

Dark Souls Beyond The Grave Volume 1

Charley Davidson hat einen ungewöhnlichen Job: Sie weist den Geistern der Toten den Weg ins Jenseits. Als drei Anwälte einer Kanzlei in derselben Nacht ermordet werden, ahnt Charley, dass etwas nicht mit rechten Dingen zugeht. Kurz darauf begegnet ihr in ihren Träumen der geheimnisvolle und gut aussehende Reyes, den sie aus ihrer Kindheit kennt. Charley will der Mordserie auf den Grund gehen und gerät dabei schon bald in große Gefahr. Ein dunkles Geschöpf hat sich erhoben und droht, großes Unheil über die Stadt zu bringen.

Teil drei der offiziellen Comic-Serie zu Namco-Bandais populärer Dark Souls-Saga. In einem Reich, in dem mutige Ritter Absolution im Kampf gegen die Finsternis suchen, ist nur der Tod ein verlässlicher Begleiter. Basierend auf der Bestseller-Fantasyreihe!

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.

Die abenteuerreiche und gefährliche Suche nach den 39 Zeichen, die bei der Klärung eines Geheimnisses helfen sollen, führen Dan und Amy durch die ganze Welt, zuerst von Boston nach Paris. Ab 10.

Fallout

Roman

Dark Souls, Band 3 - Die Legenden der Flamme

Flavia de Luce 9 - Der Tod sitzt mit im Boot

The Legend of Zelda. The History of a Legendary Saga Vol. 2

A Manga [R]evolution

The Legend of Final Fantasy VI

»Nevernight – Die Rache« ist der Abschlussband zu Jay Kristoffs epischer Fantasy-Trilogie um die Assassinin Mia Corvere. Die Großen Spiele enden mit dem kühnsten Mord in der Geschichte der itreyanischen Republik – nur leider erwischt es den falschen. Der Konsul Julius Scaeva überlebt das Attentat, und seine Macht im Staat ist nun beinahe grenzenlos. Genauso wie sein Hass auf Mia Corvere. Gejagt von den Assassinen der Roten Kirche und den Soldaten der itreyanischen Republik bricht Mia zu ihrer letzten großen Reise auf, um das Geheimnis ihrer Herkunft zu lüften und herauszufinden, wie sie Scaeva besiegen kann. Doch sie muss sich beeilen, denn das nächste Wahrdunkel naht, und Nacht fällt über die Republik. Für LeserInnen von epischer Fantasy und Fans von Sarah J. Maas, V. E. Schwab und Leigh Bardugo, Patrick Rothfuss und Anthony Ryan.

Band vier der grandiosen Comic-Umsetzung zur düsteren Dark Souls- Gamereihe führt die Leser zurück an den Anfang des Game-Franchises und rückt die altbekannten Boss-Charaktere aus dem Auftaktspiel in den Fokus. Fans dürfen sich also auf ein Wiedersehen mit Gwyn, dem Herrn des Zunders und mit Ritter Artorias freuen! Dark Fantasy vom Feinsten mit Millionen Spielern!

Wenige Autoren haben das Berlin der 20er-Jahre so scharfsichtig und zugleich umfassend beschrieben wie Joseph Roth. Der Stadtführer und Publizist Michael Bienert ist seinen Spuren nachgegangen und hat ein Lesebuch zusammengestellt, mit dessen Hilfe sich das Berlin der 20er-Jahre in der Stadt von heute auffinden lässt.Zahlreiche historische Abbildungen zeigen, was Roth damals gesehen hat. Eine ausführliche Einleitung, kurze Kommentare zu Joseph Roths Texten, ein Adressverzeichnis und ein Ortsregister machen das Buch zu einem nützlichen und außergewöhnlichen Begleiter auf Entdeckungsreisen durch Berlin.

Düster, gefährlich, erotisch Eine coole Vampirjägerin, jede Menge Action und eine schier unmögliche Liebe ... Da war er, der Pakt mit dem Teufel! Der Vampir schaute sie verführerisch und bedrohlich zugleich an. Wenn sie sein Angebot ablehnte, wäre für ihn Happy Hour und sie der Drink. Wenn sie zustimmte, würde sie jedoch ein Bündnis mit dem absolut Bösen eingehen ...

