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Feynman All-new X-Men: Out
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Ys The Adventures of Doorknob
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Expression in the Graphic
Novel Samantha Spinner and
the Super-Secret Plans
Meanwhile ... The Shadow
Hero Rosalie Lightning Fleep
Class, Please Open Your
Comics

Enter the rich and fantastical world of Rema in the first installment of this middle-grade graphic novel series with sweeping adventure and light romance! Tabby Simon is determined to learn what happened to her father, who was found dead after researching a tree that leaks a mysterious mist in her neighborhood. She is unexpectedly led to Rema, a distant world of magic and beauty that is periodically invaded by a nearby planet desperate for resources. While Tabby searches for the truth surrounding her father's death, she meets a handsome blue-haired boy named Philip. He has his own dangerous secrets, but has promised to help Tabby get home. As she learns more about this strange world, Tabby discovers that she is destined for something far greater than she ever could have imagined. A Goodreads Choice Award Semi-Finalist, Amazon Best Book of 2016, one of The Washington Post's Best Graphic Novels of 2016, and one of Publishers Weekly's 100 Best Books of 2016 ROSALIE LIGHTNING is Eisner-nominated cartoonist Tom Hart's #1 New York Times bestselling touching and beautiful graphic memoir about the untimely death of his young daughter, Rosalie. His heart-breaking and emotional illustrations strike readers to

the core, and take them along his family's journey through loss. Hart uses the graphic form to articulate his and his wife's on-going search for meaning in the aftermath of Rosalie's death, exploring themes of grief, hopelessness, rebirth, and eventually finding hope again. Hart creatively portrays the solace he discovers in nature, philosophy, great works of literature, and art across all mediums in this expressively honest and loving tribute to his baby girl. Rosalie Lightning is a graphic masterpiece chronicling a father's undying love. Make choices to defeat a mysterious sea monster in the first of a new series of innovative, interactive graphic novels from the award-winning creator of Meanwhile Adventuregame Comics is a new series of interactive graphic novels in the vein of Jason Shiga's hit graphic novel Meanwhile. Readers follow the story from panel to panel using tubes that connect them, and sometimes the path will split, giving readers the chance to choose how the story unfolds. Leviathan is set in a medieval coastal village, where residents live in fear of a giant sea creature. Your goal as a reader is simple: defeat the Leviathan! As you wander through the open world, the town's backstory is revealed. You can attempt to visit the library to

try and learn why the Leviathan destroyed it years ago. You can stop by the castle to discover the town was once riddled with crime and theft—and how that's stopped as the Leviathan will wreak havoc on the town for the smallest misdeeds. If you're lucky, you may find your way to the old wizard who may possess the one thing that could keep the Leviathan at bay. But not everything is as it appears in this village. Can you discover the secrets and stop the Leviathan before it's too late? Volume 1 was an Eisner Award winner and LA Times Book Prize finalist! The OSS is after Jimmy, and they're planning on using his daughter to catch him. But Jimmy will tear the world apart to keep his daughter safe. Literally. This morally bankrupt immortal freak of nature has absolutely no concern for the wellbeing of any human being besides himself and his Sweetpea. It'd be adorable if it weren't so scary. From the brilliant and profane mind of Jason Shiga, known for his high-concept comics work on the web and in print, comes a magnum opus, *Demon: a four-volume mystery adventure about the shocking chaos (and astronomical body count) one highly rational and utterly sociopathic man can create in the world, given a single simple supernatural power*. Volume 1 was an Eisner Award winner and LA Times Book Prize finalist! With his demon powers, nothing is denied Jimmy Yee. Sex, drugs, and rock-n-roll—that's just for amateurs. He's experienced every earthly pleasure known

