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The Art of Mass Effect: Andromeda - Bioware 2017-03-21

The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with it's memorable characters, stunning visuals, and visceral combat! Now, journey to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda- featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe hardcover is an essential addition to any gamer's collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!

Assassin's Creed: Revelations - Oliver Bowden 2011-11-24

When a man has won all his battles and defeated his enemies, what is left for him to achieve? Ezio Auditore must leave his life behind in search of answers, in search of the truth. In Assassin's Creed®: Revelations, master assassin Ezio Auditore walks in the footsteps of the legendary mentor Altair, on a journey of discovery and revelation. It is a perilous path - one that will take Ezio to Constantinople, the heart of the Ottoman Empire, where a growing army of Templars threatens to destabilise the region.

Horizon Zero Dawn #1 - Anne Toole 2020-08-05

A brand-new comic series based on the award-winning game by Guerrilla. Aloy and Talanah return in a new story set after the events of the game! Nature has reclaimed the planet. Awe-inspiring machines dominate the land, as humanity fights for survival on this new earth. Co-created by one of the writers of Horizon Zero Dawn game Anne Toole.

[Assassin's Creed Valhalla: Blood Brothers](#) - Feng Zi Su 2021-08-14

Not long before the exploits of Eivor Wolf-Kissed, Jarl Stensson and his sons, Ulf and Björn, make their way to England at the behest of Halfdan Ragnarsson and Ivarr the Boneless. Filled with excitement, confidence and bloodlust, the two brothers are eager to go to war against Aelfred the Great and his Anglo Saxon army. But they would do well not to underestimate what awaits them on those green shores...

The Art of 3D Computer Animation and Effects - Isaac V. Kerlow 2009-04-13

Master the art of computer animation and visual effects production with the latest edition of this cutting-edge guide This remarkable edition of The Art of 3D Computer Animation and Effects offers clear, step-by-step guidelines for the entire process of creating a fully rendered 3D computer animation. With up-to-date coverage of the latest computer animation styles and techniques, this versatile guide provides insightful information for creating animations and visual effects—from creative development and preproduction to finished animation. Designed to work with any computer platform, this Fourth Edition cuts through technical jargon and presents numerous easy-to-understand instructive diagrams. Full-color examples are presented—including VFX and animated feature movies, games, and TV commercials—by such leading companies as Blue Sky, Blur, BUF, Disney, DreamWorks, Electronic Arts, Framestore, ILM, Imagi, Microsoft, Mac Guff, The Mill, Menfond, Pixar, Polygon, Rhythm & Hues, Sony Imageworks, Tippett, Ubisoft, and Weta, and many other studios and groundbreaking independent artists from around the world. This fully revised edition features new material on the latest visual effects techniques, a useful update of the traditional principles of animation, practical information on creative development, multiple production pipeline ideas for shorts and visual effects, plus updated information on current production trends and techniques in animation, rendering, modeling, rigging, and compositing. Whether you are a student, an independent artist or creator, or a production company team member, The Art of 3D Computer Animation

and Effects, Fourth Edition gives you a broad palette of tips and techniques for bringing your visions to life through 3D computer animation. Unique focus on creative development and production issues Non-platform specific, with multiple examples illustrated in a practical, step-by-step approach The newest computer animation techniques, including facial animation, image-based and non-photorealistic rendering, model rigging, real-time models, and 2D/3D integration Over 700 full-color images Encyclopedic timeline and production pipelines

Assassin's Creed Valhalla: Sword of the White Horse - Elsa Sjunneson 2022-04-05

A Celtic warrior defending her people from Viking raiders infiltrates an ancient sect to save her homeland, in this gripping original saga set in the world of Assassin's Creed® Valhalla Mercia, 878. Witch-warrior Niamh discovers a new order called the Hidden Ones is seeking to establish a foothold in Lunden. Her land is already scarred by Viking raiders, bloody wars, and clashing cultures. Determined to protect what remains of her homeland, she infiltrates this new group to discover whether they stand with her... or against her. Yet when Niamh learns the Hidden Ones have stolen an artifact sacred to her people, her own loyalties are challenged. Casting aside newfound alliances and friendships, Niamh soon discovers that betrayal comes with a heavy price and it will take everything in her power - her gods willing - to survive.

