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Assassin's Creed Valhalla is an upcoming action role-playing video game developed by Ubisoft Montreal and published by Ubisoft. It is the twelfth major installment and the twenty-second release in the Assassin's Creed series, and a successor to the 2018 game Assassin's Creed Odyssey. Set in 873 AD, the game recounts a fictional story of the Viking invasion of Britain.

Assassin's Creed Valhalla - Wikipedia

Assassin's Creed Encyclopedia [Ubisoft] on Amazon.com. *FREE* shipping on qualifying offers. Assassin's Creed Encyclopedia

Assassin's Creed Encyclopedia: Ubisoft: 9782924006092 ...

Assassin's Creed Odyssey is an action role-playing video game developed by Ubisoft Quebec and published by Ubisoft. It is the eleventh major installment, and 21st overall, in the Assassin's Creed series and the successor to 2017's Assassin's Creed Origins. Set in the years 431–422 BCE, the plot tells a mythological history of the Peloponnesian War between Athens and Sparta.

Assassin's Creed Odyssey - Wikipedia

Featured in the encyclopedia will be 390 pages of pure Assassin Creed facts. This book is bound in the hard-cover fashion, and the Assassin's Creed Dev Team at Ubisoft Montreal helped to create it. The content within the book will be up-to-date with Black Flag and Brahman, the graphic novel.

A Book Lover's Dream: Assassin's Creed Encyclopedia 3.0

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The secret war between the Templar Order and the Brotherhood of the Assassins has been going on for thousands of years. The ultimate compendium to the world-famous Action Adventure game presents the most important characters, technologies and equipment of the two hostile camps, as well as the historical milestones of this truly epic conflict."

Anyone else hoping for Assassin's Creed Encyclopedia 4.0 ...

Assassin's Creed Origins is an action-adventure video game developed by Ubisoft Montreal and published by Ubisoft. It is the tenth major installment in the Assassin's Creed series and the successor to 2015's Assassin's Creed Syndicate. It was released worldwide for Microsoft Windows, PlayStation 4, and Xbox One on October 27, 2017. The game is set in Ancient Egypt near the end of the Ptolemaic ...

Assassin's Creed Origins - Wikipedia

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Assassin's Creed The Encyclopedia: Second Edition is the definitive guide to a universe that spans over many different platforms and media.

Assassin's Creed Encyclopedia by Ubisoft Entertainment

The Assassin's Creed Encyclopedia is a must-have for new fans to the series as well as those who have been fascinated with the universe since day one. This brand new edition features amazing artwork and up-to-date content from the new game, Assassin's Creed IV Black Flag, and the new graphic novel, Assassin's Creed: Brahman.

ASSASSIN'S CREED ENCYCLOPEDIA - 3.0: Ubi Workshop: Books ...

The Animus 2.0, a new version of the machine of the same name present in Assassin's Creed, provides in-game context for changes and additions to several game elements. A database is also available, providing extra historical information about key landmarks, characters, and services that the player encounters.

Assassin's Creed II - Wikipedia

You'd have to go all the way back to 2013's Assassin's Creed 3 to find the last game to get nominated. The constant rehashing of "the next game needs to have this" or "Ragnarok better be like X" seems less about iterating on the *new* games of Origins and Odyssey, and more like how Ubisoft is either going to do a 180 and so something completely new or go back to the older style of the franchise.

PSA: The Assassin's Creed Encyclopedia (3.0) is currently ...

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Assassin's Creed, Volume 2: Aquilus. Assassin's Creed Volume 2: Aquilus is a French-language graphic novel written by Eric Corbeyran and drawn by Djilalli Defaux. The story opens with a young Desmond recalling his conversation with his father.

The ultimate guide to the blockbuster Assassin's Creed game franchise. This richly illustrated guide is the definitive guide to the blockbuster Assassin's Creed game series. Packed with information on characters, technology, locations, historical settings, storylines, organizations, and backstory, this guide encompasses the whole franchise to date and is essential reading for fans and newcomers alike.

Presents concept art, scenery landscapes, and character designs of the third "Assassin's Creed" video game.

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.

There is something for everyone in Assassin's 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 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.

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

This revised and expanded second edition of the bestselling *The Game Console* contains brand new content, with coverage of 50 more consoles, variants, and accessories in 50 added pages. *The Game Console 2.0* is a gorgeous coffee table book for geeks and gamers that brings together highly detailed photos of more than 100 video game consoles and their electronic interiors spanning nearly five decades. Revised and updated since the first edition's celebrated 2018 release, *The Game Console 2.0* is an even bigger archival collection of vividly detailed photos of more than 100 video-game consoles. This ultimate archive of gaming history spans five decades and nine distinct generations, chronologically covering everything from market leaders to outright failures, and tracing the gaming industry's rise, fall, and monumental resurgence. The book's 2nd edition features more classic game consoles and computers, a section on retro gaming in the modern era, and dozens of new entries — including super-rare finds, such as the Unisonic Champion 2711, and the latest ninth-generation consoles. You'll find coverage of legendary systems like the Magnavox Odyssey, Atari 2600, NES, and the Commodore 64; systems from the '90s and 2000s; modern consoles like the Nintendo Switch, Xbox Series X|S, and PlayStation 5; and consoles you never knew existed. Get a unique peek at the hardware powering the world's most iconic video-game systems with *The Game Console 2.0* — the perfect gift for

geeks of all stripes and every gamer's must-have coffee-table book.

"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.

On-Sale Date Subject To Change. This masterfully designed oversized hardcover art book invites the reader on a visual journey through the world of Assassin's Creed Valhalla A world defined by the harsh beauty of Viking life, rich with fascinating characters and breathtaking landscapes. 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. This deluxe edition includes: - An exclusive cover - A decorative slipcase - A gallery-quality lithograph print Ubisoft and Dark Horse Books offer this enticing collection of art and commentary that is sure to attract returning fans and newcomers alike.

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