

# Assassins Creed Unity Abstergo Entertainment Employee Handbook

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*The Art of Assassin's Creed Origins* - Paul Davies  
(Journaliste spécialisé dans les jeux vidéo) 2017

**Assassin's Creed: Heresy** - Christie Golden  
2016-11-15

**A Quiet Man** - Tom Wood 2022-05-26  
One day a man arrives in town. Unassuming. Quiet. The assassin known as Victor is hiding out in a small motel in Canada after a job across the border. A few days laying low and he'll be gone and leave no trace behind. He doesn't count on getting to know a mother and her boy who reminds him of his own troubled childhood. When both vanish, only Victor seems to notice. Once he starts looking for them, he finds himself at odds with the criminals who own the town. They want him gone. Only Victor's going nowhere until he discovers the truth and to them he's just a quiet man asking the wrong questions. But that quiet man is a dangerous man.

**Gears of War: Judgment** - Rob Auten 2014-03-01  
A fictional collection of notes and personal anecdotes expands on the declassified testimony and the history of the world within the game "Gears of War," serving as an in-game artifact within the timeline of the series.

**Dark Disciple** - Christie Golden 2015-06-24  
When the Jedi decide to target Count Dooku- Darth Tryanus- himself, they turn to his ex-apprentice, Asajj Ventress, for help in getting close to the slippery Sith Lord. But when unexpected sparks fly between Ventress and Quinlan Vos, the unorthodox Jedi sent to work with her, the mission becomes a web of betrayal, alliances, secrets, and dark plotting that might just be the undoing of both Jedi and Sith - and everything in between!

**Assassin's Creed: The Official Movie Novelization** - Christie Golden 2016-12-21

*Dark Disciple: Star Wars* - Christie Golden  
2016-03-01

Based on unproduced episodes of Star Wars: The Clone Wars, this new novel features Asajj Ventress, former Sith apprentice turned bounty hunter and one of the great antiheroes in the Star Wars galaxy. The only way to bring down the Sith's most dangerous warrior may be to join forces with the dark side. In the war for control of the galaxy between the armies of the dark side and the Republic, former Jedi Master turned ruthless Sith Lord Count Dooku has grown ever more brutal in his tactics. Despite the powers of the Jedi and the military prowess of their clone army, the sheer number of fatalities is taking a terrible toll. And when Dooku orders the massacre of a flotilla of helpless refugees, the Jedi Council feels it has no choice but to take drastic action: targeting the man responsible for so many war atrocities, Count Dooku himself. But the ever-elusive Dooku is dangerous prey for even the most skilled hunter. So the Council makes the bold decision to bring both sides of the Force's power to bear—pairing brash Jedi

Knight Quinlan Vos with infamous one-time Sith acolyte Asajj Ventress. Though Jedi distrust for the cunning killer who once served at Dooku's side still runs deep, Ventress's hatred for her former master runs deeper. She's more than willing to lend her copious talents as a bounty hunter—and assassin—to Vos's quest. Together, Ventress and Vos are the best hope for eliminating Dooku—as long as the emerging feelings between them don't compromise their mission. But Ventress is determined to have her retribution and at last let go of her dark Sith past. Balancing the complicated emotions she feels for Vos with the fury of her warrior's spirit, she resolves to claim victory on all fronts—a vow that will be mercilessly tested by her deadly enemy . . . and her own doubt. Praise for Dark Disciple “Reading Dark Disciple really feels like you're watching some of the best episodes of The Clone Wars.”—EUCantina “Emotionally charged . . . Christie Golden does a wonderful job of capturing the characters.”—Roqoo Depot

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"A cool inclusion into the Star Wars mythos . . . Ventress and Vos have a cool and compelling dynamic, and are used to explore more of what it means to flirt with the Dark Side of the Force."—IGN "[The Clone Wars have been] a huge part of the Star Wars brand for years, and [Christie] Golden manages to craft a story worthy of the themes and characters that fans have come to relate to. . . . [She] uses this opportunity to craft Dark Disciple into a spy/espionage thriller."—Tech Times "Golden especially excelled at bringing Ventress's biting but appealing personality to life. . . . She's very much a woman trying to find her way, and Dark Disciple adds nuance."—Nerdist "Smart, captivating, and unforgettable . . . among the finest in Star Wars storytelling."—Coffee with Kenobi

**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  
**Assassin's Creed: Desmond** - Corbeyran 2012

**Assassina's Creed - Into the Animus** - Ian

Nathan 2016-12-21

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**Assassin's Creed IV Black Flag** - Christie Golden 2014

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. *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.

