

Comics Comix Graphic Novels A History Of Comic Art

The 120 Days of Simon began when Swedish cartoonist/rapper Simon G_rdenfors left his home to spend four months on the road. The rules were simple: For 120 days he wasn't allowed to return to his home, or to spend more than two nights at the same place. Otherwise, anything could happen... and it did. This simple idea grew into an epic adventure across Sweden as Simon slept on strangers' couches, visited an ostrich farm, ate a psychedelic cactus, practiced free love, received death threats, was beaten up by teenagers, got adopted by a motorcycle gang, drank obscene amounts of alcohol, and sacrificed his underpants to the Nordic god Brage. And that's just for starters! When this graphic novel was released in Sweden, it created a bit of a scandal. Some readers wanted to punch Simon in the face, while others hailed him as a hero. Top Shelf is proud to present this all-too-human journey to an English-speaking audience. ... A graphic novel packaged in the style of a traditional pulp novel.

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.

Black Women in Sequence takes readers on a search for women of African descent in comics subculture. From the 1971 appearance of the Skywald Publications character "the Butterfly" - the first Black female superheroine in a comic book - to contemporary comic books, graphic novels, film, manga, and video gaming, a growing number of Black women are becoming producers, viewers, and subjects of sequential art. As the first detailed investigation of Black women's participation in comic art, Black Women in Sequence examines the representation, production, and transnational circulation of women of African descent in the sequential art world. In this groundbreaking study, which includes interviews with artists and writers, Deborah Whaley suggests that the treatment of the Black female subject in sequential art says much about the place of people of African descent in national ideology in the United States and abroad. For more information visit the author's website: <http://www.deborahelizabethwhaley.com/#!black-women-in-sequence/c65q>
To say that graphic novels, comics, and other forms of sequential art have become a major part of popular culture and

academia would be a vast understatement. Now an established component of library and archive collections across the globe, graphic novels are proving to be one of the last kinds of print publications actually gaining in popularity. Full of practical advice and innovative ideas for librarians, educators, and archivists, this book provides a wide-reaching look at how graphic novels and comics can be used to their full advantage in educational settings. Topics include the historically tenuous relationship between comics and librarians; the aesthetic value of sequential art; the use of graphic novels in library outreach services; collection evaluations for both American and Canadian libraries; cataloging tips and tricks; and the swiftly growing realm of webcomics.

About the history of comics.

Visually amazing, this critical history of comic books, manga, and graphic novels is a must-have for any comic buff or collector. Over the centuries, comic books and their offshoots, such as graphic novels, manga, and bandes dessinées, have evolved into a phenomenally popular, influential, and unique art form with which we can express our opinions, our fantasies, our nightmares, and our dreams. In short: comics are emphatically no longer just for kids. This diverse, constantly evolving medium is truly coming into its own in the 21st century, from Hollywood's blockbuster adaptations of super-powered caped crusaders to the global spread of Japan's manga and its spinoffs, and from award-winning graphic novels such as *Maus* and *Persepolis* to new forms such as online webcomix. This volume is the perfect introduction to a dynamic and globally popular medium, embracing every graphic genre worldwide to assess the very best works of sequential art, graphic literature, comics, and comic strips, past and present. An international survey, this engaging volume is organized according to the year of first publication in the country of origin. An opening section acknowledges pioneering pre-1900 masterpieces, followed by sections divided by decade, creating a fascinating year-by-year chronicle of the graphic medium worldwide. The material includes the very earliest one-off albums to the latest in online comics and features some series and characters that have run for decades. Packed with fantastic reproductions of classic front covers and groundbreaking panels, this book is visually stunning as well as a trove of information--perfect for the passionate collector and casual fan alike.

