

## Chapter 1 : Assassin's Creed: Origins Has A Lot Of Tie-In Media Coming - GameSpot

*The Art of Assassin's Creed 2 Hardcover - by ubisoft (Author) out of 5 stars 1 customer review. See all formats and editions Hide other formats and.*

Giuseppe Nelva on June 11, 5: Alongside the reveal, we got the first info. Forge your path in a world on the brink of tearing itself apart. Influence how history unfolds in an ever-changing world shaped by your choices. Includes game, gear, naval pack, and boosts. Play in a living world that constantly reacts to your every decision. It includes the following. Early access starting on October 2. The Spartan Leap statue height A page art book featuring the original designs and concept art from the Ubisoft Quebec artists. An exclusive lithograph by Hugo Puzzuoli from Ubisoft Quebec. The selected game soundtrack. Two statues forming The Nemesis Diorama height You can check out a few screenshots and look for the inevitable Spartan kicks. If you want to see more, you can check out the first trailer and gameplay. This post contains affiliate links where DualShockers gets a small commission on sales. Any and all support helps keep DualShockers as a standalone, independent platform for less-mainstream opinions and news coverage. Definitely a multi-platform gamer, he still holds the old dear PC nearest to his heart, while not disregarding any console on the market. RPGs of any nationality and MMORPGs are his daily bread, but he enjoys almost every other genre, prominently racing simulators, action and sandbox games. He is also one of the few surviving fans of the flight simulator genre on Earth.

## Chapter 2 : Ubisoft - Assassin's Creed Series

*Assassin's Creed limited Edition Artwork has a lot of production design into the riveting game by Ubisoft. You will be drawn into the production as these programmers and artist re-create the Holy Land of*

Plot[ edit ] In the "Truth puzzles", certain historic paintings are used, such as the first depiction of a firearm. Desmond is assigned to investigate the memories of his ancestor Ezio Auditore da Firenze , starting with his birth to a wealthy Florentine family in the late 15th century. The story then skips forward several years, with Ezio growing into a charismatic but reckless young man in the time of the Renaissance. After his father and brothers are hanged after being framed for treason by a corrupt magistrate, Ezio kills him and flees to his ancestral home of Monteriggioni with his mother and sister. There, his uncle Mario explains that both he and his late father served an ancient order known as the Assassins, and agrees to train Ezio in stealth and combat. While in Venice, he learns the identity of the Templar grandmaster known as "the Spaniard": Rodrigo Borgia , who has been planning to secure all of Italy for the Order by unifying the most influential families behind his leadership. Dressed as a soldier, he confronts Rodrigo while helping him transport an Apple of Eden to Rome. Armed with the papal staff which turns out to be a Piece of Eden Rodrigo reveals his intention to unlock the "Vault", a chamber he believes to contain a power greater than any the world has ever known. As a reward for service, Mario has him formally inducted into the Assassins. Around this time, Desmond uncovers a random memory left over from his time at Abstergo, in which Altair is shown impregnating Maria Thorpe, a Templar he encountered in the previous game. He also finds a series of glyphs similar to the drawings he found in his cell, which, when deciphered, reveal a vision of two human slaves stealing an Apple. The team theorizes that the two humans may be Adam and Eve, the first man and woman. With several sections of memory too corrupted to access later made available as DLC Sequences , the team sends Desmond to the final memory, set in Rather than kill his nemesis, he lets him live with the knowledge that he has failed. Inside, he is contacted by a strange woman named Minerva. Aware that Desmond is listening, she explains how her people, the "First Civilization", created humanity to serve them, but were subsequently destroyed by an unknown catastrophe. The survivors joined forces with their former servants, building a network of vaults to both preserve their technology and culture and serve as a preventative measure against a future disaster. Before vanishing, she tells Desmond that only he has the power to fulfill this "prophecy", leaving both him and Ezio confused as to what she means. Shortly thereafter, Abstergo agents led by Vidic enter the hideout, forcing the team to abandon everything except the Animus. In an interview with GameTrailers Ubisoft Montreal creative director Patrice Desilets stated Desmond would be doing more than walking around and discovering clues. Lineage , would be released showing the events leading up to the game and the history of Ezio and his father Giovanni. Shaun Hastings, a sarcastic historian assisting Desmond. The second expansion, titled Bonfire of the Vanities, concerns the mass burning of sinful objects in Florence and was released on February 18, Both the retail and digital releases of the Deluxe PC version include these DLC packages as part of the main storyline. Machiavelli, Mario Auditore, Ezio and da Vinci meet to discuss what to do to protect the Apple, and it is decided that it will be sent to Romagna, to be defended by Caterina Sforza. In an attempt to force Sforza to hand over the map, the brothers kidnap her children. When he returns, he discovers that Checco, the other brother, used the distraction to steal the Apple. Ezio gives chase, and kills Checco. Ezio falls to the floor bleeding, and before he passes out, he sees a man missing a finger and wearing monastic robes take the Apple. Ezio wakes up with Sforza at his side. He sets out to reclaim the Apple, and Sforza gives him the map of the Codex page locations. He attempts to speak to the abbot, but the abbot recognizes him as the Assassin who killed Stefano de Bagnone one of the Pazzi conspirators and flees. When Ezio catches him, the abbot names the monk who stole the Apple as Girolamo Savonarola. Unlike regular memories, the player is able to play this memory an unlimited number of times. Ezio has tracked Savonarola to Florence, where the player can now explore the southern district of the city. After meeting with Machiavelli, Ezio devises that bringing unrest to the city will force Savonarola to come out and settle the unrest. The people become angry and a mob forms outside the plaza, where Savonarola preaches to the mob to disperse. He exposes the Apple

