

---

# Site To Download Comics Journal

---

Eventually, you will certainly discover a further experience and realization by spending more cash. yet when? get you acknowledge that you require to get those all needs afterward having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will lead you to comprehend even more approaching the globe, experience, some places, similar to history, amusement, and a lot more?

It is your categorically own era to operate reviewing habit. in the course of guides you could enjoy now is **Comics Journal** below.

---

## **KEY=COMICS - SAWYER MYA**

---

---

### **THE COMICS JOURNAL #306**

---

[Fantagraphics Books](#) In this issue, Gary Groth interviews Roz Chast, the New Yorker humor cartoonist turned graphic memoirist (Can't We Talk About Something More Pleasant?). TCJ #306 focuses on the intersections between comics and politics. It includes op-eds on the importance (and lack thereof) of modern political cartooning. Also featured is a meditation on the creator of the Dilbert newspaper comic strip, Scott Adams; a piece about Daisy Scott, the first African American woman political cartoonist; a gallery of underground cartoonist John Pound's code-generated comics; portraits of mass shooting victims; a selection of Spider-Gwen artist Chris Vision's sketchbook pages; and other essays and galleries.

---

### **THE COMICS JOURNAL #307**

---

[Fantagraphics Books](#) This issue of the award-winning magazine of comics interviews, news, and criticism focuses on the relationship between animation and comics. Gary Groth interviews this issue's cover artist Cathy Malkasian (Eartha), the PBS/Nickelodeon animation director (Curious George, The Wild Thornberrys) turned graphic novelist, about her first middle-grade GN, NoBody Likes You, Greta Grump. In addition to this issue's featured interview with Cathy Malkasian, MLK graphic biographer Ho Che Anderson shares his animation storyboards, and Anya Davidson talks to Sally Cruikshank about how the underground comics movement influenced the latter's aesthetic in a career that encompasses indie shorts and Flash animation, as well as work for feature film credits and Sesame Street. Other features include: an unpublished Ben Sears (Midnight Gospel) comic, and Jem and the Holograms cartoon creator Christy Marx talks about the behind-the-scenes advantages and disadvantages of both art forms. Plus! Sketchbook art by Vanesa Del Rey (Black Widow), an interview with Amazon warehouse worker-turned-cartoonist Ness Garza, Paul Karasik's essay on an unseen gem, and much more. For more than 45

years, no magazine has chronicled the continuum of the comic arts with more rigor and passion than *The Comics Journal*.

---

## **THE COMICS JOURNAL #302**

---

[Fantagraphics Books](#) **The 2011 edition of the newly formatted 600-plus page *Comics Journal* proved to be a massive hit, with *Comics Journal #302* poised to replicate that success as a vital print compendium of critiques, interviews and comics. The cover feature is an extraordinary and unique interview-portrait of Maurice Sendak, one of the greatest children's book illustrators of the century. Other features include a lengthy interview with French graphic novel pioneer Jaques Tardi. Fans of all types of graphic novel and comics in general will find features that will inform and entertain.**

---

## **THE COMICS JOURNAL #304**

---

[Fantagraphics Books](#) **The *Comics Journal #304* features Gary Groth in conversation with outspoken Tasmanian cartoonist Simon Hanselmann, who discusses how his tragicomedy webcomic starring a witch, a cat, and an owl became an internationally acclaimed, best-selling phenomenon, collected in books such as *Megahex* and *Bad Gateway*. This issue also highlights the labor and economics issues facing the medium — the past and future of organizing a comics union, work-for-hire contracts, and how comic conventions can better serve creators — with the *Journal's* hallmark candor. Other features include an exclusive look at the unfinished graphic novel that Eisner and Geisel Award winner Geoffrey Hayes was working on before his untimely death in 2017, a peek inside the lush sketchbook of Sophie Franz, a timely work by Brazilian cartoonist Laura Lannes, a reconsideration of the comics canon by *Skin Horse* cartoonist Shaenon K. Garrity, and more!**

---

## **THE COMICS JOURNAL SPECIAL EDITION**

---



---

### **SEDUCTION. VOLUME 5**

---

Discusses the history, popularity, and cultural significance of manga, comics, and cartoons, and presents various comic book collections.

