LOVE THAT BUNCH
ALINE KOMINSKY-CRUMB

SABRINA
NICK DRNASO

ART COMIC
MATTHEW THURBER

BLAME THIS ON THE BOOGIE
RINA AYUYANG

CARNET DE VOYAGE
CRAIG THOMPSON

THE STRANGE
JÉRÔME RUILLIER

A BUBBLE
GENEVÎÈVE CASTRÊE

THE MUSHROOM FAN CLUB
ELISE GRAVEL

THE DANGEROUS JOURNEY
TOVE JANSSON

THE MOOMINS AND THE GREAT FLOOD
TOVE JANSSON

KITARÔ’S YOKAI BATTLES
SHIGERU MIZUKI

SPRING 2018
Aline Kominsky-Crumb immediately made her mark in the Bay Area’s underground comix scene with unabashedly raw, dirty, unfiltered comics chronicling the thoughts and desires of a woman coming of age in the 1960s. Kominsky-Crumb didn’t worry about self-flattery. In fact, her darkest secrets and deepest insecurities were all the more fodder for groundbreaking stories. Her exaggerated comix alter ego, Bunch, is self-destructive and grotesque but crackles with the self-deprecating humor and honesty of a cartoonist confident in the story she wants to tell.

Collecting comics from the 1970s through today, Love That Bunch is shockingly prescient while still being an authentic story of its era. Kominsky-Crumb was ahead of her time in juxtaposing the contradictory nature of female sexuality with a proud, complicated feminism. Most important, she does so without apology.

One of the most famous and idiosyncratic cartoonists of our time, Kominsky-Crumb traces her steps from a Beatles-loving fangirl, an East Village groupie, an adult grappling with her childhood, and a 1980s housewife and mother, to a new thirty-page story, “Dream House,” that looks back on her childhood forty years later. Love That Bunch will be Kominsky-Crumb’s only solo-authored book in print. Originally published as a book in 1990, this new expanded edition follows her to the present, including an afterword penned by the noted comics scholar Hillary Chute.

PRAISE FOR ALINE KOMINSKY-CRUMB
“Kominsky-Crumb’s line has a freshness and energy that make her strips feel more honest and closer to autobiography than self-mythologizing.” —The New Republic

MAY 2018 • $24.95 USD/$27.95 CAD • B+W • 6.5 X 9.25 • 168 PAGES COMICS & GRAPHIC NOVELS/LITERARY • ISBN 978-1-77046-305-9 • HARDCOVER
Aline Kominsky-Crumb was born on Long Island, New York, and is one of the most influential cartoonists of the underground era as the cartoonist behind Dirty Laundry Comics and Arcade; a contributor to Wimmen’s Comix; cofounder of Twisted Sisters; editor of the anthology Weirdo; and author of the graphic memoir Need More Love. Since the 1990s, she has lived in the south of France with her husband, Robert Crumb. In 2017, the David Zwirner Gallery in New York City held a joint exhibition of their artwork: Aline Kominsky-Crumb & R. Crumb: Drawn Together.
How many hours of sleep did you get last night? Rate your overall mood from 1 to 5, 1 being poor. Rate your stress level from 1 to 5, 5 being severe. Are you experiencing depression or thoughts of suicide? Is there anything in your personal life that is affecting your duty?

When Sabrina disappears, an airman in the U.S. Air Force is drawn into a web of suppositions, wild theories, and outright lies. He reports to work every night in a bare, sterile fortress that serves as no protection from a situation that threatens the sanity of Teddy, his childhood friend and the boyfriend of the missing woman. Sabrina’s grieving sister, Sandra, struggles to fill her days as she waits in purgatory. After a videotape surfaces, we see devastation shown through a cinematic lens, as true tragedy is distorted when fringe thinkers and conspiracy theorists begin to interpret events to fit their own narratives.

The follow-up to Nick Drnaso’s Beverly, winner of the Los Angeles Times Book Prize, Sabrina depicts a modern world devoid of personal interaction and responsibility, where relationships are stripped of intimacy through glowing computer screens. Presenting an indictment of our modern state, Drnaso contemplates the dangers of a fake-news climate. Timely and articulate, Sabrina leaves you gutted, searching for meaning in the aftermath of disaster.

