

Asterix And The Chieftains Shield

In this special collector's edition, books 19 to 21 are brought together in one fabulous volume. In *ASTERIX AND THE SOOTHSAYER*, a sinister figure arrives in the Gaulish village. Prolix claims to be a soothsayer and the villagers believe every word he says, but Asterix isn't convinced... In *ASTERIX IN CORSICA*, the Corsican chieftain, Boneywasawarriorwayayix, needs Asterix and Obelix's help to foil the evil designs of Praetor Perfidius and oppose Julius Caesar's army. In *ASTERIX AND CAESAR'S GIFT*, Legionary Tremensdelirius gets the title deeds to the Gaulish village as a bonus - then swaps them with tavern landlord Orthopaedix for a drink. But Asterix and his friends aren't keen to hand over their village!

The Battle for Alesia was a decisive moment in world history. It determined whether Rome would finally conquer Gaul or whether Celtic chieftain Vercingetorix would throw off the yoke and consequently whether a number of independent Celtic tribal kingdoms could resist the might of Rome. Failure would have been a total defeat for Julius Caesar, not just in Gaul but in the Senate. His career would have been over, his enemies would have pulled him down, civil war would have ensued, no dictatorship, no liaison with Cleopatra. Rome would not have become an empire beyond the Mediterranean. European, and therefore world history might have been a very different story. Caesar's campaign of 52 BC frequently hung in the balance. Vercingetorix was a far more formidable opponent than any he'd encountered in Gaul; bold charismatic and imbued with strategic insight of the highest order. The Romans were caught totally off-guard and it seemed all too likely their grip on Gaul, which Caesar had imagined secure, would be pried free. The Siege of Alesia itself was one of the most astonishing military undertakings of all times. Caesar's interior siege lines stretched for 18 kilometers and were surrounded by an outward facing line three kilometres longer, complete with palisades, towers, ditches, minefields and outposts. This work was completed in less than three weeks. Vercingetorix's refuge proved a trap and, despite an energetic defense and the arrival of a huge relief army, there was to be no escape. Caesar's Greatest Victory fully reveals both sides of the conflict, to explore in depth the personalities involved and to examine the legacy of the campaign which still resonates today. The arms, equipment, tactics and fighting styles of Roman and Celtic armies are explained, as well as the charisma and leadership of Caesar and Vercingetorix and the command and control structures of both sides. Using new evidence from archaeology, the authors construct a fresh account of not just the siege itself but also the Alesia campaign and place it into the wider context of the history of warfare. This is Roman history at its most exciting, featuring events still talked about today.

Upheavals and pandemonium are definitely on the horizon! Adrenaline, the daughter of the famous Gaulish chieftain is being hunted down by the Romans. She secretly finds refuge in the village of our indomitable Gauls - the only place in Roman-occupied Gaul that can guarantee her protection. And let's just say that having this very special teenager around will cause plenty of confusion, and not just for Obelix...

A fascinating survey of popular culture in Europe, from Celtic punk and British TV shows to Spanish fashion and Italian sports. • Makes connections between pop culture in Europe to that of the United States • Provides further readings and a bibliography at the end of the work • Includes sidebars throughout the text with additional anecdotal information • Features appendices with top-ten lists of songs, movies, and books

Collects three comics on the story of Asterix the Gaul, a strong, intelligent warrior, and the adventures he has while protecting his village from the invading Romans.

Wonder Woman, Amazon Princess; Asterix, indefatigable Gaul; Ozymandias, like Alexander looking for new worlds to conquer. Comics use classical sources, narrative patterns, and references to enrich their imaginative worlds and deepen the stories they present. *Son of Classics and Comics* explores that rich interaction. This volume presents thirteen original studies of representations of the ancient world in the medium of comics. Building on the foundation established by their groundbreaking *Classics and Comics* (OUP, 2011), Kovacs and Marshall have gathered a wide range of studies with a new, global perspective. Chapters are helpfully grouped to facilitate classroom use, with sections on receptions of Homer, on manga, on Asterix, and on the sense of a 'classic' in the modern world. All Greek and Latin are translated. Lavishly illustrated, the volume widens the range of available studies on the reception of the Greek and Roman worlds in comics significantly, and deepens our understanding of comics as a literary medium. *Son of Classics and Comics* will appeal to students and scholars of classical reception as well as comics fans.

Asterix and the Chieftain's Shield Asterix

When Julius Ceaser wants to parade with his Gallic adversary Vercingetorix's shield, Asterix and his friends race to find the hero's shield before Ceaser does. Simultaneous.

