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The Art Of Cuphead Dark Horse Book

The Art of CupheadCuphead in a Mountain of TroubleGod of War: Lore and LegendsThe Art of the Last of Us Part IIThe Art of DOOM: EternalThe Art of We Happy FewDark Souls III: Design WorksCuphead Volume 1: Comic Capers & CuriosThe Art of OverwatchThe Best of Comix BookThe Art of Wolfenstein: YoungbloodOctopath Traveler: The Complete GuideDark SoulsThe Art of SplatoonFax from Sarajevo (New Edition)HellboyCuphead in Carnival ChaosThe Art of CupheadCuphead Volume 2: Cartoon Chronicles & CalamitiesKirby: Art & Style CollectionGo Team Venture!: The Art and Making of the Venture BrosJia and the Nian MonsterThe Art of DoomThe Art of Metal Gear Solid VThe Art of RecoreThe Art of Fire Emblem: AwakeningThe Art of Naughty DogThe Art of RAGE 2The Art of PreyThe Art of Splatoon 2The Art of Ghost of TsushimaThe Art of Cuphead Limited EditionBest Retro Anime Vintage in 30s Cartoon Old Timey Style with Honest TitlesThe Art of Alice: Madness ReturnsThe Art of the Book of LifeBrody's Ghost Collected EditionThe Art of Super Mario OdysseyThe Art of SpyroGris ArtbookArt of Satoshi Kon

The Art of Cuphead

Fans of the award-winning and visually stunning video game can see Cuphead, Mugman, and friends like never before in this original, illustrated middle-grade novel. Join them on their adventure as they make merry mischief in the vibrant and topsy-turvy world of the Inkwell Isles! It's a special day on the Inkwell Isles: Elder Kettle's birthday! Yes, sirree, it's a very special day. So Cuphead and Mugman need to find the perfect gift to honor their beloved mentor. But along the way,

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the brothers and their new friend Ms. Chalice are captivated by the sights and sounds of the carnival that just rolled into town. Despite Elder Kettle's warning that the attraction is filled with liars and thieves, the trio gets reeled in. At the carnival, the friends are bamboozled and burgled by enemies, old and new. Will they escape the chaos and get their gift before it's too late? Includes over 20 never-before-seen illustrations drawn by Studio MDHR's Lance Miller that feature hidden items for an interactive treasure hunt! Cuphead in Carnival Chaos is the first book in an original series and perfect for players of Cuphead, and readers of Hello Neighbor, Bendy and the Ink Machine, and Five Nights at Freddy's. © 2020 StudioMDHR Entertainment Inc. All Rights Reserved. Cuphead(TM), the Cuphead(TM) logo, StudioMDHR(TM) and the StudioMDHR(TM) logo are trademarks and/or registered trademarks of StudioMDHR Entertainment Inc. throughout the world.

Cuphead in a Mountain of Trouble

The Art of Fire Emblem Awakening contains an in-depth, behind-the-scenes look at the smash-hit 3DS game, from beautifully illustrated renditions of your favorite characters, to storyboards for in-game events, character designs, weapon designs, character profiles, and the entirety of the script with every possible branch of dialogue! Relive some of the most poignant moments of the game, or see what might have been if you had made different in-game decisions with the Art of Fire Emblem Awakening!

God of War: Lore and Legends

Arkane Studios and Dark Horse Books are proud to present

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The Art of Prey. This exquisite and comprehensive collection features hundreds of pieces of gorgeous art from the development of this hotly anticipated game, showcasing Arkane's signature world-building and attention to detail with a unique take on futuristic design. In Prey, a dark force torments the enigmatic space station Talos I, and the key to survival depends not just on strength or weaponry, but on wits as well. With this stunning art book, fans can journey alongside Morgan Yu through the Prey universe.

The Art of the Last of Us Part II

Celebrate more than 25 years of Kirby, the popular pink hero of the best-selling series of video games from Nintendo. A stylish new collection of art and designs from the best-selling Kirby video games. Featuring twenty-five years worth of sketches, artwork, Japanese video game box art, and more. With exclusive notes from creators and artists who have brought Kirby to life throughout the years.

