

Kurokos Basketball 2 In 1 Edition Vol 10 Includes Vols 19 20

It's the middle of the quarterfinal round of the Spring Tournament Qualifiers, and Karasuno's captain, Daichi Sawamura, is injured! With their most reliable player out of the game, the only one who can replace him is...Chikara Ennoshita?! This volume also includes the bonus one-shot chapter “Nisekyu!”—a collaboration with the author of Nisekoi! -- VIZ Media

The best-selling series from Eisner-nominated Takehiko Inoue, one of Japan's greatest manga creators. Winning isn't everything in the game of basketball, but who wants to come in second? It takes dedication and discipline to be the best, and the Shohoku High hoops team wants to be just that. They have one last year to make their captain's dream of reaching the finals come true—will they do it? Takehiko Inoue's legendary beloved basketball manga is finally here and the tale of a lifetime is in your hands. Hananichi Sakuragi's got no game with girls--none at all! It doesn't help that he's known for throwing down at a moment's notice and always coming out on top. A hopeless bruiser, he's been rejected by 50 girls in a row! All that changes when he meets the girl of his dreams, Haruko, and she's actually not afraid of him! When she introduces him to the game of basketball, his life is changed forever...

The Inter-High match between Karasuno and Aoba Johsai continues. Karasuno has dragged the game into a third set and is struggling to keep up their momentum. In a desperate move, Coach Ukai decides to bring out Tadashi Yamaguchi as a pinch server! Could this be the push Karasuno needs to keep the team's hopes alive and beat Aoba Johsai? -- VIZ Media

A fast-break history of basketball—from its humble beginnings to its all-time great players--featuring engaging true tales from the court and vivid, dynamic illustrations. Whether it's millionaire pros facing off in an indoor arena full of screaming fans or a lone kid shooting hoops on an outdoor court, basketball is one of the most popular and widely played sports in the world. The Comic Book Story of Basketball gives you courtside seats to the history of hoops. It chronicles the sport from its beginnings in a YMCA in Massachusetts to its current status as a beloved international game for men and women of all ages. Learn the true stories behind the college game, the street game, the women's game, and the international game, with legendary players and coaches like Dr. J, Michael Jordan, LeBron James, and Steph Curry profiled throughout.

Jormungand

Kuroko's Basketball (2-in-1 Edition), Vol. 10

Sand Land

Kuroko's Basketball, Vol. 12

Haikyuu!, Vol. 13

Slam Dunk, Vol. 7

Slam Dunk, Vol. 1

When incoming first-year student Taiga Kagami joins the Seirin High basketball team, he meets Tetsuya Kuroko, a mysterious boy who's plain beyond words. But Kagami's in for the shock of his life when he learns that the practically invisible Kuroko was once a member of “the Miracle Generation”—the undefeated legendary team—and he wants Kagami's help taking down each of his old teammates! -- VIZ Media

Seirin High's greatest basketball blessing was the one no one literally saw coming...the invisible Kuroko! When incoming first-year student Taiga Kagami joins the Seirin High basketball team, he meets Tetsuya Kuroko, a mysterious boy who's plain beyond words. But Kagami's in for the shock of his life when he learns that the practically invisible Kuroko was once a member of “the Miracle Generation”—the undefeated, legendary team—and he wants Kagami's help taking down each of his old teammates! Aiming for the finals league, Seirin takes on Shutoku and their Miracle Generation ace, Midorima. The team's fired up thanks to Kagami, but how will this battle end? Meanwhile, a friend from Kuroko's middle school appears. Will his teammates find out what happened in Kuroko's mysterious past?!

Kuroko's Basketball (2-in-1 Edition), Vol. 6Includes Vols. 11 & 12VIZ Media LLC

Karasuno fights their way through the preliminaries and wins, earning them a spot in the October qualifier rounds of the Spring Tournament. Their first opponent is a team of partyers from Johzenji whose motto is “Play hard”! They are a highly unorthodox team that improvises crazy attacks on the fly, leaving Karasuno baffled about how to counter them! -- VIZ Media

Battle Lines

Setter Battle!