---

## **THE COMICS JOURNAL**

---



---

## **THE COMICS JOURNAL**

---



---

### **#303**

---

[Fantagraphics Books](#) **The *Comics Journal*, which is renowned for its in-depth interviews, comics criticism, and thought-provoking editorials, features Gary Groth in frank and often hilarious discussion with the satirist and children's book author Tomi Ungerer. Ungerer talks about the entire trajectory of his life and career: growing up in France during the Nazi**

occupation, creating controversial work, and being blacklisted by the American Library Association. This issue, the first in its new twice-a-year format, covers the “new mainstream” in American comics — how the marketplace and overall perception of the medium has drastically shifted since the “graphic novel boom” of the early 2000s and massive hits like *Persepolis*, *Fun Home*, and *Smile*. It also includes sketchbook pages from French-born cartoonist Antoine Cossé’ an introduction to homoerotic gag cartoons out of the U.S. Navy; and *Your Black Friend* cartoonist Ben Passmore’s examination of comics and gentrification.

---

## THE COMICS JOURNAL LIBRARY

---

### THE EC ARTISTS PART 2

---

Fantagraphics Books No comics publisher has had a greater impact — or generated more controversy — than the immensely influential EC Comics. The second and concluding volume of conversations with the creators behind the EC war/horror/science fiction/suspense line brings *The Comics Journal*’s definitive interviews together with several never-before-published sessions, including a new interview with the legendary Jack Davis conducted by Gary Groth. It also includes: Publisher Bill Gaines on the origins of the company and his terrifying grilling before the Senate Subcommittee on Juvenile Delinquency, editor/writer/artist Al Feldstein on introducing serious science fiction to comics and his interactions with Ray Bradbury. Harvey Kurtzman on bringing realism to war comics with *Frontline Combat* and subversive satire to humor comics with *Mad*, the master of *chiaroscuro*, Alex Toth, on the aesthetic values that guided him through a career that included drawing for EC and animating *Jonny Quest*, colorist Marie Severin on the atmosphere of pranks and anarchy that dominated the EC bullpen. Plus, career-spanning interviews with George Evans and Jack Kamen, rare Q&A sessions with formal experimenter Bernard Krigstein and EC writer Colin Dawkins, and a conversation between Jack Davis and award-winning alternative cartoonist Jim Woodring.

---

### THE COMICS JOURNAL #308 (THE COMICS JOURNAL)

---

Comics Journal This issue of the award-winning magazine focuses on the intersections of comics and activism. Gary Groth interviews editorial cartoonist Pia Guerra (*Y: The Last Man*); Civil Rights activists talk about the creation of the Black Panther Party symbol and their tactics to battle voter suppression; and much more.

---

### THE COMICS JOURNAL #303

---

The only serious, scholarly journal of comics news and criticism: a multiple Harvey, Eisner, Eagle and Utne Award-winning magazine and an essential resource for fans, scholars and librarians since its premiere in 1976.

---

## COMIC BOOK NATION

---

### THE TRANSFORMATION OF YOUTH CULTURE IN AMERICA

---

[JHU Press](#) Portrays the role of comic books in shaping American youth and pop culture, from Batman's struggles with corrupt politicians during the Depression to Iron Man's Cold War battles.

---

### THE COMICS JOURNAL 301

---

[Fantagraphics Books](#) Discusses the history, popularity, and cultural significance of manga, comics, and cartoons, and presents various comic book collections.

---

### THE COMICS JOURNAL #296

---

[Comics Journal](#) Our annual Best of the Year issue includes interviews with critics' faves Lynda Barry, Frank Quitely, Dash Shaw, David Hajdu and Mike Luckovich, as well as Best Picks of 2008 from an all-star lineup including Kim Deitch, Anders Nilsen, Emmanuel Guibert, John Porcellino, Mark Newgarden, Johnny Ryan, Paul Karasik and others. Plus, a first look at C. Tyler's upcoming project You'll Never Know, a gallery of comics from Finland's best young talents, and more.

---

### THE COMICS JOURNAL #297

---

[Comics Journal](#) The historic magazine about comics, now available to the book trade! TheComics Journal is the award-winning print magazine and website exploring thewidest range of cartooning - newspaper strips, alternative and mainstreamgraphic novels, international works, editorial cartoons, webcomics, and muchmore - in the world. TCJ #297: A career-spanning interview with MortWalker, the creator of Beetle Bailey and Hi & Lois. JordanCrane discusses The Clouds Above: comics by the famous 17thcentury caricaturist Thomas K. Rowlandson.

