

Assassins Creed Unity Abstergo Entertainment Employee Handbook

ASSASSIN'S CREED UNITY Nintendo 64 Anthology Assassin's Creed Odyssey Assassin's Creed: Uprising #7 How to Talk about Videogames Assassin's Creed Syndicate Official Collector's Guide Assassin's Creed: Renaissance Assassin's Creed Unity Assassin's Creed Unity Collector's Edition The Art of Assassin's Creed Valhalla Deluxe Edition Assassin's Creed Odyssey Assassin's Creed: The Official Movie Novelization Assassin's Creed: The Secret Crusade Heresy Assassin's Creed Unity. Abstergo Entertainment: manuale per i dipendenti Assassin's Creed: Locus #2 Assassin's Creed Assassin's Creed: Revelations Desert Oath Assassin's Creed Graphics Assassin's Creed Assassin's Creed Assassin's Creed: Setting Sun Forsaken Last Descendants: Assassin's Creed: Tomb of the Khan Fate of the Gods (Last Descendants: An Assassin's Creed Novel Series #3) The Prisoner of Zenda Dark Disciple: Star Wars The Sacred & the Digital Assassin's Creed Assassin's Creed: Underworld Assassin's Creed Unity Assassin's Creed: The Essential Guide Assassin's Creed: Templars Assassin's Creed: Unity Assassin's Creed: Conspiracies #2 Assassin's Creed IV Black Flag The Art of Assassin's Creed: Odyssey The Art of Assassin's Creed Unity

ASSASSIN'S CREED UNITY

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 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."

Nintendo 64 Anthology

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?

Assassin's Creed Odyssey

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: Uprising #7

How to Talk about Videogames

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 Syndicate Official Collector's Guide

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Forced into an uneasy alliance with Master Templar Otso Berg, our Assassin Cell now looks to the past for answers. Through the memories of her ancestor, the Spanish anarchist Assassin Ignacio Cardona, Charlotte De La Cruz discovered the true location of the Koh-I-Noor – a devastating Isu weapon that could turn the tide in the upcoming battle – before quickly succumbing to its power. Now it's Otso Berg's turn to take his own Animus trip... into the memories of Albert Bolden – the enigmatic former Black Cross.

Assassin's Creed: Renaissance

September 29th, 2016, marks the Nintendo 64's twentieth anniversary. To celebrate the birth of this incredibly avant-gardist machine, Matt Manent has written the most comprehensive and remarkable book about this legendary console. 348 pages long, this book inventories and chronicles the entire game library (388 games sold in Japan, the US, Europe, and Australia), sifts through the canceled games, accessories, collector's editions, and, of course, every Nintendo 64 version and bundle. By interviewing the people involved at the time - Martin Hollis (Rare - GoldenEye) and Eric Caen (Titus - Superman; acknowledged as one of the machine's worst games)- Matt Manent has worked to make this book an encyclopedia honoring the Nintendo 64 we've all come to love.

Assassin's Creed Unity

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 Unity Collector's Edition

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!

The Art of Assassin's Creed Valhalla Deluxe Edition

Following the narrative of the popular video game series, a companion book, which resembles a collection of Abstergo case files, provides a glimpse into the inner-workings of the fictional corporation through data, schematics and artifacts.

Assassin's Creed Odyssey

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.

Assassin's Creed: The Official Movie Novelization

Collecting the second arc of the critically-acclaimed *Assassin's Creed* comics, *Setting Sun* sees Charlotte searching for a clue that will help the Assassins on their quest to foil the Templar's plans. Hidden deep in the memories of her Inca ancestor lies a word that will save them "C if it's not too late! Collects *Assassini's Creed: Assassini's #6-10*

Assassin's Creed: The Secret Crusade

There is something for everyone in Assassin's Creed: thrilling adventures, epic moments in history, science fiction, philosophies and much more. It's no wonder the franchise is so popular across the globe and includes games, books, comics, a film starring Michael Fassbender and more. Assassin's Creed Graphics gives you the keys to understanding the many features of this vast universe. Each page contains unique infographics and illustrations to take you on a visual journey. ?Which Assassin has achieved the highest Leap of Faith? ?Do you know the complete Desmond Miles genealogy? ?What are the main models of secret blades? ?Do you know everything there is to know about the fragments of Eden? Learn all of this and more as you unlock the secrets of Assassin's Creed with this beautiful book.

