

## Slam Dunk 1

Provides step-by-step instructions on how to draw basketball players in action.

A NEW SEASON OF LOVE! High schoolers (and stepsisters) Yuzu and Mei have gone public with their relationship! The two are happy to be dating out in the open, but friends and family keep trying to butt in with advice. Can Yuzu and Mei figure things out on their own? The return of the modern yuri classic!

Young Amar'e Stoudemire is back in the all-star basketball adventure--STAT: Standing Tall and Talented! Eleven-year-old Amar'e Stoudemire has been playing so much basketball lately it feels like he doesn't have time to do all the things he used to love. His team needs him because he is one of the best players on the court despite also being one of the youngest. When some of the older kids get on Amar'e for not being able to dunk, he sets a goal to make that happen soon. But when Amar'e's playing time is put on hold, he'll have to come to terms with all of the other things he's been neglecting. Based on the life of All-Star NBA sensation Amar'e Stoudemire, who overcame many obstacles to become one of the most popular figures in sports today.

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? As the boys from Shohoku watch from the sidelines, the much-anticipated game between Ryonan High and Kainan High continues to heat up. Kainan superstar Maki's stellar play helps swing the momentum back in his team's direction, aided in no small part by a key player from Ryonan getting into foul trouble. However, Captain Akagi and company leave the game early when they receive an alarming bit of news: Coach Anzai has collapsed and is now in the hospital!

Slam Dunk, Vol. 1

Citrus+

Surgery on Contact 3-Manifolds and Stein Surfaces

Real, Vol. 1

*Ten-year-old Marcus Robinson plans to become a professional basketball player, but when he, his twin sister, and their classmates meet a real star on a school field trip, they learn the importance of dreaming more than one career dream. Simultaneous.*

*Get ready for the greatest sports manga of all time! Reads R to L (Japanese Style), for audiences T. 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? It's do or die for the Shohoku High School Basketball Team! If they want a spot in the Nationals, they need to win this game. As the second half winds down, Shohoku hangs on to a one-point lead over Ryonan despite Mitsui's collapse. Ryonan keeps the pressure on with their best players, Uozumi, Fukuda and Sendoh, giving it all they've got. Sakuragi steps up defensively, and now he's Shohoku's last hope of staying alive in the tournament, but is he up to the challenge?*

*Jamal's been asked to try out for the super-elite youth basketball team. His dad makes him a deal: If Jamal makes the team, he gets new shoes. But will the fancy new shoes really improve Jamal's game?*

*This book is about an investigation of recent developments in the field of symplectic and contact structures on four- and three-dimensional manifolds from a topologist's point of view. In it, two main issues are addressed: what kind of symplectic and contact structures we can construct via surgery theory and what kind of symplectic and contact structures are not allowed via gauge theory and the newly invented Heegaard-Floer theory.*

No Slam Dunk

Slam Dunk

Jake Maddox: Slam Dunk Shoes

Slam Dunk, Vol. 17

**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? The second half is winding down and Shohoku is working harder than they ever have before to close the seemingly impossible lead Sannoh has over them. Rukawa has found something inside him and continues to evolve as a player, and Sakuragi is totally in his own zone. But will pushing themselves beyond their limits lead Shohoku to victory or ruin? Reads R to L (Japanese Style) for teen audiences.**

**Slam Dunk is a middle-grade fiction novel for boys and girls between the ages of nine and thirteen. As the sequel to I'm Gonna Win, Matthew Casey returns as a seventh-grade basketball all-star. Now playing for Stanley Middle School, Matthew makes a name for himself as he earns the top position on the team; that of Point Guard. Matthew's road to fame is blocked, however, by Tyler Johnson, a jealous eighth grader who feels that a seventh grader should never get the top position on the team. Will Matthew be able to please demanding Coach Costa and deal with jealous Tyler Johnson at the same time? Will Matthew become the greatest seventh grade basketball player ever to walk the halls of Stanley Middle School? Slam Dunk is an action packed sports novel sure to please any middle-grade child.**