Assassin's Creed Odyssey - Gordon Doherty 2018-11

The Art of Assassin's Creed Valhalla - Ubisoft 2020-11-17

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.

[Final Fantasy XV Official Works](#) - Square Enix 2022-08-23

A full-color, oversized, hardcover tome that faithfully adapts the original Japanese material, detailing the creation of the most recent entry in the Final Fantasy saga! Final Fantasy XV's world of Eos is filled with wonderous scenery, larger-than-life creatures, diverse cultures, and treacherous foes. Experience hundreds of pieces of detailed design work composed lovingly for fans of the unique sci-fi fantasy world. This volume collects complex lore, insightful commentary, comprehensive data, and dazzling concept art, all beautifully bound in this richly detailed hardcover! Square Enix and Dark Horse Books present a superbly curated collection of Final Fantasy XV content that any fan will cherish.

Markswoman - Rati Mehrotra 2018-01-23

An order of magical-knife wielding female assassins brings both peace and chaos to their post-apocalyptic world in this bewitching blend of science fiction and epic fantasy—the first entry in a debut duology that displays the inventiveness of the works of Sarah Beth Durst and Marie Lu. Kyra is the youngest Markswoman in the Order of Kali, one of a handful of sisterhoods of highly trained elite warriors. Armed with blades whose metal is imbued with magic and guided by a strict code of conduct, the Orders are sworn to keep the peace and protect the people of Asiana. Kyra has pledged to do so—yet she secretly harbors a fierce desire to avenge her murdered family. When Tamsyn, the powerful and dangerous Mistress of Mental Arts, assumes control of the Order, Kyra is forced on the run. She is certain that Tamsyn committed murder

in a twisted bid for power, but she has no proof. Kyra escapes through one of the strange Transport Hubs that are the remnants of Asiana's long-lost past and finds herself in the unforgiving wilderness of a desert that is home to the Order of Khur, the only Order composed of men. Among them is Rustan, a disillusioned Marksman whose skill with a blade is unmatched. He understands the desperation of Kyra's quest to prove Tamsyn's guilt, and as the two grow closer, training daily on the windswept dunes of Khur, both begin to question their commitment to their Orders. But what they don't yet realize is that the line between justice and vengeance is thin . . . as thin as the blade of a knife.

Egyptian Grammar Being an Introd. to the Study of Hieroglyphs - Alan Henderson Gardiner 1973

Ancient Greece and Rome in Videogames - Ross Clare 2021-06-03

This volume presents an original framework for the study of video games that use visual materials and narrative conventions from ancient Greece and Rome. It focuses on the culturally rich continuum of ancient Greek and Roman games, treating them not just as representations, but as functional interactive products that require the player to interpret, communicate with and alter them. Tracking the movement of such concepts across different media, the study builds an interconnected picture of antiquity in video games within a wider transmedial environment. *Ancient Greece and Rome in Videogames* presents a wide array of games from several different genres, ranging from the blood-spilling violence of god-killing and gladiatorial combat to meticulous strategizing over virtual Roman Empires and often bizarre adventures in pseudo-ancient places. Readers encounter instances in which players become intimately engaged with the "epic mode" of spectacle in *God of War*, moments of negotiation with colonised lands in *Rome: Total War* and *Imperium Romanum*, and multi-layered narratives rich with ancient traditions in games such as *Eleusis* and *Salamambo*. The case study approach draws on close analysis of outstanding examples of the genre to uncover how both representation and gameplay function in such "ancient games".

Assassin's Creed: Unity - Oliver Bowden 2014-12-02

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 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. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

The Ming Storm - Yan Leisheng 2021-06

The Ming dynasty becomes a battleground for the Brotherhood of Assassins and the Order of the Templars in this blockbuster action novel from a previously unexplored part of the beloved *Assassin's Creed* universe. China, 16th century. The Assassins are gone. Zhang Yong, the relentless leader of the Eight Tigers, took advantage of the emperor's death to eliminate all his opponents, and now the Templars hold all the power. Shao Jun, the last representative of her clan, barely escapes death and has no choice but to flee her homeland. Vowing to avenge her former brothers in arms, she travels to Europe to train with the legendary Ezio Auditore. When she returns to the Middle Kingdom, her saber and her determination alone will not be enough to eliminate Zhang Yong: she will have to surround herself with allies and walk in the shadows to defeat the Eight Tigers.

