

ASSASSIN'S CREED AWAKENING PART 2 OF 6

ORIGINAL STORY **UBISOFT**
SCRIPT **TAKASHI YANO**
ART **KENJI OIWA**
LETTERING **AMOONA SAOHIN**

ORIGINALLY PUBLISHED IN JAPANESE BY **SHUEISHA**.
THIS MANGA IS PRESENTED IN ITS ORIGINAL
RIGHT-TO-LEFT READING FORMAT.

SENIOR EDITOR
MARTIN EDEN

ASSISTANT EDITOR
JESSICA BURTON

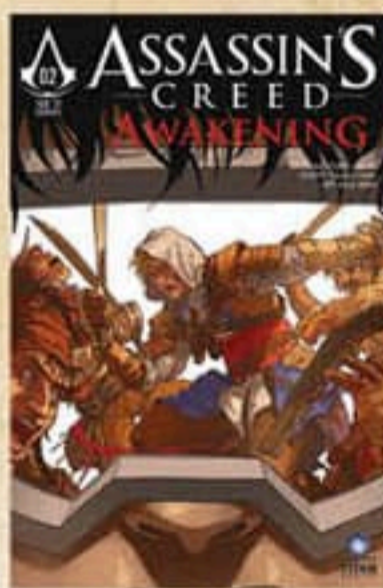
SENIOR DESIGNER
ANDREW LEUNG



Cover A Kenji Oiwa



Cover B Kate Brown



Cover C John Aggs

TITAN COMICS

PRODUCTION ASSISTANT
PETER JAMES
PRODUCTION SUPERVISOR
JACKIE FLOOK
PRODUCTION SUPERVISOR
MARIA PEARSON
PRODUCTION MANAGER
OBI ONUORA
ART DIRECTOR
OZ BROWNE

SENIOR SALES MANAGER
STEVE TOTHILL
PRESS OFFICER
WILL O'MULLANE
COMICS BRAND MANAGER
LUCY RIPPER
DIRECT SALES & MARKETING MANAGER
RICKY CLAYDON
COMMERCIAL MANAGER
MICHELLE FAIRLAMB

PUBLISHING MANAGER
DARRYL TOTHILL
PUBLISHING DIRECTOR
CHRIS TEATHER
OPERATIONS DIRECTOR
LEIGH BAULCH
EXECUTIVE DIRECTOR
VIVIAN CHEUNG
PUBLISHER
NICK LANDAU

SPECIAL THANKS TO:
CLEMENCE DELEUZE. ALSO, ANDREW JAMES AND LIZZIE KAYE.



DISTRIBUTION: DIRECT SALES DIAMOND COMIC DISTRIBUTORS
NEWSSTAND DISTRIBUTION: TOTAL PUBLISHERS SERVICES INC. JOHN DZIEWIATKOWSKI 610-851-7683
FOR INFORMATION ON ADVERTISING, CONTACT ADINFO@TITANEMAIL.COM OR CALL +44 20 7620 0200



UBISOFT

THE STORY SO FAR... 1715: MEET EDWARD KENWAY - A TOUGH PIRATE ON THE HIGH SEAS... HE SURVIVES A HUGE SHIP EXPLOSION BUT IS THEN STABBED THROUGH THE HEAD BY AN UNKNOWN ASSAILANT. SOMEHOW, MIRACULOUSLY, HE SURVIVES! CUT TO THE PRESENT DAY, WHERE WE LEARN THAT A YOUNG MAN NAMED SEIJIN IS EXPERIENCING EDWARD'S ADVENTURES, THANKS TO THE WORK OF ABSTERGO INDUSTRIES...



CONVINCING,
NO?

AND BEYOND
THE GRAPHIC
ASPECTS... WHAT
DID YOU THINK
ABOUT THE
SENSATIONS?



A REAL
18TH
CENTURY
PIRATE!

IT'S AS
IF YOU
ACTUALLY
BECAME...

