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KEY=CREED - DEVAN HARRISON

BLACK FLAG

Michael Joseph Fantasy fiction. It's the Golden Age of Piracy a time when greed, ambition and corruption overcome all loyalties and a brash young captain, Edward Kenway, is making his name known for being one of the greatest pirates of his day. In 'Black Flag', discover the story of how Edward, a young privateer, became one of the world's most deadly pirates and was drawn into the centuries-old battle between the Templars and the Assassins.

ASSASSIN'S CREED: RENAISSANCE

Penguin Betrayed by the ruling families of Italy, a young man embarks upon an epic quest for vengeance during the Renaissance in this novel based on the Assassin's Creed™ video game series. "I will seek vengeance upon those who betrayed my family. I am Ezio Auditore Da Firenze. I am an Assassin..." To eradicate corruption and restore his family's honor, Ezio will learn the art of the Assassins. Along the way, he will call upon the wisdom of such great minds as Leonardo da Vinci and Niccolo Machiavello—knowing that survival is bound to the skills by which he must live. To his allies, he will become a force for change—fighting for freedom and justice. To his enemies, he will become a threat dedicated to the destruction of the tyrants abusing the people of Italy. So begins an epic story of power, revenge and conspiracy... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

ASSASSIN'S CREED: BROTHERHOOD

Penguin Master Assassin Ezio Auditore da Firenze's hunt for revenge pits him against the Knights Templar in this novel based on the Assassin's Creed™ video game series. After his family was betrayed by the ruthless nobles of Renaissance Italy, young Ezio vowed to restore the honor of the da Firenze name at any cost. Learning the arts of the Assassins, he fought with both his mind and body, ultimately confronting and defeating a secret evil. Or so he thought... For the power of the dreaded Templars has not been broken. The sinister enemies of the Brotherhood are now aware of the threat Ezio poses to them and their plans to engulf the world in their dark shadow. And Ezio must once again walk the razor-thin line between preserving innocent life—and killing all in his path... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

ASSASSIN'S CREED: FORSAKEN

Penguin 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

ASSASSIN'S CREED: UNITY

Penguin 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

AN ASSASSIN'S CREED NOVEL

Simon and Schuster 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: REVELATIONS

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: UNITY

Ace Books Arno and Elise are drawn into the centuries-old battle between the Assassins and the Templars amid the chaotic events of the 1789 French Revolution.

ASSASSIN'S CREED ODYSSEY

THE OFFICIAL NOVEL OF THE HIGHLY ANTICIPATED NEW GAME

Editeurs divers Royaume-Uni & Irlande

THE ART OF ASSASSIN'S CREED VALHALLA

Dark Horse Comics 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.

ASSASSIN'S CREED

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

ASSASSIN'S CREED: HERESY

Ubisoft

ASSASSIN'S CREED: THE OFFICIAL MOVIE NOVELIZATION

Ubisoft

LAST DESCENDANTS

Scholastic Paperbacks 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: THE COMPLETE COLLECTION

ASSASSIN'S CREED: THE ESSENTIAL GUIDE

Titan Books (US, CA) 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 SECRET CRUSADE

Assassin's Creed "An original novel based on the multiplatinum video game from Ubisoft"--Cover.

THE ART OF ASSASSIN'S CREED ORIGINS

Titan Books (US, CA) 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.

DESERT OATH

THE OFFICIAL PREQUEL TO ASSASSIN'S CREED ORIGINS

Penguin UK THE LATEST in the Assassin's Creed series . . . Travel further back in time than ever before . . . Discover an ancient Egypt on the brink of collapse, and meet the characters in the official prequel to the latest instalment of the bestselling Assassin's Creed video game series. 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

THE ASSASSIN'S CREED VALHALLA NOVEL

Simon and Schuster 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.

ASSASSIN'S CREED VALHALLA: SONG OF GLORY

Dark Horse Comics 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.

ASSASSIN'S CREED

BLACK FLAG

Ace Books In the golden age of piracy, Edward Kenway takes to the high seas after his family home is attacked, and soon finds himself drawn into the battle between the Assassins and the Templars when evidence of a conspiracy comes to light.

ASSASSIN'S CREED: THE OFFICIAL COLORING BOOK

Insight Editions 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: WHERE'S THE ASSASSIN?

Titan Books (US, CA) 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.

ASSASSIN'S CREED

PRIMA OFFICIAL GAME GUIDE

Prima Lifestyles • 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: CONSPIRACIES #1

Titan Comics 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.

ASSASSIN'S CREED IV BLACK FLAG

BLACKBEARD: THE LOST JOURNAL

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 DEFINITIVE VISUAL HISTORY

Titan Books Exploring the rich mythology of Assassin's Creed, this book features the art and history of the series from the first groundbreaking game through the graphic novels to the DLCs. It brings the game's famous historical locations and figures to life and explores the evolution of each iconic Assassin and Templar.