The Art of DOOM: Eternal

"The Art of Splatoon contains 320 incredible pages of artwork, including 2D and 3D illustrations of your favorite characters, maps, concept art, weapon and gear design, storyboards, sketches, hand-drawn comics . . . and that's only an inkling of what's inside. We're not squidding around: this is a must have for all fans of Splatoon!"--Page [4] of cover.

The Art of We Happy Few

Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate

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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.

Dark Souls III: Design Works

Brilliant anime director Satoshi Kon (Paprika [2006], Paranoia Agent [2004], Tokyo Godfathers [2003], Millennium Actress [2001] and Perfect Blue [1997]) died tragically young in 2010 at the age of 46. Now Dark Horse is privileged to remember him and his works through The Art Of Satoshi Kon, a beautiful book of Kon's illustrations for his movies Perfect Blue, Tokyo Godfathers, Millennium Actress, Paprika and his television series Paranoia Agent, plus his unfinished The Dreaming Machine, his manga, commercial art and several little-known and incomplete projects.

Cuphead Volume 1: Comic Capers & Curios

In 2018 Toys for Bob Studios thrilled fans worldwide by releasing Spyro(TM) Reignited(TM) Trilogy, a faithful remaster encompassing all three titles from the beloved Spyro(TM) trilogy introduced in 1998. The Art of Spyro(TM) is a meticulously crafted compendium filled with in-depth behind-the-scenes content, insightful quotes from top illustrators in the industry, anecdotes from the game developers, and a dazzling assortment of incredible concept art, some of which has never been seen by the public. It is a must-have for art lovers, gamers, fans and the fun-loving adventurer in all of us.

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The Art of Overwatch

A tale packed with adventure, *The Book of Life* celebrates the power of friendship and family, and the courage to follow your dreams. To determine whether the heart of humankind is pure and good, two godlike beings engage in an otherworldly wager during Mexico's annual Day of the Dead celebration. They tether two friends, Manolo and Joaquin, into vying for the heart of the beautiful and fiercely independent Maria, with comical and sometimes dangerous consequences. This volume is an inspirational behind-the-scenes look at the making of the animated feature film *The Book of Life*, from visionary producer Guillermo del Toro (*Pan's Labyrinth*) and director Jorge R. Gutierrez (*El Tigre: The Adventures of Manny Rivera*).

The Best of Comix Book

Collecting the gritty and hair-raising artwork behind the critically-acclaimed *DARK SOULS III* in a prestigious hardcover tome. *DARK SOULS III: DESIGN WORKS* features armor and weapon designs, character concepts, enemies, bosses, environments, DLC artwork, and more!

The Art of Wolfenstein: Youngblood

The hit game is brought to life in a tangible and exciting new way as readers are invited to plumb the lore of *God of War* through the eyes of Kratos' son, Atreus. This hardcover volume chronicles Atreus and Kratos' journey through the fabled Nine Realms, from the Wildwoods of Midgard to the mountains of Jotunheim and beyond. In addition to the record of their mythic journey, this wondrous collection also

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includes a bestiary that was assembled during those travels, intimate dossiers of the characters that inhabit the masterfully crafted universe, and much more!

Octopath Traveler: The Complete Guide

Since its debut in 1994, Mike Mignola's Hellboy has been one of the most celebrated comics on shelves, winning every major industry award, attracting legions of fans, and seeing Mignola provide artwork for numerous films, including Blade 2 and Dracula. Now, the director of Blade 2, Guillermo del Toro, has brought Hellboy to the big screen, in a major motion picture starring Ron Periman. This lavish tie-in book features del Toro's complete screenplay, based on Mignola's Hellboy: Seed of Destruction graphic novel, along with copious production art from Mignola. With behind-the-scenes sketches and photos, commentary from Mignola, and del Toro's on-set diary, The Art of the Movie is the ultimate guide to the Hellboy film.

