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# Assassins Creed Revelations 4 Oliver Bowden

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*Assassin's Creed IV Black Flag*  
Penguin  
Collected together for the first time, all eight Assassin's Creed novels based on the phenomenally successful gaming series. Fans of the game will love these stories. Titles in this Collection include: *Underworld*, *Unity*, *Black Flag*, *Forsaken*, *Revelations*, *The Secret Crusade*, *Brotherhood*, *Renaissance*. The covert war between two secret organizations, the shadowy Templar Knights and the elite Order of Assassins, has been raging for millennia. Following the murder of his father and brothers, Ezio Auditore di Firenze is entrusted with an ancient Codex, the key to a conspiracy that goes back to centuries. Ezio must avenge the deaths of his kinsmen and in doing so fulfil his destiny, and live by the laws of the Assassin's Creed. Ezio's quest will test him to his limits. And in such treacherous times, conspiracy is everywhere, even within the ranks of the brotherhood itself . . . We work in the dark to serve the light. We are assassins.

Assassin's Creed: Black Flag Titan Comics

Six-year old Ben Snape went missing at Finsbury Park tube station one Saturday afternoon, and hasn't been seen since. Max and Dash live at 64 Clarke Street but essentially they're good people, like you, they would have helped Ben if they could have done. Like you, they'd do the right thing.....wouldn't they?  
*Il Gigante* Harper Collins  
Assassin's Creed: *Unity* is the seventh title in Oliver Bowden's phenomenally successful Assassin's Creed videogame tie-in series. 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 poor is at its most extreme, and a nation is tearing itself apart, a young

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man and woman fight to avenge all they have lost. Soon Arno and Élise 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. The immersive story of the Assassins is continued in Oliver Bowden's gripping seventh Assassin's Creed novel, following Renaissance, Brotherhood, The Secret Crusade, Revelations, Forsaken and Black Flag. Oliver Bowden is the pen-name of an acclaimed novelist.

Marvel's Guardians of the Galaxy: No Guts, No Glory  
Abrams

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's

Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

*Revelations* Penguin UK

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

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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:**

**Heresy** Penguin

Edward Kenway sets

out to become a pirate and finds himself drawn into the centuries-old battle between the Assassins and the Templars in this novel based on the Assassin's Creed™ video game series. "I was spellbound by the hooded man at work. Mesmerized by this agent of death, who had ignored the carnage around him by biding his time and waiting to strike." It is the golden age of piracy and the New World beckons. Edward Kenway—the brash young son of a wool merchant—dreams of gold and cannot resist the lure of a life of glory on the high seas. When his family homestead is attacked, there seems

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like no better time to escape, and Kenway soon establishes himself as one of the deadliest privateers of his day. But greed, ambition and betrayal follow closely in his wake. And when evidence of a crippling conspiracy begins to surface, threatening to destroy everything that he holds dear, Kenway can't resist the urge for retribution. An Original Assassin's Creed Novel Based on the Multiplatinum Video Game from Ubisoft

**Sleb** Ubisoft

An all-new series based on the hit video game franchise Assassin's Creed!

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

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stop at nothing to take possession of this artifact-the Brotherhood of Assassins and the Templar Order. It becomes clear the only way to save himself is to find the Trident first. Under the guidance of Monroe, Owen and a group of other teenagers go into a memory they all share within their DNA: the 1863 Draft Riots in New York City. Owen and his companions will find themselves tested on the violent streets of New York, and their experiences in the past will have far-reaching consequences in the

present.  
Assassin's Creed: Conspiracies #1  
Titan Books (US, CA)  
Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of

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the Sin War -- the conflict that would forever change the destiny of man. The demon-backed Triune has fallen. All that now stands in Uldyssian's path to freeing humanity is the Cathedral of Light and its charismatic leader the Prophet. But the Prophet is actually the renegade angel Inarius, who sees the world he created as his uncontested domain. Facing a cunning foe that would just as readily see Sanctuary destroyed than let it slip from his grasp, Uldyssian is blind to the others who would possess his world. Both the Burning Hells and the High Heavens now know of Sanctuary...and their warring hosts of demons and angels will stop at nothing to claim it. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

