

Overwatch Anthology Volume 1

The world still needs heroes. Are you with us? Enter the next original YA novel for Overwatch, the worldwide gaming sensation from Blizzard Entertainment In the years after the Omnic Crisis, the American Southwest is ruled by vultures looking to profit off the chaos. The West is ripe for the taking, and Elizabeth Caledonia Ashe intends to write her name across it. When Ashe is arrested yet again on the morning of her high school graduation, her aloof, old-money parents decide to disinherit her from the family fortune. To steal back what's rightfully hers, Ashe teams up with her omnic butler, B.O.B., and local ruffian Jesse McCree for a series of heists, catapulting the trio into a game of fast money and dangerous alliances. Along the way, Ashe discovers that family isn't just about blood. It's about the people who've got your back when your back's against the wall. Full of high-octane chases and action-packed stand-offs, the second novel for Overwatch explores the founding of the Deadlock Gang and the origins of fan-favorite heroes Ashe and McCree. Don't miss this incredible, original story straight from the Overwatch game team and critically acclaimed author Lyndsay Ely. The world still needs heroes. Are you with us? Enter the next original YA novel for Overwatch, the worldwide gaming sensation from Blizzard Entertainment! In the years after the Omnic Crisis, the American Southwest is ruled by vultures looking to profit off the chaos. The West is ripe for the taking, and Elizabeth Caledonia Ashe intends to write her name across it. When Ashe is

arrested yet again on the morning of her high school graduation, her aloof, old-money parents decide to disinherit her from the family fortune. To steal back what's rightfully hers, Ashe teams up with her omnic butler, B.O.B., and local ruffian Jesse McCree for a series of heists, catapulting the trio into a game of fast money and dangerous alliances. Along the way, Ashe discovers that family isn't just about blood. It's about the people who've got your back when your back's against the wall. Full of high-octane chases and action-packed stand-offs, the second novel for Overwatch explores the founding of the Deadlock Gang and the origins of fan-favorite heroes Ashe and McCree. Don't miss this incredible, original story straight from the Overwatch game team and critically acclaimed author Lyndsay Ely

As any fan of comics knows, EC Comics still represent the best of golden age writing and artwork. Now, Dark Horse Books is proud to bring you the very first issues of EC's Tales from the Crypt, featuring the amazing artistic talents of Johnny Craig, Al Feldstein, George Roussos, Wally Wood, Harvey Kurtzman, Graham Ingels, and Jack Kamen!

Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

“Dragon Age: Magekiller is a fun and engaging fantasy

story for anyone who enjoys the genre.”—Comic Book Resources Tessa and Marius are mercenary partners who eliminate those that use magic to hurt others. When they betray a powerful patron intending to kill them, they’re forced to flee and join the Inquisition. Collects issues #1–#5 of the miniseries.

In 1983, the world was introduced to He-Man and the Masters of the Universe. What followed was a cultural sensation that changed the landscape of children's entertainment forever! Join Mattel and Dark Horse in this comprehensive retrospective chronicling He-Man's decades-long epic journey from toy, to television, to film, to a true pop culture phenomenon!

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-before-seen art as well as commentary provided by the game’s development team, this book is sure to please any Overwatch fan. • Never-before-seen artwork! • Essential companion to the international best-selling game Overwatch! • Introduction and commentary provided by the game’s development team! • Overwatch is a global phenomenon with 30 million players! • Produced in close partnership with Blizzard Entertainment! • Behind-the-scenes look at your favorite characters! • Overwatch creation revealed!

"Featuring all-new stories from a stellar cast of creative talent as well as 343 Industries own Franchise Creative Director Frank O'Connor and Franchise Producer Tyler

Jeffers, this action-packed anthology is essential reading for all Halo fans!"--

In this exciting comic series, explore the backstories and motivations behind Overwatch's most popular heroes—from Ana to Zarya! This updated hardcover anthology now collects all of Blizzard Entertainment's existing digital Overwatch comics from an all-star lineup of creators, including Ryan Benjamin, Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're starting in bronze or a Grandmaster, this expanded anthology adds over fifty pages of new comics and behind the scenes content, making it an essential companion to the Overwatch universe! Collects Overwatch Anthology volume 1 with seven new stories added.

