

Sword Art Online Alicization Lasting

Spanning twenty volumes of Sword Art Online, this special boxed set includes exclusive prints and poster featuring gorgeous art by abec! With two beautiful collector's editions volumes, this boxed set is an absolute must-have for fans of the series!

"This might be a game, but it's not something you play." - Akihiko Kayaba, Sword Art Online programmer
With no memory of how he got there, Kirito wakes up in a mysterious virtual world, and it's up to him to find a way back home. But with no way to log out and no idea what kind of land he's found himself in, he's going to need allies! As a new tale unfolds, Kirito's journey through the Underworld begins!

"There's no way to beat this game. The only difference is when and where you die..." One month has passed since Akihiko Kayaba's deadly game began, and the body count continues to rise. Two thousand players are already dead. Kirito and Asuna are two very different people, but they both desire to fight alone. Nonetheless, they find themselves drawn together to face challenges from both within and without. Given that the entire virtual world they now live in has been created as a deathtrap, the surviving players of Sword Art Online are starting to get desperate, and desperation makes them dangerous to loners like Kirito and Asuna. As it becomes clear that solitude equals suicide, will the two be able to overcome their differences to find the strength to believe in each other, and in so doing survive? Sword Art Online: Progressive is a new version of the Sword Art Online tale that starts at the beginning of Kirito and Asuna's epic adventure--on the very first level of the deadly world of Aincrad!

Read the novel that ignited the phenomenon! The second day of the final stress test rages on. Lisbeth, Silica, and Asuna push through the pain as they hold out against the Dark Army. But their efforts fall short as Kirito is captured by PoH, the former leader of Laughing Coffin! With PoH's twisted heart set on subjecting Kirito to the culmination of several years' vengeance, he prepares to end him once and for all. But when hope seems lost, a voice cries out in Kirito's heart. The voice of the person he lived with, laughed with, and fought with for years. The voice of his best friend...Grabbing hold of that light in the darkness, the Black Swordsman awakens...

The goddess Urd is in danger, and only Kirito and his friends can save her! The evil frost giants have invaded her homeland of Jotunheim, bringing death and destruction in their wake. The linchpin of it all is the frost giant king's sword--the legendary weapon Excalibur! If Kirito's crew can make it to the end of the dungeon and pull the sword from the stone, peace will be brought to the land once more!

COMIC SUPERSTARS MARK WAID AND FIONA STAPLES ARE BACK FOR ANOTHER INSTALLMENT OF THEIR REMARKABLE REIMAGINING OF AN ICON! Something strange is looming over Riverdale—and it's taking the shape of a giant mega-mansion owned by an elusive mogul. Why has he chosen the quaint town of Riverdale, USA as his base of operations? And how is he going to use the teens of Riverdale High to further his political aspirations? Big questions and challenges await the teens and townsfolk—meanwhile, a new student has graced the halls of Riverdale High and she's turning heads in a BIG way! Find out all the answers to these important questions in the third issue of the biggest comics sensation of the season!

A few months after escaping from Sword Art Online, Kirito is ready to dive into a brand-new VRMMO--Sword Art: Origin. This game promises to have all of the base features from Aincrad without any of the bad. When Kirito meets a mysterious girl in need of his help, that theory will be put to the test...

Two years after waking up in a mysterious fantasy world, Kirito and his oddly human NPC friend, Eugeo, continue their quest to become Integrity Knights--and find Alice, who disappeared so long ago and yet has somehow lingered in the back of Kirito's mind. Their journey takes them to the Imperial Swordcraft Academy, where they must train to become two of the top twelve seats in the class to have even a hope of seeing Alice again. Meanwhile, as Asuna desperately searches for Kazuto Kirigaya, she stumbles across the deeper secret of his new world...

It's time for the "real" SAO--the third floor! Kirito and Asuna are hardly out the door when they stumble upon the start of the Elf War quest. When they decide to side with the elite dark elf Kizmel, they're set on a path that will push them harder than ever before. But together, nothing can stop them...right?

