

Rick And Morty

The Art of Rick and Morty

Featuring exclusive never before seen concept art with a killer Glow-in-the-Dark cover, this is the art book that Rick and Morty fans have been waiting for! The animated science-fiction adventures of Rick and Morty are irreverent, shocking, and hilarious--from the cynical and rapid-fire one liners, to the grotesquely and endearing character designs. Now, take a deep trans-dimensional dive into the creation of these many insane universes with The Art of Rick and Morty! This new book is a must-have, not only for followers of the series, but for fans of animation as well! Featuring intimate commentary from the show's creators accompanying a vast collection of process, concept, and production art, this striking volume offers a tantalizing exploration of one of the most outlandish and beloved shows on television. Don't miss your chance to see the amazing art that goes into creating this twisted and fantastic Adult Swim series!

Rick and Morty and Philosophy

The adult-oriented science-fiction cartoon series Rick and Morty, shown on Cartoon Network as part of its late-night Adult Swim feature, is famous for its nihilistic anti-hero Rick Sanchez. Rick is a character who rejects God, religion, and meaning, but who embraces science and technology. This leads to a popular show that often presents a world view favorable to science and dismissive of spirituality. It is existentialism mashed up with absurdism with a healthy (or unhealthy) dose of dick jokes thrown in. Rick and Morty and Philosophy focuses on the philosophical underpinnings of the show. The authors explain and develop ideas that are mentioned or illustrated in various episodes, so that fans can get really solid evidence for what they know already: this show is awesome and deep. Rick has access to technology that allows him to jump between dimensions or realities. He brings his grandson, Morty, along with him on these adventures, often putting Morty in mortal danger. However, Rick's attitude is that there are an infinite number of Mortys in the multiverse, so if his Morty dies, he can always replace his Morty with another Morty from a different dimension. One question that arises is, are these Mortys really identical to each other? And if one of them dies, can he really be replaced without loss? Another character in the show is Jerry, the husband of Rick's daughter. Jerry is a complete and total loser with no self-respect, desperate to get any kind of respect from others. Why is it so important that he has self-respect? How does his lack of self-respect affect those around him? In one adventure, Jerry finds himself in a position where he can save one of the greatest civil rights leaders in the universe whose heart is failing. Jerry can save his life by donating his penis, which is the perfect organ to match the alien's failing heart. Does Jerry have a moral obligation to do so? Recently, ethicists such as Peter Singer and Julian Savulescu have argued that people have a moral obligation to donate a kidney to people who need one. Why wouldn't the same apply to Jerry's penis? Is such a donation above and beyond a moral obligation, and consequently optional, or is it a basic moral obligation and therefore required, as noted ethicists like Singer and Savulescu suggest? This volume also includes chapters that examine the experience of watching Rick and Morty. One writer argues that many of the Rick and Morty episodes induce within viewers a state of "Socratic aporia," or confusion. Viewers are forced to reflect on their own moral beliefs about the world when characters do something that seems good but results in horrendous consequences.

The Art of Rick and Morty Volume 2

"Rick and Morty are back, baby! They never even left! Reruns, dog! Streaming! Anyway, grab your portal gun and get back to exploring the creation of this beloved TV series with its comical characters and their interdimensional counterparts, wack-a-doo aliens, and far-out locations. This full-color hardcover artbook

showcases the interstellar art of the third and fourth seasons of your favorite animated sci-fi adventure\"--

Rick and Morty Book Four

The smash-hit comic book series based on Dan Harmon and Justin Roiland's hilarious [adult swim]TM animated show RICK AND MORTYTM is available in its fourth deluxe hardcover collection! When aliens threaten to destroy the world (again), what happens when Jerry tries to talk 'em out of it? Nothing good! Morty and Summer need dates to the prom, but when Rick tries to...help...everyone BUGS out! From Interdimensional Cable to Beth's never-ending struggles for even the smallest amount of respect...you'll find all that and more in this oversized collection, not to mention 5 full issues of Multiple Morty Madness!! This special edition collects issues #26-30 of the main series, as well as the entire Pocket Like You Stole It miniseries, based on the bestselling mobile game. It also includes a brand-new introduction, cover art, and a gallery of Pocket Like You Stole It trading cards! Get schwifty!