**A fast-paced, heartfelt story for basketball fans that proves being a good teammate remains the most important quality in basketball--and in life, from New York Times bestselling author Mike Lupica. Wes' father always told him that there was only one ball in basketball. That you had to know when to take it yourself and when to give it up, that finding the right balance was key. So at every practice and game, Wes tries his best to**

be a good basketball player and, above all, a good teammate. As the season kicks off, Wes finds that not everyone on his team has the same idea. All-star player and the Hawks' point guard, Danilo "Dinero" Rey seems determined to hold the spotlight and the ball, even if it means costing his team the game. If Wes is to lead the Hawks to the playoffs, he'll need to find new ways to dish out an assist--even if it means his most important one comes off the court. In No Slam Dunk, #1 New York Times bestseller Mike Lupica demonstrates once again that there is no children's sports novelist today who can match his ability to weave a story of vivid sports action and heartfelt emotion. A touching story about teamwork and family, of selfishness and generosity, No Slam Dunk shows that even in the face of adversity, giving your best is the surest way to victory. Praise for Mike Lupica: -"Lupica is the greatest sports writer for middle school readers."--VOYA on True Legend -"Lupica will win a Pulitzer for his sportswriting one day (he should have won it already)."--The New York Times on Heat

"Presents several science experiments and science project ideas using physics and basketball"--Provided by publisher.

Picture a Slam Dunk

Basketball's Slam Dunk King

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**Slam Dunk! Basketball Facts and Stats**

He tried to slam her with love, but she dunked his heart. R to L (Japanese Style). He tried to slam her with love, but she dunked his heart. As luck would have it, the basketball team narrowly avoids suspension over the all-out-brawl incident when Yohei and Mitsui's friends take responsibility. Now, with Mitsui back in the lineup for the first time in two years, Shohoku quickly resumes practice in preparation for their upcoming tournament. As punishment for the lack of discipline they displayed in the fight, though, Coach Anzai decides on a starting lineup for Shohoku's game without Hanamichi, Rukawa, Ryota and Mitsui. Can Anzai's squad hold their own when their best players (and perpetual problem children) ride the bench?

Offers definitions for English words and phrases, along with observations about the evolution of the dictionary since its first edition and tables that contain information for such topics as countries and chemical elements. Focusing so much on basketball that he is unable to help his dad at work, Amar'e is teased by older players and is forced to take time off for an eye injury that gives him the opportunity to bond with his father.

R to L (Japanese Style). Shohoku's (somewhat) friendly game against Ryonan finally gets underway. Old rivalries reignite with captain Akagi going toe-to-toe with Ryonan's center, Uozumi. Hanamichi has flat-out declared that he will personally shut down Ryonan's ace, Sendoh, but will Kaede Rukawa take care of things before Hanamichi even gets a chance to hit the floor? Either way, this is bound to be a game to remember.

Slam Dunk Basketball

STAT #3: Slam Dunk

Slam Dunk Pronouns

#1

Get ready for the greatest sports manga of all time! 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? With a slight lead thanks to Mitsui, Shohoku has their hands full as the game against Sanno heats up. Sanno's coach Domoto sends in Mikio, a player whose strength and size make up for his lack of experience. Coach Anzai counters by telling Shohoku to run their offense through Sakuragi, and the game becomes a battle between the two inexperienced power players. What Sanno thought would be an easy win for them is turning out to be a lot more than they bargained for--Shohoku's here and they mean to go all the way to the top! Reads R to L (Japanese Style) for teen audiences.

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.

Hanamichi 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...

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Mason Ashbury learns a lesson in cooperation when his basketball team, the Cabbagetown Raptors, turns co-ed.

Slam Dunk Integral 1

Sprawlball

Basketball Facts and Stats

A Basketball Drawing Book

Voici enfin de retour, dans une toute nouvelle édition, les aventures de Sakuragi qui se lance dans le basket-ball ! Même si au départ, il le fait pour épater la belle Haruko, il va se prendre au jeu et découvrir que se dépasser est la plus belle des motivations ! Slam dunk est devenue la référence ultime du manga de basket-ball pour ne pas dire la référence du manga de sport ! Parfait mélange d'action, d'humour, de romance, de rivalités dans un contexte sportif, jamais lourd, le tout servi par un dessin sublime de Takehiko Inoue. Cette édition en 20 volumes bénéficie de toutes nouvelles jaquettes dessinées spécialement par l'auteur.