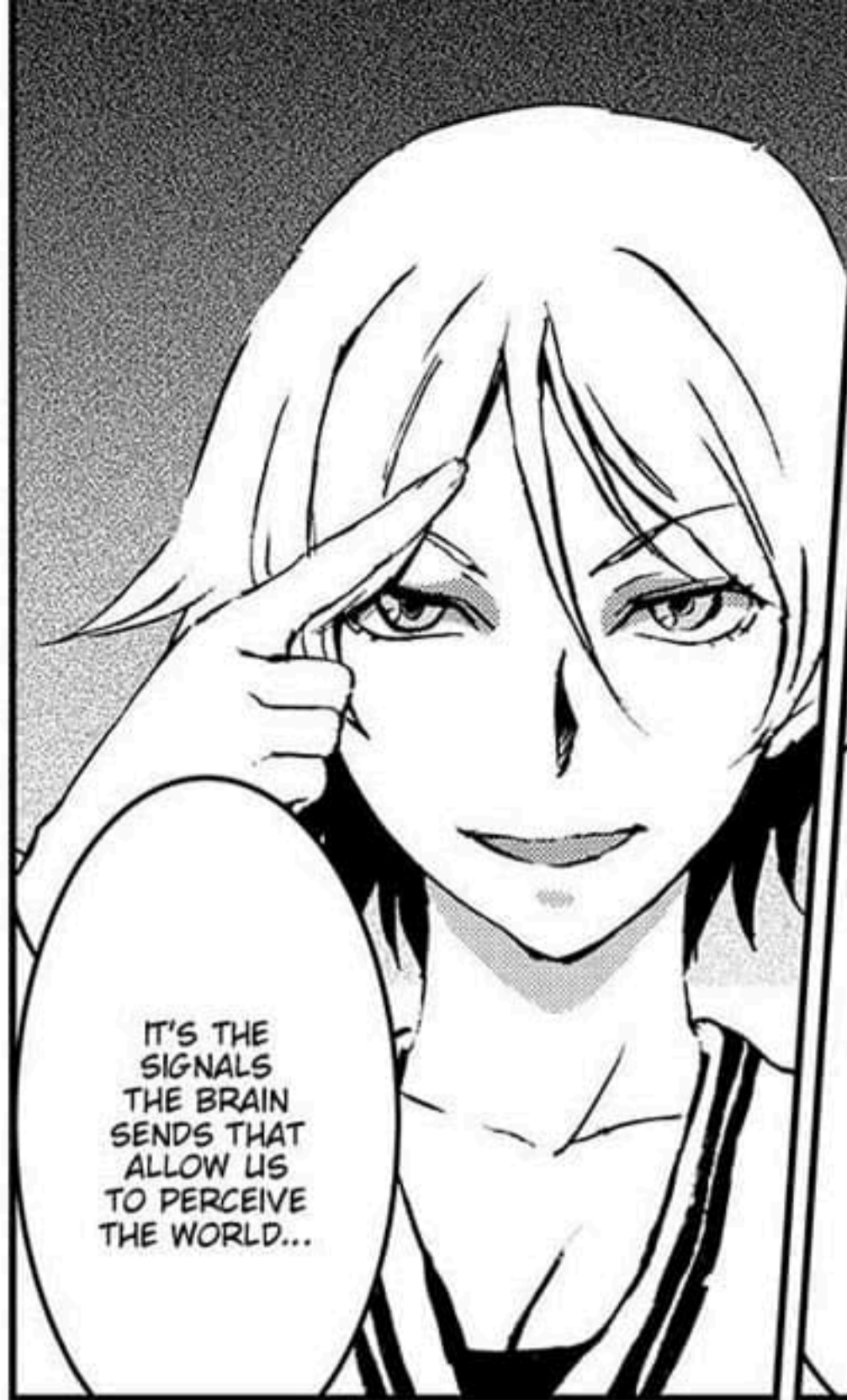


CLENCH
きゅん
きゅん

IT FELT
MORE LIKE
REALITY
THAN A
DREAM.



YEAH... I
SHOULD
KNOW...



IT'S THE SIGNALS THE BRAIN SENDS THAT ALLOW US TO PERCEIVE THE WORLD...



SIGHT, HEARING, TOUCH...