"This collection of twelve short stories depicts the backstories of Overwatch's heroes"--

A limited-edition compendium including never-before-seen concept art for new characters--from Doomfist to Echo! This volume showcases new content from summer 2017 onward, including the development process around fan-favorite heroes, environments, and cinematics. Beyond new content, this all-encompassing guide goes further, expanding on the construction of unique, event-driven game modes, NPC design, and more. Introduction text and a sneak peek at Overwatch 2, meticulously crafted with the Overwatch game team, complete this beautiful collection! Created in close collaboration with Blizzard Entertainment, who will be offering the standard hardcover edition.

A witch named Abby and her three friends—a wolf-girl, a ghost, and a pumpkinhead—band together to try and save their supernatural town from an invasion of rabid (but adorable!) chaos bunnies in this enchanting middle-grade graphic novel for fans of Making Friends, The Okay Witch,

and Lumberjanes. It's fall break in the supernatural town of North Haven, and young witch Abby's plans include pitching in at her mom's magical coffee shop, practicing her potion making, and playing board games with her best friends—a pumpkinhead, a wolf-girl, and a ghost. But when Abby finds her younger sister being picked on by some speed demons, she lets out a burst of magic so strong, it opens a portal to a realm of chaos bunnies. And while these bunnies may look cute, they're about to bring the a-hop-ocalypse (and get Abby in a cauldronful of trouble) unless she figures out a way to reverse the powerful magic she unwittingly released. What's a witch to do? In this deliciously humorous, cozy, and bewitching graphic novel, sometimes the most powerful magic comes from our connections to family and friends (but kicking bunny butt is great, too).

Dive into the world of Overwatch, the much anticipated epic superhero game from the creators of World of Warcraft! Welcome to the world of Overwatch! From time-jumping adventurer Tracer to supersmart, genetically engineered gorilla Winston, this handbook is the perfect introduction to the scientists, soldiers, and adventurers that make up the Overwatch alliance. You'll learn how each hero came to join Overwatch, what their unique abilities and weapons are, and even some fun facts like Winston's favorite snack! There's a poster you can hang on your wall, too!

The world still needs heroes. Are you with us? Enter the first-ever original novel for Overwatch, the worldwide gaming sensation from Blizzard Entertainment! In the technologically advanced African city of Numbani, in the not-so-distant future, humans live in harmony with humanoid robots known as omnics. But when a terrorist tries to shatter that unity, a hero named Efi Oladele rises! Efi has been making robots since she was little -- machines to better her community and improve people's lives. But after she witnesses Doomfist's

catastrophic attack on the city's OR15 security bots, Efi feels the call to build something greater: a true guardian of Numbani. While Doomfist sows discord between humans and omnics, Efi engineers an intelligent and compassionate robot, Orisa, named after the powerful spirits who guide her people. Orisa has a lot to learn before she's ready to defeat Doomfist, but Efi has some learning to do, too, especially when it comes to building -- and being -- a hero. With Doomfist rallying his forces, and the military powerless to stop him, can Efi mold Orisa into the hero of Numbani before it's too late? This action-packed novel features the fan-favorite characters Efi, Orisa, Doomfist, and Lúcio in an all-new, original story straight from the minds of the Overwatch game team and critically acclaimed author Nicky Drayden!

BioWare's newest game *Dragon Age: Inquisition* will expand the universe of their epic series in profound ways. This comprehensive book of lore features exclusive art and information, exploring every corner of this dark fantasy masterpiece! Newcomers will appreciate how this volume covers everything they need to know about the world and characters of these smash-hit games! Dedicated fans will revel in the abundance of never-before-revealed secrets, the perfect companion to *Dragon Age: The World of Thedas Volume 1*! From heroes to villains, to songs and food, and everything in between, this book puts the breath and depth of this inimitable fantasy at your fingertips.

Tracer's time as an Overwatch agent is up. Five years after the ratification of the Petras Act, she now tends to small-scale crimes as a part-time hero. But when a punk-rock omnic named Iggy shows Tracer the dire living conditions that have been forced upon London's omnics, Tracer becomes determined to help in any way possible—even if it puts her back in the crosshairs. Acclaimed Eisner and Harvey award-winning writer Mariko Tamaki (*This One Summer*, X-23) and

kinetic artist Babs Tarr (Batgirl, Motor Crush) are joined by exquisite colorist Rachel Cohen (Snotgirl) and letterer extraordinaire Deron Bennett (Tale of Sand) for a monthly, five-part digital series that will be available online for free. Working in close collaboration, Blizzard Entertainment and Dark Horse Comics present Overwatch fans with an exciting new addition to Overwatch's expanding story in the limited series *Overwatch: Tracer – London Calling*. Set several years after Overwatch and its agents are declared "illegal," this essential tie-in comic series will forever alter Overwatch history!

