

# Access Free Ni No Kuni II Revenant Kingdom Collectors Edition Guide

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## **QJX076 - SAWYER ANDREA**

\*Unofficial Guide Version\* Advanced Tips & Strategy Guide. This is the most comprehensive and only detailed guide you will find online. Available for instant download on your mobile phone, eBook device, or in paperback form. Here is what you will be getting when you purchase this professional advanced and detailed game guide. - Professional Tips and Strategies. - Cheats and Hacks. - Combat. - Weapons. - Loot. - Higgledy. - Enemies. - Escaping Battles. - Chests. - Skills, Charge Attacks, & Magic. - MP and HP. - Guilders. - Trip Doors. - Save Points. - Kingdom Building. - Blue Chests. - Making Mushrooms Grow. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Cash/Coins. - PLUS MUCH MORE! Disclaimer: This product is not associated, affiliated, endorsed, certified, or sponsored by the Original Copyright Owner. All trademarks and registered trademarks appearing on this ebook are the property of their respective owners.

From the critically acclaimed author Shea Fontana, DC SUPER HERO GIRLS: SUMMER OLYMPUS continues the hit original graphic novel line! Super Hero High is out for summer in the newest original graphic novel featuring your favorite superheroes. \_It's summertime, which means Wonder Woman has to take her annual trip to visit her dad, Zeus, and this time she's bringing a few of her super-friends along. When the girls arrive at Olympus, it's not long before the family reunion devolves into a family competition and the gods offer Wonder Woman the ability to become "full goddess" to increase her powers, but at the cost of renouncing her life at Super Hero High. Will Wonder Woman refuse the offer? And if she does, might this mean war on Super Hero High? DC SUPER HERO GIRLS: SUMMER OLYMPUS continues to develop the relationships forged in DC SUPER HERO GIRLS: FINALS CRISIS and HITS AND MYTHS, written by Shea Fontana and developed for children ages 6-12. DC Super Hero Girls features DC Comics' most pow-

erful and diverse lineup of female characters as relatable teens, playing out across multiple entertainment content platforms and product categories to create an immersive world. Icons including Wonder Woman, Supergirl, Batgirl, Harley Quinn, Bumblebee, Poison Ivy, Katana and many more make their unprecedented teenage introduction, as each character has her own storyline that explores what teen life is like as a superhero.

Chronicles the history of video games and the legacy and language created by their popularity, discussing Atari, Space Invaders, Pac-Man, Frogger, Q\*Bert, Dragon's Lair, and Samurai Nipponichi.

Forty-five colorable images from the fantastical world of The Witcher! Journey along with Geralt, Ciri, Triss, Yennefer, Roach, Shani, and all of your favorite Witcher characters in a variety of fantastic settings . . . all inspired by the hit video game franchise with The Witcher Adult Coloring Book. Featuring uniquely designed and highly detailed black and white illustrations inspired by the games; this compilation of exquisitely crafted images is a must-have for Witcher fans worldwide!

Featuring iconic artwork by renowned comic artists, DC Comics Coloring Book includes stunning line art of beloved characters such as Batman, Superman, and Wonder Woman. This action-packed adult coloring book is filled with ready-to-color illustrations of the most iconic characters from DC Comics history. From the bright red and blue of Superman soaring over Earth to the rich greens and yellows of Wonder Woman's homeland, Themyscira, the heraldry of the Super Heroes is yours to design and color. Featuring many of the greatest artists in DC Comics history and their interpretations of Batman, Superman, Wonder Woman, and more, this incredible coloring book offers hours of creative fun and relaxation. All DC characters and elements © & ™ DC Comics. WB SHIELD: TM & © Warner Bros. Entertainment Inc.

Master Square Enix's critically acclaimed

RPG Octopath Traveler with this comprehensive guide! Explore every corner of Orsterra with the help of this complete guide which includes insight and explanation of the main narrative as well as boss strategies for each of the games' eight protagonists! Dive deeper with detailed environment maps, subquest information, and beautiful illustrations that fully realize Octopath Traveler's HD-2D graphics with exclusive explanations and commentary from the development team. Dark Horse Books and Square Enix present a faithful localization of the original Japanese volume, offered in English for the first time! Whether you're a first-time player or looking to take your game to one hundred percent completion, this guide book is not to be missed!

