

[Books] Dark Souls Beyond The Grave Volume 1

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Dark Souls: Beyond The Grave-Damien Mecheri

2017-09-30 If the Dark Souls series managed to seduce players and journalists, it was mainly by word of mouth. It was such a great success that Dark Souls 2 was named "Game of the Year" 2014 by the vast majority of gaming magazines and websites. To date, this saga is one of the

most important in the gaming industry. The odd thing is that these games are well known for their difficulty and their cryptic universe. This publication narrates the epic success story, but also describes its gameplay mechanics and its specific lore across more than 300 pages. Characters, plots and the scenario of the three Souls (Demon's Souls, Dark Souls and Dark Souls II) are deciphered by Damien

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Mecheri and Sylvain Romieu, who spent a long year studying these dense and enigmatic games down to the smallest detail.

Dark Souls. Beyond the Grave - Volume 2

Damien Mecheri 2019-02-19 We thought we had gone through the topic in the first volume, those two games opened new pists of reflexions. The in-depth analysis of Hidetaka Miyazaki's Dark Souls saga continues with this volume 2, decoding the Bloodborne and Dark Souls III episodes. An indinspensale ebook for all the fans of the game Dark Souls ! EXTRACT The project, christened Project Beast, began soon after the Astorias of the Abyss DLC was released in August 2012. At the time, FromSoftware was also beginning to build Dark Souls II, its cash cow. Miyazaki kept his distance from this sequel, which was handed off to Tomohiro Shibuya and Yui Tanimura, with support from the FromSoftware president and creator of King's Field, Naotoshi Zin, who supervised the game system. On his end,

Hidetaka Miyazaki formed a trusted team of regular collaborators, such as lead programmer Jun Itô (who had already filled this role for Demon's Souls and Dark Souls), composer and lead sound designer Tsukasa Saitô (Armored Core games), and most of his regular artists: Daisuke Satake, Masanori Waragai and Hiroshi Nakamura. The success of Demon's Souls, and the even greater success of Dark Souls, allowed FromSoftware to grow its ranks significantly. In total, no fewer than fifty programmers participated in the project, along with around twenty game system designers and fifty people working on visual creation (animation, scenery, characters, etc.). Thanks to financial support from Sony, many Japanese, Chinese and Taiwanese studios were sub-contracted during the production to help with graphics and visuals. ABOUT THE AUTHORS Passionate about films and video games, Damien Mecheri joined the writers team of Gameplay RPG in 2004, writing several articles for the second special edition on the Final Fantasy

saga. He continued his work with the team in another publication called Background, before continuing the online adventure in 2008 with the site Gameweb.fr. Since 2011, he has come aboard Third Éditions with Mehdi El Kanafi and Nicolas Courcier, the publisher's two founders. Damien is also the author of the book Video Game Music: a History of Gaming Music. For Third Éditions, he is actively working on the "Level Up" and "Année jeu vidéo" collections. He has also written or co-written several works from the same publisher: The Legend of Final Fantasy X, Welcome to Silent Hill: a journey into Hell, The Works of Fumito Ueda: a Different Perspective on Video Games and, of course, the first volume of Dark Souls: Beyond the Grave. Curious by nature, a dreamer against the grain and a chronic ranter, Sylvain Romieu is also a passionate traveler of the real and the unreal, the world and the virtual universes, always in search of enriching discoveries and varied cultures. A developer by trade, he took up his modest

pen several years ago to study the characteristics and richness of the marvelously creative world of video games. He writes for a French video game site called Chroniques-Ludiques, particularly on the topic of RPGs, his preferred genre.

Dark Souls-Damien Mecheri 2018-10 In this second volume devoted to the exciting games Souls and Bloodborne, we invite you to continue exploring their cryptic stories, to deepen the study of their aesthetic approaches and their playful philosophy. Bloodborne and Dark Souls III are both different and complementary. What they reveal to us from From Software's creations, from Miyazaki's approach, but also from the video game market and the nature of the medium is proving to be most rewarding.