Assassin's Creed: Renaissance - Oliver Bowden 2010-02-23

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 Niccolò 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

Librarian's Guide to Games and Gamers: From Collection Development to Advisory Services - Michelle Goodridge 2021-11-30

As games grow ever-more ubiquitous in our culture and communities, they have become popular staples in public library collections and are increasing in prominence in academic ones. Many librarians, especially those who are not themselves gamers or are only acquainted with a handful of games, are ill-prepared to successfully advise patrons who use games. This book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games—whether they are new to gaming or seasoned players—through advisory services. This book maps all types of games—board, roleplaying, digital, and virtual reality—providing all the information needed to understand and appropriately recommend games to library users. Organized by game type, hundreds of descriptions offer not only bibliographic information (title, publication date, series, and format/platform), but genre classifications, target age ranges for players, notes on gameplay and user behavior type, and short descriptions of the game's basic premise and appeals.

Forsaken - Oliver Bowden 2012-11-08

Assassin's Creed: Forsaken is the latest thrilling novelisation by Oliver Bowden based on the phenomenally successful game series. 'I am an expert swordsman. And I am skilled in the business of death. I take no pleasure in my skill. Simply, I am good at it.' 1735 - London. Haytham Kenway has been taught to use a sword from the age he was able to hold one. When his family's house is attacked - his father murdered and his sister taken by armed men - Haytham defends his home the only way he can: he kills. With no family, he is taken in by a mysterious tutor who trains him to become a deadly killer. Consumed by his thirst for revenge Haytham begins a quest for retribution, trusting no one and questioning everything he has ever known. Conspiracy and betrayal surround him as he is drawn into the centuries old battle between the Assassins and the Templars. The world of the *Assassin's Creed* has become far more lethal than ever before.

Assassin's Creed: Forsaken is based on the phenomenally successful gaming series. Fans of the game will love these stories. Other titles in the series include *Assassin's Creed: Renaissance*, *Assassin's Creed: Brotherhood*, *Assassin's Creed: The Secret Crusade*, and *Assassin's Creed: Revelations*. Oliver Bowden is the pen-name of an acclaimed novelist.

Horizon Zero Dawn #0 - Anne Toole 2020-08-01

Our story takes place a thousand years after a global cataclysm. Earth has been remade into a lush, thriving ecosystem, but with a new dominant species: the machines. These massive, animal-like robots fill the lands, oceans, and skies, serving as the guardians and enforcers of the revived natural order. New generations of humans formed into pre-industrial tribes, without knowledge of the doomed civilization that preceded them, that of the "Old Ones" - us. Little did they know that threats from the ancient world persisted, the greatest of which was HADES, a mysterious A.I. bent on wiping out all organic life. Bolstered by an army of misguided zealots and corrupted machines, it launched a massive assault on humanity's largest tribe. After a desperate battle, HADES was defeated by Aloy, the greatest machine hunter of her age, and a coalition of faithful allies at the city of Meridian. Now Talanah, one of Aloy's closest confidantes and the newly appointed Sunhawk of the Hunters Lodge, seeks a moment of respite after the epic struggle.

Halo: Lone Wolf - Anne Toole 2019-06-25

From the hit HALO video game series comes a covert mission on a distant planet that puts the whole of human history at stake. Sent on a covert mission, without the rest of her team, Spartan Linda-058's skills in infiltration and marksmanship are called upon to end the threat posed by a wanted scientist on a distant planet. With only an ONI AI at her side, Linda must fight through both the dregs of the Covenant and the hostility of a lost human settlement to stop the rogue scientist in his tracks. Critically acclaimed Videogame Author Anne Toole (*Horizon: Zero Dawn*, *The Witcher*, *Assassin's Creed: Origins*) pens her first Halo story. The Halo series returns with beautiful pencils from Kieran McKeown (*White Canvas*) and stellar inks by JL Straw (*Back to the Future*). Collects *Halo Lone Wolf #1-#4*.

Assassin's Creed: Conspiracies #1 - Guillaume Dorison 2018-08-01

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.

