



Cimarronin: The Complete Graphic Novel

By Neal Stephenson, Mark Teppo, Charles C. Mann, Ellis Amdur

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A disgraced outcast samurai living in early seventeenth-century Manila, Kitazume is contemplating ritual suicide when a divine force (of a sort) intervenes: Luis, a rogue Jesuit priest and Kitazume's longtime friend. At Luis's insistence, the samurai agrees to help smuggle a Manchu princess to Mexico. But little does he know that he's really been dragged into an epic struggle for power.

As they become embroiled in the deadly politics of New Spain, Kitazume uses his lethal skills to save his friends—and to find redemption. Meanwhile, Luis secretly works as a member of the legendary Shield-Brethren, whose mission is to see that neither China nor Spain controls the silver mines owned by Luis's very father.

As politics and greed collide, Kitazume must call upon his deadly skills once more. But he's not just fighting to save his friends—he's fighting for the redemption he so desperately craves.

Packed with adventure, twists, and gorgeous visuals, *Cimarronin: The Complete Graphic Novel* collects *Cimarronin: A Samurai in New Spain* #1-3 and *Cimarronin: Fall of the Cross* #1-3.

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Editorial Review

About the Author

Neal Stephenson is primarily a fiction author and has received several awards for his works in speculative fiction. His more popular books include *Snow Crash*, *The Diamond Age*, *Cryptonomicon*, *The Baroque Cycle*, and *Anathem*. He is a co-founding author of the Foreworld universe and co-author of The Mongoliad trilogy. He resides in Seattle with his family.

Mark Teppo is the author of the Codex of Souls urban fantasy series, the hypertext dream narrative *The Potemkin Mosaic*, and the vampire eco-thriller *Earth Thirst*. He is a co-founding author of the Foreworld universe and co-author of The Mongoliad trilogy, along with many other tales in the universe. A bibliophile whose interests include historical martial arts and esoteric traditions, he lives in the Pacific Northwest.

Charles C. Mann is the author of *1493*, a *New York Times* bestseller, and *1491*, which received the Keck Award from the National Academy of Science. The co-author of five additional books, including a young readers' version of *1491* called *Before Columbus*, Charles is a regular contributor to the *Atlantic*, *Science*, and *Wired*. He has covered science, technology, and commerce for publications such as *National Geographic*, the *New York Times*, *Vanity Fair*, and the *Washington Post*. Charles has been a finalist for the National Magazine Award four times, and has won writing awards from the American Bar Association, the American Institute of Physics, the Alfred P. Sloan Foundation, and the Margaret Sanger Foundation.

Ellis Amdur is a well-known practitioner and researcher of classical Japanese martial arts. He has written three books on the subject, including *Dueling with O-sensei*, *Old School*, and *Hidden in Plain Sight*. Ellis also works as a crisis intervention specialist and has authored and published nine books on the de-escalation of aggressive, emotionally disturbed individuals. His first novel, *The Girl with the Face of the Moon*, published in Fall 2014.

Robert Sammelin was born and raised in the mining town of Kiruna, Sweden, and has been a resident of Stockholm since the late '90s. He is a self-taught artist, illustrator, and graphic designer. Since 2007, he has worked as a senior concept artist at DICE, the studio behind the groundbreaking and award-winning *Battlefield* and *Mirror's Edge* video games. His previous work includes Avalanche Studio's *Just Cause* video games, movie storyboards, logos, book and CD covers, magazine illustrations, and self-published comics.

Dean Kotz has drawn comics for a variety of publishers, including Boom! Studios, Zenescope, Monkeybrain, and Image. He lives in Brooklyn, NY.

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