Rick and Morty Book of Gadgets and Inventions

A must have for fans, this official illustrated guide features a unique look at all the gadgets and inventions created by Rick Sanchez from Adult Swim's Emmy-winning show Rick and Morty. Dive into this one-of-a-kind guide that explores and explains all the inventions, gadgets, and machines -- not just the ones with a sci-fi word added to it -- that Rick and Morty have encountered on their mind-blowing adventures! In the Book of Gadgets and Inventions, author Robb Pearlman explores the science and backstories as well as includes humorous how-to instructions for all the gadgets and gizmos from all three seasons of Rick and Morty, breaking them into seven themed-categories including items like: Body and Mind: Anatomy Park, Mindblower Helmet, and Pickle Serum Interdimensional Power & Travel: Interdimensional Cable, Interdimensional Goggles, and Microverse Battery Weapons, Guns & Suits: Concentrated Dark Matter, Groin System 6000, Rat Suit, and Suicide Machine Ships, Machines & Boxes: Curse Purge Scanner, Demonic Alien Containment Box, Detox Machine, and Science Microwave Robots & Clones: Butter Robot, Drones, Tiny Rick, and Toxic Rick and Morty Extracurricular Gadgets & Inventions: Alien Vaccum, Beth's Toys, Ovenless Brownies, Time Stabilizing Collar, True Level, and Wishing Portal Interdimensional Gadgets & Science: Brainalyzer Helmet, Conroy, Gwendolyn, Meeseeks Box, Plubus, Roy: A Life Well Lived, and Zigerion Simulation Chamber With full-color illustrations, concept art, \"Rick Facts\" sidebars, episode references, and handwritten notes from Rick and Morty throughout, Book of Gadgets and Inventions is a truly unique and must-have guide for fans of one of the most bizarre and beloved animated shows on television.

Recursion

'Action-packed, brilliantly unique' – Andy Weir, author of The Martian A compulsive, mind-bending exploration of memory and what it means to be human, Recursion is a breathtaking thriller from the author of Dark Matter, Blake Crouch. At first, it looks like a disease. An epidemic that spreads through no known means, driving its victims mad with memories of a life they never lived. But the force that's sweeping the world is no pathogen. It's just the first shockwave, unleashed by a stunning discovery – and what's in jeopardy is not just our minds. In New York City, Detective Barry Sutton is closing in on the truth – and in a remote laboratory, neuroscientist Helena Smith is unaware that she alone holds the key to this mystery . . . and the tools for fighting back. Together, Barry and Helena will have to confront their enemy – before they, and the world, are trapped in a loop of ever-growing chaos. 'Recursion takes mind-twisting premises and embeds them in a deeply emotional story about time and loss and grief and most of all, the glory of the human heart' – Gregg Hurwitz, author of Orphan X Readers are blown away by Recursion . . . 'An unbelievably good read' 'Mind-blowing, brilliant, enthralling and gripping from beginning to end' 'The stakes are colossal, the characters are the perfect propelling forces of the story, and the big reveals are placed at exactly the right moments' 'I couldn't put it down, I had to know what happened next' 'Crouch, an already phenomenal author, just keeps getting better'

Rick and Morty Vol. 2

The dimension-hopping, space-frolicking, god-bashing good time returns for part two of the all-new Rick and Morty cash grab—err . . . ongoing series from Alex Firer, Fred C. Stresing, and Marc Ellerby! After Rick and Morty averted near catastrophic destruction on Earth at the hands of hyper tech bro Glug Vronsky, an even bigger, more annoying problem emerges. Nunzumel and a slew of weird gods have escaped from Anti Hala, unleashing a cavalcade of destruction and mayhem as they attempt to take over the world. Meanwhile, Morty's on-again, off-again girlfriend, Noelle, has been imbued with godlike powers, the Goldenfold's quest for mathematical perfection remains unyielding, and Rick teams up with his once-soul-eating foe, Vultureperson. All of this sick chaos culminates in a race to a desolate planet on the far edge of the universe. And with it lies hope for a new beginning . . . and the last remaining space milkshake! Love vs. worship! Math vs. science! The gods vs. stinky man! Is this the end of Rick and Morty?! Or the end of the beginning?!?

Rick and Morty #38

Here we go vampire-ing again! Summer's still being held captive by the Draculas (who are actually sort of smitten with her) and our hallowed heroes are storming the castle—literally! It's a drag-out, fang-out, stake-out, blood-soaked rescue story. So many Draculas! So many scary windows! So many vampire fights! Rick's drunk! Morty's useless! Beth is trying! Jerry is a you know what! It's the second part of the dynamic LET THE RICK ONE IN vampire-y two parter, co-written by TINI HOWARD (Rick and Morty: Pocket Like You Stole It)! It's awesome!

