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SOOFTH - DARIO AUBREY

A covert mission in Shanghai reunites Kusanagi with a wartime rival amid shifting loyalties. The infiltration of an anti-cyberization cult calls for Section 9's most "human" members to do things the old-fashioned way. A deep dive into the mind of a criminal forces Kusanagi to question the nature of imagination - and her own identity. The stories in Global Neural Network bring a 21st-century perspective to its questions of human identity and the border between mind and machine that made The Ghost in the Shell one of the most revered manga of all time, and unleash top Western comics artists on eye-popping action scenes starring Kusanagi, Batou, Togusa, Aramaki, and all the members of Section 9! Original stories by: * Alex de Campi (Twisted Romance) & Giannis Milonogiannis (Prophet) * Brenden Fletcher (Gotham Academy, Motor Crush) & LRNZ (Golem) * Genevieve Valentine (Mechanique, Icon), & Brent Schoonover (The Astonishing Ant-Man) * Max Gladstone (the Craft Sequence) & David López (Al-

I-New Wolverine)

This historic collaboration with legendary creator Shirow Masamune based on the classic manga features four all-new stories in a beautiful, full-color, 160-page hardcover, by some of the world's most innovative comics writers and artists, plus a cover by the acclaimed Dustin Nguyen (Descender) and pinup illustration by Becky Cloonan. Ages 16+ A covert mission in Shanghai reunites Kusanagi with a wartime rival amid shifting loyalties. The infiltration of an anti-cyberization cult calls for Section 9's most "human" members to do things the old-fashioned way. A deep dive into the mind of a criminal forces Kusanagi to question the nature of imagination - and her own identity. The stories in Global Neural Network bring a 21st-century perspective to its questions of human identity and the border between mind and machine that made The Ghost in the Shell one of the most revered manga of all time, and unleash top Western comics artists on eye-popping action scenes starring Kusanagi, Batou, Togusa, Aramaki, and all the members of Section 9! Original stories by: • Alex de Campi

(Dracula Motherf*cker) & Giannis Milonogiannis (Prophet) • Brenden Fletcher (Gotham Academy, Motor Crush) & LRNZ (Golem) • Genevieve Valentine (Mechanique, Icon), & Brent Schoonover (The Astonishing Ant-Man) • Max Gladstone (the Craft Sequence) & David López (All-New Wolverine)

All of Shirow Masamune's original *The Ghost in the Shell* manga in one massive hardcover make this the ultimate collector's edition of the ultimate cyberpunk classic. Contains *The Ghost in the Shell* 1, 1.5, and 2 for over 800 pages of manga. Featuring a NEW, EXCLUSIVE cover created for this edition by Shirow Masamune! Includes in one large hardcover volume: *The Ghost in the Shell* (1991) Deep into the twenty-first century, the line between man and machine has been blurred as humans rely on the enhancement of mechanical implants and robots are upgraded with human tissue. In this rapidly converging landscape, cyborg super-agent Major Motoko Kusanagi is charged to track down the craftiest and most dangerous terrorists and cybercriminals, including "ghost hackers" who are capable of exploiting the human/machine interface and reprogramming humans to become puppets to carry out the hackers' criminal ends. *The Ghost in the Shell 1.5: Human-Error Processor* (2003) The "lost" *Ghost in the Shell* stories, created by Shirow Masamune after completing work on the original *Ghost in the Shell* manga and prior to his tour-de-force, *Ghost in the Shell 2: Man-Machine Interface*. Focusing on Section 9 agents in their daily battle against technocrime, *Human-Error Processor*. Features the stories "Fat Cat," "Drive Slave," "Mines of Mind," and "Lost Past." *The Ghost in the Shell 2: Man-Machine Interface* (2001) March 6, 2035. Motoko Aramaki is a hyper-advanced cyborg, a counter-terrorist Net security expert,

heading the investigative department of the giant multi-national Poseidon Industrial. Partly transcending the physical world and existing in a virtual world of networks, Motoko is a fusion of multiple entities and identities, deploying remotely controlled prosthetic humanoid surrogates around the globe to investigate a series of bizarre incidents. Meanwhile, Tamaki Tamai, a psychic detective from the Channeling Agency, has been commissioned to explore strange changes in the temporal universe brought about by two forces, one represented by the teachings of a professor named Rahampol, the other by the complex, evolving Motoko entity. What unfolds will all be in a day's work—a day that will change everything, forever.