*Starcraft: Dark Templar - Shadow Hunters* Christie Golden 2007-11-27

An original tale of space warfare based on the

bestselling computer game series from Blizzard Entertainment. Driven by the living memories of a long-dead protoss mystic and hounded by the Queen of Blades' ravenous zerg, archaeologist Jake Ramsey embarks on a perilous journey to reach the fabled protoss homeworld of Aiur. Seeking a vital piece of protoss technology, Jake finds that Aiur has been overrun by the zerg. Descending into the shadowy labyrinths beneath the planet's surface, he must find the sacred crystal before time runs out -- for him...and the universe itself. Yet, what Jake discovers beneath Aiur is a horror beyond his wildest nightmares -- Ulrezaj -- an archon comprised of the seven most deadly and powerful dark templar in history....

**World of Warcraft: Thrall: Twilight of the Aspects** - Christie Golden 2012-02-28

The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

[Assassin's Creed Graphics](#) - Bunka 2018-10-02  
There is something for everyone in Assassin's

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Creed: thrilling adventures, epic moments in history, science fiction, philosophies and much more. It's no wonder the franchise is so popular across the globe and includes games, books, comics, a film starring Michael Fassbender and more. Assassin's Creed Graphics gives you the keys to understanding the many features of this vast universe. Each page contains unique infographics and illustrations to take you on a visual journey. ?Which Assassin has achieved the highest Leap of Faith? ?Do you know the complete Desmond Miles genealogy? ?What are the main models of secret blades? ?Do you know everything there is to know about the fragments of Eden? Learn all of this and more as you unlock the secrets of Assassin's Creed with this beautiful book.

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.

**Assassin's Creed: Where's the Assassin?** - Arancia Studios 2021-09-21

This gorgeous puzzle book for Assassin's Creed fans of all ages will delight the eyes, challenge the mind, and help fans to hone their assassin observation skills. Do you have the eagle eyes necessary to make it in the enigmatic Brotherhood of Assassins? This classic search and find book will allow gamers to interact with their favourite characters in a new way! With beautiful, intricate, original illustrations spanning over 2000 years of history, search for 13 iconic assassins through the ages and across

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the world.

Fable: Edge of the World - Christie Golden  
2012-08-21

The official prequel novel to the Xbox 360 videogame, Fable:™ The Journey It's been almost a decade since the events of Fable 3, when the Hero vanquished the threat across the sea and claimed his throne. As king he led Albion to an era of unprecedented peace and prosperity. But on the night of his wedding to his new queen, ominous word arrives: The darkness has returned. Beyond a harrowing mountain pass, the exotic desert country Samarkand has been overrun by shadowy forces. Within the walls of its capital city, a mysterious usurper known only as the Empress has seized control. To protect his realm, the king must lead his most trusted allies into a strange land unknown to outsiders. As they forge ahead along Samarkand's ancient Great Road, populated by undead terrors and fantastic creatures once believed to be the stuff of legend, the king is

drawn ever closer to his greatest challenge yet. But soon Albion is engulfed in a war of its own. As the darkness spreads, town by town, a treacherous force has infiltrated the queen's circle. Now the fate of all that is good rests with a faint flicker of hope . . . that somewhere, somehow, heroes still do exist. © 2012 Microsoft Corporation. All Rights Reserved. Microsoft, Fable, Lionhead, the Lionhead logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

*Assassin's Creed* Matthew Miller 2015-10-13  
Assassin's Creed is one of the biggest entertainment properties in the world. A sweeping and visually rich narrative covering the Crusades in medieval Jerusalem, the pirate-infested oceans of the Caribbean, the height of the French Revolution, and more, Assassin's Creed immerses fans in the most dramatic periods in human history and brings to life some of its most intriguing and influential characters. This comprehensive book explores the history

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and legacy of Assassin's Creed, its rich mythology, and the vivid artwork of the entire franchise, including works created for the graphic novels and downloadable content. With never-before-seen concept and character art, Assassin's Creed: The Complete Visual History reveals the creative process behind the immersive historical settings as well as the development of such iconic characters as Altair, Ezio, Connor, and Arno, to name a few, chronicling how the franchise has evolved over the years while retaining its bold, signature look. Written by gaming journalist Matthew Miller and featuring commentary from key Ubisoft developers and artists, this comprehensive visual history offers unparalleled insight into one of the industry's most acclaimed franchises. The ultimate word on the blockbuster gaming phenomenon, Assassin's Creed: The Complete Visual History is a must read for fans of the franchise and those interested in discovering the astounding artistry behind the creation of a

