

Golden Kamuy Vol 2

After their run-in with the mad taxidermist Edogai, Asirpa, Sugimoto and Shiraishi still have unfinished business in Yubari. But if their goal is to meet Noppera-bo face-to-face, they will need to hear Shiraishi's story about how he escaped from the hellish Abashiri prison the first time. Toshizo Hijikata would also like to have a little chat with them regarding Noppera-bo, and there is the matter of the 7th Division, whose members are closing in... -- VIZ Media

It's the fight everyone's been waiting for—Hisoka versus Chrollo! Robbed of his chance to fight Chrollo before, Hisoka's been itching to take on the former leader of the Phantom Troupe for a long time, and that day has finally come. With both combatants armed with incredible powers, it's a thrilling battle that defies the imagination! Find out which of these two titans wins! -- VIZ Media

Sugimoto and Asirpa's hunt for the tattooed treasure map has led them to a fishing village on the coast, where a deranged serial killer lies in wait. Lieutenant Tsurumi and his renegade soldiers are also hot on their trail, and if he catches up to them it's guaranteed that there will be hell to pay. Toshizo Hijikata also closes in, while an old friend shows up with a secret about Asirpa that no one wants to believe—but it just might take them closer to the gold than ever before... -- VIZ Media

Sugimoto and his friends head for Kushiro in order to escape Lieutenant Tsurumi's pursuit. Meanwhile, Lieutenant Tsurumi himself leads members of the 7th Division to Otaru following rumors of the tattooed skins. Awaiting them are two of the most desperate and dangerous outlaws of the north—the Lightning Thief and his wife, the wicked Viper Ogin—and they're both heading straight for Lieutenant Tsurumi! -- VIZ Media

As the former Crusader commander Lord Francis and the king continue their manipulations of both Leonard and General Jan, it is quite apparent that they intend to drive the two lovers apart. But why is that? Is Leonard really just a plaything for General Jan as the spoils of war? Or will General Jan continue to defy convention and risk everything by disobeying his king in order to claim the heart and body of the knight he conquered in battle?

A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! If the hidden Ainu gold can ever be found, will it be worth the price paid for it in lives lost and ruined? Who really murdered the Ainu for their treasure? With Kiroranke dead, Ogata may have some answers, but after the confrontation on the ice of the Mamiya Strait he needs medical attention. The lure of the gold still calls to Hijikata and his men, and Tsurumi and the rogue soldiers of the 7th Division are far from giving up—if they can't get their hands on Sugimoto and Asirpa, they'll tear each other apart instead!

Sugimoto and Asirpa reach Lake Kussharo near Abashiri prison at last! The time has come to put all their plans to break into the prison and meet Noppera-bo into action. Their nemesis, Lieutenant Tsurumi, as always, is one step ahead and has his own agents inside Abashiri. Tsurumi himself is on the way, with a contingent of troops and a gunboat to back him up! But if anyone can survive being surrounded by enemies and still keep Asirpa safe in this deadly conflict it's Immortal Sugimoto! -- VIZ Media

Sugimoto closes the distance between himself and Asirpa as she continues her journey north into the wilderness of Karafuto in search of the dark secret of her father's past and the key to the hidden gold. Now, deep in Russian territory, Kiroranke has more to say about Wilk—Asirpa's father and his former conspirator in the plot to assassinate the Russian Czar. Back in Hokkaido, Lieutenant Tsurumi ponders the coded tattoos himself as Hijikata and his group track down another violent escaped convict near Lake Akan. -- VIZ Media

The pursuit of the hidden Ainu gold takes Toshizo Hijikata closer to the truth about Asirpa's father...or does it? Sugimoto and Asirpa arrive in the town of Yubari just as Hokkaido glides into spring, but little do they know that their nemesis Lieutenant Tsurumi is also there with his men. Tsurumi has hired the psychotic taxidermist Yasaku Edogai in a ploy to deceive the other treasure hunters. Then Ogata, the rogue sniper, adds even more fuel to the fire when he enters the game... -- VIZ Media