PRAISE FOR NICK DRNASO

“Drnaso’s diagnosis of the sickness at the soul of sheltered communities is novel in its discordant effects and keen observation.” —The Globe and Mail

“Uncomfortable, fascinating . . . Full of moments in which the bubbling reservoir of anxiety or feeling or darkness boils to the surface.” —Slate

MAY 2018 • $24.95 USD/$27.95 CAD • COLOR • 7.75 X 9.5 • 204 PAGES COMICS & GRAPHIC NOVELS/LITERARY • ISBN 978-1-77046-316-5 • HARDCOVER
HELLO?

IS THIS CALVIN WHEELER?

YES?

CAN I SPEAK TO TEDDY?

L...I'M NOT SURE

WHO IS THIS?

OH GOD; OH MY GOD...

CALM DOWN. WHO IS THIS?

MY... MY... OH GOD!

WHO IS THIS?

MRP: MY NAME IS

JAMIE, WHO IS TEDDY?

OH GOD; I'M SO SORRY.

WHAT'S GOING ON?

IT'S UM...

OH NO.

WE GOT A LETTER AT

MY PARENTS' HOUSE.

IT SAYS SABRINA'S BUS

PASSES IN IT.
Nick Drnaso was born in 1989 in Palos Hills, Illinois. His debut graphic novel, Beverly, received the Los Angeles Times Book Prize for Best Graphic Novel. He has contributed to several comics anthologies, self-published a handful of comics, been nominated for three Ignatz Awards, and coedited the second and third issues of Linework, Columbia College's annual comic anthology. Drnaso lives in Chicago, where he works as a cartoonist and illustrator.
Matthew Thurber’s *Art Comic* is a blunt and hilarious assault on the swirling hot mess that is the art world. From sycophantic fans to duplicitous gallerists, fatuous patrons to self-aggrandizing art stars, he lampoons each and every facet of the eminently ridiculous industry of truth and beauty. Follow Cupcake, the Matthew Barney obsessive; Epiphany née Tiffany Clydesdale, the divinely inspired performance artist; Ivanhoe, a modern knight in search of artistic vengeance, and his squire, Turnbuckle. Each artist is more ridiculous than the last, yet they are tested and transformed by the even more absurd machinations of Thurb-er’s fantastical art world. Can the Free Little Pigs destroy this blighted system? Will “The Group” continue its indirect assassination of promising young artists? Can artistic integrity exist in this world amid the capitalist co-opting, petty rivalries, otherworldly portals, heavenly interventions, and murders at sea?

*Art Comic* is brimming with references and cameos, outsize personalities and shudder-ing nonsense—Robert Rauschenberg smashes a beer bottle, Francesca Woodman, a wineglass. In the center of it all, Thurber’s twisted drawings and laugh-out-loud dialogue convey a complicated picture of an industry at the intersection of fantasy and reality. Part scathing condemnation, part irreverent appreciation, Thurber’s comics skewer the art world in a way only an art lover can.

**PRAISE FOR ART COMIC**

“[Art Comic] mercilessly deflates the pomposity of the mainstream art world.” —Blouin Artinfo

“Thurber’s at his best experimenting with a wide array of visual techniques, none of which get tiresome, revealing an artist and storyteller who is wonderfully inventive.” —Publishers Weekly Starred Review

**JUNE 2018 • $24.95 USD/$27.95 CAD • COLOR • 8.25 X 11.7 • 192 PAGES COMICS & GRAPHIC NOVELS/LITERARY • ISBN 978-1-77046-300-4 • HARDCOVER**

FULL TITLE LIST
OH MY GOD!!! THIS IS INSANE!! IS THAT SALMAN RUSHDIE?

I THINK THAT'S A BIG GALLERY GUY IN THE GLASSES—OH SNAP! IT'S ELTON JOHN!

THAT WOMAN LOOKS FAMOUS, WHO IS THAT?

KEEP THE CHANGE, DRIVER!! HURRY, WE'VE GOT WORK TO DO!!

THAT'S WINONA, DUDE!

