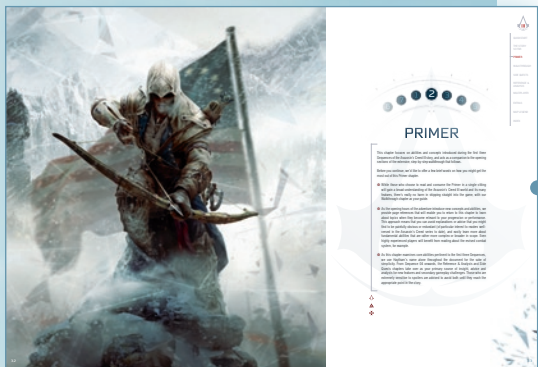


Concise recaps, explanations and insights to help all readers – both seasoned Assassin's Creed players and newcomers – to understand the most important story developments and concepts introduced in previous episodes.



This chapter is designed to help you ease into the opening hours of Assassin's Creed III with confidence, focusing on abilities and concepts introduced during the game's first three Sequences.



This chapter will guide you through all Main Missions, with annotated screenshots providing at-a-glance solutions, enabling you to complete the entire adventure (and its Optional Objectives) with a Full Synchronization rating.



This chapter offers everything you need to complete all side missions and gain a maximum 100% Synchronization rating.



## CONTENTS

<b>Quickstart</b>	<b>6</b>
<b>The Story So Far</b>	<b>10</b>
Story Recap	12
Timeline	20
Cast & Concepts	22
<b>Primer</b>	<b>32</b>
Game Structure & Progression	34
Movement & Navigation	35
Viewpoints & Maps	39
Social Interaction	40
Stealth	42
Social & Stealth Abilities	45
Assassinations	48
Escaping	50
Combat	51
Enemy Archetypes	55
Interface & Control Summary	56
Synchronization & 100% Completion	58
<b>Walkthrough</b>	<b>60</b>
Sequence 01	62
Sequence 02	68
Sequence 03	78
Sequence 04	83
Sequence 05	87
November 15, 2012	92
Sequence 06	94
Sequence 07	100
Sequence 08	110
December 1, 2012	114
Sequence 09	116
Sequence 10	120
December 12, 2012	124
Sequence 11	126
Sequence 12	128
December 20, 2012	131
<b>Side Quests</b>	<b>132</b>
Completion Timeline	134
Citizen Missions	136
Attacking Convoys	138
Clubs	139
Minigames	142
Forts	144
Liberation Missions	154
Assassin's Guild	162
The Underground	164
Naval Primer	171
Naval Missions	176
Privateer Contracts	180
Naval Locations	182
Homestead Missions	193
Benedict Arnold Missions	198
Collectibles	200

<b>Reference &amp; Analysis</b>	<b>216</b>
Advanced Navigation	218
Fast Travel Network	220
Notoriety	221
Enemies	222
Weapons	226
Tools	229
Assassin Recruits	233
Combat Miscellany	234
Generating Income	235
The Homestead	236
■ Recruiting Workers	238
■ Gathering Resources	240
■ Hunting	242
■ Gathering Recipes	244
■ Crafting	244
■ Convoys	249
Shops	252
Outfits	253
Achievements & Trophies	254
Moves Overview	256
Mission Checklist	257

<b>Multiplayer</b>	<b>258</b>
Basics	260
Characters & Customization	265
Score & Progression	268
Ability Sets	275
Game Modes	278
Advanced Tips	284
Maps & Analysis	287

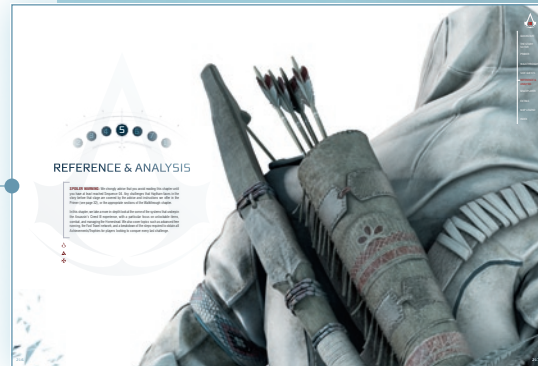
<b>Extras</b>	<b>294</b>
Secrets	296
Story Recap	298
Analysis & Speculation	304

**Quickstart**  
You will find a "Quickstart" section overleaf. This offers a visual presentation of the guide's contents, and explains how you can use the guide in an optimal way depending on your personal needs and expectations.

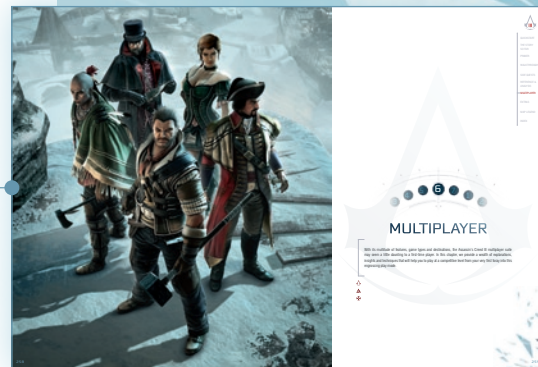
**Index**  
If you would rather play with a minimum of assistance, the guide's comprehensive Index can be used to jump to topics of interest whenever you need a hint or specific piece of information.

**Vertical Tab**  
The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

**Update Notice**  
We have taken every step to ensure that the contents of this guide are correct at the time of going to press. However, future updates to Assassin's Creed III may contain adjustments, gameplay balancing and even feature additions that we cannot anticipate at the time of writing.



In this chapter, we take an in-depth look at the many systems that underpin the Assassin's Creed III experience.



In this chapter, we provide a wealth of explanations, insights and techniques that will help you to play at a competitive level from your very first foray into the engrossing multiplayer mode.



In this **spoiler-heavy** chapter, we offer a short recap of all secrets and unlockables. This is followed by extensive analysis of major events in the Assassin's Creed III storyline.



# TIMELINE

The following timeline presents the most significant events in the Assassin's Creed story and shows how these lead to the opening events of Assassin's Creed III.



QUICKSTART

THE STORY SO FAR

PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

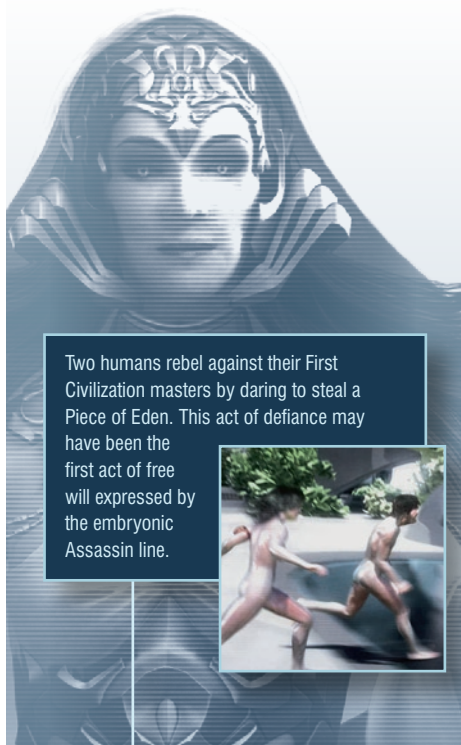
MAP LEGEND

INDEX

STORY RECAP

TIMELINE

CAST & CONCEPTS



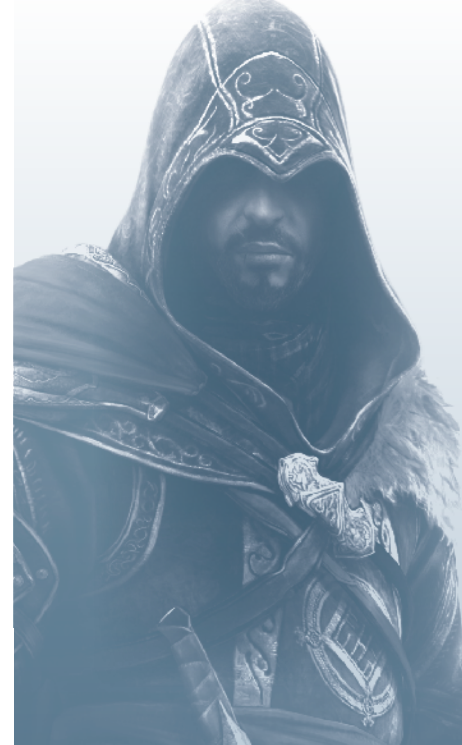
Two humans rebel against their First Civilization masters by daring to steal a Piece of Eden. This act of defiance may have been the first act of free will expressed by the embryonic Assassin line.



