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players and journalists, it was mainly by word of mouth. It was such a great success that Dark Souls 2 was named.

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.

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 Shibuva 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 subcontracted 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 $\frac{Page}{10/16}$

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.

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 $\frac{Page}{11/16}$

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.

In an isolated cabin in the Colorado mountains, five people gather for a reunion. But an evil beast lurks among them—a shapeless entity intent upon recruiting them into its foul army. And one woman realizes that only her tormented dreams can save the earth from evil.

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 $\frac{Page}{12/16}$

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 Page 13/16

Music. For Third Éditions, he is actively working on the "Level Up" and "Année jeu vidéo" collections. He has also written or cowritten 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.

"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.

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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.

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

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?

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. Page 15/16

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.

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