

Uncharted 2 Trophy Guide Ign

A helpful guide to buying and selling collectibles focuses on Americana, autographs, dolls, figurines, sports collectibles, stamps, and coins, among many other items. Original.

"McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." —The Boston Globe "Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." —San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." —Cory Doctorow, author of Little Brother A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient.

"Crash Bandicoot. Jak and Daxter. Uncharted. The Last of Us. One studio has been responsible for the most iconic video game experiences of this generation. Now, Dark Horse Books invites you on a thirty-year retrospective tour, observing Naughty Dog's ascension to its place as one of the most influential production studios in the world!"--Publisher's website.

This book focuses on the almost entirely neglected treatment of empire and colonialism in videogames. From its inception in the nineties, Game Studies has kept away from these issues despite the early popularity of videogame franchises such as Civilization and Age of Empire. This book examines the complex ways in which some videogames construct conceptions of spatiality, political systems, ethics and society that are often deeply imbued with colonialism. Moving beyond questions pertaining to European and American gaming cultures, this book addresses issues that relate to a global audience – including, especially, the millions who play videogames in the formerly colonised countries, seeking to make a timely intervention by creating a larger awareness of global cultural issues in videogame research. Addressing a major gap in Game Studies research, this book will connect to discourses of post-colonial theory at large and thereby, provide another entry-point for this new medium of digital communication into larger Humanities discourses.

The official novel of Naughty Dog's award-winning videogame franchise! In the ancient world there was a myth about a king, a treasure, and a hellish labyrinth. Now the doors to that hell are open once again. Nathan Drake, treasure hunter and risk taker, has been called to New York City by the man who taught him everything about the "antiquities acquisition business." Victor Sullivan needs Drake's help. Sully's old friend, a world-famous archaeologist, has just been found murdered in Manhattan. Dodging assassins, Drake, Sully, and the dead man's daughter, Jada Hzuajak, race from New York to underground excavations in Egypt and Greece. Their goal: to unravel an ancient myth of alchemy, look for three long-lost labyrinths, and find the astonishing discovery that got Jada's father killed. It appears that a fourth labyrinth was built in another land and another culture—and within it lies a key to unmatched wealth and power. An army of terrifying lost warriors guards this underground maze. So does a monster. And what lies beyond—if Drake can live long enough to reach it—is both a treasure and a poison, a paradise and a hell. Welcome to The Fourth Labyrinth.

Prepare To Die Less with this Hardback Guide to Dark Souls !!Going into Dark Souls unaided will get you killed. A lot. Even armed with the complete knowledge of the game that this guide will provide, you're still certain to die at least a few times. But when a gigantic demon takes you by surprise you'll at least have a chance to not lose everything. This is a true survival guide for a game that's almost impossible to survive. Area Guide Walkthrough The Walkthrough makes use of detailed maps to guide you in exploring every inch of the game's huge world. Learn the most useful shortcuts and find all of the hidden areas. Enemy Encyclopedia Everything you need to know to tackle the game's army of lethal foes is contained in one easy-to-use reference chapter. Tactics, data and attack details for all enemies will prove an invaluable resource. Weapons & Equipment Weapons, Armor and Magic are all covered in exhaustive detail. Full stats, locations, upgrade paths and usage strategies are provided so you can easily compare all of the options when choosing your equipment. All Items The complete item lists reveal every last consumable, accessory, upgrading material and offensive item. Quickly discover where to find each one and how to make the most of them. Character Building Plan your character perfectly with our guide to choosing classes, building your character for specific roles and selecting optimal equipment. Everything Uncovered Discover how to unlock every Achievement or Trophy and learn the secrets of Dark Souls' unique online multiplayer mode.

The ultimate Guinness World Records book for gamers - now in its fourth edition Pick up the completely updated Guinness World Records, Gamer's Edition 2011 and learn all about amazing computer and video-game record breakers from around the world. You'll find out the highest scores, biggest tournaments, largest cash prizes and most successful games ever. Packed with thousands of high scores and records, a round-up of key events of the video-gaming year - including reviews of new releases, new consoles and the major tournaments - along with detailed game strategies, interviews with professionals, tips and cheats to improve your play, league tables, bizarre facts and incredible video game trivia!