---

## DISCIPLINE

---

[New York Review of Books](#) **CHOSEN AS ONE OF THE BEST GRAPHIC NOVELS OF 2021 BY THE NEW YORK TIMES, THE GUARDIAN, AND THE GLOBE AND MAIL** A teenage Quaker joins the Union Army and experiences firsthand the brutality of the Civil War in this singular graphic novel by a beloved comics artist and animator. During the Civil War, many Quakers were caught between their fervent support of abolition, a desire to preserve the Union, and their long-standing commitment to pacifism. When Charles Cox, a young Quaker from Indiana, slips out early one morning to enlist in the Union Army, he scandalizes his family and his community. Leaving behind the strict ways of Quaker life, Cox is soon confronted with the savagery of battle, the cruelty of the enemy (as well as of his fellow soldiers), and the overwhelming strangeness of the world beyond his home. He clings to his

faith and family through letters with his sister, Fanny, who faces her own trials at home: betrayal, death, and a church that seems ready to fracture under the stress of the war. Discipline is told largely through the letters exchanged between the Cox siblings—incorporating material from actual Quaker and soldier journals of the era—and drawn in a style that combines modern graphic storytelling with the Civil War-era battlefield illustrations of the likes of Thomas Nast and Winslow Homer. The result is a powerful consideration of faith, justice, and violence, and an American comics masterpiece.

---

## **THE COMICS JOURNAL #305**

---

[Fantagraphics Books](#) This issue of the award-winning magazine shines a light on how comics creators are affected by chronic disease, disability, and our nation's health care system. This issue also features a document that is significant not only in terms of comics history — but American history, as well. Created by the civil rights organization SNCC (Student Nonviolent Coordinating Committee) and the Black Panther Party in 1967, this hand-printed zine is a report about a black community in Alabama that attempted to take back their voting rights in their local elections. There is also a profile on cartoonist Kevin Huizenga (Ganges), and much more.

---

## **THE COMICS JOURNAL LIBRARY**

---

---

### **THE EC ARTISTS**

---

[Comics Journal Library](#) An oversized collectable co-edited by the founder of *The Comics Journal* draws on archival interviews with such figures as Harvey Kurtzman, Will Elder and Bill Gaines as well as contemporary MAD artists in an illustrated anthology that explores such topics as the success of EC publishing and the evolutions of some of their most significant creations. Original.

---

### **INFINITUM**

---

---

### **AN AFROFUTURIST TALE**

---

[HarperCollins](#) Afrofuturism, a movement that began in the Black community during the early 20th Century as an escape from racial hostility, economic turmoil, and aggressive policing, is enjoying a renaissance witnessed by the record-breaking success of creative projects, including the Oscar-winning Marvel Studios film, *Black Panther*; Regina King's Emmy-winning HBO superhero tale, *Watchmen*; Janelle Monae's hit album, *Dirty Computer*; Jordan Peele's provocative feature *Get Out*; Octavia Butler's famed science fiction novel, *Kindred*; and Beyonce's visual album *Black Is King*. Now comes Afrofuturist Tim Fielder's beautifully written and rendered *INFINITUM*. In *INFINITUM*, King Aja Oba and Queen Lewa are revered across the African continent for their impressive political and military skills. Yet the future of their kingdom is in jeopardy, for the royal couple do not have

an heir of their own. When the King kidnaps his son born to a concubine, Obinrin, she curses Ọba with the “gift” of immortality. After enjoying long, wonderful lives both, Queen Lewa and the crown prince die naturally, leaving the ageless bereaved King Ọba heartbroken and alone. Taking advantage of Ọba’s vulnerability, enemy nations rise to power and kill the king - or so they think. King Aja Ọba survives the fatal attack, finally realizing the bitter fruit of Obinrin’s curse. For millennia, the immortal Ọba wanders the earth, mourning his lost subjects and searching for a new kingdom. His journey leads him across time, allowing him to witness the trans-Atlantic slave trade, the New World, and the American Civil Rights Movement. The expansion of global technology brings about intergalactic travel, first contact with an alien species, and conflicts within and ultimately outside the known universe. Thrust into these seminal events, Ọba, now known by many as “John,” faces harrowing decisions that will determine mankind’s physical and spiritual trajectory. In 280 plus stunningly emotional and evocative full-color images, INFINITUM presents a unique cosmic experience, addressing issues of racism, classism, gender inequity, the encroachment of technology and the spiritual cost of war, while exposing the history behind ancient mysteries.

