

# Assassins Creed Books

Assassin's Creed: The Fall

*follows the millennia-old conflict between the Assassins and the Templars, which is central to the Assassin's Creed franchise. It also incorporates several events*

Assassin's Creed: The Fall is an American comic book three-issue mini-series published by WildStorm. Set in the Assassin's Creed universe, it tells the story of Nikolai Orelov, a member of the Russian Brotherhood of Assassins, who battles Templar influence in Russia in the late 19th and early 20th centuries. The miniseries also features a framing story, taking place from 1998 to 2000, which follows Nikolai's descendant Daniel Cross as he explores his ancestor's genetic memories while trying to learn more about his own past and the history of the Assassins.

The game was originally released for the Nintendo DS in February 2008, and was later ported to the Windows Phone and the Android, iOS...

Assassin's Creed

*and Corey May, the Assassin's Creed video game series depicts a fictional millennia-old struggle between the Order of Assassins, who fight for peace*

Assassin's Creed is a historical action-adventure video game series and media franchise published by Ubisoft and developed mainly by its studio Ubisoft Montreal using the game engine Anvil and its more advanced derivatives. Created by Patrice Désilets, Jade Raymond, and Corey May, the Assassin's Creed video game series depicts a fictional millennia-old struggle between the Order of Assassins, who fight for peace and free will, and the Knights Templar, who desire peace through order and control. The series features historical fiction, science fiction, and fictional characters intertwined with real-world historical events and historical figures. In most games, players control a historical Assassin while also playing as an Assassin Initiate or someone caught in the Assassin–Templar conflict in...

The book is written and illustrated by Cameron Stewart and Karl Kerschl, who previously worked on the comic book miniseries, Assassin...

The plot is set in a fictional history of real-world events and follows the millennia-old struggle between the Assassins, who fight to preserve peace and free will, and the Templars...

Assassin's Creed publications

*The Assassin's Creed series has a collection of print publications by various authors, set within the fictional universe of the Assassin's Creed video*

The Assassin's Creed series has a collection of print publications by various authors, set within the fictional universe of the Assassin's Creed video game franchise created by Ubisoft. The publications are set across various time periods and revolve around the secret war fought for centuries between the Assassin Brotherhood and the Templar Order. It includes collections such as novels, comic books and encyclopedias. British publishing house Penguin Books was responsible for most of the publications until 2020.

### Assassin's Creed: Altaïr's Chronicles

*the Assassin's Creed franchise, and a prequel to 2007's Assassin's Creed. Taking place in the year 1190 AD, one year prior to the events of Assassin's Creed*

Assassin's Creed: Altaïr's Chronicles is a 2008 action-adventure video game developed by Gameloft and published by Ubisoft. It is the first spin-off installment in the Assassin's Creed franchise, and a prequel to 2007's Assassin's Creed. Taking place in the year 1190 AD, one year prior to the events of Assassin's Creed, the game revolves around Altaïr Ibn-La'Ahad's search for an artifact called the Chalice, which brings him into conflict with the Templar Order. Altaïr travels to several cities in the Middle East during the game, including Jerusalem, Acre, and Damascus (also featured in Assassin's Creed), as well as Tyre and Aleppo, which are new to the series.

### List of Assassin's Creed characters

*The Assassin's Creed media franchise, which primarily consists of a series of open-world action-adventure stealth video games published by Ubisoft, features*

The Assassin's Creed media franchise, which primarily consists of a series of open-world action-adventure stealth video games published by Ubisoft, features an extensive cast of characters in its historical fiction and science fiction-based narratives. The series also encompasses a wide variety of media outside of video games, including novels, comic books, board games, animated films, a live-action film, and an upcoming Netflix television series. The series features original characters intertwined with real-world historical events and figures, and is centered on a fictional millennia-old struggle for peace between the Assassin Brotherhood, inspired by the real-life Order of Assassins, who fight for peace and free will and embody the concept of chaos; and the Templar Order, inspired by the...