Presents the comic-style story in which Caesar's announcement that he plans to parade with the shield of his fallen enemy Vercingetorix, sends Romans and Gauls both racing to find the missing artifact.

This special collector's edition features books 25 to 27 in one fabulous volume. In *ASTERIX AND THE GREAT DIVIDE*, can Asterix, Obelix and Getafix ensure a happy ending for star-crossed lovers Melodrama and Histrionix, whose fathers are rival chieftains? Watch out for some interesting new magic potions... Asterix and Obelix must go prospecting in the Middle East in *ASTERIX AND THE BLACK GOLD*. Can they outwit the Roman secret agent Dubbelosix and his amazing folding chariot? In *ASTERIX AND SON*, who can have dumped a baby outside Asterix's hut? Why are the Romans after the baby - and just what plot is the treacherous Brutus hatching against Julius Caesar? There is no better way to enjoy the antics of our indomitable hero and his friends.

Journey from A-Z, playing 26 rounds of Pointless with family and friends and enjoy facts, banter and musings from Alexander Armstrong and Richard Osman. Inside you'll find hundreds of questions for all the family from TV's most popular quiz show, Pointless. (You will also find thousands of answers, which is very handy.) Taking you on a journey from A to Z you will learn amazing facts, from Agincourt and Andy Warhol to Zinedine Zidane and Zimbabwe, and everything in between. As an added bonus Alexander Armstrong and Richard Osman, also reveal their exclusive A to Z of behind the scenes gossip and Pointless secrets, all written with their trademark wit, alongside exclusive drawings by Moose Allain. Everyone you know will love this book. Except maybe for that couple you met on holiday, and, be honest, you

didn't really like them anyway. I mean, she was alright, but what was up with him?

When Legionary Tremensdelirius gets the title deeds to the little Gaulish village as a bonus, he swaps them with tavern landlord Orthopaedix for a drink. Funnily enough, Asterix and his friends aren't keen to hand over their village to anyone else. After a chieftaincy election campaign and a showdown with the Romans, both events fiercely contested, can all still end well?

The latest action-packed adventure from our indomitable Gauls, Asterix and the Griffin, is out now! The year is 50BC, and all Gaul is occupied. Only one small village of indomitable Gauls still holds out against the invaders. But how much longer can Asterix, Obelix and their friends resist the mighty Roman legions of Julius Caesar? Anything is possible, with a little cunning plus the druid Getafix's magic potions! Their effects can be truly hair-raising...

"Children are made readers on the laps of their parents." --Author Emilie Buchwald Filled with beautifully illustrated reviews and a wealth of recommendations, *A Parent's Guide to the Best Kids' Comics* lovingly and thoughtfully reveals a world of graphic novels sure to capture the imagination and curiosity of your child. Children's literature experts and library professionals Scott Robins and Snow Wildsmith select and review 100 age-appropriate books, and recommend another 750 titles for children from pre-kindergarten to eighth grade in this full-color, first-of-its-kind guide. You'll also find an educator's bibliography, website recommendations, and a bounty of resources to make this magical journey informative as well as delightful. Jeff Smith and Vijaya Iyer, producers of the highly acclaimed and award-winning *Bone* series, provide a Foreword for the book.

In this special collectors' edition, books ten to twelve are brought together in one fabulous volume. In *ASTERIX THE LEGIONARY*, Obelix is in love - but the lovely Panacea is engaged to Tragicomix, a conscript in the Roman army. Asterix and Obelix must join up to rescue him. In *ASTERIX AND THE CHIEFTAIN'S SHIELD*, Caesar plans to hold a triumph using the shield of his defeated enemy, Vercingetorix, but the shield is missing! Romans and Gauls race to track it down. The athletes of the ancient world assemble in *ASTERIX AT THE OLYMPIC GAMES*. Asterix and the Gauls enter the games, but magic potion is banned! Can our friends win without it? There is no better way to enjoy the antics of our indomitable hero and his friends.

A woman bard in Ancient Gaul? A shocking idea, but that's what the Gauls get when the mothers in Asterix's village hire Bravura to teach their children. Although she, Asterix and Obelix are unlikely allies, between them they fight back against Julius Caesar's secret weapon. What can that weapon be? And how can even Cacophonix help?