First Civilization  
(Pre-history)



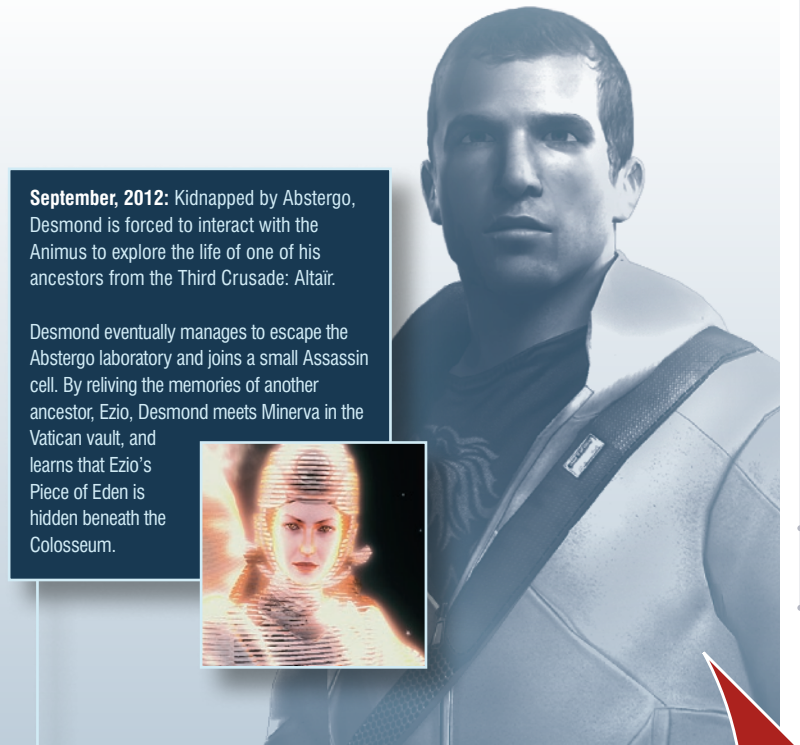
Crusades  
(1191-1257)  
Altair



Renaissance  
(1459-1512)  
Ezio

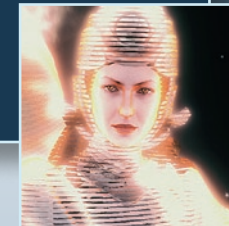


American Revolution  
(1753-1783)  
Connor



**September, 2012:** Kidnapped by Abstergo, Desmond is forced to interact with the Animus to explore the life of one of his ancestors from the Third Crusade: Altair.

Desmond eventually manages to escape the Abstergo laboratory and joins a small Assassin cell. By reliving the memories of another ancestor, Ezio, Desmond meets Minerva in the Vatican vault, and learns that Ezio's Piece of Eden is hidden beneath the Colosseum.



Present  
(2012)  
Desmond

A war occurs between mankind and the First Civilization. With full focus on this conflict, the First Civilization fails to avert the Catastrophe – a massive solar flare – from scorching the face of the Earth. All but a handful of the First Civilization are wiped out. Minerva, Juno and Tinia (and, presumably, some others of their kind) store the knowledge gathered from their research in a single vault before their deaths. The human race survives the cataclysm, but the loss of technological know-how and a forced return to a strictly oral tradition leads mankind to misrepresent the true history of events.



Though separated by centuries, both Altair and Ezio acquire powerful artifacts and visit ancient sanctums while fighting their Templar enemies. In the process, they are used as biological conduits to convey messages from First Civilization members (Minerva, Juno and Tinia) to Desmond in the present day.



Events of Assassin's Creed III.



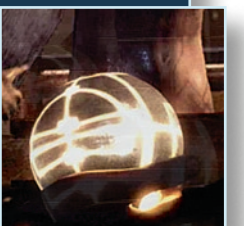
**October, 2012:** Desmond finds the Piece of Eden in Juno's vault beneath the Colosseum. As he touches the artifact, Desmond is brought under the influence of Juno, and subsequently collapses. His Assassin companions place him in a special Animus program, where Desmond "finishes" the lives of his two ancestors (Altair and Ezio) to regain his own identity. Meanwhile, his body is transported by his fellow Assassins from Italy to the US.

The exploration of his ancestors' final memories enables Desmond to meet Tinia – the third member of the First Civilization triumvirate along with Minerva and Juno. Tinia tells Desmond about a single underground vault located in what is now the state of New York. It is in this Grand Temple that the triumvirate claims they stored their accumulated knowledge – information that may enable mankind to avert another Catastrophe. Desmond arrives there at the beginning of Assassin's Creed III.



**December 21<sup>st</sup>, 2012:** This is the day Abstergo plans to launch a telecommunications satellite containing an Apple of Eden. The Templars conspire to use the Apple to control the Earth's population.

Some cultures prophesize December 21<sup>st</sup>, 2012 to mark a time of transition, possibly even Armageddon. Could this be the second Catastrophe augured by the First Civilization?







- QUICKSTART
- THE STORY SO FAR
- PRIMER
- WALKTHROUGH
- SIDE QUESTS
- REFERENCE & ANALYSIS
- MULTIPLAYER
- EXTRAS
- MAP LEGEND
- INDEX
- GAME PROGRESSION
- MOVEMENT & NAVIGATION
- VIEWPOINTS & MAPS
- SOCIAL INTERACTION
- STEALTH
- STEALTH ABILITIES
- ASSASSINATIONS
- ESCAPING
- COMBAT
- ENEMY ARCHETYPES
- INTERFACE & CONTROLS
- 100% SYNCHRONIZATION



If stealth scenarios in Assassin's Creed III can be described as a kind of clockwork apparatus, then assassination techniques are the means by which you can break or interrupt the smooth operation of such engines. Whenever there is a need to infiltrate a guarded area, a mixture of sentries and patrols are placed to make it difficult to travel between waypoints without detection. Performing silent assassinations enables you to remove select cogs and wheels, so that a machine designed to prevent your safe passage ceases to function as intended.

There are many different contextual assassination techniques, though they can be separated into two groups: those that are **Low Profile**, thus suitable for stealth situations, and **High Profile** kills that are much more likely to attract attention. As a general rule of thumb, an assassination performed with **X/Ⓢ** alone will be low-key in nature, while holding **Ⓢ/R** will lead to a more showy and violent killing move.

Before we document the various types of assassination techniques, here are a few useful guidelines:

- High Profile assassinations function at a greater range than their more discrete Low Profile equivalents. If a target won't move within range for a stealth kill, and potential witnesses are looking or moving elsewhere, it's often easier to just go for the spectacular kill and hide the body afterwards.
- Pay close attention to the highlight (**01**) that signifies your current target when you perform assassinations, particularly aerial kills. Be sure to adjust Haytham's position and the camera to select the correct opponent.
- Haytham will automatically use his Hidden Blade for most assassinations, but will occasionally use his current selected weapon while stalking a target on foot. Use the Weapon Wheel to manually select the Hidden Blade in advance to avoid this: kills with other weapons can be noisier and more protracted.



**Air Assassination:** Performed from above a target.

- High Profile Only:** Haytham will leap onto the highlighted victim from above, killing them instantly. This move can take down two targets in close proximity.



**Ledge Assassination:** Performed while hanging from a ledge just below a target.

- Low Profile:** Haytham will reach out to grab (and stab) the target, then hurl them over the ledge. This is useful if there are other hostiles on the same level that you really need to avoid, but not so great if there are patrols or guards below.
- High Profile:** Haytham leaps up and knocks his quarry to the ground to perform the killing blow. This is the most efficient technique against solitary rooftop sentries.