*Assassin's Creed the Renaissance Codex Book 1* Penguin

At the turn of the 16th century, Italy was a turbulent territory made up of

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independent states, each at war with or intriguing against its neighbor. There were the proud, cultivated, and degenerate Sforzas in Milan, and in Rome, the corrupt Spanish family of the Borgia whose head, Rodrigo, ascended to St Peter's throne as Pope Alexander VI. In Florence, a golden age of culture and sophistication ended with the death of the greatest of the Medici family, Lorenzo the Magnificent, giving way to an era of uncertainty, cruelty, and religious fundamentalism. In the midst of this turmoil, there existed the greatest concentration of artists that Europe has ever known. Influenced by the rediscovery of the ancient cultures of Greece and Rome, artists and thinkers such as Botticelli and da Vinci threw off the shackles of the Middle Ages to produce one of the most creative periods in history - the Renaissance. This is the story of twelve years when war, plague, famine, and chaos made their mark on a volatile Italy, and when a young, erratic genius, Michelangelo Buonarroti, made his first great statue - the David. It was to become a symbol not only of the independence and defiance of the city of Florence but also of the tortured soul who created it. Anton Gill's *Il Gigante* is a wonderful history of the artist, his times, and one of his most magnificent works.

*Assassini's creed*



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*openbaring* Editeurs  
divers Royaume-Uni  
& Irlande

An illustrated  
journal about the  
latest historical  
figure to join the  
Assassin's Creed  
franchise shares  
insider views into  
the world of the  
game, accounts of  
the day-to-day  
lives of key  
characters,  
original images,  
and wanted posters.

**Bowden/assassin's  
Creed Unity Book 7**

Michael Joseph  
Master Assassin Ezio  
Auditore da Firenze's  
hunt for revenge pits  
him against the  
Knights Templar in  
this novel based on  
the Assassin's Creed™  
video game series.  
After his family was  
betrayed by the

ruthless nobles of  
Renaissance Italy,  
young Ezio vowed to  
restore the honor of  
the da Firenze name at  
any cost. Learning the  
arts of the Assassins,  
he fought with both  
his mind and body,  
ultimately confronting  
and defeating a secret  
evil. Or so he  
thought... For the  
power of the dreaded  
Templars has not been  
broken. The sinister  
enemies of the  
Brotherhood are now  
aware of the threat  
Ezio poses to them and  
their plans to engulf  
the world in their  
dark shadow. And Ezio  
must once again walk  
the razor-thin line  
between preserving  
innocent life—and  
killing all in his  
path... An Original  
Novel Based on the  
Multiplatinum Video  
Game from Ubisoft

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*Assassin's Creed: Renaissance* CreateSpace 'Assassin's creed - Openbaring' van Oliver Bowden: een adembenemend spannend avontuur gebaseerd op Ubisofts bestsellergame 'Assassin's Creed Revelations'. Deel 4 in de serie *Assassin's creed*. Ouder en wijzer koerst Ezio Auditore richting de verloren bibliotheek van Altaïr. Hier ligt het geheim waarmee de Tempeliers definitief verslagen kunnen worden. Aldaar doet hij een schokkende ontdekking: maar

liefst vijf sleutels zijn nodig om de bibliotheek te betreden. Om die te vinden moet Ezio naar Constantinopel, waar een groot Tempeliersleger het Ottomaanse Rijk omver dreigt te werpen. Ezio moet de Tempeliers te slim af zijn. Wat begon als een pelgrimstocht wordt een strijd tegen de tijd. De pers over *Assassin's creed*: 'Oliver Bowden weet als geen ander hoe hij een spannend verhaal met geschiedenis moet verweven' - [MagicTales.nl](http://MagicTales.nl)  
[Diablo: The Sin War #3: The Veiled](#)