## Assassin's Creed II

*Assassin's Creed II is a 2009 action-adventure game developed by Ubisoft Montreal and published by Ubisoft. It is the second major installment in the Assassin's*

Assassin's Creed II is a 2009 action-adventure game developed by Ubisoft Montreal and published by Ubisoft. It is the second major installment in the Assassin's Creed series, and the sequel to 2007's Assassin's Creed. The game was first released on the PlayStation 3 and Xbox 360 in November 2009, and was later made available on Microsoft Windows in March 2010 and OS X in October 2010.

### Assassin's Creed: Brahman

*Assassin's Creed: Brahman is a graphic novel published by UbiWorkshop in October 2013. Set in the Assassin's Creed universe, it tells the story of Arbaaz*

Assassin's Creed: Brahman is a graphic novel published by UbiWorkshop in October 2013. Set in the Assassin's Creed universe, it tells the story of Arbaaz Mir, a member of the Indian Brotherhood of Assassins during the 19th century, who fights the increasing influence and occupation of the East India Company while also clashing with the Assassins' longtime enemies, the Templar Order. The framing story, set in 2013, follows programmer Jot Soora, who becomes caught in the Assassin-Templar conflict when his fiancée, Monima Das, is revealed to be a descendant of Arbaaz possessing genetic memories that can help both the Assassins and Templars locate a powerful artifact.

### Assassin's Creed (video game)

*release and success of Assassin's Creed II, subsequent games have been released with various other Assassins and periods. Assassin's Creed is an action-adventure*

Assassin's Creed is a 2007 action-adventure game developed by Ubisoft Montreal and published by Ubisoft. It is the first installment in the Assassin's Creed series. The game was released for PlayStation 3 and Xbox 360 in November 2007. A Microsoft Windows version titled Assassin's Creed: Director's Cut Edition containing additional content was released in April 2008.

Written and illustrated by Cameron Stewart and Karl Kerschl, the series was initially going to be an expansion of the travels of Ezio Auditore da Firenze, but was moved to an entirely new setting to provide greater freedom to the writers...

The plot is set in a fictional history of real-world events, taking place primarily during the Third Crusade in the Holy Land in 1191. The player character is a modern-day man named Desmond Miles who, through a machine called the Animus, relives the genetic memories of his ancestor, Altaïr Ibn-La'Ahad. Through this plot device, details emerge about a millennia-old struggle between two factions: the Assassin Brotherhood (inspired...

The game's plot is set in a fictional history of real-world events and follows the millennia-old struggle between the Assassins, who fight to preserve peace and free will, and the Templars, who desire peace through control. The framing story is set in the 21st century and follows Desmond Miles as he relives the genetic memories of his ancestor, Ezio Auditore da Firenze, to uncover the mysteries left behind by...

### Assassin's Creed Revelations

*Assassin's Creed Revelations is a 2011 action-adventure game developed by Ubisoft Montreal and published by Ubisoft. It is the fourth major installment*

Assassin's Creed Revelations is a 2011 action-adventure game developed by Ubisoft Montreal and published by Ubisoft. It is the fourth major installment of the Assassin's Creed series, and a direct sequel to 2010's Assassin's Creed: Brotherhood, concluding the "Ezio Trilogy". The game was released on PlayStation 3, Xbox 360, and Microsoft Windows in November and

December 2011. A remastered version of Revelations, along with Assassin's Creed II and Brotherhood, was released as part of The Ezio Collection compilation for the PlayStation 4 and Xbox One on November 15, 2016, and for the Nintendo Switch on February 17, 2022.

Assassin's Creed (novel series)

*2020, when Aconyte Books took over as the main publisher of the series. The first official Assassin's Creed novel, Assassin's Creed: Renaissance, was written*

The Assassin's Creed series is a collection of novels by various authors, set within the fictional universe of the Assassin's Creed video game franchise created by Ubisoft. The books are set across various time periods and, like the games, revolve around the secret war fought for centuries between the Assassin Brotherhood and the Templar Order. The series includes both direct novelizations of several Assassin's Creed games, and books that function as standalone narratives, although some of these tie-in with one or more of the games in the franchise. British publishing house Penguin Books was responsible for the publication of most of the novels in the series, as well as their respective audiobook versions, until 2020, when Aconyte Books took over as the main publisher of the series.

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