La Section 9 se voit confier une nouvelle mission. Marcelo Jarti, un légendaire révolutionnaire sud-américain, se rend régulièrement au Japon depuis quelques années. Ses visites sont-elles liées à ses autres activités, celles d'un baron de la drogue ? Il est en tout cas la cible de différents services secrets et se sert de sosies pour échapper à leurs tentatives d'assassinat. C'est donc en se méfiant des faux-semblants que le Major et ses hommes vont devoir découvrir la raison de sa présence, et la vérité derrière ses liens avec la mafia locale...

The definitive history of the most influential cyberpunk anime of all time! This beautiful, color hardcover guide begins with the seminal feature that inspired *The Matrix* and many other films, comics, and novels, and ends with the live-action Hollywood adaptation starring Scarlett Johansson. Follow the franchise that made manga master Shirow Masamune, legendary director Mamoru Oshii, and the studio Production I.G the legends they are today. In-

-depth interviews, stunning concept art, and tales of behind-the-scenes triumphs and near-tragedies from the 22-year history of *The Ghost in the Shell*. Begin with the original anime, which was released in Japan in 1995 and subsequently took the West by storm, through the award-winning sequel *Innocence* and the global smash hit TV adaptation *Stand Alone Complex*, all the way up to 2017, with the release of the new live-action film from Paramount Pictures.

Deep into the 21st century, the line between man and machine has been inexorably blurred as humans rely on the enhancement of mechanical implants and robots are upgraded with human tissue. In this rapidly converging technoscape, the covert-ops agents of Section 9 are charged to track and crack the most dangerous terrorists, cybercriminals, and ghost hackers the digital future has to offer!

Stand Alone Complex takes place in the year 2030, in the fictional Japanese city of New Port. The story follows the members of Public Security Section 9, a special-operations task-force made up of former military officers and police detectives. The manga presents individual cases that Section 9 investigates, along with an ongoing, more serious investigation into the serial killer and hacker known only as "The Laughing Man." When a high-ranking government official is kidnapped, the Prime Minister must call in his top crime fighting force known as Section 9. Lead by the beautiful (and deadly) Major Kusanagi, the cybernetically enhanced squad must use all their skill to take down the kidnappers and rescue the hostages. But that's only half of the mission; can Kusanagi and company find out who's behind the kidnapping, and, more im-

portantly, just what they're after? Find out in this thrilling first volume of *The Ghost in the Shell: Stand Alone Complex*!

The original manga that became a legendary anime franchise, now in a complete collector's box set. Includes three large-sized hardcover volumes, plus a collectible lithograph by creator Shiro Masamune. Deep into the twenty-first century, the line between man and machine has been blurred as humans rely on the enhancement of mechanical implants and robots are upgraded with human tissue. In this rapidly converging landscape, cyborg superagent Major Motoko Kusanagi is charged to track down the craftiest and most dangerous terrorists and cybercriminals, including ghost hackers who are capable of exploiting the human/machine interface and reprogramming humans to become puppets to carry out the hackers' criminal ends.

Embargoed to 30th March 2017 Witness the incredible artwork behind the creation of *Ghost in the Shell*, the live-action feature film based on the Japanese manga classic and starring Scarlett Johansson. As well as featuring beautiful concept art, stunning on-set photography and exclusive interviews with major cast and crew members, delve into the advanced special effects that bring Japan and the cyborg elements of the story to life. A compelling chronicle of an epic creative journey.

This brand-new chapter fills in the gaps between *The Ghost in the Shell: Human-Error Processor and Man-Machine Interface* manga with a tense cyberpunk thriller written by *Ghost in the Shell: Stand Alone Complex* script writer Junichi Fujisaku. Just in time for the release of the new *Ghost in the Shell: SAC_2045* anime on Netflix! After hearing that the body of the presumed missing Ma-

gor Kusanagi has turned up under mysterious circumstances, Section 9's Togusa and Tsunagi take to the north to continue the search for answers. However, when their investigation into the involvement of the cultish Aterui community turns violent, the operation goes south fast as Tsunagi is taken by the shadowy and dangerous "White Bear." Meanwhile, down south, Batou and Ishikawa end up in some hot water of their own with the Triads and their apparent involvement in the corrupt dealings of Osaki Heavy Industries...

