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KEY=CREED - MERCER DUNCAN

FORSAKEN

A new agent of death wages a silent, lethal battle for vengeance during America's fight for independence.

FORSAKEN

ASSASSIN'S CREED

Penguin UK *Assassin's Creed: Forsaken is the latest thrilling novelisation by Oliver Bowden based on the phenomenally successful game series. '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 no family, 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. The world of the Assassin's has become far more lethal than ever before. Assassin's Creed: Forsaken is based on the phenomenally successful gaming series. Fans of the game will love these stories. Other titles in the series include Assassin's Creed: Renaissance, Assassin's Creed: Brotherhood, Assassin's Creed: The Secret Crusade, and Assassin's Creed: Revelations. Oliver Bowden is the pen-name of an acclaimed novelist.*

ASSASSIN'S CREED ODYSSEY

THE OFFICIAL NOVEL OF THE HIGHLY ANTICIPATED NEW GAME

Penguin UK *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' ***** New Feature Information 0*

FORSAKEN

Michael Joseph *'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 no family, 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.*

ASSASSIN'S CREED

BLACK FLAG

Michael Joseph '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.

ASSASSIN'S CREED: FORSAKEN

Penguin 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

ASSASSIN'S CREED 05. FORSAKEN - VERLASSEN

"ICH BIN EIN EXPERTE IM UMGANG MIT DEM SCHWERT. ICH BIN GESCHULT IM HANDWERK DES TODES. TÖTEN BEREITET MIR KEINE FREUDE - ICH BIN NUR SEHR GUT DARIN." 1735 - London. Haytham Kenway wuchs auf mit dem Schwert in der Hand. Als das Anwesen seiner Eltern angegriffen wird, sein Vater hingeschlachtet und seine Schwester entführt wird, verteidigt Haytham sein Heim auf die einzige Weise, die er gelernt hat: Er tötet. Seiner Familie beraubt, begibt sich der Junge in die Obhut eines geheimnisvollen Lehrmeisters, der ihn in die Kunst des effektiven Tötens einführt. Zerfressen von Rachedurst begibt sich Haytham auf einen Kreuzzug der Vergeltung. Verschwörung und Verrat werden zu seinen ständigen Begleitern, als er in den jahrhundertalten Krieg zwischen Templern und Assassinen gerät.

SLEB

Here's a top tip for the heavy drinker... Never get drunk and force your way into the home of the country's biggest pop star wielding a gun. It's bound to go off, big time. Christopher Sewell is famous. He used to be an advertising sales executive with a wife, a drink problem and not much more. Now he's serving life for the murder of Felix Carter, who used to be a famous pop star with an acting career, a drink problem and the world at his feet. Only he's dead now. How and why Chris killed Felix is a mystery. Until, that is, he agrees to give a single interview from prison. Just the one interview, mind. You know what these celebrities are like... Tremendously sharp and at times laugh-out-loud, this is a delicious satire about celebrities and their fans, and the way the media attempts both to satisfy and to inflame our obsession with success.

ASSASSIN'S CREED

RENAISSANCE

Assassin's Creed Betrayed by the ruling families of Italy, Ezio vows to exact his revenge and restore his family's honor by using the skills he has learned from such great minds as Da Vinci and Macchiavelli to become a righteous assassin.

DESERT OATH

THE OFFICIAL PREQUEL TO ASSASSIN'S CREED ORIGINS

Penguin UK *THE LATEST in the Assassin's Creed series . . . Travel further back in time than ever before . . . Discover an ancient Egypt on the brink of collapse, and meet the characters in the official prequel to the latest instalment of the bestselling Assassin's Creed video game series. 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.*

ASSASSIN'S CREED

BROTHERHOOD

Penguin UK *'I will journey to the black heart of a corrupt Empire to root out my foes. But Rome wasn't built in a day and it won't be restored by a lone assassin. I am Ezio Auditore da Firenze. This is my brotherhood.' Rome, once mighty, lies in ruins. The city swarms with suffering and degradation, her citizens living in the shadow of the ruthless Borgia family. Only one man can free the people from the Borgia tyranny - Ezio Auditore, the Master Assassin. Ezio's quest will test him to his limits. Cesare Borgia, a man more villainous and dangerous than his father the Pope, will not rest until he has conquered Italy. And in such treacherous times, conspiracy is everywhere, even within the ranks of the brotherhood itself...*

