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THE LAST OF US. REMASTERED. GUIDA STRATEGICA UFFICIALE

CORPORATE STRATEGY (REMASTERED) II

A FIELDBOOK IMPLEMENTING HIGH PERFORMANCE STRATEGY AND LEADERSHIP

Routledge Since the onset of the Fourth Industrial Revolution numerous corporations have found that traditional ‘strategic planning’ is ineffectual in responding to, or capitalising on, unforeseen or unexpected change. In recognition of this and associated symptoms of inertia, bankruptcy or worse, this fieldbook was written for the purpose of guiding strategy practitioners through their intended or unintended journey into the future by providing meaningful strategy practices that enable responses to disruption and more importantly, better strategy practices overall. With a focus on strategy practice (‘doing’ strategy), this book represents a ‘how-to’ of Third Wave Strategy as defined in detail in the introductory book Corporate Strategy (Remastered) I. In addition to a description of methods that contribute to the philosophy of Third Wave Strategy, readers will witness the experiences of a virtual illustrative company that is travailing the same journey of organisational transformation and renewal that the methodologies described in this book also seek to address. The overall value of the book, therefore, is its ability to relate theory to practice in a factual and experiential format. A key part of the use of the virtual case study based on the illustrative Third Wave Industries (T-wl) Corporation is the blending of the system and process mechanisms that are a part of Third Wave Strategy and its framework, the strategy tools and techniques that are drawn from new and existing strategy practice and the soft issues that are represented by the human responses to change, as well as the management of change enacted in a corporate environment.

HOMEWORLD

PRIMA'S OFFICIAL STRATEGY GUIDE

After a destructive war, the survivors of Homeworld were relocated to a galactic Siberia. Your goal is to build and manage a traveling society and protect it from peril during its journey back to Homeworld. This strategy guide includes combat tips, strategies, and tips on navigation and fleet building.

THE ART OF THE LAST OF US

Dark Horse Comics Naughty Dog Studios and Dark Horse proudly present the essential companion to The Last of Us, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, The Art of The Last of Us provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * The Last of Us swept the top Game Critics awards at 2012's E3 conference.

U.S. NAVY DIVING MANUAL

BILLBOARD

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

FINAL FANTASY VIII

OFFICIAL STRATEGY GUIDE

BradyGames BradyGAMES-Final Fantasy VIII Official Strategy Guide Features: Detailed Walkthroughs Boss Strategies Item & Magic Lists Complete Bestiary and over 450 Full-Color Maps! The ONLY Official Guide! Platform: PlayStation Genre: RPG

UNCHARTED 4: A THIEF'S END - STRATEGY GUIDE

GamerGuides.com It is three years after the events of Uncharted 3 and Nathan Drake, the world's most famous hunter of treasure, has hung up his boots and left that work behind him. However, the sudden appearance of his brother, Samuel Drake, has made that calling for adventure come back in full force, as he needs Nathan's help to save his own life. They are on the hunt for Captain Henry Avery's long-lost treasure, bringing them to many exotic locations wrought with danger, in another exciting entry in the Uncharted franchise. The guide includes: - A complete and detailed walkthrough of the main story. - Locations for all of the game's collectibles. - Comprehensive guide to get every single trophy.

FINAL FANTASY X-2

OFFICIAL STRATEGY GUIDE

Brady Presents a guide to the characters, missions, strategy, and accessories of the video game.