major contemporary video game series. *World of Warcraft* Christie Golden 2020-10-20 For over a quarter of a century, Warcraft and World of Warcraft players have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected...and the fearsome powers they hold. From the shining towers of Silvermoon to the sulfurous Blackrock Mountain to the white stone castles of Stormwind, the Eastern Kingdoms are vast and full of wonder. Every corner of the majestic isle contains countless stories, treasures, and more than a few secrets that some would prefer stay buried. Follow Spymaster Mathias Shaw and Captain Flynn Fairwind on an expedition across the Eastern Kingdoms for king and country as they chronicle its history and catalog the weapons, armor, and powers untold that are scattered across this sprawling dominion. Penned by New York Times bestselling author and Blizzard

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Entertainment writer Christie Golden, Exploring Azeroth: The Eastern Kingdoms is your first step on a truly remarkable journey across the beloved lands of Azeroth

**Dodge Danger** - James Provencher 2019-06-08  
Graphic Novel about a man, Lester Garbonza, who dons a superhero suits defends the city of Massatucky as Dodge Danger. His wife thinks he's crazy, the local police want his vigilante antics stopped, and he finds himself in the newspapers for all the wrong reasons. In this episode he discovers that the evil organization G.L.O.V.E., Arvid Mann (owner of Mann's Sausage Emporium, are Anita Spenkin are behind a plan to brainwash the populace, using chips in the special sauce to give up all their cash and do their will. Dodge, along with Sergio O'Brien, agent of H.A.N.D., Vicky Lane, and Sergeant Badger get caught up in the action and try to stop them from succeeding.

**Starcraft II: Flashpoint** - Christie Golden  
2013-05-28

After she is restored to her human form by an ancient relic wielded by Jim Raynor, a still-formidable Sarah Kerrigan unites zerg broods throughout the Koprulu sector in what is revealed to be a menacing new agenda.

*Lord of Soul's* Greg Keyes 2011-10-28  
Forty years after the Oblivion crisis, the empire of Tamriel is threatened by a mysterious floating city, Umbriel, whose shadow spawns a terrifying undead army. Reeling from a devastating discovery, Prince Attrebus continues on his seemingly doomed quest to obtain a magic sword that holds the key to destroying the deadly invaders. Meanwhile, in the Imperial City, the spy Colin finds evidence of betrayal at the heart of the empire—though his own heart may betray him first. And Annag, trapped in Umbriel itself, has become a slave to its dark lord and his insatiable hunger for souls. How can these three unlikely heroes save Tamriel when they cannot even save themselves? Based on the award-winning Elder Scrolls® series, Lord of

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Souls is the second of two exhilarating novels that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year by numerous outlets, including Spike TV, the Golden Joystick Awards, and the Associated Press.

*Sylvanas (World of Warcraft)* Christie Golden  
2022-03-29

NATIONAL BESTSELLER • The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn.

To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas's complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger-General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

**Assassin's Creed Odyssey** - Gordon Doherty  
2018-11

**The Prisoner of Zenda** - Anthony Hope  
2021-09-14

Disaster strikes when the king of Ruritania is drugged on the very eve of his coronation. The ceremony cannot move forward without him -

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and if his power is not made official, those scheming to seize the throne for themselves may move upon it. With those loyal to the crown desperate for a way to stall until the king is safe once more, a visiting Englishman with a startling likeness to the monarch is convinced to take his place - and must now work against the forces plotting behind the crown's monarchy's back.

**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 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

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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.

*Dragon's Dogma* - Capcom 2014-04

Dragon's Dogma is one of the newest franchises from fan-favorite game publisher Capcom, set in a rich world full of dangerous monsters and classic action-RPG style adventure. Dragon's Dogma: Official Design Works collects the development artwork behind this expansive new setting, including character, creature, and weapon designs, plus rough sketches, key visuals, and plenty of creator commentary.

**Call of Duty WWII: Field Manual** - Micky Neilson 2017-11-03

A wholly immersive in-world take on the blockbuster Call of Duty® series. Acclaimed for its immersive gameplay and thrilling storylines, Call of Duty® has captivated millions of players worldwide since the release of its first game in 2003. Call of Duty® WWII: Field Manual is an engrossing collector's item for fans of the series. Presented as an official combat-issued handbook that has been misplaced by its owner, the book pairs stunning original illustrations with an engaging narrative that showcases the statistics and history of the essential units, vehicles, weapons, and battlegrounds.

**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.

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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 Altaïr performing a Leap of Faith off a castle wall, this coloring book offers patterns, images, and iconography from throughout history to fill with color.