64 CLARKE

Six-year old Ben Snape went missing at Finsbury Park tube station one Saturday afternoon, and hasn't been seen since. Max and Dash live at 64 Clarke Street but essentially they're good people, like you, they would have helped Ben if they could have done. Like you, they'd do the right thing.....wouldn't they?

ASSASSIN'S CREED - FORSAKEN (VERSIONE ITALIANA)

Sperling & kupfer *Sono un esperto schermitore. E sono abile in materia di morte. Non traggio piacere dal mio talento. Sono bravo, questo è tutto.*

ASSASSIN'S CREED: THE OFFICIAL MOVIE NOVELIZATION - SPECIAL EDITION

Ubisoft Publishing *The official movie novelization of the "Assassin's Creed" motion picture starring Michael Fassbender. This premium hardcover edition features exclusive behind the scenes details on the creation of the Assassin`s Creed movie, as well as concept art from the film and a special code to unlock Assassin's Creed rewards through Ubisoft Club's loyalty program. 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.*

ASSASSIN'S CREED: UNITY

Penguin *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

THE SECRET CRUSADE

Penguin UK *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.

ASSASSIN'S CREED: REVELATIONS

Penguin UK When a man has won all his battles and defeated his enemies, what is left for him to achieve? Ezio Auditore must leave his life behind in search of answers, in search of the truth. In Assassin's Creed®: Revelations, master assassin Ezio Auditore walks in the footsteps of the legendary mentor Altaïr, on a journey of discovery and revelation. It is a perilous path - one that will take Ezio to Constantinople, the heart of the Ottoman Empire, where a growing army of Templars threatens to destabilise the region.

ASSASSIN'S CREED BAND 5: FORSAKEN - VERLASSEN

Panini "ICH BIN EIN EXPERTE IM UMGANG MIT DEM SCHWERT. ICH BIN GESCHULT IM HANDWERK DES TODES. TÖTEN BEREITET MIR KEINE FREUDE - ICH BIN NUR SEHR GUT DARIN." 1735 - London. Haytham Kenway wuchs auf mit dem Schwert in der Hand. Als das Anwesen seiner Eltern angegriffen wird, sein Vater hingeschlachtet und seine Schwester entführt wird, verteidigt Haytham sein Heim auf die einzige Weise, die er gelernt hat: Er tötet. Seiner Familie beraubt, begibt sich der Junge in die Obhut eines geheimnisvollen Lehrmeisters, der ihn in die Kunst des effektiven Tötens einführt. Zerfressen von Rachedurst begibt sich Haytham auf einen Kreuzzug der Vergeltung. Verschwörung und Verrat werden zu seinen ständigen Begleitern, als er in den jahrhundertealten Krieg zwischen Templern und Assasinen gerät.

THE MING STORM

AN ASSASSIN'S CREED NOVEL

Simon and Schuster 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.

ASSASSIN'S CREED: HERESY

Ubisoft

LAST DESCENDANTS: ASSASSIN'S CREED: TOMB OF THE KHAN

Scholastic UK 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.

ASSASSIN'S CREED

*** 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.

FATE OF THE GODS (LAST DESCENDANTS: AN ASSASSIN'S CREED NOVEL SERIES #3)

Scholastic Inc. 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!

LAST DESCENDANTS

Scholastic Paperbacks An all-new series based on the hit video game franchise Assassin's Creed! 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 comes 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.