SPORTS AND ENTERTAINMENT MARKETING

Cengage Learning SPORTS AND ENTERTAINMENT MARKETING. 3E incorporates feedback from instructors across the country and has expanded by three chapters. The popular sports and entertainment topics continue to be the foundation for teaching marketing concepts. Each marketing function is incorporated throughout the text and is highlighted with an icon to indicate how it is used in the marketing process. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

THE DATA WAREHOUSE TOOLKIT

THE COMPLETE GUIDE TO DIMENSIONAL MODELING

John Wiley & Sons

ROGUE HEROES

THE HISTORY OF THE SAS, BRITAIN'S SECRET SPECIAL FORCES UNIT THAT SABOTAGED THE NAZIS AND CHANGED THE NATURE OF WAR

Crown NEW YORK TIMES BESTSELLER • The incredible untold story of World War II's greatest secret fighting force, as told by the modern master of wartime intrigue—coming soon as a limited series on Epix! “Reads like a mashup of *The Dirty Dozen* and *The Great Escape*, with a sprinkling of *Ocean's 11* thrown in for good measure.”—Michiko Kakutani, *The New York Times* ONE OF NPR'S BEST BOOKS OF THE YEAR • “Rogue Heroes is a ripping good read.”—*Washington Post* (10 Best Books of the Year) Britain's Special Air Service—or SAS—was the brainchild of David Stirling, a young aristocrat whose aimlessness belied a remarkable strategic mind. Where most of his colleagues looked at a World War II battlefield map and saw a protracted struggle, Stirling saw an opportunity: given a small number of elite men, he could parachute behind Nazi lines and sabotage their airplanes and supplies. Defying his superiors' conventional wisdom, Stirling assembled a revolutionary fighting force that would upend not just the balance of the war, but the nature of combat itself. Bringing his keen eye for detail to a riveting wartime narrative, Ben Macintyre uses his unprecedented access to the SAS archives to shine a light on a legendary unit long shrouded in secrecy.

THE KIMBALL GROUP READER

RELENTLESSLY PRACTICAL TOOLS FOR DATA WAREHOUSING AND BUSINESS INTELLIGENCE REMASTERED COLLECTION

John Wiley & Sons The final edition of the incomparable data warehousing and business intelligence reference, updated and expanded The Kimball Group Reader, Remastered Collection is the essential reference for data warehouse and business intelligence design, packed with best practices, design tips, and valuable insight from industry pioneer Ralph Kimball and the Kimball Group. This Remastered Collection represents decades of expert advice and mentoring in data warehousing and business intelligence, and is the final work to be published by the Kimball Group. Organized for quick navigation and easy reference, this book contains nearly 20 years of experience on more than 300 topics, all fully up-to-date and expanded with 65 new articles. The discussion covers the complete data warehouse/business intelligence lifecycle, including project planning, requirements gathering, system architecture, dimensional modeling, ETL, and business intelligence analytics, with each group of articles prefaced by original commentaries explaining their role in the overall Kimball Group methodology. Data warehousing/business intelligence industry's current multi-billion dollar value is due in no small part to the contributions of Ralph Kimball and the Kimball Group. Their publications are the standards on which the industry is built, and nearly all data warehouse hardware and software vendors have adopted their methods in one form or another. This book is a compendium of Kimball Group expertise, and an essential reference for anyone in the field. Learn data warehousing and business intelligence from the field's pioneers Get up to date on best practices and essential design tips Gain valuable knowledge on every stage of the project lifecycle Dig into the Kimball Group methodology with hands-on guidance Ralph Kimball and the Kimball Group have continued to refine their methods and techniques based on thousands of hours of consulting and training. This Remastered Collection of The Kimball Group Reader represents their final body of knowledge, and is nothing less than a vital reference for anyone involved in the field.

FINAL FANTASY TACTICS GREATEST HITS

Battle-by-battle strategies 70 battle maps in 3D All Treasures, secret places, and hidden items revealed Statistical information for action, reaction, and movement skills for every job class Discover how to play FF VII's cloud strife

THE LEGEND OF ZELDA: HYRULE HISTORIA

Dark Horse Comics Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling *The Legend of Zelda: Art & Artifacts* and *The Legend of Zelda: Encyclopedia*. Also look for *The Legend of Zelda: Breath of the Wild — Creating a Champion* for an indepth look at the art, lore, and making of the best selling video game! Dark Horse Books and Nintendo team up to bring you *The Legend of Zelda: Hyrule Historia*, containing an unparalleled collection of historical information on The Legend of Zelda franchise. This handsome digital book contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more! Starting with an insightful introduction by the legendary producer and video-game designer of Donkey Kong, Mario, and The Legend of Zelda, Shigeru Miyamoto, this book is crammed full of information about the storied history of Link's adventures from the creators themselves! As a bonus, *The Legend of Zelda: Hyrule Historia* includes an exclusive comic by the foremost creator of The Legend of Zelda manga — Akira Himekawa!

