

# The Art Of Phoenix Wright Ace Attorney Dual Destinies

The Art of Phoenix Wright Ace Attorney Udon Entertainment Corporation

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.

"Showcasing the grim and chilling artwork behind the fan-favorite game, [this book] features key visuals, concept art, character & monster designs, rough sketches, and an exclusive interview with the game's creators"--Dust jacket back.

The Art of Fire Emblem Awakening contains an in-depth, behind-the-scenes look at the smash-hit 3DS game, from beautifully illustrated renditions of your favorite characters, to storyboards for in-game events, character designs, weapon designs, character profiles, and the entirety of the script with every possible branch of dialogue! Relive some of the most poignant moments of the game, or see what might have been if you had made different in-game decisions with the Art of Fire Emblem Awakening!

From the duo behind the massively successful and award-winning podcast Stuff You Should Know comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast Stuff You Should Know back in 2008 because they were

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curious—curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making Stuff You Should Know one of the most popular podcasts in the world. Armed with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or unexpected elements of a wide variety of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with Stuff You Should Know. With Josh and Chuck as your guide, there's something interesting about everything (...except maybe jackhammers).

Curious about why female lords must take on male names, the shogun Yoshimune seeks out the ancient scribe Murase and his archives of the last eighty years of the Inner Chambers--called the Chronicle of the Dying Day. In its pages Yoshimune discovers the coming of the Redface Pox, the death of the last male shogun, and the birth of the new Japan... -- VIZ Media

It's the ultimate art tome for the iconic Devil May Cry franchise! Collected are materials from all four classic Devil May Cry games and the Devil May Cry anime series. Inside you'll find

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character artwork, weapon designs, creatures, locations, and more. Also included are over 20-pages of exclusive interviews with the developers and artists behind the long-running series, as well as plenty of creator commentary!

It's Vegas, baby! Anything can happen. Reed has a (small) chance to win fame and fortune, thanks to his "entourage," Beth. Sick of feeling like a loser, Harper's betting she can win back her life, starting with Miranda -- whose birthday wish just might come true.... Adam's also getting lucky, with a certain ex-girlfriend. Kane, as usual, is playing hard -- and not very nice. Win or lose, it's going to be wild.

An investigative journalist offers a revealing look at the surveillance economy in America that captures what citizens actions online and off, putting individual freedoms at risk and discusses results from a number of experiments she conducted to try and protect herself.

In this cogent history, Hart unpacks evangelicalism's current reputation by tracing its development over the course of the 20th century. He shows how evangelicals entered the century as full partners in the Protestant denominations and agencies that molded American cultural and intellectual life.

A woman planning a dinner party calls a gourmet caterer and learns that Chateaubriand can be ordered. To which she responds, No, thanks. We're going to take care of the wine ourselves. The dead silence at the end of the phone is her first clue that something is amiss. A CEO attempts to put an end to complaints from employees about the demeaning behavior of certain managers by berating the managers before the staff-

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thus reinforcing the very behavior he's trying to correct. We often criticize such incidents with remarks like How dumb! or What was he thinking? But psychologist Madeleine L. Van Hecke argues that much of what we label stupidity can better be explained as blind spots. Just as the blind spot in the driver's side mirror can swallow up a passing car, patterns in the way we think can likewise become blind spots, sifting out information and observations that to other people seem obvious. Drawing on research in creativity, cognitive psychology, critical thinking, child development, education, and philosophy, Dr. Van Hecke shows how our assets as thinkers create the very blind spots that become our worst liabilities. She devotes a chapter to each of ten mental blind spots that afflict even the smartest people: not stopping to think, jumping to conclusions, my-side bias, getting trapped by categories, and much more. At the end of each chapter she offers tactics for overcoming that specific blind spot, so we can become more creative and competent thinkers. Full of funny, poignant stories about human foibles, *Blind Spots* offers many insights for improving our social and political lives while giving us fresh slants into the minds of people who are poles apart from ourselves. Madeleine L. Van Hecke, Ph.D. (Elmhurst, IL), is a licensed clinical psychologist; an adjunct faculty member at North Central College in Naperville, Illinois; and a lecturer and workshop leader for Open Arms Seminars. Visit Dr. Van Hecke and learn more about *Blind Spots* at: [www.overcomeblindspots.com](http://www.overcomeblindspots.com)

Adventure alongside Nathan Drake, as Dark Horse Books and Naughty Dog team up to

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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!

