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Q6YCD9 - MELENDEZ BERG

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 Casara, Nat Jones, Ben Templesmith, Nen Chang and interior artist Alan Quah

Collecting every issue ever published of one of the most beloved comic book series of all time, this oversized graphic novel is bursting at the seams with adventure! Follow young Gully as she searches for her missing father with the help of Garrison, a legendary swordsman; Knolan, the crafty wizard; Calibretto, an outlawed Wargolem; and the notorious mercenary Red Monika! Assaulted at every turn by a cast of memorable villains, **BATTLE CHASERS** is packed with over-the-top action from cover to cover! Don't miss this definitive collection, which includes never-before-seen sketches and new artwork, including a fold-out poster!

In a realm where hollowed champions rise and fall with the ages, where brave knights quest for absolution and bonfires blaze against the everdark, myth and legend will forever prevail... From the deso-

late worlds of Namco-Bandai's critically lauded videogame series comes this unsettling collection of all-new Dark Souls tales, written and drawn by some of the comic industry's finest. Collects Dark Souls: Legends of the Flame #1-2 and Dark Souls: Tales of Ember #1-2. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

Japan's about to get WRECKED! The bounty on Crash's head has gone public, and Killtopia's deadliest Mech hunters are ready to collect. Leading the charge is King Kaiju; a mechanised corporate mascot of death, who belongs to the evil Kaiju Cola Mega-Corporation. There's just one problem: the world's greatest Wrecker - Stiletto - has gotten to Crash first. Their explosive showdown sends Stiletto's peak celebrity status into a flaming tailspin that threatens to change Japan forever.

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

A new comic from the world of the best-selling Wolfenstein videogames, written by Dan Watters (Assassin's Creed, Limbo). Dive headfirst into the alternate universe of Wolfenstein, a world where the Nazis won the war thanks to super-advanced killing machines and vicious robot dogs. B.J. Blazkowicz returns to take on the Nazis in this new comic, based on the much beloved gaming franchise. Can Blazko stop the march of goose-stepping boots? Or will the sinister Hans Hartmann get his way? p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

The plague of blood-thirsty beasts has struck the city of Yharnam. The world of old gods is bleeding into reality. One traveller seeks truth in the madness, hoping to unlock the secrets of the universe itself... Unveil reality, as writer Ales Kot (Generation Gone, Days of Hate) and artist Piotr Kowalski (Dark Tower, Sex, 30 Days of Night) once again unleash hell in Yharnam. Set in the world of Bloodborne - Fromsoftware/Miyazaki's critically acclaimed videogame! Collects Bloodborne #13-16.

Nick Cruz thought it would be easy: join the Rest In Peace Department, solve his own murder, float up to heaven. But he wasn't counting on his new boss, his new partner, or the demonic newborn he'd meet on his first day out. Add to that the

hellish imp who's searching for an archangel's sword and Cruz is headed for a whole mess of trouble! Life after death has never been this hard.

1926, New York City. It's the roaring twenties but not as history remembers it. Coal-powered cars line the streets, while zeppelins and biplanes patrol the skies. The US is locked in a bitter cold war with a British Empire that still covers half the globe and the "Lost Generation" is drinking away the nightmares of the trenches. In Manhattan a run-down police force is losing the fight against a tide of powerful mobsters, and against one in particular: The Roman. His henchmen - not all of them human - stalk the streets, and the body count is rising. It's a time in need of a hero. It's a time in need of The Ghost.

A detective with no memory, no identity, and no manners. A femme fatale seeking escape from a powerful crime lord. A voodoo queen with a penchant for mixtapes and hi-tops. A goat-eating TV... A surreal neon-noir fusing hardboiled pulp with an 80's VHS visual aesthetic, dripping with neon and static. Collects LIMBO #1-6.

Collects the first three blood-curdling volumes of Titan's Dark Souls comic series. Written and drawn by some of the comic industry's finest, this monstrous omnibus edition is essential reading for fans of Namco-Bandai's critically acclaimed videogame franchise. Collects Dark Souls: The Breath of Andolus, Dark Souls: Winter's Spite and Dark Souls: Legends of the Flame. "Blazingly entertaining... 10 out of 10." - Newsarama "Jaw-droppingly gorgeous from start to finish." - We The Nerdy

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beginnings of the Dark Souls story with a dramatic retelling of the Legends of Gwyn – Lord of Cinder and Knight Artorias. Tying directly into the very first Dark Souls videogame and featuring all the main characters!