Horizon Zero Dawn Vol. 1: The Sunhawk (Graphic Novel) - Anne Toole 2020-11-24

TITAN COMICS and GUERRILLA GAMES are proud to announce an all-new graphic novel set after the events of the critically acclaimed, award-winning video game Horizon Zero Dawn! A new adventure with Talanah and Aloy awaits! Horizon: a far-future Earth full of epic natural beauty and forgotten ruins, where awe-inspiring, animal-like machines are the dominant species and humans struggle to survive in pre-industrial tribes. In the aftermath of a titanic battle that almost laid waste to the capital city of Meridian, Talanah, one of the greatest machine-hunters in the land, struggles to find her place in the rebuilding effort. Making matters worse, Aloy, her trusted friend and confidant, has disappeared. When a new threat emerges in the hinterlands, she must decide how best to serve her tribe, her friends, and herself.

Assassin's Creed: The Secret Crusade - Oliver Bowden 2011-06-28

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

Assassin's Creed Valhalla: Song of Glory - Cavan Scott 2021-04-20

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.

Horizon Zero Dawn #4 - Anne Toole 2020-11-04

A brand-new comic series based on the award-winning game by Guerrilla. Aloy and Talanah return in a new story set after the events of the game! Nature has reclaimed the planet. Awe-inspiring machines dominate the land, as humanity fights for survival on this new earth. Co-created by one of the writers of Horizon Zero Dawn game Anne Toole.

The Assassin's Blade - Sarah J. Maas 2014-03-04

Celaena Sardothien is her kingdom's most feared assassin. Though she works for the powerful and ruthless Assassin's Guild, Celaena yields to no one and trusts only her fellow killer for hire, Sam. When Celaena's scheming master, Arobynn Hamel, dispatches her on missions that take her from remote islands to hostile deserts, she finds herself acting independently of his wishes and questioning her own allegiance. Along the way, she makes friends and enemies alike, and discovers that she feels far more for Sam than just friendship. But by defying Arobynn's orders, Celaena risks unimaginable punishment, and with Sam by her side, he is in danger, too. They will have to risk it all if they hope to escape Arobynn's clutches and if they fail, they'll lose not just a chance at freedom, but their lives . . . A prequel to Throne of Glass, this collection of five novellas offers readers a deeper look into the history of this cunning assassin and her enthralling and deadly world. Included in this volume: The Assassin and the Pirate Lord The Assassin and the Healer The Assassin and the Desert The Assassin and the Underworld The Assassin and the Empire

Tempest - C. S. Goto 2006-09

Alone and on the run, can Librarian Rhamah find a way to contact his Chapter and arrange a rescue before he is overcome by his relentless, corrupted pursuers? Goto unleashes the third explosive novel in the 'Dawn of War' series, which is released to coincide with a new computer game from THQ.

Ancient Civilizations of Africa - G. Mokhtar 1981-01-01

Deals with the period beginning at the close of the Neolithic era, from around the eighth millennium before our era. This period of some 9,000 years of history has been sub-divided into four major geographical zones, following the pattern of African historical research. Chapters 1 to 12 cover the corridor of the Nile, Egypt and Nubia. Chapters 13 to 16 relate to the Ethiopian highlands. Chapters 17 to 20 describe the part of Africa later called the Maghrib and its Saharan hinterland. Chapters 21 to 29, the rest of Africa as well as some of the islands of the Indian Ocean.--Publisher's description

Desert Oath - Oliver Bowden 2017-10-10

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 Valhalla: Geirmund's Saga - Matthew J Kirby 2021-03-23

Discover the epic tale of legendary viking Geirmund Hel-hide in this new novel set in the world of Assassin's Creed Valhalla Mid-9th Century CE. The Viking attacks and invasions are shattering England's kingdoms. Born into a royal lineage of Norwegian kings, Geirmund Hel-hide sets out for adventure to prove his worth as a Viking and a warrior. A perilous journey across the sea brings him into contact with a being out of myth and grants him a mysterious ring that promises both great power and bitter betrayal. As Geirmund rises in the ranks of King Guthrum's legendary army, he will have to use all his cunning to face the many dangers of a land ravaged by war. Fighting alongside his band of loyal warriors, his path will soon lead him into a conflict as old as the Gods themselves.