Blutrote Küsse

Nevernight – Die Rache

Hybrid Play

Dark Souls. Beyond the Grave - Volume 1

Dark Souls: Beyond The Grave

Das Buch der Neuen Sonne, Band 1 - Roman

Präludium oder das Reifen eines Dichtergeistes

»Die Bücherdiebin« ist ein modernern Klassiker und Weltbestseller und wurde 2014 erfolgreich verfilmt. Molching bei München. Hans und Rosa Hubermann nehmen die kleine Liesel Meminger bei sich auf – für eine bescheidene Beihilfe, die ihnen die ersten Kriegsjahre kaum erträglicher macht. Für Liesel jedoch bricht eine Zeit voller Hoffnung, voll schieren Glücks an – in dem Augenblick, als sie zu stehlen beginnt. Anfangs ist es nur ein Buch, das im Schnee liegen geblieben ist. Dann eines, das sie aus dem Feuer rettet. Dann Äpfel, Kartoffeln und Zwiebeln. Das Herz von Rudi. Die Herzen von Hans und Rosa Hubermann. Das Herz von Max. Und das des Todes. Denn selbst der Tod hat ein Herz. Eine unvergessliche Geschichte vom dunkelsten und doch brilliantesten aller Erzähler: dem Tod. Tragisch und witzige, zugleich wütend und zutiefst lebensbejahend – ein Meisterwerk.

Sechs unberechenbare Außenseiter – eine unmögliche Mission Der Nr.-1-Bestseller aus den USA - Leigh Bardugos temporeiche Saga über den tollkühnsten Coup der Fantasy-Geschichte Ketterdam – pulsierende Hafenstadt, Handelsmetropole, Tummelplatz zwielichtiger Gestalten: Hier hat sich Kaz Brekker zur gerissenen und skrupellosen rechten Hand eines Bandenchefs hochgearbeitet. Als er eines Tages ein Jobangebot erhält, das ihm unermesslichen Reichtum bescheren würde, weiß Kaz zwei Dinge: Erstens wird dieses Geld den Tod seines Bruders rächen. Zweitens kann er den Job unmöglich allein erledigen ... Mit fünf Gefährten, die höchst unterschiedliche Motive antreiben, macht Kaz sich auf in den Norden, um einen gefährlichen Magier aus dem bestgesicherten Gefängnis der Welt zu befreien. Die sechs Krähen sind professionell, clever, und Kaz fühlt sich jeder Herausforderung gewachsen – außer in Gegenwart der schönen Inej ... »Faszinierend ... Bardugos "Six of Crows" lässt die Leser im besten Sinn des Wortes mitfiebern. Dafür ist die Fantasy gemacht!« - The New York Times

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 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.

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 diferent 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.

Grischa 1: Goldene Flammen

Bloodborne & Dark Souls III

Dark Souls- Das Zeitalter des Feuers, Band 4

From Drakengard to NieR: Automata

Demons Souls - Dark Souls - Dark Souls II

A Different Perspective on Video Games

Creation - universe - decryption

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.

Discover Katsuhiro Otomo’s visionary work and post-Akira Japanese comic culture. The catalyst of an era, of a world that was unaware of its downfall, Katsuhiro 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 Katsuhiro 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 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 escence 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.

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 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, 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.

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.

Playing Dead

Beyond the Grave: Bloodborne Dark Souls III

Der Schatz des Pharao

Dark Souls, Band 1 - Der Hauch von Andolus

The Impact of Akira

Ausgezeichnet mit dem Deutschen Jugendliteraturpreis 2009

The Legend of Final Fantasy VIII

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 Futimo 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.

»Die Flavia-de-Luce-Romane sind Kult.« Mail on Sunday Wie sieht für Sie der typische Ermittler aus? Männlich, mittelalt, ein bisschen brummig, mit einer aufgeweckten jungen Kollegin an seiner Seite? Denken Sie um! Denn kaum jemand hat eine so hohe Erfolgsquote, wie die Lösung von Kriminalfällen betrifft, wie Flavia de Luce: zwölf Jahre alt, auf lebenswerte Weise ein bisschen naseweiß, begnadete Chemikerin, an ihrer Seite nur ihr treues Fahrrad Gladys. Auch in diesem ungewöhnlich heißen Sommer in England kreuzt während eines Bootsausflugs mit ihrer Familie eine Leiche Flavias Weg. Der tote Mann ist in blaue Seide gehüllt und trägt einen einzelnen roten Ballettschuh. Als auch noch drei Klatschtanten in der ortsansässigen Kirche dran glauben müssen, läuft Flavias zauberhafte Spürnase erneut zu Hochtouren auf.