The essays collected in this volume were first presented at the international and interdisciplinary conference on the Graphic Novel hosted by the Institute for Cultural Studies (University of Leuven) in 2000. The issues discussed by the conference are twofold. Firstly, that of trauma representation, an issue escaping by definition from any imaginable specific field. Secondly, that of a wide range of topics concerning the concept of "visual narrative," an issue which can only be studied by comparing as many media and practices as possible. The essays of this volume are grouped here in two major parts, their focus depending on either a more general topic or on a very specific graphic author. The first part of

the book, "Violence and trauma in the Graphic Novel", opens with a certain number of reflections on the representation of violence in literary and visual graphic novels, and continues with a whole set of close readings of graphic novels by Art Spiegelman (Maus I and II) and Jacques Tardi (whose masterwork "C'est la guerre des tranchées" is still waiting for its complete English translation). The second part of the book presents in the first place a survey of the current graphic novel production, and insists sharply on the great diversity of the range in the various 'continental' traditions (for instance underground 'comix', and feminist comics, high-art graphic novels, critical superheroes-fiction) whose separation is nowadays increasingly difficult to maintain. It continues and ends with a set of theoretical interventions where not only the reciprocal influences of national and international traditions, but also those between genres and media are strongly forwarded, the emphasis being here mainly on problems concerning ways of looking and positions of spectatorship. An annotated bibliographic guide to graphic novels contains approximately 2,400 titles listed by genre and sub-genre. The comic book universe is adventurous, mystifying, and filled with heroes, villains, and cosplaying Comic-Con attendees. This book by one of Wired magazine's art directors traverses the graphic world through a collection of pie charts, bar graphs, timelines, scatter plots, and more. Super Graphic offers readers a unique look at the intricate and sometimes contradictory storylines that weave their way through comic books, and shares advice for navigating the pages of some of the most popular, longest-running, and best-loved comics and graphic novels out there. From a colorful breakdown of the DC Comics reader demographic to a witty Venn diagram of superhero comic tropes and a Chris Ware sadness scale, this book charts the most arbitrary and monumental characters, moments, and equipment of the wide world of comics. Plus, this is the fixed format version, which includes high-resolution images.

Comic books have increasingly become a vehicle for serious social commentary and, specifically, for innovative religious thought. Practitioners of both traditional religions and new religious movements have begun to employ comics as a missionary tool, while humanists and religious progressives use comics' unique fusion of text and image to criticize traditional theologies and to offer alternatives. Addressing the increasing fervor with which the public has come to view comics as an art form and Americans' fraught but passionate relationship with religion, Graven Images explores with real insight the roles of religion in comic books and graphic novels. In essays by scholars and comics creators, Graven Images observes the frequency with which religious material—in devout, educational, satirical, or critical contexts—occurs in both independent and mainstream comics. Contributors identify the unique advantages of the comics medium for religious messages; analyze how comics communicate such messages; place the religious messages contained in comic books in appropriate cultural, social, and historical frameworks; and articulate the significance of the innovative theologies being developed in comics.

Some of the most noteworthy graphic novels and comic books of recent years have been entirely autobiographical. In Graphic Subjects, Michael A. Chaney brings together a lively mix of scholars to examine the use of autobiography within graphic novels,

including such critically acclaimed examples as Art Spiegelman's *Maus*, David Beauchard's *Epileptic*, Marjane Satrapi's *Persepolis*, Alan Moore's *Watchmen*, and Gene Yang's *American Born Chinese*. These essays, accompanied by visual examples, illuminate the new horizons that illustrated autobiographical narrative creates. The volume insightfully highlights the ways that graphic novelists and literary cartoonists have incorporated history, experience, and life stories into their work. The result is a challenging and innovative collection that reveals the combined power of autobiography and the graphic novel.

The term "graphic novel" was first coined in 1964, but it wouldn't be broadly used until the 1980s, when graphic novels such as *Watchmen* and *Maus* achieved commercial success and critical acclaim. What happened in the intervening years, after the graphic novel was conceptualized yet before it was widely recognized? *Dreaming the Graphic Novel* examines how notions of the graphic novel began to coalesce in the 1970s, a time of great change for American comics, with declining sales of mainstream periodicals, the arrival of specialty comics stores, and (at least initially) a thriving underground comix scene. Surveying the eclectic array of long comics narratives that emerged from this fertile period, Paul Williams investigates many texts that have fallen out of graphic novel history. As he demonstrates, the question of what makes a text a 'graphic novel' was the subject of fierce debate among fans, creators, and publishers, inspiring arguments about the literariness of comics that are still taking place among scholars today. Unearthing a treasure trove of fanzines, adverts, and unpublished letters, *Dreaming the Graphic Novel* gives readers an exciting inside look at a pivotal moment in the art form's development.