A medieval Scottish blacksmith and a millennial from Detroit walk into a bar... By the age of six, Fiona could sink a bank shot. By eight she could mix a perfect Manhattan. By twenty-two, she had a business degree and a concrete plan to save her grandfather's failing bar. Then she was pushed through a time-portal. Now Fiona is stuck in fourteenth-century Scotland with no way home. There's a good chance time-soldiers are after her. And Henry, the guy she's shackled up with, is a grumpy son-of-a-bitch who doesn't get her at all. He is hot, though. And brave. And most definitely the love of her life. If the two of them can stop bickering long enough, Fiona just might be able to have it all—the tavern of her dreams and the first man who can actually keep up with her. That is if they can survive the battles, murder, and mayhem of the Middle Ages and the time-soldiers who have a hand in it all.

The first wave of Chinese immigrants came to Chicagoland in the 1870s, after the transcontinental railway connected the Pacific Coast to Chicago. In 1882, the Chinese Exclusion Act prevented working-class Chinese from entering the U.S., except men

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who could prove they were American citizens. For more than 60 years, many Chinese immigrants had acquired documents helping to prove that they were born in America or had a parent who was a citizen. The men who bore these false identities were called "paper sons." A second wave of Chinese immigrants arrived after the repeal of the Act in 1943, seeking economic opportunity and to be reunited with their families.

The classic Breath of Fire series stands out as Capcom's most acclaimed foray into the fantasy RPG genre. Now, gamers can revisit the many worlds and characters of this beloved franchise through it's wonderful characters and visuals. Breath of Fire: Official Complete Works collects the artwork of all five games in the the series, including character designs, rough sketches, game covers, pinups, character profiles, creator commentary, and more!

This new book goes behind the scenes on the award-winning TV series Battlestar Galactica to discover the concepts behind the designs of dozens of spaceships! Battlestar Galactica debuted on TV in 1978 and acquired a phenomenal following, breaking new ground for TV drama and winning several awards. It returned to TV screens in 2003 in a critically acclaimed reimagined series, with Time Magazine naming it one of the 100 Best TV Shows of All Time. This behind-the-scenes guide looks at the creation of the ships in both the original and the reimagined series, including vessels of the ragtag fleet and those of the Cylon enemy. Featuring artwork from the groundbreaking first series and the 2004 reimagined series, this volume explores the

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art of ship creation from the first sketches to the finished designs of the modelmakers. Covering 18 key ships from the two shows, including the Galactica itself, the Vipers and the Cylon Raiders, the pages are packed with original concept art from designers Eric Chu, Andrew Probert and legendary artist Ralph McQuarrie.

Reproduced from the 1948 edition of *The Home Place*, the Bison Book edition brings back into print an important early work by one of the most highly regarded of contemporary American Writers. This account in first-person narrative and photographs of the one-day visit of Clyde Muncy to "the home place" at Lone Tree, Nebraska, has been called "as near to a new fiction form as you could get." Both prose and pictures are homely: worn linoleum, an old man's shoes, well-used kitchen utensils, and weathered siding. Muncy's journey of discovery takes the measure of the man he has become and of what he has left behind.

Presents a collection of short stories about rookie defense attorney Phoenix Wright, his psychically gifted assistant, Maya, and his nemesis, prosecuting attorney Miles Edgeworth.

The Professor Layton series couples brilliant puzzle games with a fascinating story to create a riveting formula that has provided great entertainment for mystery fans and puzzle-solving gurus alike. Now you can dive even deeper into Professor Layton's universe with a fabulous tome that is sure to remind you of a puzzle! *The World of Professor Layton* is bursting with artwork, rough concepts, storyboards, and detailed

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character profiles from every Professor Layton game, as well as exclusive interviews, creator commentary, and much more!"

