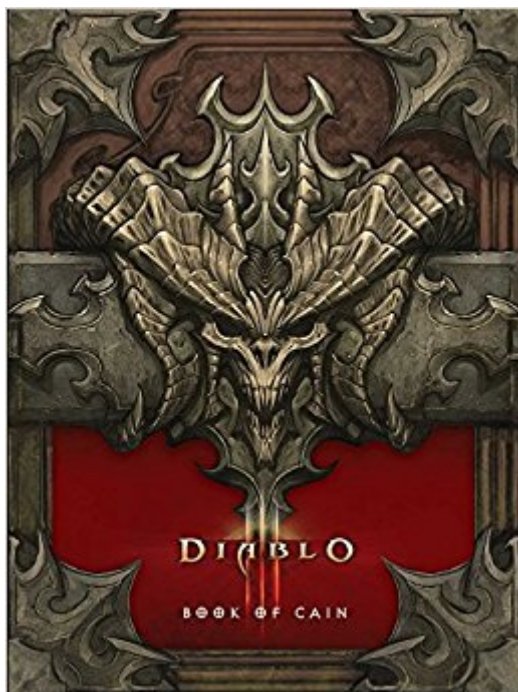


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Diablo III: Book Of Cain



Synopsis

An exceptionally illustrated fiction for millions of Blizzard fans, *Diablo III: Book of Cain* is the source book for Blizzard Entertainment's Diablo franchise and forthcoming *Diablo III* game. *Book of Cain* is the must-have illustrated history of the *Diablo* universe as told by the game's core narrator Deckard Cain. In *Diablo I* and *Diablo II*, the recurring character of Deckard Cain delivered quests, accompanied the brave adventurer, and, as the last of the Horadrim, provided a link to the greater history of the world of Sanctuary. Ever mysterious during these appearances, Cain hinted at a larger story, providing snippets of it in his notebook. *Diablo III: Book of Cain* is Cain's formal record of this greater tale—a dissertation on the lore of the *Diablo* universe, told by one who has witnessed and participated in some of the epic events that make up the eternal conflict between the High Heavens and the Burning Hells. Designed as an "in-world" artifact from the *Diablo* universe, *Diablo III: Book of Cain* includes Cain's revealing meditations, as well as dozens of sketches and color artworks depicting the angelic and demonic beings who wage constant war with one another.

Book Information

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Customer Reviews

Insight did an outrageous work with this book; it's actually one of the prettiest looking videogame books I've ever opened. From start to finish the book will offer information about the world of Sanctuary, its complete history, biographies from the people that live in it, and the

demons that threaten it. To accompany every biography, there is a gorgeous illustration made by Blizzard. Insight's website doesn't do justice to this book; every page looks quite different to what it looks like in the site. It has been a completely different experience from what I was expecting. Insight managed to capture the dark atmosphere of the series in this 147 page book, and will give new players and fans of the series an amazing source for Diablo's story. I definitely recommend this book for every single fan of the Diablo series, you will not regret spending your cash in it, and even if you are not a fan of the series, you should check what this book has to offer. #151;Just Push Start --This text refers to the Hardcover edition.

Deckard Cain, also known as Cain the Elder, is the last living human in the line of Horadric mages (the Horadrim) and the descendant of Jered Cain, who imprisoned Diablo. Cain's journal and experience help shape the lore of Diablo III, providing a detailed account of Sanctuary's history and recent events. Blizzard Entertainment: Known for blockbuster hits including World of Warcraft® and the Warcraft®, StarCraft®, and Diablo® franchises, Blizzard Entertainment, Inc. is a premier developer and publisher of entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard Entertainment's track record includes thirteen #1-selling games and numerous Game of the Year awards. City/state of residence: Irvine, CA

I just got my copy this morning, I have to say this is one of the nicest game companion books I have purchased over the years. Being a Diablo fan since the original game I knew I had to pick this up and it doesn't disappoint, Blizzard has a knack for making great collector items. The cover of the book itself is a textured relief design, it's in a matte type finish and looks great. The red band you see around the book comes off and there is actually no text on the outside cover itself. The inside of the book is where it really shines however! The pages of the book have been rough cut on the edges giving them the appearance of old weathered pages, they also used a weathered yellow appearance on the pages themselves completing the ancient tome look. The book's contents are presented by the great man himself Deckard Cain, without spoiling too much of the content I will say it runs the gamut of all things Diablo. The villains, the heroes, lands and lore of Diablo's world and even hell itself is covered. Including Deckard's personal notes to his niece. And of course some of the fantastic artwork of the Diablo world is presented as old sketches. In the back of the book was also a nice little surprise. Inside the hardcover was an envelope attached to the book sealed with a wax seal style of sticker. Inside this envelope was a small map of the Diablo world, with the same

rough cut edges that make it look very cool, was a nice little extra. Overall this book is a terrific buy and a great gift for any fan of the series, terrific job Blizzard!