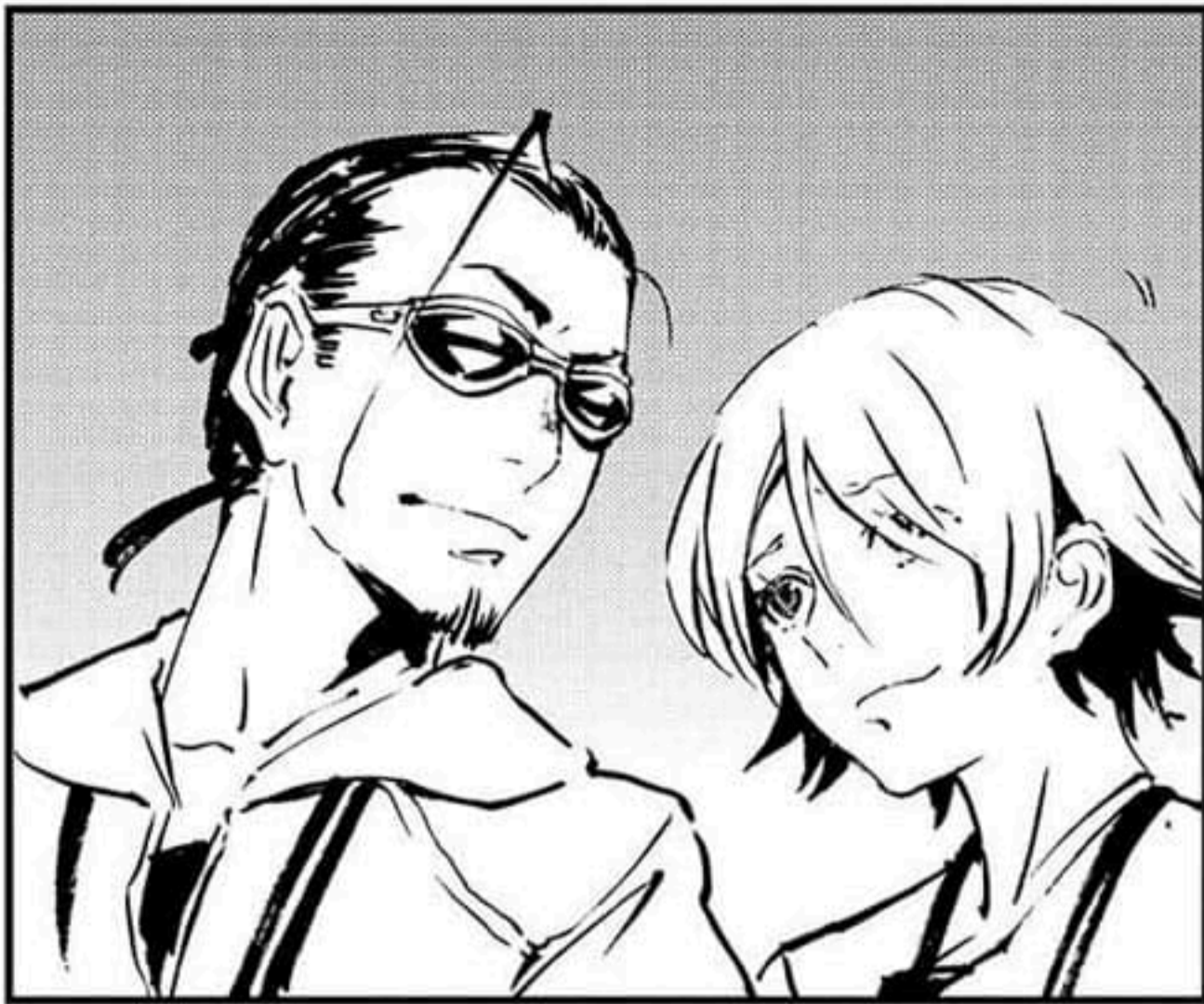
ALL THE SENSES ARE CONTROLLED BY THE BRAIN.



IT ALLOWS US TO DISCOVER A VIRTUAL WORLD THAT'S JUST AS REAL AS NATURE!

THE 'ANIMUS' APPARATUS CREATES SENSORY STIMULATION IN PLACE OF THE BRAIN...





FINE, BUT THE *STORY* WAS A LOAD OF CRAP!



THAT'S BECAUSE THE STORY IS STILL BEING DEVELOPED!



YOU'RE THROWN INTO THE MIDDLE OF A NAVAL BATTLE...



IS THIS THING REALLY A VIDEO GAME?

IT FELT MORE LIKE A DAY-DREAM.

SURPRISING, RIGHT?



THEN YOU'RE ATTACKED BY AN UNKNOWN ASSAILANT... IT'S ALL TOO MUCH TOO FAST!



WHERE THE WHOLE BODY OF THE PLAYER, OR MORE SPECIFICALLY, THEIR **BRAIN**, BECOMES PART OF PLAY!

IT'S A WHOLE NEW TYPE OF SYSTEM.

IT'S NOTHING LIKE THE CONSOLES THAT USE A CONTROLLER...



WOULD YOU MIND TELLING ME WHY I WAS CHOSEN AS A TESTER?

AND ONE MORE THING!



BE THAT AS IT MAY, THERE'S NO **INTRO** OR **TUTORIAL**...

I DON'T THINK IT'S ACCESSIBLE TO THE GENERAL PUBLIC IN THIS STATE.