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Dark Souls: The Age of Fire

#1-Ryan O'Sullivan

2018-05-09 p.p1 {margin:

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12.0px Calibri} p.p2 {margin:

0.0px 0.0px 0.0px 0.0px; font:

12.0px Calibri; min-height:

14.0px} Return to the very

beginnings of the Dark Souls

story with a dramatic retelling

of the Legends of Gwyn - Lord

of Cinder and Knight Artorias.

Tying directly into the very

first Dark Souls videogame

and featuring all the main

characters!

Dark Souls. Beyond the

Grave - Volume 1-Damien

Mecheri 2019-02-19 Story of a

saga video games... If the

Dark Souls series managed to seduce players and journalists, it was mainly by word of mouth. It was such a great success that Dark Souls 2 was named "Game of the Year" 2014 by the vast majority of gaming magazines and websites. To date, this saga is one of the most important in the gaming industry. The odd thing is that these games are well known for their difficulty and their cryptic universe. This publication narrates the epic success story, but also describes its gameplay mechanics and its specific lore across more than 300 pages. Characters, plots and the scenario of the three Souls (Demon's Souls, Dark Souls and Dark Souls II) are deciphered by Damien Mecheri and Sylvain Romieu, who spent a long year studying these dense and enigmatic games down to the smallest detail. The serie Dark Souls and her spiritual father Demon's Souls will not have secrets for you anymore!

EXTRACT In May 2014, Hidetaka Miyazaki succeeded Naotoshi Zin as president of FromSoftware, after the studio was purchased by

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Kadokawa Shoten. This was a highly significant promotion for the person who had led the company's most successful project, Dark Souls. And yet, he did not lose from view what had attracted him to the field: an insatiable creative drive. In spite of his new status within the studio, one of the conditions he requested and was granted was to remain creative director of his new project: Bloodborne. This allowed him to successfully design this spiritual successor to the first Souls game, while also assuming his new responsibilities. Given his drive to work and create, it is not surprising how quickly Miyazaki moved up through the ranks. ABOUT THE AUTHORS Passionate about films and video games, Damien Mecheri joined the writers team of Gameplay RPG in 2004, writing several articles for the second special edition on the Final Fantasy saga. He continued his work with the team in another publication called Background, before continuing the online adventure in 2008 with the site Gameweb.fr. Since 2011,

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topic of RPGs, his preferred genre.

Jean-Jacques Dessalines-

Jean Sénat Fleury 2018-07-11

There are men who are representatives of their race, of their nation, and of their generation. They are exceptional beings who are samples of their society, or they are at the forefront of humanity. They not only left their mark on their time but they also left their mark on the universal history of peoples and nations. They have the greatness and quality of eternal life. They belong to any time and any place. They are people who have accomplished unique facts and changed the course of history through their actions. At one point in their lives, they stood up, and they defied a system. They led the fight that opened the narrow path of justice, freedom, and equality for all. These men are called heroes, having a power of thought and a strength of unusual souls. God created them to make them forgers of conscience, revolutionaries, leaders of men, and leaders. They are the true kings of this

world! Dessalines was one of those men, a genius of his race. He was a giant in the history of humanity.

Books and how to Make the Most of Them-James Hosmer Penniman 1911

Dark Souls-From Software 2014-01-21 "Showcasing the grim and chilling artwork behind the fan-favorite game, [this book] features key visuals, concept art, character & monster designs, rough sketches, and an exclusive interview with the game's creators"--Dust jacket back.

Life in the Overflow-Chuck Ammons 2016-08-30 Discover the wonder of a life with God you can't contain. The pages of scripture are full of ordinary people who walked with God as he poured himself out through them to a world in need. What if God never changed? What if he is still speaking to us and longing to work miraculously through us? What if it isn't a matter of more training or effort but

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simply receiving and releasing everything he already purchased? "Life in the Overflow" invites you to know God intimately as your Daddy in a way that spills out of you naturally. Filled with disarming honesty and fervent expectation, this book mirrors a reflection of who you are, who your God is and what he actually longs to do through "ordinary, messy kids" today!