---

## **BLANK COMIC BOOK : MAKE YOUR OWN COMIC**

---

## **COMICS JOURNAL : CREATE YOUR OWN COMIC, THE COMICS JOURNAL 100 PAGES 8. 5X11 INCH FOR DRAWING YOUR OWN COMIC, CARTOON**

---

[Createspace Independent Publishing Platform](#) You can create big comic books or use the templates a page at a time to create fast action one page stories. These are great when you just want to create a quick comic when our head is buzzing with fresh ideas.

---

## **THE COMICS JOURNAL**

---

[Comics Journal](#) This issue features the definitive interview with Eisner-winning artist Tim Sale, house artist of the Heroes TV series and penciler on such prestige projects as Batman: The Long Halloween, Superman Confidential, Grendel, Spider-Man: Blue, and Daredevil: Yellow. Sale reveals the stories behind his collaborations with comics-writers Jeph Loeb and Darwyn Cooke and TV producer-writer Tim Kring. Also in this issue, Josh Simmons talks about his disturbingly funny mini-comics, the Happy series, the House graphic novel, and the forthcoming book Jessica Farm. Plus: a color gallery of early comics work by Flintstones creator Dan Gordon!

---

## **THE COMICS JOURNAL #299**

---

[Comics Journal](#) Traces the effort of The Pirate and the Mouse author Bob Levin to track down a valuable lost collection of unpublished strips by some of cartooning's forefront masters, a proposed volume that may have

been a landmark anthology; while *Pearls Before Swine* creator Stephan Pastis talks about his strip and previous work with *Peanuts*.

---

## **THE COMICS JOURNAL #309**

---

From the trenches of independent/small press comics publishing, two art comics publishers talk -- Gary Groth (Fantagraphics) interviews Annie Koyama (Koyama Press). This issue of the award-winning magazine focuses on international small press comics publishing and distribution.

---

## **OF COMICS AND MEN**

---

---

### **A CULTURAL HISTORY OF AMERICAN COMIC BOOKS**

---

Univ. Press of Mississippi Originally published in France and long sought in English translation, Jean-Paul Gabilliet's *Of Comics and Men: A Cultural History of American Comic Books* documents the rise and development of the American comic book industry from the 1930s to the present. The book intertwines aesthetic issues and critical biographies with the concerns of production, distribution, and audience reception, making it one of the few interdisciplinary studies of the art form. A thorough introduction by translators and comics scholars Bart Beaty and Nick Nguyen brings the book up to date with explorations of the latest innovations, particularly the graphic novel. The book is organized into three sections: a concise history of the evolution of the comic book form in America; an overview of the distribution and consumption of American comic books, detailing specific controversies such as the creation of the Comics Code in the mid-1950s; and the problematic legitimization of the form that has occurred recently within the academy and in popular discourse. Viewing comic books from a variety of theoretical lenses, Gabilliet shows how seemingly disparate issues—creation, production, and reception—are in fact connected in ways that are not necessarily true of other art forms. Analyzing examples from a variety of genres, this book provides a thorough landmark overview of American comic books that sheds new light on this versatile art form.

---

## **COMIC BOOK IMPLOSION**

---

---

### **AN ORAL HISTORY OF DC COMICS CIRCA 1978**

---

TwoMorrows Publishing In 1978, DC Comics implemented a bold initiative to combat plummeting sales: Give readers more story pages with a higher cover price, to better compete on newsstands. This “DC Explosion” brought with it many creative new titles, but just weeks after its launch, they pulled the plug, cancelling numerous titles and leaving stacks of completed comic book stories unpublished. It quickly became known as “The DC Implosion”, and TwoMorrows Publishing marks the 40th Anniversary of one of the most notorious events in comics with an exhaustive oral history from the creators involved (Jenette Kahn, Paul Levitz, Len Wein, Mike Gold, and others), plus detailed analysis of how it changed the landscape of comics

forever!

---

## **THE COMICS JOURNAL #298**

---

Comics Journal This anthology of the award winning print magazine and Web site explores a wide range of cartoonists and graphic novelists, and features an interview with Brazilian twins Gabriel Bá and Fábio Moon, as well as Nicholas Gurewitch on his upcoming BBC pilot. Original.