Rick and Morty #46

Rick and Morty go to a theme park filled with robots that look like for real people, and exist to fulfill all your carnal and/or lusty needs. Like that show, you know? With the robot theme park. But with Rick and Morty. You get it, right?

Rick and Morty #39

In this action-packed issue drawn by guest artist (and former series colorist) Katy Farina, Rick and Morty get arrested for smuggling and are being sent to the worst penal colony in the universe. Can they escape this space paddy wagon before they get locked up forever? Will there be additional shenanigans? You know there will be! Plus: another interconnected backup story by Josh Trujillo and Rii Abrego!

Rick and Morty #40

Rick and Morty are locked in a lethal battle royale, but Rick has a secret weapon - the Transformatron, which can change him into any form. Pizza Rick! Cactus Rick! Butter Churn Rick! IT'S A RICK-STRAVAGANZA! Rick turns into a lot of different things in this issue, okay? There's also a lot of violence and blatant disregard for Morty's well-being! You're gonna love it!

Rick and Morty #49

Oh, bruh, you need to steel yourself for this one because some stuff went down, and RICK AND MORTY ARE DOING A GROUNDHOG DAYYYYYYYYYYYYYYYYYY!

Rick and Morty Book Five:

The smash-hit comic book series based on Dan Harmon and Justin Roiland's hilarious [adult swim]TM

animated show RICK AND MORTY™ is available in its fifth deluxe hardcover collection! Watch as Summer discovers doomed romance! Learn the tragic secrets of Krombopulous Michael! Check out some really cool dinosaurs! This volume features Eisner-nominated writers Kyle Starks (Sexcastle, Assassination Nation) and Magdalene Visaggio (Kim & Kim, Vagrant Queen), in collaboration with artist CJ Cannon and Marc Ellerby, plus guest writers Tini Howard (Thanos, Euthanauts, Pamela Ribon (Moana, Ralph Breaks the Internet). This special edition collects issues #31-35 of the main series, as well as the first four oversized issues of Rick and Morty Presents, starring The Vindicators, Sleepy Gary, Krombopulous Michael, and PICKLE RICK! It also includes a brand-new introduction from writer Magdalene Visaggio and a cover gallery featuring EVERY cover from all issues!

Rick and Morty #37

LET THE RICK ONE IN: PART I. In this two-part spooky special, Rick and Morty face the hideous hordes of the sexy undead—VAMPIRES! Featuring the goth co-writing styles of Tini Howard (Assassinistas, Rick and Morty: Pocket Like You Stole It)!

Original Adventures Reincarnated #2 - The Isle of Dread

An adventure for levels 3-7. Goodman Games expands its partnership with Wizards of the Coast with the second release in the Original Adventures Reincarnated line! The first installment, Into the Borderlands, is already a best-seller, and this second release will transform a hit title into a hit product line. OAR 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This tutorial adventure by legendary designers Zeb Cook and Tom Moldvay was included in the D&D Expert Set and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth and play it in the newest rules set with the next generation!

Rick and Morty : The Best of Rick and Morty Slipcase Collection

The only box set containing the true best of the best—the all-time best Rick and Morty stories featuring your favorite family from nearly ten years of Oni Press' acclaimed comics series! Revisit the finest interdimensional, dysfunctional, confrontational, nonsensical adventures in three never-before-released “best of” volumes: the Best of Rick and Morty, Best of Summer, and Best of Beth and Jerry! Featuring classic issues including “Morty Shines,” “Summer's Eve,” “Neigh's Anatomy,” and “Rick and Morty Presents: Jerry” from top writers and illustrators Kyle Starks, Pamela Ribon, Jim Zub, Benjamin Dewey, Troy Little, Marc Ellerby, and many more!

The Portable Frank

A visionary work of comic art! Readers who haven't discovered Jim Woodring's Frank stories have a colossal treat waiting for them in this all-ages gem collecting the character's greatest adventures.