The following papers are included: "Introduction: Labor in a Global Economy" (Hecker, Hallock); "Labor in a Global Economy" (Marshall); "Canadian Labor Strategies for a Global Economy" (Carr); "Recent Developments in the Canadian Political Economy" (Watkins); "Labor and Politics in the U.S. and Canada" (Bernard); "The Political Action Strategy of the Washington State Labor Council" (Kenney); "Restructuring in Industrial Relations and the Role for Labor" (Verma); "Trade, Competition, and Jobs: An Internationalist Strategy" (Dorman); "Labor Alternatives to International Competition" (Donohue); "Challenging the Ethic of Competitiveness: What's at Stake for Labor" (Gerard); "An International Mobilization Strategy" (Cohen); "Mobilizing across Borders: Unions and Multinational Corporations" (Pomeroy); "Expanding Labor's Agenda: Community Coalitions, Capital Strategies, and Economic Development" (Swinney); "Labor Has No Choice But to Play the Capital Strategies Game" (Tusler); "Achieving Authentic Labor Market Flexibility: A North-American Union Perspective" (Marschall); "Australian Union Movement Strategy" (Ogden); "Flexible Labor Markets and Labor Training--An American and International Analysis" (Deutsch); "Flexibility, Job Security, and Labor Market Policy" (Flumian); "The Impact

of International Capital on Australian Labor" (Wheelwright); "A Most Un-labourlike Experience--Six Years of a Labour Government in New Zealand and Its Impact on Organized Labor" (Harbridge); "The New Work Force: Management and Labor Strategies" (Nussbaum); "The Contingent Workforce in Canada: Problems and Solutions" (MacPhail); "A Multicultural Framework for Worker Education" (La Luz); "The Politics of Privatization" (Clements); "Fighting Privatization: The British Columbia Experience" (Shields); "The Right to Organize: Labor Law and Its Impact in British Columbia" (Lanyon, Edwards); "Organizing in Canada: Adapting to Changing Conditions" (Oleksiuk); "Organizing Immigrant Workers in the Global Economy" (Quan); "The Deficiency of the Voluntary Compliance Model as a Public Policy Instrument in Workplace Health and Safety in Canada" (Sass); "Occupational Health and Safety Twenty Years after OSHA" (Baker); "Pattern Bargaining in the Pacific Northwest Lumber and Sawmill Industry: 1980-1989" (Widenor); "Pattern Bargaining in the Wood Products Industry in Western Canada" (MacLellan); "Current Issues and Future Strategies for Forest-Product Unions" (Scott); "Paying Too Much, Buying Too Little: U.S. Medical Care on the Critical List" (Schoen); "The Uninsured and Rising Health Care Costs" (Brown); "Health Care: Lessons from Canada" (Schreck, Petrie); and "The Role of the States in Health Care Reform" (Kitzhaber). (YLB)

Superb dialogueexcellent sense of comedy

Drama. African & African American Studies. History & Politics. WE ARE ALL BLUE is a collection of two plays--MOTSWANA: AFRICA, DREAM AGAIN and BLUE, BLACK AND WHITE--by the actor and playwright Donald Molosi, including an introduction by Quett Masire, former president of Botswana. "With a foreword by former president Quett Masire (Seretse's vice president), the volume is a welcome contribution to African drama in English available in the United States." --Kevin Wetmore

Queerness in Play examines the many ways queerness of all kinds—from queer as ‘LGBT’ to other, less well-covered aspects of the queer spectrum—intersects with games and the social contexts of play. The current unprecedented visibility of queer creators and content comes at a high tide of resistance to the inclusion of those outside a long-imagined cisgender, heterosexual, white male norm. By critically engaging the ways games—as a culture, an industry, and a medium—help reproduce limiting binary formations of gender and sexuality, Queerness in Play contributes to the growing body of scholarship promoting more inclusive understandings of identity, sexuality, and games.