**Hiding Place Assassination:** Performed from any kind of hiding place.

- Low Profile:** Haytham will reach out and simultaneously grab and stab a target within range, then pull them into his place of concealment. (One notable exception: if sitting on a bench, Haytham will expertly stab his quarry and discretely lower them into his previous sitting position – therefore losing his place of concealment.)
- High Profile:** Haytham will leap out to stab a passing adversary.



**Corner Assassination:** Only available when pressed against a suitable surface.

- Low Profile:** Haytham quickly rounds the corner, stabs the victim, then pulls them back and lowers them to the floor.
- High Profile:** Haytham bursts into view to leap on his quarry.



**Standard Assassination:** Performed while level with a target.

- Low Profile:** Haytham will stab his target discretely, though this will still lead to consequences in plain view of others. It's highly effective when employed from behind on a single sentry or patrolling guard; use the Fast Walk ability to close the gap without creating noise.
- High Profile:** Haytham will leap and knock the target to the ground as he delivers the killing blow. Note that this can be performed while running.



**Double Assassination:** Performed while level with two aligned targets in close proximity.

- Low Profile:** Haytham will reach out and stab both victims simultaneously.
- High Profile:** Haytham will leap and knock both targets to the ground.



**Stalking Zone Assassination:** Only available when concealed in a Stalking Zone.

- Low Profile:** Haytham will pull his target into the undergrowth to perform the kill, leaving the body concealed.
- High Profile:** Haytham will jump out to kill a target within range.

NON-LETHAL TAKEDOWNS

Some missions have Optional Objectives that specify that Haytham should not kill any adversaries. In these instances, the full repertoire of assassination moves is of little use for those seeking 100% Synchronization – and yet there is one technique that you can use against solitary opponents: switch to Unarmed. If you then sneak up behind a target and tap **X/Ⓢ**, Haytham will silently incapacitate them.



ON JOHNSON'S TRAIL

MISSION OVERVIEW

Optional Objectives

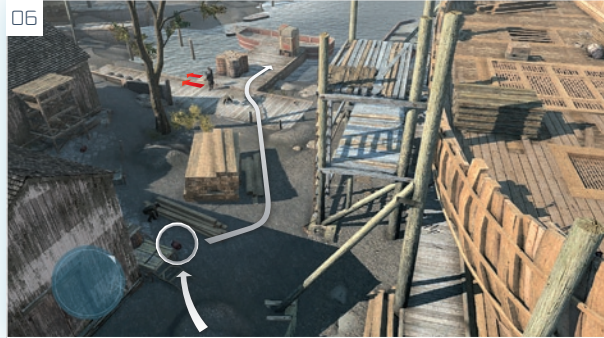
- Stay below Notoriety level 2.
- Use firearms no more than six times.
- Use powder kegs to blow up three caches of smuggled cargo.

Further Reading

- Read about the Rope Dart weapon on page 231.
- Walkthroughs for the new Homestead Missions – and new trading/crafting opportunities – can be found on page 193 and 244 respectively.
- You can embark on new naval missions (see page 176) by speaking with Faulkner at the Homestead, or via a Harbormaster on any map.
- As you may have noticed, there are board games and other simple diversions that Connor can participate in. Turn to page 142 to read tips and techniques that will improve your performance.



Before you leave the Homestead to begin this Memory, we strongly suggest that you complete the Silent Hunter mission (starting position highlighted here) to learn how to use your new Rope Dart weapon. It can be found a short walk to the southwest from the Manor; see page 194 for assistance. We would also advise that you familiarize and engage yourself with developing and exploiting the Homestead to increase your income. Starting now will make a big difference later in the story.



There is no powder keg next to the second pile of illegal cargo so, to complete the Optional Objective, pick up the one marked here, then calmly walk it over to the boardwalk. As long as you don't break into a run, the two guards should be oblivious to your presence.



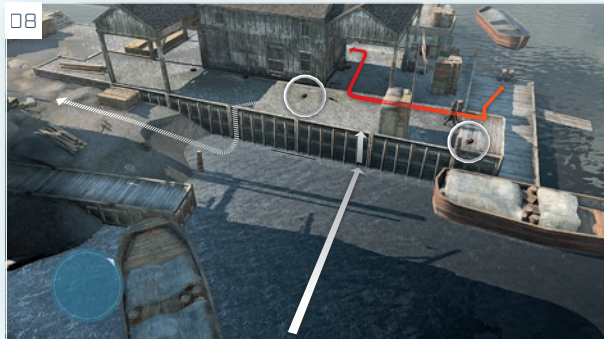
Drop the powder keg beside the cargo, then jump onto the boat to take your shot from a safe distance. As it explodes, turn and leap into the water. Dive beneath the surface (to reduce the chances of detection) as you swim to the next objective marker on the wharf directly ahead.



When you are ready to begin, Fast Travel to Boston. Make your way to the Memory Start marker at the docks and strike up a conversation with Sam Adams. Walk with him until a cinematic begins. When it ends, assist the indignant Frenchman in dispatching the four soldiers, then make your way to the meeting – tear a poster down if you have reached Notoriety level 1 to travel incognito. Do not tackle any tax collectors that you encounter during the journey, despite the onscreen prompts: you can deal with these later. Dispatching them now would increase your Notoriety.



After the cinematic, leave the building and make your way straight to the waypoint at the docks – again, ignore tax collectors and smugglers for now. When you reach the Restricted Area, make your way to the east side of the circle, close to the imposing stone fort. If you approach the first cargo target as illustrated here, you can easily avoid the four stationary guards and single patrolling soldier on the west side of the building.



Climb onto the side of the wharf and observe the movements of the two guards. They move in formation, and will stand for a fairly lengthy duration when they stroll down to the boardwalk. This is your chance to climb up, position a powder keg next to the cargo, and shoot it as before. Immediately jump back into the water, then follow the path shown here to exit the Restricted Area.



With this Memory's principal challenge over, it's now time to finish two final objectives: destroy crates carried by two smugglers (orange circle on our map), and eliminate two groups of tax collectors (red circles). We've highlighted the easiest targets here, situated in areas that feature few or no additional hostiles.



There is no direct prohibition on conflict in this Memory, but our stealth-oriented approach will enable you to fulfill all Optional Objectives with ease. If you do find yourself in combat, be sure to tear down Wanted posters afterwards to keep your Notoriety level under control. Wait until the patrolling soldier approaches the boardwalk, ready Connor's pistol, then emerge from cover and target the powder keg on the ground with Precision Mode aiming (R/L), and open fire.



As soon as the powder keg explodes, escape via the route detailed here to leave the vicinity before the guards can move to investigate.



With tax collectors, start the battle with a suitable assassination. Of the two that we mark on the map, only the site close to the two highlighted smugglers may involve an intervention by a small Redcoat patrol. If you wait until they pass and move out of range, you can fight the tax collectors without additional complications. To keep your Notoriety level down and complete the related Optional Objective, be sure to tear down Wanted posters (which can be found close to both groups of tax collectors) after the battles.



Smugglers are much easier to deal with. Ensure that there are no guards present (there certainly shouldn't be with the sites we recommend), then simply run and barge into them. As the crate smashes to the floor, turn and sprint away to escape the smuggler. They will give chase, but soon lose heart.



