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## Feelings

HarperCollins **This classic picture book from beloved author-illustrator Alik** is a great way to explore feelings with younger kids, whether at home or in the classroom. Happy, sad, shy, excited—how do you feel? No matter the emotion, **Feelings** explores it—and helps children understand and express their own feelings. Best-selling author Alik uses a child-friendly cartoon style to build empathy and awareness in young readers—and to help them find appropriate ways to handle their feelings. Short, funny comics show how children might feel in different situations—at a birthday party, when a beloved pet dies, on the first day of school, and more. A timeless classic ideal for sharing. "Children often have difficulty articulating emotions. That fact is the underpinning for Alik's catalog of feelings, be they happy, sad, or somewhere in between." —Booklist "A delightful book." —New York Times Book Review

## Mega Man

## Official Complete Works

Udon Entertainment Corporation **Gathers illustrations of characters from the "Mega Man" video games, with notes on their history and how they were drawn.**

# Cats & Lions

Chronicle Books From renowned animal photographer Mitsuaki Iwago comes this visually arresting collection of photographs juxtaposing our domestic cat companions with their wild cousins. Iwago masterfully captures these feline relatives in a variety of positions, situations, and landscapes, revealing their uncanny similarities. Unexpected and captivating, **Cats & Lions** makes a thoughtful gift for anyone with an eye for natural beauty and well-honed photography.

# Momentary

# The Art of Ilya Kuvshinov

Pie International The first collection of works by the Japan-based Russian illustrator, Ilya Kuvshinov

# Resident Evil Archives

# Umbrella's Virus Uncovered

Brady Describes the stories and characters of **Resident Evil Zero**, **Resident Evil**, **Resident Evil 2**, **Resident Evil 3**, and **Resident Evil Code Veronica**.

# Horizon Zero Dawn

Bright Sparks

# The Art of Cuphead

Dark Horse Comics 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 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!

## Berserk Volume 14

Dark Horse Comics **The once unbeatable Band of the Hawk is smashed, and their former leader, Griffith, has made an unholy pact with the demon lords of the Godhand, sacrificing his former troops to resurrect his crippled body and ascend to stand in power beside these profane gods. The Invocation of Doom has unleashed a plague of unspeakable horrors upon the earth, and the first battle not only shatters the Hawks, but the hand of their champion, Guts, and the mind of their captain and Guts' lover, Casca. And while time may heal some of Guts' wounds, it will not heal his desire for vengeance. And his discovery of a gigantic, dragon-slaying sword might be just the ticket to deal out some king-sized payback! Also included in this volume: "Berserk Prototype," the very first Berserk story, created during Kentaro Miura's college days as his audition that sold the series!**

## Darkstalkers Graphic File

Udon Entertainment Corporation **The Darkstalkers are the things that go bump in the night! From the original arcade games, to the popular Playstation ports and the recently released game for the PSP, this gorgeous full-color art book showcases the ghoulish monsters and sexy seductresses from one of Capcom's most beloved videogame properties.**

## Monster Hunter: World - Official Complete Works

VIZ Media LLC **Dive into this monstrously massive guide and explore all of the hunting fields, monsters, weaponry and lore that turned Capcom's beloved Monster Hunter franchise into a global hit! Monster Hunter: World is one of the biggest games to hit shelves in years, and an epic game deserves an epic book! This 560-page tome features all of the lore, myths and info that made Monster Hunter: World such a hit. Get all the details on the ecosystems of the hunting fields, find out just what makes a Rathalos such a ferocious predator, and explore the New World!**

## Darkstalkers Tribute

Udon Entertainment **NEW HARDCOVER EDITION!** Darkstalkers, Capcom's horror/anime fight-fest video game property, is a fan-favorite among gamers worldwide. Now illustrators, animators, comic artists, manga creators, pros and fans alike have come together to produce nearly 300 pages of all-new artwork celebrating the Darkstalkers franchise. This video

game art gallery is packed with beastly creatures, sexy temptresses, and a hefty helping of inspiration, energy, and excitement!

