

Assassins Creed Revelations The Complete Official Guide

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!

Are you struggling in the middle of a memory sequence? Then this is the right place to be. The EZ Guides Assassins Creed: Revelations walkthrough will get you through the entire single player mode. We'll tell you where to go, when to fight and the best weapons to use when in combat with the many enemies. Following this walkthrough, you can successfully work your way through the memories of the assassins.

* From the very same team that brought you the highly acclaimed guides to Assassin's Creed II, Brotherhood and Revelations. * 100% complete: Main missions, side quests and optional challenges - all streamlined for 100% completion. * All secrets included: All unlockables, all bonuses, all collectible items, all hidden destinations, all Achievements and all Trophies...you won't miss a thing. * Revolutionary Walkthrough: An at-a-glance walkthrough covers every step of the adventure supported by detailed, annotated screenshots. * Authoritative: Statistics, diagrams and analysis from our experts provide a comprehensive understanding of all game systems and features. * Story Analysis: Includes a series retrospective and breakdown of all major plot events and mysteries, with insightful speculation on future developments. * Multiplayer Section: Packed with a wealth of insights, advanced tips and hi-res maps. Covers: Xbox 360®, Playstation®3, PC

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.

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- This is the 100% complete guide to Assassin's Creed Brotherhood - A colossal 40+page Extras chapter features every Secret along with a Behind-the-Scenes section, an Artwork Gallery and an in-depth examination of key events and protagonists in the Assassin's Creed series - The user-friendly Walkthrough chapter charts a successful and rewarding path through the main story with step-by-step action on the left-hand page and advanced data and new features on the right - A 40+page Side Quests chapter presents a game roadmap, all optional activities and Metagames and every secret collectible on highly detailed area maps - The Reference & Analysis chapter offers lists and analysis of all Enemies, Weapons, Equipment, Moves, Shop Items and Achievements & Trophies - The dedicated Multiplayer chapter details all Multiplayer features and maps and includes expert advice on the scoring system & bonuses, abilities, streaks, perks, challenges and level progression - Carefully designed to avoid unnecessary story spoilers - Quick search index for ease-of-use - Includes a large map poster with the collectibles marked

The official art book for Hideo Kojima's BAFTA-winning DEATH STRANDING. After the collapse of civilization, Sam Bridges must journey across a ravaged landscape crawling with otherworldly threats to save mankind from the brink of extinction. From legendary game creator Hideo Kojima comes an all-new, genre-defying experience for the PlayStation®4 system, nominated for the DICE Game of the Year Award. In the near future, mysterious explosions have rocked the planet, setting off a series of supernatural events known as the Death Stranding. With spectral creatures plaguing the landscape, and the planet on the verge of a mass extinction, it's up to Sam Bridges to journey across the ravaged continent and save mankind from impending annihilation. The Art of Death Stranding is packed with hundreds of pieces of concept art for the characters, equipment, locations and creatures featured in the game, as well as early and unused concepts, including artwork by acclaimed artist Yoji Shinkawa.

100% Complete ALL SECRETS INCLUDED Totally comprehensive – all collectible items, hidden destinations, unlockable bonuses, Achievements and Trophies...you won't miss a single reward. USER-FRIENDLY WALKTHROUGH Annotated visual solutions and clear text instructions present a streamlined path to 100% completion. MULTIPLAYER SECTION Packed with expert tips, hi-res maps and detailed tables. EXTENSIVE STORY ANALYSIS Includes a 22-page breakdown of key characters, events and concepts across the entire Assassin's Creed series to date. EXPERT-EASE Proficient stats, expert diagrams and in-depth analysis present a comprehensive understanding of the game's many systems and features. SPOILER-CONTROLLED DESIGN FROM PIGGYBACK

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

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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

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: Forsaken is the latest thrilling novelization by Oliver Bowden based on the phenomenally successful game series. The new game, Assassin's Creed III, takes one of gaming's most popular franchises to new heights in its most realistic world yet and introduces a brand new Assassin, Connor. During the American Revolution, Connor has sworn to secure liberty for his people and his nation and unleashes his powerful skills on the chaotic, blood-soaked battlefields of the hostile American wilderness. Assassin's Creed: Forsaken is the story behind who Connor really is and how he has become a deadly killer. The world of the Assassins has become far more lethal than ever before.