Dark Souls

October, 1964. The City of Wellington Wells is all that's left of England after the German invasion and occupation. But it's still the swinging '60s, and everyone is fab, especially because they're taking happy pills - Joy - and wearing Happy Face masks so they're always smiling everyone except the awful Downers who refuse to take their Joy. Dark Horse Books and Compulsion Games are thrilled to present The Art of We Happy Few. Showcasing a unique retro-futuristic style, this book includes hundreds of pieces of concept art, paired with exclusive commentary from the team that created it!

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The Art of Splatoon

A full-color digital art book containing concept art and commentary from the development of DOOM Eternal, the next entry in the iconic first-person shooter series. The newest chapter in the quintessential game franchise from id Software is here. Witness DOOM Eternal! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into otherworldly and unknown locations new to the DOOM universe. Admire the dangerous glimmering edges of the Slayer's arsenal and armor. Examine the ancient designs and breeds of Hell's soldiers and lords--all in gloriously designed full color images straight from the files of the game's artists themselves! Dark Horse Books and id Software join forces to present The Art of DOOM Eternal, encompassing every detail you've come to love from DOOM!

Fax from Sarajevo (New Edition)

A brand-new edition of the greatest work from comics master Joe Kubert! The astonishing true story of a family in Sarajevo, Bosnia, trapped in a city under siege as war and genocide rage around them, with only a fax machine to communicate. On the receiving end of these faxes from his trapped friend, Kubert brilliantly illustrates their struggle toward freedom against the worst kind of odds. It's the tale of a very real war, told from the perspective of innocent victims, but it's also full of strength, survival, and love.

Hellboy

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Legendary game designer American McGee created one of the most visually arresting games of all time in *Alice*. Eleven years later, McGee returns with a sequel just as groundbreaking as his critically acclaimed classic—*Alice: Madness Returns*! Dark Horse and Spicy Horse studio invite *Alice* fans to take a journey through the wonderland of American McGee's imagination for an unprecedented look at the creation of this magnificent and disturbing world. With an introduction by McGee, *The Art of Alice* offers an intimate look into the stunning and terrifying artwork behind this blockbuster reinterpretation of Lewis Carroll's enduring masterpiece!

Cuphead in Carnival Chaos

Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of *Cuphead*'s characters, bosses, stages and more. Relive the most cherished and challenging moments of *Cuphead* and *Mugman*'s adventure to reclaim their souls from *The Devil*, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the *Inkwell Isles* and discover an all-new appreciation for *Cuphead*'s animation style and challenging retro gameplay.

The Art of Cuphead

Gris, the video game designed by Conrad Roset and his team from Nomada Studio, has been one of the sensations of the indie scene of the year. His precious character design and levels, which drinks from the imaginary of the art of the

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Barcelona author, has earned him eight of the main awards of the National Gamelab Video Game Awards. Norma Editorial and Nomada Studio invite you to experience the creative process that led to the conception of the beautiful Gris's dream universe in his official art book. A beautiful collection of first sketches, designs of characters and levels, and unpublished material. The Game Gris have recently won the prize "Game for Impact" in the Game Awards 2019.

Cuphead Volume 2: Cartoon Chronicles & Calamities

What if our favorite Anime had been crafted in the Golden Age of American Animation? No idea!, but Colombian artist Juan David Giraldo has made his own interpretation of this in his peculiar style. I hope you have a lot of fun coloring these drawings that are intended to be in black and white! And well, I hope they don't sue us. Pass me the Grey Colors, Kaiosama will be pleased! (The use of characters, vehicles, props and backgrounds are parodies to classic Japanese anime series. Its use is merely humorous.)

Kirby: Art & Style Collection

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan. · Essential companion to the international best-selling game Overwatch! · Introduction and commentary provided by the game's development team! ·

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Overwatch is a global phenomenon with 30 million players! ·
Produced in close partnership with Blizzard Entertainment! ·
Overwatch creation revealed! · Behind-the-scenes look at
your favorite characters! · Never-before-seen artwork!

Go Team Venture!: The Art and Making of the Venture Bros

"From the legendary makers of Metroid Prime comes ReCore, an action-adventure game that pits the player against devious robotic foes while forging friendships with a courageous group of uniquely powerful robot companions! Now, Dark Horse Books presents this comprehensive volume, examining the art and inspiration behind this mysterious and dynamic world with The Art of ReCore!"--Publisher's website.