Heresy

Provides information on all the main missions, side-quests, characters, and optional activities; offers walkthroughs and maps; and includes story analysis.

Assassin's Creed Unity. Abstergo Entertainment: manuale per i dipendenti

In 1927, Darius Gift, young, handsome, terribly entitled, is given his first mission for the ancient Templar Order, and the chance to clear his tarnished family name. All doesn't quite go to plan when he arrives in Shanghai, however, and his inexperience jeopardizes the whole operation. Thankfully, he isn't the only Templar new to the city, as the enigmatic Black Cross is stalking the shadows and saving Darius from failure! 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 and the Templar Order!

Assassin's Creed: Locus #2

Become a living legend with this Collector's Edition guide from Prima Games! Assassin's Creed® Odyssey Map Poster: All of the major cities and key locations called out on an easy to reference poster. Art and Gallery Concepts: Game images and art concepts provide a visual narrative of the Assassin's Creed® Odyssey development team's artful recreation of Ancient Greece. A Message For Fans: This Collector's Edition guide features a foreword written by Jonathan Dumont, the Creative Director of Assassin's Creed® Odyssey. Epic Odyssey: Embark on your journey and follow the main story campaign as you uncover the truth about your family. We help guide you through Ancient Greece where your choices and their consequences impact your story during this epic journey. Odyssey Atlas: Detailed maps that identify points of interest, rare treasures, and

other important locations throughout Ancient Greece. Much More! Special Abilities and naval combat upgrades, engraving information, playstyle tips, and a lot more! Digital Bonus: Unlock your digital version of this guide with the free code included inside. Access your digital guide anytime, anywhere, on any web-enabled device.

Assassin's Creed

Presents concept art, scenery landscapes, and character designs of video game "Assassin's Creed Unity."

Assassin's Creed: Revelations

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 From the Paperback edition.

Desert Oath

"The only way to bring down the Sith's most dangerous warrior may be to join forces with the dark side"--Back cover.

Assassin's Creed Graphics

If historically tinged action-adventure is your genre of choice, hang on to your hat -- you're in for a wild ride. In The Prisoner of Zenda, Anthony Hope relates the misadventures that befall the soon-to-be-crowned king of the fictional country of Ruritania in the days leading up to his coronation. An English tourist who just happens to be a dead ringer for the king is called into service as a decoy, and a string of increasingly perilous scrapes follow.

Assassin's Creed

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Eddie Gorm, newest of the Assassins, must weigh his quest for revenge against the race for atomic secrets – as the battle against the Templars comes to a head in World War II!

Assassin's Creed

The Assassin's Creed Syndicate Collector's Edition Strategy Guide includes Bonus In-Game Weapon - Exclusive Angel Knuckles! Bonus - 16 pages of Concept Art! One-of-a-Kind Wall Clings - Decorate your walls with an exclusive skyline of Victorian London, complete with a cadre of Assassins. Complete Campaign Walkthrough - We lead you step-by-step through the entire game from start to finish--experience every Memory and claim every Full Synch Bonus for 100% completion! Secrets of London, Associate Activities, and More - Don't miss anything as you fully experience Victorian London and beyond! Highly Detailed Maps - From its highest peak to its seediest underbelly, navigate the dangerous warren of London's streets. Find every Secret and Collectible! Unique Map Poster - Beautifully printed, two-sided map poster featuring the Frye twins and a full map of London and its environs! That's Not All! - Skills, Perks, and Challenges! - Weapons, Equipment, and Enemies! - Achievements and Trophies! FREE eGuide with Interactive Maps - Unlock the enhanced eGuide for access to the complete digital guide with interactive maps. These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

