

Tom Clancy's The Division New York Collapse

Captain Scott Mitchell and his Ghost Recon team, a secret unit comprised of the most feared operators in the world, work to stop a small band of renegade Chinese military leaders from triggering a battle to dominate the Pacific.

A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with The Art of Days Gone! From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), The Art of Days Gone takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly from the team who created it!

"With fifty thousand Russian troops poised to invade a NATO nation, can Jack Ryan move swiftly enough to stop [Russian president Valeri] Volodin's grand plan of global conflict and conquest?"--*Jack*.

The city of Arkham falls prey to ghoulish dread in this chilling anthology of action-packed adventure, from the bestselling world of Arkham Horror Something monstrous has come to Arkham, Massachusetts. There have always been shadows here, but now a new hunger has risen from the depths and threatens those who dwell here. But there are heroes too – people who stand up and fight to stem the tide, even when it costs them everything. Explore eight shocking new tales of occult horror, captivating mystery, and existential fear – from a zealous new heroine to conniving cultists, bootleg whiskey to night terrors, and fiends that crawl from open graves. A nightmare has fallen across Arkham, and it will devour all.

OpTic Gaming
The World of Tom Clancy's The Division
Tom Clancy's The Division: Remission
Tom Clancy's The Division: Extremis Malis #1
Fighter Wing

Presents an insider's look at the planes, technology, and people involved in an Air Force combat wing, capturing the constant dangers faced daily by pilots. Months after a bioweapon attack devastated New York City, the Division agents are the last hope of a United States struggling to hold itself together. During a mission gone horribly wrong, Division Agent Caleb Dunne's partner is gruesomely killed and Dunne vows to track down the mysterious woman responsible. As he gathers clues to her whereabouts, he uncovers a grave threat to a nation already on the brink of total collapse. A must-have for fans of intrigue and tales of survival, this comics series is the perfect introduction to the post-pandemic world of Tom Clancy's The Division 2, the sequel to Ubisoft's record-breaking videogame Tom Clancy's The Division. Immerse yourself into the fractured vision of the post-pandemic world from Tom Clancy's The Division® 2 through this new story. Months after the outbreak of a devastating global pandemic that started in New York City on Black Friday, traces of rebirth are spreading across the United States. Spring has come to the nation, and with it a glimmer of hope as civilians band together in settlements, trying to carve out a better life. Amidst a ruined government, a shattered infrastructure, and an eroding civilization, The Division – an autonomous unit of sleeper agents activated when all else fails – is all that protects the people from predators who would harm them, scavengers who would take from them, and oppressors who would exploit them. Aurelio Diaz is one of those agents. A man of great honor, he is on the hunt for one of his colleagues who inexplicably abandoned his duty and caused the death of multiple civilians. This trail leads him to April Kelleher, a resourceful civilian who traveled out of New York into a troubled American Midwest. There, she hopes to understand why her husband was murdered and if an antiviral to the deadly disease exists. Together, Agent Diaz and April soon uncover an imminent threat to the future of the country. They must act to preserve civilization's last hope to stop a new virus and save itself from a final collapse.

Tom Clancy's The Division: New York CollapseChronicle Books

An Operation: Crossroads Novel

Tom Clancy's The Division

A Novel

The Dream Architects

Magic Candies

The author's "forgotten novel" about submarine warfare finds the United States at war and its underwater fleet carrying the burden of the conflict. Reprint.