**Assassin's Creed Unity** - Christie Golden  
2014-11-11

Crafted to resemble a set of Abstergo case files, this immersive and interactive book provides a glimpse into the technology that allows characters to inhabit the lives of their ancestors - a cornerstone of the 'Assassin's Creed' narrative. This book will grant a never-before-seen look at the inner workings of the fictional corporation at the heart of the blockbuster franchise.

**Warcraft** - Daniel Wallace 2016-06-07

A stunning behind-the-scenes look at the making of Legendary Pictures' and Universal Pictures' Warcraft: Behind the Dark Portal, and based on Blizzard Entertainment's World of Warcraft, the highest grossing role-playing video game series of all time. The peaceful realm of Azeroth stands on the brink of war as its civilization faces a fearsome race of invaders: Orc warriors fleeing their dying home to colonize another. As a portal opens to connect the two worlds, one army faces destruction and the other faces extinction. From opposing sides, two heroes are set on a collision course that will decide the fate of their family, their people, and their home. So begins a spectacular saga of power and sacrifice in which war has many faces and everyone fights for something. World of Warcraft holds the Guinness World Record for most popular MMORPG (massively multiplayer online role-playing game) ever and has grossed more than 11.5 billion dollars since it was released.

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Warcraft: Behind the Dark Portal tells the full story of the incredible creative journey that brought Blizzard Entertainment's beloved epic adventure of world-colliding conflict to the big screen. Filled with stunning concept art, unit photography, and visual effects breakdowns, this book also features insightful interviews with the incredible cast and crew, as they share the secrets behind bringing war-torn Azeroth to life. Directed by Duncan Jones (Moon, Source Code) and written by Charles Leavitt and Jones, the film—starring Travis Fimmel, Paula Patton, Ben Foster, Dominic Cooper, Toby Kebbell, Ben Schnetzer, Rob Kazinsky, and Daniel Wu—is a Legendary Pictures, Blizzard Entertainment, and Atlas Entertainment production. The movie premieres June 10, 2016.

**Assassin's Creed Unity** - Christie Golden  
2014-11-11

Following the narrative of the popular video game series, a companion book, which resembles a collection of Abstergo case files,

provides a glimpse into the inner-workings of the fictional corporation through data, schematics and artifacts.

**Assassin's Creed** - Rick Barba 2016

The characters and places from the Assassin's Creed video games come to life in this unique non-fiction guide to the historical time periods of the games. It's a perfect-and age appropriate--book for middle grade and YA fans of the Assassin's Creed franchise, exploring how the game's characters figure into their various time periods and then diving into the real history of each. It features the true stories behind the battles, assassinations, and historical figures such as George Washington, Leonardo da Vinci and the infamous pirate Blackbeard. Illustrated with images from the games as well as historical illustrations and photographs, time periods include the Crusades, Italian Renaissance, Colonial Americas, French Revolution, and Victorian England. Both unbelievably cool and educational, Assassin's Creed Through the ages

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is a stunning visual guide that shows how the hugely popular game series brings history to life. *How to Talk about Videogames* Ian Bogost 2015-11-15

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."

**Assassin's Creed: The Essential Guide** - Ubisoft 2016-11-15

Providing fans and newcomers everything they need to know about the fascinating world of *Assassin's Creed*, this beautifully illustrated

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guide is packed with information about the key characters, storylines and historical settings from the blockbuster video game franchise. The covert war between two secret organizations, the Templars order and the Brotherhood of the Assassins, has been raging for millennia. Packed with beautiful images and featuring the latest lore, "Assassin's Creed: the essential guide", explores the major characters, technology, key historical settings, and epic story of this conflict. Encompassing the entire franchise, Assassin's Creed: the essential guide is both an ideal introduction and the perfect guide to the Assassin's Creed universe, full with facts on: - The Assassin Brotherhood and the Templar order -The First Civilisation -Technology and Weapons -Historical Settings and Locations -The Present day storyline

*Last Descendants* Matthew J. Kirby 2016-08-30  
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 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.  
*The Sacred & the Digital* F.G. (Frank) Bosman 2019-04-18

Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful

elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

*Warcraft: Durotan: The Official Movie Prequel*

Christie Golden 2016-05-03

In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly harsh winters and thinning herds. When Gul'dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan's chieftain, must make an impossible decision: abandon the territory, pride and traditions of his people, or lead them into the unknown. An original tale of survival, conflict and magic that leads directly into the events of Warcraft, an epic adventure from Legendary Pictures and Universal Pictures, based on Blizzard Entertainment's global phenomenon.