to bewitch the mob, but Ezio quickly throws a knife at the Piece of Eden and Savonarola drops it. The mob proceeds to take the monk away, but a Templar courier quickly rushes in to retrieve the Apple; Ezio rushes after the guard and reclaims it. Afterward, the mob takes Savonarola to the Piazza della Signoria to burn him at the stake, but Ezio, believing no one deserves such a painful fate, jumps onto a wooden platform, leaps at Savonarola, and stabs the monk with his hidden blade to spare him the pain. Ezio stands before the confused crowd and declares that all should follow their own path, as he was taught by his mentors. Deluxe Edition and Game of the Year Edition. It was recorded at Capitol Records with a piece string ensemble and person choir, with featured vocals by Melissa Kaplan. The first of the films was released on October 27, , with the remaining two released on November 13, The Black Edition contains an Ezio figurine garbed in a black outfit and was released in Europe and Australia. The Game of the Year Edition was released, containing the extra content incorporated on the game disc. Both versions also have the Bonus Skin, however, it needs to be unlocked through the game code. This Edition, however, is only available via Digital Download. The PC version of the Retail Edition or the Digital Deluxe Edition now requires a one-time online activation, after which the game, its activation key, and the Uplay Account will be bound together and the game can be played offline, even with the Uplay Launcher forced to run in Offline Mode in the Settings Menu. Even in Offline mode, users can log in into Uplay, provided they have already logged in online with a legitimate e-mail account when they started using the software for the first time.

**Chapter 3 : Assassin's Creed II " StrategyWiki, the video game walkthrough and strategy guide wiki**

*The Assassin's Creed series, by Oliver Bowden, is a collection of novels set within the Assassin's Creed video game universe. The books follow various time periods and revolve around the Assassins at war with the Knights Templar.*

