

# The Dunwall Archives

In November of 1965, after numerous months of speculation surrounding a mystery industry that had been purchasing large amounts of land in central Florida, Walt Disney finally put an end to the rumors. He announced to the public his grandiose plans for the thousands of acres he had secretly purchased. For the eighteen months prior to the announcement, Walt entrusted a small group of men to covertly make these purchases. Next, they were tasked with drafting a legislative act to submit to the state of Florida that would allow Disney to wield nearly absolute legal control over the property under a quasi-government municipality. Staying true to its storytelling roots, Disney wove a tale of mystery centered around a high-ranking CIA operative, who was rumored to have been, just a few short years before, the paymaster behind the Bay of Pigs Invasion in Cuba. This savvy and well-connected CIA agent became the de facto leader for the group of Disney executives and attorneys who orchestrated and executed a nearly perfect plan to keep Disney's identity a secret from the public by utilizing aliases, shell corporations, and meandering travel itineraries, all in an effort to protect the company's identity during the land acquisition process. As told through the personal notes and files from the key figures involved in the project, *Buying Disney's World*

details the story of how Walt Disney World came to be, like you've never heard before. From conception to construction and everything in between—including how a parcel of land within Disney's Fort Wilderness Resort was acquired during a high-stakes poker game—explore how the company most famous for creating Mickey Mouse acquired central Florida's swamps, orange groves, and cow pastures to build a Disney fiefdom and a Magic Kingdom.

The artworks, manuscripts, and scraps of information gathered throughout Dunwall are collected at last. It has been a long and difficult journey to archive these tales of our cursed city, but it is my hope that you, reading this now, will take heed, and learn from those gone before you to forge your own destiny. The Dunwall Archives are now yours--what will you do with them now that you know the truth in these pages?

Arkane Studios and Dark Horse Books are proud to present *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.

In-universe texts that take fans deep into the lore of The Elder Scrolls Online, featuring in-game texts on factions, landscapes, creatures, heroes, and the villainous forces of Molag Bal. For the first time in print, step into the fantasy world of The Elder Scrolls Online. Tales of Tamriel - Vol. II: The Lore takes readers on adventure throughout the war-torn landscapes and battlefields of Tamriel, featuring a horde of in-game texts and exclusive artwork. Lavishly bound and produced, this series of books is the definitive guide to lore from the Elder Scrolls Online.

A strange, shrouded figure appears in Dunwall, seeming to possess powers once wielded by the assassin known as Daud. Faced with the possibility that their deadliest foe has returned, Emily and Corvo plunge headlong into a life-and-death race against time. If they fail to learn the truth about this mysterious enemy, the result could be destruction on an unimaginable scale.

Criminal lawyer Eddie Greenspan is one of Canada's most publicized and least understood personalities. Colourful, controversial, influential, outrageous, he is both loved and hated. An account of a 20 year period in his life.

Slave. Loner. Assassin. Some boys throw their hearts away. Jack let a witch take his. He surrendered it long ago to the Lady of Twilight so

that he would never feel heartache--or anything else--again. But there was a price. The Lady transformed him into a callous hunter forced to do her bidding, and now she's commanded him to chase down and kill a thieving wizard named Moribrand. Love, hope, and human connection are concepts he can no longer comprehend, painful weaknesses he chose to cast aside. But when Jack meets a beautiful girl trapped in a mirror, the impossible happens--he feels an echo of his distant heart, and the sensation staggers him. Cassandra, a spellbound girl who can only communicate through her mirror image, awakens something in him more dangerous, more impossible, than he ever imagined: a memory of who he once was and how it felt to care about another human being. She challenges his loyalty to the Lady and shows him his heart might be worth saving. What will it take for Jack to take his heart back from a witch, who has no intention of giving it up?

This volume contains four manga short stories by Alita creator Yukito Kishiro, first published in Japan from 1997 to 2006- \*Holy Night \*Supersonic Fingers \*Homecoming \*Barjack RhapsodyPlus exclusive bonus material!

Corvo's search for his long-lost sister reaches its heady climax as sorcery and suspicion spills onto the streets of Dunwall. But will his new protégé survive the arcane machinations she finds herself embroiled in? Find out in

this thrilling conclusion to the series.

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).

Bethesda Game Studios, the award-winning creators of Fallout® 3 and The Elder Scrolls V: Skyrim®, welcome you to the world of Fallout® 4 - their most ambitious game ever, and the next generation of open-world gaming. The Art of Fallout 4 is a must-have collectible for fans and a trusty companion for every Wasteland wanderer. Featuring never-before-seen designs and concept art from the game's dynamic environments, iconic characters, detailed weapons, and more -- along with commentary from the developers themselves.

