium. In these pages you'll find histories on influential companies such as Sierra On-Line, LucasArts and Telltale Games, as well as some of the most revered games in the genre. With a bright future emerging as veterans and newcomers forge ahead with new ideas and visual flourishes for adventure games, there's never been a better time to become acquainted (or reacquainted!) with a colorful and exciting part of gaming history. So point your cursor over the start button and click that mouse!

## **Activity**

The evolution of global conflict necessitates the evolution of warfare to rise and meet the call. The United States' latest, most advanced, and most secret special operations group is hidden inside the Intelligence Support Activity. They are tasked with fixing botched operations, wielding bleeding-edge tech, and planning and executing lethal action in the utmost secrecy.

## **Weathercraft**

Fantagraphics is proud to present a new edition of Woodring's classic graphic novel.

## **Steeple Volume 3**

A supernatural tale of friendship, the devil, and moral gray areas from the creator of Giant Days! A new year begins in Tredregyn, and a Satanic ritual goes awry—bringing the filming of a cozy TV detective drama to town. Unfortunately, this particular Pandora's box contains a few things a lot less pleasant than casual jobs and showbiz glitz. Plus, in a special backup feature, a teen sleuth puts the cat among the parish pigeons as she attempts to solve the disappearance of a glamorous author.

## **Spirou & Fantasio - Volume 3 - Running Scared**

Spirou and Fantasio are hired by a doctor to escort some of his patients. Their ailment? An apparently incurable case of the hiccups. His solution: Send them on the most insane adventure ever and scare the hiccups out of them! Since he offers to pay for their expedition, the two fearless reporters agree to take the patients with them as they attempt to locate two explorers lost in 1938 near the Nepalese border... in the middle of a war!

## **Jim Henson's The Power of the Dark Crystal Vol. 1**

In celebration of the 35th anniversary of Jim Henson's The Dark Crystal, return to the world of Thra in an official sequel to the beloved fantasy film. Discover an all-new race of creatures called Firelings that live in a realm near the planet's core, based on official character designs by Brian Froud. Years have passed since the events of the original film, and though Jen and Kira have ruled Thra as King and Queen, bringing Gelfling back to the land, they have become distracted by power and can no longer feel or see the needs of the world the way they once did. Thurma is a young Fireling tasked with stealing a shard of the Dark Crystal to restore power to her realm. Along the way she'll befriend the young Gelfling Kensho, bring back the Skeksis and Mystics, and embark on one incredible adventure.

## **The Walking Dead #116**

ALL OUT WAR continues! The first battle of the war rages on!

## **Abraham Stone**

Western noir from legendary comic book creator Joe Kubert! After the murder of his family and being left for dead by robber barons, Abraham Stone travels to New York, California, and Mexico in search of a fresh start in life. In his travels, he gets involved in the criminal underworld, the movie business, and even becomes an ally of Pancho Villa.

## **iZombie Vol. 2: uVampire**

Told from a female zombie's perspective, this smart, witty detective series mixes urban fantasy and romantic dramedy. Gwendolyn "Gwen" Dylan is a 20-something gravedigger in an eco-friendly cemetery. Once a month she must eat a human brain to keep from losing her memories, but in the process she becomes consumed with the thoughts and personality of the dead person-until she eats her next brain. She sets out to fulfill the dead person's last request, solve a crime or right a wrong. In uVAMPIRE, Gwen dines on the grey matter of a person who knew her as a child-and things quickly get complicated. Meanwhile, ghost-girl Ellie learns a few tricks from Amon the mummy; Spot the were-terrier goes to the comics shop and meets

someone from Gwen's past, the mad scientist Galatea engages in a bit of grave-robbing; and the monster-hunters tackle the town's vampire problem once and for all. From Chris Roberson (CINDERELLA: FROM FABLETOWN WITH LOVE) and legendary artist Michael Allred (THE SANDMAN) comes the second volume of the Eisner Award-nominated series. Collects issues #6-12, plus a story from the HOUSE OF MYSTERY ANNUAL #2.

## Blacksad 2

- The acclaimed team of Canales and Guarnido have turned the cliché of the private eye upside down by casting the entire world into anthropomorphized characters.

## Aggretsuko Work Rage Balance

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