---

## **THE COMICS JOURNAL**

---

Comics Journal Contains articles and excerpts that provide information on various aspects of the world of cartooning, featuring an interview with Norwegian comics star Jason in which he shares his thoughts on surrealism and death, as well as a conversation with Mark Tatulli about the funny papers and the "Liō" movie.

---

## **COMICS JOURNAL: BLANK COMICS SKETCHBOOK 6 X 9 INCH 120 PAGES**

---

Independently Published Comic journal for both kids and adults who like to make their own comic books. Makes a great gift for all comic book lovers. Great for those who love to use their imagination and create comic book art. Fill the comic scenes and let your imagination run wild.

---

## **ROCK STEADY**

---



---

## **BRILLIANT ADVICE FROM MY BIPOLAR LIFE**

---

Fantagraphics Books **Rock Steady: Brilliant Advice From My Bipolar Life** is the eagerly awaited sequel/ companion book to Forney's 2012 best-selling graphic memoir, *Marbles: Mania, Depression, Michelangelo, and Me*. Whereas *Marbles* was a memoir about her bipolar disorder, *Rock Steady* turns the focus outward, offering a self-help survival guide of tips, tricks and tools by someone who has been through it all and come through stronger for it.

---

## **THE COMICS JOURNAL**

---

Comics Journal edited by Gary Groth, Mike Dean & Kristy Valenti Gary Groth interviews father and son cartoonists Gene and Kim Deitch. Academy-award-winning Gene Deitch, whose wide-ranging career has spanned over 60 years, talks about doing illustrations for *The Record Changer*, directing cartoons such as *Munro* and *Krazy Kat*, and creating his comic strip *Terr'ble Thompson*. Underground comics pioneer Kim Deitch, touches on his father's influence, reminisces about the New York-based scene and outlines the evolution of *Waldo the Cat*. Plus: The innovative Grant Morrison fills us in on his *X-Men* run, *All Star Superman*, the ambitious *Seven Soldiers* "maxiseries," and how he became one of the architects of the current DC Comics universe. Finally, the comics gallery presents an

historical essay and highlights from the turn-of-the-19th-century work of Puck cartoonist, F. M. Howarth.

---

## **JUDY, OR THE LONDON SERIO-COMIC JOURNAL**

---

---

## **JUDY, OR, THE LONDON SERIO-COMIC JOURNAL, ED. BY C.H. ROSS**

---

---

## **THE COMICS JOURNAL LIBRARY: THE EC ARTISTS, [PT. 1 OF 2**

---

---

## **JACK KIRBY CHECKLIST GOLD EDITION**

---

TwoMorrows Publishing **The most thorough listing of Jack Kirby's work ever published! Building on the 1998 Silver Edition, this new, fully-updated, definitive Gold Edition compiles an additional decade's worth of corrections and additions by top historians, in a new trade paperback format with premium paper for archival durability. It lists in exacting detail every published comic featuring Kirby's work, including dates, story titles, page counts, and inkers. It even cross-references reprints, to help collectors locate less-expensive versions of key Kirby issues, and includes an extensive bibliography listing books, periodicals, portfolios, fanzines, posters, and other obscure pieces with Kirby's art, plus a detailed list of Jack's unpublished work as well. This edition includes a complete listing of the over 5,000-page archive of Kirby's personal pencil art photocopies, and scattered throughout are dozens of examples of rare and unseen Kirby art, making this a must-have item for serious Kirby collectors and eBay shoppers!**

---

## **AMERICAN COMIC BOOK CHRONICLES: THE 1990S**

---

TwoMorrows Publishing **The 1990s was the decade when Marvel Comics sold 8.1 million copies of an issue of the X-Men, saw its superstar creators form their own company, cloned Spider-Man, and went bankrupt. The 1990s was when Superman died, Batman had his back broken, and the runaway success of Neil Gaiman's Sandman led to DC Comics' Vertigo line of adult comic books. It was the decade of gimmicky covers, skimpy costumes, and mega-crossovers. But most of all, the 1990s was the decade when companies like Image, Valiant and Malibu published million-selling comic books before the industry experienced a shocking and rapid collapse. American Comic Book Chronicles: The 1990s is a year-by-year account of the comic book industry during the Bill Clinton years. This full-color hardcover volume documents the comic book industry's most significant publications, most notable creators, and most impactful trends from that decade. Written by Keith Dallas and Jason Sacks.**