BASED ON THE BESTSELLING GAME DARK SOULS! A BATTLE-HARDENED WARRIOR SEEKS ESCAPE FROM A WINTRY WORLD OF BLOOD AND ICE! Beyond this tenuous fabric lies another place; a world between a world where the frigid nights endure and even the Old Lords fear to tread. It is the realm of Parnathia, where Andred of Ithvale, finds himself trapped in a neverending crucible. • Brand new dark fantasy mini-series from the creative team of the sell-out Dark Souls comic series. • Dark Souls is considered by some to be one of the best video games ever made, with critics praising its deeply rooted lore. The first game has sold over 2.37 million copies and spawned two sequels, Dark Souls II, which was released in March 2014, and Dark Souls III in 2016. • Will appeal to fans of Game of Thrones, Lord of the Rings, The Witcher and dark fantasy in general. • New Dark Souls DLC due for release later this year.

Join Fira - a battle-hardened warrior - as she embarks upon a perilous quest to save her ailing kingdom, fighting countless hoards of demonic foes along the way! From writer George Mann, artist Alan Quah and Bandai Namco Entertainment comes this epic new tale from the perilous world of Dark Souls! Collects Dark Souls #1-4.

Ten years after Dark Souls was first released on the PlayStation, comes the ultimate collection of the comic series inspired by one of the most influential games of the 21st century! Step back into the Kingdom of Lordan ten years after

its first appearance in Dark Souls and immerse yourself in the complete collection of Titan Comics' graphic novel series. All five Dark Souls graphic novels have been bound in one spine for the first time ever in this anniversary edition! Now featuring the Age of the Fire - the comic prequel to the game - and the Legends of the Flame and Tales of Ember anthologies. Dark Souls: The Complete Collection is packed from cover to cover with rich artwork from rising star Alan Quah and more! Collects Dark Souls: The Breath of Andolus, Dark Souls: Winter's Spite, Dark Souls: Legends of the Flame, Dark Souls: Tales of Ember and Dark Souls: The Age of Fire!

The official comic set in the world of the best-selling Dark Souls videogame franchise! Join Fira - a battle-hardened warrior - as she embarks upon a perilous quest to save her ailing kingdom, fighting countless hoards of demonic foes along the way!

In a realm where hollowed champions rise and fall with the ages, where brave knights quest for absolution and bonfires blaze against the everdark, myth and legend will forever prevail... From the desolate worlds of Namco-Bandai's critically lauded videogame series comes this unsettling collection of all-new Dark Souls tales, written and drawn by some of the industry's finest.

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In a world where ancient lords wield God-like powers and everlasting Dragons soar the skies, what place is there for mortal men? Join Silver Knight Arkon, a powerful warrior in Lord Gwyn's army, on a quest for redemption and survival, as we journey to an age before the undead curse blighted the land of Lordran. Written by Ryan O'Sullivan (Void Trip, Fearscape, The Evil Within) and gorgeously rendered by Anton Korkarev (Evil Dead), Titan Comics returns to the very beginnings of the Dark Souls story with this dramatic retelling of the Legend of the Silver Knights. Collects Dark Souls: The Age of Fire #1-4 "Interesting and darkly gorgeous. This one earns a recommendation." - Bleeding Cool "The first comic to capture of the essence of the videogame almost perfectly." - Multiversity Comics When Jonathon took a suicide plunge off the London Bridge more than a century ago, the last place he expected to land was on his feet, in the present, standing at the entrance to a tunnel into a world of mysteries beyond his wildest imagination. A world of powers and principalities and, above all, rules that he'd best learn quickly. Or he'll have to deal with the Dark Man. And what the Dark Man can't turn, he devours. Collects Book of Lost Souls #1-6.

Welcome to the world of Dark Souls; a landscape bathed in arcane fantasy, where primordial forces govern the tides of time, bonfires flicker in the darkness, and the undead stalk the earth in search of impossible redemption. From Titan Comics and Doctor Who scribe, George Mann, comes this original tale of adventure and visceral horror that throws readers deep into the twisted myth of Nam-

co-Bandai's award-winning video-game franchise. "the references [and] hidden surprises make this a worthy "C though, very different "C addition to the Souls series." "C Xbox Hub "stunning and gruesome in equal measure." "C Flickering Myth "For a comic about death, there is a lot life in these images...I can't wait for the next issue." "C Warped Factor "Dark Souls takes on a very smart approach." "C Enemy Slime "DARK SOULS is the first of these video game adaptations that I'd rather read than play." "C Ain't It Cool News "A great first issue; full of action and story" "C Comic Trash The un-dead hero of MediEvil returns in this thrilling prequel from the original creators of the critically acclaimed videogame. After being swept through time and landing in his own past, Sir Daniel Fortesque finds himself teaming up with old friends - including a weredog and cockney-fairies - in order to once again save the kingdom of Gallowmere. The evil sorcerer Zarok is raising an evil un-dead army, and Sir Dan is the only one who can ensure his cowardly former-self prevails. Delve deep into MediEvil lore as the secret history of Sir Dan is revealed, and a brand new adventure, that follows on directly from MediEvil 2, begins!

