

Golden Kamuy Vol 3

Asirpa and Sugimoto are back in Hokkaido at last and determined to find the Ainu gold for themselves. Lieutenant Tsurumi and Hijikata are also hot on their trail. While Sugimoto and Shiraishi work on a plan to find a strange tattooed prisoner named Botaro the Pirate, a series of horrific murders in Sapporo draws Hijikata's attention. Lieutenant Tsurumi sends Tanigaki to kill Sugimoto, but the loyal Matagi has only one true goal—finding Inkarmat! -- VIZ Media

Over 650 pages of samurai battles, bloodshed, and bitter rivalries! A young survivor's seemingly immortal protector, Manji, is helping her destroy the eccentric, bloodthirsty Itto-ryu sword school that ambushed and killed her parents. While Manji has his hands full with a trio of devious assassins, Rin decides to make her way across Edo to search for the murderous Itto-ryu leader Anotsu Kagehisa on her own! Will Manji find her before Anotsu does? This volume also features the debut of the mysterious Mugai-ryu warriors, who will become major players in this revenge epic from a modern manga master! Collects Blade of the Immortal volumes 7 to 9 in the original 7x10 serialized format, in a faux-leather hardcover treatment, and with a bookmark ribbon.

Gabimaru is a ninja on death row with one chance to see his wife again—by finding the elixir of immortality on a supernatural island and delivering it to the shogun. Standing in his way are his fellow convicts and the fearsome beasts that roam the island, devouring or killing anyone they encounter. In addition, Gabimaru must contend with sinister beings who have lived on the island for several lifetimes, tinkering and experimenting on humans and the local fauna to further the goals of their dark sciences. Who are these otherworldly individuals that rule this beautiful and deadly

place? And how can Gabimaru possibly stand against them?
-- VIZ Media

Sugimoto closes the distance between himself and Asirpa as she continues her journey north into the wilderness of Karafuto in search of the dark secret of her father's past and the key to the hidden gold. Now, deep in Russian territory, Kiroranke has more to say about Wilk—Asirpa's father and his former conspirator in the plot to assassinate the Russian Czar. Back in Hokkaido, Lieutenant Tsurumi ponders the coded tattoos himself as Hijikata and his group track down another violent escaped convict near Lake Akan. -- VIZ Media

As the former Crusader commander Lord Francis and the king continue their manipulations of both Leonard and General Jan, it is quite apparent that they intend to drive the two lovers apart. But why is that? Is Leonard really just a plaything for General Jan as the spoils of war? Or will General Jan continue to defy convention and risk everything by disobeying his king in order to claim the heart and body of the knight he conquered in battle?

A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! Asirpa and Sugimoto are faced with a shocking truth—Noppera-bo, the criminal mastermind behind the stolen gold hoard...is Asirpa's father! To confirm this they decide to go to the impregnable Abashiri prison to attempt to meet him. Along the way they find more clues to the location of the gold, and make a stop in a hellish hotel. Meanwhile, Toshizo Hijikata lays down his own brand of justice in a lawless town...

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Captured by renegade soldiers from the 7th Division, Sugimoto's life now rests in the hands of Asirpa and "Escape King" Shiraishi, who must work together to save him. Meanwhile, Sugimoto's list of enemies continues to grow. Hijikata, the former leader of the legendary Shinsengumi, intensifies his own search for the hidden Ainu gold, and another adversary teams up with an expert hunter—who knows the wilderness of Hokkaido at least as well as Asirpa—to track Sugimoto down! -- VIZ Media

With Asirpa unaware that Sugimoto is still alive, she heads farther north into Karafuto with Kiroranke, Ogata and Shiraishi. Back in Hokkaido, Hijikata follows up on information he discovered inside Abashiri prison, leading him to a former assassin. Meanwhile, Sugimoto and his party, desperate to find Asirpa, come upon a traveling circus whose ringmaster might be able to help. But to secure his aid will Sugimoto have to kill himself? -- VIZ Media

While Sugimoto races north by dogsled, Asirpa crosses the border with Kiroranke into Russian territory. Kiroranke—who was once involved in the assassination of the Russian Czar Alexander II—and the Russians, tipped off by Tsurumi that Kiroranke was heading into their territory on Karafuto, have set an ambush at the border. The dark pasts of Asirpa's

traveling companions are now coming to light, along with the secrets of her own father... -- VIZ Media
Read the next chapter of The Royal Tutor the same day as Japan!

