At the heart of the best-selling video game, there is a story . . . and a man.

In this graphic novel adventure based on Jordan Mechner’s classic, multi-million-copy-selling *Prince of Persia* video games, two princes, in different centuries of historic Persia, despair over the corruption gnawing at the heart of their worlds and their way of life. When everything they believe in begins to fade and decay, they find that only they can stand against the twilight of their eras.

Created by Jordan Mechner, the *Prince of Persia* graphic novel is beautifully written by award-winning poet A.B. Sina and opulently illustrated by LeUyen Pham and Alex Puvilland.
Prince of Persia movie

- Produced by Jerry Bruckheimer, directed by Mike Newell and distributed by Disney
- Coming in June 16th, 2009

- Tie-in Marketing with new Prince of Persia Video Game (coming October 2008)
- Dedicated website and book trailer
- Online Promotions and Reviews
- Jordan Mechner appears at BEA (Spotlight Panel) and San Diego Comic-Con

• $100,000 Marketing Campaign
• 125,000 Copy First Printing
• National Consumer Media Advertising
An interview with Jordan Mechner, creator of THE PRINCE OF PERSIA

You created the first Prince of Persia game nearly twenty years ago and the graphic novel and the forthcoming game and movie just this year. How has the prince changed since you first created him?

The prince started out as an animated sprite, 40 pixels high on the Apple II screen. He never spoke; you couldn’t see his face; he had no name. His personality was communicated through running and jumping. To make the jump to modern-day videogame consoles 15 years later with Prince of Persia: Sands of Time, we fleshed out his character, giving him a voice and a distinctive personality. For the movie, the prince will be even more fully developed, with a name and a family history. And he’ll be played by a flesh-and-blood actor.

The trade-off is that in becoming a more specific, fully realized character, the prince loses the universality he had as a computer sprite. The graphic novel tells two parallel stories, 400 years apart, showing how a legend about the prince got created. Is the prince a particular human being, or a universal archetype? This is a philosophical question that a graphic novel can ask, that movies and video games aren’t so well suited to.

Can you talk about translating your video game to the graphic novel and the forthcoming movie? What stayed the same, what had to change?

It might seem on the surface that a video game story should translate fairly easily into a movie screenplay or graphic novel, but in fact games demand a totally different approach to storytelling. For a writer, this makes games one of the most difficult of all forms of literary source material to adapt.

Graphic novels are read; movies are watched; video games are played. The story of the video game Prince of Persia: The Sands of Time was tailored to support the needs of the game play and give the player the best playing experience – whereas in movies and other linear storytelling formats, the story is primary.

The game story, as proud as I am of it, wouldn’t make a completely satisfying reading or moviegoing experience. It works well in concert with the game play, but taken on its own, no matter how well embroidered, it would be a pale echo of the game. That’s why, to write the movie screenplay, I took the characters and plot elements from the video game and rewove them into a new story line that is better suited to the cinema. For the graphic novel, we took an even more radical departure – it doesn’t follow the plot of any of the games, or of the movie.

With graphic novels, the internet, and video games, people today are reading and learning in new and different ways. What do you think about these changes?

I don’t know what’s around the corner — but definitely, things are changing fast. For anyone who wants to be a writer or artist, or is interested in visual storytelling, these are exciting times.
YOU HAVE NOWHERE TO GO!

SHHHOOOO, GO BACK TO THE PALACE. GO!
WE ARE PREPARED, PRINCE, TO BATTLE ALONGSIDE YOU TO THE END.

DO YOU EVEN KNOW THE END?

WHAT WE MEAN TO SAY, PRINCE, IS IT'S OUR DUTY TO FIGHT AND DIE FOR YOU.

YOUR DUTY, THEN, IS TO FIGHT AND DIE FOR NOBODY.
Step right up, Ladies and Gentlemen, for a glorious spectacle of graphic literature beyond your wildest imaginings, in which young Etienne discovers that replacing his uncle as the Amazing Remarkable Monsieur Leotard, world-renowned acrobat and head of a circus troupe, is every bit as difficult as it appears to be.

Etienne is swept up in wonder and work even as he struggles to keep up his grandiose façade, while every day his chances for happiness slip further away. For Etienne, taking a stand for his own happiness is as daring as any trick the Amazing Remarkable Leotard could perform.

Eddie Campbell and Dan Best bring to life the historical story of the daring young man on the flying trapeze in a tale filled with wonders and marvels.

<table>
<thead>
<tr>
<th>Title</th>
<th>Pages</th>
<th>ISBN</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>THE AMAZING REMARKABLE</td>
<td>128</td>
<td>13: 978-1-59643-301-4</td>
<td>US $16.95 / CAN $18.95</td>
</tr>
<tr>
<td>MONSIEUR LEOTARD</td>
<td></td>
<td>10: 1-59643-301-9</td>
<td></td>
</tr>
<tr>
<td>Author</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Eddie Campbell and Dan</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Best</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pub Month</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>September</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Format</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deluxe Trade Pbk 6x81/2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
uncle Jules is gone, alas.