The eighth episode of the incredible story of Final Fantasy. A legendary episode of the Japanese RPG, Final Fantasy VIII is fully decoded in this book. Discover a complete analysis of one of the most famous saga of the world of video games, embellished with a reflection on the report of the fans to the series. To read as soon as possible! EXTRACT The work on Final Fantasy VIII began in 1997, just after Final Fantasy VII was completed, and the game’s development ran concurrently with that of Parasite Eve. Although Final Fantasy VII marked a genuine turning point in the series, the designers were hardly lackadaisical when it came to the eighth episode’s production and staging. In fact, they worked doubly hard to avoid disappointing fans after their adventure with Cloud. First, the decision was made to use the same console: the Sony PlayStation. Since the seventh episode was a smashing success, the major personalities who had presided over its creation were reassembled to create the new game. Thus, the team consisted of the renowned Hironobu Sakaguchi, Yoshinori Kitase (as director), Kazushige Nojima (as scriptwriter), Yūsuke Naora (as artistic director), and Tetsuya Nomura (as character designer). And, of course, the distinguished composer Nobuo Uematsu was once again chosen to create the episode’s magnificent soundtrack in its entirety.

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 indispensale 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 Itō (who had already filled this role for Demon’s Souls and Dark Souls), composer and lead sound designer Tsukasa Saitō (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. Beyond the Grave - Volume 2

Nachtradio

Ein Lesebuch für Spaziergänger

Der Schatten des Folterers

The Legend of Dragon Quest

Lincoln im Bardo

Das offizielle Artwork

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.

Unser Sonnensystem, die nahe Zukunft: Ein linientreuer Offizier der UN-Weltraumflotte muss zusehen, wie aus einem Kampfeinsatz ein Massaker wird – und er zum Mitschuldigen. Auf dem Mars hat ein Ingenieur einen geniale Idee und testet einen völlig neuen Raumfahrtantrieb – mit ungeahnten Folgen. Und auf einem Planeten jenseits des Sonnensystems versucht ein Gouverneur, Recht und Ordnung herzustellen – und muss erkennen, dass die Zivilisation, die zu bringen er gekommen ist, auf dieser Welt bereits existiert, nur in anderer Form. In den vorliegenden acht Erzählungen kehrt James Corey in das gewaltige Universum von THE EXPANSE zurück.

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.

Throughout his career, Taro Yoko was despaired by the image of humanity returned by most big budget video games. Taro Yoko’s strange work reviews the entire career of this extraordinary creator, his games (Drakengard, NieR) and sheds light on the link that constitutes his work. Check out this complete book on Taro Yoko, which explores the contours of its games, their development, the complexity of their stories and their thematic depth. With a preface by Taro Yoko himself ! EXTRACT Nowadays, most of the players who have heard of Taro Yoko do not associate his name to any particular face. Inconvenienced by public appearances, the director systematically equipped himself with a device to cover his face during meetings with the press, at least since the creation of NieR. Shortly before the announcement of NieR: Automata at the E3 2015, Yoko even had a mask made, based on the character Emil, by a plastic artist from PlatinumGames for a mere four hundred euros. Since then, he has worn it every time he is in the presence of photo and video cameras. His persistence in hiding his face under this thick layer of plastic naturally arouses curiosity. One might be led to believe that this is a communication strategy or the eccentricity of an enigmatic creator. Nevertheless, the visual anonymity of the director is in no way a means to nurture the mystery of his personality. Far from comparing himself to the likes of Banksy (a famous street artist and statement maker, who prefers to remain anonymous), Yoko just prefers to let his games speak for themselves. In fact, ask him, and he will answer with no difficulty that he grew up in Nagoya, in the Japanese prefecture of Aichi. Restaurant managers (izakayas, ramens, tempuras, etc.), his parents flitted from one restaurant opening to the next and entrusted their son’s education to his grandmother. WHAT CRITICS THINK Overall, I enjoyed my time with The Strange Works of Taro Yoko, especially as a fan of the man’s works [...] It’s a great companion piece for long-time fans, and if you’re looking for more unofficial content to read about for the Drakenier universe, you can’t go too wrong. - RPG Site ABOUT THE AUTHOR Nicolas Turcev - Journalist specialized in pop culture, he has contributed to the following magazines: Chronic/Art, Carbone, Games and Gamekult, and occasionally participates in the video game analysis site Merlanfrit. He is also the author of several articles of the Level Up collection at Third Éditions.