Division agents Caleb Dunne and Heather Ward have hunted the woman known as Mantis all the way from New York to Maryland. Enlisting the help of agent Brian Johnson, they take the fight to her but find themselves at the heart of a much larger scheme than they had anticipated. One that leads them toward Washington D.C. A prequel to Tom Clancy's The Division 2! "Months after the outbreak of a devastating global pandemic that started in New York City on Black Friday, traces of rebirth are spreading across the United States. Spring has come to the nation, and with it a glimmer of hope as civilians band together in settlements, trying to carve out a better life. Amidst a ruined government, a shattered infrastructure, and an eroding civilization, The Division - an autonomous unit of sleeper agents activated when all else fails - is all that protects the people from predators who would harm them, scavengers who would take from them, and oppressors who would exploit them. Aurelio Diaz is one of those agents. A man of great honor, he is on the hunt for one of his colleagues who inexplicably abandoned his duty and caused the death of multiple civilians. This trail leads him to April Kelleher, a resourceful civilian who traveled out of New York into a troubled American Midwest. There, she hopes to understand why her husband was murdered and if an antiviral to the deadly disease exists. Together, Agent Diaz and April soon uncover an imminent threat to the future of the country. They must act to preserve civilization's last hope to stop a new virus and save itself from a final collapse." -- Amazon.

A quirky story about finding your voice, from internationally acclaimed author Heena Baek. Tong Tong could never have imagined what everyone around him was thinking. But when he gets hold of some magic candies, suddenly there are voices everywhere. He can hear how his couch feels, what upsets his dog, that his demanding dad loves him. He even gets to catch up with his dead grandmother. It turns out, these voices in Tong Tong's life have A LOT to say! Is Tong Tong ready to hear it? At turns funny, weird, and heartfelt, this imaginative picture book from award-winning Korean author Heena Baek will take readers along on Tong Tong's journey as he goes from lonely to brave.

The Art of Tom Clancy's The Division
Tom Clancy's The Division: Morgengrauen
The Devourer Below
The World of Tom Clancy's the Division
Eleanor
Covers all new Eagle Watch missions In-depth strategies for planning every mission and for executing your strike with utmost precision Detailed intelligence maps for all Rainbow Six and Eagle Watch missions Dossiers on all 24 playable characters, including the new Eagle Watch operatives Covers all new Eagle Watch multiplayer modes Basic anti-terrorist tactics every aspiring Special Forces commando should know
In England, far from his desert home, Ali bin-Massoud serves as apprentice to the famed Charles Babbage. One night a mysterious box is delivered by a clockwork falcon and Ali's world is never the same again. Heartache, danger, and thieves mark his journey as Ali is summoned home at the death of his father. After a deadly biological attack in New York city triggered a global pandemic, society is on the brink of collapse. The Division—an autonomous unit of civilian sleeper agents—was activated as the last line of defense. In this prequel to the Tom Clancy's The Division® 2, four survivors fight to protect Washington, DC, from violent factions. Months after a bioweapon attack devastated New York City and provoked a global pandemic, the Division agents are still fighting to bring order, stability, and justice to communities shattered by this catastrophic event. When various factions, vying for power in the wake of the crisis, seek to claim the future of Washington, DC, for themselves, the Division is called to take on these new threats and protect the capital of the United States. The paths of four survivors, once childhood friends, deviate as they find themselves entangled in the vicious civil unrest. One of them, Bruce, is an experienced combatant and a member of the Division. When the Hyenas—a lawless and particularly violent group—orchestrate a hostage attack, a massive manhunt is launched against them; but Bruce is far from imagining that amid the chaos, anarchy, and guerilla warfare, the truth behind a long unresolved disappearance and a uniting link will be revealed. Discover the thrilling events leading up to The Division 2 in this explosive story written by JD Marvan (Merlin, Wake) with art by the studio The Tribe. Localized from an original French publication.
Une pandémie ravage New York. En quelques jours seulement, privée d'eau et de nourriture, la société s'effondre. La Division, une unité secrète d'agents tactiques autonomes, est alors activée pour ramener l'ordre... Pénétrez dans les coulisses de Tom Clancy's The Division, le nouvel opus événement des studios Ubisoft. Découvrez pour la première fois les concepts, les illustrations préparatoires et les modèles de jeu finalisés, le tout commenté par les illustrateurs et créateurs de ce titre déjà récompensé par de nombreux prix.

