

Frank Miller 300 Graphic Novel

Some are mild mannered geeks, others mad geniuses or street-smart city dwellers driven to action. These are the men and women behind the masks and tightts of America ’ s most beloved superheroes. But these aren ’ t the stories of the heroes ’ hidden alter egos or secret identities...these are the stories of their creators! Leaping Tall Buildings: The Origins of American Comics gives you the truth about the history of the American comic book—straight from the revolutionary artists and writers behind them. From the founders of the popular comics website Graphic NYC—writer Christopher Irving and photographer Seth Kushner—comes the firsthand accounts of the comic book ’ s story, from its birth in the late 1930s to its current renaissance on movie screens and digital readers everywhere. Kushner ’ s evocative photography captures the subjects that Irving profiles in a hard-hitting narrative style derived from personal interviews with the legends of the art, all of which is accompanied by examples of their work in the form of original art, sketches, and final panels and covers. The creators profiled include Captain America creator Joe Simon, Marvel guru Stan Lee, Mad magazine ’ s fold-out artist Al Jaffe, visionary illustrator Neal Adams (Batman), underground paragon Art Spiegelman (Maus), X-Men writer Chris Claremont, artist/writer/director Frank Miller (Sin City, 300), comic analyst Scott McCloud (Understanding Comics), American Splendor ’ s Harvey Pekar, painter Alex Ross (Kingdom Come), multitalented artist and designer Chris Ware (Acme Novelty Library), artist Jill Thompson (Sandman), and more. Leaping Tall Buildings, like comics themselves, uses both words and images to tell the true story of the comic ’ s birth and evolution in America. It is a comprehensive look at the medium unlike any other ever compiled covering high and low art, mass market work and niche innovations. It is the story of an art form and an insider ’ s look at the creative process of the artists who bring our heroes to life.

Over the past forty years, American film has entered into a formal interaction with the comic book. Such comic book adaptations as Sin City, 300, and Scott Pilgrim vs. the World have adopted components of their source materials' visual style. The screen has been fractured into panels, the photographic has given way to the graphic, and the steady rhythm of cinematic time has evolved into a far more malleable element. In other words, films have begun to look like comics. Yet, this interplay also occurs in the other direction. In order to retain cultural relevancy, comic books have begun to look like films. Frank Miller's original Sin City comics are indebted to film noir while Stephen King's The Dark Tower series could be a Sergio Leone spaghetti western translated onto paper. Film and comic books continuously lean on one another to reimagine their formal attributes and stylistic possibilities. In Panel to the Screen, Drew Morton examines this dialogue in its intersecting and rapidly changing cultural, technological, and industrial contexts. Early on, many questioned the prospect of a "low" art form suited for children looking into "high" art material capable of drawing colossal box office takes. Now the naysayers are as quiet as the queued crowds at Comic-Con's massive. Morton provides a nuanced account of this phenomenon by using formal analysis of the texts in a real-world context of studio budgets, grosses, and audience reception.

The biggest, baddest Sin City ever is here, just in time for the release of the feature film, Sin City 2: A Dame to Kill For! This imposing volume, suitable for home defense, contains all seven of Frank Miller's landmark Sin City yarns! In these tales of Marv, Dwight, Gail, Miho, Hartigan, Nancy, and the Yellow Bastard, no corner of Basin City is left unturned, and no bloody deed is left undone. Written with unmatched intensity and drawn in the starkest black and white imaginable, the Sin City books make up the greatest crime saga in comics history, and Big Damn Sin City is the best way to discover or rediscover it!

#1 New York Times Best Seller! Following his ground-breaking, critically acclaimed run on Detective Comics, writer Scott Snyder (American Vampire) alongside artist Greg Capullo (Spawne) begins a new era of The Dark Knight with the relaunch of Batman, as a part of DC Comics—The New 52! After a series of brutal murders rocks Gotham City, Batman begins to realize that perhaps these crimes go far deeper than appearances suggest. As the Caped Crusader begins to unravel this deadly mystery, he discovers a conspiracy going back to his youth and beyond to the origins of the city he's sworn to protect. Could the Court of Owls, once thought to be nothing more than an urban legend, be behind the crime and corruption? Or is Bruce Wayne losing his grip on sanity and falling prey to the pressures of his war on crime?