The immortality of the captive Manji is being sorely tested, as the horrifying experiments commanded by Habaki Kagimura in the dungeons below Edo castle continue. One of Kagimura's doctors, Ayame Burando, has already gone half-mad, tormented by the sickening mutilations intended to unlock the secret of passing Manji's amazing regenerative powers to others, and Burando's replacements have upped the ante with their utter incompetence. Meanwhile, Manji's charge, Rin, is desperately trying to find him, but Edo's brutal police are on her trail, and the race is on for Rin to free her immortal bodyguard before she joins him behind bars!

Collects artwork and information on locations from the video game "Dishonored," including concept art and character backgrounds.

Heartless. Until Cassandra awakened the memory of his human emotions, Jack willingly hunted and killed the enemies of the Lady of Twilight, a witch who locked his beating heart away along with all his pain. Now Jack has won a temporary reprieve from the Lady so that he and his giant friend, Minnow, can find the fabled city of Argent, where Cassandra languishes inside a dark tower. With time running out, Jack must ally with Moribrand, a charlatan he once stalked. Their desperate search leads them into treacherous mountains where wind spirits control the skies and powerful wizards battle to locate Argent first. In the quest to prove his heart to Cassandra, Jack may remember how easily it can be broken.

Pillars of Eternity (original working title Project Eternity) is an upcoming old-school fantasy role-playing video game from Obsidian Entertainment. It is notable for its crowd funding campaign, which raised £3,986,929, at the time the highest funded crowd sourced video game on Kickstarter. The game will be released in 2015. Packed with never-before-seen art and in-depth lore, this is the definitive exploration of the acclaimed new video game, Pillars of Eternity, from Obsidian Entertainment!

For the first time in print, step into the fantasy world of The Elder Scrolls Online. Tales of Tamriel - Vol. I: The Land takes readers on adventure throughout the war-torn landscapes and battlefields of Tamriel, featuring a horde of in-game texts and exclusive artwork. Lavishly

bound and produced, this series of books is the definitive guide to lore from the Elder Scrolls Online.

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!

Provides an in-depth look at the art of the video game, detailing the character designs, settings, and technology of the alternate world where the Nazis won World War II. Barely surviving his ordeal with Broken Tom, Corvo stalks his childhood for answers about his lost sister's whereabouts. But is there something untoward about his new companion?

The Empire of Isles is home to fabulous wonders beyond count, and dangers to match. Now, walk in the same steps as heroes Corvo Attano and Emily Kaldwin as you examine the complexly beautiful concept and design of Dishonored 2! ArKane Studios and Dark Horse books are proud to present this gorgeous collection, featuring hundreds of pieces of art chronicling the development of the blockbuster stealth-action title. The Art of Dishonored 2 is a must-have item for art fans and gamers alike! • Exclusive never before seen concept art from the making of Dishonored 2! • The comprehensive companion to the wildly anticipated Dishonored 2! • The art book that

## Read Book The Dunwall Archives

Dishonored fans have been waiting for! • Dishonored won the 2013 BAFTA for Best Game! This is the Official Art Book for Dishonored 2. Dark Horse was also responsible for the official Art Book for Dishonored, titled Dishonored: The Dunwall Archives (978-1616555627) Each glossy page is jam-packed with never before seen art, commentary and insight from the creators of the game. See the concepts behind Faith and her world take shape!

As the Great War wages, heretofore inconceivable engines of destruction shake the ground and pierce the sky. Cavalries charge across the smoky landscape, legions of riders and beasts locked in a fierce new form of combat. This is the war to end wars. This is Battlefield. Dark Horse Books is proud to present The Art of Battlefield, collecting hundreds of pieces of art chronicling the production of EA DICE's latest entry in the iconic first-person action series. Visit the scenes of the history-shaping conflicts of World War I and examine the gear of some the 20th century's most intimidating soldiers. This is a volume that will thrill gamers in a stylish package that collectors will adore. This official Art Book for EA DICE's Battlefield contains:

- An intimate look into EA DICE's new Battlefield opus!
- The Battlefield franchise travels back in time to World War I!
- Featuring Hundreds of never-before-seen art!

“Really captures the flavor of the game...” – Nerdist Set after the events of Dishonored 2 – Emily and Corvo make their return to Dunwall to discover that a deadly new enemy is on the loose – one that could spell doom for them both... Written by Michael Moreci (Roche Limit,

Burning Fields, Curse) and illustrated by Andrea Olimpieri (Mostri, True Blood), this volume collects Dishonored: The Peeress and the Price #1 and 2 and is a must-read for fans of the Dishonored games. "A stellar, gripping and complex tale" – Reading With a Flight Ring 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}

Presents concept art of the heroes, villains, and environments found in the video game "The Evil Within." Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art. The Art of Uncharted 4 will be released by Dark Horse simultaneously with the new game, Uncharted 4.