## Art of Mana

Dark Horse Comics Celebrating the first twenty-five years of Mana adventures! Since the first game's release in 1991, Square Enix has been dazzling fans worldwide with the fantastical and action-packed world of Mana. More than twenty-five years later, the magic of Mana still lives on and now Dark Horse Books and Square Enix are proud to present The Art of Mana. The first official art book of Square Enix's hit Mana video game series, The Art of Mana collects more than twenty-five years' worth of memories with over 200 pages featuring more than 400 illustrations from the original creative team along with detailed explorations of every character, original sketches, world designs, and much more. Presented in English for the first time, this beautiful collection is not to be missed.

## Street Fighter: the Novel

### Where Strength Lies

Udon Entertainment The World Warriors take center stage in the first ever Street Fighter novel! Featuring Ryu VS Akuma, Chun-li VS Elena, Guile VS E.Honda, Sagat VS M.Bison, and many more classic fighters colliding in their most epic encounters yet. It's all described in Shoryuken-smashing, Sonic Boom-throwing, Psycho Power-pulsing detail! The action is only enhanced with bonus manga pages and artwork in every chapter by manga legend Yusuke Murata!

## The Walking Man

Ponent Mom S L The Walking Man is a reprint of Jiro Taniguchi's most cherished title. It is a book in which nothing happens but everything occurs. The Walking Man follows a modern day Japanese business man as he strolls at random through urban Japan - often silent, usually alone - with his vivid dreams that let time stand still. Join him as he climbs a tree in bare feet, takes time out to observe the birds, plays in the puddles after the rain and returns a shell to the sea. It is an ideal way for readers and graphic novel-lovers to relax.

## Street Fighter

# Eternal Challenge

Devil's Due Pub "This special 15th anniversary collection contains 2 major sections covering the expansive world of Street fighter. The Art works section showcases illustrations chosen from the series' beginnings with Street fighter all the way through to the ultimate 2D fighting game, Street fighter III: 3rd strike. The History section analyzes the series' evolution over the years with in-depth observations and information."--P. [3].

# Haruhiko Mikimoto Character Design Archives (Updated English Edition)

Pie International **The ultimate illustration collection of Haruhiko Mikimoto, one of the greatest character designers in Japanese animation, now available in an updated English edition! Haruhiko Mikimoto is a Japanese illustrator, manga artist, and character designer who has led the Japanese animation industry for more than 35 years. He has participated in the creation of a number of masterpiece animation works that have gone down in the history of Japanese animation, and has created numerous unique and beautiful characters that have become an indispensable element in each animation work. His work is not only historically valuable, but it also influences young animators who are active in the modern anime industry, along with people who aspire to be part of it. This book offers a thorough introduction to the process of creating various masterpiece characters from "KABANERI OF THE IRON FORTRESS" to "Mobile Suit GUNDAM: 0080 War in the Pocket", "Gunbuster", and "Mobile Suit GUNDAM Hathaway". Handwritten comments by Haruhiko Mikimoto are featured next to some character images, which help the readers to know more details of the character designing process. In addition to original character drawings, this book also contains character design rough sketches, character illustrations, and original cell illustrations of animation masterpieces that Haruhiko Mikimoto has contributed. Until now, this book was only available in Japan. Now it has been revised and updated, making it available for all the Haruhiko Mikimoto fans in the world. Why not discover the origins of Haruhiko Mikimoto's imagination yourself?**

# Atari to Zelda

# Japan's Videogames in Global Contexts

**MIT Press** The cross-cultural interactions of Japanese videogames and the West, from DIY localization by fans to corporate strategies of “Japaneseness.” In the early days of arcades and Nintendo, many players didn't recognize Japanese games as coming from Japan; they were simply new and interesting games to play. But since then, fans, media, and the games industry have thought further about the “Japaneseness” of particular games. Game developers try to decide whether a game's Japaneseness is a selling point or stumbling block; critics try to determine what elements in a game express its Japaneseness—cultural motifs or technical markers. Games were “localized,” subjected to sociocultural and technical tinkering. In this book, Mia Consalvo looks at what happens when Japanese games travel outside Japan, and how they are played, thought about, and transformed by individuals, companies, and groups in the West. Consalvo begins with players, first exploring North American players' interest in Japanese games (and Japanese culture in general) and then investigating players' DIY localization of games, in the form of ROM hacking and fan translating. She analyzes several Japanese games released in North America and looks in detail at the Japanese game company Square Enix. She examines indie and corporate localization work, and the rise of the professional culture broker. Finally, she compares different approaches to Japaneseness in games sold in the West and considers how Japanese games have influenced Western games developers. Her account reveals surprising cross-cultural interactions between Japanese games and Western game developers and players, between Japaneseness and the market.

