

The Art Of Assassins Creed Origins

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.

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

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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. 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' *****

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

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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.

The Art of Assassin's Creed Odyssey

How to Talk about Videogames

Sketching Techniques for Artists

Blackbeard: The Lost Journal

In-Studio and Plein-Air Methods for Drawing and Painting Still Lives, Landscapes, Architecture, Faces and Figures, and More

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

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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 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.

Explore the vibrant island of Yara, a nation trapped in time. Dark Horse Books and Ubisoft have joined forces to create The Art of Far Cry 6, a beautiful volume that is perfect for any fan of the Far Cry adventures. Welcome to Yara. Viva Libertad!

With 91 million units sold worldwide, Ubisoft's Assassin's Creed franchise is established as one of the best-selling game series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching into other entertainment experiences including comic books,

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novels, short films and an impressive merchandise line-up. The recently announced Assassin's Creed Syndicate takes players into the underbelly of Victorian London at a time when the Industrial Revolution is in full swing. The depth and attention to detail in the artwork brings London to life around you. This volume contains hundreds of never-before-seen concept arts, including sketches, final paintings, 3D renders and texture studies, all sitting alongside insightful and comprehensive commentary from the artists and developers. Highlights in the book include a close look at the London Boroughs, each realized in extraordinary detail, staying true to both the historical roots of the area and giving each their own visual identity and population. Intricately rendered buildings tower over slums and iconic thoroughfares while Jacob Frye, our newest Assassin, fights for control of the gangs roaming the streets of London. © 2015 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft and the Ubisoft logo are trademarks of Ubisoft in the U.S. and/or other countries.

Assassin's Creed: Reflections #4

Art of Mana

The Art of Far Cry 6

Prima Official Game Guide

Assassin's Creed®: The Art of Assassin's Creed® IV - Black Flag(TM)

Alice-Miranda is set for a luxurious cruise aboard the royal yacht Octavia, where Aunty Gee is hosting the wedding of Aunt Charlotte and Lawrence Ridley.

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Even Ambrosia Headlington-Bear has come along, much to her daughter Jacinta's surprise. Wild weather and rumors of a jewel thief throw the travelers into turmoil, but something else is giving Alice-Miranda one of her strange feelings. Why does the ship's doctor look so familiar? And who is the shy blond boy hiding in one of the cabins? When Alice-Miranda seeks help from an unexpected source, will she and her helper manage to set things right in time for the celebrations?

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

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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.

Take a romp through the long eighteenth-century in this collection of 25 short tales. Marvel at the Queen's Ass, gaze at the celestial heavens through the

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eyes of the past and be amazed by the equestrian feats of the Norwich Nymph. Journey to the debauched French court at Versailles, travel to Covent Garden and take your seat in a box at the theatre and, afterwards, join the mile-high club in a new-fangled hot air balloon. Meet actresses, whores and high-born ladies, politicians, inventors, royalty and criminals as we travel through the Georgian era in all its glorious and gruesome glory. In roughly chronological order, covering the reign of the four Georges, 1714-1730 and set within the framework of the main events of the era, these tales are accompanied by over 100 stunning colour illustrations. Based on the popular game series, Assassin's Creed: Templars Volume 1: Black Cross collects the first five issues of a brand new story arc exclusive to Titan Comics. Collecting the first arc of the brand new explosive Templars series, from the world of Assassin's Creed, Fred Van Lente and Dennis Calero offer a new perspective on the century-spanning feud between the Assassin Brotherhood

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and the Templar Order

Assassin's Creed Valhalla: Song of Glory

The Urban Sketching Handbook Color First, Ink Later

Assassin's Creed IV Black Flag

Assassin's Creed: Assassins #1

Assassin's Creed: Where's the Assassin?

Celebrating the first twenty-five years of Mana adventures! Since the first game's release in 1991, Square Enix has been dazzling fans worldwide with the fantastical and action-packed world of Mana. More than twenty-five years later, the magic of Mana still lives on and now Dark Horse Books and Square Enix are proud to present The Art of Mana. The first official art book of Square Enix's hit Mana video game series, The Art of Mana collects more than twenty-five years' worth of memories with over 200 pages featuring more than 400 illustrations from the original creative team along with detailed explorations of every character, original sketches, world designs, and much more. Presented in English for the first time, this beautiful collection is not to be

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missed.

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 know as Connor), whose legendary skills and cunning helped shape the American Revolution.

