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KEY=BOX - HALEY CERVANTES

The Summer of the Ubume

Vertical Incorporated In this first book from the successful Japanese series, **Kyogokudo**, an exorcist who doesn't believe in ghosts, creates fake spiritual explanations to help his clients deal with their psychological problems, and solves their troubles through staged rituals. Original.

Pandemonium and Parade

Japanese Monsters and the Culture of Yokai

Univ of California Press **Monsters known as yōkai have long haunted the Japanese cultural landscape. This history of the strange and mysterious in Japan seeks out these creatures in folklore, encyclopedias, literature, art, science, games, manga, magazines and movies, exploring their meanings in the Japanese imagination over three centuries.**

The Hour of Meeting Evil Spirits

An Encyclopedia of Mononoke and Magic

In Japan, it is said that there are 8 million kami. These spirits encompass every kind of supernatural creature; from malign to monstrous, demonic to divine, and everything in between. Most of them seem strange and scary-even evil-from a human perspective. They are known by myriad names: bakemono, chimimoryo, mamono, mononoke, obake, oni, and yokai. Yokai live in a world that parallels our own. Their lives resemble ours in many ways. They have societies and rivalries. They eat, sing, dance, play, fight, compete, and even wage war. Normally, we keep to our world and they keep to theirs. However, there are times and places where the boundaries between the worlds thin, and crossing over is possible. The twilight hour-the border between daylight and darkness-is when the boundary between worlds is at its thinnest. Twilight is the easiest time for yokai to cross into this world, or for humans to accidentally cross into theirs. Our world is still awake and active, but the world of the supernatural is beginning to stir. Superstition tells people to return to their villages and stay inside when the sun sets in order to avoid running into demons. This is why in Japanese the twilight hour is called omagatoki: "the hour of meeting evil spirits." This encyclopedia contains over 125 illustrated entries detailing the monsters of Japanese folklore and the myths and magic surrounding them. This book was first funded on Kickstarter in 2013.

Seraph of the End: Guren Ichinose, Resurrection at Nineteen

Vertical Inc From the popular Seraph of the End series comes the latest prequel of the manga! After the events of Seraph of the End: Catastrophe at Sixteen... Guren Ichinose has committed a grievous sin—by bringing his friends back to life, he has violated the iron-clad taboo against human resurrection, and the Seraph of the End has brought the human race to its knees. The only survivors are demons and children, and those few who remain are threatened by rampaging monsters and callous vampires rounding up human beings like cattle. Faced with overwhelming despair, the survivors band together in hopes of reviving their world. Tormented by the sin he has committed and unable to share the burden with his friends, Guren sets out on a new journey amid the ruins of the world he himself destroyed. But is he man or demon, savior or angel of death? Not even he knows for sure.

The Crimson Labyrinth

Vertical Inc From a rising new star of horror comes a killer read that will make you lose track of time and reality. The Crimson Labyrinth is a wicked satire on extremist reality TV in the tradition of The Running Man-if that indeed is what it is. Welcome to THE MARS LABYRINTH where things aren't what they seem. Welcome to the world of Kishi, where the plot is as gnarly as the humor is twisted. When an unemployed former math major wakes up one day, he wonders if he's somehow ended up on the red planet. The good-looking young woman with aid-she says her name is Ai and that she draws erotic comics for a living-seems to have no clue either as to their whereabouts. Their only leads are cryptic instructions beamed to a portable device. Has the game begun? There is no reset button, no saving and no continue-make the wrong move and it's really GAME OVER. In the cruel world of THE MARS LABYRINTH, mercy and compassion are only for the weak or the very, very strong. The stakes are nothing less than your life-and apparently a lot of money. If you're a fan of Lost or Battle Royale, don't miss this one.

Anime and Its Roots in Early Japanese Monster Art

Global Oriental Japanese anime plays a major role in modern popular visual culture and aesthetics, yet this is the first study which sets out to put today's anime in historical context by tracking the visual links between Edo- and Meiji- period painters and the post-war period animation and manga series 'Gegegeno Kitaro' by Mizuki Shigeru.

Puella Magi Madoka Magica: The Different Story

Yen Press LLC Mami's warm personality has made it difficult for her to adjust to her solitary life as a magical girl, where survival often takes precedence over kindness. When she meets Kyouko Sakura, a fellow lone wolf, she is excited at the prospect of working together with another magical girl and forging a friendship built on ultimate trust. But many are the sacrifices all magical girls must make, and the consequences of Kyouko's choice are only just becoming clear to her. When the pain becomes unbearable, will Kyouko remain standing beside Mami as a force for the greater good...?