to man, and even invented a few of his own. Confident that he and his daughter Sweetpea have outlived all of their enemies, Jimmy spends his day reveling in his immortality. But after 250 years, immortality is getting a little dull. Jimmy's bacchanal lifestyle is about to get a shake up. The OSS is back and ready for a showdown, and this no-holds-barred battle promises to be Jimmy's most violent and raunchy one yet. From the brilliant and profane mind of Jason Shiga comes *Demon: a four-volume graphic novel epic about the unspeakable chaos that one indestructible man can unleash on the world—and the astronomical body count he leaves behind*. *Demon, Volume 3 Volume 1* was an Eisner Award winner and LA Times Book Prize finalist! Immortal actuary Jimmy makes a startling discovery: Agent Hunter, his long-dead adversary, is actually alive and a demon himself! Hunter has spent the last century concocting a deadly trap for his nemesis, and he has the perfect bait: Jimmy's daughter, Sweet Pea. In the epic showdown to end all epic showdowns, we finally reach the thrilling conclusion to this madcap series. From the brilliant and profane mind of Jason Shiga, known for his high-concept comics work on the web and in print, comes a magnum opus: a four-volume mystery adventure about the shocking chaos (and astronomical body count) one highly rational and utterly sociopathic man can create in the world, given one simple supernatural power. Comics

and sequential art are increasingly in use in college classrooms. Multimodal, multimedia and often collaborative, the graphic narrative format has entered all kinds of subject areas and its potential as a teaching tool is still being realized. This collection of new essays presents best practices for using comics in various educational settings, beginning with the basics. Contributors explain the need for teachers to embrace graphic novels. Multimodal composition is demonstrated by the use of comics. Strategies are offered for teachers who have struggled with weak visual literacy skills among students. Student-generated comics are discussed with several examples. The teaching of postmodern theories and practices through comics is covered. An appendix features assignment sheets so teachers can jump right in with proven exercises. Multiculturalism, and its representation, has long presented challenges for the medium of comics. This book presents a wide ranging survey of the ways in which comics have dealt with the diversity of creators and characters and the (lack of) visibility for characters who don't conform to particular cultural stereotypes. Contributors engage with ethnicity and other cultural forms from Israel, Romania, North America, South Africa, Germany, Spain, U.S. Latino and Canada and consider the ways in which comics are able to represent multiculturalism through a focus on the formal

elements of the medium. Discussion themes include education, countercultures, monstrosity, the quotidian, the notion of the 'other,' anthropomorphism, and colonialism. Taking a truly international perspective, the book brings into dialogue a broad range of comics traditions. Meanwhile is not your ordinary comic book. Instead of one linear story, Meanwhile splits off into many different adventures. At times you will have a choice of which branch you would like to follow. Your choice may lead to success ... or disaster. The Mueller Report is the official two-volume report presenting the findings and conclusions of Special Counsel Robert Mueller's investigation into Russian efforts to interfere in the 2016 United States presidential election, allegations of conspiracy or coordination between Donald Trump's presidential campaign and Russia, and allegations of obstruction of justice. The first volume of the report focuses on Russian interference in the 2016 presidential election. Robert Mueller provided evidence which argued that Russian government had sabotaged the presidential campaigning of the Democratic candidate, Hilary Clinton. In the second volume Muller addresses the cases of obstruction of justice made by Trump and his associated. "It's a blast from the past as the original five students of Professor X-- Cyclops, Marvel Girl, Iceman, Angel and Beast-- are plucked from the past and brought to the present. But

what they find, the state that their future selves are in and the state of Xavier's dream, is far from the future they dreamed of. And how will the X-Men of the present deal with their past coming crashing forward?"--Amazon.com. "Meet Rickety Stitch--a walking, talking, singing skeleton minstrel. He's the one skeleton in the dungeon who seems to have retained his soul, and he has no idea why. His only clue to his former identity is a song he hears snippets of in his dreams, an epic bard's tale about the Road to Epoli and the land of Eem. His sidekick and sole friend is the gelatinous Goo, who Rickety alone can understand. Together they set out in search of Rickety's past, with abundant humor and danger galore"--Amazon.com. In this choose-your-own adventure graphic novel, a boy stumbles on the laboratory of a mad scientist who asks him to choose between testing a mind-reading device, a time machine, and a doomsday machine. Features excerpts from graphic novels, newspapers, webcomics, and other sources and features work by up-and-coming contributors as well as such established artists as Joe Sacco, Jeff Smith, and Dash Shaw. Latin America is experiencing a boom in graphic novels that are highly innovative in their conceptual play and their reworking of the medium. Inventive artwork and sophisticated scripts have combined to satisfy the demand of a growing readership, both at home and abroad. Posthumanism and the Graphic