Asirpa's quest to find out about her father has led her to a Russian prison on the frozen coast of Karafuto in hopes of breaking out Sofia, a former revolutionary. Sofia was also the leader of the group that Kiroranke and Wilk belonged to and she may be able to shed more light on Asirpa's father. But the truth about Wilk might ultimately be more than she can bear. Sugimoto and his party draw closer to catching up with Asirpa—and when they do, old scores will be settled. -- VIZ Media

Sugimoto and Asirpa finally come face to face with Noppera-bo inside Abashiri prison, but as Asirpa looks into his eyes she realizes he is not her father! In the rush to escape, Anji Toni makes off with Asirpa, leaving Sugimoto and Shiraishi trapped inside, with Hijikata also set to betray them. Making matters worse, they're all caught between Warden Inudo and his guards, and Lieutenant Tsurumi's gunboat fleet on the river. With so much serious firepower being deployed, is anyone getting out alive? -- VIZ Media

Sugimoto and Asirpa (and Shiraishi too) have been reunited and head south across Karafuto with the goal of returning to Hokkaido. But after so much time apart and all that has happened, Asirpa's feelings

about the Ainu struggle have changed. Meanwhile, Lieutenant Tsurumi begins trying to decipher the code in the tattooed skins and sends a double agent into Hijikata's group. But Hijikata is no fool, and engages in a battle of wits with Tsurumi. Regardless of who comes out on top, it is clear that only Asirpa holds the key to finding the Ainu gold. -- VIZ Media

Claire and the orphan Raki travel to the town of Rabona, where a Yoma has been stalking the priests inside the cathedral. The creature could be one of the guards, or even a priest, but this time Claire won't be able to sense its aura. Does she stand a chance against the stealthy Yoma? -- VIZ Media

Living in Meiji era Japan, Maria must hide the blond hair and blue eyes she inherited from her father out of concern over discrimination. But when a boy named Rintarou learns her secret, he can't help but say something: "You're...like a mermaid..." A dazzling historical romance awaits!

Sugimoto and his friends head for Kushiro in order to escape Lieutenant Tsurumi's pursuit. Meanwhile, Lieutenant Tsurumi himself leads members of the 7th Division to Otaru following rumors of the tattooed skins. Awaiting them are two of the most desperate and dangerous outlaws of the north—the Lightning Thief and his wife, the wicked Viper Ogin—and they're both heading straight for Lieutenant Tsurumi! -- VIZ Media

Accepting the post of Royal Tutor at the court of the king of Granzreich, Heine Wittgenstein is a little professor with a big job ahead! Each of the kingdom's four princes has a rather

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distinct personality. Does their diminutive new instructor have what it takes to lay down some learning? It's a comedy of educational proportions!

Asirpa's adventure in Karafuto changed her feelings about not only her father, but also the Ainu struggle for independence. Sugimoto has come to realize something about his own feelings about Asirpa as well. If they're really going to be equal partners, they'll need to come to a new understanding. Once again on the run from Lieutenant Tsurumi, they head for Hokkaido. But the rogue officer isn't about to give up. The pursuit once again leads into forbidding, frozen territory... -- VIZ Media

Mash just wants to live in peace with his father in the forest. But the only way he'll ever be accepted in the magic realm is by attending magic school and becoming a Divine Visionary—an exceptional student revered as one the chosen. But without an ounce of magic to his name, Mash will have to punch his way to the top spot. -- VIZ Media

Sugimoto and Asirpa's hunt for the tattooed treasure map has led them to a fishing village on the coast, where a deranged serial killer lies in wait. Lieutenant Tsurumi and his renegade soldiers are also hot on their trail, and if he catches up to them it's guaranteed that there will be hell to pay. Toshizo Hijikata also closes in, while an old friend shows up with a secret about Asirpa that no one wants to believe—but it just might take them closer to the gold than ever before... -- VIZ Media

All Fuuko wants is a passionate romance like the one in her favorite shojo manga. Unfortunately, her Unluck ability makes that impossible. But just as Fuuko hits rock bottom, Andy sweeps her off her feet—literally! Now she's become Andy's unwilling test subject as he works to find a way to trigger a stroke of Unluck big enough to kill him for good. However, when the pair discovers a secret organization is hunting them,

it puts Andy's burial plans on hold. -- VIZ Media

In the early twentieth century, Russo-Japanese War veteran Saichi "Immortal" Sugimoto scratches out a meager existence during the postwar gold rush in the wilderness of Hokkaido. When he stumbles across a map to a fortune in hidden Ainu gold, he sets off on a treacherous quest to find it. But Sugimoto is not the only interested party, and everyone who knows about the gold will kill to possess it! Faced with the harsh conditions of the northern wilderness, ruthless criminals and rogue Japanese soldiers, Sugimoto will need all his skills and luck—and the help of an Ainu girl named Asirpa—to survive. -- VIZ Media