Tom Clancy's The Division
Tom Clancy's The Division: Rekrutiert
Tom Clancy's The Division: Extremis Malis #2
A Guided Tour of an Air Force Combat Wing
The Art of Assassin's Creed Valhalla
A newly recruited agent is the Strategic Homeland Division's best hope to prevent a nefarious plot from ripping the agency apart, in this brand new post-apocalyptic thriller from Tom Clancy's The Division® Maira Kanhai has had enough: since the Green Poison epidemic hit DC, her Cybersecurity degree is worthless, she can't rejoin the US Navy, and her early efforts to secure Maryland led to a costly mistake: the death of her brother. Every day new factions emerge, trying to burn her city to the ground – until the Division emerges, inspiring hope. When a grenade kills one of their agents, Maira suddenly has a chance to make a real difference as a raw new Division recruit... if she can pass the tests, and overcome the enemies plotting to permanently eliminate the Division once and for all. The perfect introduction to the post-pandemic world of Ubisoft's record-breaking video game series, this graphic novel follows Division agent Caleb Dunne from New York City to Washington, D.C. in pursuit of the mysterious woman who murdered his partner. This prequel to Tom Clancy's The Division 2 is a must-have for fans of intrigue and tales of survival. Months after a bioweapon attack devastated New York City, the Division agents are the last hope of a United States struggling to hold itself together. During a mission gone horribly wrong, Division agent Caleb Dunne's partner is gruesomely killed and Dunne vows to track down the mysterious woman responsible. Known only as Mantis, Dunne pursues her to Philadelphia, Fort Meade, and eventually Washington, D.C., enlisting the help of fellow agents Heather Ward and Brian Johnson along the way. Together, this newly-formed group of agents uncover a much larger scheme that poses a grave threat to a nation already on the brink of total collapse. In a novel of military intrigue, formidable ex-Navy SEAL John Clark takes on a world-threatening band of terrorists
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.

Tom Clancy Commander in Chief
Death by Video Game
SN
Danger, Pleasure, and Obsession on the Virtual Frontline
Immerse yourself into the fractured vision of the post-pandemic world from Tom Clancy's The Division® 2 through this new story. Months after the outbreak of a devastating global pandemic that started in New York City on Black Friday, traces of rebirth are spreading across the United States. Spring has come to the nation, and with it a glimmer of hope as civilians band together in settlements, trying to carve out a better life. Amidst a ruined government, a shattered infrastructure, and an eroding civilization, The Division – an autonomous unit of sleeper agents activated when all else fails – is all that protects the people from predators who would harm them, scavengers who would take from them, and oppressors who would exploit them. Aurelio Diaz is one of those agents. A man of great honor, he is on the hunt for one of his colleagues who inexplicably abandoned his duty and caused the death of multiple civilians. This trail leads him to April Kelleher, a resourceful civilian who traveled out of New York into a troubled American Midwest. There, she hopes to understand why her husband was murdered and if an antiviral to the deadly disease exists. Together, Agent Diaz and April soon uncover an imminent threat to the future of the country. They must act to preserve civilization's last hope to stop a new virus and save itself from a final collapse. OpTic Gaming, the four-time Call of Duty Major League Gaming Champions and one of the top eSports teams in the world, now takes fans behind the controller—into the game and the minds of the greatest gamers in the world—in this fascinating and unique memoir and insider guide. Emerging on the scene in 2006, OpTic Gaming has dominated the Call of Duty e-sports arena, thanks to the talents of legendary players such as Matt “NaDeSHoT” Haag, the biggest eSports personality on earth; Seth “Scump” Abner, the top of Duty player in the world; Midnite, one of the first girl gamers to rise to stardom on YouTube; and Hector “H3CZ” Rodriguez, the team founder and CEO. With over 14 million followers across social platforms like Twitter, Facebook and YouTube, no other team of players in eSports can match OpTic's popularity or ability to bring fans into the game. Now, these remarkable players have collaborated to produce this one-of-a-kind book. In OpTic Gaming, they candidly share their story of becoming Call of Duty's global royalty—ESPN XGAMES, MLG, ESWC and GFINITY champions—laying bare their lives, exploring what it takes to make it in professional gaming, and speaking honestly about the consequences of their newfound fame. These best-of-the-best take you behind the controller, offering insights, knowledge, and strategies to help you improve your shot, master the most complex maps, and conquer the game with the ultimate weapons. Going beyond their number-one game, the team also discusses the rest of their ineups and become a champion in any arena. Revealing their go-to strategies, best missions, and favorite challenges, OpTic Gaming brings fans closer to these wildly popular professional gamers more than ever before. "The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers—which, in fact, he is." —Tom Bissell, author of Extra Lives: Why Video Games Matter On January 31, 2012, a twenty-three-year-old student was found dead at his keyboard in an internet café while the video game he had been playing for three days straight continued to flash on the screen in front of him. Trying to reconstruct what had happened that night, investigative journalist Simon Parkin would discover that there have been numerous other incidents of "death by video game." And so begins a journey that takes Parkin around the world in search of answers: What is it about video games that inspires such tremendous acts of endurance and obsession? Why do we so thoroughly lose our sense of time and reality within this medium? How in the world can people play them... to death? In Death by Video Game, Parkin examines the medical evidence and talks to the experts to determine what's happening, and introduces us to the players and game developers at the frontline of virtual extremism: the New York surgeon attempting to break the Donkey Kong world record... the Minecraft player three years into an epic journey toward the edge of the game's vast virtual world... the German hacker who risked prison to discover the secrets behind Half-Life 2... Riveting and wildly entertaining, Death by Video Game will change the way we think about our virtual playgrounds as it investigates what it is about these games that are so compelling, comforting, and irresistible to the human mind—except for when it's not.