Engine 81-Mark Miller
2014-11-05 Otto Klein is a young man living in Singen, Germany at the start of World War II. His life-long ambition is to be a train engineer. After passing his examinations for the Railroad Institute, Otto is accepted into the school. His father, the chief of the Singen fire department, believes that Otto will follow in his footsteps and become a fireman. Otto chooses instead to follow his dream of becoming an engineer and in the process, ignites the anger of his father. Just before leaving Singen he meets Drina, a gypsy whose prophecy of marriage and children shakes him to his very core. After leaving

Singen, Otto embarks on a career of improbable travels and dangerous missions that carry him closer and closer to the fulfillment of Drina's prophecy. Engine 81 is a story of family bonds ripped apart by pride and anger and the redemption of those bonds in the face of near certain death.

Wicked Souls-Sabrina
Samples 2016-10-04 Spencer Bishop's past was nothing more than a falsified case of fake memories. Every birthday, holiday, and special moment was changed in order to protect her from evil. Aiden, the lover who was erased with her other memories, came back into her life and caused her to question reality and figure out who she was. After an act of bravery, Spencer was granted her memories back. Aiden, her true love and the Angel's in Heaven desired for her to see her true destiny and fight evil. Can Spencer defeat the evil before it destroys her and Heaven?

The Work of Fumito Ueda-
Damien Mecheri 2018-10-31

An emblematic question that has been fueling debates for years, the question of the artistic essence of video games continues to be debated today. If it appears essential for the recognition of the cultural value of the medium, this subject actually creak many teeth. Among the games that fuel the debate, a trilogy stands out particularly, signed by the Japanese developer Fumito Ueda whose approach to creation -propose something that did not exist elsewhere - has inhabited the making of each of its productions: ICO, Shadow of the Colossus and The Last Guardian.

Dead Souls-Nikolai Gogol
2021-04-16 Since its publication in 1842, Dead Souls has been celebrated as a supremely realistic portrait of provincial Russian life and as a splendidly exaggerated tale; as a paean to the Russian spirit and as a remorseless satire of imperial Russian venality, vulgarity, and pomp. As Gogol's wily antihero, Chichikov, combs the back country wheeling and dealing for "dead souls"--deceased

serfs who still represent money to anyone sharp enough to trade in them--we are introduced to a Dickensian cast of peasants, landowners, and conniving petty officials, few of whom can resist the seductive illogic of Chichikov's proposition.

Finding Memphis-T. A. Vines
2017-03-03 Dustin is a seventeen-year-old young man who finds out that his girlfriend, Sandy

Source High-Shana Brock
2013-01-05 When Aislinn Amon's father disappears, her mother drags her from New York to Indiana where she is to attend a new boarding school - Source High. At Source High, Aislinn finds herself in a whole other world than what she knew. Everyone has something supernatural about them, including her. Soon, she finds that she's not the normal, rebel, messed up teenage girl she thought she was. Her friends try to help her along the way when trouble comes knocking on her door. People die, she finds herself falling in

love with, something she swore she'd never do, and secrets start to form. Can Aislinn cope with everything that's happening? Can she handle the life she's been forced to deal with? Or will she crack under the heavy pressures laid upon her seventeen-year-old shoulders?

Destitution-Breanna

Richardson 2012-06 Life in lower class as offspring of a notorious thief was simple for the Quartar daughters until accidental mishaps with the other classes of society turn their dirt poor lives around for worse and better. Eight young women are taken from the slums into the high class world they never understood only at first to find betrayal, suffering, scandal, revenge and corruption. Then, before they know it they are wrapped in the grandest scandal their country of Galli has ever seen. The kingdom of Cretaine is trying to overthrow the corrupted kingdom of Galli. The Quartar family must betray their world in order to save Galli from a brutal civil war.

Word Search 365 Puzzles

Books-Casey Falker

2017-06-24 HOT ON

AMAZON! Word Search 365 Puzzles Books Games Word. Easy Games.

