

## Art Of The Uncharted Trilogy The

An insightful, captivatingly designed, full-color book that transports readers to the futuristic megalopolis of Night City--the epicenter of the vibrant new action-RPG from CD Projekt Red. Step into the year 2077, a world dotted with dystopian metropolises where violence, oppression, and cyberware implants aren't just common--they're necessary tools to get ahead. Delve into incisive lore to discover how the economic decline of the United States created a crippling dependence on devious corporations and birthed the Free State of California. Explore the various districts, gangs, and history of Night City. Learn all there is to know about the technology of tomorrow and research the cybernetics, weapons, and vehicles of Cyberpunk 2077. Dark Horse Books and CD Projekt Red present *The World of Cyberpunk 2077*--an extensive examination of the rich lore of Cyberpunk 2077. This intricately assembled tome contains everything you need to know about the history, characters, and world of the long-awaited follow-up from the creators of *The Witcher* video game series.

In this rip-roaring space opera, a ragtag band of explorers are out to make the biggest score in the galaxy. On this space jump, no one is who they seem . . . Captain Hammond Roystan is a simple cargo runner who has stumbled across the find of a lifetime: the *Hassim*, a disabled exploration ship--and its valuable record of unexplored worlds. His junior engineer, Josune Arriola, said her last assignment was in the uncharted rim. But she is decked out in high-level bioware that belies her humble backstory. A renowned body-modification artist, Nika Rik Terri has run afoul of clients who will not take no for an answer. She has to flee off-world, and she is dragging along a rookie modder, who seems all too experienced in weapons and war . . .

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Together this mismatched crew will end up on one ship, hurtling through the lawless reaches of deep space with Roystan at the helm. Trailed by nefarious company men, they will race to find the most famous lost world of all--and riches beyond their wildest dreams . . .

Covering Drake's Fortune, Among Thieves and Drake's Deception, an ultimate guide to the Uncharted saga showcases hundreds of never-before-seen designs and pieces of concept art from the exciting game series, along with insightful commentary from the games' creators.

"This coffee table book traces the development of the first three games in the successful Uncharted franchise by presenting production art from each game, along with commentary by the studio"-- Provided by publisher.

Explore the Crucible and the distinct houses of KeyForge through a gorgeously designed collection of the game's masterfully created art! At the center of the KeyForge universe stands an enigmatic world built from the disparate pieces of countless planets, where players must use their unique decks of cards to unlock mysterious hidden Vaults! This vibrant art book explores KeyForge's contest of power and wit with hundreds of illustrations that demonstrate the countless possibilities that are available across every deck, showcasing the whimsical and exciting art in glorious detail!

The Art of Destiny 2 is the definitive collection for the game's stunning art and design. The Art of Destiny 2 is a celebration of the dynamic art and visual style that fans have come to love about Destiny. Featuring hundreds of pieces of concept art, the book covers everything from early sketches and illustrations of characters to paintings of sweeping vistas the designers used to help shape the in-game worlds. Each step of the process is meticulously detailed, from building in-game cinematics to crafting the complex universe. With exclusive, never-before-

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seen imagery, developer commentary, and more, The Art of Destiny 2 is a must-have for Guardians everywhere.

The art behind the action of DICE's iconic first-person shooter, collected in a beautiful hardcover volume! War will never be the same. Enter mankind's greatest conflict as Battlefield goes back to its roots in a never-before-seen portrayal of World War II. Face chaotic all-out war and witness human drama set against global combat in epic, unexpected locations. This is Battlefield V. The richest and most immersive Battlefield yet. Dark Horse Books and EA DICE are proud to present The Art of Battlefield V. Chronicling the development of EA DICE's latest installment in the Battlefield epic, this volume is filled with hundreds of pieces of concept art showcasing the creative process from rough sketch to final on-screen imagery, paired with exclusive commentary from the talented team who put it all together.

Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: The Art of The Last of Us Part II. Created in collaboration between Dark Horse Books and the developers at Naughty Dog, The Art of The Last of Us Part II offers extensive insights into the making of the long-awaited sequel to the award-winning The Last of Us.