One day, we were reading the Bible to our eldest child, and he found it fascinating that Moses asked God, "What shall I say unto them?" And God said, "I AM hath sent me unto you." After that, we explained to him that I AM is God. It was I AM who created life. We wanted to find a new refreshing way of showing our son that God made everyone of all skin colors and nationalities, all of nature throughout the universe, and he is still creating life according to his plan all around us. If a child does not know God, he or she might be prompted to ask, "Who is I AM?" Now you will have a chance to explain who is I AM.

Take a deep dive into the design process behind the iconic characters of the Street Fighter franchise. This includes a detailed showcase of the raw concept art behind Street Fighter V, as well as a look back at classic Street Fighter and Final Fight games. Defense attorney Phoenix Wright, aided by his psychically gifted assistant, Maya, investigates a number of cases as he attempts to uncover the truth and bring the guilty to justice.

Master artist Shigenori Soejima returns with a new collection of gorgeous illustrations. Included are amazing visuals for video games Catherine and Persona 5, plus a bevy of new pieces for other installments in the Persona series and its many spin-offs. It's all topped off by exclusive interviews with the artist himself and the creative team at P-



### Studio Art Unit.

Greece in the age of Heroes. Patroclus, an awkward young prince, has been exiled to the kingdom of Phthia. Here he is nobody, just another unwanted boy living in the shadow of King Peleus and his golden son, Achilles. Achilles, 'best of all the Greeks', is everything Patroclus is not - strong, beautiful, the child of a goddess - and by all rights their paths should never cross. Yet one day, Achilles takes the shamed prince under his wing and soon their tentative companionship gives way to a steadfast friendship. As they grow into young men skilled in the arts of war and medicine, their bond blossoms into something far deeper - despite the displeasure of Achilles's mother Thetis, a cruel and deathly pale sea goddess with a hatred of mortals. Fate is never far from the heels of Achilles. When word comes that Helen of Sparta has been kidnapped, the men of Greece are called upon to lay siege to Troy in her name. Seduced by the promise of a glorious destiny, Achilles joins their cause, Torn between love and fear for his friend, Patroclus follows Achilles into war, little knowing that the years that follow will test everything they have learned, everything they hold dear. And that, before he is ready, he will be forced to surrender his friend to the hands of Fate. Profoundly moving and breathtakingly original, this rendering of the epic Trojan War is a dazzling feat of the imagination, a devastating love story, and an almighty battle between gods and kings, peace and glory, immortal fame and the human heart.

Gathers illustrations of characters from the "Mega Man" video games, with notes on their

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history and how they were drawn.

Mega Man Battle Network reinvented the classic Capcom franchise as an exciting, action-packed RPG, and reintroduced Mega Man to a whole new generation of gamers. Mega Man Battle Network: Official Complete Works collects the stunning artwork of all six Battle Network games, as well as Network Transmission and Operate Shooting Star. Inside you'll find character designs, promotional art, rarely seen pieces, and plenty of creator commentary

A staple of the Japanese arcade game scene, Border Break features heavy-duty mechs fighting for victory in all-out, robotic-battle action! Now, the outstanding mecha designs of this unique video game series are collected in one detailed art book. Included are technical drawings, rough concepts, character art, creator commentary, mech profiles, and more! No true mecha fan would dare miss Border Break Artworks!

The ultimate Guinness Book of Records for gamers - now in its third edition Pick up the completely updated Guinness Book of Records, Gamer's Edition 2010 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 stakes are high and the competition is fierce, but Kazuma won't let anything prevent him from achieving his nation-changing, freshly baked goal. Relocating to Tokyo, Kazuma seeks to further his studies at Pantasia, a famous bakery chain. But will he rise to the challenge and

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pass the entrance examination, or will his best intentions fall flat? -- VIZ Media

**OBJECTION!** Throughout Capcom's Ace Attorney game series, hot-shot defense lawyer Phoenix Wright has proven he has the wildest cross-examination skills in town! Now fans of the popular Nintendo DS series can also get their hands on the ultimate Ace Attorney art archive. *The Art of Phoenix Wright: Ace Attorney* is packed with character designs, game covers, and promotional artwork from all three Phoenix Wright: Ace Attorney games. Also included is artwork from *Apollo Justice: Ace Attorney*, featuring Phoenix Wright's upstart successor.