Rose from the Grave-

Candace Murrow 2011-11-11

Infinite Science Fiction

One-Joanna Jackson

2014-09-01 From a sentient space ship lost in deep space to a man whose hatred of robots risks tearing his family apart, the characters in this collection of short stories will stay with you long after you've turned the last page. Discover the future face of human trafficking through the eyes of a little girl, follow an ancient tribe's shaman as he embarks on a journey to save his people, or share in an astronaut's final moments as an alien growth takes over his body; these are just some of the thrilling adventures packed into Infinite Science Fiction One. Infinite Science Fiction is intended to be a long-running series of

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anthologies. We aim to collect some of the best science fiction stories from all over the world. We will be back. #

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Dark Souls: Cover

Collection- 2018-05-29
Marvel at this hardcover
collection of stunning cover
artwork and never-before-
seen illustrations created
exclusively for the Titan

Comic's Dark Souls comic
series. Featuring artwork
from legends of the comics
industry including Josh
Cassara, Nat Jones, Ben
Templesmith, Nen Chang and
interior artist Alan Quah

Beyond the Dash-Julie

Bonner 2015-01-13 Family
history research goes beyond
just collecting artifacts of
your family. Today, with the
advent of technology tools,
you can collect, categorize
and publish on your own.
Learn how to utilize
everything available today to
create your own family history
and bring it to life!

Shadows and Spice-D. R.

Grady 2012-07-19 Greg
Gilmore fought hard against
returning to Hershey, PA. He
has trouble breathing in a
town with so many Morrisons
running around. Janine
Morris, a woman as deeply
entrenched in secrets and
special military skills as him,
only adds to his discomfort.
Keeping his family safe is his
number one goal. So why do
Janine's haunted amber eyes
keep enticing him to throw

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away all his cares and concerns to join forces with a woman who could bring all his enemies right down on the Morrison Family?

Natural Attraction-

Catherine Haustein
2015-05-11 To get ahead she'll have to become a man -- and a man, she always thought, never lets love get in the way... Clementine dreams of being a naturalist -- a career that leaves no time for romance. To sneak on an adventurous prospecting expedition, Clementine will have to convince everyone she's a man. A mysterious tonic offers her just that disguise. But "Calvin," as she calls herself now, had no idea what she was giving up. When Wesley, the expedition's gentle preacher, catches her eye, she can't get him out of her head; not his lush lips, wide brown eyes ... or broad chest. Dare she reveal her secret to him, and can she keep her career if she does? Among run-ins with cowboys, natural disasters, and traveling shows, Wesley's most fascinating adventure is meeting Calvin. Though

Wesley's betrothed, the cute, clever naturalist threatens to make him fall into temptation...

Behind the Falls-Terry Dean
Mcmillan 2015-01-21 One day two teens, Aidan and Jessica, discover and get in possession an advanced scientific device, an anti-gravity belt, created by Jessica's father who is a electronics engineer. This device has the potential of great benefits to society as well as destructive possibilities. This attracts the attention of many government agencies who want to get their hands on it at all costs.

I'm Trapped-Nikisha M.
Cooks 2017-02-17 Shayla had no idea her life would turn out like it did. She had two kids, independent, a college degree, owns a Top Business Consulting firm in Buckhead, Atlanta and a Non-profit organization for the community, but in the midst of it all she was Trapped. Trapped in love, hate, lust and PAIN!! She had a natural body that these women would die for, her personality made

her beautiful, her presence was unreal and she had a smile that would lighten up your darkest days. Shayla wasn't your average chick she was street and book smart, but had one problem men was her weakness. She picked the men she had the weakness for. Shayla was living a triple life and the walls were starting to close in on her fast.. Shayla was focused on her businesses, but on the flip side enjoyed herself, She never meant to hurt anyone feelings, so she tried to be as upfront as possible when they would ask, which was never so, she never offered the information. She is about to go for the ride of her life, she's a street girl by nature, maybe she can get herself out it. Her best friend Kisha is by her side to support her until Shayla finds out her secret. Shayla is into deep.....

Dark Angel-Mickey Martin
2020-02-19 A novel by Mickey Martin. Book two in The Given series.

They Call Me Jesus-Giovanni Russano 2014-01-23 With the

price of admission, you are guaranteed a one-way ticket to hell. There's no deal on Earth like it. Do you want to spend eternity in the Kingdom of darkness but don't want to have to commit any real sins like murder or sodomy? Never before has this kind of deal been offered. All you have to do is pay the fee to purchase this book and your afterlife will be secured no matter how many orphans you feed or puppies you pet. Claim your ticket to Hell with proof of purchase over at www.RottingHorse.comA parody of parables for the new ages.Join Jesus Christ on an adventure throughout the centuries as he joins forces with an unlikely immortal ally to expose the true faces of evil who call themselves, The Craftsmen. Enjoy this timeless tale of revenge and denial as Jesus delivers his own brand of holy justice.This exclusive early edit is available now for those who want to experience the artistic process. There are typos and other issues in this novel but none that we find too critical to stop us from letting you take a look behind the curtain. The final product may be very different (i.e.