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

Enter the magical world of LEGO Harry Potter. A spellbinding book featuring the very best LEGO Wizarding World sets and minifigures! Meet... Harry Potter, Lord Voldemort, and staff and students from Hogwarts School of Witchcraft and Wizardry Explore... Hagrid's Hut, Newt Scamander's case, Diagon Alley, and Privet Drive Discover... Magical creatures, Triwizard Tournament, Quidditch, and Wizarding New York Packed with sets, minifigures, and magical accessories, LEGO Harry Potter Magical Treasury covers the LEGO Harry Potter and LEGO Fantastic Beasts themes from 2018 to 2020. Learn how these magical sets are created in a behind-the-scenes chapter, which features an interview with the award-winning LEGO Harry Potter team. © & TM Warner Bros. Entertainment Inc. Publishing Rights © JKR. (s20). ©2020 The LEGO Group.

Experience Lara Croft's defining moment as she becomes the Tomb Raider. In Shadow of the Tomb Raider, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest

hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. The Shadow of The Tomb Raider Official Art Book features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms

**\*UNOFFICIAL GUIDE\*** Do you want to dominate the game and your opponents? Do you struggle with making resources and cash? Do you want the best items? Would you like to know how to download and install the game? If so, we have got you covered. We will walk you through the game, provide professional strategies and tips, as well as all the secrets in the game. What You'll Discover Inside: - How to Download & Install the Game. - Professional Tips and Strategies. - Cheats and Hacks. - Combat. - Weapons. - Loot. - Higgledy. - Enemies. - Escaping Battles. - Chests. - Skills, Charge Attacks, & Magic. - MP and HP. - Guilders. - Trip Doors. - Save Points. - Kingdom Building. - Blue Chests. - Making Mushrooms Grow. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Resources. - PLUS MUCH MORE! So, what are you waiting for? Once you grab a copy of our guide, you'll be dominating the game in no time at all! Get your Pro tips now.? Scroll to the top of the page and click add to cart to purchase instantly Disclaimer: This product is not associated, affiliated, endorsed, certified, or sponsored by the Original Copyright Owner.

Detailed contents listing here: <http://www.hardcoregaming101.net/books/the-untold-history-of-japanese-game-developers-volume-2/> Nearly 400 pages and over 30 interviews, with exclusive content on the history of Japanese games. The origins of Hudson, Masaya's epic robot sagas, Nintendo's funding of a PlayStation RTS, detailed history of Westone Entertainment, and a diverse range of unreleased games. Includes exclusive office layout maps, design documents, and archive photos. In a world first - something no other journalist has dared examine - there's candid discussion on the involvement of Japan's yakuza in the industry. Forewords by Retro Gamer founding editor Martyn Carroll and game history professor Martin Picard.

From its earliest days, America was a home for spiritual seekers. In 1694, the religious tolerance of the Pennsylvania Colony enticed a Transylvanian monk and his forty followers to cross the Atlantic. Almost two hundred years later, a charismatic preacher founded a utopian community

in Oneida, New York, that practiced socialism and free love. In the 1960s and '70s, a new generation of seekers gathered in vegetarian restaurants in Los Angeles, Satanic coffee shops in New Orleans, and fortified communes in Philadelphia. And in the twenty-first century, gurus find their flocks through self-help seminars and get-rich-quick schemes. Across the decades, Americans in search of divine truths have turned to unconventional prophets for the answers. Some of these prophets have demanded their faith, fortunes, and even their very lives. In American Cult, over twenty cartoonists explore the history of these groups with clarity and empathy--digging deep to find the human stories within.

Video games can instil amazing qualities in children - curiosity, resilience, patience and problem-solving to name a few - but with the World Health Organisation naming gaming disorder as a clinically diagnosable condition, parents and carers can worry about what video games are doing to their children. Andy Robertson has dealt with all of the above, not just over years of covering this topic for newspapers, radio and television but as a father of three. In this guide, he offers parents and carers practical advice and insights - combining his own experiences with the latest research and guidance from psychologists, industry experts, schools and children's charities - alongside a treasure trove of 'gaming recipes' to test out in your family. Worrying about video game screen time, violence, expense and addiction is an understandable response to scary newspaper headlines. But with first-hand understanding of the video games your children love to play, you can anchor them as a healthy part of family life. Supported by the [www.taminggaming.com](http://www.taminggaming.com) Family Video Game Database, Taming Gaming leads you into doing this so that video games can stop being a point of argument, worry and stress and start providing fulfilling, connecting and ambitious experiences together as a family.