Novel in Latin America, which is the first book-length study of the topic, argues that the graphic novel is emerging in Latin America as a uniquely powerful force to explore the nature of twenty-first century subjectivity. The authors place particular emphasis on the ways in which humans are bound to their non-human environment, and these ideas are productively drawn out in relation to posthuman thought and experience. The book draws together a range of recent graphic novels from Argentina, Brazil, Chile, Mexico and Uruguay, many of which experiment with questions of transmediality, the representation of urban space, modes of perception and cognition, and a new form of ethics for a posthuman world. Praise for Posthumanism and the Graphic Novel in Latin America '...well-referenced and... well considered - the analyses it brings are overall well-executed and insightful...' Image and Narrative, Jan 2018, vol 18, no 4 In the comics boom of the 1940s, a legend was born: the Green Turtle. He solved crimes and fought injustice just like the other comics characters. But this mysterious masked crusader was hiding something more than your run-of-the-mill secret identity... The Green Turtle was the first Asian American super hero. The comic had a short run before lapsing into obscurity, but the acclaimed author of American Born Chinese, Gene Luen Yang, has finally revived this character in Shadow Hero, a new graphic novel that creates an origin

story for the Green Turtle. With artwork by Sonny Liew, this gorgeous, funny comics adventure for teens is a new spin on the long, rich tradition of American comics lore. With the explosion in YA publishing, it's harder than ever to separate good books from the rest. Booklistmagazine's editors' deep and broad knowledge of the landscape offers indispensable guidance, and here they bring together the very best of the best books for young adults published since the start of the 21st century. Drawing on the careful judgment of expert YA librarians, this book Includes a foreword by best-selling YA lit authority Michael Cart, who demonstrates how we have entered a new golden age of books for young adults Collects reviews which showcase the most stimulating contemporary YA titles Features an essay in each section, grouped by genre, presenting an overview and examining relevant trends Indexes selections by author, title, and genre for handy reference The thoughtful professional review coverage for which ALA's Booklist is known makes this volume an ideal tool for YA readers' advisory and collection development. "What's Your Quest? examines the future of electronic literature in a world where tablets and e-readers are becoming as common as printed books and where fans everywhere are blurring of the positions of reader and author. The magic of Youtube, the iPad, and adventure gaming draws upon a history of convergence in digital storytelling that has

evolved alongside computing itself, as new tools and models for interactive narrative and the increased accessibility of those tools have allowed for a broad range of storytellers to build on these emerging models for literary interaction"- "After years spent editing American Libraries and the many editions of The Whole Library Handbook, George Eberhart has collected a raft of arcane librarians and amusing trivia for this endlessly browsable volume. ... the mixture of serious topics, tongue-in-cheek items, and outright silliness provides something to please everyone familiar with libraries, making a fun read and a wonderful gift."--Page 4 of cover. When making games for kids, it's tempting to simply wing-it on the design. We were all children once, right? The reality is that adults are far removed from the cognitive changes and the motor skill challenges that are the hallmark of the developing child. Designing Games for Children, helps you understand these developmental needs of children and how to effectively apply them to games. Whether you're a seasoned game designer, a children's media professional, or an instructor teaching the next generation of game designers, Designing Games for Children is the first book dedicated to service the specific needs of children's game designers. This is a hands-on manual of child psychology as it relates to game design and the common challenges designers face. Designing Games for Children

is the definitive, comprehensive guide to making great games for kids, featuring: Guidelines and recommendations divided by the most common target audiences - babies and toddlers (0-2), preschoolers (3-5), early elementary students (6-8), and tweens (9-12). Approachable and actionable breakdown of child developmental psychology, including cognitive, physical, social, and emotional development, as it applies to game design Game design insights and guidelines for all aspects of game production, from ideation to marketing Jimmy is a stereotypical geek who works at the library in Oakland, California, and is trapped in his own torpidity. Sara is his best friend, but she wants to get a life (translation: an apartment in Brooklyn and a publishing internship). When Sara moves to New York City, Jimmy is rattled. Then lonely. Then desperate. He screws up his courage, writes Sara a letter about his true feelings, and asks her to meet him at the top of the Empire State Building (a nod to their ongoing debate about Sleepless in Seattle). Jimmy's cross-country bus trip to Manhattan is as hapless and funny as Jimmy himself. When he arrives in the city he's thought of as "a festering hellhole," he's surprised by how exciting he finds New York, and how heartbreaking—he discovers Sara has a boyfriend! Jason Shiga's bold visual storytelling, sly pokes at popular culture, and subtle text work together seamlessly in Empire State, creating a quirky graphic novel