Includes Vols. 11 & 12

Kuroko's Basketball, Vol. 2

Kuroko's Basketball, Vol. 11

Above

Evolution

After having overcome the Iron Wall of Date Tech, it's finally time for Karasuno to have their rematch with Aoba Johsai! Kageyama and Karasuno claimed victory in the practice match, but how will they fare in a real game? Tensions run high when Tohru Oikawa gears up to crush Kageyama once and for all. -- VIZ Media

Seirin High's greatest basketball superstar was the one no one literally saw coming—the invisible Kuroko! When incoming first-year student Taiga Kagami joins the Seirin High basketball team, he meets Tetsuya Kuroko, a mysterious boy who's plain beyond words. But Kagami's in for the shock of his life when he learns that the practically invisible Kuroko was once a member of “the Miracle Generation”—the undefeated, legendary team—and he wants Kagami's help taking down each of his old teammates! The Winter Cup qualifiers continue as Seirin takes on Shutoku. With Shutoku and their star player Midorima back for revenge, Seirin faces a challenge unlike any before and finds itself facing a large deficit! However, Kuroko's new ultimate drive manages to shrink the lead. But has time run out on their epic comeback?

After Karasuno loses all of their practice games against Nekoma, the cracks in Karasuno's teamwork are more apparent than ever! With Inter-High qualifiers looming over them, Hinata, Kageyama and the rest of the team will have to work hard to be able to stand a chance. But with two of the top four schools in their qualifier block, Karasuno's chances look slim. How will they overcome this challenge when just thinking about their second opponent, Date Tech, makes Karasuno's ace, Asahi Azumane, tremble in fear? -- VIZ Media

Balsa was a wanderer and warrior for hire. Then she rescued a boy flung into a raging river -- and at that moment, her destiny changed. Now Balsa must protect the boy -- the Prince Chagum -- on his quest to deliver the great egg of the water spirit to its source in the sea. As they travel across the land of Yogo and discover the truth about the spirit, they find themselves hunted by two deadly enemies: the egg-eating monster Rarunga. . . and the prince's own father.

Inter-High Begins!

Includes Vols. 13 & 14

Rivals!

Kuroko's Basketball (2-in-1 Edition), Vol. 6

Includes Vols. 5 & 6

Non Non Biyori Vol. 1

Includes vols. 23 & 24

The hit comedy manga comes to print by popular demand! Swimsuits! Ramen! Dumb jokes! Beer! Uncomfortable nudity! A boy heads off to college in a seaside town, and stumbles into the Grand Blue Dive Shop - a place full of beautiful female divers, noodle-obsessed jocks, and various other lovable bastards. A tale of coming of age surrounded by beer, bums, and the Grand Blue!

The adventure begins in the new graphic novel by comics legend Paul Pope. Monsters roam through Arcopolis, swallowing children into the horrors of their shadowy underworld. Only one man is a match for them - the genius vigilante Haggard West. Unfortunately, Haggard West is dead. Arcopolis is desperate, but when its salvation comes in the form of a twelve-year-old demigod, nobody is more surprised than Battling Boy himself. IT'S TIME TO MEET AN ELECTRIFYING NEW HERO.

An NPR Best Book of 2013

It's the Inter-High quarterfinals! Kaijo's Kise challenges To-oh's Aomine, and he finally manages to copy Aomine's playing style, putting To-oh on the defensive. Plus, Aomine's in a bind after picking up his fourth foul. How will this match between Miracle Generation members turn out? Meanwhile, Kuroko and Kagami unexpectedly run into some familiar faces at a street basketball tournament! -- VIZ Media

The Tokyo training camp is halfway done, and Karasuno is starting to see some results from all their extra practice. The new version of the Freak Quick just isn't working out, however. Looking for new ways to fight in the air, Hinata goes to Fukurodani's ace, Kotaro Bokuto, for some help. -- VIZ Media

Includes vols. 15 & 16

Battling Boy

Dustup In the Desert!

Includes vols. 19 & 20

Kuroko's Basketball, Vol. 1

Includes vols. 21 & 22

Includes vols. 9 & 10

Jonah is a child soldier, born amidst the chaotic conflicts that rage across West Asia, his family lost to a war fueled by weapons supplied by the so-called Merchants of Death--international arms dealers. Despite Jonah's hatred of weapons and violence, he employs both extremely well in the service of high-flying arms dealer Koko Hekmatyar and her band of mercenaries. Their journey through the dark underbelly of the world's arms markets may lead only to damnation, but will Jonah one day make his way back to the light? Only one thing is certain: it's going to be a long, hard road out of hell... Koko Hekmatyar, the head of H&C Logistic Incorporated, introduces new recruit Jonah to her team of troubleshooters, and it isn't long before they have some trouble to shoot. An Eastern European government official is holding up a shipment of aircraft parts that would shift the balance of power in the region. The trouble is, that shipment belongs to Koko, and she's not about to miss an opportunity to make a profit, even if it means two nations go to war. -- VIZ Media