QUICKSTART

THE STORY SO FAR

PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

MAP LEGEND

INDEX

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

NOVEMBER 15, 2012

SEQUENCE 06

SEQUENCE 07

SEQUENCE 08

DECEMBER 1, 2012

SEQUENCE 09

SEQUENCE 10

DECEMBER 12, 2012

SEQUENCE 11

SEQUENCE 12

DECEMBER 20, 2012



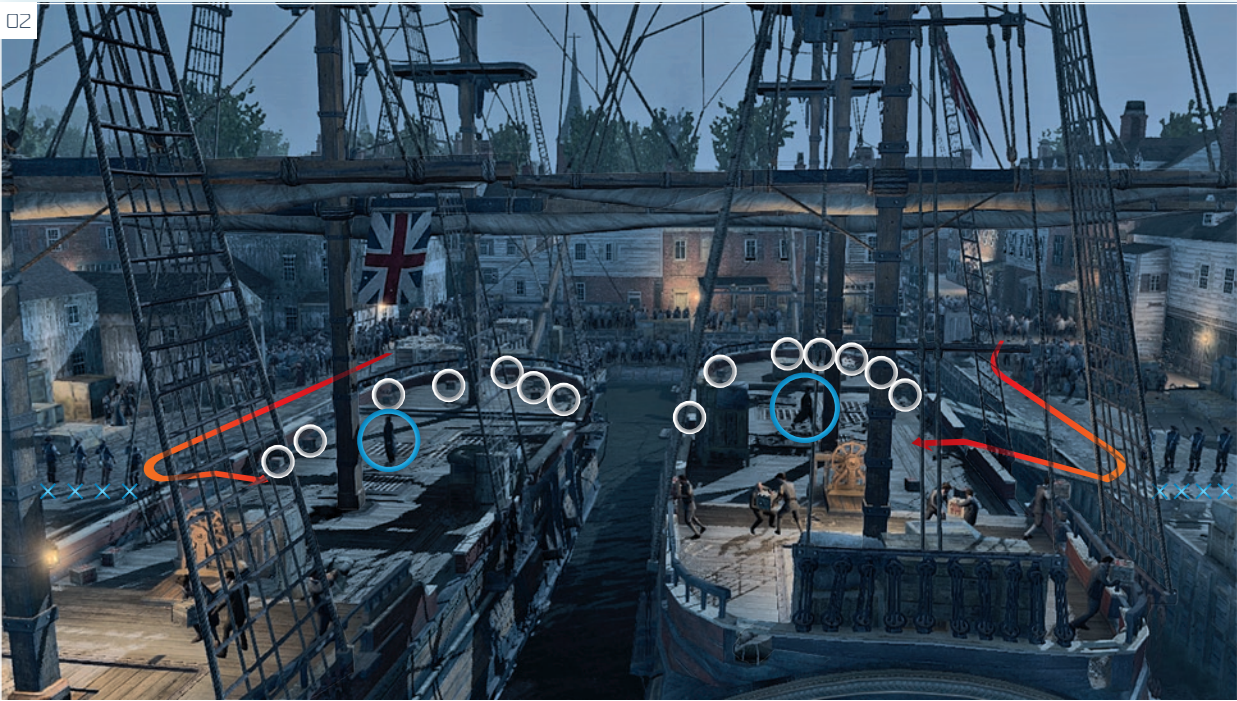


THE TEA PARTY

MISSION OVERVIEW

Optional Objectives	Further Reading
<ul style="list-style-type: none"><li>■ Dump 10 crates of tea in the water.</li><li>■ Throw three Redcoats into the water.</li><li>■ Perform a musket air assassination.</li></ul>	<ul style="list-style-type: none"><li>■ You can study the many purposes and potential prowess of Assassin Recruits on page 162.</li></ul>

01 After starting the Memory, your first objective when play begins is to eliminate the highlighted guards at the docks. This is a good opportunity to call Connor's new Recruit into action. We suggest that you save him for the larger of the two groups, situated on the left-hand side of the ship from your starting position.



Once all fifteen targets have been killed, the main section of the Memory begins. As the challenges you face are primarily based around extended combat and situations that will vary on each playthrough, our guidance here will focus on tried and tested tactics. Study our annotated map of the action area. The two men that Connor must protect (Revere and Molineux, blue circles) will each remain on the decks of their respective ships. To the left and right of the two vessels, small gangs of allied soldiers (blue crosses) will attempt to stop the advance of aggressors. Enemies (red lines) will arrive on either jetty, and will attempt to board the ships via the gangplanks, attacking Connor and the men he is enjoined to protect. Finally, crates of tea (white circles) that Connor can throw into the water to satisfy an Optional Objective are mostly found close to the bow on both ships. Your task is to ensure that Revere, Molineux and, indeed, Connor do not fall before the timer expires. This is represented by the total quantity of tea dumped, regularly updated in the upper left-hand corner of the screen.

General Tips

Start the Memory by dumping as many boxes of tea as you can; press B/C to pick them up, then A/X to hurl them into the water. Be careful with your aim: those hurled onto the dock do not count. Moments of calm where this is possible are few and far between later on, so you should aim to clear all ten immediately. You can ignore this step entirely if you do not intend to complete the Optional Objectives.

To perform the musket air assassination, grab a musket (there are gun racks on the ships), then hop onto the guard rail on either vessel to assassinate an opponent on the dock below. We suggest that you attend to this Optional Objective after you finish with the crates.

Though the opening battles are quite trivial, the numbers of opponents you face soon increases. If you notice that Revere and Molineux are under attack by several opponents, respond immediately. Later in the battle, focus Connor's energies on protecting whichever of the two has the least health remaining. Officers present the gravest threat to your allies.

Don't forget to call upon your new Assassin Recruit as events unfold. If you are busy fighting on one deck, you can direct him to attack soldiers on the next ship.

You can easily hop between the two vessels, but the attacking soldiers will not do the same. Be very careful not to fall into the water: this can be disastrous.

Though the Optional Objective to throw three soldiers into the water suggests that you must use the Counter Throw ability, you can also just punch or kick them whenever there is no obstruction to prevent their fall. This is far easier to perform if you engage a wave of soldiers on the dock when they first arrive.



THE ANGRY CHEF

MISSION OVERVIEW

Optional Objectives	Further Reading
<ul style="list-style-type: none"><li>■ Limit time spent in a single session of open conflict to no more than 15 seconds.</li><li>■ Limit Chapheau's health loss to no more than 50%.</li><li>■ Perform five Low Profile assassinations.</li></ul>	<ul style="list-style-type: none"><li>■ The Grenadier is a powerful new enemy archetype. You will also see Scouts appearing in Boston and the Frontier. See page 222 for details.</li><li>■ There are now a handful of Citizen Missions to complete in Boston, including an Assassination Contract in the North District (see page 137).</li></ul>

01 The first stage of this short and intense Memory has Connor trailing in the furious Chapheau's wake as he seeks to remonstrate with British soldiers. The only real difficulty here is completing the challenging Optional Objectives – so this will be our focus in this section. Equip the Hidden Blades immediately: you'll be needing them throughout.



The Redcoats being assailed by the crowd do not attack, so feel free to ignore them. When you reach the next two, follow the same procedure as before. However, you need to be faster this time: get behind the most distant guard and try to assassinate him before the other reaches Chapheau.



As you follow Chapheau through the alleyway, he will exit to the left. When you see two soldiers approaching, take the initiative and assassinate them. If you don't, Chapheau will push one to provoke a fight.



As Chapheau attracts the attention of the first two guards, move behind the most distant of the two and assassinate him, then Fast Walk and dispatch his partner before a fight can break out.



The subsequent confrontation is much more testing, but there is a checkpoint just before it begins. Run behind the closest Grenadier and assassinate him, then his companion; you must then defeat the second pair in open conflict before the timer elapses. If you are quick, you can defeat the remaining Regular with a Counter Kill and then assassinate the Grenadier while he is distracted by Chapheau.



In a later alleyway, watch for two soldiers after Chapheau turns to the right. Once again, sprinting ahead to assassinate them is the safest strategy. After the cinematic, follow the onscreen instructions to direct Chapheau to the appropriate target.



QUICKSTART

THE STORY SO FAR

PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

MAP LEGEND

INDEX

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

NOVEMBER 15, 2012

SEQUENCE 06

SEQUENCE 07

SEQUENCE 08

DECEMBER 1, 2012

SEQUENCE 09

SEQUENCE 10

DECEMBER 12, 2012

SEQUENCE 11

SEQUENCE 12

DECEMBER 20, 2012










OVERVIEW		
NAME	REGION	LOCATION
Fort St-Mathieu	Frontier	South, close to the New York exit.
Fort Monmouth	Frontier	Southwest corner of the map, west of a Harbormaster.
Fort Duquesne	Frontier	Northwest of the map, to the north of Valley Forge.
Fort Hill	Boston	Easternmost portion of the city.
Fort Independence	Boston	Southwest, near the Boston Common landmark.
Fort Washington	New York	West, near the docks.
Fort Division	New York	Northeast, close the to the Frontier exit.

Forts are areas marked by large, circular Restricted Areas. Though there is no formal Memory or quest giver that commissions you to conquer these strongholds, liberating all seven Forts is an important step on the road to 100% Synchronization. It also enables you to reduce the taxes levied on convoys that travel to each map (see page 251), and to gain access to a single Chest stored inside.