Rick and Morty: Finals Week

The worst week of Morty's life starts right . . . now! It's finals week! And each day brings a new school final for which Morty is woefully unprepared: English lit, gender studies, world religion, government, and science. But instead of helping Morty hit the books, Rick drags him on unexpected and unenlightening adventures, including but not limited to: “doing a Sherlock Holmes,” getting trapped in a beat-‘em-up video game, starting a cargo cult religion, contesting a political convention, and meeting Morty's future self! Will these hands-on experiences aid in Morty's education, or is he DOOMED to fail his finals?! Featuring a cavalcade of past and future Rick and Morty comic superstars, including Daniel Kibblesmith (Loki, Harley Quinn),

Christof Bogacs (Under Kingdom), Jake Black (Smallville), James Asmus (Quantum & Woody, The Delinquents) and Jim Festante (The End Times of Bram & Ben, Fieldtripping), Alex Firer (Rick and Morty: Rick's New Hat), Priscilla Tramontano (Transformers, Godzilla), Beck Kubrick (Don't Worry, I Die at the End), Marc Ellerby (Rick and Morty ongoing, Chloe Noonan: Monster Hunter), Suzi Blake (Batman: Wayne Family Adventures, Aggretsuko), and Fred C. Stresing (Rick and Morty: Meeseeks, P.I., Rick and Morty: Rick's New Hat), Rick and Morty: Finals Weeks collects five standalone-but-connected adventures guaranteed to make you laugh out loud, jump with excitement, and feel just a little bit dumber! Collects all five hilarious issues of Rick and Morty: Finals Week—SheRick Holmes & Mortson #1, BrawlHer #1, Wrath of Beth #1, Contested Convention #1, and Old Man Morty #1!

Rick and Morty: Deluxe Double Feature Vol. 3

Collects the miniseries Rick's New Hat #1–4 and Infinity Hour #1–4! The hit comic book series based on the hilarious [adult swim] animated show Rick and Morty continues in all-new stories not seen on TV! When Rick and Morty buy the greatest hat in all the multiverse, it attracts an evil so banal that even our intrepid adventurers may not be able to stop it in the faux-crossover event no one asked for Rick's New Hat. And Rick is recruited to join a galactic rebellion, forming a bond with a ragtag group of freedom fighters, mystics, and mercenaries to overthrow the Galactic Federation in Infinity Hour.

Rick and Morty: Rick's New Hat #3

Oh, snap. It's over. Rick and Morty are in the big one, the afterlife. No, for real this time, seriously. OK. You got us. They're in an afterlife, but which one?! Will they find the second Fact of Science in time to save all of reality?! Rick and Morty travel through various cultural interpretations of the afterlife in search of the second Law of Science in order save all of existence. But what about that damn fine hat, you ask? It's there. Square upon Rick's pointy dome. Maybe it knows the secret?

The Science of Rick and Morty

Learn about quantum physics, cloning, exoplanets, the number 137 and all of modern science's biggest questions through the crazy adventures of Rick and Morty, the international Netflix success, now airing on Channel 4. What is concentrated Dark Matter? Can we hack memory? Are you living in a simulation operating at 5% capacity? Rick and Morty may seem like the most idiotic show on TV today, but a lot of its crazy adventures are actually based on real-life scientific theories and cutting-edge academic research. Using the biology, chemistry and physics of the series, expert science writer Matt Brady explains the biggest questions occupying the greatest minds today, including: can we have cool cybernetic implants, will we ever be able to alter our basic intelligence, how far will we be able to go with cloning, could we travel to parallel universes, what energy could you get from a microverse battery and can you control a cockroach's nervous system with your tongue? So, become more Rick and less Morty with this wander through the portal of modern-day science. Or just go back to laughing at the stupid jokes.

Rick and Morty Presents: Morty's Run #1

When Morty finds out he's going to summer camp, he'll do anything to escape, including listening to Rick. When Rick drops Morty off on a planet full of kids, things are not what they seem. Can Morty survive a world ruled by thirteen-year-olds all by himself?

Rick and Morty

The hit comic book series based on Dan Harmon and Justin Roiland's hilarious [adult swim]TM animated show RICK AND MORTYTM continues in all-new stories not seen on TV! Catch up on the adventures of

degenerate genius scientist Rick Sanchez as he drags his inherently timid grandson Morty Smith on dangerous adventures across the universe! This volume features Eisner-nominated writers Kyle Starks (Sexcastle) and Magdalene Visaggio (Kim & Kim) in collaboration with series artists CJ Cannon and Marc Ellerby, plus guest writers Tini Howard (Rick and Morty™: Pocket Like You Stole It), Pamela Ribon (Moana), and Rick and Morty™ storyboard artist Erica Hayes. Watch as Summer discovers doomed romance! Learn the tragic secrets of Krombopulos Michael! Check out some really cool dinosaurs! All that and more in this collection of Rick and Morty™ comics! Collects issues #31-35.

