

Assassins Creed Revelations 4 Oliver Bowden

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Assassin's Creed Penguin UK

The Ming dynasty becomes a battleground for the Brotherhood of Assassins and the Order of the Templars in this novel from a previously unexplored part of the beloved 'Assassin's Creed' universe.

Desert Oath Titan Books (US, CA)

Die tödliche Präzision des maskierten Mannes schlug mich in ihren Bann. Ich war fasziniert von diesem Sendboten des Todes, der - nahezu unbeeindruckt von dem Blutbad um ihn herum -, nur auf den richtigen Moment wartete, um zuzuschlagen. Es ist das goldene Zeitalter der Piraten - und die Neue Welt lockt mit ihren Verheißungen. Edward Kenway - der ungestüme Sohn eines Wollhändlers träumt vom schnellen Gold und kann dem Traum von einem ruhmreichen Leben auf Hoher See nicht widerstehen. Als der elterliche Hof angegriffen wird, sieht er seine Chance gekommen und kehrt seiner Familie den Rücken. Schon bald wird Kenway zu einem der tödlichsten Freibeuter seiner Zeit. Aber Gier, Ehrgeiz und Verrat sind seine steten Begleiter und als der Beweis einer perfiden Verschwörung ans Licht kommt, die alles zu zerstören droht, was ihm lieb und teuer ist, folgt Kenway dem Ruf nach Vergeltung und wird so in den jahrhundertealten Kampf zwischen Templern und Assassinen hineingezogen.

Assassin's Creed: The Secret Crusade VIZ Media LLC

Constantinople 1204: the holy city is razed to the ground by Crusaders - the streets awash with blood. Modern day Istanbul: an elite group of archaeologists uncover the grave of Enrico Dandolo, once Doge of Venice, and leader of the bloodthirsty Fourth Crusade. They seek a legendary set of documents that reveal the truth behind Dandolo's rumoured secret links to the

Templar knights. Days later the team vanishes without a trace. All that remains in the ransacked grave is a strange key inscribed with an ancient code. Special Interpol Operatives Jack and Laura are called in. They soon find themselves battling against an ancient enemy in a life or death race against time. The dark secret of the Templar knights is about to be revealed.

Assassin's Creed: Conspiracies #1 Grand Central Publishing

In the depths of World War II, fresh Assassin Eddie Gorum uncovers Templar plans to create a devastating new weapon at the dawn of the atomic age.

The Etymologies of Isidore of Seville Panini

Who is Jot Soora? Devoted fiance of movie star Monima Das, gifted programmer at software giant MysoreTech, or deadly Assassin with a secret? When Jot stumbles into a layer of code deep in his company's new device, the discovery threatens his relationship, his job, and his life. It also reveals shocking links to an ancestral past that cause him to question everything he knows about himself. As he delves further into memories stored in his genetic makeup, he uncovers an age-old battle between The Templar Order and The Assassin Brotherhood, both of whom are racing to find a mysterious artifact buried in the past that has the power to alter the fate of all mankind!

Assassin's Creed: Revelations Simon and Schuster
A thrilling, in-world overview of Abstergo Industries, the mysterious organization at the center of the Assassin's Creed® franchise. Agent: At Abstergo Entertainment, history is an experience. Our work not only enriches lives, it brings out truths that time has forgotten. But as many of our analysts have learned,

testing these experiences is not easy. These files represent the work of the first analyst to take on the case of Subject 44412—Arno Dorian. Living through the bloodiest days of the French Revolution, Dorian's life certainly took many dark turns, but those memories and choices are his own. Up until now, Dorian has proven to be one of the biggest challenges for our research team. We believe that there is valuable information to be gleaned from this subject, and our hope is that you will succeed where others have failed. Familiarize yourself with your predecessor's file as you make your way through this case. Steel yourself, and stay focused. Don't let us down. Your work so far has not gone unnoticed. Here is your chance to prove yourself. © 2014 Ubisoft Entertainment. All rights reserved. Assassin's Creed, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. "No doubt this book will be a must read for any Assassin's Creed fans out there and will certainly be a nice addition to pick up whilst you're buying your copy of Assassin's Creed: Unity." —Playstation Enthusiast

Assassin's Creed IV Black Flag Michael Joseph
Bear Adventure is the next authorised Willard Price book by award-winning author Anthony McGowan, for 8+ readers looking for action, adventure and animals! Cousins Amazon and Frazer are back in the fray in the wilds of Canada, home to the rare but dangerous Spirit Bears, Black Bears and great Grisly Bears.