BO...WIE?
Matthew Thurber is an artist and musician living in Brooklyn. He is the author of the graphic novels 1-800-MICE (2011) and Infomaniacs (2013). Thurber was the recipient of a NYFA fellowship in fiction in 2010 for 1-800-MICE, which The Paris Review called “the Gravity’s Rainbow–Sherlock Holmes–Professor Sutwell–Inspector Clouseau–Silent Spring of comics.” Ambergris, his ongoing multimedia performance project, has performed its “Anti-Matter Cabaret” since 2003 at venues such as Issue Project Room, the Hammer Museum in Los Angeles, and the Fumetto Festival in Switzerland. His full-length play Mining the Moon was produced at the Brick Theater in July 2014. His artwork has been shown in galleries such as Southfirst and Knowmoregames in New York and Weird Things in Toronto.
Inspired by the visual richness and cinematic structure of the Hollywood musical, *Blame This on the Boogie* chronicles the adventures of a Filipino American girl born in the decade of disco who escapes life’s hardships and mundanity through the genre’s feel-good song-and-dance numbers. Rina Ayuyang explores how the glowing charm of the silver screen can transform reality, shaping a person’s approach to childhood, relationships, sports, reality TV, and eventually politics, parenthood, and mortality.

Ayuyang’s comics are as vibrant as the movies that she loves. Her deeply personal, moving stories unveil the magic of the world around us—rendering the ordinary extraordinary through a jazzed-up song-and-dance routine. Ayuyang showcases the way her love of musicals became a form of therapeutic distraction to circumnavigate a childhood of dealing with cultural differences, her struggles with postpartum depression, and an adulthood overshadowed by an increasingly frightening and depressing political climate.

*Blame This on the Boogie* is Ayuyang’s ode to the melody of the world, and shows how tuning out of life and into the magic of Hollywood can actually help an outsider find her place in it.

PRAISE FOR RINA AYUYANG

“[Ayuyang’s comics] delightfully revolve around everyday subjects with a subtle humor that points out life’s small absurdities.” —Hyphen Magazine

“[Ayuyang’s autobiographical stories . . . find something wondrous in the kind of moments that most let slip past without a thought.” —Pittsburgh Tribune-Review

**JUN 2018 • $21.95 USD/$24.95 CAD • COLOR • 7 X 10 • 160 PAGES**

COMICS & GRAPHIC NOVELS/LITERARY • ISBN 978-1-77046-318-9 • HARDCOVER
TUESDAY...

Okay, Rina. You're up.

Ahem...

Good evening, miss! Are you ready to order?

Very good, miss. Would you like to see the specials? No, miss. Okay, miss.

Well, what would you like?

Oh, would you like to hear the specials?

We have a lovely spaghetti and meatballs.

You want the steak to, sir? Very good. Sir. Any drink?

So, just the baked potato or pasta?

No sir? Okay, so two red wines.

Would you like some waters?

Great, sir. Sparkling or still?

Dang.

THIRTEEN MINUTES LATER...

Can I take your plate away, miss?

Would you like me to box anything?

Will a medium Box do? Very good, miss.

Would you like dessert?

No? How about some coffee?

Great! Do you take cream and sugar? Great.

How about you, sir? Just sugar?

Here you go. Will there be anything else?

Here you go, sir.

So, just the check then? Very good, sir.

Next up: SEAN.
Born and raised in Pittsburgh, Rina Ayuyang was always inspired by the Sunday funnies and slice-of-life tales. Her short stories have been nominated for the Ignatz and Eisner Awards, and she has been honored with a MoCCA Arts Festival Awards of Excellence Silver Medal. Her comics have appeared in Mutha Magazine and The Comics Journal. She is also the publisher of the micro-comics imprint Yam Books. Her first book was Whirlwind Wonderland. Ayuyang lives in Oakland, California, with her husband and son.
Riding the international success of Blankets, Craig Thompson sets out on a tour across Europe and Morocco, promoting the various European editions of his book and beginning research for his next graphic novel, Habibi. Carnet de Voyage is a gorgeous sketchbook diary of his travels as he finds intellectual and spiritual stimulation during the day-to-day work of being an author. From wandering around Paris and Barcelona between events, to navigating markets in Fez and fleeing tourist traps in Marrakesh, we see glimpses of each place, rendered in Thompson’s exquisite ink line.

While desert landscapes and crowded street scenes flow across the pages, the sketchbook is packed first and foremost with people—travelers passing through, the friends and lovers he meets along the way, distant figures of old friends and other cartoonists who freely weave in and out of his subconscious. This expanded edition also includes a new epilogue drawn from his most recent European book tour, including several familiar faces and Thompson’s reflections on keeping a sketchbook. Carnet de Voyage is a casual yet intimate portrait of a celebrated cartoonist at a moment between works—surprisingly open and candid in his observations and revelations.

