
Assassins Creed Unity Abstergo Entertainment Employee Handbook

Assassin's Creed Unity Abstergo Entertainment Employee Handbook ASSASSIN'S
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Abstergo Entertainment 6521130073245 edited
Employee Handbook by

CLARKE COCHRAN

KILO SQUAD: THE SURVIVOR'S LOG

Titan Books (US, CA)

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. *Assassin's Creed Odyssey* Simon and Schuster

Learn how the Assassin known as Connor came to be a deadly killer in this novel based on the Assassin's Creed™ video game series that follows his father—Templar Grand Master, Haytham Kenway. "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 his family destroyed, 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. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

The Ming Storm Insights

'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.

THE ART OF ASSASSIN'S CREED VALHALLA DELUXE EDITION

Titan Books (US, CA)

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 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 Valhalla: Sword of the White Horse Penguin

Older, wiser, and more deadly than ever, Master Assassin Ezio Auditore embarks on an epic journey to find the lost library of Altaïr in this novel based on the Assassin's Creed™ video game series. The library holds not only hidden knowledge but also the most unsettling secret the world has ever known; a secret the Templars hope to use to control humankind's destiny. Five keys are needed to access the library—to find them, Ezio must travel to the troubled city of Constantinople, where a growing army of Templars threaten to destabilise the Ottoman Empire. Walking in the footsteps of his predecessor, Altaïr, Ezio must defeat the Templars for the final time. For the stakes have never been higher, and what started as a pilgrimage has become a race against time... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

ASSASSIN'S CREED

Prima Lifestyles

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: Desmond Michael Joseph

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 IV Black Flag Insight Editions](#)

-The only way to bring down the Sith's most dangerous warrior may be to join forces with the dark side---Page 4 of cover.

A Walk Through History (1189-1868) : a Visual Guide Abrams

While Rome lies in ruins and in the shadow of the Borgia family, Ezio, the master assassin, seeks to avenge his uncle's death.

PRIMA OFFICIAL GAME GUIDE

Titan Books (US, CA)

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: FORSAKEN

Prabhat Prakashan

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!

[The Art of Assassin's Creed III](#) Ubisoft
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

Lucas Books

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

Greece, 5th century BCE. Cassandra is a mercenary of Spartan blood, sentenced to death by her family, cast out into exile. Now she will embark on an epic journey to become a legendary hero - and uncover the truth about her mysterious lineage. The *Assassin's Creed* novels have sold more than 1 million copies around the world, gaining almost 30,000 4 and 5 star reviews. See what readers are already saying about the series that lets you dive deeper into the world behind the highly acclaimed video game series: 'A brilliant read' ***** 'I love this book' ***** 'Original and unique' ***** 'A brilliant accompaniment to the games' *****

Assassin's Creed: Heresy Titan Books (US, CA)

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.

Assassin's Creed: Unity Simon and Schuster

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.

THE ART OF WATCH DOGS

Ubiworkshop

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 *The Prisoner of Zenda* Titan Books (US, CA)

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 Unity Insight Editions

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 (CtOS) against its corrupt owners.

CALL OF DUTY WWII: FIELD MANUAL

Penguin

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.

Assassin's Creed Del Rey

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.

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