Built by bestselling paper engineer Reinhardt, this pop-up book brings the most-loved locations of Warcraft to life. Each page unfolds into an eye-popping treat, depicting iconic sites with brand-new art and interactive pieces.

This new hardcover omnibus collection spotlights the origins of the Justice League of America. In these stories from Brave and the Bold #28-30 and Justice League of America #1-30, Superman, Batman, Aquaman, Flash, Green Lantern, Martian Manhunter, and Wonder Woman join forces to stand up against powerful intergalactic, mystical, and super-powered rogues such

as Starro, Despero, Kanjar Ro, Dr. Destiny, Amos Fortune and Felix Faust!

A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with The Art of Days Gone! From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), The Art of Days Gone takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly from the team who created it!

Follow the adventures of a young boy, Sora, who joins the fight against the Heartless, unknown creatures of Darkness, who invade his homeland and separate him from his friends. He is given the Keyblade, a legendary weapon giving the wielder power to fight off the Heartless. Along the way, he is joined by a cast of well-loved characters and some very well-known places. Final Fantasy and Disney collide in a surprisingly powerful and memorable story. Our guide charts the entire games of Kingdom Hearts and Chain of Memories and includes: - A complete walkthrough covering both games from start to finish - All items, stickers and other collectibles found - Full coverage of the Coliseum and how to defeat the hardest bosses - Mini games and much, much more.

Take a globetrotting journey all over the world--and beyond!--with this companion art book to the hit video game for the Nintendo Switch(TM) system! In October of 2017, Super Mario Odyssey(TM) took the gaming world by storm. Now, discover the art and expertise that went into creating one of Nintendo's best-loved games! This full-color hardcover volume clocks in at 368 pages and features concept art, preliminary sketches, and notes from the development team, plus insight into some early ideas that didn't make it into the game itself! Explore the world of Super Mario Odyssey from every angle, including screen shots, marketing material, and more, to fully appreciate this captivating adventure

Celebrate more than 25 years of Kirby, the popular pink hero of the best-selling series of video games from Nintendo. A stylish new collection of art and designs from the best-selling Kirby video games. Featuring

twenty-five years worth of sketches, artwork, Japanese video game box art, and more. With exclusive notes from creators and artists who have brought Kirby to life throughout the years.

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

*Ni no Kuni(TM) 2: REVENANT KINGDOM* is the long-awaited role-playing adventure video game from Bandai Namco and Level-5. *The Art of Ni no Kuni(TM)II: REVENANT KINGDOM* is a lavish full-color book showcasing the best art from the highly anticipated roleplaying game. Developed by Level-5 and with collaboration from legendary animator Yoshiyuki Momose, *Ni no Kuni(TM)II: REVENANT KINGDOM* is a beautiful, characterful and exciting game. This book is the ultimate fan resource, showcasing the development of the amazing characters, monsters, vehicles and locations from initial concept sketches through to the finished artworks.

Meet Bluey! Bluey Heeler loves to play, explore and use her imagination to turn everyday life into an amazing adventure. Learn all about Bluey in this fun shaped board book for kids of all ages. The perfect introduction to Bluey! Want more Bluey? Also available: *Bluey: Where's Bluey? Search-and-Find* book *Bluey: Meet Bluey! Sticker Activity Book* *Bluey: At the Beach* Look out for Bluey: *Bingo* - coming soon!

You are Evan Pettiwisker Tildrum, a young boy that is to become the king of Ding Dong Dell. After the passing of his father, he was to inherit the throne, but a coup d'etat by his truster adviser put his life in danger. Thanks to a mysterious stranger named Roland, he is saved, but not without losing his kingdom in the process. Evan has decided to start a new kingdom, one where everyone can live in peace, with the help of his newly acquired friend, Roland. This guide contains the following: - A detailed walkthrough for the main story, from the beginning to the end - A guide to all 175 Sidequests - Locations for every Citizen, Higgledy Stone, Songbook and other collectibles - A comprehensive trophy guide that will net you another shiny platinum

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.