A full-color digital art book containing concept art and commentary from the development of DOOM Eternal, the next entry in the iconic first-person shooter series. The newest chapter in the quintessential game franchise from id Software is here. Witness DOOM Eternal! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into otherworldly and unrecognizable locations new to the DOOM universe. Admire the dangerous glimmering edges of the Slayer's arsenal and armor. Examine the ancient designs and breeds of Hell's soldiers and lords—all in gloriously designed full color images straight from the files of the game's artists themselves! Dark Horse Books and id Software join forces to present The Art of DOOM Eternal, encompassing every detail you've come to love from DOOM!

Tout l'art de Tom Clancy's The Division
Roman zum Game
A Steampunk Faerie Tale
An Arkham Horror Anthology
Broken Dawn
Le nouveau best-seller d'Ubisoft adapté en roman ! Quand tout s'effondre, notre mission commence. Plusieurs mois déjà se sont écoulés depuis qu'un virus mortel, libéré à New York en plein Black Friday, a causé une épidémie mondiale dévastatrice. Pour les Etats-Unis, l'heure est à la reconstruction : les survivants s'organisent en communautés pour tenter de retrouver un semblant de vie normale. Dans un pays sans gouvernement, aux infrastructures en ruines, la civilisation est sur le point de vaciller. Pour protéger le peuple des prédateurs, des pillards et de potentiels oppresseurs prêts à s'emparer du pouvoir, il ne reste que la Division – une organisation autonome formée d'agents dormants appelés en dernier recours. Aurelio Diaz est l'un de ces hommes. Lancé sur les traces de l'un de ses camarades, dont l'inexplicable trahison a causé la mort de nombreux innocents, il croise le chemin d'April Kelleher, une simple citoyenne pleine de ressources qui a quitté New York pour s'aventurer dans un Midwest en proie au chaos. La jeune femme espère y découvrir les raisons du meurtre de son mari et trouver, s'il existe, un vaccin contre la redoutable épidémie. Ensemble, ils ne tardent pas à mettre au jour un terrible danger qui menace l'avenir du pays. Il leur faudra agir de concert pour enrayer la propagation d'un nouveau virus et empêcher l'effondrement de toute la civilisation. He is Sam Fisher: Third Echelon special operative. And when a cargo freighter loaded down with radioactive material is headed towards the coast of the United States, he has minutes to disable the ship – or die trying. New York Collapse is an in-world fictionalized companion to one of the biggest video game releases of 2016: Tom Clancy's The Division from Ubisoft. Within this discarded survivalist field guide, written before the collapse, lies a mystery—a handwritten account of a woman struggling to discover why New York City fell. The keys to unlocking the survivor's full story are hidden within seven rubbishy artifacts, ranging from a full-city map to a used transit card. Retrace her steps through a destroyed urban landscape and decipher