Smallpox. And he was still so young.

We feared the worst—what will we do now?

I'm going to attempt to fill his shoes.

First you need to fill his pants.

"Do you want to be adored by the ladies? A trapeze is not required, but instead of draping yourself in unflattering clothes, invented by ladies, and which give us the air of ridiculous mannequins, put on a more natural garb, which does not hide your best features."
A firefighter in rural Kentucky, Ursa searches for her place in life, struggling to meet her own expectations. When a tornado hits her town, the ensuing chaos brings her world into sharp focus, somehow making everything clearer, and Ursa finds that she just can’t stomach the way her life is going. It is then that she meets Rafi, an illegal immigrant whose life isn’t going the way he’d pictured it either. Their encounter is the catalyst for Ursa and Rafi, who take different roads to the realization that wanting your life to change isn’t enough to make it happen.

*Slow Storm* stands apart as a graphic novel with its literary heart and charged, atmospheric watercolor and ink artwork. The storm builds around the characters and inside them, and moments of violence and tenderness suddenly crack like lightning. With *Slow Storm*, Danica Novgorodoff takes her place as a talent to be reckoned with in the literary world.
Your man, Rafi, is alive and well—pretty well, anyway—and, uh, I thought maybe you could—

So you got him! Good for you, Miss Crain.

I heard it from the Chief about your brother.

Oh... Um, well, I thought maybe I could bring him by and—

I'm sure you'll be recognized for your good work! Can't believe I trusted a pyro-murderer with my horses.

Horses with lineage!
Birdy thought she knew her family and friends.

She was wrong.

Birdy’s grandfather is dead – shot by her childhood nanny, Patricia. Her father is bent on bringing Patricia to justice, her mother’s having an affair with the minister who has come to bury Birdy’s grandfather, her best friend Louis is an escaped slave, and the local doctor’s mind has clearly jumped the tracks somewhere along the way.

Who can Birdy turn to for help with her grief and confusion? Who can she trust?

The latest volume in this brightly colored, thought-provoking series brings new challenges and intrigues to the Lost Colony as everyone’s secrets begin to unravel and nothing is quite what it had seemed.
ARE YOU WITH ANOTHER, HONEY...?

...’CAUSE THERE’S A LOT OF FOLKS LOOKING FOR ME, YOU KNOW.
Chris Blain’s bright, vibrant artwork and vivid storytelling combine in Gus to put a whole new spin on the Wild West.

The bank heists, the women,

the train robberies,

the women,

the gun-fights,

and the women

of a rag-tag trio of wild west bandits.
YOU DIDN'T TELL HER YOU ROB TRAINS, DID YOU?

NO, I TOLD HER THAT I'M WRITING A FICTIONALIZED BIOGRAPHY OF A FAMOUS OUTLAW.

HI, CLEM. HI, CLEM.

THAT'S A GOOD IDEA. WE COULD TELL OUR LIFE STORY IN A BOOK.

LET ME GUESS YOU HAVE THE BANK ACROSS THE STREET IN YOUR SIGHTS AND YOU'VE RENTED A ROOM HERE TO OBSERVE IT FROM YOUR WINDOW.

RIGHT.

WERE NOT ROBBING IT, TOO DIFFICULT.

WHY NOT?

I'M GONNA CHECK IT OUT, IF YOU DON'T MIND.

BY THE WAY, WHERE DID YOU MEET THE GIRL?

SHE'S PLEASED TO TELL ME THAT OUR ROBBING THE BANK HAS NOTHING TO DO WITH THE GIRL BEHIND THE DESK.

THE JERK DIDN'T EVEN MANAGE TO BAG HER, EVEN THOUGH SHE WANTS IT SHE ATE HIS APPLES IN THE ROOM.

SHE'S A BIT TOO SKINNY.
Adventures Ahoy!

Even cleaning up is an adventure when Sardine comes to town! Roaming through the galaxy with her space-faring friends, Sardine’s always up for vexing vile villainy and thwarting terrible tyranny – leaving a little time for baking and bedtime stories, of course!

Ten of Sardine’s wacky and wonderful adventures are told in simple, scribbly artwork in this sixth volume of the *Sardine in Outer Space* series by Emmanuel Guibert.
I'll tell you how I lost my right eye.

Oh, cool! Sounds like a great story!

Give us all the details, OK?