Thriller - Inspector McLean 2

Das Graveyard Buch

The Japanese Animation Master

Das Flüstern der Toten

Der Hauch von Andolus

Breath of the Wild

Dark Souls

Während des amerikanischen Bürgerkriegs stirbt Präsident Lincolns geliebter Sohn Willie mit elf Jahren. Laut Zeitungsberichten suchte der trauernde Vater allein das Grabmal auf, um seinen Sohn noch einmal in den Armen zu halten. Bei George Saunders wird daraus eine allumfassende Liebesgeschichte geschrieben. Liebe und Verlust, wie sie origineller, faszinierender und grandioser nicht sein könnte. Im Laufe dieser Nacht, in der Abraham Lincoln von seinem Sohn Abschied nimmt, werden die Gespenster wach, die Geister der Toten auf dem Friedhof, aber auch die der Geschichte und der Literatur. Und die beiden Männer mischen sich ein. Denn Willie Lincoln befindet sich im Zwischenreich zwischen Diesseits und Jenseits, in tibetischer Tradition Bardo genannt, und auf dem Friedhof in Georgetown entbrennt ein furioser Streit um die Seele des Jungen, ein vielstimmiger Chor, der in die eine große Welt der Lebenden und der Toten zu sprechen beginnt. Und er liebt sie überhaupt, wenn wir doch wissen, dass alles zu Ende gehen muss?

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. He wanted to bring back the players one last time. The Legend of Final Fantasy IX deals with the creation of this episode, sharing a lot of fun trivia’s. 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 a lot of references to the past.

The book dives into the influence of classical authors and History on the game, and unrevealed 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, spent most of his childhood reading books. He has been writing since 2003, and has published several 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 Game, The Game, 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 pipeline. Other gaming topics: RPG Story Author / BioShock Co-Author: From Rapture to Columbia and The Legend of FinalFantasy IX He also runs the Geekomatick blog - Fabien Mellado

Aufbruch in eine ungewisse Zukunft Eine Million Jahre in der Zukunft: Die Technik ist bis auf wenige Rest verschwunden. Die Menschheit fiel kulturell ins Mittelalter zurück und harrt der Ankunft der neuen Sonne, die ein neues Zeitalter herbeiführen soll. Dies ist die Geschichte Sevian, eines Mannes, der in der Zunft der Folterer aufwächst und dieses Handwerk erlernt. Doch als er eines Tages aus Mitleid einer Frau den Selbstmord gestattet, wird er aus dieser Zunft ausgestoßen. Doch anstatt selbst gefoltert und hingerichtet zu werden, schickt die Gilde ihn nach einer Weile in eine andere Stadt, die einen Henker braucht. Severian macht sich auf eine Reise, die sein Leben für immer verändern wird ...

The sixth episode of the the incredible story of Final Fantasy VII In this book, you'll find everything you need to know about FFVI. You'll dive into its development, its story, its characters, and you will go further with in-depth analysis of its themes, its soundtrack, its game design and its reception. The book is a complete analysis of the famous saga in the world of video game! EXTRACT 1991: Hironobu Sakaguchi was elevated to vice-president at Squaresoft. The position was in addition to his role as the creative director of Final Fantasy. The dual role made him aware that he could not continue in the same position nor continue to be a full-time game designer. He would have to delegate. Following the release of Final Fantasy V in December 1992, the sixth installment was placed on the drawing board. Sakaguchi chose to retain the positions of producer and overall supervisor of the project to Yoshinori Kitase and Hiroyuki Ito. Kitase had been involved in the writing and field planning of FF V; for this new game, he was put in charge of the story-telling. Meanwhile, Ito would supervise the game and battle systems. With this configuration, Sakaguchi hoped to bring back the players one last time. The artist Yoshitaka Amano and the composer Nobuo Uematsu, mainstays since the beginning of the series, were brought back in for this project. Many rising stars were also attached to the development, such as art director Hideo Minaba (who would take charge of the art direction), character designer Tetsuya Takahashi (one of the creators of Xenogears, Xenosaga and Xenoblade) and Yusuke Naora (future art director of FF VII). There was also a certain very promising game designer by the name of Tetsuya Nomura, who needs no introduction. ABOUT THE AUTHOR Pierre-Louis Romieu pen name Killy, wrote for Jeuxvideo.com from 2003 until 2006. Although he trained to be a graphic designer, he decided to move to video game journalism because of his love for the industry. He worked as a freelance contributor for JeuxActu and then wrote for the Ragemag website, a magazine dedicated to science, cinema and video games. Since then, he has been a member of the staff at Journal du Gamer. He has written various articles for the Level Up collection which is also published by Third Éditions.

Asche zu Asche, Blut zu Blut

Das Lied der Krähen

The Strange Works of Taro Yoko

Joseph Roth in Berlin

A Tale of Mutation

The Works of Fumito Ueda

Die Katakomben von Paris

Nobody Owens ist ein eher unauffälliger Junge. Nobody lebt auf dem Friedhof, liebevoll erzogen und behütet von den Geistern und Untoten, die dort zu Hause sind. Doch der tödliche Feind, vor dem der kleine Bod einst auf den Friedhof floh, ruht nicht. Er wartet auf den Tag, an dem Bod sein Zuhause verlassen wird, um zurückzukehren in die Welt der Lebenden. Wer wird Nobody dann noch beschützen?