*Printed in Blood* is proud to present *Ghostbusters: Artbook*—an exclusive, fully illustrated celebration of the iconic film franchise, featuring hundreds of unique art pieces from creators all over the world. Celebrating the legacy of the pop culture classic, *Ghostbusters*, this deluxe, hardcover art book features an ectoplasmic jackpot of brand-new, exclusive artwork inspired by the most iconic paranormal investigators in cinematic history. Bringing together brilliant artists from animation, comics, fine art, and beyond, *Ghostbusters: Artbook* showcases incredible artwork inspired by the iconic 1984 film. Filled with unique interpretations of fan-favorite characters such as the Ghostbusting team, Slimer, Gozer, and the Stay Puft Marshmallow Man, this deluxe art book shows that decades later there's still only one team to call—*Ghostbusters!*

*Studio Ghibli: An Industrial History* takes us deep into the production world of the animation studio co-founded by Oscar-winning director Hayao Miyazaki. It investigates the production culture at Studio Ghibli and considers how the studio has become one of the world's most famous animation houses. The book breaks with the usual methods for studying Miyazaki and Ghibli's films, going beyond textual analysis to unpack the myths that have grown up around the studio during its long history. It looks back at over 35 years of filmmaking by Miyazaki and other Ghibli directors, reconsidering the studio's reputation for egalitarianism and feminism, re-examining its relationship to the art of cel and CG animation, investigating Studio Ghibli's work outside of feature filmmaking from advertising to videogames and tackling the studio's difficulties in finding new generations of directors to follow in the footsteps of Miyazaki and Isao Takahata. By reconstructing the history of Studio Ghibli through its own records, promotional documents and staff interviews, *Studio Ghibli: An Industrial History* offers a new perspective not just on Ghibli, but on the industrial history of Japanese animation.

The official art book to the game! Two-hundred pages of mind-bending art and insightful creator commentary exploring the conceptualization and execution of *We Happy Few!* October, 1964. The City of Wellington Wells is all that's left of England after the German invasion and four years of occupation. But it's still the swinging '60s, and everyone is fab, especially because they're taking happy pills--Joy--and wearing Happy Face masks so they're always smiling . . . everyone except the awful Downers who live in the abandoned Garden District and refuse to take their Joy. Dark Horse Books and Compulsion Games

are thrilled to present *The Art of We Happy Few*. Showcasing a unique retro-futuristic style, this book includes hundreds of pieces of concept art, paired with exclusive commentary from the team that created it! Don't be a Downer by missing out on this perfect companion to the psychedelic videogame experience!

A feast of fun facts about the heroes and villains of the Marvel Comics Universe. How many lives has Spider-Man saved? How does Hulk floor foes without touching them? What keeps Wolverine looking young? How did a frog gain Thor's superpowers? Marvel fans of all ages will find plenty of incredible info and uncanny trivia to astonish, intrigue, and entertain in *Marvel Absolutely Everything You Need to Know!* It's packed with handy facts, quotes, bizarre-but-true tales, and quirky insights into your favorite Marvel characters. Discover their most heroic achievements, their most dastardly deeds, their craziest adventures--and also their worst disasters! © 2019 MARVEL

*Pokémon Sword & Pokémon Shield: The Official Galar Region Pokédex* has details on the Pokémon you can encounter and catch in the Galar region. With entries spanning from your first partner Pokémon to mysterious and powerful Legendary Pokémon, you'll discover what you need to know to build the team that's right for you—where to find elusive Pokémon, the moves they can use, how to evolve them, and more. You'll be prepared for whatever challenges you face! Here's what you'll find inside: Detailed info on the Pokémon you can find in Galar Lists of moves, items, and more—including how you might get them! Information on Gigantamax Pokémon!

If you are looking to learn everything you can about the upcoming new sequel "Ni No Kuni 2 Revenant Kingdom", from general tips to help you through the first hours of the game, , to some of the best tips I've found for obtaining money and upgrades, to a complete set of maps including a list of the locations you will need to find, then you will not want to pass this guide up. Table of Contents: Getting Started: PS4 Controls Layout Guide: Combat Guide: Switching Characters: Earning XP and Leveling Up: Earning Money: Earning Kingdom Upgrades: Crafting New Weapons and Armor: Upgrading Weapons and Armor: Tactics Tuner Guide: Best Tactics Tuner Settings: Higgledies Guide Higgledy Stone Locations Evermore Guide: Trial of Knowledge Guide: Complete Maps and Locations List: Conclusion: Whether you are a newbie to the game or have 100's of hours already invested in the game, surely you

can learn from the strategies and information I have put together in this guide, so check it out now!