Jia and the Nian Monster

Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930's. Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and

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discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay. Dark Horse Books and Studio MDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead!

The Art of Doom

Each new year is marked by a monster's attack on their mountain village. This year, young Jia and her friend Deshi have decided to fight back. For Deshi, it is the grand adventure he has always dreamed of. For Jia, it is revenge for the loss of her mother--who was taken by the monster five years before. But it will take more than mere pluck and courage to best the beast of the mountain, which is where the mysterious stranger who has befriended Jia and Deshi comes in . . . Based on an ancient Chinese legend, Jia and the Nian Monster blends fantasy, fable, and the invention of gunpowder into a tale of courage and friendship. Written by Mike Richardson (47 Ronin, Father's Day, and The Atomic Legion), and illustrated by the amazing new artist Megan Huang, this could be a new children's classic!

The Art of Metal Gear Solid V

An amaze-ink behind-the-scenes look at the making of Splatoon 2, one of the best-selling Nintendo Switch games of all time! Dive into over 380 pages worth of illustrations, key art, and designs of your favorite colorful characters, weapons, gear, locations, maps, and brands. The Art of Splatoon 2 also features storyboards and other extras sure to make a splash with any fan! Don't miss this ink-redible look at the best-selling family-friendly game Splatoon 2!

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The Art of Recore

The second installment in the original, hilarious, and fast-paced Cuphead series written by Ron Bates and featuring twenty illustrations. Once again, fans of the award-winning and visually stunning video game can see Cuphead, Mugman, and friends like never before in this original, illustrated middle-grade novel. Join them on their adventure as they make merry mischief in the vibrant and topsy-turvy world of the Inkwell Isles! Includes over 20 never-before-seen illustrations that feature hidden items for an interactive treasure hunt! This is the second book in an original series perfect for players of Cuphead, and readers of Hello Neighbor, Bendy and the Ink Machine, and Five Nights at Freddy's. © 2020 StudioMDHR Entertainment Inc. All Rights Reserved. Cuphead(TM), the Cuphead(TM) logo, StudioMDHR(TM) and the StudioMDHR(TM) logo are trademarks and/or registered trademarks of StudioMDHR Entertainment Inc. throughout the world.

The Art of Fire Emblem: Awakening

In 1974, legendary Marvel Comics publisher Stan Lee approached underground pioneer Denis Kitchen and offered a way for them to collaborate. Their resulting series was called Comix Book and featured work by many of the top underground cartoonists including Joel Beck, Kim Deitch, Justin Green, Harvey Pekar, Trina Robbins, Art Spiegelman (first national appearance of Maus), Skip Williamson, and S. Clay Wilson. The Best of Comix Book showcases 150-pages of classic underground comix (printed on newsprint, as they originally appeared), many never before reprinted.

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The Art of Naughty Dog

Take a globetrotting journey all over the world--and beyond!--with this companion art book to the hit video game for the Nintendo Switch(TM) system! In October of 2017, Super Mario Odyssey(TM) took the gaming world by storm. Now, discover the art and expertise that went into creating one of Nintendo's best-loved games! This full-color hardcover volume clocks in at 368 pages and features concept art, preliminary sketches, and notes from the development team, plus insight into some early ideas that didn't make it into the game itself! Explore the world of Super Mario Odyssey from every angle, including screen shots, marketing material, and more, to fully appreciate this captivating adventure

The Art of RAGE 2

"Step into the role of Tsushima Island's last samurai through a vivid showcase of historic detail in a vast and exotic locale, featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques. Inspired by traditional Japanese art, this gorgeously designed art book showcases every historic, vivid detail of Ghost of Tsushima!"--

The Art of Prey

Witness the concept and design behind the genre-defining science fiction military action and drama with The Art of Metal Gear Solid V! Chronicling the development of Kojima Productions's magnum opus, and featuring hundreds of pieces of never-before-seen art, this beautifully assembled volume is an essential addition to any gamer's collection.

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Dark Horse is proud to offer a piece of gaming history with The Art of Metal Gear Solid V!

The Art of Splatoon 2

Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's characters, bosses, stages and more. Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay.

