



## Graphic Novels: From Sailor Moon to Spiderman

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

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

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

The usual DK extravaganza - incredible art from the archives of DC Comics, combined with lots of information about Superman, crucial events in his life as well as the characters that accompany him.

**Bendis, Brian Michael. *Ultimate Spider-Man: Power And Responsibility: Volume 1*. Marvel, 2001. 0-7851-0786-X. (Gr. 5+)**

Peter Parker goes from ordinary teenager to superhero after a radioactive spider bite gives him "spider powers." The story of Spider-Man has been re-imagined to appeal to today's hi-tech, media savvy youth. Sequels: *Ultimate Spider-Man: Volume 2. Ultimate Spider-Man: Double Trouble: Volume 3. Ultimate Spider-Man: Volume 4. Ultimate Spider-Man: Public Scrutiny: Volume 5*. Also: *Spider-Man the Ultimate Guide* by Tom DeFalco.

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

Noriko's father discovers the big "rock" and her life changes. That discovery was the wake-up call for Godzilla and gave her a goal for her life's work--studying the King of the Monsters.

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

Virginia is the Electric Girl, able to release electricity from her body at will. These are her adventures, accompanied by her invisible friend, Oogleeog, a gremlin who is always getting her in trouble. Sequel: *Electric Girl, vol. 2*.

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

In this graphic novel, readers meet heroes who are extraordinary in their powers but refreshingly ordinary in their needs and wishes. Others in Series: *Family Album. Confession. The Tarnished Angel*. Also: *Marvels*.

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

Among the stories in this book is that of the orphan girl from eleventh-century England who becomes Queen Titania of Faerie. Also included is an account of Tim Hunter's first meeting with his father, Tamlin, who is a denizen of Faerie.

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

Enid and Becky are best friends until they finish high school. Then Enid wants to attend college and Becky is attracted to the same guy Enid is interested in. Their friendship will never be the same.

**Dixon, Chuck. *Black Canary/Oracle: Birds Of Prey*. DC Comics, 2002. 1-40465-345-7. (Gr. 7+)**

Action-packed stories of some of the most intriguing women in the DC Universe--Black Canary, Oracle, Catwoman, the Huntress, and Lois Lane .

**Eisner, Will. *A Contract With God And Other Tenement Stories*. DC Comics, 2000. 1-56389-674-5. (Gr. 9+)**

The award-winning Eisner explores the brutality and tenderness possible among people, using stories from his childhood.

**Ellis, Warren . *Stormwatch: Lightning Strikes*. DC Comics, 2000. 1-56389-650-8. (7+)**

The individual heroes of the StormWatch team, Jenny Sparks, Hawksmoor, Battalion and Rose Tattoo, battle for truth and justice as they try to make the world a better place. Others in *Stormwatch Series: Change or Die. A Finer World. Force of Nature. Change the World. 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. (Gr. 7+)**

These are those true stories. You know they're true because they happened to a friend-of-a-friend. You've heard about them. Now you can read about them in -- 200 in all.

**Fujishima, Kosuke. *Oh My Goddess!: Wrong Number*. Dark Horse Comics, 2002. 1-56971-669-2. (A/YA = Adult Book for Young Adults)**

First in a famous manga series. Keiichi is a teenage boy who dials the wrong number and gets the goddess Belldandy instead of his take-out order. She actually comes to him in response to his call. He thinks she's joking when she offers to grant his wish. He tells her he needs a goddess like her to stay with him. So she does. Boy was that a mistake. This title includes material from the previously published OH MY GODDESS: 1-555-GODDESS. Sequels: *Oh My Goddess!: Leader of the Pack. Oh My Goddess!: Final Exam.*