Nineteen years ago, a parasitic fungal outbreak killed the majority of the world's population, forcing survivors into a handful of quarantine zones. Thirteen-year-old Ellie has grown up in this violent, postpandemic world, and her disrespect for the military authority running her boarding school earns her new enemies, a new friend in fellow rebel Riley, and her first trip into the outside world. \* The official

lead-in to the game from Faith Erin Hicks (The Adventures of Superhero Girl) and Naughty Dog's Neil Druckmann!

BioWare's newest game Dragon Age: Inquisition will expand the universe of their epic series in profound ways. This comprehensive book of lore features exclusive art and information, exploring every corner of this dark fantasy masterpiece!

Newcomers will appreciate how this volume covers everything they need to know about the world and characters of these smash-hit games! Dedicated fans will revel in the abundance of never-before-revealed secrets, the perfect companion to Dragon Age: The World of Thedas Volume 1! From heroes to villains, to songs and food, and everything in between, this book puts the breath and depth of this inimitable fantasy at your fingertips.

Definitive poster set from one of the biggest hits and most exciting debuts in gaming today. Filled with haunting imagery of a dystopian world, The Last of Us: The Poster Collection showcases beautifully rendered visuals from the acclaimed video game. Featuring a striking selection of forty removable posters, this collection contains full-color art of the characters, environments, and key scenes of the post-apocalyptic masterpiece. With incredible images of Joel and Ellie as they trek through eerie landscapes, fight off terrifying swarms of the Infected, and navigate a bleak wasteland, this poster book will take fans back to the immersive

world of *The Last of Us*. Armed with a compelling narrative and gripping, intelligent game play, the best-selling and critically acclaimed *The Last of Us* has ensnared gamers all over the world with its grim tale of survival. Set in the aftermath of a global epidemic that brings civilization to its knees, this enthralling game follows an unlikely pair of survivors as they trek across the decimated country, fighting off ruthless bandits and ferocious swarms of the Infected. It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated *God of War*. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

"Previously available only as a part of the now sold-out *The Sky: The Art of Final Fantasy* Boxed Set or still-available *The Sky: The Art of Final Fantasy Slipcased Edition*, Dark Horse is pleased to offer the stunning visions of designer Yoshitaka

Amano as individual volumes. The Sky Book Two contains Amano's sketches and paintings for Final Fantasy IV (1991), V (1992) and VI (1994), depicting characters such as Cecil Harvey, Rydia, Bartz Klauser, Lenna Charlotte Tycoon, Faris Scherwiz, Terra Branford, Locke Cole, Sabin Rene Figaro, Shadow, Setzer Gabbiani, Celes Chere, and, of course, Mog (among many others!). Bonuses include Amano's art for the 1994 Final Fantasy Grand Finale CD, the 1994 Pinball Mandala series, and advertisement lithographs of the 1999 Final Fantasy Collection exclusive watch. The truly impressive Book Two of The Sky is almost twice the size of the other books in the series, yet value priced! Don't miss your chance to return to the strange and beautiful realms of Yoshitaka Amano with The Sky: The Art of Final Fantasy Book Two!"

Hundreds of pieces of art with commentary detailing the creation of BioWare's groundbreaking epic in an expertly designed hardcover volume! This limited edition features :

- Die-cut clamshell case
- Gallery-quality art print
- Exclusive cover
- Metallic-printed and embossed miniature replica of an ancient Fort Tarsis mural!

From the studio behind the hit franchises Dragon Age and Mass Effect comes the thrilling world of Anthem. Dark Horse Books and BioWare are proud to present The Art of Anthem, showcasing the grandeur and beauty of this dangerous new world.

The official novel of Naughty Dog's award-winning videogame franchise! In the ancient world there was a myth about a king, a treasure, and a hellish labyrinth. Now the doors to that hell are open once again. Nathan Drake, treasure hunter and risk taker, has been called to New York City by the man who taught him everything about the "antiquities acquisition business." Victor Sullivan needs Drake's help. Sully's old friend, a world-famous archaeologist, has just been found murdered in Manhattan. Dodging assassins, Drake, Sully, and the dead man's daughter, Jada Hzujak, race from New York to underground excavations in Egypt and Greece. Their goal: to unravel an ancient myth of alchemy, look for three long-lost labyrinths, and find the astonishing discovery that got Jada's father killed. It appears that a fourth labyrinth was built in another land and another culture—and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. And what lies beyond—if Drake can live long enough to reach it—is both a treasure and a poison, a paradise and a hell. Welcome to The Fourth Labyrinth.

