

# Assassins Creed Unity Abstergo Entertainment Employee Handbook

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**Assassin’s Creed Unity** Christie Golden 2014-11-11 Crafted by 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.

**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 is a stunning visual guide that shows how the hugely popular game series brings history to life.

**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: Legends** Christie Golden 2009-09-01 Presents a collection of short stories set in the Warcraft universe.

**The Art of Assassin’s Creed Origins** Paul Davies 2017-10-31 Having taken players all the way to the gateway to the modern world in Syndicate, Assassin’s Creed once again takes fans on an adventure through history. The Art of Assassin’s Creed 7 collates hundreds of concept arts, including sketches, final paintings, and 3D Renders, alongside in-depth commentary from the artists and developers, representing the ultimate insight into the design processes behind the game.

**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.

**The Prisoner of Zenda** Anthony Hope 2021-01-01 A turning point in the history of European literature, ‘The Prisoner of Zenda’ is one such fabulous work of Anthonu Hope which inspired an entire new genre in literature - Ruritanian Romance. Published in 1894, this is an adventure novel in which the King of Ruritania is drugged on the eve of his coronation and thus, is unable to attend the ceremony. Political forces within the realm are such that, in order for the king to retain the crown, his coronation must proceed. Fortunately, an English gentleman on holiday in Ruritania, who resembles the monarch, is persuaded to act as his political decoy in an effort to save the throne and avert the unstable political situation of the interregnum.

**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 the world.

*The Art of Dave Seeley* Dave Seeley 2015-08-18 An acclaimed artist whose illustrations have appeared on a rich spectrum of eye-catching book covers, Dave Seeley is one of the most exhilarating illustrators working in the science fiction/fantasy genre. A self-confessed “image junkie,” Seeley absorbs a huge amount of visual material when seeking inspiration for his pieces. He then creates his final illustrations using a broad range of artistic methods, merging together elaborate digital backgrounds, images of live models and hand-built props, and exquisite pencil drawings and paintings. The results are astonishing, as Seeley seamlessly forges these disparate artworks into imagery of unparalleled imagination, scope, and beauty. The Art of Dave Seeley brings together the very best of his work, encompassing the worlds of literature, movies, video games, and beyond. Renowned for his hugely evocative Star Wars book covers, including the iconic Luke Skywalker and the Shadows of Mindor wraparound jacket, Seeley has also created art for such properties as Halo, Battlestar Galactica, Aliens vs. Predator, The Fast and the Furious, and the popular Deathlands novels. This deluxe volume showcases Seeley’s diverse body of work with over 200 images from throughout his career, while also offering fascinating insights into his process and creative drive. Visually stunning, comprehensive, and utterly compelling, The Art of Dave Seeley is a unique journey into the creative world of a master of genre illustration.

*Warcraft* Daniel Wallace 2016-07-26 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. 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: 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** Oliver Bowden 2013 ‘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 who dreams of gold - cannot resist the lure of a life of glory on the high seas. When his family homestead is attacked there seems 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. And so he is drawn into the centuries-old battle between the Assassins and the Templars.

**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.

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

*The Art of Assassin’s Creed III* Andy McVittie 2012-10-30 An exclusive art book published to coincide with the much-anticipated release of Assassin’s Creed III. Initially launched in 2007, the first four Assassin’s Creed games have sold more than 38 million units worldwide, and the franchise is now established as one of the best-selling series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin’s Creed transcends video games, branching out into other entertainment experiences including comic books, Facebook games, novels, short films and more. Assassin’s Creed III sees the franchise step into a brand new era, with a new assassin in a revolutionary world. With intricately detailed environments and finely-honed and evocative historical reimaginings, this is a world into which you can immerse yourself and feel the echoes of the past come to life. Continuing in the footsteps of this already world-renowned franchise, Assassin’s Creed III promises to be the biggest and best yet. Highlights in the game, and in the book, include new interactive cityscapes, frozen winter landscapes, threats from the natural world, weather systems that affect gameplay, and a wholly new environment for any

Assassin so far - all stunningly and historically-correctly recreated by the Ubisoft studio.