Released before the game itself, this book is like a preface to Diablo III. Deckard Cain let us re-visit the Diablo universe, telling us the story so far. -The physical book: Epic in all possible ways. This hardcover is decorated with awesome textured artwork and the lack of any title (except the removable red band) make it look even more like it came right from the game. The 148 yellowish pages are thick and they have been roughly cut on the sides and to give that ancient book look and feel. As a bonus, they included an unfoldable map of Sanctuary secured in an envelope behind the back cover. This map is also roughly cut and is made of thick canvas-like paper. Overall, the quality and the presentation of this book could not be better. It's one of the best looking book in my library right now; I even gave it the honor to sit on the same shelf as my precious H.P. Lovecraft collection. -The content: Narrated by Deckard Cain himself, we are told the story of the Diablo universe in a narrative and personal way. Everything is in there, from the creation of the universe itself to the destruction of the Worldstone by Tyrael. We can also enjoy great descriptions of the heroes of the High Heavens and the minions of the Burning Hells. While reading it I could almost heard the voice of the famous item-identifier himself in my head. Never revealed before information is accompanied by great sketches, illustrations and side notes for his niece, Leah. It took me around 2 hours to read it from cover to cover. Note that I paused there and there to admire the finely drawn demons and angels. Now, this is a must-have for any serious Diablo fan or anyone that can appreciate a well-made fantasy book. The only downside to it that I can find is that it made me even more impatient for the release of the game itself! Buy it without hesitation. I guarantee you will 'Stay a while and listen' to it ;) Cheers.

I've been enjoying Blizzard's games since Warcraft II: Tides of Darkness, and one thing I always loved is their attention to lore. It matters to the guys at Blizzard. For years, their instruction manuals included long, indulgent backstories to bring you into the world of the game. You didn't have to read everything to understand the game, but it greatly enriched the experience when you played through and knew all of this background info that could never be squeezed into a fast-paced action game. Most importantly, the lore they came up with was actually good and was accompanied by superb hand-drawn artwork. Potentially the best universe they created was Diablo and the world of Sanctuary. Nowadays, instruction manuals are becoming a vestigial item. For most games, I don't bother to read them. All games today come with in-game tutorials and instruction, and their

story-telling faculties are getting much more sophisticated. The Book of Cain is an offering to those of us who enjoy the written lore and artwork of the Diablo franchise; it moves those things out of an "instruction manual" into a fun piece of art. The sealed envelope in the back cover contains a map of Sanctuary (it helps). The backstory of Sanctuary is told in more detail than ever before, but you might benefit from locating and reading copies of the manuals to Diablo 1 and 2. About one-third of the story is new material while the rest is covering/refreshing old ground. There is some retconning here, but that doesn't bother me, and was likely necessary to make room for the next installment of Diablo. Because of this, even if you know the lore pretty well, you'll want to read everything to get up to speed on what has changed for Diablo 3. The Worldstone - what it is, and its significance - is finally explained, for those of us who were confused by that plot point in Diablo 2. The story is interesting and well thought out, and the art is fantastic. All the of artwork is brand new, and presented in the same sketch-book, monochromatic style as the classic Blizzard manuals. The book is a pleasure to hold in your hands and take your time looking at each page. I can't say enough about how much I liked the artwork. The writing itself is decent, though not great, and there are some sections of the story that were confusing and could've been explained more clearly. Also, a table of contents would've been extremely helpful. But those are minor beefs. My biggest "complaint" was that I didn't want it to end. The price is very reasonable for the quality of the physical book and its contents. The only reasons not to get it are if you feel the in-game lore will be sufficient, or you feel going over the backstory again would be redundant. You wouldn't be looking at this product if you weren't a Diablo fan already.

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