Find Your Path \* Detailed maps for every part of the world and every major city, plus special maps for every key section of the main quest. \* Specific chapters on how to create your character and maximize your abilities and skills. \* Over 300 full-color pages packed with information on everything you need to know about the massive gameworld of Oblivion. \* Walkthroughs for every quest in the game, including the main quest, all faction quests, as well as miscellaneous and freeform quests. \* Sections on various gameplay systems including stealth, combat, magic, enchanting, alchemy, and more. \* Detailed bestiary chapter to help you best deal with the denizens of Tamriel and Oblivion.

Our hedonistic heroine and her long-lost chum come to blows as *Two Girls One Tank* reaches its tear-jerking terminus. Keep the tissues handy, folks; you're gonna need the whole box!

The art behind the action of DICE's iconic fist-person shooter, collected in a beautiful hardcover volume! War will never be the same. Enter mankind's greatest conflict as *Battlefield* goes back to its roots in a never-before-seen portrayal of World War II. Face chaotic all-out war and witness human drama set against global combat in epic, unexpected locations. This is *Battlefield V*. The richest and most immersive *Battlefield* yet. Dark Horse Books and EA DICE are proud to present *The Art of Battlefield V*. Chronicling the development of EA DICE's latest installment in the *Battlefield* epic, this volume is filled with hundreds of pieces of concept art showcasing the creative process from rough sketch to final on-screen imagery, paired with exclusive commentary from the talented team who put it all together.

The official new novel set in the world of *Dishonored*, the award-winning video game. Billie Lurk has achieved the impossible: the Outsider has fallen. But now the Void is unbalanced, and the fate of the world is at stake. From Tyvia to Serkonos, mysterious rifts in the fabric of reality have appeared--portals into the Void, with the potential to tear the world apart. Billie's search for the source of their instability sends her far from Dunwall, to a city cut in half by a rift, and to a kingdom recovering from civil war, where an uneasy truce reigns. A former assassin, smuggler, and bounty hunter, Billie's a born survivor, and she's the only one who can set things right--but to do so she must confront her own past, with world-altering results.

A face from Corvo's past draws the Lord Protector deep into a nest of jeopardy. Meanwhile, Officer Cottings' investigations lead her to Wyrmswood Place in the heart of Dunwall's arcane

district.

Presents the concept art, scenery landscapes, and character designs of the video game.

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! From Gordon Rennie (2000AD, White Trash, Caballistic Inc.) and Andrea Olimpieri (True Blood) comes this thrilling adventure spun from the world of the Bethesda Softworks bestselling Dishonored video game series, spanning events between the first and second games. Collects Dishonored #1-4.

Terminal Stupidity From misreadings and misunderstandings to manly bonds and menacing chases, the boys of Sanada North High School have just been doing what “normal” high school boys do. But all good things must come to an end as we say farewell to the trio of twits with an extra helping of cheese, absurdity, and copious callbacks. Tadakuni, Yoshitake, and Hidenori’s halcyon days of high school hijinks must now come to a halt, but let’s laugh, bleat, and bray one last time in this final volume of The Daily Lives of High School Boys.

As the lunkheaded barbarian Groo continues his wandering journey, he stumbles across—and into—the wise Sage, the beautiful swordswoman Chakaal, Weaver and Scribe, and his own sister Grooella! The award-getting team of Sergio Aragonés and Mark Evanier deliver heaps of their patented

silliness! Collects issues #5–#8 of the greatest Groo series of 2015.

As Empress Emily Kaldwin flees Dunwall after the coup by Delilah Copperspoon and Duke Luca Abele of Serkonos, a lone figure watches, the Mark of the Outsider burning on his hand. Daud—legendary assassin—has returned to Dunwall, a city in turmoil. He is seeking a mythical weapon, said to have the power to kill the Outsider, and will go to any lengths to find it. But there are those who are watching his every move. Travelling the Isles to complete his mission, Daud will soon discover that old enemies have been waiting for him, and new enemies are easy to make...

For the first time, the collected texts from the critically and commercially acclaimed fantasy video game The Elder Scrolls V: Skyrim are bound together in three exciting volumes. Lavishly illustrated and produced, these titles are straight out of the world of Skyrim - and a must for any wandering adventurer.

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