Dwarf rabbit Haru's odd behavior causes gray wolf Legoshi to flee. He then learns that the Drama Club recruits new students with inner demons. What does their club president, red deer Louis, wrestle with...? Before Legoshi can figure it out, Louis pressures him to face not only his own weaknesses but also his strengths. Legoshi's character is truly put to the test when his onstage fight choreography with Bengal tiger Bill turns all too real. Has someone broken the school rules? And could the battle between Legoshi and Bill involve...rabbits? -- VIZ Media

In the far future, war has destroyed the entire Earth, leaving only a barren wasteland where the supply of water is controlled by the greedy king. In search of a long-lost lake, Sheriff Rao asked the king of the demons for help...and got the king's son, Beelzebub, and his assistant, Thief. Together the unlikely trio sets off across the desert, facing dragons, bandits and the deadliest foe of all... the King's army itself!

It's travel adventure and tank action in this new story from Akira Toriyama, the creator of Dragon Ball Z! -- VIZ Media

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Includes vols. 1 & 2

Haikyuu!, Vol. 26

Includes vols. 25 & 26

Haikyuu!, Vol. 34

Kuroko's Basketball, Vol. 9

Kuroko's Basketball (2-In-1 Edition)

Kuroko's Basketball (2-In-1 Edition), Vol. 7

It's the third quarter of Seirin's game against To-oh, and the team faces a tough time when Momoi's strategies nullify Kuroko's effectiveness. His misdirection is failing, and Aomine's unbelievable skills are leaving Seirin in the dust... Now all hopes for victory rest on Kuroko's ultimate move! -- VIZ Media

The practice game with Date Tech continues, and Karasuno clumsily dances around their new techniques in an attempt to break through the Iron Wall. But will any of these techniques work when even the Freak Quick can't? Then, time passes, the new year rolls around and the Spring Tournament begins! -- VIZ Media

Aiming for the finals league, Seirin takes on Shutoku and their Miracle Generation ace, Midorima. The team's fired up thanks to Kagami, but how will this battle end? Meanwhile, a friend from Kuroko's middle school appears. Will his teammates find out what happened in Kuroko's mysterious past?! -- VIZ Media

Seirin's taken the lead in the semifinal game against Kaijo, but they're in a bad spot when Kise turns to the court and turns the game around with his Perfect Copy move. Can Kuroko and the rest of the team concoct a strategy to deal with Kise?! Find out which team moves on to the final match! -- VIZ Media

Kuroko's Basketball, Vol. 3

Haikyuu!, Vol. 8

Dr. STONE Reboot: Byakuya

Kuroko's Basketball (2-in-1 Edition), Vol. 3

Kuroko's Basketball, Vol. 14

A Fast-Break History of Hoops

Laid-Back Camp

In the quarterfinal match of the Winter Cup, Seirin is up against Yosen, which has won its last two games by completely shutting down its opponents. Can Kuroko and company come up with an attack strategy to smash through Yosen's defense? And can Kagami really win against his “big brother” from America, Himuro?! It's time for the tip-off! -- VIZ Media

Izuki's performance has Seirin on the comeback trail, but the team's still losing as they enter the fourth quarter. Koganei's moves give Hyuga the inspirational hint he needs to exact revenge on Mibuchi! But everything changes when Akashi gets serious. Is this the end of the line for Seirin?! -- VIZ Media

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

The Inter-High match between Karasuno and Aoba Johsai continues. Star setter Tohru Oikawa has figured out the secret behind Kageyama and Hinata's quick sets and has them on the ropes! When Kageyama loses his cool, he ends up getting benched and is subbed out by none other than third year Koushi Sugawara! Will Karasuno's new approach be enough for them to seize control of the game and win? -- VIZ Media

BEASTARS, Vol. 2

Kuroko's Basketball, Vol. 5

Quitter's Battle

Haikyuu!, Vol. 11

Includes vols. 27 & 28

Includes vols. 7 & 8

Includes Vols. 3 & 4

The Inter-High is near. The stage is set. The roles are cast...or are they? One last challenge-Sohoku's final rite of passage-stand between the members of Team Sohoku and the Inter-High. At this year's Inter-High training camp, can first year Kaburagi live up to expectations and complete the course...without Danchiku? And when third year Kouga joins the race, can Teshima hold onto his title, or will Team Sohoku have a new Captain?