The groundbreaking history of the graphic novel, fully updated to include all of the latest must-reads, the milestones and the future of this exciting medium. The author of *101 Best Graphic Novels* now tells the whole history of the graphic novel revolution, from the first modern urban autobiographical graphic novel, Will Eisner's *A Contract With God*, to the hip indie comics of the Hernandez Bros' *Love and Rockets*, the dark mysteries of Neil Gaiman's *Sandman* and the postmodern superheroics of Frank Miller's *Batman: The Dark Knight*.

A step-by-step guide to all aspects of comic book creation--from conceptualization to early drafts to marketing and promotion--written by two of the industry's most seasoned and successful pros. Discover the Secrets of Your Favorite Comic Book Creators Do you want to break into the comics industry? There are many creative roles available—writer, penciller, inker, colorist, letterer, editor, and more. Each creator serves a vital function in the production of sequential art at companies such as DC, Marvel, Image, and Valiant. In *Make Comics Like the Pros*, veteran comics creators Greg Pak and Fred Van Lente team up with a who's who of the modern comic book scene to lead you step-by-step through the development of a comic. With these two fan-favorite writers as your guides, you'll learn everything from script formatting to the importance of artistic collaboration to the best strategies for promoting and selling your own sequential art masterpiece. Pak and Van Lente even put their lessons into practice inside the pages of the book—pairing with Eisner Award–winning cartoonist Colleen Coover (*Bandette*) to produce the swashbuckling, adventure comic *Swordmaids*, and giving you front row seats to their creative process. *Make Comics Like the Pros* provides all the answers you've been seeking to take your comic book–making dreams all the way to professional-level reality.

This essay collection examines the theory and history of graphic narrative as one of the most interesting and versatile forms of storytelling in contemporary media culture. Its contributions test the applicability of narratological concepts to graphic narrative, examine aspects of graphic narrative beyond the 'single work', consider the development of particular narrative strategies within individual genres, and trace the forms and functions of graphic narrative across cultures. Analyzing a wide range of texts, genres, and narrative strategies from both theoretical and historical perspectives, the international group of scholars gathered here offers state-of-the-art research on graphic narrative in the context of an increasingly postclassical and transmedial narratology. This is the revised second edition of *From Comic Strips to Graphic Novels*, which was originally published in the *Narratologia* series.

120 inspiring visual stories on environmentalism from key figures, charities, activists, and artists. *The Most Important Comic Book On Earth* is a global collaboration for planetary change, bringing together a diverse team of 300 leading environmentalists, artists, authors, actors, filmmakers, musicians, and more to present over 120 stories to save the world. Whether it's inspirational tales from celebrity names such as Cara Delevingne and Andy Serkis, hilarious webcomics from *War and Peas* and *Ricky Gervais*, artworks by leading illustrators David Mack and Tula Lotay, calls to action from activists George Monbiot and Jane Goodall, or powerful stories by Brian Azzarello and Amy Chu, each of the comics in this anthology will support projects and organizations fighting to save the planet and *Rewrite Extinction*.

Arranged alphabetically, offers 340 signed entries focusing on English-language comics with special emphasis on the new graphic novel format that emerged in the 1970s.

Challenging Genres: Comic Books and Graphic Novels offers educators, students, parents, and comic book readers and collectors a comprehensive exploration of comics/graphic novels as a challenging genre/medium.

This practical guide to writing comic books covers all the essentials--from crafting an effective outline and formatting a script to composing a winning synopsis when pitching the product to publishers. The author also provides commentary on real-world examples of outlines, scripts, and synopses from the Savannah College of Art and Design (SCAD) faculty, alumni, and staff, showing what does and doesn't work.--From publisher description.

This introduction to studying comics and graphic novels is a structured guide to a popular topic. It deploys new cognitive methods of textual analysis and features activities and exercises throughout. Deploys novel cognitive approaches to analyze the importance of psychological and physical aspects of reader experience Carefully structured to build a sequenced, rounded introduction to the subject Includes study activities, writing exercises, and essay topics throughout Dedicated chapters cover popular sub-genres such as autobiography and literary adaptation

"An unabridged republication of the following works originally published by Marvel Comics, New York: *A Sailor's Story* (1987) and *A Sailor's Story, Book Two: Winds, Dreams, and Dragons* (1989)"--Title page verso.

