

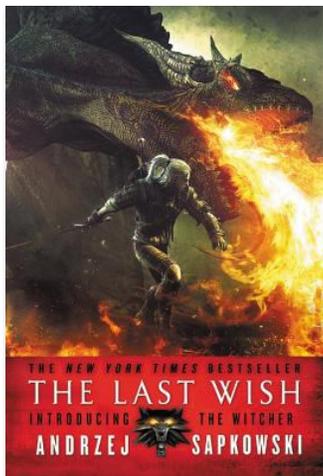


From Video Games to the Written Word

Created by **Richard** - Updated on October 09th 2017

To be honest, I play video games far more than I read. But, when I find a game I really love, I try to absorb every medium of it I can find including movies, TV series, novels, and comic books. I grow to love the characters and worlds so much that I just can't help but want to learn more about them, their histories, and, in some cases, their futures. Here is a list of some of my favorites.

[Return to Book'd Home](#)



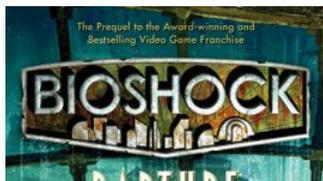
The last wish Sapkowski, Andrzej.

From the Publisher

The New York Times bestselling introduction to the Witcher series that inspired the Witcher video games. Geralt is a witcher. Yet he is no ordinary killer-for-hire. His sole purpose: to destroy the monsters that plague the world. But not everything monstrous-looking is evil and not everything fair is good. . . and in every fairy tale there is a grain of truth.

My Thoughts

"The Witcher 3: Wild Hunt" is by far the greatest fantasy RPG I have ever played. So much that I even had to read the books upon which the games were based. I found after reading all of the books, that even though Sapkowski did not write the games, they could easily be interpreted as a sequel to the books. Getting more backstory is always appreciated, and the insight it gave me into the characters inspired me to go back and play the first and second games so as not to miss any of the story.



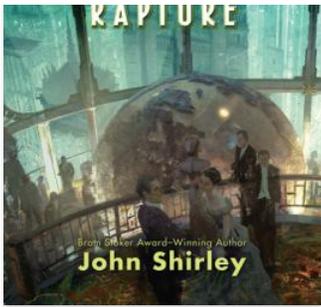
BioShock : Rapture Shirley, John, 1953-

From the Publisher

A prequel to the video-game franchise explains how the

My Thoughts

If "The Witcher" is my favorite RPG, then "BioShock" is easily my



technologically advanced undersea city called Rapture came to be and how it eventually devolved into a chaotic dystopia.

favorite horror game. Though it isn't strictly horror, it is also a first-person action RPG. The world is dripping with atmosphere, and my only regret is that there is only one book. The book is a prequel to the game and mostly just a collection of all of the audio logs presented in the game in a more logical order with some added content as well. This book is a fantastic companion to the games.



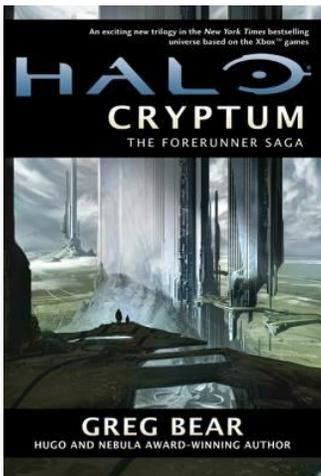
 **Dragon age : last flight**
Merciel, Liane, author.

From the Publisher

The Grey Wardens are heroes across Thedas once again: the Archdemon has been defeated with relative ease and the scattered darkspawn are being driven back underground. The Blight is over. Or so it seems. Valya, a young elven mage recently recruited into the Wardens, has been tasked with studying the historical record of previous Blights in order to gain insight into newly reported, and disturbing, darkspawn phenomena. Her research into the Fourth Blight leads her to an encoded reference...

My Thoughts

"Dragon Age" is another amazing fantasy RPG in which there is little lacking in the way of extra content. There are half a dozen novels, a number of comic books, and a couple codexes that give you the history of the world itself. My favorite novel thus far is "Last Flight" as you get to learn the fate of the Griffins within the world of Thedas. What we were told in the games was a lie. The truth is uncovered as we learn the dark and sinister reality behind the sacrifice required to win the Fourth Blight.



 **Halo. Cryptum**
Bear, Greg, 1951-

From the Publisher

Bornstellar Makes Eternal Lasting is a young rebellious Forerunner who seeks out the marvelous artifacts left behind by the Precursors -- long-vanished superbeings of unknowable power and intent -- an act that forces his father's hand and forever changes Bornstellar's destiny ... and the fate of the entire galaxy.