PRAISE FOR CARNET DE VOYAGE
“Incredible, lush line-work and telling detail . . . Thought provoking and touching.” —Publishers Weekly

“Beautiful, touching and surprisingly engaging . . . A window into one man’s struggle to deal with emotional turmoil far from home.” —Exclaim!

“Inspiring, escapist, and achievable.” —Boing Boing
Yesterday, drawing that delicate scene up close was my most comfort moment in France.

So I sprang about this. Soutehhoa, in a的方式 for Karim, and said good-bye to the guys at my regular sandwich shop and the hotel.

Once I was waiting at the bus stop, I was sad to leave. Feeling like I was on the station. Never touched base with Guntzler or Said, in the hotel, or Brahim, Mustafa & Fakhfak...

As I wanted a glimpse of school girls sparring my path, practicing English lessons. One noticed my fading and introduced herself as Fathiya. He's referring to talk with someone other than the guys. The separation of the sexes is a frustrating element of Moroccan culture.

Later, another stop destination—Palais de la Bahia. An overwhelmingly elaborate palace, but the extra stimulation is wasted on me.

So easy to love a place on the day you're leaving.
Craig Thompson is a cartoonist and the author of the award-winning books Blankets; Good-bye, Chunky Rice; and Habibi. He was born in Michigan in 1975, and grew up in a rural farming community in central Wisconsin. His graphic novel Blankets won numerous industry awards and has been published in nearly twenty languages. Thompson lives in Portland, Oregon.
The Strange follows an unnamed, undocumented immigrant who tries to forge a new life in a Western country where he doesn’t speak the language. The story is deftly told through myriad viewpoints, as each narrator recounts a situation in which they crossed paths with the newly arrived foreigner. Many of the people he meets are suspicious of his unfamiliar background, or of the unusual language they do not understand. By employing this third-person narrative structure, Jérôme Ruillier masterfully portrays the complex plight of migrants and the vulnerability of being undocumented. The Strange shows one person’s struggle to adapt while dealing with the often brutal and unforgiving attitudes of the employers, neighbors, and strangers who populate this new land.

Ruillier employs a bold visual approach of colored pencil drawings complemented by a stark, limited palette of red, orange, and green backgrounds. Its beautiful simplicity represents the almost childlike hope and promise that is often associated with new beginnings. But as he implicitly suggests, it’s a promise that can shatter at a moment’s notice when the threat of being deported is a daily and terrifying reality.

PRAISE FOR THE STRANGE
“[A] delicate allegory to the current refugee crisis.” — Words Without Borders
“An insightful and sensitive account.” — Le Monde
“Jérôme Ruillier manages to perfectly convey the reality of migrants who are at times treated as objects instead of subjects.” — Libération
The officer:

They didn't want us behaving like police officers anymore.

But like businesses,

No, madam.

He disappeared.

It was all about numbers. Any reason was good enough to stop and check someone.

Too bad, officer. But I'm sure we'll be seeing him again soon.

We were under pressure to meet our expulsion quotas. We'd arrest people simply because they happened to be in places where the strangers would gather.

It's hard to miss.
Jérôme Ruillier was born in 1966 in Madagascar and has lived much of his adult life in France. After spending the first dozen years of his career as a children’s book illustrator, in 2009 he wrote and drew his first graphic novel, *Le Coeur-enclume*, a deeply personal account of the first six days following the birth of a child with disabilities. His next graphic novel, *Les Mohamed*, was based on interviews with immigrants from North Africa conducted by the writer Yamina Benguigui, which explored the challenges that many immigrants in France face as they attempt to integrate in a new society. *The Strange* is Ruillier’s first graphic novel translated into English.
Drawn near the end of her life, surrounded by the nature and calm of Anacortes, Washington, Geneviève Castrée drew one final gift for her two-year-old daughter, the stunning board book *A Bubble*. Leaving behind a last note for a young child is an incomprehensible task; Castrée responds with grace and subtlety. Using precise, exquisite drawings of herself and her daughter, Castrée depicts changes in their daily routines as a greater story unfolds. Mother and daughter float from page to page, encased in a bubble that protects them from the outside world. A contemplation of love and loss, *A Bubble* is a lasting declaration, a final memory, a comfort for others experiencing grief, and a beautiful archive of one of the world’s most talented cartoonist’s final artistic achievements.