A guide to creating visual stories, from a single panel to a graphic novel, from a veteran in the field! Barbara Slate guides aspiring graphic storytellers through the same process she learned in her early days working for Marvel and DC Comics-a process she has simplified for the classes she teaches in schools, libraries, and colleges. Suitable for all ages from elementary school to senior citizens, it is presented in the

form of a graphic novel itself. The book covers all the components and shows readers how to: Find their own drawing style regardless of ability; create memorable characters, compelling plots and subplots, and engaging dialog; lay out pages that grab the reader's eyes, and traverse the business.

This text examines comics, graphic novels, and manga with a broad, international scope that reveals their conceptual origins in antiquity. • Includes numerous illustrations of British satirical prints, Japanese woodblock prints, and the art of prominent illustrators • Includes a chapter on the latest developments in digital comics

Create new worlds and tell amazing stories! Kids love making their own cartoons and comics. This Blank Comic Book Notebook will give them plenty of room to tell their stories. Filled with comic book panels made up of various styles across over 100 pages, this book will keep budding artists busy for hours. Sized a bit larger than a normal comic book or graphic novel at 8.5" x 11" there's even more room for them to immerse themselves in their wonder. It's the perfect gift for the holidays or birthdays as kids will have extra time to sit down and draw and write. Full features include: 8.5 x 11 SOFTCOVER Bound Notebook 100 PAGES TIPS on how to make an amazing comic book with a short introductory comic tale EXAMPLE pages showcasing word balloons and how to utilize special effects 12 UNIQUE panel grid layouts scattered throughout MATTE finish cover Will they pen an epic space adventure with aliens and spaceships? Or how about a sweeping fantasy featuring dragons and knights? Only you can know for sure. Let their imagination run wild!

A guide to creating graphic novels.

This introduction provides a historical overview of the graphic novel, with a strong focus on its international significance. The first-ever full reckoning with Marvel Comics' interconnected, half-million-page story, a revelatory guide to the "epic of epics"—and to the past sixty years of American culture—from a beloved authority on the subject who read all 27,000+ Marvel superhero comics and lived to tell the tale "Brilliant, eccentric, moving and wholly wonderful. . . . Wolk proves to be the perfect guide for this type of adventure: nimble, learned, funny and sincere. . . . All of the Marvels is magnificently marvelous. Wolk's work will invite many more alliterative superlatives. It deserves them all." —Junot Díaz, New York Times Book Review The superhero comic books that Marvel Comics has published since 1961 are, as Douglas Wolk notes, the longest continuous, self-contained work of fiction ever created: over half a million pages to date, and still growing. The Marvel story is a gigantic mountain smack in the middle of contemporary culture. Thousands of writers and artists have contributed to it. Everyone recognizes its protagonists: Spider-Man, the Avengers, the X-Men. Eighteen of the hundred highest-grossing movies of all time are based on parts of it. Yet not even the people telling the story have read the whole thing—nobody's supposed to. So, of course, that's what Wolk did: he read all 27,000+ comics that make up the Marvel Universe thus far, from Alpha Flight to Omega the Unknown. And then he made sense of it—seeing into the ever-expanding story, in its parts and as a whole, and seeing through it, as a prism through which to view the landscape of American culture. In Wolk's hands, the mammoth Marvel narrative becomes a fun-house-mirror history of the past sixty years, from the atomic night terrors of the Cold War to the technocracy and political division of the present day—a

boisterous, tragicomic, magnificently filigreed epic about power and ethics, set in a world transformed by wonders. As a work of cultural exegesis, this is sneakily significant, even a landmark; it's also ludicrously fun. Wolk sees fascinating patterns—the rise and fall of particular cultural aspirations, and of the storytelling modes that conveyed them. He observes the Marvel story's progressive visions and its painful stereotypes, its patches of woeful hackwork and stretches of luminous creativity, and the way it all feeds into a potent cosmology that echoes our deepest hopes and fears. This is a huge treat for Marvel fans, but it's also a revelation for readers who don't know Doctor Strange from Doctor Doom.

Here, truly, are all of the marvels.

Suddenly, comics are everywhere: a newly matured art form, filling bookshelves with brilliant, innovative work and shaping the ideas and images of the rest of contemporary culture. In *Reading Comics*, critic Douglas Wolk shows us why and how. Wolk illuminates the most dazzling creators of modern comics—from Alan Moore to Alison Bechdel to Chris Ware—and explains their roots, influences, and where they fit into the pantheon of art. As accessible to the hardcore fan as to the curious newcomer, *Reading Comics* is the first book for people who want to know not just which comics are worth reading, but ways to think and talk and argue about them.