I was one year old and already in the first stroller derby. That noodlehead Supermuscleman was next to me at the starting line.
It is 1730 when Raphael Pommeroy arrives in the West Indies with his ornithology professor. They’re supposed to be in search of the almost-extinct dodo . . . but Raphael is quickly entranced with the piratical inhabitants of the island, becoming obsessed with their vision of a world where all people are free and equal, regardless of their skin color. Drama unfolds on Bourbon Island as all the inhabitants race to find the treasure secretly cached on their island – and reveal their inner selves in doing so.

An epic adventure in the tradition of Watership Down, Bourbon Island 1730 is a unique historical drama featuring animal characters, fully imagined and realized by Lewis Trondheim and Appollo in pitch-perfect words and inventive pictures.
I have to tell you, Mr. Despentes, I’m not going to follow you into the mountains to hunt birds.

I won’t carry your cages, nor will I pick up eggs in the bushes, nor kill waterfowl to sketch them.

I’m going away, Mr. Despentes, because I’m going to join pirates, who are my true brothers.

Don’t be silly, Raphael, there are no more pirates...

And in any event, there is no way you’d be able to drink enough rum to follow one of their conversations.
“When I was eighteen, Uncle Sam told me he’d like me to put on a uniform and go off to fight a guy by the name of Adolf.

So I did.”

When Alan Cope was eighteen, he joined the army and went off to fight in World War II. But he had no idea what he was getting into. This graphic memoir is the story of his life during wartime, a story told with poignant intimacy and matchless artistry.

Across a generation, a deep friendship blossomed between Alan Cope and author/artist Emmanuel Guibert. From it, Alan’s War was born – a graphic novel that is a deeply personal and moving experience, straight from the heart of the Greatest Generation – a unique piece of WWII literature and a ground-breaking graphic memoir.
We reached Prague at midnight.

There were barricades at the entrance to the city. There had been an uprising in Prague.

We asked them to take down their barricades so that we could get through, and they did. The barricades were mostly paving stones torn up from the streets.

We drove toward the city center. There were no electric lights. Wood fires, not too far apart, replaced lampposts on the main avenues.

I caught sight of the silhouette of a cathedral.
The fairy tale wolf comes out to play in this whimsical story told in comics format. Faced with the three little pigs, the boy who cried wolf, Little Red Riding Hood, sheep who see instantly through his sheep’s clothing disguise, and seven canny goslings who’d rather not be eaten, our dapper, top-hatted lupine protagonist’s attempts to secure himself a tasty dinner are constantly thwarted. But the clever protagonist always bounces back from these dinnerless evenings with a cunning new plan . . . and who knows? Maybe next time he’ll stop by your door.

Written by Zoë B. Alley and illustrated in ink and watercolor by R.W. Alley, There’s a Wolf at the Door is a great gift for youngsters and their families – sure to provide hours and hours of reading and re-reading.
And other great books for young readers...

**THE ADVENTURES OF POLO**  
By Regis Faller  
US $16.95 / CAN $19.75  
80 pages / 9 1/2 x 10 3/4  
Full Color  

**POLO: MY BOOK!**  
By Regis Faller  
US $16.95 / CAN $19.75  
80 pages / 9 1/2 x 10 3/4  
Full Color  
ISBN: 978-1-59643-189-8

**THE BOY, THE BEAR, THE BARON, AND THE BARD**  
By Gregory Rogers  
US $16.95 / CAN $23.95  
32 pages / 9 x 12 / Full Color  

**MIDSUMMER KNIGHT**  
By Gregory Rogers  
US $16.95 / CAN $21.00  
32 pages / 9 x 12  
Full Color  
ISBN: 978-1-59643-183-6

**SARDINE IN OUTER SPACE 1**  
By Emmanuel Guibert and Joann Sfar  
US $12.95 / CAN $15.95  
128 pages / 6 x 8 1/2  
Full Color  

**SARDINE IN OUTER SPACE 2**  
By Emmanuel Guibert and Joann Sfar  
US $12.95 / CAN $17.95  
128 pages / 6 x 8 1/2  
Full Color  
ISBN: 978-1-59643-127-0

**SARDINE IN OUTER SPACE 3**  
By Emmanuel Guibert and Joann Sfar  
US $12.95 / CAN $15.95  
112 pages / 6 x 8 1/2  
Full Color  
ISBN: 978-1-59643-128-7

**SARDINE IN OUTER SPACE 4**  
By Emmanuel Guibert and Joann Sfar  
US $13.95 / CAN $16.95  
112 pages / 6 x 8 1/2  
Full Color  
ISBN: 978-1-59643-129-4

**SARDINE IN OUTER SPACE 5**  
By Emmanuel Guibert  
US $14.95 / CAN $16.95  
112 pages / 6 x 8 1/2  
Full Color  

**KAPUT AND ZOSKY**  
By Lewis Trondheim  
US $13.95 / CAN $16.25  
80 pages / 7 1/2 x 10  
Full Color  
ISBN: 978-1-59643-132-4