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion!

- Reveals backstories and new details about Overwatch's heroes.
- Essential companion to the international best-selling game Overwatch!
- Overwatch has won 100+ Game of the Year awards!
- Overwatch is a global phenomenon with 30 million players!
- Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

Overwatch may be disbanded, but Tracer's time in

"retirement" is up . . . After a punk-rock omnic named Iggy shows Tracer the dire living conditions forced upon London's omnics, Tracer vows to help. But things might not be so easy, especially with larger forces sowing conflict between humans and omnics in London.

Acclaimed Eisner and Harvey award-winning writer Mariko Tamaki (*This One Summer*, *Wonder Woman*) and kinetic artist Babs Tarr (*Batgirl*, *Motor Crush*) are joined by exquisite colorist Rachael Cohen (*Snotgirl*) and letterer extraordinaire Deron Bennett (*Tale of Sand*).

Working in close collaboration, Blizzard Entertainment and Dark Horse Comics present *Overwatch* fans with an exciting new addition to *Overwatch*'s unique universe!

Collects *Overwatch: Tracer--London Calling* #1-#5.

Find out what made EC among the most influential comic book lines ever in this complete and newly re-colored collection! Featuring seminal stories by Al Feldstein, Harvey Kurtzman, Harry Harrison, Wally Wood, Jack Kamen, and Graham Ingles from the first six issues of this pivotal comic book title! Collects *Weird Science* issues #12-#15 and #5-6.

A brilliant storyteller who wielded a dynamic, minimalist style, Alex Toth is considered a master in the fields of comic book storytelling, animation, and design. With *Creepy Presents Alex Toth*, all of his vibrant and thrilling stories from *Creepy* and *Eerie* are collected in a deluxe, magazine-sized hardcover for the first time ever! With an introduction by Darwyn Cooke (*DC: The New Frontier*, *Richard Stark's Parker*), this collection of timeless tales will thrill, educate, and excite fans of horror, comics, and stellar illustration work. Major collaborations with Archie

Goodwin, Doug Moench, Carmine Infantino, and others are included!

With Broken Age, adventure gaming auteur Tim Schafer returned for the first time in 16 years to the genre that he helped create, and after a historic, record-breaking crowdfunding campaign, the full adventure is here in all its beautiful, hand-painted glory! Now, Dark Horse Books is proud to partner with Double Fine Productions to offer an intimate look into the worlds of Broken Age! Featuring hundreds of pieces of art, and commentary from the notable voices of director Tim Schafer, lead artist Nathan "Bagel" Stapley, concept artists Peter Chan and Scott Campbell, art director Lee Petty, and more!

The Eisner and Harvey Award-nominated series continues to recount the criminal deeds of the bandits, bank robbers, serial killers, and gangsters of yesteryear while reprinting some of the most notorious pre-Code comics of all time! Our latest deluxe hardcover--including every uncensored page from Crime Does Not Pay issues #58 to #61--is packed with timeless true-crime tales by artists George Tuska, Jack Cole, Fred Guardineer, Dan Barry, Charles Biro, and others! This volume also features an enlightening new foreword by Eisner Award-winning writer Jeff Jensen (Green River Killer)! "Even in today's more jaded times, the guilt-free exuberance the creators poured into every bullet and blood spatter is infectious. This Crime pays, with hours of fun." -The Seattle Times

Follow the development story behind Overwatch's stunning cinematics, from "Rise and Shine" to "Reunion" and beyond! The first wave of Overwatch cinematics

captured the imagination of millions of fans around the world. After the game released in 2016, Blizzard Entertainment embarked on a new mission to take cinematic storytelling to the next level. From the intense, action-packed rush of "Shooting Star" to the somber, noble ethos of "Honor and Glory," the creative team wanted to highlight a different side of the game's beloved heroes. In pursuit of their objectives, the crew added new artists in the mix, devised novel methods for making movies, and ventured into formats they hadn't tried before, such as in-game cinematics and stop-motion animation. Covering all the official Overwatch cinematics made from 2017-2020, including the Overwatch 2 announcement trailer, *The Cinematic Art of Overwatch: Volume II* showcases hundreds of pieces of never-before-seen artwork and documents the epic creative journey that Blizzard took to bring these films to life.