Ronin

Dreihundert

Frank Miller's Sin City Volume 1: The Hard Goodbye (Fourth Edition)

Differences Between Movie and Graphic Novel. The Adaptation of " 300 " by Frank Miller

The Dark Knight Returns, 30th Anniversary Edition
Our story begins in the squalid corridors of a maximum-security housing project, where a young girl will rise from the war-torn streets of Chicago to battle injustice in a world insane with corruption. She will be called a hero, a traitor, and nearly everything in between, but all along the way, her courage, her integrity, and her unwavering commitment to that most valuable of right - liberty - will inspire a movement that will never surrender. A masterpiece nearly twenty years in the making, this archival volume contains the complete life story of freedom-fighter Martha Washington.
Since at least 1939, when daily-strip caveman Alley Oop time-traveled to the Trojan War, comics have been drawing (on) material from Greek and Roman myth, literature and history. At times the connection is cosmetic-as perhaps with Wonder Woman's Amazonian heritage-and at times it is almost irrelevant-as with Hercules' starfaring adventures in the 1982 Marvel miniseries. But all of these make implicit or explicit claims about the place of classics in modern literary culture. Classics and Comics is the first book to explore the engagement of classics with the epitome of modern popular literature, the comic book. This volume collects sixteen articles, all specially commissioned for this volume, that look at how classical content is deployed in comics and reconfigured for a modern audience. It opens with a detailed historical introduction surveying the role of classical material in comics since the 1930s. Subsequent chapters cover a broad range of topics, including the incorporation of modern theories of myth into the creation and interpretation of comic books, the appropriation of characters from classical literature and myth, and the reconfiguration of motif into a modern literary medium. Among the well-known comics considered in the collection are Frank Miller's 300 and Sin City, DC Comics' Wonder Woman, Jack Kirby's The Eternals, Neil Gaiman's Sandman, and examples of Japanese manga. The volume also includes an original 12-page "comics-essay," drawn and written by Eisner Award-winning Eric Shanover, creator of the graphic novel series Age of Bronze.
In this tale of a legendary warrior, the Ronin, a dishonored, masterless 13th Century samurai, is mystically given a second chance to avenge his master's death. But this time, it's in the 21st century. Frank Miller's post-apocalyptic graphic novel breakthrough is now released as a part of DC's prestigious new imprint of standalone graphic novels, DC Black Label. Suddenly finding himself reborn in a futuristic and corrupt 21st Century New York City, the samurai discovers he has one last chance to regain his honor: he must defeat the reigning crime lord, the ancient demon Agat. In a time and place foreign and unfathomable to him, the Ronin stands against his greatest enemy with his life and, more importantly, his soul at stake. Ronin is the acclaimed epic by Frank Miller, the visionary writer/artist of Batman: The Dark Knight Returns, 300 and Sin City. This breathtaking edition includes rarely seen promotional art, fold-out pages and more special features. Collects issues #1-6. DC Black Label, a new publishing imprint from DC Entertainment, gives premier talent the opportunity to expand upon the canon of DC's iconic Super Hero comic book characters with unique, standalone stories that are outside of the current DC Universe continuity. An all-star lineup of creative teams will craft their own personal definitive DC stories in the tradition of compelling literary works like Batman: The Killing Joke, All-Star Superman and DC: The New Frontier.