BradyGames' *Dragon Quest VIII Official Strategy Guide* includes the following: A walkthrough highlighting various aspects of the gameplay. Detailed maps of every region. Thorough coverage of all characters, spells, skills and items. Expert boss strategies to defeat even the toughest boss monster, and ultimately Dhoulmagus. In-depth bestiary of all monsters. Signature Series guide includes an exclusive poster, bonus content and more! Platform: PlayStation 2 Genre: Role-Playing Game- This product is available for sale in North America only.

\*Unofficial Guide Version\* *Advanced Tips & Strategy Guide*. This is the most comprehensive and only detailed guide you will find online. Available for instant download on your mobile phone, eBook device, or in paperback form. Here is what you will be getting when you purchase this professional advanced and detailed game guide. - Professional Tips and Strategies. - Cheats and Hacks. - Beat the Game. - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Cash/Coins. - PLUS MUCH MORE! Disclaimer: This product is not associated, affiliated, endorsed, certified, or sponsored by the Original Copyright Owner. All trademarks and registered trademarks appearing on this ebook are the property of their respective owners.

In one way or another, we all carry trauma. It can manifest as anxiety, shame, low self-esteem, over-eating, under-eating, addiction, depression, confusion, people-pleasing, under-earning, low mood, negative thinking, social anxiety, anger, brain fog and more. Traumas, big or 'little', leave us trapped in cycles of dysfunctional behaviours, negative thoughts and difficult feelings. Yet many people are unaware they're stuck in old reactions and patterns that stem from their past traumas. Many of us are wary of the word and push it away instead of moving towards it and learning how to break free. Dr Sarah Woodhouse is a Research Psychologist who specialises in trauma and is passionate about helping people face this word and their past. In *You're Not Broken* she teaches you what a trauma is (it's probably not what you think), and how to recognise when, why and how your past is holding you back. She gently explains the pitfalls of ignoring awkward, upsetting episodes and how true freedom comes from looking back at your past with honesty. Then, sharing the latest research-based techniques and her own personal experience, she

guides you towards breaking the trauma loop, reawakening your true self and reclaiming your future.

COVER NOT FINAL The official behind-the-scenes art book for Sony Pictures Animation's feature film *The Mitchells vs. The Machines* *The Mitchells vs. The Machines* is a comedy about an everyday family's struggle to relate while technology rises up around the world! When Katie Mitchell, a creative outsider, is accepted into the film school of her dreams, her plans to meet "her people" at college are upended when her nature-loving dad Rick determines the whole family should drive Katie to school together and bond as a family one last time. Katie and Rick are joined by the rest of the family, including Katie's wildly positive mom Linda, her quirky little brother Aaron, and the family's delightfully chubby pug Monchi for the ultimate family road trip. Suddenly, the Mitchells' plans are interrupted by a tech uprising: All around the world, the electronic devices people love—from phones to appliances to an innovative new line of personal robots—decide it's time to take over. With the help of two friendly malfunctioning robots, the Mitchells will have to get past their problems and work together to save each other and the world! *The Art of The Mitchells vs. The Machines* gives insight into how the filmmakers were able to bring this fresh, new vision to the screen through concept art, sketches, and early character designs, accompanied by exclusive commentary from director/co-writer Michael Rianda and co-director/co-writer Jeff Rowe, alumni of the team behind Emmy Award-winning *Gravity Falls*, and producers Phil Lord and Christopher Miller, the innovative and creative minds behind *The Lego Movie* and the Academy Award-winning *Spider-Man: Into the Spider-Verse*.

Step into the boots of a YoRHa combat android and discover the world of *NieR: Automata* from a firsthand perspective! 192 pages of art, lore, and exploration collected into a fantastic full-color hardcover volume in English for the very first time! Whether locked in open combat, zipping through the air on a flying mech, or bonding with nature through the indigenous fauna, *NieR: Automata* captivated players through a genre-bending blend of action and adventure. Now, journey through this unique and ruined world, discovering its each and every intricacy with the *NieR: Automata World Guide!* Dark Horse Books and Square Enix present a faithful localization of the original Japanese volume of the same name, offered in English for the first time! Explore the world of *NieR: Automata* through maps, character biographies,

short stories, concept art, commentary, and more!