BROTHERHOOD

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

ASSASSIN'S CREED ODYSSEY

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: UNDERWORLD

Michael Joseph No Marketing Blurb

ASSASSIN'S CREED: DESMOND

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: UNDERWORLD

Penguin In Victorian era London, a disgraced Assassin goes deep undercover in a quest for redemption in this novel based on the Assassin's Creed™ video game series. 1862: With London in the grip of the Industrial Revolution, the world's first underground railway is under construction. When a body is discovered at the dig, it sparks the beginning of the latest deadly chapter in the centuries-old battle between the Assassins and Templars. Deep undercover is an Assassin with dark secrets and a mission to defeat the Templar stranglehold on the nation's capital. Soon the Brotherhood will know him as Henry Green, mentor to Jacob and Evie Frye. For now, he is simply The Ghost... An Original Novel Based on the Multiplatinum Video Game from Ubisoft

THE ART OF ASSASSIN'S CREED: UNITY

Titan Books (US, CA) With 73 million units sold worldwide, Ubisoft's Assassin's Creed franchise is established as one of the best-selling game series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching into other entertainment experiences including comic books, novels, short films and an impressive merchandise line-up. The recently announced Assassin's Creed Unity takes players into the heart of the French Revolution. Marrying intricately detailed environments and next-gen capabilities, Paris comes to life around you and immerses you in the grit and grime of a city in turmoil. Continuing in the footsteps of this already world-renowned franchise, Assassin's Creed Unity brings to life a time of unrest and disorder in one of the greatest cities in the world, promising to be the biggest and best experience yet. Highlights in the game, and in the book, include the different areas of Paris, each with their own identity and population, towering buildings bigger than any Assassin's Creed game so far and an amazing range of locations and action. © 2014 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft and the Ubisoft logo are trademarks of Ubisoft in the U.S. and/or other countries.

THE BLIND ASSASSIN

Emblem Editions "Ten days after the war ended, my sister Laura drove a car off a bridge." These words are spoken by Iris Chase Griffen, married at eighteen to a wealthy industrialist but now poor and eighty-two. Iris recalls her far from exemplary life, and the events leading up to her sister's death, gradually revealing the carefully guarded Chase family secrets. Among these is "The Blind Assassin," a novel that earned the dead Laura Chase not only notoriety but also a devoted cult following. Sexually explicit for its time, it was a pulp fantasy improvised by two unnamed lovers who meet secretly in rented rooms and seedy cafés. As this novel-within-a-novel twists and turns through love and jealousy, self-sacrifice and betrayal, so does the real narrative, as both move closer to war and catastrophe. Margaret Atwood's Booker Prize-winning sensation combines elements of gothic drama, romantic suspense, and science fiction fantasy in a spellbinding tale.

LAST DESCENDANTS: ASSASSIN'S CREED: TOMB OF THE KHAN

Scholastic UK In "Last Descendants," Owen and a group of other teens located the first piece of an ancient and powerful relic long considered a legend-the Trident of Eden. This piece was sought by the Brotherhood of Assassins and the Templar Order, but before either organization could take the piece, it was stolen by an unknown, third party. The tenuous relationship between Owen and the teens fractured, with some taking sides with the Templars, and others with the Assassins. "Last Descendants" book 2 picks up weeks after the events of book 1. There are still two pieces of the Trident of Eden to find, and both groups are determined to not repeat their

mistakes. The next piece is said to have been buried with Mongol Warlord Genghis Khan, whose tomb has never been found. Now the teens on either side of the conflict will have to go deep into simulations in war-torn Mongolian China in a race against time to discover the next piece, and ensure their safety, before the others.

JOIN ME!

Penguin Danny Wallace was bored. Just to see what would happen, he placed a whimsical ad in a local London paper. It said, simply, "Join Me." Within a month, he was receiving letters and emails from teachers, mechanics, sales reps, vicars, schoolchildren and pensioners—all pledging allegiance to his cause. But no one knew what his cause was. Soon he was proclaimed Leader. Increasingly obsessed and possibly power-crazed, Danny risked losing his sanity and his loyal girlfriend. But who could deny the attraction of a global following of devoted joinees? A book about dreams, ambition, and the responsibility that comes with power, *Join Me* is the true story of a man who created a cult by accident, and is proof that whilst some men were born to lead, others really haven't got a clue.

ASSASSIN'S CREED LIMITED EDITION ART BOOK

PRIMA OFFICIAL GAME GUIDE

Making-of art book: Beautiful artwork and renders reveal the dawning of Altaïr. Interviews: Revealing interviews with Jade Raymond and key members of every team. Lithograph: A high-quality lithograph of a stunning rendered scene. High-quality Packaging: Hardcover package with stunning artwork from the team on the cover. Clean box art: Prima's one-sheet will fall away when the shrinkwrap is removed, leaving pristine art, unmarred by logos, barcodes, or taglines.

FATE OF THE GODS (LAST DESCENDANTS: AN ASSASSIN'S CREED NOVEL SERIES #3)

Scholastic Inc. Owen, Javier, and the rest of the Last Descendants teens uncover their destiny in this epic third book in the trilogy based on the hit Ubisoft video game!

ASSASSIN'S CREED: ATLAS

Abrams 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.