Known for her hauntingly beautiful music (under the names Ô PAON and Woelv), engrossingly detailed album illustrations, and delicate, subtle comics, Castrée’s previous graphic novel, *Susceptible*, shows her rare ability to handle difficult personal material with intimacy and honesty. *A Bubble* acts as an extension of her life story and the final chapter of a beautifully full existence. Castrée passed away in 2016 after a long battle with pancreatic cancer.

**PRAISE FOR GENEVIÈVE CASTRÉE**

“[Susceptible’s] pervasive melancholy is still lingering with me, a reminder of why we really read: to feel things besides our own emotions.” — *The Paris Review*

“An aching clarity [is] evident in [Castrée’s] sombre grey tones and her dexterous, serpentine lines.” — *The Globe and Mail, Best Books of 2013*
Maman lives in a bubble.

It has been a while now. I no longer remember the time when she didn’t live in the bubble. I was too little.
She invites me to eat in her bubble every morning. 
She doesn’t mind if I make crumbs with my toast.

Geneviève Castrée (1981-2016) was born in Québec. Swept away by comics, she wanted to be a cartoonist since the age of nine. Castrée felt the urge to publish her mini-comics early, and appeared in the Montréal underground scene while she was still a teenager. In addition to her books, Castrée had a number of exhibitions in Canada, the United States, Europe, Australia, and Japan. She spent her adult life in the Pacific Northwest with her husband and daughter, where she drew, made small sculptures out of porcelain, and played music under the name Ô PAON.
Elise Gravel is back with a whimsical look at one of her family’s most beloved pastimes: mushroom hunting! Combining her love of exploring nature with her talent for anthropomorphizing everything, she takes us on a magical tour of the forest floor and examines a handful of her favorite alien specimens up close. While the beautiful coral mushroom looks like it belongs under the sea, the peculiar Lactarius indigo may be better suited for outer space. From the fun-to-stomp puffballs to the prince of the stinkers—the stinkhorn mushroom—and the musically inclined chanterelles, Gravel shares her knowledge of this fascinating kingdom by bringing each species to life in full felt-tip-marker glory.

The Governor General Award–winning author Gravel’s first book with Drawn & Quarterly, *If Found...Please Return to Elise Gravel*, was a Junior Library Guild selection and an instant hit among librarians, parents, and kids alike. Fostering the same spirit of creativity and curiosity, *The Mushroom Fan Club* promises to inspire kids to look more closely at the world around them and to seek out all of life’s little treasures, stinky or not!

**PRAISE FOR ELISE GRAVEL**

“A rare mix of wackiness and savvy counsel—just right for getting the creative juices flowing.” — Kirkus Reviews

“A bright, colorful and quirky paean to drawing, imagination, and creativity.” — NPR

“If Found . . . feels like accidentally uncovering the greatest (and silliest) sketchbook of all.” — The Hollywood Reporter

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**THE MUSHROOM FAN CLUB**

**ELISE GRAVEL**

Join Elise Gravel as she explores the science of some of nature’s weirdest and wildest characters—mushrooms!
I'm obsessed with bizarre creatures, and mushrooms are certainly strange! They look like aliens from outer space.
Elise Gravel is an author-illustrator from Montreal, Quebec. After studying graphic design, she pursued a career writing and illustrating children’s books, where her quirky and charming characters quickly won the hearts of children and adults worldwide. In 2012, Gravel received the Governor General’s Literary Award for *La clé à molette*. A prolific artist, she has more than thirty children’s books to her name, which have been translated into a dozen languages—including the Disgusting Critters series and *If Found...Please Return to Elise Gravel*, her challenge to young artists to keep a sketchbook. Gravel lives in Montreal with her spouse, two daughters, cats, and a few spiders.
Tove Jansson takes us on a beautifully illustrated and delightfully quirky journey through Moominvalley, perfectly capturing the experience and its emotional impact as seen through the innocent eyes of Susanna, who is bored with her life. Her cat is too content; her surroundings, too gentle. She craves adventure when there is none to be had. But when a new pair of glasses appears in front of her, she gets an opportunity to live the bold life that she has always longed for as her surroundings are transformed into a dark and sinister landscape. At first Susanna is afraid, but then her daring side takes over and she moves forward to an unknown destination, seeing some familiar faces along the way. Combating everything from an exploding volcano to a fierce winter storm, from mysterious monsters to stormy seas, Susanna and her newfound friends are given the adventure of a lifetime.