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changing the the book from present tense to past tense is a strong consideration) from what you purchase here. You can get the whole thing free as a PDF directly from www.RottingHorse.com What's really being sold here is your soul.

Dangerous-Sylvia McDaniel
2016-06-01 Annabelle tries to collect a bounty, only to find she hunted down the wrong man!

Kitty's Big Adventure-
Timothy Perry 2016-03-14
KITTY'S BIG ADVENTURE -
This short, easy-to-read children's story is told with 332 words and 34 color photos. The story is about a stuffed animal named Kitty and Kitty's friends Al and Wendell, who are stuffed baby raccoons. The three friends take a trip to Grandfather Mountain, a state park in North Carolina. There they see deer, a bear, an eagle, a cougar, and an otter. They also go on the Mile High Swinging Bridge and visit the Nature Museum. The story ends with them riding home

in the car.

Dealers Flight 101-Karen Perkins 2017-07-05 A brief, but, elegant, & interesting story about a young woman, new African American flight attendant, entering the job as a scab breaker, during a strike. Hired on the spot, during an intensive interview and trained in Miami, Florida. She leaves a job from the steel industry wearing a hard hat, work uniform, and steel toed shoes, and takes on the elegance of wearing a flight attendant uniform, graceful cap, and high heel shoes. Flying across the country with a secret plan to make large amounts of money doing the wrong thing. But, somehow, her plan works. She begins a relationship with a secret service agent, he hires her, and keeps her out of trouble, and she becomes one of the largest drug/money carriers in the USA-legally. She has fun. But every plan has a beginning, a middle, and an end.

Death, Culture & Leisure-
Matt Coward-Gibbs

2020-08-20 Death, Culture and Leisure: Playing Dead is an inter- and multi-disciplinary volume that engages with the diverse nexuses that exist between death, culture and leisure. At its heart, it is a playful exploration of the way in which we play with both death and the dead.

Hybrid Play-Adriana de Souza e Silva 2020-02-26 This book explores hybrid play as a site of interdisciplinary activity—one that is capable of generating new forms of mobility, communication, subjects, and artistic expression as well as new ways of interacting with and understanding the world. The chapters in this collection explore hybrid making, hybrid subjects, and hybrid spaces, generating interesting conversations about the past, current and future nature of hybrid play. Together, the authors offer important insights into how place and space are co-constructed through play; how, when, and for what reasons people occupy hybrid spaces; and how cultural practices shape

elements of play and vice versa. A diverse group of scholars and practitioners provides a rich interdisciplinary perspective, which will be of great interest to those working in the areas of games studies, media studies, communication, gender studies, and media arts.

Sekiro-Ludovic Castro 2020-09-02 Discover an analytic work of Sekiro, a game that spectacularly marked the 2010s. Few video game series can boast having marked the 2010s as much as Souls. FromSoftware mainly owes this amazing and unexpected success to the talents of the now-famous Hidetaka Miyazaki, whose radical vision of video games was quick to charm and win around players. In May 2014, the director was promoted to president of FromSoftware. He could have continued to create Souls forevermore, but instead chose to develop new franchises. The first true representative of this new era was Sekiro: Shadows Die Twice, a game with unprecedented richness and

flawless thematic consistency. This book will discuss the work's development process, an analysis of the storyline and characters, the soundtrack, themes, and its historical, cultural and artistic influences. It will also present an analysis of the problem with Sekiro's difficulty—which saw a lot of ink spilled at its release—and take a look at the evolution of Miyazaki's games. This book will provide you with an analysis of Sekiro: Shadows Die Twice : it will discuss the game creation process, as well as the themes, the storyline, the characters, the soundtrack and its different influences. The book will also present an analysis of the problem with the game's difficulty and the evolution of Miyazaki's games.