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 II! • Featuring Hundreds of never-before-seen art!

Writer-artist-editor Harvey Kurtzman teamed with legendary artists Wally Wood, Johnny Craig, Jack Davis, Al Feldstein, John Severin, Will Elder, and Dave Berg to create these powerful stories of struggle and humanity that are considered to be among the best war stories ever told. Now, Dark Horse Books is proud to present this first incredible volume, reprinting the first six complete issues of Two-Fisted Tales, originally published in 1950 and 1951. Includes an introduction by noted comics collector and founder of Diamond Comics Distributors, Stephen Geppi.

The toy juggernaut Masters of the Universe and its subsequent action figure lines featured memorable pack-in minicomics that aided in playtime for children across the world. This oversized hardcover collection features sixty-eight U.S. releases, including all minicomics from the '80s Masters of the Universe line, the '80s Princess of Power line, and the '80s and '90s He-Man line, plus an introduction to the minicomics in the current Masters of the Universe Classics toy line. Relive the illustrated adventures that fueled your imagination! Over 1000 pages of minicomics collected for the first time featuring interviews with the original comics creators!

For time beyond memory, the Nine Families watched

from the shadows, believing themselves shepherds and manipulating whole societies as they saw fit. Nothing happened that they didn't observe or control. Outsiders knew naught of the Families, much less threatened them. Until now. Van Jensen (Green Lantern Corps, The Flash) and Pete Woods (Action Comics, Deadpool) join forces for a high-octane sci-fi thriller. Delve into a conspiracy millennia in the making.

Look Inside the Trillion Dollar Club of Frontier Investors "State-owned investment funds are the new frontier investors, larger in size, influence, and power than the traditional Wall Street of investment banks, asset managers, and hedge funds. They are the 'unicorn-makers' behind the scene. Offering a series of in-depth case studies that combine broad perspectives on the tech investment world with specific national examples, this highly original book examines a vital and increasingly important relationship between governments and globalizing VC tech markets." —Anthony Scaramucci, Founder & Managing Partner of SkyBridge "The private sector doesn't have the answers to a growing list of the world's problems. It is the State, working through powerful institutions such as sovereign wealth funds, that has taken a key economic and investment role. Investors need to understand these state-controlled wealth funds – what they do and how they do it – and this book provides a timely update that fills a gap in

the literature on global finance." —Dato' Seri Cheah Cheng Hye, Co-Founder and Co-Chairman, Value Partners; Non-executive Director, Hong Kong Exchanges and Clearing Ltd "Sovereign Wealth Funds (SWFs) lie at the intersection of finance, politics, macroeconomics, and international relations. This book not only constitutes perhaps the most in-depth and insightful investigation of sovereign investors to date, but it starts a broader debate over globalization and state economic intervention in the context of world digital revolution. Invaluable to European governments and businesses, in particular, as the EU strives to become the third tech pillar of the world next to the US and China." —Pierre-Yves Lucas, Head of Cooperation Mongolia, European Union; former Adviser to the CEO of the SWF of Kazakhstan "This is a story about Time Machines." —Ajay Royan, Co-founder with Peter Thiel of Mithril VC Funds

Geralt's journey leads him aboard a ship of fools, renegades, and criminals—but some passengers are more dangerous than others, and one hides a heinous secret that could lead crew and passengers to a bitter and hideous fate at the hand of a vengeful fox mother! Collects *The Witcher: Fox Children #1–#5*. * *The Witcher* games have collectively earned over 250 industry awards and have sold more than 5.5 million copies worldwide! * For fans of *Hellboy* and *B.P.R.D.*! "Paul Tobin has an

exceptional grasp of the lore.”—Bloody Disgusting
Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual and collector alike.

For Dragon Age newcomers, this comprehensive volume brings you up to speed on everything you need to know about the regions, religions, monsters, magic, and more! For dedicated fans, never before have the secrets of BioWare's epic fantasy been revealed so completely and so compellingly! * Filled with never-before-seen art by the creators of the games! * New Dragon Age game coming in 2013! * From the writers and artists of the Dragon Age games. The definitive guide!