THE LAST OF US: AMERICAN DREAMS

Dark Horse Comics 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!

THE IDEA FACTORY

BELL LABS AND THE GREAT AGE OF AMERICAN INNOVATION

Penguin The definitive history of America's greatest incubator of innovation and the birthplace of some of the 20th century's most influential technologies “Filled with colorful characters and inspiring lessons . . . The Idea Factory explores one of the most critical issues of our time: What causes innovation?” —Walter Isaacson, *The New York Times* Book Review “Compelling . . . Gertner's book offers fascinating evidence for those seeking to understand how a society should best invest its research resources.” —*The Wall Street Journal* From its beginnings in the 1920s until its demise in the 1980s, Bell Labs—officially, the research and development wing of AT&T—was the biggest, and arguably the best, laboratory for new ideas in the world. From the transistor to the laser, from digital communications to cellular telephony, it's hard to find an aspect of modern life that hasn't been touched by Bell Labs. In *The Idea Factory*, Jon Gertner traces the origins of some of the twentieth century's most important inventions and delivers a riveting and heretofore untold chapter of American history. At its heart this is a story about the life and work of a small group of brilliant and eccentric men—Mervin Kelly, Bill Shockley, Claude Shannon, John Pierce, and Bill Baker—who spent their careers at Bell Labs. Today, when the drive to invent has become a mantra, Bell Labs offers us a way to enrich our understanding of the challenges and solutions to technological innovation. Here, after all, was where the foundational ideas on the management of innovation were born.

REVITALIZING ENDANGERED LANGUAGES

A PRACTICAL GUIDE

Cambridge University Press Of the approximately 7,000 languages in the world, at least half may no longer be spoken by the end of the twenty-first century. Languages are endangered by a number of factors, including globalization, education policies, and the political, economic and cultural marginalization of minority groups. This guidebook provides ideas and strategies, as well as some background, to help with the effective revitalization of endangered languages. It covers a broad scope of themes including effective planning, benefits, wellbeing, economic aspects, attitudes and ideologies. The chapter authors have hands-on experience of language revitalization in many countries around the world, and each chapter includes a wealth of examples, such as case studies from specific languages and language areas. Clearly and accessibly written, it is suitable for non-specialists as well as academic researchers and students interested in language revitalization. This book is also available as Open Access on Cambridge Core.

DIABLO II OFFICIAL STRATEGY GUIDE

Brady BradyGames *Diablo II Official Strategy Guide* features coverage of the five character classes, including strategy for each skill and detailed tables of all vital stats. A guide through all four Acts-- featuring valuable battle strategy and tips for discovering secrets along the way. An exhaustive

compilation of the monsters and items you will find in Diablo II.

FINAL FANTASY X

THE OFFICIAL STRATEGY GUIDE

Piggyback Interactive The most comprehensive guide ever produced by Piggyback leaves no stone unturned in exploring every facet of the epic Final Fantasy(r) X. These 228 full-colour pages are packed with exclusive artwork, high-resolution screenshots, detailed information, statistics, maps and more. Detailed secrets to Final Fantasy(r) X with exclusive info from the game s developers Complete game system with all hidden combat possibilities In-depth Sphere Grid and more: we cover all aspects of developing your characters Comprehensive area maps showing all objects to be found Exhaustive mini-game tactics: blitzball made easy Entire step-by-step walkthrough as you would expect from Piggyback All-inclusive information and statistics on monsters, weapons, items and abilities

THE CAMBRIDGE COMPANION TO VIDEO GAME MUSIC

Cambridge University Press A wide-ranging survey of video game music creation, practice, perception and analysis - clear, authoritative and up-to-date.