ABOUT THE AUTHOR It is by exploring the world of Super Metroid at the age of seven that Ludovic Castro finds himself for the first time captivated by a world of video games. A big fan of Japanese RPGs, he later became passionate about the background stories about his favorite games in Gameplay RPG magazine. Now a doctor of theoretical chemistry, he

sometimes manages to find enough free time to write about his favorite series, Megami Tensei.

The Legend of Final Fantasy IX-Collective, 2020-02-24 What gamer hasn't tried Final Fantasy IX ? "Final Fantasy IX is the closest to my ideal view of what Final Fantasy should be." This quote is from Hironobu Sakaguchi, the creator of the Final Fantasy saga. For his last great RPG, Sakaguchi wanted to get back to the roots of his series in order to amaze the players one last time. The Legend of Final Fantasy IX deals with the creation of this episode, sharing a lot of fun trivias. The scenario is also decrypted, as well as the mythological inspirations. For its return to heroic fantasy, the game is dressed as a magical theatrical play, including many colorful characters. The book dives into the influence of classical authors and History on the game, and unveils its last secrets. An essential book to (re) discover the universe of the mythical series Final

Fantasy ! ABOUT THE AUTHORS - Fascinated by print media since childhood, Mehdi El Kanafi, alongside Nicolas Courcier, wasted no time in launching his first magazine, Console Syndrome, in 2004. After five issues with a distribution limited to Toulouse, France, he and Nicolas Courcier decided to create a publishing house under the same name. One year later, their small business was acquired by Pix'n Love, a major publisher of books on video games. Over the next four years in the world of publishing, Mehdi published more than twenty works on major video game series, and co-wrote several of those works: Zelda, Chronicles of a Legendary Series, Metal Gear Solid: Hideo Kojima's Magnum Opus, and The Legend of Final Fantasy VII and IX. Since 2015, his publishing endeavors have been focused on analyzing major video game sagas through a new publishing house he co-founded with Nicolas: Third. - Video game journalist for fifteen years, Raphaël Lucas worked for most of the mags that existed before the fall of

Mer 7 (formerly Future France and Yellow Media), from Joypad to Joystick, including the official magazines, Consoles More, etc. He started with PC Team and with FJM, the publisher of Gameplay RPGs. Today he writes mainly for Video Games Magazine, a bit for his blog, and he has a few projects in the works relating to other gaming topics. RPG Story Author / BioShock Co-Author: From Rapture to Columbia and The Legend of Final Fantasy IX He also runs the Geekomatick blog - Fabien Mellado

The Works of Hayao Miyazaki

Gael Berton
2020-09-02 Through this study of Hayao Miyazaki's universe, discover the major influence of the Japanese animation master, whose works have marked Japanese animation and the world of cinema. Through his creativity, technical wizardry and talent for storytelling, Hayao Miyazaki has left an indelible mark on Japanese animation and world cinema. The animation master has been able to create magical

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worlds for a children's story or a darker tale. But he has also known how to cast a cynical and innocent look on a world and its societies undergoing great changes and facing grim futures. And yet, his work is often reduced, firstly, to his handful of feature-length movies created under the auspices of Studio Ghibli, but also to a superficial view due to cultural elements that are extremely difficult to grasp for anyone outside of Japan. This work, which explains biographical elements and presents Studio Ghibli and the master's entourage, will give you a detailed analysis of Hayao Miyazaki's works, decrypting their themes and offering transversal keys to their understanding. This book will offer you a detailed analysis of Hayao Miyazaki's works, enriched with explanations on biographical aspects. The book will also provide you with reading keys that will allow you to better understand the specifically Japanese cultural elements present in the works.