The Devil Is a Part-Timer!, Vol. 15 (light novel)

Yen Press LLC It's the middle of winter, and the Devil King is training in the hopes of transitioning from part-timer to full-timer. However, his plan hits a road block when Emi's mother, Laila, informs Maou and the whole group about a crisis affecting all of Ente Isla. And his full-time job isn't the only thing that might be put on hold-Emeralda and Chiho are planning to throw a Christmas party for Alas Ramus's first winter holiday experience! On top of that, Rika's feelings for Ashiya remain, giving him pause about leaving Japan, and Urushihara couldn't care less about the past of the angels and the tragedy of the heavens. Are the visitors from another world really going to leave Japan for good?!

An Introduction to Yōkai Culture

Monsters, Ghosts, and Outsiders in Japanese History

"Since ancient times, the Japanese have lived with superstitions of strange presences and phenomena known as "yōkai," creating a culture by turns infused with unease, fear, and divinity. Tsukimono spirit possessions. Fearsome kappa, oni, and tengu. Yamauba crones. Ghostly yūrei. Otherworldly ijin ... Where did they come from? Why do they remain so popular? Written by Japan's premier scholar of yōkai and strange tales, this book is both an introduction to the rich imagination and spirituality of Japan's yōkai culture and a history of the authors and writings that have shaped yōkai studies as a field"--Back cover.

LOUP~GAROU #2 (English)

Lulu.com

Japanese Prehistory

The Material and Spiritual Culture of the Jōmon Period

Otto Harrassowitz Verlag The existing literature on Japanese prehistory is mostly focussed on describing material culture; this new study surveys the early artifacts and shows that they were either neglected in previous studies or reported of by unfounded and fantastic speculation. The author identifies prehistoric ideas concerning hunting and fishing, the cult of the dead, and the after-life. The cosmological implications of burial topography and stone-circles are as well examined as older written texts from other parts of the world aiding in elucidating the symbols recognized on these remains. This helps to link the Jo-mon materials to other remains of similar or older age from the ancient Near East, China, the Pacific, and ancient America and proves that prehistoric Japan was never really isolated from the rest of the world. Although the method developed in this study, which rejects speculation and bases itself entirely on archaeological remains, permits only the elucidation of a part of the rich spiritual culture of prehistoric Japan; it reveals an abundance of new information concerning the most important religious ideas of mankind: the constant renewal of life, and the belief that death is not the ultimate end.

Audition

A&C Black Since the death of his wife seven years ago, documentary maker Aoyama has not dated anyone else. Now even his teenage son, Shige, thinks that he should remarry and his best friend Yoshikawa comes up with a plan: to hold fake film auditions from which, he can choose a new bride. Of the thousands who apply, it is a beautiful ballerina, Yamasaki Asami, who captivates Aoyama. Infatuated by her fragile nature and nervous smile, he ignores his increasing sense of unease, putting aside his doubts about his new love, until it may be too late... In Audition, Ryu Murakami delivers his most subtly disturbing novel yet, confirming him as Japan's master of the psycho-thriller.

DC Universe by Mike Mignola

DC Comics Mike Mignola, best known as the creator of Hellboy, started out his comics art career drawing the adventures of the World's Greatest Super-Heroes, applying his moody artwork to tales of Superman, Batman, Swamp Thing and more. Now, this new collection assembles these stories written by John Byrne, Roger Stern, Neil Gaiman, Paul Kupperberg, and others for the first time. Collects: SUPERMAN: THE WORLD OF KRYPTON #1-4, ACTION COMICS ANNUAL #2, SUPERMAN #18 and 23, BATMAN: LEGENDS OF THE DARK KNIGHT #54, BATMAN: GOTHAM KNIGHTS #36, SWAMP THING ANNUAL #5, PHANTOM STRANGER #1-4 and much more.