My Thoughts

Halo has a surprising amount of depth and more books than I initially realized. While I love the book that gave the origin story of Master Chief, this is the book where it all starts. "Halo: Cryptum" is the first book of three telling the story of the forerunners. You learn about an ancient yet futuristic society and the fall of an advanced race a hundred thousand years ago.



 **Last descendants**
Kirby, Matthew J., 1976- author.

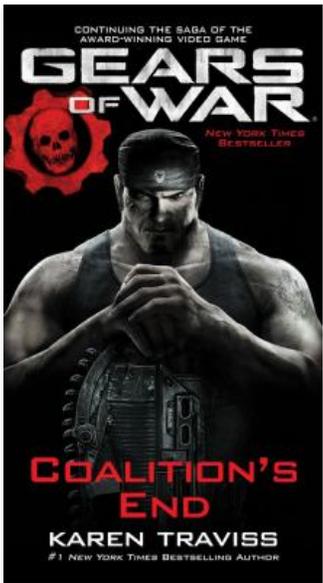


From the Publisher

Nothing in Owen's life has been right since his father died in prison, accused of a crime Owen is certain he didn't commit. Monroe, the IT guy at school, might finally bring Owen the means to clear his father's name by letting him use an Animus—a device that lets users explore genetic memories buried within their own DNA. During a simulation, Owen comes uncovers the existence of a powerful relic long considered a legend—the Trident of Eden. Now two secret organizations will stop at nothing to...

My Thoughts

What could be more fun than traversing through time and seeing the greatest events of the world unfold through the eyes of a powerful assassin? That is the plot of "Assassin's Creed." Each game and book takes you through a different time period from the American Revolution to ancient Egypt. This story follows the path of Owen, a young man who lost his father recently. Owen finds himself plunged directly into the fight between Assassins and Templars, and they both strive to find the elusive Trident of Eden.



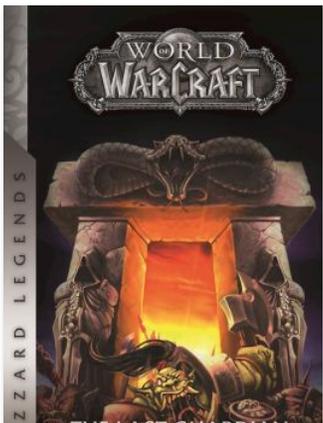
Coalition's end Traviss, Karen.

From the Publisher

An original tale based on the military science fiction game series bridges the stories of earlier games to the recently released "Gears of War 3" and continues the saga of the Delta Squad's efforts to save the world's survivors from the brutal Locust Horde.

My Thoughts

One problem I tend to have with series of video games is that between games there are often events that happen that you learn little to nothing about. Thankfully, this book bridges the gap between "Gears of War" 2 and 3. While the games always give you the perspective of being in the thick of war, it is nice to get a glimpse at things not centered on just firing a gun.



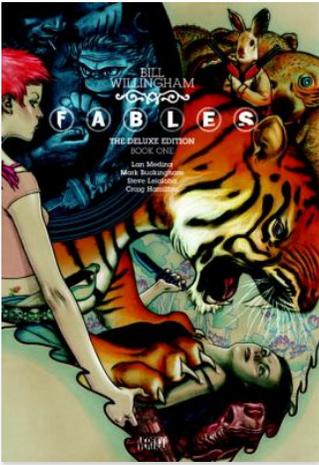
The last guardian Grubb, Jeff, author.

From the Publisher

In the mist-shrouded haze of the past, long before the beginning of recorded time, there stood the world of Azeroth. Every kind of magical being strode the countryside among the tribes of man, and all was at peace -- until the arrival of the demons and horrors of the Burning Legion and their baneful Lord Sargeras, dark god of chaotic magic. Now Dragons, Dwarves, Elves, Goblins, Humans, and Orcs all vie for supremacy across the scattered kingdoms -- part of a grand, malevolent scheme that will...

My Thoughts

One of many novels based in the world of Azeroth. These novels can be best enjoyed if you already having a working knowledge of the world and/or game, but if you read them roughly in order it helps significantly. This is one of the earlier novels in the timeline, so it helps to establish the world before further delving into the rest of the novels.



Fables : the deluxe edition. Book 1 Willingham, Bill.

From the Publisher

"Imagine that all the characters from the world's most beloved storybooks were real -- real, and living among us, with all their powers intact. How would they cope with life in our mundane, unmagical reality?"--Cover, p. [4].

My Thoughts

This series started as graphic novels, and later a prequel was created as a video game, "The Wolf Among Us." The world has a very dark undertone, which I think is why I enjoy it so much. Take all of the fairy tales you know and put an odd spin on them and put them all in New York City. The main character is named Bigby, formerly the Big Bad Wolf and now Sheriff of what is called Fabletown. Working closely with Snow White they fight to keep their citizens from other things that go bump in the night.