ASSASSIN'S CREED VALHALLA: GEIRMUND'S SAGA

THE ASSASSIN'S CREED VALHALLA NOVEL

Simon and Schuster Discover the epic tale of legendary viking Geirmund Hel-hide in this new novel set in the world of Assassin's Creed Valhalla Mid-9th Century CE. The Viking attacks and invasions are shattering England's kingdoms. Born into a royal lineage of Norwegian kings, Geirmund Hel-hide sets out for adventure to prove his worth as a Viking and a warrior. A perilous journey across the sea brings him into contact with a being out of myth and grants him a mysterious ring that promises both great power and bitter betrayal. As Geirmund rises in the ranks of King Guthrum's legendary army, he will have to use all his cunning to face the many dangers of a land ravaged by war. Fighting alongside his band of loyal warriors, his path will soon lead him into a conflict as old as the Gods themselves.

ASSASSIN'S CREED: CONSPIRACIES #1

Titan Comics In the depths of World War II, fresh Assassin Eddie Gorum uncovers Templar plans to create a devastating new weapon at the dawn of the atomic age.

ASSASSIN'S CREED

THE COMPLETE VISUAL HISTORY

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.

ASSASSIN'S CREED VALHALLA: SONG OF GLORY

Dark Horse Comics 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 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.

BOSS

Even the killer of kings can't hide from love forever...Boss's underground empire has a ruthless reputation for getting the job done. He's at the top of his game, has more money than he could ever spend, and is feared by his enemies. Then why does his life feel so empty? He decides he needs more challenges, so he puts his energy into new contracts while investigating why innocent people around his city are dropping dead by the dozens. Graciella made a huge mistake and needs to remedy the problem. To finance her mission, she's forced into a lifelong debt to a madman. Still, she's more worried about Boss finding out what she's done. He's known for doling out swift, brutal justice, and she's already on his shit list. They're forced to team up to find the men behind an evil plot, or one of the Killer of King's men may not come out alive. Graciella wants to clean up her mess and disappear-but Boss won't let her slip away so easily. He demands more from her than she's capable of giving. Not all girls deserve the happily ever after.

ASSASSIN'S CREED: LAST DESCENDANTS: LOCUS

Titan Books (US, CA) The collection of the young adult mini-series that revisits the streets of Victorian London and tie-ins with the Scholastic Young Adult Novels, The Last Descendants! Tommy Greyling has travelled to London in search of a murderer - and a secret! Teaming up with the Assassins Evie Frye and Henry Green, he sets out on a quest to uncover the mystery that has changed the world! Ties-in with the Scholastic Young Adult Novel series, launching August 2016. Features the characters Evie Frye and Henry Green, stars of the 2015 Assassin's Creed game, Syndicate! Brand new story in the ever-popular setting of Victorian London!

FATE OF THE GODS

Last Descendants: An Assassin' The stunning conclusion to the Last Descendants trilogy! Only one piece of the Trident of Eden remains -- Isaiah, a rogue Templar agent, has discovered both the faith prong and the fear prong of this powerful relic. Should he possess the devotion prong, there is little that can stop him. For the time being, Owen and his fellow teens have established an uneasy alliance across Assassin and Templar lines in order to stop Isaiah while they still can. Over a thousand years earlier, Styrbjorn the Strong, a Danish warrior, leads the Jomsvikings against the Danish king, Harald Bluetooth. It is on those Viking battlefields that the secrets of the devotion prong lie. It is there that the fate of the world, the truth behind the teens' collective unconsciousness, and their ancestral links to one another lie. History has already been written. The rest is up to Owen, Javier, and the other members of their unlikely alliance. The actions they take will change the world of Assassin's Creed forever.

ASSASSIN'S CREED IV BLACK FLAG

BLACKBEARD: THE LOST JOURNAL

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.

HERESY

ASSASSIN'S CREED

Michael Joseph The new book set in the universe of Assassin's Creed. Reliving the memories of his ancestor who fought beside Joan of Arc, high-ranking Templar Simon Hathaway slowly uncovers secrets of the past that could dangerously impact his present . . . and that of the entire Templar order. An endless conflict. An old wrong. A new revelation. Simon Hathaway, member of the Templar Inner Sanctum, brings a cool head and detached manner to his new role as Head of Abstergo Industry's Historical Research Division. But Simon also has an insatiable curiosity, and is fascinated by the thought of experiencing history first-hand through his ancestor Gabriel Laxart, who fought alongside the legendary Joan of Arc. When he enters the newly-designed Animus for its initial project, Simon finds himself unprepared for what he discovers: how deep the conflict between the Templars and the Assassins goes, and what his ancestor is willing to do for the woman he loves. And as he slowly uncovers secrets of the past, Simon is confronted with the most dangerous truth of all: Who is the heretic . . . and who is the true believer?