In 1986, Frank Miller introduced his iconic take on Batman and changed the face of comics forever. Now, three decades after BATMAN: THE DARK KNIGHT RETURNS, Miller himself has returned with a third chapter to his groundbreaking saga. It's been three years since the Batman defeated Lex Luthor and saved the world from tyranny. Three years since anyone has seen Gotham City's guardian alive. Wonder Woman, Queen of the Amazons...Hal Jordan, the Green Lantern...Superman, the Man of Steel...all of the Dark Knight's allies have retreated from the front lines of the war against injustice. But now a new war is beginning. An army of unimaginable power led by Superman's own daughter is preparing to claim Earth as their new world. The only force that can stop this master race--Batman--is dead. Long live the new Batman... Collecting the full nine-issue miniseries and its mini-comic tie-in issues, this gorgous book is packed with extra materials never before published all together in an oversized Absolute format!
On Sparta
Batman: The Dark Knight Returns 30th Anniversary Edition
Batman
Classics and Comics
Panel to the Screen
The delicate balance between cops and criminals is in peril in this gritty noir graphic novel presented in deluxe packaging, including an oversized hardcover housed in a slipcase with a portfolio and print. Dwight owes a debt to the girls of Old Town. These dangerous women who walk the night have saved him more times than he can count, and finding friends like that isn't easy. Tonight, these friends are being threatened in more ways than one. . . . Dwight is going to do whatever it takes to bring them peace and keep the status quo—even if it means killing a whole lot of people. Frank Miller's return to his comic opus graphic novel series continues with the luxury edition of Volume 3 The Big Fat Kill. High-end materials and finishes, and iconic textures from the series combine in a package which evokes the striking asphalt jungle that is Sin City. Housed in a cloth-covered slipcase with foil stamping and printing is an oversized hardcover featuring a soft-touch matte finish with spot gloss and foil stamping. The slipcase includes a cloth portfolio featuring a deluxe print of new artwork by Frank Miller. This edition does still include the ten-page pinup gallery from previous editions, featuring art from Arthur Adams, Mike Allred, Sergio Aragones, Paul Chadwick, Joe Rubert, Mike Mignola, John Romita, Jim Silke, Walter Simonson, and Sergio Toppi. Also included is a slightly expanded eight-page cover gallery featuring art from previous editions. As an added bonus, each volume's slipcase has a different letter from the logo, placed on the front cover in such a way that alone it looks like a splash of red wrapping around the slipcase. But when all seven volumes are together it is clear that the grouping spells out "Sin City." Discerning fans and new readers can experience this unparalleled and action-packed noir masterpiece in the most exciting edition to date! FOR MATURE READERS
After an epic twenty-year journey through the entirety of human culture, Alan Moore and Kevin O'Neill conclude both their legendary League of Extraordinary Gentlemen and their equally legendary comic-book careers with the series' spectacular fourth and final volume, "The Tempest." This six-issue miniseries is a celebration of everything comics were, are, and could be. Opening simultaneously in the panic-stricken headquarters of British Military Intelligence, the fabled Ayeysha's lost African city of Kor, and the domed citadel of 'We' on the devastated Earth of the year 2996, the dense and yet furiously-paced narrative hurtles like an express locomotive across the fictional globe. This is literally, and literarily, the story to end all stories. Here's how it begins.
Some years after the events of The Dark Knight Returns, America has become an even worse place to live. But a hero has come to change everything, bringing an army of other forgotten heroes to bear in the war against crime and corruption. Batman's time has come again.

The Dark Knight gets the Absolute treatment he deserves! Frank Miller's The Dark Knight Returns is hailed as one of comics masterpiece—and its equally provocative sequel The Dark Knight Strikes Again—are tales you don't want to miss! With stunning art and brilliant commentary, you won't want to miss this collection of Dark Knight stories! Collecting Batman: The Dark Knight Strikes Again issues #1-4, Absolute Dark Knight #1, Batman: The Dark Knight Returns #1-4

Holy Terror

The Interviews, 1981–2003

Absolute Batman: the Dark Knight: the Master Race

Frank Miller's Complete Sin City Library

The League of Extraordinary Gentlemen: The Tempest #1

Psychopathic hard man, Marvin, is drawn into a deadly game of cat and mouse with the murderer of his lover, Goldie, and the police. As he teams up with Goldie's twin sister and friends, he finds himself taking on the corrupt authorities and the influential man behind it all - Cardinal Rock.--Amazon.com.

Science fiction.

Look out for the original series starring Katherine Langford coming soon to Netflix! The Lady of the Lake is the true hero in this cinematic twist on the tale of King Arthur created by Thomas Wheeler and legendary artist, producer, and director Frank Miller (300, Batman: The Dark Knight Returns, Sin City). Featuring 8 full-color and 30 black-and-white pieces of original artwork by Frank Miller. Whosoever wields the Sword of Power shall be the one true King. But what if the Sword has chosen a Queen? Nimue grew up an outcast. Her connection to dark magic made her something to be feared in her Druid village, and that made her desperate to leave... That is, until her entire village is slaughtered by Red Paladins, and Nimue's fate is forever altered. Charged by her dying mother to reunite an ancient sword with a legendary sorcerer, Nimue is now her people's only hope. Her mission leaves little room for revenge, but the growing power within her can think of little else. Her mission leaves little room for revenge, but the growing power within her can think of little else. Nimue teams up with a charming mercenary named Arthur and refugee Fay Folk from across England. She wields a sword meant for the one true king, battling paladins and the armies of a corrupt king. She struggles to unite her people, avenge her family, and discover the truth about her destiny. But perhaps the one thing that can change Destiny itself is found at the edge of a blade.