comedy about the vagaries of love and friendship. Praise for Empire State: "He [Shiga] displays a wicked sense of comic timing." -Publishers Weekly "Empire State: A Love Story (Or Not) is funny, sweet, geeky and affecting, and definitely worth a read." -Wired.com "Shiga's illustrations . . . are unique and endearing, and his images of NYC are instantly recognizable." -am New York "If Woody Allen grew up in Oakland rather than Manhattan, he'd most likely see the world, and especially New York City, as Jason Shiga does in Empire State." -Big Think.com Collecting chapters from authors all over the world, this volume examines and expounds the rich tapestry of meanings, expressions, and cultural insights found in the medium of comics. A crack team of Bookhunters must recover a priceless book, stolen from the Oakland Public Library, within three days. An Atlantis-like city from Celtic legend is the setting of The Daughters of Ys, a mythical graphic novel fantasy from National Book Award winner M. T. Anderson and artist Jo Rioux. Ys, city of wealth and wonder, has a history of dark secrets. Queen Malgven used magic to raise the great walls that keep Ys safe from the tumultuous sea. But after the queen's inexplicable death, her daughters drift apart. Rozenn, the heir to the throne, spends her time on the moors communing with wild animals, while Dahut, the youngest, enjoys the splendors of royal life and is eager to take part in

palace intrigue. When Rozenn and Dahut's bond is irrevocably changed, the fate of Ys is sealed, exposing the monsters that lurk in plain view. M. T. Anderson and Jo Rioux reimagine this classic Breton folktale of love, loss, and rebirth, revealing the secrets that lie beneath the surface. Meet twenty-one women throughout history who broke fashion and norms to do something groundbreaking in this unique middle-grade collection that celebrates trailblazers and troublemakers. Girls and women have historically been denied access to work, been blocked from the arts, refused the opportunity to lead and fight, and much more, simply because of their gender. From Hatshepsut to Joan of Arc to Frida Kahlo, Troublemakers in Trousers highlights twenty-one women who, for different reasons, wore men's clothing, pretended to be men, and broke the rules in order to do something they wanted—or needed—to do. The perfect modern-day introduction to women throughout history who broke boundaries and pushed the limits set by society. Dan Ariely, the New York Times bestselling author of Predictably Irrational, and illustrator Matt R. Trower present a playful graphic novel guide to better decision-making, based on the author's groundbreaking research in behavioral economics, neuroscience, and psychology. The internationally renowned author Dan Ariely is known for his incisive investigations into the messy business of decision-making. Now, in Amazing

Decisions, his unique perspective—informed by behavioral economics, neuroscience, and psychology—comes alive in the graphic form. The illustrator Matt R. Trower's playful and expressive artwork captures the lessons of Ariely's groundbreaking research as they explore the essential question: How can we make better decisions? Amazing Decisions follows the narrator, Adam, as he faces the daily barrage of choices and deliberations. He juggles two overlapping—and often contradictory—sets of norms: social norms and market norms. These norms inform our thinking in ways we often don't notice, just as Adam is shadowed by the "market fairy" and the "social fairy," each compelling him to act in certain ways. Good decision-making, Ariely argues, requires us to identify and evaluate the forces at play under different circumstances, leading to an optimal outcome. Amazing Decisions is a fascinating and entertaining guide to developing skills that will prove invaluable in personal and professional life. The ultimate gift for dinosaur-loving kids ages 7 and up! With fun text and colorful illustrations, paleontologist Jon Tennant explains the anatomy, habits, and diet of 12 dinosaurs from the Cretaceous, Jurassic, and Triassic eras and then provides pop-out pieces of their skeletons for kids to assemble into stand-up paper models. However, the pieces are mixed up! Before the puzzles can be completed, kids must apply

