

**Chapter 1 : Assassin's Creed - Wikipedia**

*Assassin's Creed: Renaissance (Assassin's Creed, #1)*, Oliver Bowden The first novel of this collection, *Renaissance*, was published on November 20, The novel features Ezio Auditore da Firenze, a man who seeks revenge for the murder of his family.

Main series Main article: Desmond is pulled from the Animus, and was going to be killed, but his life is spared by Lucy Stillman , an Assassin working as a mole within Abstergo, as she claims they might need to further examine his memories later. He comes to learn that a former test subject had left messages only Desmond can see, foretelling the end of the world in Other core elements include the virtualized Animus system, free running, climbing, stealth, parkour , and the initial formulation of the combat system. The game requires the player to complete a number of side quests before they are able to obtain an assassin quest from a local Brotherhood guidemaster in each city, but this side quest prerequisite was abandoned in future games. He, his mother, and sister take to hiding at the Monteriggioni villa owned by his uncle Mario, who helps to train Ezio in the ways of an Assassin. Ezio and Mario discover that Rodrigo Borgia is the figurehead of a number of Templars all who were accomplices in the execution of his family, and with help of allies like Leonardo da Vinci , methodically assassinate the lower-ranked Templars, while learning that Borgia has acquired a Piece of Eden called the Apple. Eventually, Ezio corners Borgia, who hands over the Piece and flees; Ezio is inducted into the ranks of the Brotherhood and believed to be a prophet based on their codex. Defeating Borgia but sparing his life, Ezio uses both the Apple and the Papal staff to reveal a chamber of ancient technology. Inside, he is addressed by a hologram of a humanoid female that calls herself Minerva who speaks directly to Desmond through Ezio. Upon this discovery, Desmond and his allies find the safehouse has been compromised by Abstergo and flee. The Monteriggioni villa provides several functions which can be expanded on by paying money for upgrades of surrounding buildings, or by purchasing artwork, weapons, and armor for the villa; in turn, the villa will generate wealth for the player at a rate influenced by the upgrades and acquisition of these items. Mario is killed and the Apple is stolen. Ezio vows revenge by helping to free the people of Rome from the Borgia family. As Ezio works covertly to turn the city against the Borgias, he gains followers that want to join his cause, and Ezio trains them in the way of the Assassins. Ezio chases down Cesare and eventually captures him and recovers the Apple. Cesare is taken to prison in Viana, Spain but manages to escape with help of his allies. The Assassins lead the fight against Cesare and the remaining loyal Borgia troops, and eventually Ezio throws Cesare from the castle walls, killing him. With no perceived further threats, Ezio takes to hide the Apple under the Colosseum. In the present, Desmond is able to navigate through the underground chambers beneath the Colosseum to locate the Apple. As he picks it up, Desmond is witness to another hologram figure, calling herself Juno, and who controls Desmond to stab Lucy because Lucy has defected to the Templars before he falls into a coma. Brotherhood shares many of the same features as the previous game though it takes place primarily in Rome. Similar to the villa, the player is able to spend money to buy and upgrade shops and other facilities throughout the city as to increase revenue they can collect from it; however, the player will be required to destroy Borgia towers that control various sections of the city before they can do so. The Brotherhood of Assassins is introduced, by which, after saving citizens from certain events, the player can invite these citizens as Assassins; they can then be dispatched to remote locations across Europe to gain experience and money, or can be called in to help the player directly in a mission. For the first time in the series, the game features online multiplayer. Players play as Abstergo employees, who, through the use of the Animus, take on the genetic memories of Renaissance Templars in various game modes. The Templars also seek to open this library, but it is locked by five keys, hidden in the Ottoman-held Constantinople. Ezio finds the city in a feud between brothers Selim and Ahmet vying for the Sultanate. Ezio is aided by Sofia Sartor ; the two fall in love. Eventually, Ahmet reveals himself to be a Templar, and is killed by Selim after he battles with Ezio. Altair exiles himself for twenty years, eventually returning to Masyaf to kill the usurper and retake control. Ezio leaves it and his assassin tools, and tells Desmond, understanding now of his role as a messenger to him. Within the Animus, Clay sacrifices himself to allow Desmond to wake up