## The Art of World of Warcraft

**Insight Editions** Timed to the twentieth anniversary of the blockbuster Warcraft franchise, *The Art of World of Warcraft* celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, *World of Warcraft*® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game's evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest *World of Warcraft* expansion, *Warlords of Draenor*, *The Art of World of Warcraft* will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

# SF25

## The Art of Street Fighter

Udon Entertainment **The king of fighting games gets the ultimate art book with SF25: The Art of Street Fighter, collecting over 25 years of Street Fighter artwork! This 448-page behemoth of a book collects pin-ups, character designs, crossover artwork, rare concept art, and more. SF25 features over 100-pages of new material, including tribute art from top Japanese artists, never-before-collected sketches and game art, and all-new interviews with the people who created the legend that is Street Fighter!**

## Bravoman

Udon Entertainment Corporation **Collects webcomics featuring the Japanese-style superhero as he battles intergalactic monsters and nemeses who happen to be lovers and fanboys, in a volume that includes commentary on each strip and the artist's layout sketches.**

## Mega Man Tribute

Udon Entertainment Incorporated **NEW HARDCOVER EDITION! Hundreds of artists from around the world join forces to pay homage to one of the most iconic figures in gaming with Mega Man Tribute! It's the ultimate celebration of the blue bomber, featuring the characters of Mega Man classic, Mega Man X, Mega Man Zero, Mega Man ZX, and Mega Man Legends in every style you can imagine!**

## Street Fighter World Warrior Encyclopedia

Udon Entertainment Corporation **Enter the world of Street Fighter, where fighters of every size, shape, and color collide in a global battle for supremacy. Combatants fight for reasons as diverse as their nationalities, each with their own unique moves and fighting style. Now you can learn the whole story behind the world's greatest fighters in The Street Fighter World Warrior Encyclopedia! Inside you will find detailed profiles of every Street Fighter character, including their histories, strengths, allies, enemies, and more! Each profile is accompanied by pulse-pounding artwork by top UDON artists like Alvin Lee, Jo Chen, Arnold Tsang, Jeffrey Cruz, Joe Ng, and Omar Dogan.**

## Maleficarum

Udon Entertainment Corporation **Featuring two Capcom video game classics, Darkstalkers/Red Earth: Maleficarum is video game manga at it's funnest! The sexy seductresses and vicious monsters known as the Darkstalkers burst out of the night! Morrigan, Lillith, Demitri, Talbain, Jedah, and more battle for control of the demon dimension! Also included are the adventures of Red Earth, a unique fantasy world of ninjas, witches, and lions that battle dinosaurs, knights, and sorceresses, with excitement around every corner!**

## Final Fantasy XIV: Stormblood -- the Art of the Revolution -Eastern Memories-

Square Enix Books **The second volume of a two-volume set of the official art books for Final Fantasy XIV: Stormblood. This new edition features hundreds of pages of full-color art, a sticker sheet, and an exclusive bonus item code! (NOTE: E-book edition does not include bonus item code.) Return to Eorzea with the Warrior of Light via this exhaustive collection of almost one thousand pieces of concept art and illustrations, including character designs, field areas, dungeons, monsters, equipment, and more. Covering content through the end of the Stormblood expansion, The Art of the Revolution -Eastern Memories- also features messages from the art team, along with a job stone and minion sticker sheet. Book two of a two-book set with The Art of the Revolution -Western Memories-. Includes an exclusive bonus item code for an in-game Dress-Up Tataru minion! The fifth volume in the line of Final Fantasy XIV official art books.**

## The Art of The Mass Effect Universe

Dark Horse Comics **The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with The Art of the Mass Effect Universe! Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) The Art of the Mass Effect Universe is the most complete companion available to gaming's most compelling series!**

# SoulCalibur

## New Legends of Project Soul

Udon Entertainment Corporation "...Collects the artwork of the ultimate weapons-based fighting game, SoulCalibur V. Included are character designs, rough concepts, storyboards, creator commentary, exclusive interviews, and more!"--Page [4] of cover.