Each Fort has a large number of Redcoat soldiers within the red boundary. Connor moves to level 2 Notoriety the moment he enters the Restricted Area, which means that any hostile that spies him will immediately move to investigate and, on full detection, attack immediately. Entering open conflict at any point will automatically lead to the sounding of the alarm, which will cause all soldiers in the vicinity to attack. Furthermore, all entrances and exits to the Fort may slam shut, preventing easy access – or, perhaps more pertinently, a simple escape if Connor is sealed inside.

To conquer a Fort, Connor must complete the following steps:


- **Kill the Fort Captain:** This individual is of the powerful Jäger archetype (see page 225), and is marked by a  icon.
- **Ignite the Powder Reserve:** This small building is also marked by a  icon. Interact with the door () , and a ten-second countdown will begin. Once it elapses, the reserve will explode. Naturally, this causes the surrounding area to erupt in confusion.
- **Lower the Flag:** The final step, only available once the Captain and Powder Reserve have been dealt with, is to approach and lower the British flag (marked by the  icon; again, press  ). This ends the Fort liberation immediately, with British troops replaced by Patriots in the closing cutscene. As a small additional bonus, the Fort's icon becomes a new Fast Travel position.

You can kill the Captain and ignite the Powder Reserve in any order you please. However, it's important to note that you cannot interact with a Powder Reserve or lower a flag while in open conflict.

These are the basic ingredients of liberating a Fort, common to all seven sites that Connor visits. However, the manner in which you accomplish each objective is entirely at your discretion. If you would like to brazenly barge through the gates and engage the entire occupying force in a colossal melee, you can do just that.

In this section, we offer stealth walkthroughs for all seven Forts. However, it is important to note that we do not claim to offer *the* stealth walkthrough: there are almost always alternatives, or different permutations. Over the course of near-countless playtests, however, these are the strategies that were most consistently successful. As each Fort can feature variations in the positioning of certain guards, you can never quite know what awaits you inside. If you notice something different, either adapt your strategy accordingly, or Fast Travel out and reenter the area to reset it.

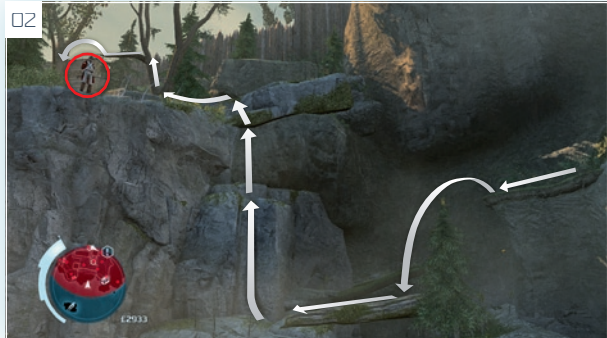
General Guidelines & Tips:

- The three Forts in the Frontier can be conquered from the start of Sequence 05. As Connor does not acquire his full arsenal of weapons and Tools until Sequence 06, this is more difficult – but by no means impossible. The Forts in Boston can be liberated once you complete “Boston’s Most Wanted” in Sequence 05, while the two sites in New York can be approached after “Missing Supplies” in Sequence 09.
- Always enter a Fort with a full complement of Poison Darts. These are tailor-made for killing Captains, and are requisite for our stealth walkthroughs.
- You must complete all three mandatory steps to conquer a Fort. If you leave the area before you lower the flag, the Fort will be restored to its original state on your return.
- When the alarm sounds, some Captains will run to engage Connor in combat with their troops, while more craven commanders will seek refuge elsewhere in the Fort. If you favor a direct approach to liberation, it’s worth noting that killing a Captain will cause some of his nearby subordinates to turn and flee.
- In Boston and New York, you can call on Assassin recruits to aid with the infiltration, and to kill targets on your command – the Marksman ability (see page 155) is particularly effective. Note that using Assassins can lead to unforeseen variations on the behavior and movement of hostiles within a Fort.
- Infiltrating a Fort is easier when it is raining, as this reduces the range of detection for all guards; this is further reduced during blizzards in snowy conditions.
- There are occasional variations in guard positions that occur in accordance with the time of day. Where relevant, our walkthroughs always indicate if it is better to sneak through the perimeter during daylight hours or under cover of night.
- Though you cannot interact with Powder Reserves in open conflict, some Forts have stray Powder Kegs in close proximity. You can shoot these to blow up the Powder Reserve instantly. If you then sprint directly to the flag (assuming you killed the Captain first), you only need kill the hostiles that follow before you can interact with the flagpole.
- Finally, the Chests found inside Forts contain significant rewards, but their locks must be picked manually – and these are the toughest locks you will encounter. After positioning the sticks in the requisite positions (slow, measured rotations lead to faster detection of each “sweet spot”), you must ensure that both remain static as you tap  rapidly. The speed at which you press the button is vital. If you do not spring the mechanism within the time limit, you must try again.

FORT ST-MATHIEU



Approach the Fort from the east, ideally during daylight hours. Either ignore or neutralize the guard standing by the cliff, then slide down the slope as shown here. As a point of interest, there are cougars in this area. We have noticed several instances where one will actually attack and kill the sentry if you stop and wait out of sight. If you have the patience, this may be a good opportunity to obtain the “Eye Witness” Achievement/Trophy.



Climb the cliff as directed here. You can kick the guard over the edge, or safely ignore him. Climb the tree and move into the closest V-shaped section.



Follow the route shown here to reach the roof of a lookout tower. Don't worry about the guard in the first tower to the left: he won't notice Connor.




Watch the guard below, then leap down into the hiding place when he moves to the left part of his patrol route. When he returns to the hay cart, assassinate him quietly. (If you are entering at night, there is a chance that there will be other patrols that pass through this area on much longer routes. Use the whistle ability and disable these from the hay cart, one at a time.)



Climb onto the rooftop a short walk to the north then, using the sloped surface and chimney to avoid detection, wait until the Captain moves close to the well. This is your cue to emerge briefly and hit him with a Poison Dart.



Immediately walk back to the south edge of the roof and drop back down behind the logs. If the two guards stationed next to the Powder Reserve investigate the death of the Captain, interact with the door to start the explosion timer, then quickly climb up and position Connor next to the flag. Once the explosion occurs, press  immediately to lower the British ensign. If the two guards do not investigate the Captain's death, sneak over to the door to start the timer, then hide in the hay cart until the camp returns to a standard routine. You can then wait for a quiet moment to reach the flag.





- QUICKSTART
- THE STORY SO FAR
- PRIMER
- WALKTHROUGH
- SIDE QUESTS**
- REFERENCE & ANALYSIS
- MULTIPLAYER
- EXTRAS
- MAP LEGEND
- INDEX

- COMPLETION TIMELINE
- CITIZEN MISSIONS
- ATTACKING CONVOYS
- CLUBS
- MINIGAMES
- FORTS
- LIBERATION MISSIONS
- ASSASSIN'S GUILD
- THE UNDERGROUND**
- NAVAL PRIMER**
- NAVAL MISSIONS
- PRIVATEER CONTRACTS
- NAVAL LOCATIONS
- HOMESTEAD MISSIONS
- BENEDICT ARNOLD MISSIONS
- COLLECTIBLES



From Sequence 06 onwards, Connor can embark on a number of nautical expeditions. Naval Missions are multi-stage Memories that focus on navigation and naval combat on board the Aquila, and tell a side-story concurrent to Connor's adventures on land. Privateer Contracts are shorter Memories where the Aquila and her crew must neutralize opposing fleets to complete a variety of objectives. Both types of mission can be started via

the East Coast map by interacting with Robert Faulkner at the Homestead, or any Harbormaster in other areas.

Before we move on to walkthroughs and tactics for all Naval Missions and Privateer Contracts, we will first offer a variety of valuable explanations, tips and insights on how to captain the Aquila effectively.

## BASICS

The curved meter to the left of the mini-map represents the Aquila's integrity. Collisions with rocks or other vessels, and being hit by enemy gunfire or Rogue Waves without bracing, will all result in damage. If you generate sufficient funds through the Homestead (see page 193), you can invest in upgrades to the ship's hull later in the story. The Aquila's life bar cannot be refilled while she is out at sea, though the crew undertakes full repairs between each mission.