**Gaiman, Neil. *Death: The High Cost Of Living*. Vertigo, 1994. 1563891336. (Gr. 9+)**

Harvey Award-winning fantasy writer Neil Gaiman has written a series about the lives of seven immortals. Not quite Gods, but certainly far more than humans, they are the "D's" who embody realms of psychic experience: Dream, Desire, Despair, Destiny, Delirium, Destruction and most popular of all, Death. She may be the Reaper, but Death is not very grim about it. In fact, she's more like a satanic cheerleader as she goes about her business -- visiting the just-about-to-die and ushering them into their new existence, like the teenage boy contemplating suicide in this work. Also: *Sandman Series* (for adults and mature teens)

**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. (A/YA)**

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 Rome*. *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. (Gr. 4+)**

From crazed Christmas trees and tattooed circus freaks to school dances and teenage acne, these hilarious tales will keep you in stitches, start to finish. 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. (Gr. 9+)**

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. (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, all represented in the character of Nyuki the bee.

**Kudo, Kazuya. *Mai The Psychic Girl: The Perfect Collection: Volume 1. Viz Communication, 1996. 1-56931-070-X. (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. Sequel: *Mai The Psychic Girl: The Perfect Collection: Volume 2*.

**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 and hilarious fable that explains how it got there. Also: *Far Side Series*

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

Two veterans of the comic book industry collaborated on this comics compendium. The result is an encyclopedia that provides all the information you need for creating your own superhero comic strips.

**Loeb, Jeph. *Batman: The Long Halloween*. DC Comics, 1999. 1-56389-469-6. (Gr. 8+)**

Batman was created by Bob Kane. Set in the early days of Batman's career, this is an account of his encounter with the Holiday killer. The origin of arch-villain Two-Face is also included.

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

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

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

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. (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. (Gr. 8+)**

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

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

Moore deconstructs the American super-hero with the heart-felt characters he developed in this sophisticated work. It has been said that 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. (Gr. 9+)**

An entertaining and poignant look at the relationship between two young women as they cope with 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 battle the world's new champions: deadly aliens called the Hyperclan. Also: *Batman: Arkham Asylum: A Serious House on Serious Earth*.

**Nishiyama, Yuriko. *Harlem Beat #1*. TokyoPop, 1999. 1-89221-304-4. (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, something he can excel at.

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

Set in post-apocalypse Neo-Tokyo of 2019, the lives of two friends, Tetsuo and Kaneda, change forever. Dormant paranormal abilities begin to waken in Tetsuo who then becomes a target for a shadowy government operation. Also: *Akira #2. Akira #3. Akira #4. Akira #5. Akira #6*.

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

This story is set in Buffy the Vampire Slayer's second season. She and her vampire love, Angel, have shared a night of perfect bliss. As a result, Angel loses his soul and reverts to pure evil. In his effort to destroy Buffy, he brings a demonic samurai back to life. Now Buffy must defeat Kelgor or die.

**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. (Gr. 7+)**

After a terrible accident, all humans left on the Earth develop superpowers. Now the super-heroes of the Marvel universe find themselves facing a world of super beings. What's going to happen to our heroes, now that they are essentially "normal." Sequels: *Universe X: Volume 1. Universe X: Volume 2*.

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

The tale of Usagi Yojimbo is a masterful adaptation of samurai legend. This is a parable of sixteenth century Japan that is told by using characters who are all anthropomorphized animals.

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

Manji, a ronin warrior of feudal Japan, has been cursed with immortality. The only thing that will lift the curse is for Manji to kill 1,000 evil men. He has his work cut out for him! 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*.

**Scieszka, Jon. *The Stinky Cheese Man And Other Fairly Stupid Tales*. Illustrated by Lane Smith. Viking, 1992. 0-670-84487-X. (Gr. 2+)**

Fractured Fairy Tales were never so funny. This looks like a picture book for children. But you need to know the tales to appreciate the humor, the satire, the wit. Teens love this collection. (Caldecott Honor 1993) Also: *Baloney. Math Curse. Squids Will Be Squids. The True Story of the Three Little Pigs.*

**Smith, Jeff. *Bone: Out from Boneville. Vol. 1*. Cartoon Books, 1995. 0963660993. (Gr. 5+)**

The three Bone cousins are separated after being run out of Boneville. Their travels take them from an uncharted desert to a deep, forested valley full of terrifying creatures. Others in *Bone series*: #2 *The Great Cow Race*. #3 *Eyes of the Storm*. #4 *The Dragonslayer*. #5 *Rock Jaw: Master of the Eastern Border*. #6 *Old Man's Cave*. #7 *Ghost Circles*. #8 *Treasure Hunters*.