Last Descendants HarperCollins
1526 AD—China is ruled by the Great Ming Empire. Though the empire flourishes, the winds of the new emperor's political purge are sweeping over the land, and turmoil is brewing. With the decimation of her comrades, Shao Jun has become China's last Assassin. After escaping to Europe, she has now returned alone to

her homeland. Her purpose: vengeance! -- VIZ Media
Assassin's Creed Valhalla: Song of Glory Panini
Betrayed by the ruling families of Italy, a young man embarks upon an epic quest for vengeance during the Renaissance in this novel based on the Assassin's Creed™ video game series. " I will seek vengeance upon those who betrayed my family. I am Ezio Auditore Da Firenze. I am an Assassin... " To eradicate corruption and restore his family ' s honor, Ezio will learn the art of the Assassins. Along the way, he will call upon the wisdom of such great minds as Leonardo da Vinci and Niccolo Machiavello—knowing that survival is bound to the skills by which he must live. To his allies, he will become a force for change—fighting for freedom and justice. To his enemies, he will become a threat dedicated to the destruction of the tyrants abusing the people of Italy. So begins an epic story of power, revenge and conspiracy... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Deep Time Panini

A Templar and an Assassin are caught up in a quest for vengeance during the French Revolution in this novel based on the Assassin's Creed™ video game series. " I have been beaten, deceived and betrayed. They murdered my father—and I will have my revenge at whatever cost! " 1789: The magnificent city of Paris sees the dawn of the French Revolution. The cobblestone streets run red with blood as the people rise against the oppressive aristocracy. But revolutionary justice comes at a high price... At a time when the divide between the rich and the poor is at its most extreme, and a nation is tearing itself apart, a young man and woman fight to avenge all they have lost. Soon Arno and É lise are drawn into the centuries-old battle between the Assassins and the Templars—a world with dangers more deadly than they could ever have imagined. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Assassin's Creed: The Official Coloring Book BookShots
03:00 Uhr, Nordkoreanisches Grenzgebiet, Temperaturen weit unter null. Eine strenggeheime Mission unter dem Kommando des routinierten CIA-Agenten Laszlo Kovic endet

in einem einzigen Fiasko. Sein Auftrag lautet, einen Nuklearforscher aus Nordkorea auszuschleusen, doch Kovic führt seine Marines unabsichtlich ins Verderben, während er selbst entkommen kann. Zurück in der relativen Sicherheit Schanghais setzt Kovic alles daran, herauszufinden, warum die Mission zum Scheitern verurteilt war. Doch es dauert nicht lange und er gerät erneut ins Visier eines bislang unbekanntes Feindes. An der Spitze eines bunt zusammengewürfelten Teams aus der Schanghaier Unterwelt nimmt Kovic den Kampf auf. Er ahnt noch nicht, dass er längst zu einer Schachfigur in einem heraufziehenden globalen Krieg zwischen Ost und West geworden ist.

Assassin's Creed: The Essential Guide Penguin

An officially licensed guide to the exciting historical destinations and ancient battlegrounds of Ubisoft's Assassin's Creed series Meticulously re-created historical sites are a staple of the bestselling Assassin's Creed series--and, in fact, are one of the main draws of Ubisoft's all-time bestselling property. Each new game transports gamers to a different era and locale, beginning with Jerusalem in the time of the Crusades and going on to explore Renaissance-era Italy, colonial America, Paris during the French Revolution, 19th-century London, and ancient Greece and Egypt.