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Prophet National  
Geographic Books  
The clock is  
ticking in the  
struggle for  
galactic  
independence Once  
rebels themselves  
facing off against  
the Earth  
Confederation, the  
United States of  
North America is  
now the dominant  
force in  
negotiations with  
the interstellar  
Sh'daar Collective.  
But just as the  
Marines root out  
the last violent  
dissenters, an  
alien ship of  
unknown origin  
suddenly flees  
Earth's orbit. Is  
it mere coincidence  
. . . or a

terrifying omen?  
President Alexander  
Koenig watches with  
great interest as  
USNA forces chase  
the runaways down.  
But upon first  
contact, it's not  
apparent where—or  
when—the crew is  
headed. For this  
bizarre species has  
somehow mastered  
the power to  
manipulate time  
itself. Now Koenig  
must decide whether  
he's dealing with  
angels of  
astonishing  
technological  
prowess . . . or  
the agents of  
humanity's  
destruction.  
Assassin's Creed  
National Geographic  
Books

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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 Penguin  
In this novel based

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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

**Art Lover** Penguin

The potential of video games as storytelling media and the deep involvement that players feel when they are part of the story needs to be analysed vis-à-vis other narrative media. This book underscores the importance of video games as narratives and offers a framework for analysing the many-ended stories that often redefine real and virtual lives.

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*Assassin's Creed: The Official Movie Novelization* Macmillan Before *Assassin's Creed Origins*, there was an Oath. Egypt, 70BC, a merciless killer stalks the land. His mission- to find and destroy the last members of an ancient order, the Medjay - to eradicate the bloodline. In peaceful Siwa, the town's protector abruptly departs, leaving his teenage son, Bayek, with questions about his own future and a sense of purpose he knows he must fulfill. Bayek sets off in search of answers, his journey taking him along the Nile and through an Egypt in turmoil, facing the dangers and the mysteries of the Medjay's path.

*Assassin's Creed Odyssey* Penguin UK

*Assassin's Creed: The Salvation* is a novel based on *Assassin's Creed*. Desmond Miles, a descendant of the Assassin Order. He was trained as an Assassin by William Miles, his father. Tired of being confounded in the Assassin territory, Desmond relocated to New York City, in order to pursue his dream and ambition. He got employed at the Bad Weather nightclub as a bartender.

**Assassin's Creed**

**Book 5** Penguin UK

Older, wiser, and more deadly than ever, Master Assassin Ezio Auditore embarks on an epic journey to find the lost library of Altaïr in this novel based on the *Assassin's*

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Creed™ video game series. The library holds not only hidden knowledge but also the most unsettling secret the world has ever known; a secret the Templars hope to use to control humankind's destiny. Five keys are needed to access the library—to find them, Ezio must travel to the troubled city of Constantinople, where a growing army of Templars threaten to destabilise the Ottoman Empire. Walking in the footsteps of his predecessor, Altaïr, Ezio must

defeat the Templars for the final time. For the stakes have never been higher, and what started as a pilgrimage has become a race against time... An Original Novel Based on the Multiplatinum Video Game from Ubisoft Last Descendants  
Penguin UK  
p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri}  
p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}  
Egypt - the turbulent final years of the Ptolemic Period. With a dangerous cabal emerging, Alexandrian native Aya has dedicated her life towards building a Brotherhood to resist its power. Known as

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the 'Hidden Ones', they work from the shadows to assassinate those who would seek to control the free will of the people. With the city of Rome as her new base of operations, Aya now sets her sights on a new target - the power-hungry dictator, Julius Caesar... Based on Ubisoft's bestselling videogame, journey with us to the very beginnings of the Assassin Brotherhood in this thrilling adventure from Anthony Del Col (Kill Shakespeare) and PJ Kaiowa (Pacific Rim). Collects Assassin's Creed Origins #1-4. "A fabulous expansion to the recent videogame." - Snappow.