Chronicles the quest of "the Fixer" as he battles a deadly menace threatening Empire City and its inhabitants.

Frank Miller's Sin City Volume 3: The Big Fat Kill (Deluxe Edition)

Style, American Film, and Comic Books during the Blockbuster Era

The Origins of American Comics

Big Damn Sin City

Seminar paper from the year 2014 in the subject English Language and Literature Studies - Literature, grade: 2,3, LMU Munich (Department für Anglistik und Amerikanistik), course: Literature and Film, language: English, abstract: The Battle of Thermopylae, where Leonidas I. and his 300 Spartans, who stood against the Army of the Persian King Xerxes, is one of the most famous battles in History. The Graphic Novel "300" by Frank Miller deals with this battle. In 2006, it was adapted into a movie, directed by Zach Snyder. This paper concerns itself first with the historical background of the battle. Afterwards, because it is not a clear distinction, there will be a comparison of the two genres of comic books and graphic novels and a brief discussion of the drawing style of Frank Miller, one of the most famous graphic novelists. What follows are the differences between the graphic novel and the movie, which are few, but nonetheless exist. Afterwards, the method of adapting the novel will be discussed, followed by the critical reviews the movie received. Diese Hausarbeit behandelt die Umsetzung der Graphic Novel "300" von Frank Miller und stellt Gemeinsamkeiten und Unterschiede beider Medien dar.

"Kochalka channels his inner child as well as any comic book creator who has ever lived." -- Timothy Callahan, Comic Book Resources "Kochalka's work makes me feel like I did when I was six years old. He brings the joy back to comics."-- Frank Miller, creator of Sin City, 300, and Batman: The Dark Knight Returns "A novel mix of photographs and illustration, this unique little gem is chockfull of giggles... With its vivid palette and rampant silliness, this work should enrapture young readers. Effervescently bizarre."-- Kirkus Reviews "Do four-year-olds need an oddball, absurdist, semisurreal, homemade comic book in their lives? Indie stalwart Kochalka thinks so, and he may just convince you... If it sounds as though it were hatched in Kochalka's backyard playing with his family, there's an excellent chance that's the case. But through Kochalka's guerilla, one-man-and-a-pen style of creation, it magically captures the exact sense of zainness often discovered in such a playtime and found in some of the best TOON Book titles... and with huge panels and spare dialogue that will amuse kids and adults, it's also the rare graphic novel that makes an excellent read-aloud"-- Booklist "Kochalka's off-beat humor works perhaps even better here than it does in his Johnny Boo books. He's found just the right blend of sarcasm, silliness, and action to appeal to both child readers and to adults reading this with their kids ...An excellent choice for school and public library collections."-- Snow Wildsmith, School Library Journal's Good Comics For Kids From the fertile mind of James Kochalka (Johnny Boo, Pinky & Stinky) comes an all-new fantasy adventure for all ages! Meet the Dragon Puncher, a cute but ruthless Kitty in an armored battle suit, dedicated to defeating dangerous dragons wherever they may be. The Dragon Puncher and his would-be sidekick Spooky-E (a fuzzy little fellow armed with a wooden spoon) confront a gigantic, drooling dragon and have a ridiculous, hilarious brawl. Boldly combining Kochalka's signature cartooning with hilarious photography, Dragon Puncher is also a unique visual treat. Kids will go nuts for this goofy backyard adventure.
This historical epic, set in the world of 300, tells of the upsurge and decline of the Persian King's empire, and the ascent of the Grecian realm through Alexander. Written and illustrated by comics luminary and legend, Frank Miller (Sin City, The Dark Knight, 300), and colored by Alex Sinclair (Batman: The Dark Knight III: The Master Race), this companion to Miller's epic masterpiece, 300, brings the historical story of Xerxes to the graphic novel audience with grit and visual style! The ongoing Greek rebellion against Persian tyranny reaches a turning point after the destruction of the city of Sardis and the later battle of Marathon: on a military campaign to vanquish the city of Athens and silence the Greeks once and for all, Xerxes, Persian Prince, watches as his father, King Darius, falls in battle. . . The mantle of king is passed and while his newly-inherited fleet retreats toward home, Xerxes' hatred is cemented toward Athens--and his incentive to build the Persian empire is fueled. Xerxes becomes the king of all countries--the king of Persia, ruler of Zion, and Pharaoh of Egypt--and his empire is unlike any the world has ever seen, until . . . The mantle is again passed, the god king dies and Darius III continues as the king of all. But then, from the west, a tiger force strikes in Asia Minor and is on a course for collision with Persian forces. This will be the beginning of the end for Persia and the launch of Alexander the Great's rise to power! The acclaimed crime noir from comics legend Frank Miller is presented with new cover art and pinup gallery. This tale of Marv and his angel is steeped in murder, mystery, corruption, and vengeance. There is no light in a place like Sin City—only misery, crime, perversion . . . But for a single moment, amid the filth and degenerates, the hulking and unstable ex-con Marv has found an angel. She says her name is Goldie—a goddess who has blessed this wretched low-life with a night of heaven. But good things never last—a few hours later, Goldie is dead—murdered by his side without a mark on her body. Who was she? And who wanted her dead? The cops are on their way—it smells like a frame job, and this time, they won't let him live. Whoever killed Goldie . . . is going to pay. Marv's got a soul to send to hell, and it's going to get nasty. Frank Miller returns to his hit comic opus with original cover art for the fourth editions of the graphic novel series, beginning with Volume 1 The Hard Goodbye. This volume also includes a new pinup gallery featuring art from Joyce Chin, Amanda Conner, Klaus Janson, Paul Pope, Philip Tan, and Gerardo Zaffino! Devoted fans and new readers can again experience the groundbreaking and unparalleled noir masterpiece that has engrossed readers for nearly three decades! FOR MATURE READERS.