Adventure alongside Nathan Drake, as Dark Horse Books and Naughty Dog team up to bring you this breathtaking, comprehensive exploration into the Uncharted saga! Encompassing Drake's Fortune, Among Thieves, and Drake's Deception, this epic volume offers a look at hundreds of never-before-seen

designs and pieces of concept art from the creation of one of the most exciting game series of this generation, along with insightful commentary from the games' creators! Don't miss out on this opportunity to own a piece of Uncharted history! "Crash Bandicoot. Jak and Daxter. Uncharted. The Last of Us. One studio has been responsible for the most iconic video game experiences of this generation. Now, Dark Horse Books invites you on a thirty-year retrospective tour, observing Naughty Dog's ascension to its place as one of the most influential production studios in the world!"--Publisher's website.

A quest for the legendary 'Amber Room' launches Nathan Drake on a journey to the center of the earth. As enemies from Sir Francis Drake's past come for revenge on his descendant, Drake must use all the skills at his disposal to stay on step ahead of the game!

Inside the making of Uncharted 3 by Nolan North, aka (Drake)

An extraordinary book looking into extraordinary minds! Simply incredible.

The Empire of Isles is home to fabulous wonders beyond count, and dangers to match. Now, walk in the same steps as heroes Corvo Attano and Emily Kaldwin as you examine the complexly beautiful concept and design of Dishonored 2! ArKane Studios and Dark Horse books are proud to present this gorgeous collection, featuring hundreds of pieces of art chronicling the development of the blockbuster stealth-action title. The Art of Dishonored 2 is a must-have item for art fans and gamers alike! •

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Exclusive never before seen concept art from the making of Dishonored 2! • The comprehensive companion to the wildly anticipated Dishonored 2! • The art book that Dishonored fans have been waiting for! • Dishonored won the 2013 BAFTA for Best Game! This is the Official Art Book for Dishonored 2. Dark Horse was also responsible for the official Art Book for Dishonored, titled Dishonored: The Dunwall Archives (978-1616555627)

Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art. The Art of Uncharted 4 will be released by Dark Horse simultaneously with the new game, Uncharted 4.

From the acclaimed author of the New York Times bestseller *The Mark of the Dragonfly* comes another magical and thrilling story that takes readers on an exciting new adventure. Perfect for fans of *Wrinkle in Time*! Stella Glass dreams of exploring worlds beyond her home of Solace, but when her famous parents are sent on a historic mission to the Uncharted Lands, it's simply too dangerous for her to join them. By order of the king, she is left behind. Missing out on the excitement is one thing, but Stella is devastated at the thought of her parents flying into the unknown. So she takes

matters into her own hands. Instead of staying with family as planned, she steals away and—right before takeoff—sneaks aboard the airship. But Stella isn't the only stowaway. In the cargo bay is a boy who is also desperate to get to the Uncharted Lands. And someone else who's determined to keep the ship from making it there at all. . . . Praise for Jaleigh Johnson's *The Quest to the Uncharted Lands*: ? "The author's endearing STEAM-loving heroine and magical hero hit all the right buttons for middle grade readers....Funny and heartbreaking...a must-have choice for all middle grade shelves." —SLJ, Starred "A full-throttle fanfare for those with a predilection for alchemy, adventure, and a little anarchy."—Kirkus Reviews Praise for Jaleigh Johnson's *The Secrets of Solace*: ? "Highly recommended for those who have finished with Harry and are too young for Katniss." —SLJ, Starred "An engaging world rich in detail, mayhem, and adventure . . . All aboard for fantasy lovers with a dual penchant for girl power and keeping up with the Indiana Joneses." —Kirkus Reviews Praise for Jaleigh Johnson's *The Mark of the Dragonfly*: ? "This magnetic middle-grade debut . . . [is] a page-turner that defies easy categorization and ought to have broad appeal." —Publishers Weekly, Starred ? "Heart, brains, and courage find a home in a steampunk fantasy worthy of a nod from Baum." —Kirkus Reviews, Starred ? "A fantastic and original tale of adventure and magic. . . . Piper is a heroine to fall in love with: smart, brave, kind, and mechanically inclined to boot." —SLJ, Starred