---

## **AMERICAN COMIC BOOK CHRONICLES: THE 1980S**

---

TwoMorrows Publishing **The American Comic Book Chronicles continues its ambitious series of FULL-COLOR HARDCOVERS, where TwoMorrows' top authors document every decade of comic book history from the 1940s to**

today! Keith Dallas headlines this volume on the 1980s, covering all the pivotal moments and behind-the-scenes details of comics during the Reagan years! You'll get a year-by-year account of the most significant publications, notable creators, and impactful trends, including: The rise and fall of Jim Shooter at Marvel Comics! The ascendancy of Frank Miller as a comic book superstar with works like Daredevil, Ronin and The Dark Knight! DC Comics' reboot with Crisis on Infinite Earths and its Renaissance with a British invasion of talent like Alan Moore, Grant Morrison, and Neil Gaiman! The emergence of Direct Market-exclusive publishers like Eclipse Comics, Pacific Comics, First Comics, Comico, Dark Horse Comics and others! These are just a few of the events chronicled in this exhaustive, full-color hardcover. Taken together, American Comic Book Chronicles forms a cohesive, linear overview of the entire landscape of comics history, sure to be an invaluable resource for ANY comic book enthusiast!

---

## **CEREBUS THE BARBARIAN MESSIAH**

---

### **ESSAYS ON THE EPIC GRAPHIC SATIRE OF DAVE SIM AND GERHARD**

---

McFarland In December 1977, struggling Canadian comic book artist Dave Sim self-published the first issue of Cerebus the Aardvark, a Conan the Barbarian satire featuring a foul-tempered, sword-wielding creature trapped in a human world. Over the next 26 years, Sim, and later collaborator Gerhard, produced an epic 6,000-page graphic novel, the longest-running English language comic series by a single creative team. They revolutionized the comics medium by showing other artists that they too could forgo major publishers, paving the way for such successes as Teenage Mutant Ninja Turtles and Bone. This work, the first collection of critical essays on Cerebus, provides a multifaceted approach to Sim and Gerhard's complex and entertaining oeuvre, including their innovative use of the comic medium, storytelling and satiric techniques, technical and visual sophistication, and Sim's use of the comic as commentary on gender and religion.

---

## **CELESTIA**

---

Fantagraphics Books This highly anticipated new graphic novel from Manuele Fior (The Interview and 5,000 KM Per Second) showcases his singular talents as a once-in-a-generation visual artist and a deeply empathetic writer who uses science fiction to look to the future of humanity. The "Great Invasion" originated from the sea. It moved north across the mainland. Many fled, while some took refuge on a small concrete island called Celestia, built over a thousand years ago. Now cut off from the mainland, Celestia has become an outpost for criminals and other misfits, as well as a refuge for a group of young telepaths. Events push two of them, Dora and Pierrot, to flee the island and set sail to the mainland. There, they discover a world on the precipice of a metamorphosis, though

also a world where adults are literally prisoners of their own fortresses, unintentionally preserving the “old world” at a time when a new generation could guide society towards a better humanity. Celestia is the most ambitious and successful graphic novel to date by one of the world’s most exciting storytellers.

---

## **DOODLE BOOK COMICS**

---

---

### **MAKE YOUR OWN COMIC BOOK JOURNAL NOTEBOOK, 108 PAGES 8. 5 X 11 , VARIETY OF TEMPLATES (2-9 PANEL LAYOUTS)**

---

[Createspace Independent Publishing Platform Doodle Book Comics](#) If your kids love spending their day reading comic books and making their own cartoons then this Blank Comic Book is exactly the gift for them. Inside they will find a variety of templates, 2 to 9 panel in a random order to keep their creativity flowing. There is ample room at 8.5" x 11" and 108 pages for any sized hands. Check out the look inside to see just a couple of the blank comic templates. Grab a copy of this blank comic book for kids today and keep those little artists busy for hours.

---

## **THE COMICS JOURNAL**

---

---

### **SHOUJO MANGA ISSUE**

---

---

### **MY BEST COMICS JOURNAL**

---

---

### **A COMIC COLLECTORS JOURNAL**

---

Do you own a lot of comics or are collecting new comics and want to keep track of them? The 'My Best Comics Journal' is a way to keep track of the best of your collection using a rank and file system. Each page allows you to enter all the relevant information for each issue including title, date of publication, condition, and space for your thoughts about the comic. You can also add an image of the comic cover for quick visual reference. This Journal is useful for longtime collectors and a good start for new ones. Catalogue your collection and have fun doing it!