- Featuring artwork from the 32+ volume manga series - Vagabond is on Japan's top ten best seller's list with over 100 million volumes in print. • Vagabond has sold over 22 million copies worldwide! (Not including Japan's sales). • Vagabond is based on the novel, Musashi by Eiji Yoshikawa. Originally written in the early 40's, Yoshikawa's fictional account became so well known that his version has blurred fact from fiction.
- VIZ Media is currently releasing the English translated edition of Vagabond only three months apart from the Japanese release! • The popularity of Vagabond has been attributed for the reason NHK produced its period drama TV series based on Yoshikawa's novel. • There have been 6 films and 2 TV series based on Miyamoto Musashi's life. • Inoue received the 2000 Media Arts award for manga from the Japanese Ministry of Culture and the Kodansha award for best manga for his work on Vagabond. • Nominated for 2003 Eisner Award in the category for Best Writer/Artist! • "...reads like an Akira Kurosawa film captured on the printed page." -Cliff Biggers, Comic Buyer's Guide • Inoue has personally created licensed merchandise on a small scale, so that the products will meet his standards of quality. • Inoue's previous series Slam Dunk has over 100 million copies in print worldwide. • Everything Takehiko Inoue has published has hit the top ten sales list in Japan. Sumi presents Inoue's magnificent pen and brush work in black and white. It also includes a behind the scenes look at Vagabond with rough sketches and photos of Inoue's studio. In a recent interview, Takehiko Inoue claimed that in his first major follow-up to Slam Dunk, he wanted to delve as deeply as possible into visual artistry. The result was the incredibly realized world of Vagabond, the Sistine Chapel of manga. This artbook captures the very best of Inoue's work, with images hand-selected by Inoue himself. Not one to skimp on reproduction and image quality, Inoue also hand selected the specific printer. Sumi presents Inoue's magnificent pen and brush work in black and white. It also includes a behind the scenes look at Vagabond with rough sketches and photos of Inoue's studio.

Last season, Julian Pryce was the star center on his championship basketball team. But this year, he's the only starter to return to the team.

Julian knows everyone will look to him to lead the team, but he doesn't want the responsibility. How can he replicate last year's miracle run?

Introduces basketball, going over how to score and the different positions team members play.

The Sumi: Vagabond Illustration Collection

The Real Slam Dunk

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STAT #1: Home Court

The game of basketball involves speed, strength, and skill—and numbers. Readers learn the many ways that math is used in b-ball, from keeping score to comparing players. Quizzes on each page help readers practice math skills just like basketball players practice their skills. "Beautifully illustrated and sharply written, SprawlBall is both a celebration and a critique of the 3-point shot. If you want to understand how the modern NBA came to be, you'll need to read this book." --Nate Silver, editor of fivethirtyeight.com From the leading expert in the exploding field of basketball analytics, a stunning infographic decoding of the modern NBA: who shoots where, and how. The field of basketball analytics has leaped to overdrive thanks to Kirk Goldsberry, whose visual maps of players, teams, and positions have helped teams understand who really is the most valuable player at any position. SprawlBall combines stunning visuals, in-depth analysis, fun, behind-the-scenes stories and gee-whiz facts to chart a modern revolution. From the introduction of the 3-point line to today, the game has changed drastically . . . Now, players like Steph Curry and Draymond Green are leading the charge. In chapters like "The Geography of the NBA," "The Interior Minister (Lebron James)," "The Evolution of Steph Curry," and "The Investor (James Harden)," Goldsberry explains why today's on-court product--with its emphasis on shooting, passing, and spacing--has never been prettier or more democratic. And it's never been more popular. For fans of Bill Simmons and FreeDarko, SprawlBall is a bold new vision of the game, presenting an innovative, cutting-edge look at the sport based on the latest research, as well as a visual and infographic feast for fans.

Eisner-award nominated creator Takehiko Inoue creates a dramatic tale of triumph over adversity. This is the story of three young men whose lives are profoundly changed by their involvement with wheelchair basketball. Critically acclaimed, award-winning manga artist Takehiko Inoue doesn't pull any punches in this stunning portrayal of people struggling with serious life issues. Masterfully combining rich character development with beautifully detailed line art, Inoue, the creator of the mega-hit masterpieces Slam Dunk and Vagabond, lifts the manga medium to a completely new level of storytelling. A motorcycle accident, bone cancer, a speeding truck crashing into a boy on a stolen bicycle--tragic life-changing events turn the worlds of three young men upside down. These three very different personalities have only one thing in common--their passion for basketball.