Looks at the history of graphic novels and comic books, exploring how graphic novels evolved from comics, how themes and content have changed over time, and the use of educational graphic novels in schools.

This collection highlights the diverse ways comics and graphic novels are used in English and literature classrooms, whether to develop critical thinking or writing skills, paired with a more traditional text, or as literature in their own right. From fictional stories to non-fiction works such as biography/memoir, history, or critical textbooks, graphic narratives provide students a new way to look at the course material and the world around them. Graphic novels have been widely and successfully incorporated into composition and creative writing classes, introductory literature surveys, and upper-level literature seminars, and present unique opportunities for engaging students' multiple literacies and critical thinking skills, as well as providing a way to connect to the terminology and theoretical framework of the larger disciplines of rhetoric, writing, and literature.

This book explores the connections between comics and Gothic from four different angles: historical, formal, cultural and textual. It identifies structures, styles and themes drawn from literary gothic traditions and discusses their presence in British and American comics today, with particular attention to the DC Vertigo imprint. Part One offers an historical approach to British and American comics and Gothic, summarizing the development of both their creative content and critical models, and discussing censorship, allusion and self-awareness. Part Two brings together some of the gothic narrative strategies of comics and reinterprets critical approaches to the comics medium, arguing for an holistic model

based around the symbols of the crypt, the spectre and the archive. Part Three then combines cultural and textual analysis, discussing the communities that have built up around comics and gothic artifacts and concluding with case studies of two of the most famous gothic archetypes in comics: the vampire and the zombie.

Where does a young boy turn when his whole world suddenly disappears? What turns two brothers from an unstoppable team into a pair of bitterly estranged loners? How does the simple-hearted care of one middle-aged nurse reveal the scars of an entire community, and can anything heal the wounds caused by a century of deception? Award-winning cartoonist Jeff Lemire pays tribute to his roots with *Essex County*, an award-winning trilogy of graphic novels set in an imaginary version of his hometown, the eccentric farming community of Essex County, Ontario, Canada. In *Essex County*, Lemire crafts an intimate study of one community through the years, and a tender meditation on family, memory, grief, secrets, and reconciliation. With the lush, expressive inking of a young artist at the height of his powers, Lemire draws us in and sets us free. This new edition collects the complete, critically-acclaimed trilogy (*Tales from the Farm*, *Ghost Stories*, and *The Country Nurse*) in one deluxe volume! Also included are over 40-pages of previously unpublished material, including two new stories.

At a time when vintage comics are fetching huge prices at auction, this book traces the history of the medium from 'comic papers' for kids, through the underground 'comix' movement of the 1960s and 1970s, to the glossy book-format 'graphic novels' of today. Organized thematically, it investigates comic art's varied genres - including humour, adventure and titles for girls - and charts the rise, fall and revival of the medium. In so doing, Roger Sabin highlights the careers of the creators behind some of the best-known characters in modern fiction - from Superman to Sgt Rock, Tintin to Tank Girl and the Freak Brothers to the Fat Slags. Encompassing traditions from the USA, Britain, Europe and Japan, *Comics, Comix and Graphic Novels* presents the most complete and up-to-date survey of comic art available.

The author of *Ghost World* presents an offbeat tour of the sleepy Midwestern town of Ice Haven and its unusual inhabitants, including Random Wilder, the narrator and would-be poet laureate of the town; his arch-rival Ida Wentz; the lovelorn Violet Van der Plazt and Vida Wentz; Mr. and Mrs. Ames, a detective team; and others. Mature.

Young Marie inherits a mysterious item she knows only as the Artifact, a treasured keepsake of her late grandmother. While on a backyard camping trip, the Artifact transports Marie and her best friends Sophie and Elora to a strange and distant world and disappears. Gathering their courage, the three friends set out to find a way home. In the concluding volume, Marni and her friends experience new adventures, disappointments and encounter an odd assortment of little creatures along the way. With the return of a monster that threatened them at the start of their adventure, the girls must unite to face their fears and fight for their lives.