Mechademia 3

Limits of the Human

U of Minnesota Press **Dramatic advances in genetics, cloning, robotics, and nanotechnology have given rise to both hopes and fears about how technology might transform humanity. As the possibility of a posthuman future becomes increasingly likely, debates about how to interpret or shape this future abound. In Japan, anime and manga artists have for decades been imagining the contours of posthumanity, creating dazzling and sometimes disturbing works of art that envision a variety of human/nonhuman hybrids: biological/mechanical, human/animal, and human/monster. Anime and manga offer a constellation of posthuman prototypes whose hybrid natures require a shift in our perception of what it means to be human. Limits of the Human—the third volume in the Mechademia series—maps the terrain of posthumanity using manga and anime as guides and signposts to understand how to think about humanity's new potentialities and limits. Through a wide range of texts—the folklore-inspired monsters that populate Mizuki Shigeru's manga; Japan's Gothic Lolita subculture; Tezuka Osamu's original cyborg hero, Atom, and his manga version of Fritz Lang's Metropolis (along with Ôtomo Katsuhiro's 2001 anime film adaptation); the robot anime, Gundam; and the notion of the uncanny in Ghost in the Shell 2: Innocence, among others—the essays in this volume reject simple human/nonhuman dichotomies and instead encourage a provocative rethinking of the definitions of humanity along entirely unexpected frontiers. Contributors: William L. Benz, Lawrence Bird, Christopher Bolton, Steven T. Brown, Joshua Paul Dale, Michael Dylan Foster, Crispin Freeman, Marc Hairston, Paul Jackson, Thomas LaMarre, Antonia Levi, Margherita Long, Laura Miller, Hajime Nakatani, Susan Napier, Natsume Fusanosuke, Sharalyn Orbaugh, Ôtsuka Eiji, Adèle-Elise Prévost and MUSEbasement; Teri Silvio, Takayuki Tatsumi, Mark C. Taylor, Theresa Winge, Cary Wolfe, Wendy Siuyi Wong, and Yomota Inuhiko.**

Batman - The Dark Knight Unwrapped

Dc Comics **A sketch edition of some of comics superstar David Finch's greatest Batman stories from Batman: The Dark Knight, DC Comics: The New 52 and more! This fantastic unwrapped collection features tales of the Dark Knight written and pencilled by David Finch. Encompassing David's work from Batman: The Dark Knight to the re-launch in the New 52, this volume features the stunning artwork and compelling stories about the supernatural and the esoteric areas of Gotham City. Collects Batman: The Dark Knight #1-3, Batman: The Return #1 and Batman: The Dark Knight(Vol 2) #1-7 and 9 in black and white format.**

Loop

HarperCollins UK **Stunning Japanese novel with a chilling twist - the follow-up to Ring and Spiral.**

From Star Strings

Seven Seas Entertainment **In Made in Abyss, bestselling creator Akihito Tsukushi took you deep into the earth. Now, in this riveting manga, he recounts the tale of an epic journey into the sky--and far, far beyond. When Kororu, a little girl living alone on a distant planet, finds a mysterious string hanging from the sky, she's left with just one choice: to climb it. Where does the string lead? And will she survive the journey to the other end?**

In Another World With My Smartphone: Volume 1

J-Novel Club **After a freak accident involving some lightning winds up zapping him dead, 15-year-old Mochizuki Touya wakes up to find himself face-to-face with God. "I am afraid to say that I have made a bit of a blunder..." laments the old coot. But all is not lost! God says that he can reincarnate Touya into a world of fantasy, and as a bonus, he gets to bring his smartphone along with! So begins Touya's adventure in a new, anachronistic pseudo-medieval world. Friends! Laughs! Tears! Inexplicable Deus ex Machina! He sets off on a journey full of wonder as he absentmindedly travels from place to place, following whatever goal catches his fancy. The curtains lift on an epic tale of swords, sorcery, and**

smartphone apps!

In The Miso Soup

A&C Black It's just before New Year, and Frank, an overweight American tourist, has hired Kenji to take him on a guided tour of Tokyo's nightlife. But Frank's behaviour is so odd that Kenji begins to entertain a horrible suspicion: his client may in fact have murderous desires. Although Kenji is far from innocent himself, he unwillingly descends with Frank into an inferno of evil, from which only his sixteen-year-old girlfriend, Jun, can possibly save him.

That Blue Sky Feeling, Vol. 3

VIZ Media LLC Self-discovery isn't always fun, as Noshiro, Ayumi and Makoto are all finding out the hard way. Even the self-assured Sanada seems to be struggling. The final volume of this complicated love story proves that hanging on to that blue sky feeling of youthful love is an elusive and unpredictable task. -- VIZ Media

OWARIMONOGATARI, Part 1

Kodansha America LLC The latest book of the final season of the best-selling MONOGATARI series. Before we witness the series' climactic showdown in the third volume of the "End Tale"—each part of which forms its own cohesive whole—narrator Araragi wrestles with a crucial bit of history that had turned him into the loner we met at the very beginning, who opined that friendships only lowered his intensity as a human. What initiates his pilgrim's progress of a reckoning is his first encounter, at school, with the mysterious freshman Ogi Oshino, self-described niece of the equally enigmatic aberration expert Mèmè, and the book's opening chapter is a harrowing standalone novella of a whodunnit involving a locked room of sorts. Our increasingly well-adjusted hero kept on being decent at one thing even when he was just hanging on, but this forte, an unlikely aptitude for math, of all things, becomes the focus of a cheating scandal and a web of recollections that forces him to come to terms with, what do you know, his capacity to connect to people.