Anna Tuveri Sofia Sartor " unknown was a Venetian - Ottoman book shop owner, and a literary enthusiast. Though born in the city of Constantinople to Venetian parents, Sofia and her family were forced to leave for Venice in , when the Ottoman-Venetian war began. Sofia eventually returned to her birthplace in , in order to run a bookstore at the old Polo trading post. In , she met the Assassin Ezio Auditore da Firenze , the man who would eventually become her husband, and the father of their two children. Contents Biography Early life "I lived here with my parents when I was a girl. The war pushed us out, but I always knew I would return. She lived at the Venetian quarter of the city with her parents until the Ottoman-Venetian conflict began. At that time, most Venetians living within the city were in danger, forcing Sofia and her parents to flee to Italy in . After returning, Ezio shared what he had found with Sofia: The map he found included the location of rare books, which fascinated Sofia greatly. Sofia agreed, and in return, she asked Ezio to let her borrow the books from him once he was done with them. The Assassin subtly agreed, before leaving her shop. You are not a scholar, that much is clear. Do you work for the church? But I am a teacher After scaring off a failing suitor , Ezio helped Sofia by infiltrating the ship and successfully retrieving her goods, and upon receiving the package from him, Sofia showed him the map it contained. Afterwards, she gave him the location of the first book, which Ezio set off to collect. After Ezio returned the painting, Sofia gave him the location of the next book, and subsequently asked him what his job was. Ezio told her that he was something of a teacher, which she doubted, though Ezio promised her that he would explain everything to her someday. Sofia then told him about her plan to leave for Adrianopoli within a few weeks to visit a new printing press , and tried to ask Ezio to act as her escort. He respectfully declined the offer, stating that he would love to, but his time was running short. Sofia understood, and proceeded to decipher the last code, though asked Ezio if he could wait another day, due to her having another errand to run. Ezio told her that he would get the flowers, to which she agreed in exchange for the information Ezio sought. After picking the flowers, Ezio met with Sofia at a park near the Hagia Sophia , where she had arranged food and drink for them to share. Afterwards, Sofia gave Ezio the location of the final book. With this, Ezio looked for Sofia from the top of the tower, and found her being choked to death by a noose in a nearby courtyard. Killing the Byzantine soldier nearby and helping her recuperate, Ezio apologized for dragging Sofia into his business, though Sofia remarked that he was not responsible for the actions of his enemies. Before she could ask who they were, Sofia was dragged off with Ezio onto a carriage, and the two left the city to chase after Ahmet and the Masyaf keys. This is not your fight. When Ezio tried to rescue her, he slipped and fell to the back of the carriage, barely holding onto a rope. However, after Ezio tied a parachute to the rope and deployed it, he managed to take to the air, and Sofia recovered enough to gain control of the carriage. Unscathed, Sofia bade Ezio go on his own from there. When Selim banished Ezio from his city, the Assassin moved to attack him, but Sofia managed to hold him back. Just as Selim left, Sofia told Ezio that what he had done was the right thing, and the two left for Masyaf. Sofia comforted Ezio when he spoke about finally retiring from the Order, saying that he would not fall far should he let that past life go. Sofia then asked Ezio to come back alive, and waited for him outside of the library. Sofia and Ezio then returned to Italy and traveled to Rome, where she met her sister-in-law, Claudia. By this time, Sofia was pregnant with their daughter Flavia. Sofia gave birth to both Flavia, and her son Marcello by October of . After sitting Ezio down by a nearby bench, Sofia and Flavia bought some produce at a local stall, and after a short while, the mother and daughter saw Ezio lying back on the bench, motionless. Distraught, Sofia and Flavia rushed over to Ezio, as did the other intrigued civilians of Florence , discovering him to have quietly passed away. She often engaged with intellectual individuals, who she considered to be her equal in terms of intelligence. Whenever in business, she detested casual banter, though her wit and sense of humor outmatched any perceived coldness. Sofia also had a deep appreciation for most architectural structures, literature, and art, and she was also very affectionate and romantic, as seen with her plan for Ezio at the park

near Hagia Sophia. She visited other countries to learn more about books and the printing press, and discovered much about the materials used in bookbinding, as well as several notable authors and literary works. Sofia had a thirst for knowledge, and a desire to spread what she knew and loved about books to the people of the Ottoman Empire. Sartor is an Italian, typically Venetian, surname, and comes from Latin sartor, "tailor". The earlier surname is still present in the internal files of the game, however. The database also mentioned that the Ottoman-Venetian conflict began in , while the Encyclopedia stated that it began in Concept art and early images of Sofia depicted her with bright orange hair, while her in-game model showed her with darker, more crimson-shaded hair. Embers was still depicted as orange. Upon acquiring all obtainable books, a cutscene could be initiated upon returning to Galata headquarters , which involved Sofia coming to make a delivery, and asking Ezio about his "students".

### Chapter 4 : Assassin's Creed Odyssey Special Editions Announced - IGN

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### Chapter 6 : Assassin's creed (37 books)

*Trivia. In Assassin's Creed II, 8 out of the 30 paintings that were available for purchase were painted by Leonardo da Vinci.; In Assassin's Creed: Brotherhood, all of the paintings that were available for purchase were painted by the Italian Renaissance artist Raphael.*

### Chapter 7 : assassins creed books | eBay

*7 Books: Assassin's Creed Book Set - Renaissance, Brotherhood, Secret Crusade, Revelations, Forsaken, Black Flag, Unity by Oliver Bowden Â· 8 Ratings Â· 3 editions.*

### Chapter 8 : Assassin's Creed II - Wikipedia

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### Chapter 9 : Assassin's Creed II Limited Edition Revealed | Page 2 | IGN Boards

*Assassin's Creed II is a action-adventure video game developed by Ubisoft Montreal and published by Ubisoft. It is the second major installment in the Assassin's Creed series, a sequel to 's Assassin's Creed, and the first chapter in the Ezio trilogy.*