Complete your collection and dig deeper into the evolution of Overwatch with The Art of Overwatch Volume 2, your guide to the art, design, and creation of one of the most popular FPS games of all time! This gorgeous compendium showcases new content from summer 2017 onward, including the development process around fan-favorite heroes, environments, and cinematics. Beyond new content, this all-encompassing guide goes further, expanding

on the construction of unique, event-driven game modes, NPC design, and more. Don't miss this beautiful collection, meticulously crafted with the Overwatch game team! Includes: Introduction and commentary from the Overwatch game team
Development story behind skins, events, and unique game modes
Never-before-seen concept art for new characters from Doomfist to Echo
Sneak peek at Overwatch 2
Also available in stunning Limited Edition from Dark Horse

Traces the evolution of Blizzard Entertainment from a three-person console-game development studio in 1991 through the evolutions of the blockbuster Warcraft®, StarCraft® and Diablo® series, in an account that examines the studio's creative forces as reflected by more than 700 pieces of concept art, paintings and sketches. 25,000 first printing. Video game tie-in.

Starting with the announcement trailer in 2014, Overwatch's award-winning cinematics captured the hearts of millions across the world, introducing them to a hopeful science-fiction world where heroes are needed. Crafting these animated shorts required the Blizzard cinematics team to explore new ways of animated film making with a bold new art style, more frequent releases, and intimate collaboration with the game team. The Cinematic Art of Overwatch chronicles this journey, featuring never-before-seen art and anecdotes that illustrate how Overwatch's

richly imagined characters and world were brought to life through cinematic storytelling.

Cook up more than ninety recipes inspired by the heroes of Blizzard Entertainment's hit game with *Overwatch: The Official Cookbook*. Based on Blizzard Entertainment's global phenomenon *Overwatch*, this official cookbook is packed with scores of authentic recipes inspired by the game's diverse heroes hailing from all corners of the universe. Building from the game's compelling narrative and variety of characters, this cookbook features international food and drink recipes from each hero's homeland. Each recipe includes straightforward step-by-step instructions, mouthwatering full-color photos, pairing suggestions, and more. *Overwatch: The Official Cookbook* is the ultimate compendium of *Overwatch* delicacies and is sure to satisfy even the hungriest gamer with fun and delicious recipes.

Degradation! Crime! Madness! Hysteria surrounded marijuana as a perceived gateway drug from the 1930's to the 1950's and beyond. Adventure Comics, by Jerry Siegel and Joe Shuster, and works by Frank Frazetta, Jerry Robinson, Jack Kirby, and many more, reveal the social reaction to this era of "Reefer Madness". Like the anti-drug propaganda film, these stories range from comically misinformed to soberly concerned about the influence of Mary Jane on the youth of America. Eisner and Harvey Award winner

Craig Yoe brings us his newest collection of wacky, wild, and culturally relevant comics. See how marijuana was perceived in the days of ignorance before it was legalized by the visionary people of Oregon, Washington, and Colorado! See marijuana demonized as a "Satan's cigarettes" in 1950's comics!

Overwatch: Anthology Dark Horse Comics

"Overwatch: An Adult Coloring Book" is an epic volume of art capturing the spirit and wonder of Blizzard Entertainment's award-winning top game of 2016. This deluxe coloring book showcases the video game's artistry through more than 75 pieces of concept art, paintings, and sketches. With breathtaking images of Overwatch's characters, settings, and thrilling adventures, this coloring book has something for every Overwatch fan.

Naughty Dog Studios and Dark Horse proudly present the essential companion to *The Last of Us*, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, *The Art of The Last of Us* provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * *The Last of Us* swept the top Game Critics awards at 2012's

E3 conference.

In 1974, legendary Marvel Comics publisher Stan Lee approached underground pioneer Denis Kitchen and offered a way for them to collaborate. Their resulting series was called Comix Book and featured work by many of the top underground cartoonists including Joel Beck, Kim Deitch, Justin Green, Harvey Pekar, Trina Robbins, Art Spiegelman (first national appearance of Maus), Skip Williamson, and S. Clay Wilson. The Best of Comix Book showcases 150-pages of classic underground comix (printed on newsprint, as they originally appeared), many never before reprinted.

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