Horizon Zero Dawn Volume 1: Sunhawk - Anne Toole 2020-11-25

Return to the world of Aloy and Horizon Zero Dawn! Enter a post-apocalyptic future world where dangerous, animal-like machines are the dominant species, and humans, living in pre-industrial tribes, must fight for survival... Taking place after the events of the first Horizon Zero Dawn game, Aloy has disappeared and hunter Talanah must take on a new mission. Along the way, Talanah meets new allies and new enemies, and she soon discovers that a whole new breed of deadly machines is loose upon the land... Scripted by Anne Toole, who won the Writers Guild award for her work on the original game, and illustrated by fan-favorite artist Ann Maulina. Collects Horizon Zero Dawn issues 1-4 and the Free Comic Book Day issue. "A delight. Plenty for fans to sink their teeth into in the wait for the next game." - Flickering Myth "The pages are splashed full of gorgeous artwork." - Comics Bookcase "A comic that anyone can enjoy, leaving the unfamiliar reader with the itch to start playing Horizon Zero Dawn." - Bleeding Cool

Assassin's Creed: Blade of Shao Jun, Vol. 1 - Minoji Kurata 2021-02-16

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: Templars - Fred Van Lente 2016-11-09

In 1927, Darius Gift, young, handsome, terribly entitled, is given his first mission for the ancient Templar Order, and the chance to clear his tarnished family name. All doesn't quite go to plan when he arrives in Shanghai, however, and his inexperience jeopardizes the whole operation. Thankfully, he isn't the only Templar new to the city, as the enigmatic Black Cross is stalking the shadows... and saving Darius from failure! Collecting the first arc of the brand new explosive Templars series, from the world of Assassin's Creed, Fred Van Lente and Dennis Calero offer a new perspective on the century-spanning feud between the Assassin Brotherhood and the Templar Order!

Assassin's Creed Valhalla: Forgotten Myths - Alexander M. Freed 2022-11-15

In this prequel to Assassin's Creed Valhalla: Dawn of Ragnarök, follow Baldr, the valiant son of Havi on his quest to forge a lasting peace among the realms. War is about to break out between the two neighboring realms of Muspelheim and Svartalfheim. Surtr, lord of the Muspels, is gathering his army of fire giants. Determined to prevent such bloodshed, Baldr, son of Odin and god of light, enlists the help of the great trickster god, Loki. Will Loki betray Baldr and the rest of the Æsir? Or will Baldr win the heart of the daughter of the Surtr and forge a lasting peace between the Nine Realms? Written by Alex Freed (Star Wars: The Old Republic) and illustrated by Martin Tunica (Crossed + One Hundred, Assassin's Creed: Valhalla - Song of Glory) with colors by Michael Atiyeh and letters by Jimmy Betancourt, this hardcover collection is an essential addition to the legendary universe of Assassin's Creed! Collects Assassin's Creed Valhalla Series II #1-#3.

Assassin's Creed: Atlas - Guillaume Delalande 2021-10

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: The Official Coloring Book - Insight Editions 2016-10-25

Based on Ubisoft's highly popular Assassin's Creed franchise, this deluxe coloring book features line art and design of the iconic locations and scenes from the games as well as all the central protagonists from the series. Packed with intricate illustrations from the Assassin's Creed games, this ornate coloring book gives fans the opportunity to color their way through over eighty pages of Assassins and Templars. Featuring iconic scenes of Ezio soaring over Venice in Leonardo da Vinci's flying machine, Connor in the battles of the Revolutionary War, and Altair performing a Leap of Faith off a castle wall, this coloring book offers patterns, images, and iconography from throughout history to fill with color.