Rick and Morty: Rick's New Hat #5

Hang on to your hats, it's the grand finale! It's Rick versus everybody in the galaxy as he faces off against his heretofore-unknown nemesis, the Council of Dunces!

Rick and Morty: Rick's New Hat #4

It's the penultimate chapter of the comics event of 2021, and it's all Morty, all the time. Can Morty find the secret to a happy life as a JOCK?! It's back to school for Morty, and Rick is along for the ride. The hat, too. It's just so...darn...nice.

Rick and Morty: Rick's New Hat #1

When Rick and Morty buy the greatest hat in all the multiverse, it attracts an evil so banal that even our intrepid adventurers may not be able to stop it. In true comics-event tradition, this one features everyone from Rick and Morty to Mr. Poopybutthole, Pickle Rick, and MORE. A faux-crossover event from the evil geniuses behind Rick and Morty Presents: Birdperson!

Rick and Morty vs. Dungeons & Dragons

It's the COMPLETE ADVENTURE! Grab your dice, pencils, and spell book as Rick and Morty vs. Dungeons & Dragons returns in this deluxe edition hardcover! When Morty asks Rick for help learning how to play D&D because he has a crush on a girl, it ends up drawing the entire family into a D&D world, where they inadvertently help the \"bad guys\" win, but make it right in the end. Then, in the hit series Painscape, magical D&D adventures come to Earth, and no one will survive the Painscape! The world's greatest role-playing game returns to plague the world's most dysfunctional animated family, and this time, we can't just rest on brand-name recognition and curiosity to fuel your interest, Morty, because no one gives a d-d-damn about sequels unless they're really good, so no pressure, you hacks! Including all eight issues of the hit series, plus a BRAND-NEW story from Jim Zub and Troy Little featuring Mr. Meeseeks conquering The Forgotten Realms! Over 300 pages of monsters, mayhem, and a bag of holding-worth of bonus materials.

The Dragon Squisher, Volume 1

Meet Nigel: digger of latrines, shoveler of poop, and the single greatest threat to all the humans, elves, dwarves, and halflings of Esteria. Desperate to escape from military school and return to his carefree life as the village no-goodnik, Nigel sees the king's declaration of war on the gorks as the perfect opportunity to flee, since he's pretty sure his latrine-digging skills aren't going to do much good on the front line. But his escape efforts have a habit of backfiring, and by the time he and his arch-frenemy are banished from the kingdom and sent on an impossible quest for a (probably bogus) magical artifact, the humans of Amerigorn find themselves longing for the good old days when they were merely being annihilated by Lord Smoron. The Dragon Squisher is a fantasy novel for teens that spoofs the tropes of the genre and will appeal to teens, young adults, and adults who love the humor of Terry Pratchett and Douglas Adams. If this is the kind of book you've been searching for--and who hasn't?--look no further than Book One of the Nigel Chronicles:

The Dragon Squisher. Funnier than Lord of the Rings! Shorter than Harry Potter! This coming of age fantasy novel is an epic fantasy treat for all fans of humorous fantasy.

Rick and Morty: Rick's New Hat #2

Hey, kids, it's Mr. Poopybutthole, and he's here to tell you, hoooooboy, Rick done gone and messed up this here universe. Cronenburgs everywhere, and nothing but wasteland. Can Rick and Morty overcome the doubts of Mr. Poopybutthole and find the hidden three facts of science?

Rick and Morty Presents Vol. 5

Featuring the galaxy-traversing standalone adventures of Rick and Morty Presents: Morty's Run; Big, Dumb Summer Vacation; d and Time Zoo. All here in one handy-dandy volume!

The Art of Rick and Morty Volume 2 Deluxe Edition

This full-color hardcover artbook showcases the third and fourth seasons of the animated science-fiction adventures of everyone's favorite alcoholic scientist and his grandson! Rick and Morty are back, baby! They never even left! Reruns, dog! Streaming! Anyway, grab your portal gun and get back to exploring the creation of this beloved TV series with its comical characters and their interdimensional counterparts, wack-a-doo aliens, and far-out locations. This full-color hardcover artbook showcases the interstellar art of the third and fourth seasons of your favorite animated sci-fi adventure. This deluxe edition includes: An acetate sleeve with Rick and Morty's silhouettes Gilded edges and a ribbon marker A glow-in-the-dark lithograph print Replicas of Rick's iconic bumper stickers Dark Horse Books and Adult Swim offer another peek beneath the creators' curtain with The Art of Rick and Morty Volume 2. Glow-in-the-Dark Cover! More concept art! More creator commentary! More stuff!