from his coma, his memories complete. However, on July 15, , it was announced as cancelled. The reason behind such "cancellation" was that Ubisoft had decided to expand the idea further, cancel the 3DS development and fully shift all development duties towards PlayStation 3, Xbox and PC to release the game as a full-fledged main installment of the franchise. The hookblade was also introduced, which can be used in free-running to travel along zip wires and climb more easily and in combat to manipulate enemies. Eagle Vision was upgraded into the Eagle Sense, allowing Ezio to not only see where his enemies and targets are but also, where they have been and where they are moving to. Please help improve it by removing unnecessary details and making it more concise. January Learn how and when to remove this template message Desmond and his allies arrive at the Temple entrance in a cave in the New York area on October 31, , and open its door using the Apple of Eden, discovering a larger chamber of Precursor technology behind it, including another door requiring a key. Desmond suddenly falls into a fugue state , and is put into the Animus. As a young boy, he witnesses Lee and his troops set fire to his village, killing his mother; years later, he is shown a Piece of Eden, through which Juno speaks to him and instructs him to get training from the retired Assassin, Achilles Davenport, who later inducts him into the order and nicknames him Connor in memory of his dead son, deceased in the American Revolution. Through him, Connor meets Patriots in the Revolution, helping them to stop several Templar plans, including an assassination attempt against George Washington. Between memories, Desmond helps his allies to recover power sources to power the Temple scattered about the globe, including one held by Abstergo. Connor eventually faces his father, who offers a ceasefire, as he is also after Benjamin Church for usurping his authority. Connor eventually hunts and kills Lee, takes the medallion and ends the Templar threat. Desmond wakes up on December 21, and with his allies finds the buried medallion, key to the inner Temple door, behind is a control sphere capable of stopping the solar flare. Juno says Minerva would rather have most of humanity wiped out, and Desmond survive to be a religious figure to lead the survivors, ultimately leading into conflict. Desmond opts to release Juno, believing humanity will have a better chance fighting Juno. The energy from the control sphere, protects Earth from the solar flare, but kills Desmond. Naval battles were introduced, wherein the player must steer a warship named Aquila in dangerous waters and perform ship-to-ship combat with cannons and mounted guns. The modern-day aspects of the story were also significantly expanded, and featured missions taking place in, among other locations, Manhattan, Rome and Brazil. Black Flag Main article: Ostensibly, this is to gather material for an Animus-powered interactive video game, but in reality, Abstergo and the Templars are searching for the Observatory, a Precursor structure that allows the user to see through the eyes of a subject. As Kenway, the player must unravel a conspiracy between high-ranking Templars to manipulate the British, Spanish and French empires into locating the Sage " later identified as Bartholomew Roberts " who is the only man who can lead them to the Observatory. John convinces the player that his employer knows more than they are telling, and encourages them to investigate in more detail. She reveals that although it was necessary to open her temple to avert disaster, the world was not ready for her, and she is unable to affect it or possess the player character as her agents intended. As Roberts, the Sage admits to Kenway that he owes no allegiance to the Assassins or the Templars and instead uses whoever he thinks represents his best chance of achieving his ends. The game would be a direct sequel to Black Flag, and would be the first to feature a Templar as the main protagonist, named Shay. The details of the present day story-line remain unrevealed. It was announced to be set in the Ptolemaic Egypt in June Black Flag, for the PlayStation 3 and Xbox The collection was released on October 28, Revelations single-player modes, using the Anvil engine, for the PlayStation 4 and Xbox One the multiplayer being excluded from the package. The games feature improved graphics, lighting, effects and textures, and also include all previously released downloadable content for the single-player. The collection was released on November 15, to mixed reviews, [35] [36] being generally criticized for its minimal graphical enhancements, the dated gameplay, and the capped 30 frames per second. Liberation The story follows a Louisiana Creole woman, named Aveline. She is recruited into the Assassin Order by a former slave and fights against slavery as well as the Templars. On June 4, at E3, Liberation was officially announced. Ezio rescues Christoffa from this trap, and is informed that Assassins in Spain are captured and executed by Tomas Torquemada. Ezio, who feels that it is his duty to rescue the Assassins, sets out for Spain to fight back against

the Spanish Inquisition. Along the way, Ezio finds out that Torquemada was ordered to commit these actions by Rodrigo Borgia, who leads Torquemada to believe that God desired it so. Ezio also finds out that his close allies, Luis Santangel and Raphael Sanchez, are in fact Assassins themselves. When finally confronting Torquemada, Ezio chooses not to kill him thinking that Torquemada is merely misled by Borgia and not a Templar himself. Ezio then returns to Italy to continue his search for the Apple of Eden. *Recollection* is a real-time board game developed for iOS. Players can also unlock a collection of artwork, spanning the series. In *Versus Mode*, players can challenge their friends and people from around the world, pitting their strategies and abilities against one another. The game supports Game Center, allowing players to track achievements, challenge friends, and play against the world over. *Embers* is also featured within the game. *Multiplayer Rearmed* is a multiplayer video game designed for iOS. The aim is to assassinate the assigned target and avoid being killed by your own hunter. The player can purchase additional items, characters and abilities as well as compete with friends and foes from around the globe in a 4 player realtime online multiplayer mode. It is also possible to play against someone in the immediate area via Bluetooth. *Pirates* is a mobile game, that was released on iOS and Android devices on December 5, 2011. Gameplay focuses on real-time battles between ships. The title is in 3D and features both wind and weather that will affect how players proceed. Developed along with PlayNext and Gree, the game combines card collection and battling, target chasing, and strategy elements, along with the option of competitive multiplayer. Additional multiplayer options include allowing players to join a guild and then engage in 20 vs 20 guild combat scenarios. *Memories* features different historical eras, including the Third Crusade, the golden age of piracy, feudal Japan and the Mongolian Empire. It is a 3D third-person role-playing game. It had a soft-launch in Australia and New Zealand in 2011. The game is mostly text-based, but includes graphics and sound as well as some video. The first mission pack is titled "Italian Wars", and is divided into four chapters. The third focuses on Mario Auditore and the protection of Monteriggioni. The fourth and final chapter focuses on Perotto Calderon, an undercover assassin who watches over Lucrezia Borgia, with whom he falls in love. The second mission pack, entitled "Rome", was released November 16, 2011. The first chapter takes place between 1500 and 1510, and deals with the ex-courtesan, Fiora Cavazza. The second takes place in 1510, and involves Giovanni Borgia.