Shirayuki begins her duties as a court herbalist apprentice, but her mentor is a bit odd. He's quiet, shy, moody and...a child? Her first official duty is to quell an illness going around one of the forts that house Clarines soldiers. Will she be able to discover the cause of the outbreak in time? -- VIZ Media

In the autumn of this world the only surety is death! p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Trapped in a realm of perpetual winter,

Andred of Ithvale – a battle-hardened warrior bound by solemn duty – embarks upon a quest of bloody redemption as he battles through frozen wastes in search of the sacred relic that was stolen from him. From the team behind the breakout hit 'Dark Souls: The Breath of Andolus' comes this second twisted tale from the worlds of Bandai/Namco's torturous videogame. "Outstanding. 9 out of 10" – Fanboy Nation "Stunning and gruesome in equal measure." – Flickering Myth

SPAWN MAKES HISTORY! With this 300th issue, SPAWN becomes the longest-running independent series in comic book history. To celebrate, legendary artists TODD McFARLANE and GREG CAPULLO return with ALL-NEW interior pencils, with additional art provided by JASON SHAWN ALEXANDER, J. SCOTT CAMPBELL, and JEROME Opeña, a cavalcade of celebratory covers, and additional writing by SCOTT SNYDER! And next month, RECORDS WILL BE BROKEN with SPAWN #301! Retailers: see order form for incentives.

In a realm where hollowed champions rise and fall with the ages, where brave knights quest for absolution and bonfires blaze against the everdark, myth and legend will forever prevail... From the desolate worlds of Namco-Bandai's critically-lauded videogame series comes this unsettling collection of all-new Dark Souls tales, written and drawn by some of the comic industry's finest. Building upon the extensive lore of the franchise, this action-packed anthology is essential for all fans of the game. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri}

"Jaw-droppingly gorgeous from start to finish." – We The Nerdy Praise the sun – fear the dark! Showcasing the phenomenal artwork of Alan Quah, this exclusive

artist's edition offers a unique spin on Titan Comics' unmissable adventure based in the world of the critically-acclaimed Dark Souls videogames. As her kingdom collapses into chaos and death, battle-hardened warrior Fira embarks on a perilous, last-ditch quest to save it. Allies are few, campfires are burned to embers, countless hordes of demonic and draconic foes stand in her way. Only with the aid of a duplicitous Scryer can she rekindle the flame that will return light to her world... if she doesn't perish in the attempt! "I loved the artwork. Alan Quah delights throughout." – Warped Factor p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

There is something strange about Coraline's new home. It's not the mist, or the cat that always seems to be watching her, nor the signs of danger that Miss Spink and Miss Forcible, her new neighbours, read in the tea leaves. It's the other house - the one behind the old door in the drawing room. Another mother and father with black-button eyes and papery skin are waiting for Coraline to join them there. And they want her to stay with them. For ever. She knows that if she ventures through that door, she may never come back.

If Penny Brighton didn't have bad luck, she'd have no luck at all. She lost her job. And her apartment. In the same day. But it's okay, her friend has a cozy storage unit she can crash in. And there's bound to be career opportunities at the neighborhood laundromat—just look how fast that 12-year-old who runs the place made it to management! Plus, there's this sweet guy at the community center, and maybe Penny can even have a conversation with him without being a total

dork. Surely Penny is a capable of becoming an actual responsible adult, and if she can do that her luck's bound to change! Right?

From the creators of Dark Souls, a brand new comic series spinning out of FromSoftware/Hidetaka Miyazaki's critically-acclaimed, best-selling Bloodborne videogame! Nominated for eight Golden Joystick Awards! Awakening in an ancient city plagued by a twisted endemic - where horrific beasts stalk the shadows and the streets run slick with the blood of the damned - a nameless hunter embarks on a dangerous quest in search of Paleblood... Written by Image Comics superstar Ales Kot (Generation Gone), with artwork by Piotr Kowalski (Sex, Dark Souls). p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

Marvel at this collection of cover artwork, preliminary designs, and never-before-seen illustrations created exclusively for Titan Comics' Dark Souls comic series. Featuring contributions from legends of the industry including Josh Casara, Michael Walsh, Ben Templesmith, Nen Chang and interior artist Alan Quah. "Jaw-droppingly gorgeous from start to finish!" - We The Nerdy "Captures the mood and tone of the fan-favorite game trilogy." - Newsarama p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

The city of Dunwall: whaling capital of Gristol and industrial hub of the Empire of the Isles. Twelve years have passed since Corvo Attano scuppered the Lord Regent's duplicitous plot against the crown and cleared his name of the Empress Jessamine's murder. Now little older and perhaps a little wiser, Corvo sets

his sights on the future and securing an apprentice to continue his legacy. But when confronted by an impossible face from his past, the magically-gifted assassin finds himself once again drawn into a supernatural conspiracy, one that threatens to shake the very foundations of his ancient city!