Rick and Morty vs. Dungeons & Dragons II:

The pop culture juggernaut and the best-selling role-playing game team up once again in an all new companion story! Once upon a game, Rick, Morty and the Smith family went on magical D&D adventures...now, magical D&D adventures are coming to Earth, and no one will survive the Painscape! The world's greatest role-playing game returns to plague the world's most dysfunctional animated family! Fan favorite dice dependent Jim Zub (Samurai Jack, Savage Sword of Conan) re-teams up with Eisner-nominated cartoonist +5 Troy Little (Fear and Loathing in Las Vegas, The Powerpuff Girls) to destroy Adult Swim's pop culture juggernaut and the best-selling role-playing game that once used the term "THAC0."

The Art of Rick and Morty

Featuring exclusive never before seen concept art with a killer Glow-in-the-Dark cover, this is the art book that Rick and Morty fans have been waiting for! The animated science-fiction adventures of Rick and Morty are irreverent, shocking, and hilarious--from the cynical and rapid-fire one liners, to the grotesquely and endearing character designs. Now, take a deep trans-dimensional dive into the creation of these many insane universes with The Art of Rick and Morty! This new book is a must-have, not only for followers of the series, but for fans of animation as well! Featuring intimate commentary from the show's creators accompanying a vast collection of process, concept, and production art, this striking volume offers a tantalizing exploration of one of the most outlandish and beloved shows on television. Don't miss your chance to see the amazing art that goes into creating this twisted and fantastic Adult Swim series!

The Sequel Superior

The Sequel Superior By: Edward K. Eckhart-Zinn Edward K. Eckhart-Zinn believes strongly that the age of internet criticism has led to a new path of viewing film and television, or by the encompassing terminology, “screen work”. A healthy array of screen work subjects are covered in The Sequel Superior, from the serialization of film through franchises like Star Wars or the MCU, to the overlooked impact your personal life has on any constructed artworks, exploring just how massive and engaged that link is. This book is equally for creators and critics alike, bringing new light to conceptually finding “objective factors” in “subjective artistry”. Screen works of all kinds are heavily dissected on this figurative operating table, such as Rick and Morty, Breaking Bad, The Simpsons, and the Star Wars sequel trilogy. The modern screen work climate is anatomically deconstructed to render an almost scientific schematic, breaking down elements such as tropes, hype, plot threads, plot holes, the fairly new presence of the internet, fandom, fan fiction, fanfare, the benefits of an animated medium, rosy retrospection, nostalgia, and all of their respective effects to generate the take on the current-day media environment. Instead of retreading the continued deconstruction of such antique masterpieces like Casablanca or The Shining, we instead immerse ourselves in the less respected yet extremely popular “popcorn movie” and attempt to understand why the highest grossing films for the last ten years have all been sequel installments. This book posits that there truly are right ways and wrong ways of making this artwork, and the consumer, critic, and creator can all benefit greatly from its perspectives.

A Feeling of Wrongness

In A Feeling of Wrongness, Joseph Packer and Ethan Stoneman confront the rhetorical challenge inherent in the concept of pessimism by analyzing how it is represented in an eclectic range of texts on the fringes of popular culture, from adult animated cartoons to speculative fiction. Packer and Stoneman explore how narratives such as True Detective, Rick and Morty, Final Fantasy VII, Lovecraftian weird fiction, and the pop ideology of transhumanism are better suited to communicate pessimistic affect to their fans than most carefully argued philosophical treatises and polemics. They show how these popular nondiscursive texts successfully circumvent the typical defenses against pessimism identified by Peter Wessel Zapffe as distraction, isolation, anchoring, and sublimation. They twist genres, upend common tropes, and disturb conventional narrative structures in a way that catches their audience off guard, resulting in belief without cognition, a more rhetorically effective form of pessimism than philosophical pessimism. While philosophers and polemicists argue for pessimism in accord with the inherently optimistic structures of expressive thought or rhetoric, Packer and Stoneman show how popular texts are able to communicate their pessimism in ways that are paradoxically freed from the restrictive tools of optimism. A Feeling of Wrongness thus presents uncharted rhetorical possibilities for narrative, making visible the rhetorical efficacy of alternate ways and means of persuasion.