THE GHOST IN THE SHELL BOOK VOLUME 1: MANGA by Jeremy Mark Robinson This is a study of the Ghost In the Shell comic by Masamune Shirow (real name Masanori Ota, born in 1961, Kobe, Japan). Shirow is a Japanese artist best known for Ghost In the Shell, Appleseed and Dominion: Tank Police. Masamune Shirow is one of the great creators in the world of Japanese manga and animé - his works have been the basis of several important franchises, with Ghost In the Shell the most famous. Shirow's art is marked by futuristic, cyber-punk settings, fabulous, often eccentric designs, elaborate mecha (such as tanks and mobile suits), attractive warrior women and detailed storytelling (accompanied by his famous, sometimes arcane notes). The impact of the work of Masamune Shirow has been immense in animé and manga: Ghost In the Shell alone led to not one but two classic movies, two outstanding TV series (plus a third, the Arise series), and spin-off movies. Add to that the live-action Ghost of 2017, and more Ghosties on the way. Then there's the Appleseed digital animations and Appleseed cel animation, plus Black Magic, Real Drive, Ghost Hound (Unseen World) and Dominion: Tank Police. It all adds up to a remarkable presence in TV and movies. In cine-

ma, Masamune Shirow's influence is easy to spot in the Star Wars prequels, in the Matrix movies, in Avatar, in Minority Report, in the Avengers series, and in many a superhero flick. The Ghost In the Shell Book: Volume 1: Manga includes a biography; a chapter on the Japanese manga industry; chapters on Shirow's signature work, Ghost In the Shell, including all three comics; and a chapter on cyberculture. Each of the three volumes of Ghost In the Shell are explored in detail, and every chapter of the manga is discussed. Fully illustrated, including many images from Masamune Shirow's manga, including related comics such as Orion and Dominion: Tank Police. The Ghost In the Shell Book is published in two volumes: Volume 1: Manga Volume 2: Animé Hardcover - full colour laminate cover. Bibliography, resources, and notes. 236 pages. www.crmoon.com

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their training and rites. Among the empty shells is the unmistakable shape of the woman who embodied Section 9 until she disappeared: Major Motoko Kusanagi... Prepare for the new Netflix anime with this manga prequel!

Neither a utopia nor a dystopia, it's still a world of nations at strife, as dominated by corporations as ever. Technology hasn't made humans nearly obsolete, but rather bettered us, if you will, attaching to our bodies and even brains as enhancements—for those who can afford it. Comics artist Shirow Masamune's vision of our coming society, animated to global acclaim and finally the basis of a major Hollywood production, branches out in five original stories by some of the most beloved SF novelists working in Japan today. A standalone collection, it requires no familiarity with the franchise to be enjoyed but is indispensable for fans for its thoughtful exploration of the series' implications. While reality may never become virtual, it will be increasingly networked and augmented. Navigate herein age-old questions about man that will return, not so ironically, in full force: What is the self? Is there such a thing as the soul?

Après Akira et Gunnm, découvrez l'une des œuvres fondatrices du manga en France dans sa forme la plus complète. La trilogie de Masamune Shirow, Ghost in the Shell, Ghost in the Shell 2: Man-Machine Interface et Ghost in the Shell 1.5: Human Error Processor, popularisée par le film d'animation de Mamoru Oshii, a toujours été disponible en France dans un format cartonné, sens de lecture inversé, basé sur l'édition américaine. Le monde redécouvre aujourd'hui le major Kusanagi sous les traits de Scarlett Johansson, et il nous était indispensable de proposer l'œuvre d'o-

rigine, dans une édition revue par l'auteur : sens de lecture japonais, onomatopées sous-titrées, écritures de l'auteur respectées... A lire absolument avant de passer au cinéma !

THE BEST OFFENSE IS A STRONG DEFENSE? An advanced tech tank is on the loose and appears hell bent on heading into the city. To make matters worse, it has impenetrable defenses and all conventional efforts to stop its progress have failed. Now it's up to Major Kusanagi and Section 9 to find a way to stop the tank's inexorable march toward an unknown fate in the city!

Based on the internationally-acclaimed sci-fi property, "GHOST IN THE SHELL" follows the Major, a special ops one-of-a-kind human-cyborg hybrid, who leads the elite task force Section 9. Devoted to stopping the most dangerous criminals and extremists, Section 9 is faced with an enemy whose singular goal is to wipe out Hanka Robotic's advancements in cyber technology.

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March 6, 2035. Motoko Aramaki is a hyper-advanced cyborg, a counter-terrorist Net security expert, heading the investigative department of the giant multi-national Poseidon Industrial. Partly transcending the physical world and existing in a virtual world of networks, Motoko is a fusion of multiple entities and identities, deploying remotely controlled prosthetic humanoid surrogates around the globe to investigate a series of bizarre incidents.