With subtle existential themes, a lyrical rhythm, and delicate watercolor illustrations, The Dangerous Journey captures the curiosity of children and adults alike. Published for the first time in North America, and the last picture book completed by the world-renowned Jansson, The Dangerous Journey pushes the emotions that underlie our nostalgia out into the open with an unparalleled viewpoint that always brings forth a new perspective. Take this fantastical journey to Moominvalley and never look back.

PRAISE FOR TOVE JANSSON

“[Jansson’s] work soars with lightness and speed, and her drawings only echo her writing: delicate but precise, observant yet suggestive . . . Jansson was exceptional... a liberating force.”—Los Angeles Times

Book Review
She wandered on, determined to explore the bright unknown
And met a hefty HEMUREN. He wasn’t on his own,
But with a gang – one rather shy, two almost twins, both short.
‘If I decide they’re nice, then they’ll be nice,’ Susanna thought.
‘Hope’s the only way to win.
I’ve figured out the deal:
First you put your order in
Then your dream turns real.’

HEMUREN said, ‘Susanna, hi!’ Susanna said, ‘I guess
You’re rushing to a party, and it must be fancy dress.’
‘No, no,’ said HEMUREN. ‘In fact, we always look like this.
We’re on our way to see a friend whose house is hard to miss.
We’ve missed it, though, which rather grates —
Missed berry-picking too.’
‘Poff scancakes,’ squealed his near-twin mates.
What did they mean? Who knew?
HEMIKEN, Bob and Thingummy — those were his friends’ strange names —
All clustered round Susanna for some gossip, fun and games.
HEMIKEN’s timid dog joined in, in his own whispery way.
“This place looks wrong,” said HEMIKEN. “I’d swear that yesterday
Birds weren’t flying back to front;
Blueberries weren’t lime green;
Life’s turned loopy! To be blunt,
It’s not at all my scene.”

Tove Jansson (1914–2001) was a legendary Finnish children’s book author, artist, and creator of the Moomins, who came to life in children’s books, comic strips, theater, opera, film, radio, theme parks, and TV.
Moominnamma and Moomintroll need to find a home for the winter, someplace where sun is plentiful and safe from the dangers of the unknown. But before they can settle down, they must cross a dark and sinister forest and find their way through a flood of epic proportions, all the while hoping that they will find Moominpappa again. Their journey seems daunting but they forge ahead, with Moominnamma’s kindness and patience giving Moomin the courage he needs to face the strange, unexplored path that lies ahead of them.

Written during the 1939-40 Finnish-Soviet Union conflict, or The Winter War, Jansson uses the unusual setting of a natural catastrophe to provide the background for her first children’s book and the first appearance of her beloved Moomin characters. She wrote this as her escape from the horrors of war and its many consequences, but rather than avoiding the problems that war raises, she uses these as a basis for the many obstacles that the characters face, from separated families to forced displacement. With beautiful black and white artwork interspersed throughout the text and curious, playful prose, you find yourself rooting for the Moomins and their quest to find Moominpappa and a place to call home.

PRAISE FOR TOVE JANSSON
“A lost treasure now rediscovered—one of the sweetest, strangest comics strips ever drawn or written. A surrealist masterpiece. Honest.” —Neil Gaiman

“Here is where Jansson’s weird but true world begins; where fear, loneliness and insecurity are banished by love and the force of imagination.” —Tine

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JUVENILE FICTION / COMICS & GRAPHIC NOVELS • ISBN 978-1-77046-328-8 • HARDCOVER
And so they paddled slowly over to the other side of the swamp. Here the ferns were thick, and beneath them Moominnamma made a nest in the moss for them to sleep in. Moomintroll lay close beside his mother, listening to the song of the frogs out in the swamp. The night was full of strange, desolate sounds, and it was a long time before he fell asleep.

Next morning Tulippa led the way in front of them, and her blue hair shone like the brightest daylight lamp. The path climbed steeper and steeper, and at last the mountain rose straight up, so high that they could not see where it ended. “I expect there’s sunshine up there,” the little creature said, longingly. “I’m so dreadfully cold.” “Me too,” said Moomintroll. And then he sneezed.