STEEL BATTALION

OFFICIAL STRATEGY GUIDE

Brady A prime feature of this game guide is a detailed walkthrough for all 12 levels. Expert tactics for each challenging mission are also included. Complete Vertical Tank and weapon coverage is given, along with comprehensive coverage of the 40+ button simulation controller, packaged with the game. Game secrets, including hidden missions and enemy robots, are revealed.

PARATEXTUALIZING GAMES

INVESTIGATIONS ON THE PARAPHERNALIA AND PERIPHERIES OF PLAY

transcript Verlag Gaming no longer only takes place as a ›closed interactive experience‹ in front of TV screens, but also as broadcast on streaming platforms or as cultural events in exhibition centers and e-sport arenas. The popularization of new technologies, forms of expression, and online services has had a considerable influence on the academic and journalistic discourse about games. This anthology examines which paratexts gaming cultures have produced - i.e., in which forms and formats and through which channels we talk (and write) about games - as well as the way in which paratexts influence the development of games. How is knowledge about games generated and shaped today and how do boundaries between (popular) criticism, journalism, and scholarship have started to blur? In short: How does the paratext change the text?

ADAPTIIONS OF WESTERN LITERATURE IN MEIJI JAPAN

Palgrave Macmillan This book examines three examples of late nineteenth-century Japanese adaptations of Western literature: a biography of U.S. Grant recasting him as a Japanese warrior, a Victorian novel reset as oral performance, and an American melodrama redone as a serialized novel promoting the reform of Japanese theater. Written from a comparative perspective, it argues that adaptation (hon'an) was a valid form of contemporary Japanese translation that fostered creative appropriation across many genres and among a diverse group of writers and artists. In addition, it invites readers to reconsider adaptation in the context of translation theory.

MULTITUDE

WAR AND DEMOCRACY IN THE AGE OF EMPIRE

Penguin In their international bestseller Empire, Michael Hardt and Antonio Negri presented a grand unified vision of a world in which the old forms of imperialism are no longer effective. But what of Empire in an age of "American empire"? Has fear become our permanent condition and democracy an impossible dream? Such pessimism is profoundly mistaken, the authors argue. Empire, by interconnecting more areas of life, is actually creating the possibility for a new kind of democracy, allowing different groups to form a multitude, with the power to forge a democratic alternative to the present world order.Exhilarating in its optimism and depth of insight, Multitude consolidates Hardt and Negri's stature as two of the most important political philosophers at work in the world today.

SEEDS OF REBELLION

Simon and Schuster The thrills continue in the second action-packed adventure in the #1 New York Times bestselling Beyonders trilogy. After the cliffhanger ending of A World Without Heroes, Jason is back in the world he's always known—yet for all his efforts to get home, he finds himself itching to return to Lyrian. Jason knows that the shocking truth he learned from Maldor is precious information that all of his friends in Lyrian, including Rachel, need if they have any hope of surviving and defeating the evil emperor. Meanwhile, Rachel and the others have discovered new enemies—as well as new abilities that could turn the tide of the entire quest. And as soon as Jason succeeds in crossing over to Lyrian, he's in more danger than ever. Once the group reunites, they strive to convince their most-needed ally to join the war and form a rebellion strong enough to triumph over Maldor. At the center of it all, Jason and Rachel realize what roles they're meant to play—and the answers are as surprising as they are riveting.