According to the working definition of the International Big History Association, ‘Big History seeks to understand the integrated history of the Cosmos, Earth, Life and Humanity, using the best available empirical evidence and scholarly methods.’ In recent years Big History has been developing very fast indeed. Big History courses are taught in the schools and universities of several dozen countries. Hundreds of researchers are involved in studying and teaching Big History. The unique approach of Big History, the interdisciplinary genre of history that deals with the grand narrative of 13.8 billion years, has opened up a vast amount of research agendas. Big History brings together constantly updated information from the scientific disciplines and merges it with the contemplative realms of philosophy and the humanities. It also provides a connection between the past, present, and future. Big History is a colossal and extremely heterogeneous field of research encompassing all the forms of existence and all timescales. Unsurprisingly, Big History may be presented in very different aspects and facets. In this volume the Big History is presented and discussed in three different ways. In its first part, Big History is explored in terms of methodology, theories of knowledge, as well as showcasing the personal approach of scholars to Big History. The second section comprises such articles that could clarify Big History's main trends and laws. The third part of this book explores the nature of teaching Big History as well as profiling a number of educational methods. This volume will be useful both for those who study interdisciplinary macroproblems and for specialists working in focused directions, as well as for those who are interested in evolutionary issues of Astrophysics, Geology, Biology, History, Anthropology, Linguistics and other areas of study. More than that, this edition will challenge and excite your vision of your own life and the exciting new discoveries going on around us!

American Studies has only gradually turned its attention to video games in the twenty-first century, even though the medium has grown into a cultural industry that is arguably the most important force in American and global popular culture today. There is an urgent need for a substantial theoretical reflection on how the field and its object of study relate to each other. This anthology, the first of its kind, seeks to address this need by asking a dialectic question: first, how may American Studies apply its highly diverse theoretical and methodological tools to the analysis of video games, and second, how are these theories and methods in turn affected by the games? The eighteen essays offer exemplary approaches to video games from the perspective of American cultural and historical studies as they consider a broad variety of topics: the US-American games industry, Puritan rhetoric, cultural geography, mobility and race, urbanity and space, digital sports, ludic textuality, survival horror and the eighteenth-century novel, gamer culture and neoliberalism, terrorism and agency, algorithm culture, glitches, theme parks, historical guilt, visual art, sonic meaning-making, and nonverbal gameplay.

Forty original contributions on games and gaming culture What does Pokémon Go tell us about globalization? What does Tetris teach us about rules? Is feminism boosted or bashed by Kim Kardashian: Hollywood? How does BioShock Infinite help us navigate world-building? From arcades to Atari, and phone apps to virtual reality headsets, video games have been at the epicenter of our ever-evolving technological reality. Unlike other media technologies, video games demand engagement like no other, which begs the question—what is the role that video games play in our lives, from our homes, to our phones, and on global culture writ large? How to Play Video Games brings together forty original essays from today’s leading scholars on video game culture, writing about the games they know best and what they mean in broader social and cultural contexts. Read about avatars in Grand Theft Auto V, or music in The Legend of Zelda: Ocarina of Time. See how Age of Empires taught a generation about postcolonialism, and how Borderlands exposes the seedy underbelly of capitalism. These essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture. They are a must read for fans and students of the medium.

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.

In the age of steam, coal is king, and so Appalachia is the center of the economy. Pure Steam is a steampunk campaign setting for 5e including races, classes, equipment, monsters, maps and more!

Do you love mystery stories, such as the Sherlock Holmes stories and those of Edgar Allan Poe and Agatha Christie? Do you ever yearn to be a good writer of mysteries? Carolyn Wells was a prolific author of mystery novels. In this detailed book, she teaches the history, types, principles, devices, plots, and structures of mystery writings. She gives advice to would-be authors of this genre, including ghost and riddle stories as well as detective and crime mysteries. This authoritative work begins with a justification of mystery as a legitimate literary art form, with numerous quotations from authorities. Then proceeding systematically through her topics, she explains and illustrates the mystery-writing craft with excerpts from mystery works and quotations of literary critics and notable authors. The lover of mystery will find many authors and stories cited and excerpted in this book, which would be a good resource for finding more material to satisfy the reader's thirst for the genre. Aspiring authors will find insights through the critical eyes of this successful mystery author and of the many authors whom she quotes. This is virtually a miniature course in creative writing of the mystery story.

