



979-1-09-472357-9

Games

\$ 29.90/Hard Cover - Paper over Board

304 Pages

7 x 11

2018-02-01

Third Editions

## Dark Souls: Beyond the Grave

By Damien Mecheri

By Sylvain Romieu

If the Dark Souls series managed to seduce players and journalists, it was mainly by word of mouth. It was such a great success that Dark Souls 2 was named “Game of the Year” 2014 by the vast majority of gaming magazines and websites. To date, this saga is one of the most important in the gaming industry. The odd thing is that these games are well known for their difficulty and their cryptic universe. This publication narrates the epic success story, but also describes its gameplay mechanics and its specific lore across more than 300 pages. Characters, plots and the scenario of the three Souls (Demon's Souls, Dark Souls and Dark Souls II) are deciphered by Damien Mecheri and Sylvain Romieu, who spent a long year studying these dense and enigmatic games down to the smallest detail.

**Damien Mecheri** Passionate about films and video games, Damien Mecheri joined the writing team of Gameplay RPG in 2004 and wrote several articles for the second special edition on the Final Fantasy saga. With this same team, Damien continued his work in 2006 for another publication known as Background, before moving his career to the Internet in 2008, with Gameweb.fr. Since 2011, in addition to working as a radio journalist, he has written articles on music for a number of books published by Pix'n Love, such as *Zelda: Chronicles of a Legendary Series*, *Metal Gear Solid: Hideo Kojima's Magnum Opus*, *The Legend of Final Fantasy VII and IX*, *Castlevania: The Cursed Manuscript*, and *BioShock: From Rapture to Columbia*. He is also the author of *Video Game Music: A History of Gaming Music*.

**Sylvain Romieu** Curious by nature, a dreamer against the grain and a chronic ranter, Romieu is also a passionate traveler of the real and the unreal, the world and the virtual universes, always in search of enriching discoveries and varied cultures. A developer by trade, he took up his modest pen several years ago to study the characteristics and richness of the marvelously creative world of video games. He writes for a French video game site called *Chroniques ludiques*, particularly on the topic of RPGs, his preferred genre.

NICOLAS COURCIER - MEHDI EL KANAFI



979-1-09-472355-5

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## The Legend of Final Fantasy VII

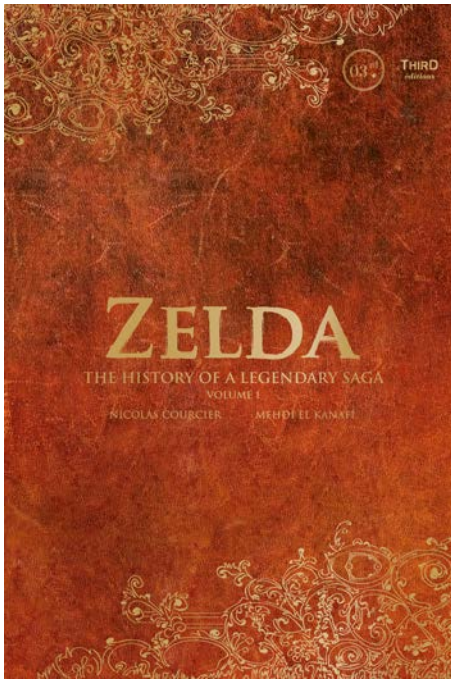
By Mehdi El Kanafi

By Nicolas Courcier

What gamer hasn't tried Final Fantasy VII? The game, released in 1997, is now the standard-bearer of a whole generation, and it's also the one which catapulted Sony's PlayStation onto center stage. To celebrate this mythic video game's 15th anniversary, Third Editions wanted to throw itself back into this unbelievable universe. This carefully crafted publication takes a look back at all the titles that helped forge Final Fantasy VII's mythology (including the Compilation of FF VII), and deciphers their content through examination and original analysis. This book was written by Nicolas Courcier and Mehdi El Kanafi, former authors and now publishers. The first print was release in 2011.

**Mehdi El Kanafi** Fascinated by print media since childhood, Mehdi El Kanafi, alongside Nicolas Courcier, wasted no time in launching his first magazine, Console Syndrome, in 2004. After five issues with a distribution limited to Toulouse, France, he and Nicolas Courcier decided to create a publishing house under the same name. One year later, their small business was acquired by Pix'n Love, a major publisher of books on video games. Over the next four years in the world of publishing, Mehdi published more than twenty works on major video game series, and co-wrote several of those works: Zelda. Chronicles of a Legendary Series, Metal Gear Solid: Hideo Kojima's Magnum Opus, and The Legend of Final Fantasy VII and IX Since 2015, his publishing endeavors have been focused on analyzing major video game sagas through a new publishing house he co-founded with Nicolas: Third.

**Nicolas Courcier** A fan of print media since childhood, Nicolas Courcier launched his first magazine, with Mehdi El Kanafi, in 2004. The magazine's name was Console Syndrome. After five issues with a circulation limited to Toulouse, France, he and Mehdi decided to create a publishing house under the same name. One year later, their small business was acquired by Pix'n Love, a major publisher of books on video games. During the following four years in the world of publishing, Nicolas published more than twenty works on major video game series, some of which he co-wrote: Zelda. Chronicles of a Legendary Series, Metal Gear Solid: Hideo Kojima's Magnum Opus, and The Legend of Final Fantasy VII and IX Since 2015, his focus has been on analyzing major video game sagas through a new publishing house he co-founded with Mehdi: Third.



979-1-09-472359-3

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2018-02-01

Third Editions

## Zelda: The History of a Legendary Saga

By Nicolas Courcier

By Mehdi El Kanafi

To celebrate the 30th anniversary of The Legend of Zelda, Third Editions wanted to pay respect to this legendary saga, one of the most prestigious in the gaming world. This work chronicles every game of the series, from the first episode to the latest Hyrule Warriors on 3DS, deciphering the whole universe using deep analysis and reflection. Dive into this unique publication, presented as an ancient tome, which will allow adventure fans to finally (re)discover the amazing Legend of Zelda.

**Nicolas Courcier** A fan of print media since childhood, Nicolas Courcier launched his first magazine, with Mehdi El Kanafi, in 2004. The magazine's name was Console Syndrome. After five issues with a circulation limited to Toulouse, France, he and Mehdi decided to create a publishing house under the same name. One year later, their small business was acquired by Pix'n Love, a major publisher of books on video games. During the following four years in the world of publishing, Nicolas published more than twenty works on major video game series, some of which he co-wrote: Zelda. Chronicles of a Legendary Series, Metal Gear Solid: Hideo Kojima's Magnum Opus, and The Legend of Final Fantasy VII and IX. Since 2015, his focus has been on analyzing major video game sagas through a new publishing house he co-founded with Mehdi: Third.

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