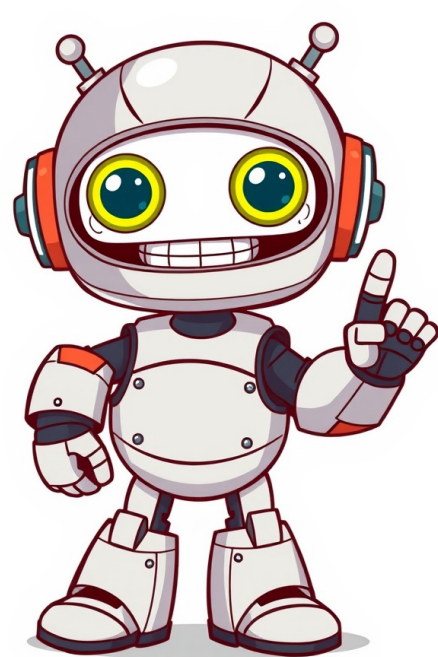


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Castlevania is a beloved video game series that has been entertaining gamers for over three decades. Developed and published by Konami, the franchise has evolved from its humble beginnings as a side-scrolling platformer in 1986 to a full-scale adventure series with numerous releases worldwide. With over 20 million copies sold, Castlevania has become a fan favourite, influencing generations of games since its debut. The Art of Castlevania: Lords of Shadow is a stunning artbook that delves into the world of this iconic franchise. Written by Martin Robinson and published by Titan Books, the book was released on March 4th, 2014, to great acclaim. The regular edition features a certificate, box, and unique cover, while the collector's edition boasts an exclusive design. The artbook is divided into 10 parts, each showcasing the craftsmanship and attention to detail that has made Castlevania a success. From concept art to character designs, the book offers a glimpse into the development process of the Lords of Shadow subseries. Fans will be thrilled to see artwork never before seen in public, as well as behind-the-scenes explanations for visual concepts and unused designs. The Art of Castlevania: Lords of Shadow is a must-have for any fan of the series. With its beautiful, dark, and moody art, this 192-page hardcover is a wonderful reimagination of the Castlevania franchise. The book features many full-page paintings alongside character and environment designs, making it an excellent addition to any gaming collection. The Art of Castlevania - Lords of Shadow is a comprehensive video game artbook that delves into the visual world of the Castlevania franchise's 2010 reboot, Castlevania: Lords of Shadow. The book captures the atmosphere of the game through its foreboding exteriors and exquisite interiors, particularly those of castles, which are rich in details. A majestic feeling is created by the high ceilings despite the gloomy darkness. The developers, MercurySteam, have included a substantial amount of writing on their design concepts and story behind their development process, including involvement with Hideo Kojima from the Metal Gear franchise. This artbook is highly recommended for fans of the game and art. This book serves as a visual guide through the supernatural world of Castlevania, following the Belmont family's struggle against forces of darkness. It includes concept art, game stills, and promotional images from both Lords of Shadow and its sequel, along with side story Mirror of Fate. A special edition is available in limited quantities, featuring an exclusive Castlevania: Lords of Shadow 2 concept art print signed by the artist. The book offers insights into Gabriel Belmont's fall from grace and the world of demonic forces and supernatural terrors he encounters. The game Lords of Shadow boasts an ambitious design, with more impactful combat and platforming that incorporates high-wire acrobatics effectively. The series is renowned for its soundtracks, and this installment does not disappoint, featuring an orchestrated score that strikes a balance between foreboding and subtle tracks. Although there are no particularly catchy or memorable tunes, the soundtrack enhances the overall experience. One of the notable aspects of the game is its use of a fixed camera, which has both positive and negative effects. On the one hand, it allows for breathtaking views of the environment, with detailed textures and high-resolution graphics that showcase the game's art direction. The PC version, in particular, benefits from upgraded hardware, with improved draw distances, anti-aliasing, and significantly higher-resolution textures. This results in a smoother gaming experience, with 60 frames per second at 1920x1080. However, the fixed camera also presents some challenges. For instance, it can be difficult to navigate through narrow spaces or avoid enemies that slip out of frame. Additionally, some scenes feature a pulled-back camera, making it hard to discern opponents' actions. Despite these issues, the game's combat system is enjoyable, with a variety of attacks and maneuvers that allow for a high degree of flexibility. One of the standout features of the game is its parrying system, which enables players to block attacks and counter with powerful blows. However, the frequent use of quick-time events during major battles can be frustrating, as it often feels like the game is taking away from the player's agency. Outside of combat, the game features a lot of platforming sections, which provide a welcome respite from the action. These sections often involve scaling walls, traversing cliff faces, and grappling with objects. The game's Titan battles are also noteworthy, as they require players to scale large creatures and destroy their weak spots. Despite its many strengths, the game is not without its flaws. For instance, the camera system can be restrictive, and the frequent use of quick-time events can feel like a cop-out. Additionally, the game's hints and tutorials can feel overly intrusive, making it difficult for players to navigate certain sections. Overall, Lords of Shadow is an enjoyable action game with epic moments, but it is also held back by several issues, including the restrictive camera and unnecessary quick-time events. Despite these flaws, the game's epic soundtrack and top-notch visuals make it a worthwhile experience. A delightful blend of intense combat sequences and visually stunning platforming awaits you in this installment, though it diverges slightly from the Castlevania canon that many are familiar with, marking an intriguing new direction for the series.

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