Contributions by Bart Beaty, T. Keith Edmunds, Eike Exner, Christopher J. Galdieri, Ivan Lima Gomes, Charles Hatfield, Franny Howes, John A. Lent, Amy Louise Maynard, Shari Sabeti, Rob Salkowitz, Kalervo A. Sinervo, Jeremy Stoll, Valerie Wieskamp, Adriana Estrada Wilson, and Benjamin Woo *The Comics World: Comic Books, Graphic Novels, and Their Publics* is the first collection to explicitly examine the production, circulation, and reception of comics from a social-scientific point of view. Designed to promote interdisciplinary dialogue about theory and methods in comics studies, this volume draws on approaches from fields as diverse as sociology, political science, history, folklore, communication studies, and business, among others, to study the social life of comics and graphic novels. Taking the concept of a “comics world”—that is, the collection of people, roles, and institutions that “produce” comics as they are—as its organizing principle, the book asks readers to attend to the contexts that shape how comics move through societies and cultures. Each chapter explores a specific comics world or particular site where comics meet one of their publics, such as artists and creators; adaptors; critics and journalists; convention-goers; scanners; fans; and comics scholars themselves. Through their research, contributors demonstrate some of the ways that people participate in comics worlds and how the relationships created in these spaces can provide different perspectives on comics and comics studies. Moving beyond the page, *The Comics World* explores the complexity of the lived reality of the comics world: how comics and graphic novels matter to different people at different times, within a social space shared with others.

Covering genres from action/adventure and fantasy to horror, science fiction, and superheroes, this guide maps the vast and expanding terrain of graphic novels, describing and organizing titles as well as providing information that will help librarians to build and balance their graphic novel collections and direct patrons to read-alikes.

- Introduces users to approximately 1,000 currently popular graphic novels and manga
- Organizes titles by genre, subgenre, and theme to facilitate finding read-alikes
- Helps librarians build and balance their graphic novel collections

With essays by Baru, Bart Beaty, Cécile Vernier Danehy, Hugo Frey, Pascal Lefèvre, Fabrice Leroy, Amanda Macdonald, Mark McKinney, Ann Miller, and Clare Tufts *In Belgium, France, Switzerland, and other French-speaking countries*, many well-known comics artists have focused their attention on historical and political events. In works ranging from comic books and graphic novels to newspaper strips, cartoonists have addressed such controversial topics as French and Belgian collaboration and resistance during World War II, European colonialism and US imperialism, anti-Semitism in France, the integration of African immigrant groups in Europe, and the green and feminist movements. *History and Politics in French-Language Comics and Graphic Novels* collects new essays that address comics from a variety of viewpoints, including a piece from practicing artist Baru. The explorations range from discussion of such canonical works as Hergé's Tintin series to such contemporary expressions as Baru's *Road to America* (2002), about the

Algerian War. Included are close readings of specific comics series and graphic novels, such as Cécile Vernier Danehy's examination of Cosey's Saigon Hanoi, about remembering the Vietnam War. Other writers use theoretical lenses as a means of critiquing a broad range of comics, such as Bart Beaty's Bourdieu-inspired reading of today's comics field, and Amanda Macdonald's analysis of bandes dessinées (French comic books) in New Caledonia during the 1990s. The anthology establishes the French-language comics tradition as one rich with representations of history and politics and is one of the first English-language collections to explore the subject.

Sven, a semi-aimless Scandinavian artist who has ended up in Montpellier, France on a futile romantic pursuit, enjoys nocturnal raids into other people's homes, disguised as a werewolf. The way he figures it, the disguise will give him an extra few moments' advantage vis-à-vis any startled home owner if things get ugly... but he hasn't taken into account the existence of a society of real Montpellier-based werewolves who do not take kindly to this new pretender. So while Sven spends his days playing chess and poker with his friends, sketching his way through his picturesque chosen hometown, and coping with romantic dilemmas -- both his and those of his best friend, the Breakfast-at-Tiffany's-obsessed Audrey, who has girl troubles of her own -- little does he realize that a genuine threat to his life, and for that matter his humanity, is closing in on him. Werewolves of Montpellier is a lycanthropic thriller, a romantic comedy, and an existential drama -- beware the full moon!

[Copyright: 2158a0c7ceceaf4cea62c8acbe58fb3f](#)