The Hard Goodbye

The Life and Times of Martha Washington in the Twenty-First Century (Second Edition)

Sin City

Xerxes: The Fall of the House of Darius and the Rise of Alexander

Differences Between Movie and Graphic Novel. The Adaptation of 300 by Frank Miller

Celebrate 30 years of one of the most influential stories ever told in the comics medium with the anniversary edition of the undisputed graphic novel masterpiece and NEW YORK TIMES bestseller BATMAN: THE DARK KNIGHT RETURNS. Writer/artist Frank Miller completely reinvents the legend of Batman in this saga of a near-future Gotham City gone to rot, 10 years after the Dark Knight's retirement. Forced to take action, the

Dark Knight returns in a blaze of fury, taking on a whole new generation of criminals and matching their level of violence. He is soon joined by a new Robin—a girl named Carrie Kelley—who proves to be just as invaluable as her predecessors. But can Batman and Robin deal with the threat posed by their deadliest enemies after years of incarceration have turned them into perfect psychopaths? And more important, can anyone survive the coming fallout from an undeclared war between the superpowers--or the clash of what were once the world's greatest heroes? Meet Elektra Natchios. This intriguing young woman has played equally intriguing roles throughout her life: Gymnast. Martial artist. Ninja. Assassin! Trained in the deadliest of arts and renowned as the world's fi nest killer, Elektra remains an enigma even to herself. Now, relive her fi rst solo adventure, an epic crafted by two of comics' greatest innovators - Frank Miller and Bill Sienkiewicz! An unconscious woman washes ashore off the coast of a small Central American country. Two policemen are strangled. A diplomat is assassinated. A S.H.I.E.L.D. agent is brutally dismembered. Unrelated events? Hardy, Elektra has returned - and she's back with a vengeance! Prepare for a psychological excursion through the mind, body and soul of the world's most dangerous woman! COLLECTING: ELEKTRA: ASSASSIN 1-8

Prepare for a wild ride as dark noir writer Frank Miller (Sin City) and the eye-scalding artwork of The Matrix designer Gedeon Barrow combine into the frenzied art deco sci-fi carnage that is Hard Boiled. But is he Carl Seltz? Or perhaps Harry Burns? Maybe he is, in fact, Unit Four, cybernetic organism, a robot on the fritz. Bucking his programming, Nixon drifts in and out of reality leaving a three-figure body count in his crimson wake as he struggles with what he believes is The Real World. ONLY

Xerxes: The God King! Frank Miller returns to the world of 300 with this sprawling historical epic! Persian King Xerxes sets out to conquer the world to avenge his father Darius's defeat and create an empire, unlike anything the world has ever seen. . . . Until the hardy Greeks produce a god king of their own, Alexander the Great. Frank Miller writes and draws this long-awaited companion to his masterpiece, 300! Colored by Alex Sinclair, the colorist for Miller's Dark Knight Master Race, third installment of his Dark Knight Returns master trilogy, Thirty pages of story!