NATIONAL BESTSELLER • WINNER OF THE PULITZER PRIZE • A searing, post-apocalyptic novel about a father and son's fight to survive, this "tale of survival and the miracle of goodness only adds to McCarthy's stature as a living master. It's gripping, frightening and, ultimately, beautiful" (San Francisco Chronicle). A father and his son walk alone through burned America. Nothing moves in the ravaged landscape save the ash on the wind. It is cold enough to crack stones, and when the snow falls it is gray. The sky is dark. Their destination is the coast, although they don't know what, if anything, awaits them there. They have nothing; just a pistol to defend themselves against the lawless bands that stalk the road, the clothes they are wearing, a cart of scavenged food—and each other. *The Road* is the profoundly moving story of a journey. It boldly imagines a future in which no hope remains, but in which the father and his son, "each the other's world entire," are sustained by love. Awesome in the totality of its vision, it is an unflinching meditation on the worst and the best that we are capable of: ultimate destructiveness, desperate tenacity, and the tenderness that keeps two people alive in the face of total devastation.

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!

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...

Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the One Pager document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry."

The novelization of the highly anticipated *God of War* game. His vengeance against the Gods of Olympus years behind him, Kratos now lives as a man in the realm of Norse gods and monsters. It is in this harsh, unforgiving world that he must fight to survive... and teach his son to do the same. This startling reimaging of *God of War* deconstructs the core elements that defined the series--satisfying combat; breathtaking scale; and a powerful narrative--and fuses them anew.

The bite of an irradiated spider granted high-school student Peter Parker incredible, arachnid-like powers. When a burglar killed his beloved Uncle Ben, a grief-stricken Peter vowed to use his amazing abilities to protect his fellow man. He had learned an invaluable lesson: With great power, there must also come great responsibility! Through all his trials, Spider-Man remains steadfast in his determination to use his gifts for the benefit of all!

Shows the evolution of the art of the video game "Remember Me," including concept art and commentary from the creators.

Following on Well Played 1.0, this book is full of in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. Contributors analyze sequences in a game in detail in order to illustrate and interpret how the various components of a game can come together to create a fulfilling playing experience unique to this medium. Contributors are again looking at video games in order to provide a variety of perspectives on the value of games.

This book is the first collection of its kind, an anthology of classic and cutting-edge writings in the rapidly emerging field of literary ecology. Exploring the relationship between literature and the physical environment, literary ecology is the study of the ways that writing - from novels and folktales to U.S. government reports and corporate advertisements - both reflects and influences our interactions with the natural world.

Offering deeper insights into the critically acclaimed God of War® franchise, this novel returns us to the dark world of ancient Greek mythology explored in the heart-pounding action of God of War I, the bestselling video game. A brutal warrior, Kratos is a slave to the gods of Olympus. Plagued by the nightmares of his past and yearning for freedom, the Ghost of Sparta would do anything to be free of his debt to the gods. He is on the verge of losing all hope when the gods give him one last task to end his servitude. He must destroy Ares, the god of war. But what chance does a mere mortal have against a god? Armed with the deadly chained Blades of Chaos, guided by the goddess Athena, and driven by his own insatiable thirst for vengeance, Kratos seeks the only relic powerful enough to slay Ares . . . a quest that will take him deep into the mysterious temple borne by the Titan Cronos! From the black depths of Hades to the war-torn city of Athens to the lost desert beyond, God of War sheds a brutal new light on the bestselling video game and on the legend of Kratos.

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.

Aircraft Year Book
Game Design Foundations
Jones & Bartlett Publishers

From the legends of the game to today's superstars, get to know the players who have made the New York Giants one of the NFL's top teams through the years. This book includes a table of contents, a timeline, team facts, additional resources links, a glossary, and an index. This Press Box Books title is aligned to a reading level of grade 3 and an interest level of grades 2–4.

