

Holiday Gift Guide 2013 Ign

At long last, it's finally time for the THIRD massive hardcover collection of SAGA, the critically acclaimed sci-fi/fantasy series from the multiple Eisner Award-winning team of artist FIONA STAPLES and writer BRIAN K. VAUGHAN. Collecting 18 of the most shocking and impactful issues from the epic tale of Hazel and her star-crossed parents, this deluxe edition features a striking, all-new original cover from Fiona Staples, as well as exclusive, never-before-seen extras. Deluxe Hardcover format - 7.25" x 10.875 Collects SAGA #37-54

The Walkthrough offers a rare peek behind the curtain of the secretive video game industry from an unlikely perspective, that of a career strategy guide writer. For eighteen years, Doug Walsh was one of the most prolific authors of officially licensed video game strategy guides. One part memoir and one part industry tell-all, The Walkthrough takes players on an entertaining march through gaming's recent history, from the dawn of the PlayStation to the Xbox 360 and Nintendo Switch. Follow along as Walsh retraces his career and reveals how the books were made, what it was like writing guides to some of the industry's most celebrated — and derided — titles, and why the biggest publishers of guidebooks are no longer around. Walsh devotes entire chapters to many of gaming's most popular franchises, including Tony Hawk's Pro Skater, Gears of War, and Diablo, among others. From inauspicious beginnings with Daikatana to authoring the books for the entire Bioshock trilogy, with plenty of highs, lows, and Warp Pipes along the way, Walsh delivers a rare treat to twenty-first century gamers. The Walkthrough is sure to satisfy the curiosity of anyone who grew up with the works of BradyGames and Prima Games sprawled across their laps. With over one hundred books to his credit, and countless weeks spent at many of the most famous studios in North America, he is uniquely qualified to give an insider's perspective of a little-known niche within the multi-billion-dollar industry.

The ultimate teenage murder game continues! Based on Danganronpa 2: Goodbye Despair video game, the sequel to the original video game Danganronpa. The manga series Ultimate Luck and Hope and Despair contains bonus scenes not shown in the video game! When a new class of students at the (in)famous Hope's Peak Academy find themselves on a surprise school trip to a tropical island, they also find that suspicion and death is the only ticket home from this so-called paradise! Here, in the name of "hope," Ultimate Lucky Student Nagito Komaeda is willing to kill anybody and everybody...including himself!

Artist Luc Jacamon and writer Matz (The Black Dahlia) deliver the definitive collection of the Eisner Award-nominated crime saga, The Killer, a hardboiled, noir series following a hitman lost in a world without a moral compass. Get inside the mind of a professional assassin, a man of few scruples, nerves of steel, and a steady trigger finger. A man whose crimes might be catching up with him. A man on the verge of cracking... After misadventures in Central and South America and having earned enough money to retire comfortably, the Killer retires to Mexico, but his colleagues are still in need of his irreplaceable skills... and before long he's drawn back into the great geopolitical game between Cuba, Venezuela, and the United States.

Students who use their natural talents achieve the most --- but they need to know what those talents are. StrengthsQuest includes the Clifton StrengthsFinder, an online assessment that reveals students' top five themes of talent. And StrengthsQuest also helps students make the most of those talents. Students and learners of all ages continually face the challenges of gaining direction, making decisions, and building self-confidence. Fortunately, the keys to successfully meeting these challenges — your own natural talents — already exist within you. Through these talents, you will produce your greatest achievements. Over the course of 30 years, Gallup conducted millions of psychological interviews and identified 34 themes of talent that are indicative of success. In the StrengthsQuest program, Gallup offers you the opportunity to discover talents from your top five themes and build on them to achieve academic, career, and personal excellence. More than 100,000 students have benefited from the program. Your quest starts with the Clifton StrengthsFinder, a 30-minute assessment that reveals your top five themes of talent. This online assessment is your entryway to a variety of experiences that will help you discover your greatest talents and develop strengths. You'll gain access to action items specific to your top themes, covering general academic life, study habits, relationships, and career. You'll also be challenged to think about applying your talents for success in other settings, such as on projects and teams and in leadership. StrengthsQuest was written by the late Donald O. Clifton, who was the former chairman of Gallup; coauthor of the bestseller Now, Discover Your Strengths; and recognized as the Father of Strengths-Based Psychology and the late Edward "Chip" Anderson, who taught education, psychology, and leadership at UCLA and Azusa Pacific University. Revised portions of the text were written by Laurie A. Schreiner, who has taught psychology and higher education at Azusa Pacific University and Eastern University. Your quest starts with the Clifton StrengthsFinder, a 30-minute assessment that reveals your top five themes of talent. This online assessment is your entryway to a variety of experiences that will help you discover your greatest talents and develop strengths. You'll gain access to action items specific to your top themes, covering general academic life, study habits, relationships, and career. You'll also be challenged to think about applying your talents for success in other settings, such as on projects and teams, and in leadership. StrengthsQuest was written by the late Donald O. Clifton, former chairman of Gallup, coauthor of the bestseller Now, Discover Your Strengths, and recognized as the Father of Strengths-Based Psychology and the late Edward "Chip" Anderson, who taught education, psychology, and leadership at UCLA and Azusa Pacific University. Revised portions of the text were written by Laurie A. Schreiner, who has taught psychology and higher education at Azusa Pacific University and Eastern University.