**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

**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.

**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.

**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.

**Dark Disciple: Star Wars** Christie Golden 2015-07-07 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. Praised 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 “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* David S. J. Hodgson 2007 • Setting information, faction descriptions, and history breakdowns. • Detailed memory block walkthroughs describing traffic, security, controlling factions, view points and side-quests. • Tips for completing all 44 of the Xbox 360 Achievements. • Locations of all flags, targets, and templar locations for all areas of the game. • Advice on the utilization of certain maneuvers to aid in moving through the crowd and swooping in for the kill.

**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: The Official Movie Novelization – Special Edition** Christie Golden 2016-12-21 The official movie novelization of the "Assassin's Creed" motion picture starring Michael Fassbender. This premium hardcover edition features exclusive behind the scenes details on the creation of the Assassin’s Creed movie, as well as concept art from the film and a special code to unlock Assassin’s Creed rewards through Ubisoft Club’s loyalty program. We work in the dark to serve the light. We are assassins. Through a revolutionary technology that unlocks his genetic memories, Callum Lynch experiences the adventures of his ancestor, Aguilar, in 15th Century Spain. Callum discovers he is descended from a mysterious secret society, the Assassins, and amasses incredible knowledge and skills to take on the oppressive and powerful Templar organization in the present day.

**The Art of Thief** Paul Davies 2014-02-25 With the exceptional heritage, critical acclaim and tremendous sales of the Thief franchise, fans of the series will be delighted to add this book to their collection in anticipation of the new Thief game.The Art of Thief demonstrates the stunning concept and development art from the eagerly anticipated next-gen console game, Thief.The Art of Thief will be released day and date to coincide with the launch of the long awaited Thief game.

The Art of Thief is the perfect companion for fans of the Thief franchise. The Thief videogame series has achieved tremendous sales and been praised by numerous respected media sources, such as The Washington Post, The LA Times, and The New York Times. The Thief games have often been praised for innovating the stealth genre and have accumulated a dedicated and loyal fanbase consisting of millions of people worldwide.The new Thief game will be heavily promoted as it will feature on the Xbox One and Playstation 4 consoles, which have both received international media and online attention.

**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

**Warcraft: The Official Movie Novelization** Christie Golden 2016-06-03 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. **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 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.

**Assassin’s Creed: The Essential Guide** Titan Books 2020-02-25 Bursting with timelines, concept art, locations, history, character profiles, and technology, this is the ultimate guide to the millennia-long struggle between the Assassin Brotherhood and the Templar Order. 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 **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.

**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."

*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.

**The Art of Watch Dogs** Andy McVittie 2014-05-27 One of the most hotly anticipated games from E3 2012, Watch Dogs received over 80 official nominations and awards including IGN's Best New Franchise Award, Gamespot's Editor's Choice Award and Eurogamer's Game of the Show Award. The Art of Watch Dogs is an in-depth review of Ubisoft's amazing new game with extensive concept and development art and detailed creator commentary. The first of its kind for a franchise that is certain to be a future classic, the book will explore the technology-controlled world of Watch Dogs, taking readers on a visual guide through Aiden Pearce's quest to turn Chicago's Central Operating System (CIOS) against its corrupt owners.

*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

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*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 2018-10-05 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' \*\*\*\*\* New Feature Information 0

*Assassin's Creed: Desmond* Eric Corbeyran 2012-10-30 This first volume of the French comic trilogy from Ubisoft, tells the story of Desmond Miles' abduction by Abstergo and their plans to rip the blood-steeped memories of Desmond's ancestors from his genetic code. Add to the mix the mysterious and violently terrified Subject 16 and a desperate flight from Abstergo, and this makes for a fast-paced and thrilling addition to the game's universe.

**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* 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 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: Before the Storm** Christie Golden 2018-06-12 An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment's next expansion to the critically acclaimed World of Warcraft. In Before the Storm, Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new to their positions of power, both ascending before they were truly prepared. As the Alliance and the Horde struggle to recover from the devastating war with the demonic Burning Legion, a terrible discovery will test both leaders, threatening to reignite the bitter enmity between their factions and shake the very foundations of the world of Azeroth.