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.

The genre of adventure games is frequently overlooked. Lacking the constantly-evolving graphics and graphic violence of their counterparts in first-person and third-person shooters or role-playing games, they are often marketed to and beloved by players outside of mainstream game communities. While often forgotten by both the industry and academia, adventure games have had (and continue to have) a surprisingly wide influence on contemporary games, in categories including walking simulators, hidden object games, visual novels, and bestselling titles from companies like Telltale and Campo Santo. In this examination of heirs to the genre's legacy, the authors examine the genre from multiple perspectives, connecting technical analysis with critical

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commentary and social context. This will be the first book to consider this important genre from a comprehensive and transdisciplinary perspective. Drawing upon methods from platform studies, software studies, media studies, and literary studies, they reveal the genre's ludic and narrative origins and patterns, where character (and the player's embodiment of a character) is essential to the experience of play and the choices within a game. A deep structural analysis of adventure games also uncovers an unsteady balance between sometimes contradictory elements of story, exploration, and puzzles: with different games and creators employing a multitude of different solutions to resolving this tension.

Master Assassin Ezio Auditore travels to Constantinople to find the lost library of Altaïr and the secrets it hides before the Templars use this knowledge to destabilize the Ottoman Empire and control the world.

Are you struggling in the middle of a memory sequence? Then this is the right place to be. The EZ Guides Assassin's Creed: Revelations walkthrough will get you through the entire single player mode.

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!

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.

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.

COLLECTOR'S EDITION BONUS#1 The development team presents insights through an exclusive 16-page section featuring sketches of yet-undisclosed moments from Altaïr's life. **COLLECTOR'S EDITION BONUS#2 FREE ACCESS** to the interactive world map – code inside! The interactive world map reveals the locations of all collectibles and Viewpoints throughout Constantinople and Cappadocia. You can toggle points of interest on and off and zoom in and out. **COLLECTOR'S EDITION BONUS#3 Laminated reference cards** for all 9 Multiplayer maps. **100% Complete ALL SECRETS INCLUDED** Totally comprehensive – all collectible items, hidden destinations, unlockable bonuses, Achievements and Trophies...you won't miss a single reward. **USER-FRIENDLY WALKTHROUGH** Annotated visual solutions and clear text instructions present a streamlined path to 100% completion. **MULTIPLAYER SECTION** Packed with expert tips, hi-res maps and detailed tables. **EXTENSIVE STORY ANALYSIS** Includes a 22-page breakdown of key characters, events and concepts across the entire Assassin's Creed series to date. **EXPERT-EASE** Proficient stats, expert diagrams and in-depth analysis present a comprehensive understanding of the game's many systems and features. **SPOILER-CONTROLLED DESIGN FROM PIGGYBACK**

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 Altaïr, 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.

Poradnik – kompendium wiedzy – do gry Assassin's Creed Revelations po?wi?cony jest przede wszystkim dost?pnym w grze znajd?kom oraz sekretom. Z pomoc? wielu map oraz ilustracji, bez problemu zdob?dziesz wszystkie poukrywane w Konstantynopolu skarby. Assassin's Creed: Revelations – sekrety i znajd?ki – poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. Galata District (Fragmenty Danych Animusa) Gildia Asasynów (1) (Kompendium

wiedzy) Lokalizacja stron (Ishak Pasha's Memoir Pages) Miejskie Frakcje (Kompedium wiedzy) Constantine District (01-10) (Fragmenty Danych Animusa) Constantine District (11-21) (Fragmenty Danych Animusa) Gildia Asasynów (2) (Kompedium wiedzy) Book Quests ?adunki wybuchowe (Kompedium wiedzy) Odbudowa miasta (Kompedium wiedzy) Informacja o grze Czwarta ods?ona serii Assassin's Creed i jednocze?nie finalna cz??? trylogii o Ezio. G?ówny bohater wyrusza ?ladami swego przodka Altaira, trafiaj?c do ?redniowiecznego Konstantynopola. Gra Assassin's Creed: Revelations, dobrze przyj?ta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku gier akcji. Tytu? wydany zosta? w Polsce w 2011 roku i dost?pny jest na platformach: PC, X360, PS3. Wersja j?zykowa oficjalnie dystrybuowana na terenie kraju to: z polskimi napisami.