The Impact of Akira-Rémi

Lopez 2020-09-02 Discover Katsuhiko Otomo's visionary work and post-Akira Japanese comic culture. The catalyst of an era, of a world that was unaware of its downfall, Katsuhiko Otomo's visionary work marked a turning point in the industry. First, in his homeland, Japan, in terms of graphics and plot on an entire generation of post-Akira artists who adopted his attention to detail, his realism and his dizzying views. But above all with his international reach, which threw Japanese comic strips and animations into the limelight in numerous countries, by trampling the rest of the world's notion that cartoons are exclusively for children. This book dives headfirst into the radioactive culture that is the creative power of Katsuhiko Otomo, from the mangaka's— already explosive—beginnings, up to winning recognition for Akira. Discover the themes and influences of this fundamentally anti-establishment work by exploring its socio-economic or simply literary aspects. The author of the work analyzes the phenomenon, from its tiny

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seed to the mighty tree, and reveals why Akira is, above all, a purely Japanese series. This book will provide you with an analysis of the socio-historical context of Akira. It aims to help Western readers to better understand the essence of this graphic and narrative treasure. ABOUT THE AUTHOR Rémi Lopez graduated with a degree in Japanese from Bordeaux III University. In 2004, he cut his teeth as an author when he wrote website columns on video game soundtracks. Two years later, he joined the Gameplay RPG magazine in which he carried out the same task. He then followed the then editor-in-chief, Christophe Brondy, and his entire team to a new project: the monthly Role Playing Game magazine. Rémi wrote The Legend of Final Fantasy VIII and the book on the Original Soundtrack for Pix'n Love publications in 2013.

The Legend of Dragon

Quest-Daniel Andreyev
2019-05-21 Discover all the secrets and mechanics of the famous Japanese video game Dragon Quest ! This book

looks back at the entire Dragon Quest saga, tells the story of the series' birth, retraces its history and deciphers its mechanics. In this book, the author shares us all his expertise and his passion in Japanese gaming to decipher the creation and the story of this saga and his creator, Yuji Horii. EXTRAIT Even with only limited knowledge of Japanese and somewhat difficult technical conditions, the story was very well told. This was perhaps what surprised players most. Dragon Quest V is a large family cycle of emotions, as transparent as an epic tale by Alexandre Dumas, the author of famous works such as The Three Musketeers. In the end, I was lucky that my first taste of the series was this excellent episode, since VI was far more extravagant, with its tales of parallel universes and heroes traveling on flying beds. A slightly puzzling game, but not without levity nor offbeat humor. One of the most emotional moments of Dragon Quest V is when we end up going back in time to change the past, thus saving the future. The time travel theme

*December 3, 2021 by
guest*

has been so often used in science fiction, particularly during the 1980s, that it should have left me impassive. It was not even the first time I had experienced it in a video game. But this adventure, with its simple graphics and persistent melodies, glanced lightly upon feelings that leave no one unmoved. "What would I have done differently if I could have changed things" is a very common concept used in fiction, from A Distant Neighborhood by Jirô Taniguchi to the Quantum Leap series. Well-told, it is so simple and so effective that it affects each and every one of us. CE QU'EN PENSE LA CRITIQUE Un livre passionnant que j'ai dévoré au point de rogner sur mes heures de sommeil. Ici, l'auteur ne nous bassine pas avec des tartines de textes pour nous conter avec détails l'histoire de chaque épisode, les ventes incommensurables de la série ou encore un almanach des jeux estampillés DraQue. - Kaisermeister, Sens Critique Un livre plein d'anecdotes qui feront vibrer votre corde nostalgique et qui donne envie, une fois terminé, de replonger dans l'aventure.

- neotsubasa, Sens Critique C'est une biographie très détaillée, riche en anecdotes et bien romancée, Yuji Horii est un personnage fascinant au CV bien rempli et la genèse de la saga est tout aussi passionnante à tel point que j'ai parfois eu du mal à décrocher. - Nixotane, Sens Critique À PROPOS DE L'AUTEUR Daniel Andreyev is an author and journalist of Russian origin. His career in video game journalism began twenty years ago, during the golden years of video gaming, with Player One, Consoles + and Animeland, with a particular interest in Japan. Having spent some time on translation, he is now part of the New Games Journalism movement, which places the player at the heart of the video game experience. He produces the After Hate and Super Ciné Battle podcasts. He also trades memories with his friends in Gaijin Dash, the Gamekult show on Japanese video games. He is a fan of far too many things to list them all here. But when he is not writing, not watching a movie, not reading comics and graphic novels, not climbing mountains or exploring ruined

buildings, he might be cooking, exercising or dreaming of one day owning a dog.