GOD OF WAR

THE OFFICIAL NOVELIZATION

Titan Books *The novelization of the highly anticipated God of War 4 game. His vengeance against the Gods of Olympus years behind him, Kratos now lives as a man in the realm of Norse gods and monsters. It is in this harsh, unforgiving world that he must fight to survive... and teach his son to do the same. This startling reimagining of God of War deconstructs the core elements that defined the series—satisfying combat; breathtaking scale; and a powerful narrative—and fuses them anew.*

WARRIOR BRONZE (GODS AND WARRIORS BOOK 5)

Penguin UK *Michelle Paver's superb Bronze Age epic reaches its dramatic, spine-tingling conclusion. Hylas and Pirra return to Akea for their final confrontation with their arch-enemies, the Crows. They must recover the dagger of Koronos if they are to end the warriors' brutal rule. Only if old and new friends join forces can they hope to triumph - but the price of victory may be higher than either Hylas or Pirra has dreamed . . .*

PREDATOR: INCURSION

Titan Books *The first in an epic trilogy crossing between Predator, Alien, and AVP! When huge Predator spacecraft begin entering human space in alarming numbers, the Colonial Marines assume an invasion and launch a full military response. Then they learn that the Predators are fleeing an invading force--an army of Xenomorphs! Someone has learned how to weaponize the Aliens, and their trajectory has placed them on a path to Earth.*

ASSASSIN'S CREED

BRAHMAN

Ubiworkshop *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!*

MARVEL'S GUARDIANS OF THE GALAXY: NO GUTS, NO GLORY

Titan Books (US, CA) *The official prequel novel to Marvel's Guardians of the Galaxy, the hotly anticipated action-adventure game developed by Eidos-Montréal and published by Square Enix. The official prequel novel to Marvel's Guardians of the Galaxy, the hotly anticipated action-adventure game developed by Eidos-Montréal and published by Square Enix. Star-Lord, Gamora, Drax the Destroyer, Rocket Raccoon and Groot. They're the Guardians of the Galaxy, turning a tidy profit as heroes for hire—or, they will be if Peter Quill can get his act together. After he botches the most critical part of their latest mission—getting paid—his newly assembled crew is close to ditching him for good. Now he needs a big payday, fast. When an old acquaintance shows up offering a whole lot of units for a field trip to Peter's past, it's a no-brainer. Twelve years ago, Peter fought the Chitauri alongside the Resistance on Mercury to prevent an invasion of Earth. Now it's time to go back. The old Resistance base has a squatter, and it's up to the Guardians to 'gently escort' them off the premises... and unmask a wartime traitor while they're at it. But war is heavy, man, and the Galactic War screwed up each of the Guardians in their own special ways. The brand-new team is barely hanging together, and the mission brings up all kinds of bad memories. It's make or break time for the Guardians, and they do so love breaking things... Just hopefully not each other.*

ASSASSIN'S CREED: UNDERWORLD

Penguin *In Victorian era London, a disgraced Assassin goes deep undercover in a quest for redemption in this novel based on the Assassin's Creed™ video game series. 1862: With London in the grip of the Industrial Revolution, the world's first underground railway is under construction. When a body is discovered at the dig, it sparks the beginning of the latest deadly chapter in the centuries-old battle between the Assassins and Templars. Deep undercover is an Assassin with dark secrets and a mission to defeat the Templar stranglehold on the nation's capital. Soon the Brotherhood will know him as Henry Green, mentor to Jacob and Evie Frye. For now, he is simply The Ghost... An Original Novel Based on the Multiplatinum Video Game from Ubisoft*

ASSASSIN'S CREED: ATLAS

Abrams *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.*