Six Seasons and a Movie

Audacious, weird, and icily ironic, Community was a kind of geek alt-comedy portal, packed with science fiction references, in-jokes that quickly metastasized into their own alternate universe, dark conspiracy-tinged humor, and a sharp yet loving deconstructions of the sitcom genre. At the same time, it also turned into a thoughtful and heartfelt rumination on loneliness, identity, and purpose. The story of Community is the story of the evolution of American comedy. Its creator, Dan Harmon, was an improv comic with a hyperbolically rapid-fire and angrily geeky style. After getting his shot with Community, Harmon poured everything he had into a visionary series about a group of mismatched friends finding solace in their community-college study group. Six Seasons and a Movie: How Community Broke Television is an episode-by-episode deep-dive that excavates a central cultural artifact: a six-season show that rewrote the rules for TV sitcoms and presaged the self-aware, metafictional sensibility so common now in the streaming universe. Pop culture experts Chris Barsanti, Jeff Massey, and Brian Cogan explore its influences and the long tail left by its creators and stars, including Donald Glover’s experiments in music (as rapper Childish Gambino) and TV drama (Atlanta); producers-directors Anthony and Joseph Russo’s emergence as pillars of the Marvel universe (Captain America: Civil War and Avengers: Infinity War); and Harmon’s subsequent success with the anarchic sci-fi

cartoon Rick and Morty. Covering everything from the corporate politics that Harmon and his team endured at NBC to the Easter eggs they embedded in countless episodes, *Community: The Show that Broke Television* is a rich and heartfelt look at a series that broke the mold of TV sitcoms.

Male Rape Victimisation on Screen

Focusing on the under-researched area of male sexual assault, this book reveals how seemingly harmless humour can infiltrate how we think about violent and victimising behaviours.

The Palgrave Handbook of Popular Culture as Philosophy

Much philosophical work on pop culture apologises for its use; using popular culture is a necessary evil, something merely useful for reaching the masses with important philosophical arguments. But works of pop culture are important in their own right—they shape worldviews, inspire ideas, change minds. We wouldn't baulk at a book dedicated to examining the philosophy of *The Great Gatsby* or 1984—why aren't *Star Trek* and *Superman* fair game as well? After all, when produced, the former were considered pop culture just as much as the latter. This will be the first major reference work to right that wrong, gathering together entries on film, television, games, graphic novels and comedy, and officially recognizing the importance of the field. It will be the go-to resource for students and researchers in philosophy, culture, media and communications, English and history and will act as a springboard to introduce the reader to the other key literature in the field.

Orcs in Space Vol. 3

The mayhem-packed finale! The Aarken crew lands on the orc homeworld, Muckball, for the opposite of a hero's welcome. These outcasts now must outsmart rude beasts and escape a gauntlet of foes before the relentless StarBleep blasts Muckball into another dimension. Is this the end of orc civilization?

Nerd

In the vein of *You're Never Weird on the Internet (Almost)* and *Black Nerd Problems*, this witty, incisive essay collection from New York Times critic at large Maya Phillips explores race, religion, sexuality, and more through the lens of her favorite pop culture fandoms. From the moment Maya Phillips saw the opening scroll of *Star Wars*, Episode V: *The Empire Strikes Back*, her life changed forever. Her formative years were spent loving not just the *Star Wars* saga, but superhero cartoons, anime, *Buffy the Vampire Slayer*, *Harry Potter*, Tolkien, and *Doctor Who*—to name just a few. As a critic at large at *The New York Times*, Phillips has written extensively on theater, poetry, and the latest blockbusters—with her love of some of the most popular and nerdy fandoms informing her career. Now, she analyzes the mark these beloved intellectual properties leave on young and adult minds, and what they teach us about race, gender expression, religion, and more. Spanning from the nineties through to today, *Nerd* is a collection of cultural criticism essays through the lens of fandom for everyone from the casual *Marvel* movie watcher to the hardcore *Star Wars* expanded universe connoisseur. “In the same way that the fandoms Phillips addresses often provide community and a sense of connection, the experience of reading *Nerd* feels like making a new friend” (Karen Han, cultural critic and screenwriter).

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