ASSASSIN'S CREED ODYSSEY

OFFICIAL COLLECTOR'S EDITION GUIDE

Prima Games Become a living legend with this Collector's Edition guide from Prima Games! Assassin's Creed® Odyssey Map Poster: All of the major cities and key locations called out on an easy to reference poster. Art and Gallery Concepts: Game images and art concepts provide a visual narrative of the Assassin's Creed® Odyssey development team's artful recreation of Ancient Greece. A Message For Fans: This Collector's Edition guide features a foreword written by Jonathan Dumont, the Creative Director of Assassin's Creed® Odyssey. Epic Odyssey: Embark on your journey and follow the main story campaign as you uncover the truth about your family. We help guide you through Ancient Greece where your choices and their consequences impact your story during this epic journey. Odyssey Atlas: Detailed maps that identify points of interest, rare treasures, and other important locations throughout Ancient Greece. Much More! Special Abilities and naval combat upgrades, engraving information, playstyle tips, and a lot more! Digital Bonus: Unlock your digital version of this guide with the free code included inside. Access your digital guide anytime, anywhere, on any web-enabled device.

OCTOPATH TRAVELER: THE COMPLETE GUIDE

Dark Horse Comics 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!

THE ESSENTIAL GUIDE TO THE BUSINESS & LAW OF ESPORTS & PROFESSIONAL VIDEO GAMING

CRC Press "As esports has grown, the need for professional legal representation has grown with it. Justin's Essential Guide to the Business & Law of Esports & Professional Video Gaming provides a great baseline and will help prevent the legal horror stories of esports in the past." Mitch Reames, AdWeek and Esports Insider "Justin's exploration of the business and law side of the esports sector fills a gap of knowledge that is an absolute necessity in truly understanding the esports space." Kevin Hitt, The Esports Observer The Essential Guide to the Business & Law of Esports & Professional Video Gaming covers everything you need to know about the past, present, and future of esports and professional video gaming. The book is written by one of the foremost attorneys and business practitioners in today's esports and professional gaming scene, Justin M. Jacobson, Esq. This guide is meant to provide you with an in-depth look at the business and legal matters associated with the esports world. • Includes coverage of the stakeholders in the esports business "ecosystem," including the talent, the teams, the publishers, and the event organizers. • Explores various legal fields involved with esports, including intellectual property, employment and player unions, business investments and tax "write-offs," immigration and visas, event operation tips, social media and on-stream promotions, and much more. • The most current book on the market, with actual contract provisions modeled on existing major esports player, coach, shoutcaster, and sponsorship agreements. About the Author Justin M. Jacobson, Esq. is an entertainment and esports attorney located in New York City. For the last decade, he has worked with professional athletes, musicians, producers, DJs, record labels, fashion designers, as well as professional gamers, streamers, coaches, on-air talent, and esports organizations. He assists these creative individuals with their contract, copyright, trademark, immigration, tax, and related business, marketing, and legal issues. He is a frequent contributor to many industry publications and has been featured on a variety of entertainment, music, and esports publications and podcasts, including Business Insider, The Esports Observer, Esports Insider, Tunecore, and Sport Techie. Justin has positioned himself as a top esports business professional working with talent in a variety of franchise leagues including the Overwatch League, Overwatch Contenders, and Call of Duty Pro League as well as in many popular competitive titles such as Fortnite, CS:GO, Gears of War, Halo, Super Smash Brothers, Rainbow 6, PUBG, Madden, and FIFA and mobile games such as Brawlhalla, Clash of Clans, and Call of Duty mobile. Previously, he worked with various esports talent agencies as well as in an official capacity on behalf of several esports teams and brands.