Sugimoto and Asirpa (and Shiraishi too) have been reunited and head south across Karafuto with the goal of returning to Hokkaido. But after so much time apart and all that has happened, Asirpa's feelings about the Ainu struggle have changed. Meanwhile, Lieutenant Tsurumi begins trying to decipher the code in the tattooed skins and sends a double agent into Hijikata's group. But Hijikata is no fool, and engages in a battle of wits with Tsurumi. Regardless of who comes out on top, it is clear that only Asirpa holds the key to finding the Ainu gold. -- VIZ Media

While Sugimoto races north by dogsled, Asirpa crosses the border with Kiroranke into Russian territory. Kiroranke—who was once involved in the assassination of the Russian Czar Alexander II—and the Russians, tipped off by Tsurumi that Kiroranke was heading into their territory on Karafuto, have set an ambush at the border. The dark pasts of Asirpa's traveling companions are now coming to light, along with the secrets of her own father... -- VIZ Media

Asirpa's quest to find out about her father has led her to a Russian prison on the frozen coast of Karafuto in hopes of breaking out Sofia, a former revolutionary. Sofia was also the leader of the group that Kiroranke and Wilk belonged to and she may be able to shed more light on Asirpa's father. But the truth about Wilk might ultimately be more than she can bear. Sugimoto and his party draw closer to catching up with Asirpa—and when they do, old scores will be settled. -- VIZ Media

A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! Asirpa and Sugimoto are back in Hokkaido at last and determined to find the Ainu gold for themselves. Lieutenant Tsurumi and Hijikata are also hot on their trail. While Sugimoto and Shiraishi work on a plan to find a strange tattooed prisoner named Botaro the Pirate, a series of horrific murders in Sapporo draws Hijikata's attention. Lieutenant Tsurumi sends Tanigaki to kill Sugimoto, but the loyal Matagi has only one true goal—finding Inkarmat!

The enigmatic and beautiful Ainu soothsayer, Inkarmat, can see the paths to the past and the future—what fate has she seen for Sugimoto? Sugimoto and his friends continue their journey to the northernmost reaches of Hokkaido and the infamous Abashiri prison. Even if they can manage to meet with Noppera-bo, will he give them the answers they want? And what do rumors of an immortal bear have to do with the tattooed skin treasure map? -- VIZ Media

After the chaos at Abashiri prison, Asirpa, Shiraishi and Kiroranke head for Karafuto, unaware that Kiroranke has betrayed them for his own goals. The untamed island of Karafuto is even further north than Hokkaido, and home to both Japanese and Russian settlements. Asirpa is also now the only person who can decipher the map on the tattooed skins. Sugimoto, wounded and captured by the 7th Division after the battle, makes a deal with Tsurumi to go along. The search for the Ainu gold moves to a harsh new environment! -- VIZ Media

A disturbingly realistic science-fiction horror epic, Hiroya Oku's Gantz took Japan by storm, spawning an anime series, live action films, and video games. Shocking and explicitly adult, Gantz is not for the kids or the squeamish! Over 650 pages of carnage and craziness! Ordinary Tokyo citizens resurrected from death by a mysterious black orb, the Gantz team is conscripted to fight bizarre, deadly aliens in a game that promises release from the game . . . or oblivion. But the game's purpose is unclear, and the stakes are far greater than survival!