Collects Gwenpool Strikes Back #1-5. Everyone's favorite comics fan turned comics character is back! Fresh from her stint as a West Coast Avenger, Gwen Poole is desperate not to disappear into comic book limbo, so she's determined to make an impact on the Marvel Universe! First up: unmask Spider-Man! Then, home-wreck the Fantastic Four! And while she's at it, why not defeat the Immortal Hulk and lift Thor's hammer, Mjolnir! But as Gwen's mad rampage continues, will we — and she — finally learn the truth about her origins? Is this Gwenpool's greatest retcon yet? Either way, Gwen knows she needs to go big — or go home! Buckle up, strap in and get ready! This is officially the greatest sequel with "Strikes Back" in the title that's ever been made!

Praise for Facilitating Group Learning "In this engaging and accessible book, George Lakey draws on a lifetime's experience to provide a highly practical resource to anyone seeking to understand and respond to the complexities of group work. The book will be invaluable to anyone trying to effect social change through groups while striving to stay simultaneously sane and employed."—Stephen D. Brookfield, Distinguished University Professor, University of St. Thomas "I've been working with forms of direct education for many decades, and I found new ideas and inspirations in every chapter. For anyone involved in teaching, training, sharing skills, or leading groups, this book is an invaluable resource!"—Starhawk, author, The Earth Path, Dreaming the Dark, and Webs of Power "George Lakey has inspired our union to engage in education in a way that challenges us to redefine social justice and equality in new and exciting ways. This book helps us to continue our journey to touch the souls of union members."—Denis Lemelin, national president, Canadian Union of Postal Workers "Facilitating Group Learning will ease the way of all who venture into the white waters of facilitation. George clarifies the most basic, complex, and nagging challenges of facilitation, while honoring the realities of individual and social power dynamics and providing real-life examples from the path of continued growth and mastery. A rare gift!"—Niyonu D. Spann, founding president, TRV Consulting and Beyond Diversity 101 "This book is a must-read for people who teach adults of any age, no matter what the subject, and care about doing it in ways that yield deep and abiding learning. Wonderfully well-written and rich with psychological and spiritual insights as well as practical strategies, it represents the fruits of a lifetime of transformational

teaching and learning by one of the foremost adult educators of our time."—Parker J. Palmer, author, *The Courage to Teach*, *Let Your Life Speak*, and *The Heart of Higher Education*

It was a beautiful spring day in downtown San Francisco — before a gigantic armored alien appeared from out of nowhere and began smashing things all to hell! Who is this invader? Why is he being attacked by strange alien beings? And why is he so Gigantic? A twist on *The Truman Show*, *Gigantic* focuses on a brainwashed alien superhero deposited on Earth to be the spotlight of an intrusive, around-the-clock television program being filmed without his knowledge.

Painstakingly produced, superbly illustrated, *Star Wars(tm) Year By Year: A Visual History, Updated Edition* presents a unique Star Wars timeline--the full history of the amazing Star Wars phenomenon as you've never seen it before. This updated edition includes a whole new chapter covering *Star Wars: The Force Awakens(tm)* as well as the ongoing animated TV series *Star Wars Rebels(tm)* and new Star Wars-themed lands coming to Walt Disney World Florida and Disneyland California. Produced in full collaboration with Lucasfilm and written by renowned Star Wars experts, *Star Wars Year By Year: A Visual History, Updated Edition* provides a unique timeline of every facet of Star Wars history, as well as the saga's impact on popular culture and world events. © & TM 2016 LUCASFILM LTD. Used Under Authorization.