Spiritus flat ubi vult academicus. It seems evident that the study of antiquity and the study of antiquity's persistence will continue to be distributed *ubique terrarum*. This pleasing circumstance was exemplified in January 2014, at the Adam Mickiewicz University in Poznań, an institution named after Poland's influential nineteenth-century epic and lyric poet. As part of an ongoing series of such academic meetings, the university hosted the Seventh International Conference on Fantasy and Wonder. Its topic was *Antiquity in Popular Literature and Culture*. Several of the papers given in Poznań appear in this volume in revised form. They demonstrate the continuing presence of the past, or, to put it slightly differently, the importance of the past in the present and, by extension, for the future.

When the hero Vercingetorix was defeated he threw his arms at Julius Caesar's feet. Years later, Caesar plans to hold a triumph with his enemy's shield - but where is it? Romans and Gauls race to track it down, and Chief Vitalstatistix, dieting on a health farm, has a surprise to spring. Will Caesar defeat the Gauls again, or will the triumph go to Asterix?

Asterix and Obelix volunteer to get Getafix some fresh fish, bringing along Dogmatix, but a storm blows them off course and they wind up in a land where the birds go "gobble" and the Romans look different.

Julius Caesar has never recovered from his defeat by Vercingetorix. Now, years after, Caesar wants to salve his wounded pride by parading triumphantly with Vercingetorix's shield. But where can it be? Will Caesar or the Gauls find it first?

When Tortuous Convolvulus, Caesar's agent, uses psychological warfare to turn the Gauls against each other, Asterix, Obelix, and Getafix must try to outwit him and bring order back to the village.

Asterix mixes it up with everyone from Julius Caesar to Cleopatra in this outstanding Omnibus! After conquering Europe, where this feisty, little warrior is a true pop culture super-star, Asterix is invading America with another three classic adventures, newly translated into American English. Asterix conquered Europe ironically by keeping his tiny village in Gaul from being conquered by the Roman Empire. Turns out, Asterix and his fellow villagers have a secret weapon, a potion that imbues them all with super strength. But the Romans aren't about to give up no matter how many times Asterix and his friends fend them off. These classic comics are not only incredibly entertaining, filled with humor, adventure, and great characters, but the historic figures are brought to life in a way that's exciting and humanizing, providing educational elements to each story, similar to the Geronimo Stilton graphic novels.

Omnibus edition includes: *Asterix the Gaul*; *Asterix and the Goths*; *Asterix the gladiator*; *Asterix the legionary*; *Asterix and the big fight*; *Asterix and the chieftain's shield*.

The Gauls have only one fear: that the sky may fall on their heads tomorrow. But tomorrow never comes, says Chief Vitalstatistix. Or does it? It looks as if it's come at last for Asterix, Obelix and the other villagers. And some surprising new characters fall along with the sky. Our friends soon find themselves in the middle of a space race...

The enemy were overpowered and took to flight. The Romans pursued as far as their strength enabled them to run' Between 58 and 50 BC Julius Caesar conquered most of the area now covered by France, Belgium and Switzerland, and invaded Britain twice, and *The Conquest of Gaul* is his record of these campaigns. Caesar's narrative offers insights into his military strategy and paints a fascinating picture of his encounters with the inhabitants of Gaul and Britain, as well as lively portraits of the rebel leader Vercingetorix and other Gallic chieftains. *The Conquest of Gaul* can also be read as a piece of political propaganda, as Caesar sets down his version of events for the Roman public, knowing he faces civil war on his return to Rome. Revised and updated by Jane Gardner, S. A. Handford's translation brings Caesar's lucid and exciting account to life for modern readers. This volume includes a glossary of persons and places, maps, appendices and suggestions for further reading.

It's a disaster - the druid Getafix has broken his golden sickle. Asterix and Obelix go to Lutetia (now Paris) to buy him a new one. Soon they are tangling with the criminal underworld of the big city - can they outwit Navishtrix, Clovogarlix and

the sickle-trafficking gang? Will Getafix ever be able to brew magic potion again?

Asterix and Obelix escort Getafix to the druids' annual conference in the Forest of the Carnutes. Little do they know that the Goths are lying in ambush, ready to kidnap the Druid of the Year - who of course is Getafix! But what with Gauls, Goths and Romans all at odds, it's hard to tell friend from foe... until Goths begin fighting Goths in the Asterixian Wars. The latest action-packed adventure from our indomitable Gauls, Asterix and the Griffin, is out now! The roads across Italy are in disrepair. Defending his name, and to prove Rome's greatness, Senator Lactus Bifidus announces a special one-off chariot race. Julius Caesar insists a Roman must win, or Bifidus will pay. Open to anyone from the known world, competitors arrive from far and wide, including Asterix and Obelix. With Bifidus secretly scheming, who will win this almighty chariot race?

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