Deep into the 21st century, the line between man and machine has been inexorably blurred as humans rely on the enhancement of mechanical implants, and robots are upgraded with human tissue. In this rapidly converging technoscape, the cover-ops agents of Section 9 are charged to track and crack the most dangerous terrorists, cybercriminals, and ghost hackers the digital future has to offer. Whether dealing with remote-controlled corpses, lethally malfunctioning micromachines, or cop-killer cyborgs, Section 9 is determined to serve and protect...and reboot some cybercrook butt! Ghost in the Shell 1.5: Human-Error Processor presents for the first time in America the "lost" Ghost in the Shell stories, created by Shirow Masamune after completing work on the original Ghost in the Shell manga and prior to his tour-de-force, Ghost in the Shell 2: Man-Machine Interface, but never collected until now. Focusing on Section 9 agents in their daily battle against technocrime, Human-Error Processor has all the mind-twisting cybermadness you've come to expect from Ghost in the Shell but set in a more police-procedural context with action and suspense galore. Features the stories "Fat Cat," "Drive Slave," "Mines of Mind," and "Lost Past."

In a dump in the lawless settlement of Scrapyard, far beneath the mysterious space city of Zalem, disgraced cyber-doctor Daisuke Ido makes a strange find: the detached head of a cyborg woman who has lost all her memories. He names her Alita and equips her with a powerful new body, the Berserker. While Alita remembers no details of her former life, a moment of desperation reawakens in her nerves the legendary school of martial arts known as Panzer Kunst. In a place where there is no justice but what people make for themselves, Alita decides to become a hunter-killer,

tracking down and taking out those who prey on the weak. But can she hold onto her humanity as she begins to revel in her own bloodlust?

THE OFFICIAL NOVELIZATION TO THE MOTION PICTURE "GHOST IN THE SHELL" FROM PARAMOUNT PICTURES, DREAMWORKS PICTURES AND RELIANCE ENTERTAINMENT. Based on the internationally-acclaimed sci-fi property, "GHOST IN THE SHELL" follows the Major, a special ops one-of-a-kind human-cyborg hybrid, who leads the elite task force Section 9. Devoted to stopping the most dangerous criminals and extremists, Section 9 is faced with an enemy whose singular goal is to wipe out Hanka Robot's advancements in cyber technology.

Tracing the modern photographic portrait over the past 150 years, the book reveals the many ways the photographic arts have investigated, represented, interpreted, and subverted the human face and, consequently, the human spirit.

IDENTIFYING THE ENIGMATIC HERO In this volume of Ghost in the Shell, Marcelo Jarty, the hero of a democratic revolution, and South American drug dealer, has been coming to Japan periodically and no one knows why. The Major and Section 9 track his movements after he makes his latest appearance in the country. They are determined to figure out the meaning of his visits, but following Jarty leads to more than they could have possibly expected....

"In this volume, expert Tom Mes takes us through the extraordinary career of this Japanese actress, whose commanding screen presence and piercing gaze defined an entire age of Japanese cinema from the 1960s onwards. From her early years in the wildly popular films of the Nikkatsu studio to career-defining roles in

Lady Snowblood and Female Prisoner Scorpion, Tom also explores Kaji's many collaborations with master film-makers such as Kinji Fukasaku and Kon Ichikawa and delves into her twilight reign on the television screens of Japan, as well as spotlighting Meiko Kaji the singer. Unchained Melody profiles her collaborating directors and looks at the varied cinematic tastes of Japanese film audiences over a period of several decades, providing an intriguing snapshot not only into Meiko Kaji's career and the film industry of the time, but also of Japanese culture itself"--Page 4 of cover.

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nium.

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NEW HARDCOVER DELUXE EDITION! Now a major motion picture!

- Definitive new edition supervised by creator Shirow Masamune
- In the original, right-to-left format with Japanese sound effects for the first time!
- Released simultaneously with deluxe editions of *The Ghost in the Shell 1.5* and *2 Deep into the twenty-first century*, the line between man and machine has been blurred as humans rely on the enhancement of mechanical implants and robots are upgraded with human tissue. In this rapidly converging landscape, cyborg superagent Major Motoko Kusanagi is charged to track down the craftiest and most dangerous terrorists and cybercriminals, including "ghost hackers" who are capable of exploiting the human/machine interface and reprogramming humans to become puppets to carry out the hackers' criminal ends.

Ageless New World 16 years ago a terrorist group called the "New World Brigade" kidnapped a young girl named Eka Tokura. However, recent photos of Eka have surfaced and she appears to look exactly as she did 16 years ago. To investigate this mystery, the special unit of the Maritime Safety Agency was dispatched to a man-made island off the coast of Okinawa that has been seized by the Brigade. However, communication with the special unit has been lost, leaving this island and the Brigade in a shroud of secrets. Section 9 is tasked with the job of finding out what happened on this man-made island and discovering the truth behind Eka's age-defying looks.

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