This thrilling collection of seven Japanese ghost stories will captivate lovers of yokai stories! These classic Japanese ghost stories are based on those written by famed author Lafcadio Hearn between 1890 and 1904. Here, they are retold by award-winning comic book writer Sean Michael Wilson, who has garnered a worldwide fan base for his manga adaptations of works of Japanese literature, including such classics as *The Book of Five Rings* and *The Demon's Sermon on the Martial Arts*. *Manga Yokai Stories* includes:

- Nuke-kubi: A masterless samurai is trapped in a house haunted by headless goblins
- The Screen Maiden: A young man develops an obsession with a woman in a painting that almost kills him
- Corpse Rider: A woman's unburied corpse cannot rest until she has taken her revenge on the man who divorced her
- A Dead Secret: A young mother terrifies her family when she returns as a ghost, unable to find peace until she puts to rest a shocking secret she has left behind

Wilson's skillful adaptation of Hearn's ghostly tales—along with superb manga illustrations from UK-based Japanese artist Inko Ai Takita—make these fascinating stories come to life. This book is in traditional Japanese reading order—from back to front—so that fans and manga lovers can enjoy an authentic

reading experience.

A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! With Asirpa unaware that Sugimoto is still alive, she heads north further into Karafuto with Kiroranke, Ogata and Shiraishi. Back in Hokkaido, Hijikata follows up on information he discovered inside Abashiri prison, leading him to a former assassin. Meanwhile, Sugimoto and his party, desperate to find Asirpa, come upon a traveling circus whose ringmaster might be able to help. But before that, will Sugimoto have to kill himself?

Shiraishi is a master escape artist, but he's not very good at evading capture! After the 7th Division captures Shiraishi, Sugimoto and Hijikata join forces in an uneasy alliance to rescue him. With the help of Choan Kumagishi, one of the Abashiri convicts, they put a risky plan to free Shiraishi into action. Of course, Lieutenant Tsurumi isn't about to let these old foes get the better of him, setting the stage for another dangerous confrontation. -- VIZ Media

If the hidden Ainu gold can ever be found, will it be worth the price paid for it in lives lost and ruined? Who really murdered the Ainu for their treasure? With Kiroranke dead, Ogata may have some answers, but after the confrontation on the ice of the Mamiya Strait he needs medical attention. The lure of the gold still calls to

Hijikata and his men, and Tsurumi and the rogue soldiers of the 7th Division are far from giving up—if they can't get their hands on Sugimoto and Asirpa, they'll tear each other apart instead! -- VIZ Media

Sugimoto and company have gone after some twisted individuals in their search for the tattooed skins, but none as perverse as the deranged animal lover Dr. Anehata. Collecting Anehata's tattoo will provide one more piece of the map to the Ainu gold, but saving the sick madman from himself won't be easy. As they close in on Abashiri prison, plans begin to form about how to get Asirpa inside to meet her father, but the fortune-teller Inkarmat has more secrets to reveal about the identity of Nopperabo... -- VIZ Media

After their run-in with the mad taxidermist Edogai, Asirpa, Sugimoto and Shiraishi still have unfinished business in Yubari. But if their goal is to meet Nopperabo face-to-face, they will need to hear Shiraishi's story about how he escaped from the hellish Abashiri prison the first time. Toshizo Hijikata would also like to have a little chat with them regarding Nopperabo, and there is the matter of the 7th Division, whose members are closing in... -- VIZ Media

Japan's beloved literary masterpiece brought to life in manga form! Soseki Natsume's comic masterpiece, *I Am a Cat*, satirizes the foolishness of upper-middle-class Japanese society in early 20th century Tokyo. Written with biting wit and sardonic perspective, it follows the whimsical adventures of a rather cynical stray kitten. He finds his way into the home of an English teacher, where his running commentary on the follies and foibles of the