The exciting and chilling conclusion to this internationally successful series.

For kids who love gaming... and what kid doesn't?

"After Smash, a loyal soldier of The Horde, is left for dead and his wife is taken by the very group he swore his allegiance to, he vows to rescue her. Aided by the few friends he has left and a mysterious serum that gives him superhuman strength, Smash sets out to enact his vengeance on his former allies."--P. [4] of cover.

Learn all about implementing a good gamification design into your products, workplace, and lifestyle
Key Features Explore what makes a game fun and engaging
Gain insight into the Octalysis Framework and its applications
Discover the potential of the Core Drives of gamification through real-world scenarios
Book Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you'll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn
Discover ways to use gamification techniques in real-world situations
Design fun, engaging, and rewarding experiences with Octalysis
Understand what gamification means and how to categorize it
Leverage the power of different Core Drives in your applications
Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies
Examine the fascinating intricacies of White Hat and Black Hat Core Drives
Who this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

In this prequel to the hit science fiction crime drama anime series, *Psycho-Pass: Inspector Shinya Kogami* reveals how the legendary Enforcer was once an ace detective! Working within the city-regulating Sybil System, Inspectors must fight crime in a future where a single number measures your criminal tendencies and determines if you are useful to society! An artificial organ with a numbered brand is the key piece of evidence that leads Section 3 to a network of organ smuggling! They must set up a complicated trap in order to catch the culprit! However the real perpetrator may not be who they think it is...

Reviews for the *Psycho-Pass* anime series: "On the whole, *Psycho-Pass* is a grim, interesting show that poses some philosophical questions about what makes a criminal. We are all capable of doing bad things at times-should we be punished because we thought of hurting someone before we act on it? Or because we were victims?"-Anime News Network "Makes good use of the dystopian future genre, good foils and parallels throughout. Some neat visuals..." -Anime News Network "Psycho-Pass is a compelling cyberpunk mystery..."-Kotaku "All these crimes-and the series itself-are tied together by a puppet master antagonist working behind the scenes. Much like the Moriarty character from BBC's *Sherlock*, the main villain of *Psycho Pass* is a "consulting criminal." While he rarely dirties his hands himself, he is the man working in the shadows to supply the murderers with the resources they need to get away with their crimes. In this way he is shown to be brilliant, competent, and more than a little terrifying-despite the ultimate failures of each of his murderous clients."-Kotaku "You will emotionally invest in these characters. You will be made to feel and have empathy towards them. The main characters are some of the strongest I have experienced in a while and the side characters also impacted me greatly. Agent Kogami is an interesting character who has both physical and mental strength that makes him really likeable (and loveable in my opinion)." -IGN "Psycho Pass is the best crime-thriller-science fiction anime I have watched and will definitely be recommending to others as well as watching again in the future." -IGN

THE DRAGON: Death's reign of terror over THOSE WHO RULE continues, as the forces of the END TIMES continue to work to bring about the Apocalypse. It's the END OF THE WORLD: Someone dies, someone lives, and someone falls in love.

Inspired by the video game phenomenon, *INJUSTICE: GODS AMONG US YEAR ONE-THE COMPLETE EDITION* collects the initial year of the best-selling series in its entirety for the first time! Superman is Earth's greatest hero. But when the Man of Steel can't protect the thing he holds most dear, he decides to stop trying to save the world-and start ruling it. Now, the Last Son of Krypton is enforcing peace on Earth by any means necessary. Only one man stands between Superman and absolute power: Batman. And the Dark Knight will use any method at his disposal to stop his former friend from reshaping the world in his shattered image. Written by Tom Taylor (*EARTH 2*) with art by Jheremy Raapack (*RESIDENT EVIL*), Mike S. Miller (*A Game of Thrones*) and more, this thrilling graphic novel collects *INJUSTICE: GODS AMONG US* digital chapters 1-36 and in single magazine form as *INJUSTICE: GODS AMONG US 1-12* and *INJUSTICE: GODS AMONG US ANNUAL 1*.

