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# Assassins Creed Books

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Assassin's Creed: Renaissance

Assassin's Creed

Assassin's Creed: Revelations

Assassin's Creed: The Complete Collection

An Assassin's Creed Novel

The Secret Crusade

Assassin's Creed: Unity

Assassin's Creed: The Essential Guide

Assassin's Creed: Unity

The Art of Assassin's Creed III

Assassin's Creed: Forsaken

Assassin's Creed

Desert Oath

The Art of Assassin's Creed Valhalla Deluxe Edition

Assassin's Creed: The Official Coloring Book

Forsaken

The Assassin's Creed Valhalla Novel

Last Descendants: Assassin's Creed: Tomb of the Khan

Assassin's Creed

Prima Official Game Guide

Assassin's Creed: Desmond

Assassin's Creed: The Official Movie Novelization

Assassin's Creed Valhalla: Song of Glory

Last Descendants

Brotherhood

Assassin's Creed: Underworld

Assassin's Creed IV Black Flag

The Definitive Visual History

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Assassin's Creed: Underworld

The Ming Storm

## Assassin's Creed: Atlas

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### **EATON PRECIOUS**

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#### **Assassin's Creed:**

#### **Renaissance** Ace Books

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 Michael

Joseph

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: Revelations Ubisoft

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: The Complete Collection](#) 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.

### **An Assassin's Creed Novel** Penguin

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.

### The Secret Crusade

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 *Assassin's Creed: Unity* Scholastic UK 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: The Essential Guide

Titan Books (US, CA)

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.

Prima Lifestyles

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: Unity**  
Simon and Schuster  
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The Art of Assassin's Creed III VIZ Media LLC  
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: Forsaken* Titan Books (US, CA)  
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** Ace Books

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

**Desert Oath** 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

**The Art of Assassin's Creed Valhalla Deluxe Edition** Titan 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*

Scholastic Paperbacks

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.

Forsaken Titan Books (US, CA)

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. *The Assassin's Creed Valhalla Novel* Ubisoft 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

**Last Descendants:  
Assassin's Creed: Tomb  
of the Khan** Michael

Joseph  
In this novel based on the Assassin's Creed™ video game series, Niccolò Polo,

father of Marco, will finally reveal the story he has kept secret all his life—the story of Altaïr, one of the Brotherhood's most extraordinary Assassins. Altaïr embarks on a formidable mission—one that takes him throughout the Holy Land and shows him the true meaning of the Assassin's Creed. To demonstrate his commitment, Altaïr must defeat nine deadly enemies, including Templar leader Robert de Sable. Altaïr's life story is told here for the first time: a journey that will change

the course of history; his ongoing battle with the Templar conspiracy; a family life that is as tragic as it is shocking; and the ultimate betrayal of an old friend. An Original Novel Based on the Multiplatinum Video Game from Ubisoft *Assassin's Creed* 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.

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