their new knowledge about the dinosaurs to figure out which pieces go together. Kids will love the challenge of sorting out which bones belong to which dinosaur -- just like real paleontologists do! Make decisions and pick your path to the perfect afterlife in this new addition to the innovative, interactive graphic novel series from the award-winning creator of *Meanwhile*. *Adventuregame Comics* is a new series of interactive graphic novels in the vein of Jason Shiga's hit graphic novel *Meanwhile*. Readers follow the story from panel to panel, using tubes that connect them, and sometimes the path will split, giving readers the chance to choose how the story unfolds. *The Beyond* takes place in some sort of afterlife. You don't know much when you begin, save that you're dead and that you've ended up in a room that includes a door, a window, and a table with some books. You need to get out, so you try the door. And then the window. And then you finally turn to the books—and when you open them, you're pulled into the worlds of those pages. Could these fictional worlds hold the key to your escape? Or is there more to this room than first meets the eye? Rendered in gorgeous, full-color art by Dennis Calero, *Ray Bradbury's The Martian Chronicles: The Authorized Adaptation* graphically translates fourteen of Bradbury's famous interconnected science-fiction stories, turning an unforgettable vision of man and Mars into an unforgettable work of art. *The Earthmen*

came by the handful, then the hundreds, then the millions. They swept aside the majestic, dying Martian civilization to build their homes, shopping malls, and cities. Mars began as a place of boundless hopes and dreams, a planet to replace an Earth sinking into waste and war. It became a canvas for mankind's follies and darkest desires. Ultimately, the Earthmen who came to conquer the red-gold planet awoke to discover themselves conquered by Mars. Lulled by its ancient enchantments, the Earthmen learned, at terrible cost, to overcome their own humanity. An Eisner Award winner and *LA Times Book Prize* finalist! No matter how hard he tries, Jimmy Yee cannot die. A noose around his neck, a razor across his wrist, and even a bullet to his head all yield the same results: he awakes from each suicide attempt, miraculously unharmed, in his shabby room at the Sunbeam Motel. Has he gone mad? Or has he truly died and found himself in hell? Jimmy is willing to tear the world down around him to get at the truth. Highly analytical and utterly unscrupulous, he is uniquely suited to unraveling this bizarre mystery. From the brilliant and profane mind of Jason Shiga, known for his high-concept graphic novels, comes *Demon: a four-volume magnum opus* about the unspeakable chaos that one indestructible man can unleash on the world—and the astronomical body count he leaves behind. *Richard Feynman: physicist . . . Nobel winner . . . bestselling author . .*

. safe-cracker. In this substantial graphic novel biography, *First Second* presents the larger-than-life exploits of Nobel-winning quantum physicist, adventurer, musician, world-class raconteur, and one of the greatest minds of the twentieth century: Richard Feynman. Written by nonfiction comics mainstay Jim Ottaviani and brilliantly illustrated by *First Second* author Leland Myrick, Feynman tells the story of the great man's life from his childhood in Long Island to his work on the Manhattan Project and the Challenger disaster. Ottaviani tackles the bad with the good, leaving the reader delighted by Feynman's exuberant life and staggered at the loss humanity suffered with his death. Anyone who ever wanted to know more about Richard P. Feynman, quantum electrodynamics, the fine art of the bongo drums, the outrageously obscure nation of Tuva, or the development and popularization of the field of physics in the United States need look no further than this rich and joyful work. One of *School Library Journal's* Best Adult Books 4 Teens titles of 2011 One of *Horn Book's* Best Nonfiction Books of 2011 Andre Roussimoff is known as both the lovable giant in *The Princess Bride* and a heroic pro-wrestling figure. He was a normal guy who'd been dealt an extraordinary hand in life. At his peak, he weighed 500 pounds and stood nearly seven and a half feet tall. But the huge stature that made his fame also signed his death warrant. *Box Brown* brings his