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 - DmC Devil May Cry depicts a duplicitous world where nothing is ever

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as it seems and the line between good and evil is constantly blurred. Spurred into action by the promises of a trusted relation, Dante bursts into this new world intent on revenge at any cost. - DmC Devil May Cry Visual Art collects all the concept art behind this modern reimagining of the Devil May Cry universe and its characters. Included are key visuals, character and location designs, unused concepts, and creator commentary.

The Art of Assassin's Creed Valhalla
Assassin's Creed: Renaissance

The Art of Assassin's Creed: Syndicate
Assassina's Creed - Into the Animus

On sale date subject to change. A beautifully realized tome inspired by traditional Japanese aesthetics and featuring art from the delicately crafted video game from Sucker Punch Productions. Dark Horse Books and Sucker Punch Productions are honored to present The Art of Ghost of Tsushima. Explore a unique and intimate look at the Tsushima Islands--all collected into a gorgeous, ornately designed art book. Step into the role of Tsushima Island's last samurai, instilling fear and fighting back against the Mongolian invasion of Japan in the open-world adventure, Ghost of Tsushima. This volume vividly showcases every detail of the vast and exotic locale,

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featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques, along with a look at storyboards and renders from the most intense, eloquent, and expressive cinematic moments of the game.

The multi-award winning world of Assassin's Creed visits a new era in the Vietnam War! Tomo, one of the youngest members of the Japanese Assassin cell, has uncovered a conspiracy. More of a man of science than a man of action, Tomo investigates further, leading him to follow the footsteps of Assassins that operated during the Vietnam War. But what secrets will he uncover?

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

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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.

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Egypt – the turbulent final years of the Ptolemaic Period. With a dangerous cabal emerging, Alexandrian native Aya has dedicated her life towards building a Brotherhood to resist its power. Known as the ‘Hidden Ones’, they work from the shadows to assassinate those who would seek to control the free will of the people. With the city of Rome as her new base of operations, Aya now sets her sights on a new target – the power-hungry dictator, Julius Caesar... Based on Ubisoft’s bestselling videogame, journey with us to the very beginnings of the Assassin Brotherhood in this thrilling adventure from Anthony Del Col (Kill Shakespeare) and PJ Kaiowa (Pacific Rim). Collects Assassin’s Creed Origins #1-4. “A fabulous expansion to the recent videogame.” – Snappow.

***Assassin's Creed: Templars Vol. 1: Black Cross
The Complete Visual History***

An Assassin's Creed Novel

The Art of Assassin's Creed III

All Things Georgian

Learn dynamic sketching and watercolor techniques for creating cityscapes, landscapes, figures and faces, still lifes, and more, enhancing the story you want to tell with form, line, and color. Discover

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incredible methods and tips for creating dramatic street scenes and vivid landscapes, and capturing dynamic figures and graphic architectural details. Artist Alex Hillkurtz, a top Hollywood storyboard artist and international workshop instructor, presents fundamental concepts of sketching with pencil and pen for a number of popular genres. Discover simple ways to jot down spontaneous ideas in pencil, capture rough details in ink, and add watercolor for extra depth and interest. Make sketching more enjoyable by adopting innovative techniques that will make a difference in your practice, and your artwork. No matter your experience or skill level, you ' ll benefit from learning: Compositions that draw the eye How to avoid common sketching mistakes Ways to create light and shadow to define shapes and add interest Successful ways to use negative space The importance of perspective in creating depth Easy color washes that create drama Get started today, and fill your sketchbooks with unique drawings and paintings you will be proud of. The For Artists series expertly guides and instructs artists at all skill levels who want to develop their classical drawing and painting skills and create realistic and representational art. The Urban Sketching Handbook: Color First, Ink Later presents a unique method for working with watercolor on the go—painting first, then adding sketch lines in ink—by Mike Daikubara, the author of The Urban Sketching Handbook: Sketch Now, Think Later.

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.

The Art of Assassin's Creed ValhallaDark Horse Comics

The Art of Battlefield 4

Assassin's Creed: The Official Coloring Book

A Dynamic Approach to Drawing and Painting on Location

Assassin's Creed: Bloodstone Vol. 1

Tales from the Long Eighteenth Century

Making-of art book: Beautiful artwork and renders

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reveal the dawning of Altaïr. Interviews: Revealing interviews with Jade Raymond and key members of every team. Lithograph: A high-quality lithograph of a stunning rendered scene. High-quality Packaging: Hardcover package with stunning artwork from the team on the cover. Clean box art: Prima's one-sheet will fall away when the shrinkwrap is removed, leaving pristine art, unmarred by logos, barcodes, or taglines.