BLOODBORNE THE OLD HUNTERS COLLECTOR'S EDITION GUI

With the release of The Old Hunters, Bloodborne becomes complete. And since the expansion is worthy of its own guide, here we go again: our Bloodborne Collector's Edition Guide is about to get the perfect companion. With the same understated look, unparalleled detail and luxurious extra content, these two books are designed -- inside and out -- to sit side-by-side. The original Bloodborne Collector's Edition Guide is one of the highest rated and best-received game books ever made, and we're giving The Old Hunters the same treatment. Whether you want to fully explore the new areas, learn everything there is to know about each new weapon and character, understand the intricate Lore or admire the work of FromSoftware's concept artists, you'll have a single, invaluable resource to delve into. A Whole New Game: an entire chapter dedicated to highlighting the ways Bloodborne has changed since its release and analyzing how The Old Hunters impacts progression through the full game. Hunting the Nightmare: using our unique hybrid area guide format, exclusive, beautifully illustrated maps take you through the new areas the way you want -- either follow along a route or focus on a single location -- you determine the pace of action. Twice the Arsenal: the Old Hunters almost doubles your available tools, so the possibilities in combat have increased exponentially. Find out not only how every new weapon, spell and Caryl Rune works and is used most efficiently, but how they affect Bloodborne's existing arsenal as well. The Most Lethal Enemies: new nightmare creatures are introduced in The Old Hunters, and -- here's a promise -- they're the toughest and most lethal you'll have faced in Bloodborne. We've dedicated countless hours to turn killing each of them into a science you can rely upon, no matter what play style or equipment you prefer. Interconnected Lore: detailing NPC quests and character interactions is no longer just an invaluable extra -- it's our aim to provide the most complete look at Bloodborne's story and character connections available anywhere! Every important line of text or dialog that links one place or character to another is laid out in an intuitive format for clarity and reference. Extended Art: we've made it our highest priority to showcase FromSoftware's glorious original and newly created artwork on lavishly designed pages. Each piece is displayed sharp and in full size for your viewing pleasure.

FINAL FANTASY X / X-2 HD REMASTER OFFICIAL STRATEGY GUIDE

Bradygames Provides comprehensive walkthroughs for all versions of the games, illustrated maps, full coverage of all side quests, complete mini-game coverage, and full enemy data.

CRYSIS: ESCALATION

Gollancz To tie in to the massive new game CRYISIS 3, coming in February 2013 from EA, Gavin Smith has been signed up to write a selection of connected short stories that will explore and expand the game world. Gavin's futuristic and punchy fiction is a perfect fit for CRYISIS, and this will be a delight for game-players and SF fans alike. With stories covering the fan favourite characters of Prophet, Psycho and Alcatraz, as well as introducing themes, enemies and weapons new to CRYISIS 3, this will be a vital part of the game experience. Punchy and kinetic, this is SF with steel at its heart.

THE ART OF FIRE EMBLEM: AWAKENING

Dark Horse Comics 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!

THE AFRICAN FILM INDUSTRY

TRENDS, CHALLENGES AND OPPORTUNITIES FOR GROWTH

UNESCO Publishing

DARK SOULS: THE COMPLETE COLLECTION

Titan Comics In the Age of Fire, only one thing is certain: darkness is coming. From hallowed and silver knights, to lone adventures in unnatural lands, the fight against the rising swathes of undead is unending and their battles are epic. Featuring stories by some of the comic industry's finest writers and artists, this collection is the perfect jumping-on point for those new to the iconic series, and essential reading for veterans of Namco-Bandai's genre-defining videogame franchise. Collects Dark Souls: The Breath of Andolus, Dark Souls: Winter's Spite, Dark Souls: Legends of the Flame, and Dark Souls: Age of Fire. "Jaw droppingly gorgeous from start to finish." - We The Nerdy

THE ART OF THE LAST OF US PART II

Dark Horse Comics 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.

REPORT OF THE LIBRARIAN OF CONGRESS

THE FINAL FANTASY IX OFFICIAL STRATEGY GUIDE

ROUND 2

Brady With this guide, gamers can augment their game play. Complete walkthroughs and all the maps help players navigate the game. Character descriptions, and complete lists of items, monsters and magic are included.

SLY COOPER

TO CATCH A THIEF

Sly Cooper is determined to stop an art theft but he is being pursued by a rival inspector who is determined to capture Sly.

DARK SOULS II

DESIGN WORKS

Udon Entertainment Collects the artwork behind the game Dark Souls II, featuring armor and weapon designs, character concepts, creatures, locations, rough sketches, an exclusive interview with the game's creators, and more.