great talents as a cartoonist and biographer to this phenomenal new graphic novel. Drawing from historical records about Andre's life as well as a wealth of anecdotes from his colleagues in the wrestling world, including Hulk Hogan, and his film co-stars (Billy Crystal, Robin Wright, Mandy Patinkin, etc), Brown has created in Andre the Giant, the first substantive biography of one of the twentieth century's most recognizable figures. Mark's out of the military, these days, with his boring, safe civilian job doing explosives consulting. But you never really get away from war. So it feels inevitable when his old army buddy Jason comes calling, with a lucrative military contract for a mining job in an obscure South-East Asian country called Quanlom. They'll have to operate under the radar-Quanlom is being torn apart by civil war, and the US military isn't strictly supposed to be there. With no career prospects and a baby on the way, Mark finds himself making the worst mistake of his life and signing on with Jason. What awaits him in Quanlom is going to change everything. What awaits him in Quanlom is weirdness of the highest order: a civil war led by ten-year-old twins wielding something that looks a lot like magic, leading an army of warriors who look a lot like gods. What awaits him in Quanlom is an actual goddamn dragon. From world-renowned artists Asaf and Tomer Hanuka (twins, whose magic powers are strictly confined to pen and paper) and Boaz Lavie, The

Divine is a fast-paced, brutal, and breathlessly beautiful portrait of a world where ancient powers vie with modern warfare and nobody escapes unscathed. A comics collection from some of the biggest stars in graphic novels, including Jennifer L. Holm and Matthew Holm, Jarrett J. Krosoczka, and Victoria Jamieson! Calling all kidz! Do you like comics? Do you like laughing till you get sent to the principal?! Don't punish yourself! Read the next Comics Squad! Leave your troubles behind with this collection of quick and funny stories about many kids' biggest fear—detention! Sure, detention can be scary or frustrating or just plain boring, but who knew it could also be an adventure? With a disrespectful Greek god, antimatter ooze, bioengineered rats, and a school full of stampeding bulls, it is definitely full of fun! It's a bust-your-gut-laughing comics anthology with original contributions from the most beloved and bestselling names in graphic novels! Get ready for round-the-world adventure with Sam Spinner and her brother Nipper in the first book in a new hilarious, puzzle-packed series filled with super-secret messages! Perfect for fans of Escape From Mr. Lemoncello's Library and classics like Holes. Samantha Spinner's uncle Paul disappeared, and here's what he left: * Samantha's sister got a check for \$2,400,000,000. * Samantha's brother got the New York Yankees. * And Samantha got a rusty red umbrella with a tag hanging off

its worn handle. The tag says "Watch out for the RAIN." Thanks a lot, Uncle Paul. After all the strawberry waffles, stories, and puzzles they've shared, how could he just leave without saying goodbye? And what is the meaning of that mysterious message? The answer is simple. Sam knows in her heart that Uncle Paul is in danger. And if he taught her anything, it's that not everything is exactly what it seems. Which is why we should pay close attention to that rusty red umbrella, and never trust a monkey at a hula-hoop contest. The RAIN is coming and Samantha Spinner is about to find herself mixed up in some super-important, super-dangerous, super-secret plans. Praise for Samantha Spinner and the Super Secret Plans: "A winning mix of fast-paced action, fascinating facts, bathroom humor, and hidden puzzles...[that is] sure to please action-loving middle-grade readers." --Kirkus Reviews "Full of adventure and survival,...[and with] characters [that] are likable, realistic, and well rounded...[Samantha Spinner and the Super Secret Plans is] great for [readers of] series like The 39 Clues." -- School Library Journal The Force is strong with this ultimate collectible for fans of all ages Star Wars Topps Classic Sticker Book is the first sticker book to collect more than 250 iconic Star Wars stickers--many reproduced in their original size--released by Topps between 1977 and 1983. As an added bonus, this collection also includes 18 stickers from the "Journey to

Star Wars: The Force Awakens" promotion, featuring a mix of classic characters from the original films and new characters from Episode VII. In the back are five pull-out

posters so you can make your own unique sticker creations on one side, or display a recreation of a classic Topps Star Wars puzzle poster on the

other. Whether you are a lifelong Star Wars fan, or if you have just discovered the epic saga, this is the perfect package for fans of all ages to enjoy!