

Assassins Creed Unity Abstergo Entertainment Employee Handbook

*** THE OFFICIAL NOVELIZATION AND TIE-IN TO THE UK'S NO 1 MOVIE *** Go beyond the film in the novelization of the first Assassin's Creed movie, starring Michael Fassbender and Marion Cotillard. 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.

In today's hyper-connected world, Chicago has the country's most advanced computer system, known as the CtOS. Concept art and sketches show how the developers designed a living, breathing and "hack-able" cityscape. This book will focus on Aiden Pearce, his allies and enemies, building a new Chicago, and the design of the tech and gadgetry to hack and control CtOS.

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

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.

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.

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 Niccolò Machiavelli—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

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 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.

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

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 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.

A commemorative mini-series celebrating 10 years of Assassin's Creed and featuring the franchise's best loved characters! To mark 10 glorious years of Assassin's Creed, Titan Comics are bringing together the franchise's best-loved characters for a celebratory series like no other! Get ready for four brand new adventures starring fan-favorite assassins like Edward Kenway and Altair, along with the series' celebrated Renaissance roof-crawler, Ezio Auditore da Firenze! Celebrating 10 years of Assassin's Creed Featuring major characters from the gaming franchise including ultimate fan-favourite, Ezio. Written by Assassin's Creed Locus scribe, Ian Edginton

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.

Become a living legend with this Collector's Edition guide from Prima Games! Assassin's Creed® Odyssey Map Poster: All of the major cities and key locations called out on an easy to reference poster. Art and Gallery Concepts: Game images and art concepts provide a visual narrative of the Assassin's Creed® Odyssey development team's artful recreation of Ancient Greece. A Message For Fans: This Collector's Edition guide features a foreword written by Jonathan Dumont, the Creative Director of Assassin's Creed® Odyssey. Epic Odyssey: Embark on your journey and follow the main story campaign as you uncover the truth about your family. We help guide you through Ancient Greece where your choices and their consequences impact your story during this epic journey. Odyssey Atlas: Detailed maps that identify points of interest, rare treasures, and other important locations throughout Ancient Greece. Much More! Special Abilities and naval combat upgrades, engraving information, playstyle tips, and a lot more! Digital Bonus: Unlock your digital version of this guide with the free code included inside. Access your digital guide anytime, anywhere, on any web-enabled device.

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

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Master Templar Juhani Otso Berg's search leads him to colonial America and to the later life of Ratonhnhaké:ton (also known as Connor), whose legendary skills and cunning helped shape the American Revolution.

'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 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.

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.

She was born without caste or position in Arukan, a country that prized both. Then a chance encounter led her to a better life. But it also brought her to danger and destiny.

Because Kevla Bai-sha's fevered dreams--looming threats to their land and visions of dragons that had once watched over her people--held the promise of truth. Now Arukan--shadowed by mountains and myths--might be overcome by eternal darkness. Kevla, together with Jashemi-kha-Tahmu, rebel prince of the ruling household, would defy all law, all tradition, to embark on a daring quest for the half-forgotten elementals that will save the world. And so Kevla must sacrifice everything...only to be reborn in dragon's flames....

Discover the art of Ubisoft's Assassin's Creed® Odyssey in this exclusive collection. The Art of Assassin's Creed Odyssey features concept sketches, texture studies, character art from the game, plus insightful commentary from the creators. The newest game in the franchise, Assassin's Creed® Odyssey, takes players on an epic voyage through history. The Art of Assassin's Creed Odyssey 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. © 2017 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed,

Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries.

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.

Provides information on all the main missions, side-quests, characters, and optional activities; offers walkthroughs and maps; and includes story analysis.

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 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.

Alone in a strange world and torn by grief, a vampire accepts the hospitality of the local lord. But can the vampire trust him once he discovers the land's dark connection to his own quest for revenge? From the Trade Paperback edition.

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.

Featuring forty high-quality removable posters, Assassin's Creed®: The Poster Collection contains a gallery of exciting poster art from Ubisoft's beloved video game series. Fusing a richly developed universe with thrilling action and sweeping visuals, the Assassin's Creed® franchise continues to enthrall video game enthusiasts and critics alike, delivering massive hits in the action-adventure genre. Packed with forty high-quality removable posters, this deluxe collection showcases the iconic imagery and concept art that combine to create the distinctive artistic quality of the games, including images from the latest installment in the series: Assassin's Creed® IV: Black Flag™. Bold and visually striking, Assassin's Creed®: The Poster Collection is a must-have for fans of the thrilling series.

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. Kassandra 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' *****

Secrets hidden in the darkness of the sea... Stolen at birth by her sea-lord father, Copper is returned to her mother, the queen, to experience life on their island home. But something is missing within her, for she is without a soul. Copper is adrift and alone until strangers come with Companion creatures and tell her of her destiny. For Copper is the Sea Dancer, one of five elements incarnate, and the fate of the world depends on the Dancers joining. Yet there are those who would pervert the Dancers' destiny, and an Emperor who will stop at nothing to prevent them from finding one another. As conspiracies unfold, and secrets are pierced, the upwelling of power that Copper controls is put to the test. The uneasy marriage of land and sea is about to break apart. And all hangs on Copper's choice...

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 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.

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.

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.

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

Assassin's Creed Unity Abstergo Entertainment - New Employee Handbook

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.

[Copyright: b8690cf3f1d42438f8ffb5c509101835](https://www.ubisoft.com/en-us/game/assassins-creed/unity/abstergo-entertainment-new-employee-handbook)