Assassin's Creed

Older, wiser, and more deadly than ever, Master Assassin Ezio Auditore embarks on an epic journey to find the lost library of Altaïr in this novel based on the Assassin's Creed™ video game series. The library holds not only hidden knowledge but also the most unsettling secret the world has ever known; a secret the Templars hope to use to control humankind's destiny. Five keys are needed to access the library—to find them, Ezio must travel to the troubled city of Constantinople, where a growing army of Templars threaten to destabilise the Ottoman Empire. Walking in the footsteps of his predecessor, Altaïr, Ezio must defeat the Templars for the final time. For the stakes have never been higher, and what started as a pilgrimage has become a race against time An Original Novel Based on the Multiplatinum Video Game from Ubisoft

Assassin's Creed: Setting Sun

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 Niccolò Machiavello—knowing that survival is bound to the 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 From the Paperback edition.

Forsaken

Last Descendants: Assassin's Creed: Tomb of the Khan

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' *****

Fate of the Gods (Last Descendants: An Assassin's Creed Novel Series #3)

Assassin's Creed film hits theatres December 21, 2016! The characters and places from the Assassin's Creed videogames come to life in this unique non-fiction guide to the historical time periods of the games. It's a perfect-and age appropriate-book for middle grade and YA fans of the Assassin's Creed franchise, exploring how the game's characters figure into their various time periods and then diving into the real history of each. Illustrated withscreen grabs from the games as well as historical illustrations and photographs, time periods include the Crusades, Italian Renaissance, Colonial Americas, French Revolution, and Victorian England.

The Prisoner of Zenda

Providing fans and newcomers everything they need to know about the fascinating world of Assassin's Creed, this beautifully illustrated guide is packed with information about the key characters, storylines and historical settings from the blockbuster video game franchise. 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

Dark Disciple: Star Wars

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.

The Sacred & the Digital

In this novel based on the Assassin's Creed™ video game series, 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. An Original Novel Based on the Multiplatinum Video Game from Ubisoft From the Paperback edition.

Assassin's Creed

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.

Assassin's Creed: Underworld

O livro é um arquivo repleto de informações sobre Arno Dorian, apresentado ao público em "Assassin's Creed - Unity", aventura passada na Revolução Francesa. Fotos, cartas, mapas, esquemas de armas, tudo isso e muito mais sobre um dos mais sangrentos episódios da história e sobre as decisões de Arno, nem sempre ortodoxas, estão reunidos aqui e podem ser analisados detalhadamente.

Assassin's Creed Unity

While Rome lies in ruins and in the shadow of the Borgia family, Ezio, the master assassin, seeks to avenge his uncle's death.

Assassin's Creed: The Essential Guide

On-Sale Date Subject To Change. This masterfully designed oversized hardcover art book invites the reader on a visual journey through the world of Assassin's Creed Valhalla: A world defined by the harsh beauty of Viking life, rich with fascinating characters and breathtaking landscapes. 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. This deluxe edition includes: * An exclusive cover * A decorative slipcase * A gallery-quality lithograph print Ubisoft and Dark Horse Books offer this enticing collection of art and commentary that is sure to attract returning fans and newcomers alike.

Assassin's Creed: Templars

Tommy Greyling, a Pinkerton agent in London, is on the tail of a murderer, and out of his element. Lucky for him, Inspector Abberline of Scotland Yard is on hand to show him how things are done in London "C with the help of Evie Frye and Henry Green!

Assassin's Creed: Unity

Crafted to resemble a set of Abstergo case files, this immersive and interactive book provides a glimpse into the technology that allows characters to inhabit the lives of their ancestors - a cornerstone of the 'Assassin's Creed' narrative. This book will grant a never-before-seen look at the inner workings of the fictional corporation at the heart of the blockbuster franchise.

Assassin's Creed: Conspiracies #2

Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the

topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

Assassin's Creed IV Black Flag

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!

The Art of Assassin's Creed: Odyssey

'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.

The Art of Assassin's Creed Unity

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 From the Paperback edition.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#)
[HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)