**LITTLE VAMPIRE**  
By Joann Sfar  
US $13.95 / CAN $16.25  
96 pages / 7 1/2 x 10  
Full Color  

**ROBOT DREAMS**  
By Sara Varon  
US $16.95 / CAN $18.95  
208 pages / 6 x 8 1/2  
Full Color  

**TINY TYRANT**  
By Lewis Trondheim and Fabrice Parme  
US $12.95 / CAN $15.95  
128 pages / 6 x 8 1/2  
Full Color  
THE :: COLLECTION

AMERICAN BORN CHINESE
By Gene Yang
US $17.95 / CAN $22.95
240 pages / 6 x 8 1/2
Full Color
ISBN: 978-1-59643-1522

DEOGRATIAS
By J.P. Stassen
US $17.95 / CAN $19.95
96 pages / 6 x 8 1/2
Full Color
ISBN: 978-1-59643-103-4

JOURNEY INTO MOHAWK COUNTRY
By George O’Connor
US $17.95 / CAN $21.95
144 pages / 6 x 8 1/2
Full Color

LAÏKA
By Nick Abadzis
US $17.95 / CAN $20.95
208 pages / 6 x 8 1/2
Full Color

A.L.I.E.E.N.
By Lewis Trondheim
US $12.95 / CAN $15.95
96 pages / 6 x 8 1/2
Full Color

GARAGE BAND
By Gipi
US $16.95 / CAN $21.00
128 pages / 6 x 8 1/2
Full Color

VAMPIRE LOVES
By Joann Sfar
US $16.95 / CAN $21.00
192 pages / 6 x 8 1/2
Full Color
ISBN: 978-1-59643-093-8

THE PROFESSOR’S DAUGHTER
By Emmanuel Guibert
and Joann Sfar
US $16.95 / CAN $21.00
96 pages / 6 x 8 1/2
Full Color
ISBN: 978-1-59643-130-0

KAMPUNG BOY
By Lat
US $16.95 / CAN $21.00
144 pages / 8 1/2 x 6
Black and White
ISBN: 978-1-59643-121-8

TOWN BOY
By Lat
US $16.95 / CAN $21.00
192 pages / 8 1/4 x 6
Black and White
ISBN: 978-1-59643-331-1
NOTES FOR A WAR STORY
By Gipi
US $16.95 / CAN $19.75
128 pages / 6 x 8 1/2
Duotone Color
ISBN: 978-1-59643-261-1

THREE SHADOWS
By Cyril Pedrosa
US $15.95 / CAN $17.95
272 pages / 6 x 8 1/2
Black and White
ISBN: 978-1-59643-239-0

MISSOURI BOY
By Leland Myrick
US $16.95 / CAN $22.95
112 pages / 6 x 8 1/2
Full Color

THE FATE OF THE ARTIST
By Eddie Campbell
US $15.95 / CAN $19.95
96 pages / 6 x 8 1/2
Full Color
ISBN: 978-1-59643-133-1

LIFE SUCKS
By Jessica Abel, Gabe Soria, and Warren Pleece
US $19.95 / CAN $22.95
192 pages / 6 x 8 1/2
Full Color

KLEZMER
By Joann Star
US $16.95 / CAN $21.00
144 pages / 6 x 8 1/2
Full Color
ISBN: 978-1-59643-198-0

THE BLACK DIAMOND DETECTIVE AGENCY
By Eddie Campbell
US $16.95 / CAN $21.00
144 pages / 6 x 8 1/2
Full Color

THE LOST COLONY 1
By Grady Klein
US $14.95 / CAN $19.95
128 pages / 6 x 8 1/2
Full Color
ISBN: 978-1-59643-097-6

THE LOST COLONY 2
By Grady Klein
US $16.95 / CAN $21.00
128 pages / 6 x 8 1/2
Full Color
Making comics: manga, graphic novels, and beyond

A gold mine of essential information for every aspiring comics artist. Highly recommended.

— SCOTT McCLOUD, author of Understanding Comics and Making Comics

Matt and Jessica’s experience, both in the classroom and at the drawing board, has resulted in a book that should help any aspiring cartoonist. A go-to how-to that will undoubtedly be of tremendous aid for any school or instructor attempting to map out a thoughtful and engaging cartooning curriculum.

— JAMES STURM, The Center for Cartoon Studies

The future belongs to comics and, despite all the breathtaking developments in the medium over recent years, we have barely glimpsed the wonders still to come. The field is still wide open, ready for anyone to explore. That is why the time is right for a thorough, thought-provoking textbook like this, offering an inspiring step-by-step course to help you find your own unique voice. Start here and you too can become part of the future of comics.

— PAUL GRAVETT, author of Graphic Novels: Everything You Need To Know and director of the Comica Festival in London