From baby's well visits through the first 18 years, record your child's immunizations, measurements & percentiles, illnesses, instructions from the doctor (& questions to remember to ask), and more in this simple, attractive, and sturdy health journal. With tips and reminders, this little tracker provides the perfect place to record clear and concise medical history necessary for school, camp, college, insurance, a change of doctors, and personal reference. Small and thin enough to fit in a purse and a file, with archival paper to last a lifetime. Measures 5-1/2" wide x 8" high. 56 pages. Hardcover with elastic band closure. Inside back cover pocket.

Have you ever dreamed about getting paid to write about video games and the fascinating people who make them? Unless you live on the West Coast and are lucky enough to land a rare staff position at one of the major gaming publications, freelancing is the best way to turn slinging words about your favorite hobby into a viable and lucrative career. The best part? You can do it from anywhere! Up Up Down Down Left WRITE: *The Freelance Guide to Video Game Journalism* covers everything you need to get started along the path to launching and maintaining a successful freelance career in the gaming industry. Pro freelancer Nathan Meunier has written for more than 30 of the top gaming outlets -- from *Nintendo Power*, *GamePro*, and *Official Xbox Magazine* to *IGN*, *GameSpot*, *Electronic Gaming Monthly*, and more. In this advice-packed tome for aspiring freelance game journos and more established writers alike, Nathan delivers detailed insights and how-to tips based on many years of professional writing

experience. You will learn how to: -Generate killer article ideas, pitch editors, and score paying work -Build towards quitting your day job to freelance full-time -Juggle the business-related side of freelancing -Cover gaming conventions and press junkets -Network with editors and writers -Work with PR to gain coverage opportunities and free review games. And much, much more!

A beloved, bestselling classic of humorous and nostalgic Americana—the book that inspired the equally classic Yuletide film and the live musical on Fox. The holiday film *A Christmas Story*, first released in 1983, has become a bona fide Christmas perennial, gaining in stature and fame with each succeeding year. Its affectionate, wacky, and wryly realistic portrayal of an American family's typical Christmas joys and travails in small-town Depression-era Indiana has entered our imagination and our hearts with a force equal to *It's a Wonderful Life* and *Miracle on 34th Street*. This edition of *A Christmas Story* gathers together in one hilarious volume the gems of autobiographical humor that Jean Shepherd drew upon to create this enduring film. Here is young Ralphie Parker's shocking discovery that his decoder ring is really a device to promote Ovaltine; his mother and father's pitched battle over the fate of a lascivious leg lamp; the unleashed and unnerving savagery of Ralphie's duel in the show with the odious bullies Scut Farkas and Grover Dill; and, most crucially, Ralphie's unstoppable campaign to get Santa—or anyone else—to give him a Red Ryder carbine action 200-shot range model air rifle. Who cares that the whole adult world is telling him, "You'll shoot your eye out, kid"? The pieces that comprise *A Christmas Story*, previously published in the larger collections *In God We Trust*, *All Others Pay Cash* and *Wanda Hickey's Night of Golden Memories*, coalesce in a magical fashion to become an irresistible piece of Americana, quite the equal of the film in its ability to warm the heart and tickle the funny bone.

Can video games be used to teach personal and business success lessons? *Mastering The Game: What Video Games Can Teach Us About Success In Life* takes a look at how the same habits and principles that lead to success when playing video games can be applied to personal and business success. Principles are ideas that are truly timeless, and remain true independent of context, culture or time period. So what are the principles embedded in the most popular video games? Surprisingly, the list strongly resembles the most in demand traits for the workplace. * Adaptability & Managing Change* Personal Accountability* Innovation* Communication & Listening* Teambuilding & Collaboration* Knowledge Sharing* Persistence & Grit *Mastering The Game* provides analogies, examples, and lessons for connecting the dots between how gamers play and how successful professionals work. Are you ready to take your career to the next level?

Meet the Krampus, yuletide terror and punisher of wicked children. Long imprisoned for his outdated methods, the holiday horror suddenly finds himself freed and tasked with a mission: recover the stolen power of the Secret Society of Santa Clauses! With his flying wolf Stutgaard, the Krampus crosses the globe, encountering various figures of winter lore and uncovering a sinister scheme to topple the Santas and change Christmas as we know it forever! Collects *Krampus! #1-5* and extras, including all-new material.