Batman: The Dark Knight Returns

The Dark Knight Strikes Again

Hard Boiled (Second Edition)

Absolute the Dark Knight (New Printing)

Frank Miller's Ronin

Plutarch's vivid and engaging portraits of the Spartans and their customs are a major source of our knowledge about the rise and fall of this remarkable Greek city-state between the sixth and third centuries BC. Through his Lives of Sparta's leaders and his recording of memorable Spartan Sayings he depicts a people who lived frugally and mastered their emotions in all aspects of life, who also disposed of unhealthy babies in a deep chasm, introduced a grueling regime of military training for boys, and treated their serfs brutally. Rich in anecdote and detail, Plutarch's writing brings to life the personalities and achievements of Sparta with unparalleled flair and humanity.

Seminar paper from the year 2014 in the subject English Language and Literature Studies - Literature, grade: 2,3, LMU Munich (Department für Anglistik und Amerikanistik), course: Literature and Film, language: English, abstract: The Battle of Thermopylae, where Leonidas I. and his 300 Spartans, who stood against the Army of the Persian King Xerxes, is one of the most famous battles in History. The Graphic Novel "300" by Frank Miller deals with this battle. In 2006, it was adapted into a movie, directed by Zach Snyder. This paper concerns itself first with the historical background of the battle. Afterwards, because it is not a clear distinction, there will be a comparison of the two genres of comic books and graphic novels and a brief discussion of the drawing style of Frank Miller, one of the most famous graphic novelists. What follows are the differences between the graphic novel and the movie, which are few, but nonetheless exist. Afterwards, the method of adapting the novel will be discussed, followed by the critical reviews the movie received. Diese Hausarbeit behandelt die Umsetzung der Graphic Novel "300" von Frank Miller und stellt Gemeinsamkeiten und Unterschiede beider Medien dar."

In ancient Sparta, three Helot slaves run for their lives. Pursuing them are three hundred of their Spartan masters. KIERON GILLEN (PHONOGRAM, Iron Man), RYAN KELLY (Local, Saucer Country), and JORDIE BELLAIRE (THE MANHATTAN PROJECTS, NOWHERE MEN) join forces to tell a legend for our times. Includes making of material and annotations.

In a dark dystopian future, Gotham City has descended into lawlessness in the ten years since the Dark Knight retired. From his city cries out for help, Batman returns to save the city he had dedicated his life to protecting. Joined by Carrie Kelly, a teenage female Robin, Batman takes to the streets to end the threat of the mutant gangs that have overrun the city. And after facing off against his two greatest enemies, the Joker and Two-Face, for the final time, Batman finds himself in mortal combat with his former ally, Superman, in a battle that only one of them will survive. Frank Miller's THE DARK KNIGHT RETURNS and THE DARK KNIGHT STRIKES AGAIN are considered two of the most influential superhero graphic novels of all time, cementing Miller's status as one of his generation's greatest graphic storytellers. Collected here are both parts of Miller's DARK KNIGHT SAGA, including THE DARK KNIGHT RETURNS #1-4, THE DARK KNIGHT STRIKES AGAIN #1-3, with additional character sketch and script pages.