## Street Fighter Legends

### Ibuki

Udon Entertainment Corporation Follows the adventures of different Street Fighter characters as they fight each other and attempt to be the best.

## Metal Slug: The Ultimate History

## Street Fighter Memorial Archive: Beyond the World

Udon Entertainment Celebrating over 30 years of the king of fighting games, from Street Fighter to Street Fighter V! In Street Fighter: Memorial Archive, learn the history of the franchise from classic game art galleries and multiple interviews with artists, designers, and developers. Dive into Street Fighter lore through hundreds of character profiles pulled from the Shadaloo Combat Research Institute. Be blown away by epic tribute artwork from the likes of Katsuya Terada, Yusuke Murata, Rockin'Jelly Bean, Bengus, Akiman, Shinkiro, Kiki, Kinu Nishimura, and many more top illustrators from the worlds of manga, animation, and video games. There's something for every Street Fighter fan in this jam-packed titanic tome!

## Valkyria Chronicles 3

## Complete Artworks

Udon Entertainment Featuring the stunning artwork of Valkyria Chronicles 3, the third chapter in SEGA's critically acclaimed tactical RPG series! Valkyria Chronicles 3: Complete Artworks includes story summaries, character designs & profiles, vehicle and weapon designs, and promotional art, all accompanied by creator commentary and interviews. Complete your



# Mega Man Megamix

Udon Entertainment Corporation **The manga adventures of Mega Man - available in English for the first time! In this volume, Robot Master Skullman is out of control and only Mega Man can take him down. Plus, Mega Man faces off against one of his most powerful foes ever - Bass, and his robot wolf Treble! Also included are character profiles, sketches, and creator interviews.**

# Orient 1

Kodansha America LLC **Ancient Japanese warriors, invaders from another world, and ... motorcycles?! You don't want to miss this crazy, action-packed shonen manga by the creator of Magi!**

# Jojo's Bizarre Adventure: Part 4-- Diamond Is Unbreakable, Vol. 1

VIZ Media LLC **In April 1999, Jotaro Kujo travels to a town in Japan called Morioh to find a young man named Josuke Higashikata, the secret love child of his grandfather, Joseph Joestar. Upon finding him, Jotaro is surprised to learn that Josuke also possesses a Stand. After their strange meeting, the pair team up to investigate the town's proliferation of unusual Stands! -- VIZ Media**

# MM25

# Mega Man and Mega Man X Official Complete Works

Udon Entertainment Corporation **At over 430-pages, MM25 is the ultimate Mega Man artwork collection! MM25 collects the complete artwork behind every Mega Man and Mega Man X game, including character art, concept sketches, game covers, rare pin-ups, and much more. This new edition also features over 100-pages of never-before-published material, plus new tribute art and interviews from the creators behind the blue bomber!**

# Darkstalkers

# Official Complete Works

Udon Entertainment Corporation - **It's the ultimate collection of Darkstalkers artwork and history! Darkstalkers: Official Complete Works collects the artwork of every Darkstalkers game, including key visuals, character illustrations, promotional artwork, rough concepts, and creator commentary. Also featured are multiple new interviews with the creators behind the series, plus all-new tribute pinups from your favorite Capcom artists!**

## Amazing Spider-Man

## Edge of Spider-Verse

Marvel Entertainment **Step over the edge of Spider-Verse! Spidey teams up with the all-new Ms. Marvel in a high-flying, (high-stepping in Kamala's case), adventure! Can Ms. Marvel get Spidey out of a jam? Plus, MC2's Spider-Girl and the Spider-Man of 1602 find themselves under attack from the mysterious forces behind Spider-Verse! And who is Spider-UK? Meanwhile, in the year 2099, the Superior Spider-Man lives on, but how? Otto takes the fight to Karn, the man working his way through the multiverse leaving a trail of dead spiders in his wake, but finds himself hopelessly overpowered. Can the Superior Spidey find enough allies to make a dent in Karn? The road to Spider-Verse starts here! Collects Amazing Spider-Man (2014) #7-8, Superior Spider-Man #32-33, Free Comic Book Day 2014 (Guardians of the Galaxy) #1!**