Learn what happened when the world turned to stone in this special side story to Dr. STONE. As Senku and his friends are being turned to stone, his father Byakuya is on the International Space Station. This is the story of the crew as they try to survive as the only humans who remain flesh and blood! -- VIZ Media

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Welcome to the countryside village of Asahigaoka, a quaint town far-removed from the hustle-and-bustle of the big city. You couldn't imagine a more isolated setting in all of Japan. So when Tokyo-raised elementary school student Hotaru Ichijo transfers to the tiny Asahigaoka Branch School due to her father's job, she's in the for the culture shock of her life! Join Hotaru and her new friends, the eccentric Renge, and the mischievous sisters Natsumi and Komari, as they share daily adventures in the idyllic Japanese countryside.

Kuroko's Basketball, Vol. 8

Haikyuu!, Vol. 5

Grand Blue Dreaming 1

Yowamushi Pedal, Vol. 17

Former Lonely Tyrant

Haikyuu!, Vol. 14

The Comic Book Story of Basketball

Fresh off their devastating losses in the Finals League, Seirin High finally meets the mysterious Teppeï Kiyoshi—the basketball club's original founder. He's come back to school to inspire the team to make a new start! With the Winter Cup looming ahead, they dive into summer training camp. Meanwhile, Kuroko finds himself worrying about his playing style... -- VIZ Media

It's Seirin's final match against Rakuzan in the Winter Cup, and Kuroko's been...defeated?! In a cruel twist of fate, all of his breakthroughs have ended up robbing him of his defining talent—his invisibility! Seirin's already at a crippling disadvantage when they encounter Rakuzan's secret weapon– Mayuzumi, an upgraded version of the phantom sixth man! Can Seirin make one final push?!

-- VIZ Media

Seirin High is smashing its way through the Inter-High qualifiers. But to make it to the Finals League, they'll have to win twice in one day! First up is a match against the North King, Seiho High. And their day only gets tougher with their second opponent, Shutoku High. After all, the East King boasts Midorima of the Miracle Generation! -- VIZ Media

It's Rakuzan versus Shutoku! The showdown between Miracle Generation members Akashi and Midorima is finally under way. Meanwhile, Seirin is getting ready for its game against Kaijo High and Kise! Kuroko has proven his worth with his Vanishing Drive and Phantom Shot moves, but can they match up to Kise's Perfect Copy?! -- VIZ Media

Haikyuu!, Vol. 6

Playground

Cats' Claws

Haikyuu!, Vol. 4

Includes 18 619

Kuroko's Basketball, Vol. 15

The long-awaited Dumpster Battle begins! Nekoma, known for its defense, shocks everyone by going with aggressive synchro attacks! Meanwhile, Tsukishima watches blocking master Kuroo effectively curb Karasuno's assault and declares he can't outdo him...at least, not on his own! -- VIZ Media

In a flashback, the Miracle Generation players realize their immense talents as second-years in middle school. However, their newfound power causes a rift between them and everyone else. Meanwhile, a confrontation with Murasakibara ends up awakening Akashi's true potential—but the incident only hastens the end of Teiko Middle School's basketball club... -- VIZ Media

The training camp kicks off with a bang! Hinata and his teammates train their hearts out in preparation for the practice game against Nekoma, but they'll need to polish their receiving skills if they want to win. After all their hard work, the moment they've all been waiting for finally arrives—the revival of the long-standing rivalry between the Cats and the Crows! And Nekoma's starting setter looks vaguely familiar... -- VIZ Media

Seirin High's greatest basketball superstar was the one no one literally saw coming—the invisible Kuroko! Tetsuya Kuroko doesn't stand out much. In fact, he's so plain that people hardly ever notice when he's around. Though he's just as unremarkable on the basketball court, that's where his plainness gives him an unexpected edge—one that lets him execute awesome moves without others noticing! Seirin's fighting an uphill battle against Murasakibara and Himuro of Yosen. But a bit of inspiration from Kise helps Kagami get in the zone! Meanwhile, Himuro's encouragement finally convinces Murasakibara to take the game seriously! The quarterfinal match between Seirin and Yosen is about to be decided!

Kuroko's Basketball, Vol. 13

Includes vols. 29 & 30

Moribito: Guardian of the Spirit

Kuroko's Basketball, Vol. 4