One of the most unlikely members of the Justice League of America ever (okay, THE most unlikely) stars in his own title! Vibe will soon discover he's one of the most powerful individuals on Earth. But how did Vibe get his abilities? What is the cost to them? And why does the JLA want him on the team so desperately? Co-written by Geoff Johns (*JUSTICE LEAGUE*, *GREEN LANTERN*) and Andrew Kreisberg (co-creator of *ARROW*), this volume collects Justice League of America's *Vibe* issues #1-10.

Kong Kenan has been joined by the mighty Justice League of China, including Bat-Man, Wonder-Woman and the Flash, and Laney Lan has reported on their heroics since day one. But there's more to Shanghai's ace reporter than meets the eye, and when faced with turmoil in her own family, Laney's commitment to reporting the truth will be tested like never before. Collects issues #20-24.

With Gotham City thrown into total chaos by the Riddler, Batman and Jim Gordon must learn to work together to save the city. 'Zero Year' part 6.

Collects *Unbelievable Gwenpool #0-4*. The hero who could have been you takes center stage in her own series! Gwen Poole used to be a comic-book reader — until she woke up in a world where the characters she read about seemed to be real! But they can't be, right? This must all be a hoax or an imaginary story or something. And that means no consequences! With that philosophy, *Gwenpool* just may be Marvel's least responsible character to date! And getting into the merc business is a good way to start — until it pits her against Thor! Place your bets on the Goddess of Thunder vs. the Oddest of Wonders! And if Gwen somehow survives that encounter, with no skills or training, she'll face the wrath of M.O.D.O.K.! Being in a comic book is not as easy as it looks!

Provides a guide to the video games, including profiles of all 450 characters.

Hellboy creator and comics superstar Mike Mignola returns to draw *Hellboy's* ongoing story for the first time since *Hellboy: The Conqueror Worm*. It's a story only Mignola could tell, as more of *Hellboy's* secrets are at last revealed, in the most bizarre depiction of Hell you've ever seen! *Comic Book Resources* said, "*Hellboy in Hell* shows a master returning to his craft and exceeding reader expectations. This is a horror comic that reminds just how good both the genre and the medium can be."

Everything changes. We are currently immersing in the Digital Era and going through in-depth change. The companies, economy, society, and even us as individuals are changing (or should be). *Managing in the Digital Era* is a new challenge for entrepreneurs, managers, marketeers, economists, politicians... The impact of change is such that no one is left out. Communication is in the core of these changes, requiring an in-depth review of the Media industry business models and also those of other industries. Technology, on the other hand, is the major engine of this new Era, and more than ever the leading role will be played by leaders and their teams. Today, any citizen speaks to the world, asks questions and makes demands. This book pictures the changes and the paths that are being designed by world giants, and clarifies the new challenges facing us.

Marcus Fenix and the Delta Squad fight for the survival of the human race against the Locust Horde.

A guidebook for walking in the footsteps of Stevenson as he travelled through France's Velay and Cevennes regions accompanied by his faithful donkey, Modestine. At 140km, this route is ideal for people new to walking holidays. Starts at Le Puy, finishes at St Jean de Gard. A great route with a historic and literary feel.

2011 National Book Award Finalist As a fourteen-year-old who just moved to a new town, with no friends and a louse for an older brother, Doug Swieteck has all the stats stacked against him. So begins a coming-of-age masterwork full of equal parts comedy and tragedy from Newbery Honor winner Gary D. Schmidt. As Doug struggles to be more than the "skinny thug" that his teachers and the police think him to be, he finds an unlikely ally in Lil Spicer—a fiery young lady who "smelled like daisies would smell if they were growing in a big field under a clearing sky after a rain." In *Lil*, Doug finds the strength to endure an abusive father, the suspicions of a whole town, and the return of his oldest brother, forever scarred, from Vietnam. Together, they find a safe haven in the local library, inspiration in learning about the plates of John James Audubon's birds, and a hilarious

adventure on a Broadway stage. In this stunning novel, Schmidt expertly weaves multiple themes of loss and recovery in a story teeming with distinctive, unusual characters and invaluable lessons about love, creativity, and survival.