While audio cues are useful in many areas in Assassin's Creed III they are perhaps most important during naval sorties, as the crew's comments offer important information on events on and around the Aquila (01).

- ◉ Left of Connor stands Robert Faulkner, who offers warnings of Rogue Winds and Rogue Waves, and will caution his young captain when he sails against the wind.
- ◉ The two men located amidships, on the left and right, are Gunnery Officers. They will inform you when cannons are ready to fire – and protest with strained forbearance if you request a broadside or swivel gun shot while loading is in progress.

Listening to your crew provides vital information, and isn't just part of an ambient soundscape. We say this now in the knowledge that you will almost certainly disregard their comments at first, but come to respect their contribution when a warning enables you to avoid a collision, or brace to avoid an otherwise deadly broadside. Even when your attention is arrested by a specific target, your crew always has a full 360-degree view of the dangers surrounding the Aquila.

### MINI-MAP LEGEND

	Destination		Allied ships
	Objective/Target		Rogue waves
	Enemy ships		Wind Direction

### COMMANDS

XBOX 360	PS3	SUMMARY
		Used to steer the ship.
		Used to control the game camera.
		Half Sail/Full Sail: Increases the speed of the ship.
		Half Sail/No Sail: Decreases the speed of the ship.
		Brace: Connor and his crew take cover from enemy gunfire or Rogue Waves.
		Fire Swivel Guns: Hold to aim, release to fire.
		Fire Cannons: Hold to focus, release to fire.



NAVIGATIONAL TIPS

- ◉ Sailing at Full Sail makes your vessel faster, but at the cost of reduced maneuverability.
- ◉ Sailing at Half Sail is slower, but enables you to steer the Aquila more efficiently.
- ◉ Rogue Winds push you in the prevailing direction of the gust, and make it almost impossible to steer into the wind at Full Sail. Indeed, turning the wheel hard right to counter the effects of a Rogue Wind from the right, for example, will still lead to an inexorable drift to the left. To counteract the effects of these temporary gales, call for Half Sail. If time is of the essence, alternating between the two movement speeds can offer a compromise of maneuverability and pace.



- ◉ On the mini-map, a funnel-shaped indicator shows the direction of the prevailing wind (Rogue Winds notwithstanding – 02). Sailing with the wind makes the Aquila faster; in these instances, the funnel is colored green. When you sail against the wind, the vessel's speed is greatly arrested – as indicated by an orange or red hue.
- ◉ Hitting rocks or cliffs will damage the Aquila. Moving too close to the shore can cause the vessel to graze sandbars and reefs, which leads to a reduction in speed.
- ◉ Rogue Waves are a phenomena restricted to specific Memories, and require that you brace to avoid damage; the perfect time to do so is usually indicated by an onscreen prompt. Whenever you receive a warning that a Rogue Wave is incoming, check its angle of approach on the mini-map and always try to steer into it before you brace. Moving away from it can lead to serious damage to the Aquila when the brace ends too quickly. That said, timing this maneuver perfectly can lead to the spectacular sight of the Aquila riding the crest of the wave.

Note that you can upgrade the Aquila over the course of the game, increasing the amount of damage that can be dealt to other ships, and making her less vulnerable to attacks. Once you reach Sequence 06, you can walk up to Robert Faulkner (who is standing on the landing stage of the Aquila), or books next to Harbormasters, and purchase upgrades (see page 253).

NAVAL WARFARE

General Advice

- ◉ Approaching enemy ships head-on is often an inefficient solution as it limits your offensive possibilities. Instead, try to make diagonal approaches that will enable you to fire powerful broadsides.
- ◉ In many battles, you should ensure that all enemy ships are on one side of the Aquila. Being pounded by multiple ships from both sides can be disorienting and, as a consequence, devastating. Whenever it is possible to do so, circle around enemy fleets in a wide arc. In situations where you do have enemies on both sides, however, you should note that the port and starboard cannons can be fired independently, and are subject to separate reload timers. While the dangers posed by sailing amidst enemy vessels are higher, this situation also increases your potential firepower.
- ◉ When you fire a broadside, holding the button to “focus fire” will gradually narrow the white band that indicates the direction of fire. This can lead to a huge increase in accuracy over medium-to-long range. When the Aquila is extremely close to an opposing vessel, there is no need to focus the cannons. Just fire away immediately; this can save precious seconds.
- ◉ Hitting larger vessels with an accurate broadside may cancel a shot



- that they are preparing to fire. The same, alas, is true for the Aquila: damaging hits will briefly disable your attacking options.
- ◉ The swivel guns have a much shorter reload time, but inflict negligible damage against larger vessels unless directed at a Weak Point. Their primary function is to eliminate small gunboats with a single shot, or schooners with up to three hits. Unless fired at point blank range, swivel gun fire will only hit ships if the hovering target reticule is red. When the Aquila is close to an opposing ship, the reticule will be primarily red, with occasional shifts to white. Over long distances, the opposite is true. Acquiring the ability to “snipe” at long range is something that takes practice and experience to perfect.
- ◉ Some naval expeditions take place on rough seas, with waves further complicating engagements. Taking aim is then a lot more difficult; in many instances, you must focus your cannons and wait until you have a clear line of sight to fire. If you find yourself within a wave canal (03), wait until the Aquila and the enemy vessel are aligned and seize the opportunity to fire. If the Aquila and an enemy ship are instead separated by a wave (04), focus your cannons in the direction of the ship (using its mast as visual reference), and open fire when your target is at the same elevation as the Aquila.



- ◉ Naturally, upgrades (see page 253) make it easier to complete Optional Objectives if you are keen to secure 100% Synchronization. We strongly advise that you obtain the Extra Cannon, Improved Rudder and Piercing Round upgrades at an early stage in the story. Though shockingly expensive, Hull Reinforcements may also help with the most difficult Optional Objectives. They can facilitate more aggressive strategies, as the extra durability means that it is slightly less important to regard the Aquila's hull integrity as something to be maintained at all costs.
- ◉ Checkpoints are common in the multi-stage Naval Missions, and can be exploited if you are determined to complete a perfect playthrough.

Cutscenes often indicate that your progress has been stored, which means that you can return to that checkpoint if your progress in an Optional Objective is less than satisfactory. The shorter Privateer Contracts, however, occur as a single “take”, and must be repeated from the very beginning if events go awry.

- ◉ Before we continue, a little trivia for readers conversant with Assassin's Creed motifs: Aquila is the Latin word for “eagle”, and the name of a constellation that features the star Altair – which is derived from an Arabic phrase meaning “the flying eagle”.

### ENEMY VESSEL TYPE OVERVIEW

Gunboat	Schooner
<b>Notes</b> <ul style="list-style-type: none"><li>■ Smallest enemy vessels; low damage.</li><li>■ Not a priority: take them out with swivel guns as you wait for cannon reloads.</li></ul>	<b>Notes</b> <ul style="list-style-type: none"><li>■ Attack you head-on in a right-angle with grapeshot.</li><li>■ Fast and highly maneuverable, they can deal considerable damage; eliminate them quickly.</li></ul>
Frigate	Man-of-War
<b>Notes</b> <ul style="list-style-type: none"><li>■ Can fire their cannons with relatively short reloading intervals.</li><li>■ Ram their bow or focus a broadside at their bow to expose their Weak Point.</li></ul>	<b>Notes</b> <ul style="list-style-type: none"><li>■ Largest enemy vessel.</li><li>■ Use heat shot for maximum damage, or aim broadsides at their bow (or even ram it!) to expose their Weak Point.</li></ul>

- QUICKSTART
- THE STORY SO FAR
- PRIMER
- WALKTHROUGH
- SIDE QUESTS
- REFERENCE & ANALYSIS
- MULTIPLAYER
- EXTRAS
- MAP LEGEND
- INDEX
- COMPLETION TIMELINE
- CITIZEN MISSIONS
- ATTACKING CONVOYS
- CLUBS
- MINIGAMES
- FORTS
- LIBERATION MISSIONS
- ASSASSIN'S GUILD
- THE UNDERGROUND
- NAVAL PRIMER
- NAVAL MISSIONS
- PRIVATEER CONTRACTS
- NAVAL LOCATIONS
- HOMESTEAD MISSIONS
- BENEDICT ARNOLD MISSIONS
- COLLECTIBLES



In this section we offer detailed maps that show the locations of all collectibles in Assassin's Creed III. While many of these can be found in plain sight once you arrive in the marked area, some are fiendishly hidden or tied to an incidental challenge. In such instances, we offer instructions and illustrative screenshots to enable you to find objects with ease.