In a world of arrogant nobles and their punishing laws, Georgina will be hung if anyone

discovers she is a spy. But when the wicked prince proposes marriage, Georgina must accept. Refusing would expose the secrets she has delivered to a hidden resistance and forfeit her life. With her wedding day looming ever closer, salvation comes from an unlikely source. Pirate Captain Cinder is a terror on the open sea, striking fear into hearts wherever she sails. Now she has a new target. The vulnerable Princess Georgina should be an easy mark in Cinder's kidnapping plot. However the legend of Captain Cinder is more intertwined with Georgina's own history than either of them expect. Treacherous storms. A mysterious pirate king. The prince's unrelenting pursuit. Georgina and Cinder can only escape by following the uncharted course of their hearts. Just as a future together is within their grasp, Cinder's past threatens to drag them both to the deep.

In the little town of Palomo Grove, two great armies are amassing; forces shaped from the hearts and souls of America. In this New York Times bestseller, Barker unveils one of the most ambitious imaginative landscapes in modern fiction, creating a new vocabulary for the age-old battle between good and evil. Carrying its readers from the first stirring of consciousness to a vision of the end of the world, *The Great and Secret Show* is a breathtaking journey in the company of a master storyteller.

Featuring intricate concept art and exclusive, high quality stills, sketches and renders detailing the game's production, *Rise of the Tomb Raider: The Official Art Book* is an essential purchase for fans of the franchise. From Lara's survival tools to the wild

animals she encounters in the harsh environment, this in-depth, all-access book offers gamers a look into the visual dexterity of Rise of the Tomb Raider.

Takes you behind the scenes of Sony's biggest 2010 game release, featuring character and environment concept art and production art.

The crew of Another Road are back, closer than ever to the biggest score in the galaxy. . . if they can stay a step ahead of the Justice Department agents and Company men tracking them. An engineer with a fondness for weapons. A captain with no memory. An obsessive genemodder who loves to tinker. Meet the crew of Another Road. Josune, Roystan, and Nika have escaped the company thugs trying to kill them. They've gotten a new spaceship to replace The Road (after it was blown up underneath them). And their new ship is armed to the teeth with dangerous weapons, courtesy of Josune. All that's left to do before they head out to find the legendary lode of transurides is to restore Roystan's memory. To do that, they need to collect the genemod machine Nika has ordered. But first, they have to shake off the Justice Department agent and the Companies tracking them. It should be easy. They've done it before. What could possibly go wrong?

A glimpse at the beginning of a new trilogy in the massive global gaming franchise, featuring a stunning array of concept art, character sketches and much, much more. Halo 4 is the next blockbuster installment in the iconic franchise that shaped entertainment history and defined a decade of gaming. Set in the aftermath of Halo 3, it

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marks the beginning of a new trilogy as the Master Chief confronts an ancient evil that threatens the fate of the entire universe. *Awakening: The Art of Halo 4* will give gamers an in-depth look behind the scenes at the creation of the stunning worlds of Halo 4, with commentary from the art director and game designers throughout. Concept art, character sketches, detailed environments and an additional section on the forthcoming multiplayer game make this the definitive guide to 343 Industries' take on the Halo universe.

Doom is unquestionably one of the most influential videogames ever created, widely regarded as the original FPS (First-Person Shooter) and remains a touchstone for countless action games today. *The Art Of Doom* brings together concept artwork, sketches and screenshots from every classic instalment of the series, including Bethesda's most recent addition, *Doom 3* (2012).

Shows the unseen art that helped make *Uncharted 2: Among Thieves* the best game of the year.