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

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 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

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

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Video Game from Ubisoft

The user-friendly Walkthrough charts a rewarding path through the main story across all locations including Constantinople, Cappadocia and Masyaf. Offering step-by-step action on the left-hand page and advanced data and feature briefings on the right, we help players join Master Assassin Ezio, Altaïr and Desmond in search of the origins to the Assassin Order. A massive Side Quests chapter presents a game roadmap, the all-new Metagames and all other optional activities whilst highly detailed area maps show where every secret collectible is to be found. The extensive Reference & Analysis chapter offers all there is to know about the use of Ezio's new Hookblade, full coverage of Bomb Crafting as well as lists and analysis of all Enemies, Weapons, Equipment, Moves, Shop Items, Achievements & Trophies. A colossal Extras chapter features every Secret along with a Behind-the-Scenes section, an Artwork Gallery and an in-depth story cum protagonists recap of the complete Assassin's Creed series to date. The dedicated Multiplayer chapter details all new Multiplayer modes, features and maps. It also includes expert advice on the scoring system & bonuses, customization, abilities, streaks, perks, challenges and level progression. The 100% complete guide to Assassin's Creed Revelations - carefully designed to avoid unnecessary story spoilers.

This guide is quite simply exceptional. To have synthesized Assassin s Creed IV Black Flag into this single volume is one remarkable achievement. It is the result of a resolute collaboration between Piggyback and the Ubisoft development teams, an association initiated by the release of Assassin s Creed II. Everything you need is in here: the settings, the intrigue, the missions and an in-depth explanation of all game systems, beautifully laid out with tons of concept art. Having read this, I believe you will know as much about the game as we do, if not more. Jean Guesdon Creative Director, Assassin s Creed IV WORTH ITS WEIGHT IN GOLD ? ALL 388 PAGES ARE A TREASURE: It s all in here...all secrets, all bonuses, all collectible items, all hidden destinations, all Achievements and Trophies. ? YOUR ULTIMATE GUIDE TO 100% COMPLETION: An at-a-glance walkthrough steers you through every moment of the adventure supported by detailed, annotated next-gen screenshots. ? ALL GAME SYSTEMS DECODED: Statistics, diagrams and analysis from our experts provide a comprehensive understanding of all game systems and features. ?MULTIPLAYER SECTION: Includes hi-res maps, advanced tips and a wealth of insights. ? MAP POSTER: Includes a two-sided map poster covering the immense game area. ? 82 PAGES OF EXTRAS: A concept art tour of the game world; A story analysis and secret cheats; A contextualized history of the Golden Age of Piracy ? 100% COMPLETE: Main missions, side quests and optional challenges all streamlined for 100% completion.

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.

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

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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' *****

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.

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; color: #424242} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; color: #424242; min-height: 14.0px} To mark 10 glorious year 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 de Firenze! Four-part mini series written by Ian Edginton and illustrated by Valeria Favocchia! Master Templar Juhani Otso Berg faces a dilemma... Loyal to the Order, but sensing growing dissent from within, the former special-ops tactician has recently adopted the mantle of The Black Cross in order to effectively root out treachery from the shadows. Aware of his Order's limitations – along with the strengths of his enemies – Berg has begun to search the past for alternative methods of implementing the Templar doctrine. Utilizing Abstergo's immense resources (and a certain genetic profile) to dig into the annals of the Assassin Brotherhood, Berg hopes to discover new insights and information from the exploits of his adversaries. For as it has been often said, the only way to fully know one's enemy is to become him...

After the events in the Colosseum Vault at the end of Assassin's Creed: Brotherhood, Desmond Miles falls into a coma and finds himself in the Animus' Black Room. There he must search Ezio Auditore's memories once again to uncover the secrets needed to protect the things he loves. Join us as we dive into the 16th century and seek out the knowledge of the legendary Assassin Mentor Altaïr Ibn-La'Ahad. In this guide you will discover: - All main story missions with 100%

synchronisation. - How to locate and complete every side-mission in full. - Where to find every hidden Memoir Page and all of the fragments. - High Definition screenshots and videos showing you the best strategies in action.

'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. 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

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