The Works of Fumito Ueda-

Damien Mecheri 2019-05-21

Go behind the scenes of the creation of the Fumito Ueda trilogy ! Fumito Ueda has worked on 3 games: ICO, Shadow of the Colossus and The Last Guardian. Each of them was able to express the depth of their author's reflection, his love of purity and showed a real poetry. Are video games art ? This study of the Fumito Ueda's work focuses on the question of the artistic essence of video games. EXTRACT When the game ICO was released in 2001, it had several decades' worth of video games behind it. The game itself was significantly influenced by video games that had touched its creator, Fumito Ueda: Another World by Éric Chahi and Prince of Persia by Jordan Mechner. Yet, when a player takes the ethereal Yorda's hand, when they feel this physical contact through the vibrations in the controller, something happens.

Something new and profound. Something that can only exist through a video game. A simple idea, attached to the R1 button, and digital interaction opens a new door. Of course, this insignificant-seeming gesture is but a small representation of what can really happen. Its strength lies elsewhere; it draws from everything that makes up ICO: its art direction (everything in chiaroscuro), its vanishing lines, its simple and clear game mechanics, its lack of visual interface, its quest for physical realism, its minimalist narration, its extraordinary sensibilities. It is an opening to an evocative otherworld that lets our imagination soar. Contemplative, slow and nearly speechless, ICO offers an uncommon, poetic adventure, rejecting traditional video game standards while still drawing from them. Many remained indifferent to it. Just as many were touched as rarely before. ABOUT THE AUTHOR Passionate about films and video games, Damien Mecheri joined the writing team of Gameplay RPG magazine in 2004 and wrote several

articles for the second special edition on the Final Fantasy saga. With this same team, Damien continued his work in 2006 for another publication known as Background, before continuing the adventure online in 2008, with Gameweb.fr. Since 2011, he has written and co-written numerous works for Third Éditions, including The Legend of Final Fantasy X, Dark Souls: Beyond the Grave and Welcome to Silent Hill: Journey to the Center of Hell and actively participates in the “Level Up” and “Video Game Almanac” collections from the same publisher.

The Legend of Zelda. The History of a Legendary Saga Vol. 2-Valérie Précigout

2019-02-19 Continue the discovery of the famous game The Legend of Zelda!

Featuring in the pantheon of video games, the Breath of the Wild episode of the mythical Zelda saga is fully covered in this new book. Following the first Chronicle volume of a legendary saga, this second part focuses exclusively on the episode

Breath of the Wild, decrypting its references, its game system and the inspiration of its developers! EXTRACT Starting production on a title that sought to radically redefine the core elements of a franchise as iconic as The Legend of Zelda involved a certain amount of risk for Nintendo. To fully understand the situation, we feel it is essential to start by determining what was really at stake in this challenging effort by looking at the many promises that The Legend of Zelda: Breath of the Wild carried with it from the earliest announcement of its development until the moment it was released. With this perspective in mind, we will first step back in time to examine any clues potentially found in other recent installments of the franchise as to the creators’ desire to rethink the game’s most basic conventions. We will then consider what fans were expecting from this attempt to go back to basics and revive the ambitions of the original Legend of Zelda. We will also look at Nintendo’s communications strategy by way of the trailers and other

official presentations that were used to introduce the game, and consider the credibility of Breath of the Wild's claim to innovation in its approach to the open world genre. Of course, we will also focus considerable attention on director Hidemaro Fujibayashi's history with the series, and listen to the development team's thoughts as we attempt to better understand the origins of this latest Zelda game. We then close the chapter with a look at initial reactions from fans and video game journalists when the game was first released on March 3, 2017. ABOUT THE AUTHOR Better known by her pseudonym Romendil, Valérie Précigout spent 15 years as a

journalist for Jeuxvideo.com, Europe's largest video game website. A fan of Japanese RPGs, she managed to establish herself as an online critic when the Internet was still struggling to keep up with print media. She loves manga culture and Japanese leisure activities and shares her impressions about video-gaming news at Extralife.fr. She is also the author of Dragon Ball: The Tribute, from the Force label at Third Éditions, and contributes articles to the Level Up book series from the same publisher.