Assassin's Creed has provided a means to walk through the past and experience world history in a firsthand, immersive way. In Assassin's Creed: Atlas, previously unpublished maps, diagrams, and drawings illuminate all of the lands of antiquity featured across the series that have defined both real-world history and the games themselves. Throughout, gaming journalist Guillaume Delalande expands on Assassin's Creed's fascinating lore and reflects on the critical moments that gamers experienced in these locations.

Assassin's Creed Unity Ubisoft

Get ready for Odyssey- journey deeper in the world of Assassin's Creed in the official novel of the highly anticipated new game, coming October 2018.

Greece, 5th century BCE. Cassandra is a mercenary of Spartan blood, sentenced to death by her family, cast out into exile. Now she will embark on an epic journey to become a legendary hero - and uncover the truth about her mysterious lineage. The Assassin's Creed novels have sold more than 1 million copies around the world, gaining almost

30,000 4 and 5 star reviews. See what readers are already saying about the series that lets you dive deeper into the world behind the highly acclaimed video game series- 'A brilliant read' ***** 'I love this book' ***** 'Original and unique' ***** 'A brilliant accompaniment to the games' *****

Assassin's Creed: The Official Movie Novelization Titan Comics

DAS ZEITALTER DER DRACHEN IST VORÜBER ... und Azeroths uralte Wächter tragen schwer an der Aufgabe, eine neue Bestimmung zu finden. Vor allem Kalecgos, der jüngste der ehemaligen Drachenaspekte, leidet sehr unter diesem Umstand. Wie soll er - oder überhaupt einer seiner Art - noch etwas bewirken, jetzt, da die Aspekte ihrer unermesslichen Kräfte beraubt wurden? Die Antwort darauf liegt tief in der Vergangenheit verborgen, in einer Zeit, in der wilde Bestien - die sogenannten Protodrachen - den Himmel beherrschten. Mithilfe eines mysteriösen Artefakts, das im Herzen Nordends gefunden wurde, gelingt es Kalecgos, einen Blick in jene gewalttätige Epoche zu werfen und Zeuge der schockierenden Geschichte der ursprünglichen fünf Aspekte zu werden: Alexstrasza, Ysera, Malygos, Neltharion und Nozdormu. In ihrer urchältesten Form mussten sich die zukünftigen Beschützer Azeroths gegen eine blutrünstige Kreatur namens Galakrond behaupten, die die Existenz ihrer ganzen Art bedrohte. Doch stellten sich diese einfachen Protodrachen einem derart übermächtigen Gegner wirklich allein oder wurden sie durch eine Macht von außerhalb unterstützt? Wurden ihnen ihre legendären Kräfte einfach so verliehen oder mussten sie sich diese erst durch Blut verdienen? Kalecgos' Entdeckungen werden alles radikal verändern, was er je zu wissen glaubte über den Untergang der Aspekte.

Assassin ' s Creed: Blade of Shao Jun, Vol. 1Panini
From the world's #1 bestselling author comes a story of revenge as a former SAS soldier is ready to settle into civilian life when he's hired to solve the mysterious death of a daughter, diving into a seedy world that a parent never

expects to see their child in. Former SAS soldier David Shelley was part of the most covert operations team in the special forces. Now settling down to civilian life in London, he has plans for a safer and more stable existence. But the shocking death of a young woman Shelley once helped protect puts those plans on hold. The police rule the death a suicide but the grieving parents can't accept their beloved Emma would take her own life. They need to find out what really happened, and they turn to their former bodyguard, Shelley, for help. When they discover that Emma had fallen into a dark and seedy world of drugs and online pornography, the father demands retribution. But his desire for revenge will make enemies of people that even Shelley may not be able to protect them from, and take them into a war from which there may be no escape.