A week has passed since the climactic 4th Squad Jam came to an end. Lenn and the rest of LPFM join forces with SHINC to take on the mysterious "Five Ordeals," a player-versus-monsters challenge that begins at the stroke of midnight! Yet as Lenn and her friends patrol the area, looking for opponents, the first thing they happen upon is... a cute little talking dog?!

Read the novel that ignited the phenomenon! The final stress test bleeds into its second day. Driven to desperation by the Integrity Knights' coordinated assault, the Dark Army reveals the ace up their sleeve! Critter, who has been observing the battle from the Ocean Turtle, has successfully created a gateway into the Underworld and masked it as an invitation to "an open beta test for a new, unannounced VRMMO." This digital invite bolsters the ranks of the Dark Army by the tens of thousands! Having already been pushed to her limits, the thought of taking on a fresh wave of bloodthirsty enemies fills Asuna with dread. But just when it seems like all is lost, two new deities of the Underworld appear to take up the fight: the Sun Goddess, Solus, and Terraria, the Earth Goddess. And the ones in possession of these super-accounts are none other than Sinon and Leafa!

After the raid is interrupted by Kizmel's sudden entrance, the dark elf tells Kirito and Asuna about the Six Sacred Stones and the two goddesses living within game. Upon Seven's advice, Kirito visits the game operators for more clues, only to find the shocking truth behind Sword Art: The Origin!

It's been a month since Kirito and Asuna returned from the Underworld. Together again with Alice, who managed to secure a life in the real world, it should've been happily ever after...But, as luck would have it, the three find themselves involved in a VRMMO by the name of Unital Ring, and all their stats have been reset to level one! It's time for Kirito to put his experience to the test in a genuine Survival MMO!

READ THE NOVEL THAT IGNITED THE PHENOMENON! A year has passed since Kirito and Asuna's return from the Underworld. With them is Alice, who has been given a physical body. But their peace is quickly broken when the three are suddenly thrust into an unfamiliar game, Unital Ring. This new world is a survival MMO that fuses together every VRMMO created with the Seed program. As soon as it starts, Kirito finds himself with nothing but his underwear. Now, he's got to challenge a mysterious VRMMOSVG under desperate circumstances!

In Underworld, a virtual land from which there seems no escape, Kirito meets Eugeo, an NPC destined to follow his Calling--his life's goal that must be achieved before he can follow his own path. What awaits Kirito in this new land?

The moment Kirito, Asuna, and Alice were dragged into the mysterious VRMMO "Unital Ring," Sinon was also thrust into the

Cathedral. Kirito, forced into an unlikely alliance with Alice the Integrity Knight, continues his climb from the outside, while trying not to fall to his death. At the same time, Eugeo must face off against the Integrity Knight Commander himself, Bercouli Synthesis One! Although the journey is nearing its end, they'll soon learn that the cathedral is still full of surprises...

From the illustrator of the Sword Art Online light novel series comes a collection of artwork featuring illustrations from the first nine volumes, magazines, posters, character designs for the anime, and more!

Sword Art Online, the world's first VRMMORPG (Virtual Reality Massively Multiplayer Online Role Playing Game), may have started out as a game, but it has since become a matter of life and death for the ten thousand players trapped within. Two years after game programmer Akihiko Kayaba's chilling declaration--"This might be a game, but it's not something you play"--the number of players has dwindled to six thousand, and for many, every day is a struggle for survival. Though Kirito has stayed alive by making a name for himself as a solo adventurer in that time, his life undergoes a major change when he unwittingly joins Asuna's powerful guild, the Knights of the Blood. What does fate have in store for Kirito, Asuna, and the brave young fighters who are risking their lives to return to the real world?!

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To steal the recipe for the Fairy Mallet and complete their quest, Silica and company infiltrate the Elves and Shoemaker guild. But Granze, the guild's leader, is not so easily outwitted—using the Gjallarhorn, a legendary instrument that summons a veritable army of soldiers to her side, she launches her assault! What's more, the soldiers are created from old SAO data, and their leader bears an uncanny resemblance to the Black Swordsman...

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