Xerxes: The Fall of the House of Darius and the Rise of Alexander #1

Frank Miller

Cursed

Dragon Puncher I

Three

ThreeImage Comics

A NEW YORK TIMES Bestseller! Hailed as a comics masterpiece, THE DARK KNIGHT RETURNS is Frank Miller's (300 and SIN CITY) reinvention of the legend of Batman. It remains an undisputed classic, one of the most influential stories ever told in comics, and is a book cited by the filmmakers as an inspiration for the most recent Batman movies. It is ten years after an aging Batman has retired and Gotham City has sunk deeper into decadence and lawlessness. Now, as his city needs him most, the Dark Knight returns in a blaze of glory. Joined by Carrie Kelly, a teenage female Robin, Batman takes to the streets to end the threat of the mutant gangs that have overrun the city. And after facing off against his two greatest enemies, the Joker and Two-Face, for the final time, Batman finds himself in mortal combat with his former ally, Superman, in a battle that only one of them will survive. This collection is hailed as a comics masterpiece and was responsible for the launch of the Christopher Nolan Batman movies. This volume collects BATMAN: THE DARK KNIGHT RETURNS #1-4.

Together with inker Klaus Janson and colorist Lynn Varley, writer/artist Frank Miller completely reinvents the legend of Batman in his saga of a near-future Gotham City gone to rot, ten years after the Dark Knight's retirement. This masterpiece of modern comics storytelling, BATMAN: THE DARK KNIGHT RETURNS, brings to vivid life a dark world and an even darker man. The Dark Knight returns in a blaze of fury, taking on a whole new generation of criminals and matching their level of violence. He is soon joined by a new Robin—a girl named Carrie Kelley, who proves to be just as invaluable as her predecessors. But can Batman and Robin deal with the threat posed by their deadliest enemies, after years of incarceration have made them into perfect psychopaths? And more important, can anyone survive the coming fallout from an undeclared war between the superpowers – or the clash of what were once the world's greatest heroes? Celebrate thirty years of one of the most influential stories ever told in the comics medium with the undisputed classic BATMAN: THE DARK KNIGHT RETURNS, now with a new cover and introduction.

The deluxe edition of Frank Miller's return to the Dark Knight Universe! It's been three years since the events of Dark Knight III: The Master Race. Lara has spent the time learning to be more human, and Carrie Kelley has been growing into her new role as Batwoman. But a terrifying evil has returned to Gotham City, and Lara and Carrie must team up to stop this growing threat-and they have a secret weapon. Young Jonathan Kent, "the golden child," has a power inside of him unlike anything the world has ever seen, and it's about to be unleashed... Dark Knight Returns: The Golden Child is Frank Miller's triumphant return to the world of the Dark Knight and joining him is the superstar artist Rafael Grampá, the mastermind behind the groundbreaking Mesmo Delivery. Following work in advertising and film, this incredible collaboration marks Grampá's first comics work in six years, bringing his extraordinary detail and storytelling to the Dark Knight saga, resulting in a Dark Knight story like nothing you've ever seen before.

Leaping Tall Buildings

Elektra: Assassin

Batman Vol. 1: The Court of Owls (The New 52)

Batman: The Dark Knight Saga Deluxe Edition

The Hot Gates

Graphic novel. Follows The dark knight returns.

Few cartoonists have affected mainstream culture in the last 20 years the way Frank Miller has, with his 'Batman' comic The Dark Knight Returns standing alongside Watchmen and Maus. This over-sized collection features interviews spanning Miller's entire career, including one conducted just for this volume. Heavily illustrated with rarely seen Miller art, art-directed by multiple award-winner Jon B. Cooke and with an introduction by New York Times film critic Elvis Mitchell, as well as an essay by Larry Rodman, this will be the definitive tome on this major artist.

The new edition hardcover of the Eisner Award winner! Carl Seltz is a suburban insurance investigator, a loving husband, and devoted father. Nixon is a berserk, homicidal tax collector racking up mind-boggling body counts in a diseased urban slaughterhouse. Unit Four is the ultimate robot killing machine and the last hope of the future's enslaved mechanical servants. And they're all the same psychotic entity. This bundle contains all seven volumes of Frank Miller's landmark Sin City, the hard-boiled stories that started it all! The books that inspired the critically-acclaimed film, the now-infamous Harv, Dwight, Gail, Miho, Hartigan, Nancy, and the Yellow Bastard will transport you to Sin City and show you the bloody lives they lead . . . Bloody by choice or by circumstance. Frank Miller's Sin City is a triumph for its fiercely independent creator, and has been honored with Eisner awards, Harvey awards, and the prestigious National Cartoonists' Award.

The Dark Knight Returns: The Golden Child Deluxe Edition

Hard Boiled

**Tough guy Marv is out for revenge for the murder of a prostitute named Goldie!--*