The Ming Storm Scholastic UK

Fearless Vikings confront their destiny in this glory-seeking prequel to Ubisoft's next hit video game, Assassin's Creed Valhalla. Tensions escalate when a village caught between two rival kingdoms is brutally raided. Eivor, warrior and daughter of wise King Styrbjorn, dispatches the raiders, rescues the villagers, and claims the settlement for her father. She also seizes a prisoner--a woman, Gull, left behind by the rivals--who declares she possesses the secrets of Asgard itself. But there is more to Gull than meets the eye, and her capture will bring death and destruction to Eivor's family. In disgrace and lured by the promise of treasures and glory, Eivor undergoes a dangerous quest to regain her honor, but what terror awaits in the forgotten temple of a powerful god? All the time, her brother Sigurd forges his own legend while searching for fortune in the lands of the East. Far from home, he finds new weapons and fresh plunder, making a discovery that will change his destiny forever . . . The Assassin's Creed universe expands with a Viking epic brought to you by writer Cavan Scott (Star Wars: The High Republic, Doctor Who, Shadow Service) with art by Martin Tunica (Crossed Plus One Hundred), and colors by Michael Atiyeh (Star Wars, The Division, Dragon Age)! Collects Assassin's Creed Valhalla: Song of Glory #1- #3.

Assassin's Creed Band 6: Black Flag Puffin

The official prequel novel to Marvel's Guardians of the Galaxy, the hotly anticipated action-adventure game developed by Eidos-Montréal and published by Square Enix. The official prequel novel to

Marvel's Guardians of the Galaxy, the hotly anticipated action-adventure game developed by Eidos-Montréal and published by Square Enix. Star-Lord, Gamora, Drax the Destroyer, Rocket Raccoon and Groot. They're the Guardians of the Galaxy, turning a tidy profit as heroes for hire—or, they will be if Peter Quill can get his act together. After he botches the most critical part of their latest mission—getting paid—his newly assembled crew is close to ditching him for good. Now he needs a big payday, fast. When an old acquaintance shows up offering a whole lot of units for a field trip to Peter's past, it's a no-brainer. Twelve years ago, Peter fought the Chitauri alongside the Resistance on Mercury to prevent an invasion of Earth. Now it's time to go back. The old Resistance base has a squatter, and it's up to the Guardians to 'gently escort' them off the premises... and unmask a wartime traitor while they're at it. But war is heavy, man, and the Galactic War screwed up each of the Guardians in their own special ways. The brand-new team is barely hanging together, and the mission brings up all kinds of bad memories. It's make or break time for the Guardians, and they do so love breaking things... Just hopefully not each other.

Assassin's Creed: Unity Penguin UK

"Seit Jahren zählt die Game-Serie um die Ahnenreihe eines Assassinen zu den erfolgreichsten Games aller Zeiten. Bereits im November soll der mittlerweile 5. Teil der Meuchelmörder-Saga in den Regalen stehen. Panini präsentiert den offiziellen Roman zur nächsten Episode um Desmond Miles und seinen beeindruckenden Stammbaum von Profikillern. Der ewige Kampf zwischen Templer-Orden und Assassinen geht in die 5. Runde! Das neue Game ASSASSIN'S CREED V: UNITY erscheint im November! " Assassin's Creed: Underworld Dark Horse Comics Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In How to Talk about Videogames, leading critic Ian Bogost explores this paradox more thoroughly than any other author to

date. Delving into popular, familiar games like Flappy Bird, Mirror's Edge, Mario Kart, Scribblenauts, Ms. Pac-Man, FarmVille, Candy Crush Saga, Bully, Medal of Honor, Madden NFL, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study."

The Immunity Code Penguin

In this novel based on the Assassin's Creed™ video game series, Niccolò Polo, father of Marco, will finally reveal the story he has kept secret all his life—the story of Altaïr, one of the Brotherhood's most extraordinary Assassins. Altaïr embarks on a formidable mission—one that takes him throughout the Holy Land and shows him the true meaning of the Assassin's Creed. To demonstrate his commitment, Altaïr must defeat nine deadly enemies, including Templar leader Robert de Sable. Altaïr's life story is told here for the first time: a journey that will change the course of history; his ongoing battle with the Templar conspiracy; a family life that is as tragic as it is shocking; and the ultimate betrayal of an old friend. An Original Novel Based on the Multiplatinum Video Game from Ubisoft