her clues to reveal the key secrets at the heart of this highly anticipated game. "Fällt die Gesellschaft, stehen wir auf." Einige Monate nach dem Ausbruch einer verheerenden globalen Pandemie, die kurz nach Thanksgiving in New York City ihren Anfang nahm, scheinen sich die Dinge langsam wieder zu normalisieren. Der Frühling hält Einzug und mit ihm die Hoffnung auf ein besseres Leben. Die Zivilbevölkerung wagt in organisierten Siedlungen den Neuanfang. In den Trümmern einer zerstörten Infrastruktur und einer erodierenden Zivilgesellschaft wacht "The Division" über die Sicherheit der Bürger und schützt sie vor Marodern und Plünderern und unterstützt sie vor Mordredern. Dabei handelt es sich um eine autonome Elitesinheit von Schlüferagenten, die erst dann zum Einsatz kommt, wenn alles andere versagt. Emer dieser Agenten ist Aurelio Diaz, ein Mann, dem Ehre über alles geht. Er ist auf der Jagd nach einem abtrünnigen Division-Mitglied, das den Tod mehrerer Unschuldiger auf dem Gewissen hat. Die Spur führt ihn zu der gewitzten New Yorkerin April Kelleher, die sich in den krisengeschüttelten Mittleren Westen der USA vorgewagt hat, um herauszufinden, warum ihr Mann ermordet wurde und ob es ein Gegenmittel für die tödliche Krankheit gibt. Gemeinsam decken Diaz und Kelleher eine katastrophale Bedrohung für die Zukunft des Landes auf. Jetzt zählt jede Sekunde, wenn sie eine erneute Pandemie und damit die endgültige Apokalypse noch verhindern wollen.

Tom Clancy's The Division: Extremis Malis #3

Red Storm Rising

Tom Clancy's Rainbow Six

The Art of Days Gone

Tom Clancy's The Division: Extremis Malis

Years after an accident claims her twin's life and triggers her father's abandonment and mother's ascent into alcoholism, Eleanor begins to experience supernatural dissociations that reveal her parents' unhappy pasts and her role in helping them heal.

Incusive lore and detailed art in a cunningly designed hardcover that will bring readers into the ravaged streets of New York City and Washington DC as seen in Ubisoft's record-breaking videogame series! On Black Friday, a deadly biological attack was thrust upon the populace of New York. Within weeks, millions lay dead, and the city was placed under quarantine. The only force with any hope of restoring order are the embedded agents of the SHD--more commonly known as the Division. Despite the quarantine, the infection continues to spread across the country. Amidst a ruined government, a shattered infrastructure, and an eroding civilization, the Division is now called to action in Washington DC--but if the agents fail, the capital will fail, and the nation with it. The World of Tom Clancy's The Division is the meticulously crafted result of a partnership between Dark Horse books and Ubisoft Entertainment, offering readers a unique insight into the chaotic and dangerous world of the hit games. Don't miss this opportunity to learn all there is to know about the tactical methods, the high-tech tools, and the all-important mission of the Division!