As an added bonus for dedicated hunters, we have also annotated the Frontier and Homestead maps with all locations where specific varieties of animal can be found. You can use this information to make a fortune by hunting and trapping to acquire pristine pelts to sell via convoys (see page 242).

There are four different varieties of collectible in Assassin's Creed III:

**Almanac Pages** are only found in Boston and New York, and will begin to float away once Connor moves within a certain range. You must time and direct your approach carefully to catch them before they disappear, which often entails free running over a specific route. If you fail to catch an Almanac, note that they will respawn in their original position once you move a couple of streets away. If you are close to a Fast Travel position, jumping there via the main map can be a quick way to reset the collectible. Once you collect all four pages in an individual Almanac, you obtain a crafting recipe for one of Ben Franklin's Inventions – a requirement for full game completion.

**Feathers** are more conventional static collectibles, and can be found only in the Frontier, usually in the upper reaches of trees. We offer special advice on Feathers that are particularly hard to reach or find. For all others, the route should be almost immediately obvious if you stand beneath them, then observe your surroundings to "reverse engineer" the required path to their position.

**Treasure Chests** (or, to be more precise, those that contribute to 100% Synchronization) are located in Boston, New York and the Frontier. The containers found in cities are secured, and require that Connor pick their locks to obtain their rich contents (usually comprising cash and crafting recipes). However, completing Liberation Missions (see page 154) furnishes Connor with keys to all strongboxes in the related district, which rather simplifies the process. The only exceptions are the Chests located inside Forts: these must always be opened via the lockpicking minigame, though the cash sums inside are considerable (£7,500 in all but one instance, which offers £10,000).

**Peg Leg's Trinkets** distributed throughout the game world (including the Homestead) are required to unlock Naval Locations in the hugely enjoyable and rewarding Captain Kidd's Treasure side story. See page 182 for further details.

Before you read any further, we suggest that you note the following short selection of pertinent tips and tricks:

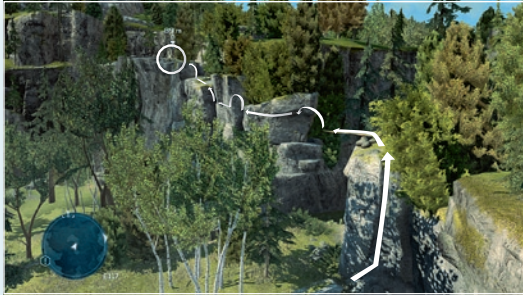
- You can track outstanding collectibles via the Logbook. Note that you must collect at least one object in a category – for example, a Feather – for information to appear. Similarly, completed entries are removed: once you collect all Trinkets, they no longer appear in the list.
- All collectibles picked up when you use the Replay feature are automatically saved – even if you do not complete the Memory. This includes funds and crafting recipes found inside Chests.

- A useful feature of the Custom Marker function on the main map screen: selecting collectible items will not merely help you to travel to the object in question, but also provide information on its elevation relative to Connor. If you invest in all Maps that can be purchased from Sequence 06 (see page 252), you will be able to see and select any collectible – even those in "fogged" areas that you have yet to explore.
- If Connor catches even a glimpse of a new collectible, it will be permanently marked and subsequently appear on the main map and mini-map until collected.
- Finally, you should note that you cannot access all map areas (and, therefore, locate and pick up every collectible) until New York and the full Valley Forge area become available in Sequence 09.

CHESTS: REWARDS PER REGION			
	BOSTON	FRONTIER	NEW YORK
Total £	26,250	31,750	25,500
Special Item Recipes	<ul style="list-style-type: none"><li>Lincoln's Sword (Replica)</li><li>"Broken Sword" Knife</li><li>Royal Navy Sea Service Flintlock</li><li>Naval Duckfoot</li></ul>	<ul style="list-style-type: none"><li>Italian Flintlock</li><li>English Flintlock Pistol</li><li>War Tomahawk</li><li>French Naval Axe</li></ul>	<ul style="list-style-type: none"><li>Royal Pistol</li><li>Washington's Battle Sword (Replica)</li><li>French Coat Pistol</li></ul>

LEGEND	
	Viewpoint
	Fort
	Almanac Page
	Feather
	Chest
	Peg Leg's Trinket
	Animal Habitat Border
	Fox
	Bear
	Cougar
	Wolf
	Bobcat
	Hare
	Beaver
	Raccoon
	Deer
	Elk
<b>Ac</b>	Achilles
<b>Go</b>	Godfrey
<b>Te</b>	Terry
<b>La</b>	Lance
<b>Wa</b>	Warren
<b>Pr</b>	Prudence
<b>My</b>	Myriam
<b>No</b>	Norris
<b>Oi</b>	Oliver
<b>Co</b>	Corinne
<b>Da</b>	Big Dave
<b>Ly</b>	Lyle
<b>El</b>	Ellen
<b>Ti</b>	Father Timothy

THE DAVENPORT HOMESTEAD



Though we show the route to the Trinket here, players attempting a time-efficient playthrough should note that Connor must make this exact same climb during the "Norris Goes Courting" Homestead Mission (see page 196).



The Trinket not far south from Peg Leg can be found in plain sight, but you should note that the area is usually teeming with wolves.



- QUICKSTART
- THE STORY SO FAR
- PRIMER
- WALKTHROUGH
- SIDE QUESTS
- REFERENCE & ANALYSIS
- MULTIPLAYER
- EXTRAS
- MAP LEGEND
- INDEX
- COMPLETION TIMELINE
- CITIZEN MISSIONS
- ATTACKING CONVOYS
- CLUBS
- MINIGAMES
- FORTS
- LIBERATION MISSIONS
- ASSASSIN'S GUILD
- THE UNDERGROUND
- NAVAL PRIMER
- NAVAL MISSIONS
- PRIVATEER CONTRACTS
- NAVAL LOCATIONS
- HOMESTEAD MISSIONS
- BENEDICT ARNOLD MISSIONS
- COLLECTIBLES



From Sequence 04 to the end of Sequence 05, the Assassin's Creed III environments burst into life with a vast wealth of new activities and experiences. The routes that Connor travels between narrative engagements are littered with profitable diversions, from major side quests to simple optional tasks and challenges. Where Haytham effectively travelled in a straight line between main story Memories, Connor's path between objectives – for players who wish to enjoy as much of this world as they can – will soon come to resemble a vast and

intricate web that covers all corners and regions of Boston, the Frontier, the Davenport Homestead and New York.

For this reason, using and expanding the Fast Travel network to drastically cut travel times is an essential step. Before we examine this vital system, we will first take a look at the new free running moves and abilities introduced in Sequence 04.

ADVANCED FREE RUNNING & CLIMBING

The Feathers and Trees Memory acts as a crash course in the art of free running through trees. Initially, this new feature is somewhat intimidating. Even dedicated players with years of free running experience honed through previous Assassin's Creed games may find their customary purposeful movement punctuated by uncustomary bouts of hesitancy.

If you are joining us from the Walkthrough chapter with a sense of bewilderment, we can reassure you immediately: free running in trees becomes second nature in almost no time at all. As we discussed in the Primer chapter earlier in the guide, the key to being truly accomplished at

climbing and free running in urban areas is learning to instinctively read and interpret the visual language of the world, planning each journey a few steps in advance. The same applies with free running in trees – it's just that the "language" of these lofty paths is written in a slightly different dialect that you must first learn to parse quickly and efficiently.

While practice really does make perfect, the following visual guide to the essential "building blocks" of tree-based free run courses will help you to more readily interpret routes and move with greater confidence.