One of the most popular first-person-shooter franchises of all time, the critically and commercially acclaimed Battlefield series has sold over 27 million copies worldwide and been the recipient of numerous awards and accolades - including 'Best Shooter' and 'Best Multiplayer Game' and 'Best Graphics' in 2011. The high-octane series has been praised for its sandbox design and immersive multiplayer gameplay, as well as its gritty storylines and spectacular attention to detail. Its most recent entry, Battlefield 3, winner of over 60 industry awards, has been branded as "an unforgettable, world-class multiplayer suite that's sure to excite shooter fans" by IGN. Titan Books' The Art of Battlefield 4 will give readers an in-depth look at EA's enormously anticipated action-packed new game, featuring exclusive concept and development art, as well as detailed creator insights and commentary throughout.

It is a new beginning for Kratos. Living as a man,

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outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

An exclusive art book published to coincide with the much-anticipated release of Assassin's Creed III. Initially launched in 2007, the first four Assassin's Creed games have sold more than 38 million units worldwide, and the franchise is now established as one of the best-selling series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching out into other entertainment experiences including comic books, Facebook games, novels, short films and more. Assassin's Creed III sees the franchise step into a brand new era, with a new assassin in a revolutionary world. With intricately detailed

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environments and finely-honed and evocative historical reimaginings, this is a world into which you can immerse yourself and feel the echoes of the past come to life. Continuing in the footsteps of this already world-renowned franchise, Assassin's Creed III promises to be the biggest and best yet.

Highlights in the game, and in the book, include new interactive cityscapes, frozen winter landscapes, threats from the natural world, weather systems that affect gameplay, and a wholly new environment for any Assassin so far - all stunningly and historically-correctly recreated by the Ubisoft studio.

The Ming Storm

Alice-Miranda At Sea

Assassin's Creed: Origins (complete collection)

Assassin's Creed: Atlas

DmC Devil May Cry

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

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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

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*

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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.

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.

The recently announced Assassin's Creed® IV Black Flag™ sees a sea change for the game franchise with a harsh new setting in the Golden Age of pirates. With intricately detailed environments and finely honed and evocative historical re-imaginings, The Art of Assassin's Creed® IV Black Flag™

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includes the game's vast nautical gameplay, and its amazing range of locations, characters and action.

The Art of Assassin's Creed IV: Black Flag

The Art of Ghost of Tsushima

The Art of God of War

Assassin's Creed

Assassin's Creed: Reflections

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

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With 73 million units sold worldwide, Ubisoft's Assassin's Creed franchise is established as one of the best-selling game series ever. Recognized for having some of the richest, most-engrossing art and storytelling in the industry, Assassin's Creed transcends video games, branching into other entertainment experiences including comic books, novels, short films and an impressive merchandise line-up. The recently announced Assassin's Creed Unity takes players into the heart of the French Revolution. Marrying intricately detailed environments and next-gen capabilities, Paris comes to life around you and immerses you in the grit and grime of a city in turmoil. Continuing in the footsteps of this already world-renowned franchise, Assassin's Creed Unity brings to life a time of unrest and disorder in one of the greatest cities in the world, promising to be the biggest and best experience yet. Highlights in the game, and in the book, include the different areas of Paris, each with their own identity and population, towering buildings bigger than any Assassin's Creed game so far and an amazing range of locations and action. © 2014 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft and the Ubisoft

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- Setting information, faction descriptions, and history breakdowns.
- Detailed memory block walkthroughs describing traffic, security, controlling factions, view points and side-quests.
- Tips for completing all 44 of the Xbox 360 Achievements.
- Locations of all flags, targets, and templar locations for all areas of the game.
- Advice on the utilization of certain maneuvers to aid in moving through the crowd and swooping in for the kill.

An in-depth, 152-page art book that ventures into the challenges recorded throughout the production of the critically acclaimed, fan-adored Resident Evil 7: Biohazard! Relive the terror of Resident Evil 7: Biohazard, the expertly crafted first-person survival horror game that altered the paradigm of Resident Evil titles. This art book includes undisclosed concept art and CG visuals closely arranged and coupled with detailed passages of the development team's progress on the game. Explore interviews, photo albums, a storyboard collection of in-game event scenes from opening to ending, and more in this succinctly packed chronicle of Resident Evil 7's

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development. Dark Horse Books and Capcom present Resident Evil 7: Biohazard Document Files, a perfect companion for fans of Resident Evil, and fully translated to English for the first time! The Art of Assassin's Creed: Unity Visual Art

Assassin's Creed: The Essential Guide

The Art of Assassin's Creed Origins

Resident Evil 7: Biohazard Document File

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.

Assassin's Creed Odyssey

Assassin's Creed Limited Edition Art Book