The inside story of the booming video game industry from the late 1990s to the present, as told by the Managing Director of Ubisoft's Massive Entertainment (The Division, Far Cry 3, Assassin's Creed: Revelations). At Massive Entertainment, a Ubisoft studio, a key division of one of the largest, most influential companies in gaming, Managing Director Polfeldt has had a hand in some of the biggest video game franchises of today, from Assassin's Creed to Far Cry to Tom Clancy's The Division, the fastest-selling new series this generation which revitalized the Clancy brand in gaming. In The Dream Architects, Polfeldt charts his course through a charmed, idiosyncratic career which began at the dawn of the Sony PlayStation and Microsoft Xbox era -- from successfully pitching an Avatar game to James Cameron that will digitally create all of Pandora to enduring a week-long survivalist camp in the Scandinavian forest to better understand the post-apocalyptic future of The Division. Along the way, Polfeldt ruminates on how the video game industry has grown and changed, how and when games became art, and the medium's expanding artistic and storytelling potential. He shares what it's like to manage a creative process that has ballooned from a low-six-figure expense with a team of a half dozen people to a transatlantic production of five hundred employees on a single project with a production budget of over a hundred million dollars. A rare firsthand account of the golden age of game development told in vivid detail, The Dream Architects is a seminal work about the biggest entertainment medium of today.

The Art of Tom Clancy's The Division is the ultimate gallery of the latest game in the critically acclaimed Tom Clancy franchise. It focuses on the art and making of the game, and includes over 300 images, sketches, and concept art, and in-depth commentary throughout from the artists and creators. This is an extraordinary collection of groundbreaking game art and a must-have for any Clancy and video game fan. © 2015 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft in the U.S. and/or other countries.
The Art of DOOM: Eternal
Tom Clancy's Ghost Recon
Prima's Official Strategy Guide
Tom Clancy's The Division
Tom Clancy's The Division: Recruited
The superpowers hurtle towards global conflict, in this chillingly authentic vision of modern warfare. After an intelligence failure at Op-Center results in a major terrorist attack, director Chase Williams radically transforms the agency into a ground-breaking mobile strike force. It's a beautiful day in Manhattan as excited tourists board the floating Air & Space Museum on the USS Intrepid-until a horrible explosion rips across the flight deck, showering the body parts of innocent people everywhere. The perpetrator is none other than Captain Ahmed Salehi, an Iranian mastermind whose last terrorism plot was foiled at the last minute by Op-Center. Back in Washington, the White House orders Op-Center disbanded-or so it seems. Unbeknownst to America's enemies, director Chase Williams has been put in charge of a brand-new, top-secret covert attack team known only as BLACK WASP. Its members, each chosen for their unique set of specialized black-ops skills--martial arts expert Lieutenant Grace Lee, sharpshooter Lance Corporal Jar Rivette, and JAG attorney and criminologist Major Hamilton Breen-have been assigned to seek out Salehi and finally bring him to justice. But Salehi is part of an even more frightening conspiracy, led by a renegade Iranian tycoon determined to establish a new Islamic State that will dwarf the horrors of ISIS. From the heart of Manhattan, to the swamps of Trinidad, to the sunbaked mud villages of Yemen, this new Op-Center is America's only line of defense against a bloody Middle Eastern tyrant. Leading up to the events of the highly anticipated new Mirror's Edge™ game comes an exhilarating comic prequel that delves into the story of Faith, one of the most celebrated heroines in video games! Collects issues #1-#6 of the miniseries--the complete story in one volume! * Leads directly into the events of the new Mirror's Edge™ game!

Weeks into his pursuit of Mantis – the woman who murdered his partner – Division agent Caleb Dunne arrives in Philadelphia. Teaming up with fellow agent Heather Ward, he gathers clues to Mantis's whereabouts, running afoul of an aggressive militia called the Founders. *A must-have for fans of intrigue and tales of survival, this comics series is the perfect introduction to the post-pandemic world of Tom Clancy's The Division 2, the sequel to Ubisoft's record-breaking videogame Tom Clancy's The Division.
Adventures in the Video Game Industry
Mirror's Edge: Exordium
Tom Clancy's Splinter Cell: Checkmate
Baba Ali and the Clockwork Djinn
Tom Clancy's Op-Center: Sting of the Wasp