The Art of Ghost of Tsushima

Our plucky heroes return in this brand-new collection of adventures starring Cuphead, Mugman, and now Ms. Chalice! The trio can't seem to catch a break as they find themselves in a plethora of peculiar positions and side stories in the all-cartoon magical wonderworld of the Inkwell Isles! This original graphic novel features fresh new tales, all authentically drawn to match the glorious, award-winning vintage animation style of Cuphead! Don't pass up this chance to see Cuphead, Mugman, and Ms. Chalice in their second collection of adventures wonderfully realized by the returning team of writer Zack Keller and artist Shawn Dickinson!

The Art of Cuphead Limited Edition

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Delving into the rebellious world of the Wasteland, this volume examines the most intense moments of RAGE 2 in an extensive fusion of art and commentary! Explore the split scenery of lush overgrowth and desolate deserts in concepts and renders from across the incredible setting. This wicked collection details the game's wide-open world, insane characters, and big f% £ @ing guns--all with exclusive commentary from the game's developers.

Best Retro Anime Vintage in 30s Cartoon Old Timey Style with Honest Titles

This oversized book is the comprehensive companion to the art and making of the The Venture Bros. and includes a foreword by Patton Oswalt! Ken Plume sits down with series creators Jackson Publick and Doc Hammer to have a conversation about the creation of every single episode through season six and much more. From the earliest sketches of Hank and Dean scribbled in a notebook, pitching the series to Cartoon Network's Adult Swim, learning the ins and outs of animation, character designs for each season, storyboards, painted backgrounds, behind-the-scenes recollections of how the show came together, it's all here. Features behind-the-scenes info and art covering every episode of all six seasons. Written by Venture Bros. creators Jackson Publik and Doc Hammer, with intro by Patton Oswalt. An all-encompassing look at the characters, art, history and influences of the beloved series. Never before seen Venture Bros. artwork!

The Art of Alice: Madness Returns

Brody encounters a ghostly teenage girl who needs his help

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hunting down a dangerous killer and he must undergo training from the spirit of a centuries-old samurai to unlock his hidden power to communicate with ghosts.

The Art of the Book of Life

A full-color digital book chronicling the development of the next entry in the iconic first-person shooter franchise. It's do or die in the dystopian streets of Nazi-occupied Paris as Jess and Soph Blazkowicz piece together the mysterious disappearance of their father, William J. Blazkowicz, while driving the fascists out of France once and for all. This gorgeous volume features an amazing arsenal of concept art, production material, and exclusive creator commentary from the latest romp into Earth's alternate history with Wolfenstein: Youngblood. Dark Horse Books, MachineGames, and Bethesda Softworks call all sisters, brothers, and other champions for the cause to unite, fight, and enjoy The Art of Wolfenstein: Youngblood!

Brody's Ghost Collected Edition

"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.

The Art of Super Mario Odyssey

"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

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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.

The Art of Spyro

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).

Gris Artbook

Master Square Enix's critically acclaimed RPG Octopath Traveler with this comprehensive guide! Explore every corner of Orsterra with the help of this complete guide which includes insight and explanation of the main narrative as well as boss strategies for each of the games' eight protagonists! Dive deeper with detailed environment maps, subquest information, and beautiful illustrations that fully realize Octopath Traveler's HD-2D graphics with exclusive explanations and commentary from the development team. Dark Horse Books and Square Enix present a faithful localization of the original Japanese volume, offered in English for the first time! Whether you're a first-time player or looking to take your game to one hundred percent completion, this guide book is not to be missed!

Art of Satoshi Kon

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Revisit the colorful characters of the Inkwell Isles in this collection of brand new Cuphead and Mugman tales! Prone to unexpected predicaments and thrilling adventures, Cuphead and Mugman feature front and center in a series of short but sweet side stories that reimagine the world of the all-cartoon magical wondergame. This original graphic novel features all-new original tales, authentically drawn to match the glorious, award-winning vintage animation style of Cuphead! Don't miss Cuphead and Mugman's graphic novel debut in written by Zack Keller and illustrated to 1930s perfection by Shawn Dickinson!

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