people around him has been making readers laugh for more than a century. This is the very first manga edition in English of this classic piece of Japanese literature. The story lends itself well to a graphic novel format, allowing readers to pick up on the more subtle cues of the expressive cat, while also being immersed in the world of his perceptive narration. It is true to classic manga form, and is read back to front. The cast of characters includes: Kushami—His master, who is not good at his job and quite stupid The Kenedas—A conceited couple with a spoiled daughter Meitei—Kushami's friend who is fond of jokes and tall tales A group of local cats including lovely Mikeko, and violent Kuro Beautifully illustrated by Japanese artist Chiroru Kobato, this edition provides a visual, entertaining look at a unique period in Japan's history—filled with cultural and societal changes, rapid modernization and a feeling of limitless possibility—through the eyes of an unlikely narrator. Thanks to Rintarou, Maria now sees both herself and the world around her in a new light—and is even entertaining thoughts of a genuine courtship! But as the two seriously consider taking the next step, not everyone is eager to see it happen. Between Maria's worried mother, stifling social mores, and a suave womanizer ready to ruin a storybook romance, can Maria and Rintarou's love overcome all obstacles ?

Setting up a tent, starting a fire, and eating noodles with Mt. Fuji in view...Rin and Nadeshiko absolutely love to camp! Enjoy their zest for travel and maybe even pick up a tip or two about roughing it in the great outdoors. You

might just want to go camping yourself!

After the chaos at Abashiri prison, Asirpa, Shiraishi and Kiroranke head for Karafuto, unaware that Kiroranke has betrayed them for his own goals. The untamed island of Karafuto is even further north than Hokkaido, and home to both Japanese and Russian settlements. Asirpa is also now the only person who can decipher the map on the tattooed skins. Sugimoto, wounded and captured by the 7th Division after the battle, makes a deal with Tsurumi to go along. The search for the Ainu gold moves to a harsh new environment! -- VIZ Media

The pursuit of the hidden Ainu gold takes Toshizo Hijikata closer to the truth about Asirpa's father...or does it? Sugimoto and Asirpa arrive in the town of Yubari just as Hokkaido glides into spring, but little do they know that their nemesis Lieutenant Tsurumi is also there with his men. Tsurumi has hired the psychotic taxidermist Yasaku Edogai in a ploy to deceive the other treasure hunters. Then Ogata, the rogue sniper, adds even more fuel to the fire when he enters the game... -- VIZ Media

The enigmatic and beautiful Ainu soothsayer, Inkarmat, can see the paths to the past and the future—what fate has she seen for Sugimoto? Sugimoto and his friends continue their journey to the northernmost reaches of Hokkaido and the infamous Abashiri prison. Even if they can manage to meet with Noppera-bo, will he give them the answers they want? And what do rumors of an immortal bear have to do with the tattooed skin treasure map? -- VIZ Media

Sugimoto and Asirpa reach Lake Kussharo near Abashiri prison at last! The time has come to put all their plans to

break into the prison and meet Noppera-bo into action. Their nemesis, Lieutenant Tsurumi, as always, is one step ahead and has his own agents inside Abashiri. Tsurumi himself is on the way, with a contingent of troops and a gunboat to back him up! But if anyone can survive being surrounded by enemies and still keep Asirpa safe in this deadly conflict it's Immortal Sugimoto! -- VIZ Media

GIANT STEPS The seal is broken, and Gowther, the Sin of Lust, is revealed! The ruthless, elite Holy Knights known as the Roars of Dawn have tracked down the mysterious Armor Giant. They seem to have it cornered, but it hides a hair-raising secret! When they learn the truth, the Sins are befuddled, and the princess doubles her resolve! What decision has Meliodas made about the memories entrusted to him? When the countdown to the destruction of their world begins, the Sins rush back to the kingdom. The fuse is lit on the decisive battle!

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Gon and Killua have split off from the rest of the group to spend the next six months training at Heavens Arena. But despite the skills they came in with, the friends are quickly outmatched by another young fighter who can access the mysterious power called "Nen." Nobody will hire a Nen-less Hunter, so Gon and Killua are determined to learn quickly. Do they have what it takes to become Nen masters? -- VIZ Media

On the trail of a hoard of hidden gold, Saichi "Immortal" Sugimoto and the Ainu girl Asirpa have already tracked down some of the escaped prisoners whose tattoos form a map to the lost treasure. But their search has caught

the attention of a group of rogue Japanese soldiers from the legendary 7th Division. Their leader, the utterly cold-blooded and driven Lieutenant Tsurumi, will stop at nothing to find the gold. And Tsurumi is not the only formidable opponent Saichi and Asirpa must deal with—a former samurai who escaped with the prisoners is carving his own path to the loot. These enemies will put Saichi’s “Immortal” nickname to the test... -- VIZ Media

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