Supernatural and Mysterious Japan

Spirits, Hauntings and Paranormal Phenomena

Tuttle Publishing Since time immemorial, tales of the spooky, paranormal, and mysterious have been staples of folklore across the world. Japan is no exception, and its unique position as a melting pot for cultures from around Asia gives it a particularly rich heritage of supernatural legend and tradition. To write this book on Japan's ghosts and other freaky phenomena, author Catrien Ross collected accounts of the eerie and terrifying from around Japan. Along the way, she braved frightening locales including the unquiet grave of the beautiful, betrayed Oiwa, and sacred Mount Osore, a gateway for communicating with the dead. The result of her journeys is a glimpse into hidden aspects of the Japanese world of the paranormal: a world of blind, women shamans, trees that grow human hair, weeping rocks, and even a graveyard where Jesus is reputed to have been buried. Covering ancient and modern times, Supernatural and Mysterious Japan offers not only some good, old-fashioned scary stories, but some special insights into Japanese culture and psychology. It delivers terrific entertainment—and some good chills—for the Japanophile and the aficionado of the supernatural, alike.

Seraph of the End, Vol. 19

Vampire Reign

VIZ Media LLC Shinoa fights for her life at the Demon Army headquarters where the First Progenitor, Shikama Doji, is trying to possess her. Ferid's solution to the problem? Kill her before she's turned and possessed. With all of the pieces in place and the First's resurrection all but complete, the vampires and the Hyakuya Sect both converge on Shibuya.

Meanwhile, trapped in his own mind with Asuramaru, Yuichiro's missing past is finally revealed to him. -- VIZ Media

Seraph of the End, Vol. 18

Vampire Reign

VIZ Media LLC Yuichiro and his friends head back to the Demon Army to prepare for the final battle. At the base, Kureto struggles to stave off Shikama Doji from controlling his body. But things quickly begin to fall apart when Shikama Doji also tries to take over Shinoa and Yuichiro! Will they be able to stop the possession? Or will they lose their bodies to the first progenitor? -- VIZ Media

Ukiyo-e Explained

Ukiyo-e Explained is the first integrated study to show how ukiyo-e is art but also social history, culture and craft. This study illuminates new pathways to a greater appreciation of ukiyo-e by addressing the environments and conditions under which the artists worked, together with the factors that determined or conditioned the peculiar stylistic character of ukiyo-e.

Seraph of the End: Guren Ichinose, Resurrection at Nineteen, volume 2

Vertical Inc From the popular Seraph of the End series comes the latest prequel of the light novels! What meaning can life have after the end of the world? Guren and his friends are forced to consider this question, even as they fight to rebuild their ruined world—the world that Guren himself destroyed. Dispatched by the newly constituted Japanese Imperial Demon Army on a mission to restore power to the area, they encounter a powerful vampire. But all is not as it seems... Faced with shifting loyalties and manipulated from all sides, Guren must decide who to trust—Mahiru? Saito? Ferid Bathory? Can he even trust himself? The mysteries of the past slowly begin to unravel as Guren and his friends hurtle towards an uncertain future.

Traditional Japanese Theater

An Anthology of Plays

Columbia University Press Introduces the genres of noh, kyogen, kabuki, and bunraku puppet theater, and offers translations of thirty of the best-known plays, with background information on their history, characters, staging, and significance

Our Last Crusade or the Rise of a New World, Vol. 1 (light novel)

Yen On A great war has raged for years between the scientifically advanced Empire and Nebulis, the realm of the witches-until the youngest knight ever to receive the title of the Empire's strongest meets the princess of the rival nation. Though they are sworn enemies, the knight is taken by her beauty and dignity, and the princess is moved by his strength and way of life. Will the fighting between them ever be allowed to end?

A Woman's Weapon

Spirit Possession in The Tale of Genji

University of Hawaii Press This text presents an examination of Murasaki Shikibu's 11th-century classic *The Tale of Genji*. The author explores the role of possessing spirits from a female viewpoint, and considers how the male protagonist is central to determining the role of these spirits.

Japanese Colour Prints

Jomon Reflections

Forager Life and Culture in the Prehistoric Japanese Archipelago

Oxbow Books Limited Tatsuo Kobayashi's *Jomon Reflections* is based on a series of essays by the leading archaeologist of the Jomon period (c. 13,500 - c. 500 B.C.). The topics covered include the appearance and development of the remarkable Jomon pottery tradition, the nature of Jomon society, Jomon attitudes to the natural world, and the emergence of a complex set of world views expressed through objects such as clay figurines and monuments including stone circles and massive settings of wooden posts. These essays are supplemented by observations on how the archaeology of Jomon Japan can be compared to that of prehistoric Europe. They also draw on ethnographic examples and concepts from later Japanese lifestyles. Kobayashi's intention is to bring the archaeology of the world of the Jomon alive for new audiences.