The serial killings in Sapporo turn out to be the work of the infamous Jack the Ripper, who fled there after his murderous spree in London. After tracking him to the Sapporo Brewery, Sugimoto's and Hijikata's groups have teamed up to find him before Lieutenant Tsurumi and the 7th Division do. Keiji Ueji, another tattooed convict, is also on the scene and may hold the final key to the code leading to the lost Ainu gold. As a skyrocket lights up the night sky, a violent confrontation is about to explode in the brewery! -- VIZ Media

If the hidden Ainu gold can ever be found, will it be worth the price paid for it in lives lost and ruined? Who really murdered the Ainu for their treasure? With Kiroranke dead, Ogata may have some answers, but after the confrontation on the ice of the Mamiya Strait he needs medical attention. The lure of the gold still calls to Hijikata and his men, and Tsurumi and the rogue soldiers of the 7th Division are far from giving up—if they can't get their hands on Sugimoto and Asirpa, they'll tear each other apart instead! -- VIZ Media

On the trail of a hoard of hidden gold, Saichi "Immortal" Sugimoto and the Ainu girl Asirpa have already tracked down some of the escaped prisoners whose tattoos form a map to the lost treasure. But their search has caught the attention of a group of rogue Japanese soldiers from the legendary 7th Division. Their leader, the utterly cold-blooded and driven Lieutenant Tsurumi, will stop at nothing to find the gold. And Tsurumi is not the only formidable opponent Saichi and Asirpa must deal with—a former samurai who escaped with the prisoners is carving his own path to the loot. These enemies will put Saichi's "Immortal" nickname to the test... -- VIZ Media

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Asirpa's adventure in Karafuto changed her feelings about not only her father, but also the Ainu struggle for independence. Sugimoto has come to realize something about his own feelings about Asirpa as well. If they're really going to be equal partners, they'll need to come to a new understanding. Once again on the run from Lieutenant Tsurumi, they head for Hokkaido. But the rogue officer isn't about to give up. The pursuit once again leads into forbidding, frozen territory... -- VIZ Media

Shiraishi is a master escape artist, but he's not very good at evading capture! After the 7th Division captures Shiraishi, Sugimoto and Hijikata join forces in an uneasy alliance to rescue him. With the help of Choan Kumagishi, one of the Abashiri convicts, they put a risky plan to free Shiraishi into action. Of course, Lieutenant Tsurumi isn't about to let these old foes get the better of him, setting the stage for another dangerous confrontation. -- VIZ Media

A twenty-something ne'er-do-well turns to the world of gambling to try to turn his life around.

Naruto and his allies have the upper hand on Momoshiki until he transforms into a more powerful form. Naruto and Sasuke will have to team up to stand any chance of toppling this ferocious foe, but is Boruto holding the key to victory?! -- VIZ Media

Drifting through the skies, the Quin Zaza anchors at one of the world's largest hubs, Harley. There, Mika reunites with an old friend, Cujo. Though they used be draking partners once upon a time, the two bitterly parted ways after a certain incident drove a wedge between them. After a long night of reminiscing, Cujo enlists Mika to help him take down a dragon...the famous "Ol' Harpoon" Cujo failed to finish off three years ago. And so, the old duo take to the skies for one last catch!

Gabimaru is a ninja on death row with one chance to see his wife again—by finding the elixir of immortality on a supernatural island and delivering it to the shogun. Standing in his way are his fellow convicts and the fearsome beasts that roam the island, devouring or killing anyone they encounter. As Gabimaru and his executioner explore the island, they come under attack from creatures that resemble gods but behave like devils. Is this the holy land or hell itself? -- VIZ Media

In the early twentieth century, Russo-Japanese War veteran Saichi "Immortal" Sugimoto scratches out a meager existence during the postwar gold rush in the wilderness of Hokkaido. When he stumbles across a map to a fortune in hidden Ainu gold, he sets off on a treacherous quest to find it. But Sugimoto is not the only interested party, and everyone who knows about the gold will kill to possess it! Faced with the harsh conditions of the northern wilderness, ruthless criminals and rogue Japanese soldiers, Sugimoto will need all his skills and luck—and the help of an Ainu girl named Asirpa—to survive. -- VIZ Media

