



Gifty, feisty guide to pop culture's  
most **riveting plots** and **colorful characters**

**We all know comics aren't just for kids but do you know your Manga from your Maus, your Superman from your Spiegelman...?**

One of the fastest-growing areas in publishing, the world of graphic novels can confuse even the most informed comics aficionado, let alone newbies. From *Sin City* to *Persepolis*, Raymond Briggs to Harvey Pekar, the new ***Rough Guide to Graphic Novels*** is the ultimate companion to this diverse medium.

Written by comic book insider and former *Spiderman* editor, Danny Fingeroth of Marvel comics, the *Rough Guide to Graphic Novels* leads you seamlessly through the history of this ever-expanding genre. The journey begins with sequential art in Egyptian tombs, moving then to the superhero boom of the 1940s and the birth of the graphic novel, ending with the latest online offerings.

Uniquely, the guide includes an exclusive graphic novel, written by Fingeroth and illustrated by Roger Langridge, that sheds light on how to make a graphic novel. Giving insight into scripting techniques, the artist/writer collaboration, and finding a publisher, this special addition is sure to inspire.

The guide takes in detailed reviews of 60 unforgettable reads, from canonical icons such as *A Contract with God* to modern classics in the making like *Alice in Sunderland* and profiles industry legends such as Frank Miller, Joann Sfar, Denis Kitchen and other illustrators, writers and publishers who've helped win respect for this once marginalised art form. *The Rough Guide to Graphic Novels* also gives you the low-down on film and television adaptations and essential books, magazines, conventions, courses and websites.

Also available in a special limited edition - this special collector's edition includes an elegant slip-case and fold-out cover with panoramic artwork from award winning novelist and illustrator, Kyle Baker, author of the genre-defining *Why I Hate Saturn*.

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