WorldEnd: What Do You Do at the End of the World? Are You Busy? Will You Save Us?

Yen On Hundreds of years ago, humanity was beset by otherworldly creatures only known as Beasts and utterly wiped out. The last human, Willem, wakes up in a world where everyone he has ever known or cared about has been dead for centuries. With nothing to live for, he's done nothing but drift from place to place. But in his lonely wanderings, he's discovered the identity of the greatest weapons ever made for the unending war against the beasts-fairies, destined to fight with everything they have, then die.

Ghosts And The Japanese

Cultural Experience in Japanese Death Legends

The Japanese have ambivalent attitudes toward death, deeply rooted in pre-Buddhist traditions. In this scholarly but accessible work, authors Iwasaka and Toelken show that everyday beliefs and customs--particularly death traditions--offer special insight into the living culture of Japan.

Kabuki

The Popular Stage of Japan

Ayer Company Pub

Cute Devil

Blu Akiyoshi Tohru is the picture of an ideal student. Not only does he have perfect attendance and top grades, but he's the student council president of his all-boys school. But the school "princess," Naruse Futa, takes a shining to Akiyoshi and a princess ALWAYS gets what he wants. Will Akiyoshi be able to escape Naruse's sadistic clutches?

A Reader In Animation Studies

Indiana University Press Cartoons—both from the classic Hollywood era and from more contemporary feature films and television series—offer a rich field for detailed investigation and analysis. Contributors draw on theories and methodology from film, television, and media studies, art history and criticism, and feminism and gender studies.

Demon of Painting

The Art of Kawanabe Kyōsai

Kawanabe Kyosai (1831-1889), described as *The Intoxicated Demon of Painting* - who could paint a 50-foot theatre curtain in four hours - was a serious student of earlier styles, producing meticulous scrolls of beauties and Buddhist deities. He was also a comic artist of crazy pictures and political satires.

One Thousand Years of Manga

As contemporary as this graphic art form may appear to readers outside of Japan, manga has, in fact, deep roots in Japanese culture, drawing on centuries-old artistic traditions: traces can be found in seventh century temple paintings, folding screens decorated with comic characters, and painted medieval Emakimono scrolls. The more familiar manga comics of today echo similar themes, both light and serious, and draw on narrative forms present in the sagas and skits from Japan's rich cultural heritage. This book spans the history of manga in all its splendour and diversity: from Hokusai's seminal *Manga* in 1814 to the onset of the gekiga in the 1950s; from the landmark *Astro Boy* of Tezuka Ozamu to *Lady Oscar*, Riyoko Ikeda's shojo manga aimed at young girls; from samurai sagas to the more alternative productions of the review *Garo*; and from the demons that populate the works of Mizuki Shigeru to the latest creations from Jiro Taniguchi, each period is covered in detail. *One Thousand Years of Manga* is both a rich documentary account and a visual delight with over 400 illustrations, many never before seen outside of Japan. A thorough exploration of the sources of manga, this book makes it possible to understand how this mass-produced cultural artifact - aimed at adults as much as at children - has developed into an essential facet of Japanese culture that is now enjoyed across the globe.

Japanese Horror Cinema

A much-needed critical introduction to some of the most important Japanese horror films produced over the last fifty years, *Japanese Horror Cinema* provides an insightful examination of the tradition's most significant trends and themes. The book examines the genre's dominant aesthetic, cultural, political and technological underpinnings, and individual chapters address key topics such as: the debt Japanese horror films owe to various Japanese theatrical and literary traditions; the popular "avenging spirit" motif; the impact of atomic warfare, rapid industrialisation and apocalyptic rhetoric on Japanese visual culture; the extents to which changes in the economic and social climate inform representations of monstrosity and gender; the influence of recent shifts in audience demographics; and the developing relations (and contestations) between Japanese and "Western" (Anglo-American and European) horror film tropes and traditions. Extensive coverage of the central thematic concerns and stylistic traits of Japanese horror cinema makes

this volume an indispensable text for a myriad of film and cultural studies courses.

Japanese Ghosts & Demons Art of the Supernatural

George Braziller **The first study and collection of Japanese supernatural art, this illustrated volume shows how Japan's long tradition of brilliant artists attempted to understand the mysteries of the world**