Experience Lara Croft's defining moment as she becomes the Tomb Raider. In *Shadow of the Tomb Raider*, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. *The Shadow of The Tomb Raider Official Art Book* features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where

she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms

"The fulfilled renown of Moby-Dick and of As I Lay Dying is augmented by Blood Meridian, since Cormac McCarthy is the worthy disciple both of Melville and Faulkner," writes esteemed literary scholar Harold Bloom in his Introduction to the Modern Library edition. "I venture that no other living American novelist, not even Pynchon, has given us a book as strong and memorable." Cormac McCarthy's masterwork, Blood Meridian, chronicles the brutal world of the Texas-Mexico borderlands in the mid-nineteenth century. Its wounded hero, the teenage Kid, must confront the extraordinary violence of the Glanton gang, a murderous cadre on an official mission to scalp Indians and sell those scalps. Loosely based on fact, the novel represents a genius vision of the historical West, one so fiercely realized that since its initial publication in 1985 the canon of American literature has welcomed Blood Meridian to its shelf. "A classic American novel of regeneration through violence," declares Michael Herr. "McCarthy can only be compared to our greatest writers."

The Three Musketeers meets Jules Verne in Curtis Craddock's The Last Uncharted Sky, the concluding novel in the critically-acclaimed high fantasy Risen Kingdoms series, an engrossing tale of courtly intrigue and breathtaking

magic. Isabelle and Jean-Claude undertake an airship expedition to recover a fabled treasure and claim a hitherto undiscovered craton for l'Empire Celeste. But Isabelle, as a result from a previous attack that tried to subsume her body and soul, suffers from increasingly disturbing and disruptive hallucinations. Disasters are compounded when the ship is sabotaged by an enemy agent, and Jean-Claude is separated from the expedition. In a race against time, Isabelle must figure out how to ward off her ailment before it destroys her and reunite with Jean-Claude to seek the fabled treasure as ancient secrets and a royal conspiracy threaten to undo the entire realm. "A gripping tale of a woman who refuses to be defined by her physical and magical limitations, thwarting both assassins and all who see her as a pawn. A great read!"—#1 New York Times bestselling author Brandon Sanderson, on *An Alchemy of Masques and Mirrors* The Risen Kingdoms series #1 *An Alchemy of Masques and Mirrors* #2 *A Labyrinth of Scions and Sorcery* #3 *The Last Uncharted Sky* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Collect the thrilling art of Uncharted with this exciting new poster collection. Featuring a striking selection of forty removable posters, this collection contains full-color art of the characters, environments, and key scenes from the best-selling Uncharted franchise. With incredible images of fortune hunter Nathan

Drake as he navigates territories around the world, embarks on high-stakes expeditions, and faces relentless enemies, this poster book will take fans back to the immersive world of Uncharted.

In *The Art of BioShock Infinite*, delve deeper into the city of Columbia—the fabled floating metropolis that serves as a beacon of technology and achievement for the early 1900s! This deluxe hardcover features production designs and concept illustrations focusing on main characters Booker DeWitt, Elizabeth, and Songbird from the *BioShock Infinite* video game. See the evolution of Sky-Hooks, Heavy Hitters, the populace of Columbia, Vigors, airships, and much more! \* *BioShock Infinite* won over 75 video game awards, including Best Original Game and Best of Show! \* Introduction by creative director Ken Levine.

On sale date subject to change. A beautifully realized tome inspired by traditional Japanese aesthetics and featuring art from the delicately crafted video game from Sucker Punch Productions. Dark Horse Books and Sucker Punch Productions are honored to present *The Art of Ghost of Tsushima*. Explore a unique and intimate look at the Tsushima Islands--all collected into a gorgeous, ornately designed art book. Step into the role of Tsushima Island's last samurai, instilling fear and fighting back against the Mongolian invasion of Japan in the open-world adventure, *Ghost of Tsushima*. This volume vividly showcases every

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detail of the vast and exotic locale, featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques, along with a look at storyboards and renders from the most intense, eloquent, and expressive cinematic moments of the game.

Immerse yourself in a world brought to life by unforgettable characters in a 1960s America flipped upside down by Nazi occupation! Overflowing with concept art, production material, and exclusive commentary from the creators of the newest entry in the epochal action franchise, this beautiful hardcover belongs in the collection of freedom fighters, gamers, and art fans everywhere! Dark Horse Books, Machine Games, and Bethesda Softworks are proud to present the perfect companion to Wolfenstein II: The New Colossus.

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