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

INSTANT NEW YORK TIMES BESTSELLER GOOD MORNING AMERICA BUZZ PICK "Utterly gripping with richly drawn, hugely compelling characters, this is a first-class thriller with heart." —Lucy Foley, New York Times bestselling author "Insane suspense." —Lee Child, New York Times bestselling author "Her best thriller yet." —Harlan Coben, New York Times bestselling author From the #1 New York Times bestselling author of Then She Was Gone comes another riveting work of psychological suspense about a beautiful young couple's disappearance on a gorgeous summer night, and the mother who will never give up trying to find them... On a beautiful summer night in a charming English suburb, a young woman and her boyfriend disappear after partying at the massive country estate of a new college friend. One year later, a writer moves into a cottage on the edge of the woods that border the same estate. Known locally as the Dark Place, the dense forest is the writer's favorite area for long walks and it's on one such walk that she stumbles upon a mysterious note that simply reads, "DIG HERE." Could this be a clue towards what has happened to the missing young couple? And what exactly is buried in this haunted ground? With her signature "rich, dark, and intricately twisted" (Ruth Ware, New York Times bestselling author) prose, Lisa Jewell has crafted a dazzling work of suspense that will keep you on the edge of your seat until the final page.

The Crash Bandicoot(TM) series has remained a beloved staple of platform gaming ever since the first game's release in 1996. The Art of Crash Bandicoot(TM)4: It's About Time(TM) is a rich repository overflowing with interviews, quotes, observations and anecdotes, accompanied by a treasure trove of concept art detailing the characters and environments of the game. Gamers of every type will cherish this all-encompassing look into the zany, wild and unpredictable world of Crash Bandicoot(TM) .

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games.

Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

The untold story of a heroic band of Caribbean pirates whose defiance of imperial rule inspired revolt in colonial outposts across the world In the early eighteenth century, the Pirate Republic was home to some of the great pirate captains, including Blackbeard, "Black Sam" Bellamy, and Charles Vane. Along with their fellow pirates—former sailors, indentured servants, and runaway slaves—this "Flying Gang" established a crude but distinctive democracy in the Bahamas, carving out their own zone of freedom in which servants were free, blacks could be equal citizens, and leaders were chosen or deposed by a vote. They cut off trade routes, sacked slave ships, and severed Europe from its New World empires, and for a brief, glorious period the Republic was a success.

An astonishing journey through the creation of the seminal role playing epic, officially available in English for the first time ever! This holy grail of Final Fantasy fandom is packed full of original concept art, process pieces, and notes from the original artists and designers chronicling the creation of these timeless games. Dark Horse and Square Enix are thrilled to offer the first of three volumes celebrating the entrancing lore and exciting development of the initial six entries into the Final Fantasy saga. Totaling over three-hundred pages and collected in a high-quality hard-cover binding, Final Fantasy Ultimania Archive Volume 1 remains faithful to its original Japanese source material while simultaneously offering unparalleled accessibility for Western readers. No Final Fantasy collection is complete without this beautiful tome of art, lore, and history.

Older, wiser, and more deadly than ever, Master Assassin Ezio Auditore embarks on an epic journey to find the lost library of Alta?r in this novel based on the Assassin's Creed™ video game series. The library holds not only hidden knowledge but also the most unsettling secret the world has ever known; a secret the Templars hope to use to control humankind's destiny. Five keys are needed to access the library—to find them, Ezio must travel to the troubled city of Constantinople, where a growing army of Templars threaten to destabilise the Ottoman Empire. Walking in the footsteps of his predecessor, Alta?r, Ezio must defeat the Templars for the final time. For the stakes have never been higher, and what started as a pilgrimage has become a race against time... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Adventure alongside Nathan Drake, as Dark Horse Books and Naughty Dog team up to bring you this breathtaking, comprehensive exploration into the Uncharted saga! Encompassing Drake's Fortune, Among Thieves, and Drake's Deception, this epic volume offers a look at hundreds of never-before-seen designs and pieces of concept art from the creation of one of the most exciting game series of this generation, along with insightful commentary from the games' creators! Don't miss out on this opportunity to own a piece of Uncharted history!

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