Raybearer - Jordan Ifueko 2020-08-18

Named one of the best books of the year by People Magazine, BuzzFeed, New York Public Library, Chicago Public Library, Kirkus Reviews, School Library Journal, Publishers Weekly, and more! "Dazzling... All hail Raybearer." --Entertainment Weekly "One of the most exceptional YA fantasies of all time." --Buzzfeed "Brilliantly conceived fantasy." --People "An exquisitely detailed world." --PopSugar Fans of Sabaa Tahir and Tomi Adeyemi won't want to miss this instant New York Times bestselling fantasy from breakout YA sensation Jordan Ifueko! Nothing is more important than loyalty. But what if you've sworn to protect the one you were born to destroy? Tarisai has always longed for the warmth of a family. She was raised in isolation by a mysterious, often absent mother known only as The Lady. The Lady sends her to the capital of the global empire of Aritsar to compete with other children to be chosen as one of the Crown Prince's Council of 11. If she's picked, she'll be joined with the other Council members through the Ray, a bond deeper than blood. That closeness is irresistible to Tarisai, who has always wanted to belong somewhere. But The Lady has other ideas, including a magical wish that Tarisai is compelled to obey: Kill the Crown Prince once she gains his trust. Tarisai won't stand by and become someone's pawn--but is she strong enough to choose a different path for herself? With extraordinary world-building and breathtaking prose,

Raybearer is the story of loyalty, fate, and the lengths we're willing to go for the ones we love.

Assassin's Creed - Brenden Fletcher 2014-02-11

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 Dynasty, Volume 1 - Xu Xian Zhe 2021-10-29

In the 14th year of the Tianbao Era (CE 755) An Lushan, a military governor with ties to the Knights Templar, leads his elite corps to rebel against the Tang Dynasty, and the ill-prepared Tang empire falters under the threat. The two capitals Luoyang and Chang'an fall and China falls under the oppression of the cruel An Lushan. As the Tang dynasty starts to crumble, Li E, a shady Assassin trained by the Hidden Ones in the far West, teams up with Tang loyalists to turn the tide and save both the dynasty and the country from this crisis.

Alamut - Vladimir Bartol 2012-12-18

Alamut takes place in 11th Century Persia, in the fortress of Alamut, where self-proclaimed prophet Hasan ibn Sabbah is setting up his mad but brilliant plan to rule the region with a handful of elite fighters who are to become his "living daggers." By creating a virtual paradise at Alamut, filled with beautiful women, lush gardens, wine and hashish, Sabbah is able to convince his young fighters that they can reach paradise if they follow his commands. With parallels to Osama bin Laden, Alamut tells the story of how Sabbah was able to instill fear into the ruling class by creating a small army of devotees who were willing to kill, and be killed, in order to achieve paradise. Believing in the supreme Ismaili motto "Nothing is true, everything is permitted," Sabbah wanted to "experiment" with how far he could manipulate religious devotion for his own political gain through appealing to what he called the stupidity and gullibility of people and their passion for pleasure and selfish desires. The novel focuses on Sabbah as he unveils his plan to his inner circle, and on two of his young followers — the beautiful slave girl Halima, who has come to Alamut to join Sabbah's paradise on earth, and young ibn Tahir, Sabbah's most gifted fighter. As both Halima and ibn Tahir become disillusioned with Sabbah's vision, their lives take unexpected turns. Alamut was originally written in 1938 as an allegory to Mussolini's fascist state. In the 1960's it became a cult favorite throughout Tito's Yugoslavia, and in the 1990s, during the Balkan's War, it was read as an allegory of the region's strife and became a bestseller in Germany, France and Spain. Following the attacks of September 11, 2001, the book once again took on a new life, selling more than 20,000 copies in a new Slovenian edition, and being translated around the world in more than 19 languages. This edition, translated by Michael Biggins, is the first-ever English translation.

Assassin's Creed: Origins - Strategy Guide - GamerGuides.com 2017-10-15

The year is 48 BCE, and both Rome and Ptolemaic Egypt are torn by civil wars. In the chaos caused by this political upheaval, a shadowy conspiracy seeks the mysteries buried under the sands of Egypt, not sparing any who stand in the way of their ambitions. One such aggrieved individual, Bayek, a Medjay from Siwa, now seeks revenge against this secret organization. Ultimately going back to the origins of the Assassin's Brotherhood, Assassin's Creed Origins is a rebirth of the Assassin's Creed franchise, adding a vast open world, a revamped combat system and RPG elements to the prolific stealth-action series. - Guide includes a complete walkthrough of all main quests, side quests and points of interest. - Ideal chronological order walkthrough. - All Stone Circle locations and solutions. - Strategies for defeating all Phylakes. - Trophy/Achievement Guide