“What did I tell you?” said his mother. “Now you’ve got a cold. Please sit here while I make a fire.” And then she gathered together an enormous heap of dry branches and lit it with a spark from Tulippa’s blue hair. They sat, all four of them, looking into the fire while Moominnamma told them stories. She told them about what it was like when she was young, when moomintrolls did not need to travel through fearsome forests and swamps in order to find a place to live in.

In those days they lived together with the house-trolls in people’s houses, mostly behind their tall stoves. “Some of us still live there now, I’m sure,” said Moominnamma. “But only where people still have stoves, I mean. We’re not happy with central heating.” “Did the people know we were there?” asked Moomintroll.

“Some did,” said his mother. “They felt us mostly as a cold draught on the back of their necks sometimes—when they were alone.”
“Tell us something about Moominpappa,” asked Moomintroll.

“He was an unusual moomintroll,” said his mother, thoughtfully and sadly. “He was always wanting to move, from one stove to the next. He was never happy where he was. And then he disappeared – took off with the Hattifatteners, the little wanderers.”

“What sort of folk are they?” asked the little creature.

“A kind of little troll-creature,” explained Moominmamma. “They’re mostly invisible. Sometimes they can be found under people’s floors, and you can hear them pattering about in there when it’s quiet in the evenings. But mostly they wander round the world, don’t stay anywhere and don’t care about anything. You can never tell if a Hattifattenner is happy or angry, sad or surprised. I am sure that they have no feelings at all.”

“And has Moominpappa become a Hattifattenner now?” asked Moomintroll.

“No, of course not!” said his mother. “Surely you realize that they simply tricked him into going along with them.”

“Imagine if we were to meet him one day!” said Tulippa. “He’d be pleased, wouldn’t he?”
Featuring seven stories by Japan’s beloved monster master Shigeru Mizuki, *Kitaro’s Yokai Battles* features some of Kitaro’s strangest foes yet—including his good pal Nezumi Otoko, who decides that he should be the star of the comic. With friends like these . . . who needs enemies?

But enemies seem to be all Kitaro has. He faces off against villains like the yokai Hoko—who has an evil scheme to corner the market on pickled daikon radish—and the Amifuri Tengu, who always brings the rain. Things get hairy in “The Great Hair Battle,” when Medama Oyaji’s friend Kemedama begs for Kitaro’s help against an attack of giant wigs. The massive mud monster Dorotabo gets down and dirty with Kitaro, and the red-tongued Akashita swoops down from above. And these are just a few yokai from the hilarious cast of characters in *Kitaro’s Yokai Battles*.

The stories in this volume are collected from the late-1960s golden age of Gegege no Kitaro, and appear here in English for the first time in a kid-friendly edition, uncut and unedited, with translations by the Mizuki scholar Zack Davisson. In addition, there are bonus features like “Yokai Files,” which introduce the folklore of Japanese monsters, and the sixth installment of the “History of Kitaro” essay by the series translator Davisson.

*Kitaro’s Yokai Battles* is the perfect blend of humor and horror.

PRAISE FOR KITARO

“Family-friendly horror done well is hard to find, making this series valuable as both an introduction to a classic manga character and purely enjoyable reading.”
—*Booklist*

“A fantastic blend of realism, traditional Japanese painting, and cartoon art in every chapter. The breadth of Mizuki’s talent is impressive.”
—*Anime News Network*
WHOA!

OHHH!

HEY NOW!

WHOA!

OH YEAH!

WHOA!

WHOA!

IT'S THE DEAD...

STOP FIGHTING!

ANYWAYS, DAIKOU, DON'T EXAGGERATE.

WHOA!

HERE'S THE DEAD...

TELL ME WHAT'S GOING ON.

WHOA!

WHOA!

WHOA!

WHOA!

WHOA!

IT'S THE DEAD...

TELL ME WHAT'S GOING ON.

WHOA!

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Shigeru Mizuki (1922–2015) was one of Japan’s most respected artists ever. An artistic prodigy, he lost an arm in World War II. After the war, Mizuki became one of the founders of Japan’s latest craze—manga. He invented the yokai genre with GeGeGe no Kitaro, his most famous one-eyed character who has been adapted for the screen several times, as anime, live action, and video games. A new anime series has been made every decade since 1968 and has captured the imagination of generations of Japanese children. A real-life ghost hunter, Mizuki travelled to over sixty countries to engage in fieldwork based on spirit folklore. In his hometown of Sakaiminato, one can find Shigeru Mizuki Road, a street decorated with bronze statues of his Kitaro characters.