**Smith, Kevin. *Daredevil Visionaries*. Marvel, 1999. 0-7851-0737-1. (Gr. 7+)**

Movie director and writer and actor Kevin Smith has his own comic book store and his own vision for blind Daredevil. Tough moral choices face our super-hero. Expect demand because of the movie.

**Spiegelman, Art and Francoise Mouly. *Little Lit: Folklore And Fairy Tale Funnies*. HarperCollins, 2000. 0-06-028624-5. (K-Gr. 6)**

Traditional and new fairy tales, comic book style, by several famous artists including Art Spiegelman and David Macaulay. There is also a "Fairy Tale Road Rage" board game in this oversized book. Get the entire series. These books are so much fun! 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. (A/YA)**

This is a Pulitzer Prize winning-memoir, done in graphic novel format, of the life of the author's father, Vladek, who was a survivor of Hitler's plan to exterminate the Jews. Jews are portrayed as mice; Nazis as cats; Americans as dogs and the French as pigs. 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. (Gr. 9+)**

By turns humorous and serious, 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 (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. He is accompanied by his father who turns into a Panda when he is splashed with cold water. Truly bizarre, and a lot of fun.

**Takaya, Yoshiaki. *Bio-Booster Armor Guyver. Volume 1.* Viz Communication, 1995. 1-56931-032-7. (Gr. 8+)**

The Guyver is an alien who endows Sho with superpowers when he adopts his body. . Unfortunately, the secret organization Chronos is looking for the Guyver unit it lost. And they will stop at nothing to get it back. Others in the *Bio-Booster Armor Guyver series: #2 Revenge of Chronos. #3 Dark Masters. #4 Escape from Chronos. #5 Guyver Reborn. #6 Bio-Booster Armor Guyver: Heart of Chronos. #7 Armageddon.*

**Takeuchi, Naoko. *Sailor Moon* . TokoyoPop, 1998. 189221301X. (Gr. 3-7)**

Sailor Moon and her friends, the Sailor Scouts, battle evil while trying to live like typical teens. *Sailor Moon Series* has numerous volumes.

**Talbot, Bryan . *Tale of One Bad Rat* . Dark Horse Books, 1995. 1569710775.**

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. (Gr. 3-7)**

Size doesn't matter! He's king of the dinosaurs.and he's barely twelve inches tall! there's no more fearsomely funny creature on the planet. One of several Gon books. A tiny dinosaur with a feisty attitude marches across the wilderness defending the friendly and furry from the mean and hungry. Others: *Gon Again! Gon on Safari. Gon Swimmin'. Gon Underground. Gon Wild!*

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

Here are the original, uncensored Grimm's fairy tales in all their grim glory. All the gruesome parts have been restored, and fully illustrated in this graphic novel version. "Truly scary fairy tales to frighten the whole family!" --Cover. Others: *The Big Book Of Bad. The Big Book of Scandal!*

**Waid, Mark. *Kingdom Come*. DC Comics, 1998. 1-56389-330-4. (Gr. 8+)**

In the mid-21 st 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. (Gr. 9+)**

Jomi Sohodo is an android. Adopted by the Kami family, she was raised with human brothers. But when she can't make ends meet as an artist, she joins the family business -- as a bodyguard for hire.

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

In a 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. (7+)**

In 1985, the shape of the DC Universe was changed by the legendary 12-issue series *Crisis on Infinite Earths*. Now that epic, which includes the deaths of the original Flash and Supergirl, has been given new life in this trade paperback.

## **RESOURCES**

**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, 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 illus.

**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 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, and internet newsgroups.

**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.