The king of fighting games gets the ultimate art book with *The Art of Street Fighter(TM)*, collecting over 25 years of classic Street Fighter artwork! Covering the eras of Street Fighter I, II, III, IV, and Alpha, this 448-page behemoth of a book collects pin-ups, character designs, crossover artwork, rare sketches, tribute art, interviews and creator commentary.

**Objection!** Phoenix Wright is back! After a hiatus as the lead protagonist of series, the original Ace Attorney has returned as the series' top defense lawyer. *The Art of Phoenix Wright: Ace Attorney - Dual Destinies* collects the artwork behind the latest installment in the popular Capcom franchise. Included are character designs, pin-ups, storyboards, character profiles, and much more!

"This wonderful book should be a first choice for all collections and is strongly recommended as a springboard for discussions about differences." —School Library Journal (starred review) In this acclaimed book, the author of the Newbery Honor Book *To Be a Slave* shares his own story as he explores what

makes each of us special. A strong choice for sharing at home or in the classroom. Karen Barbour's dramatic, vibrant paintings speak to the heart of Lester's unique vision, truly a celebration of all of us. "This stunning picture book introduces race as just one of many chapters in a person's story" (School Library Journal). "Lester's poignant picture book helps children learn, grow, discuss, and begin to create a future that resolves differences" (Children's Literature). Julius Lester said: "I write because our lives are stories. If enough of these stories are told, then perhaps we will begin to see that our lives are the same story. The differences are merely in the details." I am a story. So are you. So is everyone. "A dynamic story line that grips from the first chapter and doesn't let go." --Midwest Book Review, Diane Donovan (regarding Once Gone) "A masterpiece of thriller and mystery! The author did a magnificent job developing characters with a psychological side that is so well described that we feel inside their minds, follow their fears and cheer for their success. The plot is very intelligent and will keep you entertained throughout the book. Full of twists, this book will keep you awake until the turn of the last page." --Books and Movie Reviews, Roberto Mattos (re Once Gone) Women are turning up dead in the rural outskirts of Virginia, killed in grotesque ways, and when the FBI is called in, they are stumped. A serial killer is out there, his frequency increasing, and they know

there is only one agent good enough to crack this case: Special Agent Riley Paige. Riley is on paid leave herself, recovering from her encounter with her last serial killer, and, fragile as she is, the FBI is reluctant to tap her brilliant mind. Yet Riley, needing to battle her own demons, comes on board, and her hunt leads her through the disturbing subculture of doll collectors, into the homes of broken families, and into the darkest canals of the killer's mind. As Riley peels back the layers, she realizes she is up against a killer more twisted than she could have imagined. In a frantic race against time, she finds herself pushed to her limit, her job on the line, her own family in danger, and her fragile psyche collapsing. Yet once Riley Paige takes on a case, she will not quit. It obsesses her, leading her to the darkest corners of her own mind, blurring the lines between hunter and hunted. After a series of unexpected twists, her instincts lead her to a shocking climax that even Riley could not have imagined. A dark psychological thriller with heart-pounding suspense, *ONCE GONE* marks the debut of a riveting new series—and a beloved new character—that will leave you turning pages late into the night. Book #2 in the Riley Paige series is also now available!

Surimono are Japanese woodblock prints issued in very limited editions for special occasions. Many served as elegant New Year greeting, and these prints combine embossing, gauffrage, hand-rubbed metallic pigments and materials

such as lacquer and mother-of-pearl. Most surimono were commissioned by poetry clubs and are inscribed in calligraphy with whimsical or humorous poems composed by the club members. The Frank Lloyd Wright collection of surimono was recently discovered in the vaults of Taliesen West, and this book, in conjunction with a touring exhibition of Wright's surimono, presents the prints. It contains a catalogue of the prints in the collection, an essay on poetry found on the surimono and an index of poets.

Brilliant prosecutor Miled Edgeworth investigates a jewelry robbery with a dead thief and an art heist by "gentlemen" thieves.

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