*Betrayed by the ruling families of Italy, a young man embarks upon an epic quest for vengeance. To eradicate corruption and restore his family's honour, he will learn the art of the assassins.*

I am Ezio Auditore da Firenze. And like my father before me, I am an Assassin 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. Truth will be written in blood. I am Ezio Auditore di [sic] Firenze. I am an Assassin. Bitter blood-feuds rage between the warring political families of Italy. Following the murder of his father and brothers, Ezio Auditore di [sic] Firenze is entrusted with an ancient Codex , the key to a conspiracy that goes back to the centuries-old conflict between the shadowy Templar Knights and the elite Order of Assassins. Brotherhood ; particularly the Cristina Memories. The following are details of the novel that differed from the game. In the game however, Mario had a small mustache, and was roughly the same size as Ezio. Desmond Miles and the other modern-day Assassins were not mentioned. Relationships A short account on how Ezio first met Cristina was provided. Revelations novel , as he wore one Hidden Blade on each hand. Ezio changed his Hidden Blade between the Poison Blade and the normal blade between missions. In-game, Ezio could change the Poison Blade on the fly. The Hidden Blade was more often referred to as the "Codex blade", and even more often as the "spring-blade. Ezio often wielded his sword alongside either a dagger or one of his Hidden Blades. In the game, Ezio could only use one weapon at a time. Mario was shown many times to be nervous of the fact that Ezio shared the knowledge of the Codex with Leonardo, because he was not sure if anyone could be trusted with it. In the game, Ezio found most of the Codex pages in Templar banks. Leonardo discovered that the Codex hid a map, even without having all of the pages. Ezio also noticed a map across the background in the novel. In the game, Ezio was the one to find it by using his Eagle Vision. In the game, he used only a sword. Ezio made the sign of the Cross over the corpses of certain targets as part of their last rites, such as Silvio Barbarigo and Dante Moro. In the game, Ezio spared his life. This final scene took place in , unlike in the game, where it took place in Brotherhood novel , wherein Ezio saw Rodrigo as he was leaving, but when he came back to check if Rodrigo was dead, he had gone, leaving only the Papal Cape behind. The fight scene in the novel took place late at night, while in the game, it was set in the afternoon. This was not mentioned in the game as those events supposedly had taken place prior to it. When Ezio headed over to the pigeon coop to receive the note for his father, he found some graffiti behind the coop that read: In the game, they were executed simultaneously. Also there were only 3 nooses, while in the game, there were 4, one of which was supposed to be for Ezio. Ezio gave his father and brothers their final rites by placing them in a torched boat set adrift down the Arno, where in the game, Ezio just simply set their boat adrift. The workshop of Leonardo showed an inner sanctum where he watched birds fly away. In the game, when Ezio went to him to repair his blade, there were no assistants or any sanctum. Brotherhood novel , as an escape route for the villagers. Maria and Claudia Auditore stayed in a convent near Monteriggioni after leaving Florence, where Claudia became a nun although she later changed her mind and stayed at the Villa Auditore. Additionally, Leonardo had a group of wagon riders and bodyguards with him before the attack, all of whom ran away at the first sign of trouble. When the other Assassins allowed Ezio to join their Order, they were all wearing the iconic Assassin hood; but in the game they were wearing their normal clothes. In the game, the two events were only accessible through downloadable content , unless players were on PC or had bought the Game of the year, Limited, or Complete editions. The fight with Checco Orsi differed in the novel. In the game, Checco fled on foot; in the novel, he rode a wagon accompanied by guards until Ezio killed them and ended up fighting Checco. Historically, Savonarola was executed with these two followers. In the game, he lunged forward and stabbed Savonarola with his Hidden Blade. Some citizens left Florence during the Bonfire of the Vanities. In the game, they were still seen walking around afterwards. While Ezio was speaking to Minerva in the Vault , there was no mention of Desmond or the modern-day Assassins. However, Minerva still said that Ezio only anchored the one for whom the message was intended, hence the message was still not meant for

Ezio. Terminology The novel uses Italian and Latin terminology just like the game, but instead, releases the translations of the terms in a glossary.