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Discovering the ashes of Lord Gwyn at the Kiln of the First Flame, Silver Knight Arkon - his armor charred black by the Flames of Izalith - returns to his homelands with rage within his heart. Meanwhile, the undead curse grows rampant within Anor Londo, claiming Dragonknight Gravis among others, while Channeller Liste finally falls foul of the machinations of the monstrous Seath the Scaleless.

Robbed of her guide and hard-sought gains, Fira's final test will prove her greatest challenge yet, for the fate of Andolus - the ancient Wyrms King - will determine the very future of her Kingdom! Story of a saga video games... If the Dark Souls series managed to seduce players and journalists, it was mainly by word of mouth. It was such a great success that Dark Souls 2 was named "Game of the Year" 2014 by the vast majority of gaming magazines and websites. To date, this saga is one of the most important in the gaming industry. The odd thing is that these games are well known for their difficulty and their cryptic universe. This publication narrates the epic success story, but also describes its gameplay mechanics and its specific lore across more than 300 pages. Characters, plots and the scenario of the three Souls (Demon's Souls, Dark Souls and Dark Souls II) are deciphered by Damien Mecheri and Sylvain Romieu, who spent a long year studying

these dense and enigmatic games down to the smallest detail. The serie Dark Souls and her spiritual father Demon's Souls will not have secrets for you anymore! EXTRACT In May 2014, Hidetaka Miyazaki succeeded Naotoshi Zin as president of FromSoftware, after the studio was purchased by Kadokawa Shoten. This was a highly significant promotion for the person who had led the company's most successful project, Dark Souls. And yet, he did not lose from view what had attracted him to the field: an insatiable creative drive. In spite of his new status within the studio, one of the conditions he requested and was granted was to remain creative director of his new project: Bloodborne. This allowed him to successfully design this spiritual successor to the first Souls game, while also assuming his new responsibilities. Given his drive to work and create, it is not surprising how quickly Miyazaki moved up through the ranks. ABOUT THE AUTHORS Passionate about films and video games, Damien Mecheri joined the writers team of Gameplay RPG in 2004, writing several articles for the second special edition on the Final Fantasy saga. He continued his work with the team in another publication called Background, before continuing the online adventure in 2008 with the site Gameweb.fr. Since 2011, he has come aboard Third Éditions with Mehdi El Kanafi and Nicolas Courcier, the publisher's two founders. Damien is also the author of the book Video Game Music: a History of Gaming Music. For Third Éditions, he is actively working on the "Level Up" and "Année jeu vidéo" collections. He has also written or co-written several works from the same publisher: The Legend of Final Fantasy X, Welcome to Silent Hill: a journey into Hell, The Works of Fumito Ueda: a Different Perspective on Video Games and, of

course, the first volume of Dark Souls: Beyond the Grave. Curious by nature, a dreamer against the grain and a chronic ranter, Sylvain Romieu is also a passionate traveler of the real and the unreal, the world and the virtual universes, always in search of enriching discoveries and varied cultures. A developer by trade, he took up his modest pen several years ago to study the characteristics and richness of the marvelously creative world of video games. He writes for a French video game site called Chroniques-Ludiques, particularly on the topic of RPGs, his preferred genre.

During the war against the everlasting dragons, Silver Knight Arkon watched his brother knights fall to flame, saved by the legendary Artorias, Arkon's uncanny survival earned him the title of Dragonkiller along with a reputation that was assuredly undeserved. Now tasked with purging Izalith of its demon hordes, will our hero finally prove his worth? p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri}

In a world where ancient lords wield God-like powers and everlasting dragons soar the skies, what place is there for mortal men? Join Silver Knight Arkon, a powerful warrior in Lord Gwyn's army, on a quest for redemption and survival, as we journey to an age before the undead curse blighted the land of Lordran. Written by Ryan O'Sullivan (Void Trip, Fearscape, The Evil Within) and gorgeously rendered by Anton Kokarev (Evil Dead), Titan Comics returns to the very beginnings of the Dark Souls story with this dramatic retelling of the legend of the Silver Knights. "Interesting and darkly gorgeous. This one earns a recommendation." - Bleeding Cool " The first comic to capture the essence of the videogame almost perfectly." - Multiversity Comics