Tetsuzo Nihei, the legendary Bear Killer, is determined to become the hunter who kills Retar, the last remaining Ezo wolf. Asirpa will never allow this, and she and Immortal Sugimoto race to stop his bloodthirsty quest. Meanwhile, in the port city of Otaru, Hijikata, the relentless head of the reborn Shinsengumi, leads a band of death row inmates against Lt. Tsurumi and his 7th Division. In this clash of iron resolve, only the strongest will survive. -- VIZ Media

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Sugimoto and Asirpa finally come face to face with Noppera-bo inside Abashiri prison, but as Asirpa looks into his eyes she realizes he is not her father! In the rush to escape, Anji Toni makes off with Asirpa, leaving Sugimoto and Shiraishi trapped inside,

with Hijikata also set to betray them. Making matters worse, they're all caught between Warden Inudo and his guards, and Lieutenant Tsurumi's gunboat fleet on the river. With so much serious firepower being deployed, is anyone getting out alive? -- VIZ Media

Captured by renegade soldiers from the 7th Division, Sugimoto's life now rests in the hands of Asirpa and "Escape King" Shiraishi, who must work together to save him. Meanwhile, Sugimoto's list of enemies continues to grow. Hijikata, the former leader of the legendary Shinsengumi, intensifies his own search for the hidden Ainu gold, and another adversary teams up with an expert hunter—who knows the wilderness of Hokkaido at least as well as Asirpa—to track Sugimoto down! -- VIZ Media

Thanks to some dirty tricks, the Vinsmokes have Sanji trapped. Will he really be doomed to his fate as a pawn in a political marriage?! Meanwhile, what will happen to Luffy and the gang as they fight against some of Big Mom's strongest officers? -- VIZ Media

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Sugimoto and company have gone after some twisted individuals in their search for the tattooed skins, but none as perverse as the deranged animal lover Dr. Anehata. Collecting Anehata's tattoo will provide one more piece of the map to the Ainu gold, but saving the sick madman from himself won't be easy. As they close in on Abashiri prison, plans begin to form about how to get Asirpa inside to meet her father, but the fortune-teller Inkarmat has more secrets to reveal about the identity of Noppera-bo... -- VIZ Media

With Asirpa unaware that Sugimoto is still alive, she heads farther north into Karafuto with Kiroranke, Ogata and Shiraishi. Back in Hokkaido, Hijikata follows up on information he discovered inside Abashiri prison, leading him to a former assassin. Meanwhile, Sugimoto and his party, desperate to find Asirpa, come upon a traveling circus whose ringmaster might be able to help. But to secure his aid will Sugimoto have to kill himself? -- VIZ Media

Claire and the orphan Raki travel to the town of Rabona, where a Yoma has been stalking the priests inside the cathedral. The creature could be one of the guards, or even a priest, but this time Claire won't be able to sense its aura. Does she stand a chance against the stealthy Yoma? -- VIZ Media

With Sanji forced into a political marriage by his scheming family, Luffy and members of the Straw Hats enter enemy territory to try to rescue him. But up against Big Mom, an Emperor of the Sea, do they even stand a chance? -- VIZ Media

In the early 20th century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of the Japanese frontier of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure!

A BLOODY COMING OF AGE In a gambit to become the power behind the Danish and English thrones, Askeladd has taken the prince, Canute, and plunged deep into a winter storm behind enemy lines. Canute's father, King Sweyn, gives him up for dead in his haste to suppress English resistance. But Askeladd's small band can't outrun the tenacious maniac Thorkell forever, and when the warriors finally clash, a storm of sweat and gore ensues that will turn a boy into a man and a hostage into a ruler of men! "Gripping doesn't begin to describe Vinland Saga. 5 stars." - ICv2 "Deeply engrossing... If you have any interest at all in Vikings, the Medieval period, or pirates, this is not a series you want to miss." - Anime News Network "For those who love Berserk, you'll love this too... Worth the long wait." - A Case Suitable for Treatment From the acclaimed author of Planetes.

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!

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