**Chapter 3 : Assassins Creed II-SKIDROW - Ova Games - Crack - Full Version PC Games Download Free**

*Assassin's Creed: Renaissance is a novel written by Oliver Bowden based on the game Assassin's Creed II. It was released in the United Kingdom on 26 November and in North America on 23 February*

The books are about assassins which were involved in a war with the Knights Templar. The first book of the series is called Renaissance. It is published in The novel is about a man called Ezio Auditore da Firenze who wants to revenge for the person who killed his family. Brotherhood is the second book of the series. It was published in In this part Ezio stands up for freedom of Rome which was occupied by Cesare Borgia. The Secret Crusade, the third novel was published in It describes the life of Altair, an Assassin. His father was executed for killing a noble. Later he meets Al Mualim, the leader of the Assassin Order. But Altair ignores him, and the relationship between him and Abbas is getting worse. Then the author describes the life of Altair after many years. He has a family: During the time of their absence Abbas has become the Master of the Assassins. Altair wants to conspire against Abbas, but he has failed and has lost his wife. Then he flees Masyaf. Some years later Altair comes back and joins a few men to fight against Abbas. Finally, he has killed Abbas and he is proclaimed as the leader of the Assassins Revelations was published in This book also describes the life of Ezio Auditore who is searching the truthful information about the Assassin Order. Forsaken was published in This book is a diary of Haytham Kenway. He describes his life from the childhood till his rising the Templar rank. Black Flag continues the journal of Edward Kenway. He starts a journey when he wants to become a pirate to be involved in the war between the Assassins and Templars. This book was released in Unity was released in It is based on the video game. The story describes the events of the French Revolution.

## Chapter 4 : Assassin's Creed: Renaissance read online free by Oliver Bowden | 22Novels

*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.*

It was at the door of one of these that Maria halted and knocked. It was opened immediately by a handsome, well-dressed young man, almost dandified but athletic-looking, with a shock of dark brown hair and a luxuriant beard. He might have been six or seven years older than Ezio. This artist must be well in with my mother, thought Ezio, but already he liked the look of the man. Come in, come in! Tables were heaped with the skeletons of birds and small mammals, while jars filled with colourless fluid contained organic objects of one kind or another, though Ezio was hard put to it to recognize any of them. A broad workbench at the back held some curious structures painstakingly crafted in wood, and two easels bore unfinished paintings whose tones were darker than usual, and whose outlines were less clearly defined. Ezio and Maria made themselves comfortable, and, emerging from an inner room, a handsome youth appeared with a tray bearing wine and small cakes. He served them, smiled shyly, and withdrew. I know little of art. I think he has a promising future ahead of him. He set one down on the ground. He almost dropped it. Ezio baulked at this a little: A sense of detachment from his fellow beings? Perhaps it was just that he had his head in the clouds, like so many other artists, or so Ezio was told. Well, you were born in the right city for that! Mind you, she has a very discerning eye! I adore painting, and I know I can do it, but. I have to be pushed! I often feel that my work lacks. Does that make any sense? I want to understand life – how it works, how everything works. I know what I want to explore: I hope our paths cross again soon. Imagine if someone dropped one of the boxes! This Leonardo was obviously one to respect.

## Chapter 5 : Assassin's Creed: Renaissance | Assassin's Creed Wiki | FANDOM powered by Wikia

*of results for "assassins creed renaissance" Assassin's Creed: Renaissance Feb 23, by Oliver Bowden. Paperback. English United States. Amazon Music.*

## Chapter 6 : Renaissance | Assassin's Creed Wiki | FANDOM powered by Wikia

*Assassin's Creed: Renaissance is the official tie-in to Assassin's Creed II, the bestselling videogame from Ubisoft. Oliver Bowden has taken the story behind the game and used it as the starting point of this stirring adventure.*

## Chapter 7 : Assassin's Creed (book series) - Wikipedia

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## Chapter 8 : Assassin's Creed Renaissance | Book extract | Games | The Guardian

*Assassin's Creed has given gamers across the world a wonderful opportunity to experience history as it unfolds around them while they battle their ancient enemy. This book could have furthered their education, by expanding upon some of those great historical figures and events during the latter days of the Renaissance in greater detail.*

## Chapter 9 : Editions of Assassin's Creed: Renaissance by Oliver Bowden

*Editions for Assassin's Creed: Renaissance: (Paperback published in ), (Mass Market Paperback published in ), (P.*