The debut cookbook by the creator of the wildly popular blog Damn Delicious proves that quick and easy doesn't have to mean boring. Blogger Chungah Rhee has attracted millions of devoted fans with recipes that are undeniable 'keepers'-each one so simple, so easy, and so flavor-packed, that you reach for them busy night after busy night. In Damn Delicious, she shares exclusive new recipes as well as her most beloved dishes, all designed to bring fun and excitement into everyday cooking. From five-ingredient Mini Deep Dish Pizzas to no-fuss Sheet Pan Steak & Veggies and 20-minute Spaghetti Carbonara, the recipes will help even the most inexperienced cooks spend less time in the kitchen and more time around the table. Packed with quickie breakfasts, 30-minute skillet sprints, and speedy takeout copycats, this cookbook is guaranteed to inspire readers to whip up fast, healthy, homemade meals that are truly 'damn delicious!'

Slam Dunk! Science Projects with Basketball

100 Super Easy, Super Fast Recipes

Damn Delicious

Concise Oxford English Dictionary

**Jeff Turner helps Buzz Star announce during a basketball championship game, in a story where the pronouns are highlighted within the text and explained using informational sidebars.**

**Sixteen-year-old Salvador "Slam" Amaro thinks being the assistant coach of the Brookfield High School girls' basketball team will be an easy gig. Show up, run a few drills and pad his resumé so he can win a spot on the Ontario Provincial Under-17 team. But Slam's job suddenly gets a lot harder when the girls' coach and her daughter, the star point-guard, vanish after being threatened. Getting to the bottom of their disappearance puts Slam in confrontation with a mysterious stalker. But that's not his only problem. With the girls facing playoff elimination, Slam has to come up with some new coaching strategies while he battles some tough competitors for a place on the Ontario squad.**

**Hanamichi has survived the initial series of blunders in his desperation to stand fast against Uozumi's onslaught, but things continue to look grim for the Shohoku team. Without Akagi to hold the centre, Shohoku's strength is taxed to the**

limits as Ryonan's ace Sendo effortlessly scores goal after goal. In the final moments of the game, Coach Anzai assigns Rukawa and Hanamichi to mark Sendo, but as the end draws near, the odds look insurmountable...

**STAT: Standing Tall And Talented--** A slam-dunk new fiction series from NBA superstar Amar'e Stoudemire! Eleven-year-old Amar'e Stoudemire has a lot going on. He loves to go skateboarding in the park. He takes his school work very seriously. He helps out with his dad's landscaping company. And he likes to play basketball with his best friends-but just for fun. When a group of older kids start disrespecting his boys on their neighborhood basketball court, there is only one solution. Amar'e must step in and use his athletic ability and intelligence to save the day. This experience leads Amar'e to realize that basketball is his true passion. Based on the life of All-Star NBA sensation Amar'e Stoudemire, who overcame many obstacles to become one of the most popular figures in sports today. Amar'e is just as versatile in his off the court life as he is on. He is devoted to several charities. He promotes literacy and education. He is a media darling. And he has an amazing story to tell in this heartfelt, accessible middle-grade series.

**Slam dunk**

**A Visual Tour of the New Era of the NBA**

**Meet Blake Griffin: Basketball's Slam Dunk King**

**Book & CD-ROM Set**

He tried to slam her with love, but she dunked his heart. Reads R to L (Japanese Style) T audience. Winning isn't everything in the game 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 one last year to make their captain's dream of reaching the finals come true--will they do it?

Super slam-dunker Blake Griffin is a star player for the L.A. Clippers basketball team. In this book kids will follow in Griffins steps from his school days to his college career with the University of Oklahoma to his professional years. Chapters discuss the awards he has been honored with his life off the court.

The story of the Shohoku Prefectural High School basketball team, and their newest star player, Sakuragi Hanmichi, who's also the newest delinquent! A novice on the court, and in love, Sakuragi learns to master the game and will play to bring the national championship to Shohoku's true love to his heart.