In a world where the X-Men never existed, and mutantkind has been hunted to extinction, the few remaining mutants have banded together to make their last stand. They spend each day securing the walls of their stronghold, Fortress X, beating back the anti-mutant forces that would see them wiped out. But when a conspiracy is discovered within Fortress X itself, could it be that mutantkind's last bastion will crumble from the inside out? When the dust settles, no one will be left unscathed. Collecting AGE OF X ALPHA, X-MEN LEGACY #245-247, NEW MUTANTS (2009) #22-24, AGE OF X UNIVERSE #1-2 and the AGE OF X HISTORICAL LOGS.

From the bestselling author of Blood, Sweat, and Pixels comes the next definitive, behind-the-scenes account of the video game industry: how some of the past decade's most renowned studios fell apart—and the stories, both triumphant and tragic, of what happened next. Jason Schreier's groundbreaking reporting has earned him a place among the preeminent investigative journalists covering the world of video games. In his eagerly anticipated, deeply researched new book, Schreier trains his investigative eye on the volatility of the video game industry and the resilience of the people who work in it. The business of videogames is both a prestige industry and an opaque one. Based on dozens of first-hand interviews that cover the development of landmark games—Bioshock Infinite, Epic Mickey, Dead Space, and more—on to the shocking closures of the studios that made them, Press Reset tells the stories of how real people are affected by game studio shutdowns, and how they recover, move on, or escape the industry entirely. Schreier's insider interviews cover hostile takeovers, abusive bosses, corporate drama, bounced checks, and that one time the Boston Red Sox's Curt Schilling decided he was going to lead a game studio that would take out World of Warcraft. Along the way, he asks pressing questions about why, when the video game industry is more successful than ever, it's become so hard to make a stable living making video games—and whether the business of making games can change before it's too late.

Collects Minimum Carnage: Alpha #1; Scarlet Spider #10-12, Venom (2011) #26-27, Minimum Carnage: Omega #1. Carnage is back ... and bigger ain't necessarily better! Scarlet Spider and Venom collide as the hunt for Carnage begins, taking both heroes to a place you'll never believe: the Microverse! Cletus Kasady has found a whole new world to terrorize - and, stranded on this alien planet, Scarlet Spider and Venom must work together to defeat him!

The entire Green Arrow run of New York Times best-selling author Jeff Lemire is now collected in its entirety in this all-new Essential Edition trade paperback graphic novel! Oliver Queen thought he had it all figured out. As the heroic archer Green Arrow, he'd finally found a sense of purpose, friends to aid him, even a place on the Justice League of America. But now he's not even sure where he came from... or whom he came from. As Green Arrow discovers that his stranding on a desert island was more than just an accident, there seem to be more sinister forces at work behind all these sudden revelations. The Queen family is embroiled in a war generations old. A war of clans. A war of outsiders. Acclaimed creative team Jeff Lemire (Animal Man) and Andrea Sorrentino (I, Vampire) take Green Arrow on his most challenging adventure yet. Collects Green Arrow #17-34, Green Arrow Futures End #1 and Green Arrow Secret Origins. The DC Essential Edition series of graphic novels highlights the best standalone stories the medium has to offer featuring comics' greatest characters. These trade paperback editions focus on the easiest entry points DC has in its vast library, with seminal, groundbreaking tales that transcend the printed page. Start with the Essentials.

Dick Grayson must face his past and a deadly adversary in the present as he learns of his connection to the mysterious Court of Owls. But even if he's able to stop an undead, unstoppable assassin, he'll still have to deal with the rising forces of the anti-Gotham City army and its leader the mysterious Paragon

Krampus #1 Image Comics

Meet the Secret Society of Santa Clauses. For centuries, Father Christmas, Ded Moroz, Hoteiosho, and others have magically distributed Christmas cheer to children around the world. But when the source of their power is stolen, a desperate Society turns to an usual source for help: the dreaded Krampus, child-punishing demon of holiday lore. Free of his cell for the first time in decades, will the Krampus uncover the truth behind the Santas' depowering or leave his jailers to their ultimate fate? It's Snake Plissken by way of the Grinch as the darkly comedic adventure begins here.

'SOMETHING TO FEAR' CONTINUES! This extra-sized chapter contains one of the darkest moments in Rick Grimes' life, and one of the most violent and brutal things to happen within the pages of this series. 100 issues later, this series remains just as relentless as the debut issue. Do not miss the monumental 100th issue of THE WALKING DEAD!

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