Alina ist eine einfache Kartografin in der Ersten Armee des Zaren. Unscheinbar und still lebt sie im Schatten ihres Kintheitsfreunds Maljen, dem erfolgreichen Fährtenleser und Frauenschwarm. Keiner darf wissen, dass sie heimlich in ihn verliebt ist, am allerwenigsten er selbst. Erst als sie ihm bei einem Überfall auf unerklärliche Weise das Leben rettet, ändert sich Alinas Dasein auf einen Schlag. Man munkelt, sie hätte übermenschliche Kräfte, und nicht zuletzt der Zar selbst wird nun auf sie aufmerksam ... Dies ist derersteBand der Grischa-Trilogie von Leigh Bardugo. Alle Bände der preisgekrönten Fantasy-Serie: Grischa. Goldene Flammen Grischa. Eisige Wellen Grischa. Lodernde Schwinger Die Grischa-Serie ist abgeschlossen.

Es ist eine Welt voller Dunkelheit und obskurer Fantasien. Eine Welt des Horrors, auf der Untote wandeln auf der verzweifelten Suche nach der unmöglichen Erlösung. Dies ist der offizielle Comic von George Mann (Dr. Who) zum Bestseller-Videogame "Dark Souls". Die vom Kampf gestählte Kriegerin Fira begibt sich auf eine brandgefährliche Suche, um ihr dahindarbendes Reich zu retten. Auf diesem Weg muss sie unzählige dämonische Feinde bekämpfen ... Der erste offizielle Comic zum Fantasy-Bestseller!

The year was 1997 and Fallout: A Post Nuclear Role Playing Game had just been released by Interplay. This book looks back at the entire Fallout saga, tells the story of the series' birth, retraces its history and deciphers its mechanics. The perfect book to discover and understand the origins of Fallout, with the saga's genesis and the decryption of each of his episodes ! EXTRACT The intro music and the end credits were the final main components of this hybrid post-apocalyptic/50s ambiance. Initially, Brian Fargo wanted to signal Fallout’s inspiration with Warriors of the Wasteland, by Frankie Goes to Hollywood, but when he heard The Ink Spots, he changed his mind and loved the result. The first choice was I Don’t Want To Set The World On Fire by this group of crooners from the 1930s/40s, but unfortunately the high cost made it impossible to acquire the rights. But while browsing an extensive list of tracks from the era, the team found that Maybe, by the same group, had almost the same sound-with the added bonus of being cheap! The lyrics are about a break-up, from the point of view of the person being left behind: "Maybe you’ll think of me when you are all alone/ Then maybe you’ll ask me to come back again". Leonard Boyarsky notes that, "It worked with the intro [and the ending]", referring to the ending with the betrayal and lonely exile of Fallout’s hero. "It felt like it was this genius plan we had [...] but it was only later that we decided to kick [the player] out of the Vault. I feel like this is a metaphor for the whole game: it looks like we had a better picture in mind than we did, it just came out of the things we were doing".

Sekiro

Das Protomolekül

ein autobiographisches Gedicht

Sekiro - Shadows Die Twice

Crossing boundaries in Game Design, Players Identities and Play Spaces

Affinity bridge

The Legend of Final Fantasy IX

Der grausame Mord an einer jungen Frau öffnet die Tür zu einer schrecklichen Vergangenheit ... Als in Edinburgh an einem eisigen Wintertag eine im Wasser treibende Frauenleiche entdeckt wird, erlebt DI Anthony McLean ein schmerzliches Déjà-vu: Das Opfer wurde auf dieselbe grausame Weise getötet wie vor zwölf Jahren seine Verlobte Kirsty – und vor ihr neun weitere junge Frauen. Durch Zufall gelang es McLean damals, den Täter hinter Gitter zu bringen. Was also hat er bei den vergangenen Ermittlungen übersehen? Von Trauer, Wut und Selbstzweifeln geplagt, stellt sich McLean erneut dem schlimmsten Fall seiner Karriere und setzt alles daran, die Wahrheit zu finden. Doch er muss sich beeilen, denn es gibt bereits ein neues Opfer ...

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 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 Jirō 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 libre 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.

Die Bücherdiebin

The Works of Hayao Miyazaki

Roman - Cat & Bones 1

Creation - Universe - Decryption

Death, Culture & Leisure

The Second Life of Souls