Just as barrels, crates or upturned carts might mark the beginning of an urban free run route in Boston, many tree-based courses begin with a recognizable start point. The style of tree shown here – a stump where its trunk once stood, with a thick bough extending outwards – is a typical entry point. You might also begin by running up a trunk to reach a low branch, or by leaping from another platform, such as a rock outcrop or rooftop.



Though Connor cannot climb the vast majority of tree trunks directly, the type of tree shown here has a number of small hand-holds that enable him to scale them. These tend to appear when there is a free run course above, offering a convenient entry point.



Many trees feature V-shaped sections that Connor can leap through en route from one branch to another. While Connor can use combat abilities, such as firing ranged weapons and performing air assassinations, from branches, these are generally not available when he is positioned between boughs, or while at rest in the intersection between the tree trunk and a major branch.



Some larger trees may contain more than one V-shaped position. To ascend from a V-shaped section to another at a higher elevation, tap **A**/**X**. This is much more convenient than realigning the camera with **R** to climb manually.



Perhaps the hardest part of tree-based free running, at least at first, is having faith in Connor's ability to swing around the outside of a tree trunk to reach a branch on the opposite side of a tree. If you know that there is a branch on the other side, it's just a simple matter of holding **RT** and **L** to direct him into the trunk: Connor will do the rest.



Don't worry if a branch on the opposite side of a trunk appears to be at a slightly higher or lower elevation: Connor will still perform the maneuver with great precision.



Though Connor cannot stand on thin branches, they can be used to swing between two "solid" positions on a free run course.



This screenshot shows a typical free run route through trees, using many of the different steps we've described in this section. As with many such courses, there is no need to release **RT** and **L** at any point: all you need to do is to point Connor in the appropriate direction.



A number of Viewpoints in the Frontier are situated in the upper branches of huge trees. These generally require that you jump between large branches at the base, then ascend via V-shaped sections and swing on sequences of smaller branches closer to the top to reach the official Viewpoint position. This is, of course, signposted by the customary eagle, who will take off as Connor approaches.



For a final tip as we leave the trees, note that any cliffs in the rugged Frontier can be scaled whenever you can espy recognizable hand-holds for Connor to grasp. While horizontal ledges are usually easy to spot, you should look carefully for narrow vertical crevices, as pictured here. Though it's not immediately obvious, these enable him to ascend with ease.



- QUICKSTART
- THE STORY SO FAR
- PRIMER
- WALKTHROUGH
- SIDE QUESTS
- REFERENCE & ANALYSIS
- MULTIPLAYER
- EXTRAS
- MAP LEGEND
- INDEX
- ADVANCED NAVIGATION
- FAST TRAVEL NETWORK
- NOTORIETY
- ENEMIES
- WEAPONS
- TOOLS
- ASSASSIN RECRUITS
- COMBAT MISCELLANY
- GENERATING INCOME
- THE HOMESTEAD
- RECRUITING WORKERS
- GATHERING RESOURCES
- HUNTING
- GATHERING RECIPES
- CRAFTING
- CONVOYS
- SHOPS
- OUTFITS
- ACHIEVEMENTS & TROPHIES
- MOVES OVERVIEW
- MISSION CHECKLISTS



The hunting map (press **○**/**SELECT**) to bring up the main map, then use **Ⓘ** to select the appropriate entry) shows the various hunting regions of the Frontier, each of which is frequented by four indigenous species. These are represented by icons in the top-right corner of the screen; those that you have yet to encounter are marked by a paw print with a question mark (**🐾?**). The Davenport Homestead counts as a single hunting region, and features seven creatures in total.

HUNTING REGIONS	
NAME	ANIMALS
Black Creek	Bobcat, Elk, Hare, Beaver
Kanièn:keh	Fox, Deer, Hare, Cougar
John's Town	Bear, Fox, Elk, Hare
Valley Forge	Elk, Hare, Raccoon, Beaver
Concord	Raccoon, Hare, Beaver, Deer
Monmouth	Hare, Raccoon, Elk, Fox
Davenport Homestead	Elk, Deer, Fox, Beaver, Raccoon, Wolf, Hare
Diamond Basin	Deer, Wolf, Cougar, Beaver
Great Piece Hills	Bobcat, Hare, Wolf, Elk
Packanack	Bear, Bobcat, Hare, Beaver
Scotch Plains	Raccoon, Deer, Hare, Cougar
Troy's Wood	Wolf, Hare, Deer, Elk
Lexington	Hare, Raccoon, Deer, Fox



Animals can be broadly divided into two categories: aggressive and passive.

⦿ **Aggressive animals** (primarily bears, wolves, bobcats and cougars) will stalk and attack Connor if they see him. They are represented as enemies on the mini-map. To kill them, you need to either use ranged weapons from a distance, take them by surprise with an assassination (particularly from above) or let them attack you and successfully complete the timed button-pressing minigame to kill them. The most dangerous animals (such as bears) may require longer and more involved chains of button presses to defeat, and there will be devastating consequences if you fail. Male elk may also charge and attempt to gore Connor if he startles or attacks them. Unlike natural predators, however, they will generally leave him be if a respectful distance is maintained.

⦿ **Passive animals** (such as hares and beavers) will flee the moment they see or hear Connor. To kill them, you can use a ranged weapon from a distance, a melee weapon at close range or plant snares to trap them. To lure animals to a specific position, distribute bait close to Stalking Zones or hiding places, then wait until they approach and strike from your place of concealment.

Animals slain while hunting can be skinned to obtain resources, which can be sold or used to craft new items. With practice, it's a highly lucrative diversion. Though securing the services of the Huntress at the Homestead will enable you to purchase a selection of animal products directly, there are certain animals that only Connor can kill and skin.

While hunting is not a particularly complicated activity, the following tips will nonetheless be of great service:

⦿ To increase the spawn rate of animals in a location, look for clues in Eagle Vision. Once you examine these, animals may appear in greater numbers, and the individual creature referenced when Connor scrutinizes the clue will be highlighted on the mini-map with the icon. Using bait near clues can attract multiple animals.

⦿ As a rule, animals will not see Connor if he is concealed within Stalking Zones, hiding places or situated out of sight in higher branches. A few animal types also have a blind spot directly behind them. As a general rule, though, most creatures will detect Connor immediately whenever he moves in the open.

⦿ Though Connor can obtain multiple resources from a single animal, the method employed to kill it determines the quality of the pelt obtained. Pristine pelts are by far the most valuable items that you will gather while hunting, while pelts damaged during the hunt – particularly if you use firearms – are worth significantly less. The cleanest kills are performed with the Hidden Blade via assassination moves. Aggressive animals slain with the Hidden Blade via the timed button press minigame always yield perfect pelts. Other suitable killing techniques are the Poison Darts, bow and snares.

⦿ One of the easiest hunting strategies is to find the start point of a tree-based free run course, examine nearby clues, then make your way to a high branch and remain still. You can then air assassinate animals that pass beneath Connor. If creatures are not moving within range, toss bait to the floor below to attract them. You can optionally set snares in suitable positions before you begin to potentially gather animal resources with maximum efficiency.

⦿ Inside hunting regions, you will find certain areas where a species is dominant and plentiful, with a remarkably high spawn rate. Try to make note of these whenever you encounter them. For example, the small island (and its surrounding area) on the far west side of the Packanack region is positively teeming with bears. Completing the Hunting Society side quests (see page 138) is a great way to discover such unique zones.

⦿ Some clues correspond to specific species: for example, there is a particular type of small bush that indicates the presence of deer. In time, you won't even need to examine them to know which animal you will find, which can enable you to move on if you are searching for a very particular type of creature.

⦿ Whenever you are travelling through the Frontier or Homestead, have the bow or Poison Darts and Hidden Blade equipped in anticipation of opportunistic kills. It's amazing how many animals will inadvertently move within range, and fast reactions can provide you with welcome bonuses.

Overall, hunting is an excellent way to gather hunting resources and generate income. It requires little investment (other than restocking Tools), it's never particularly demanding and, occasional attacks from predators and random guard encounters notwithstanding, rarely dangerous once you are accustomed to the challenges faced in the Frontier. The hunting spoils that offer the most profit when traded via convoys are the Bear Pelt and Beaver Pelt, which have a base value of £240 and £160 respectively. If you load a convoy with these items, you can make incredible profit – even at an early stage in the story. See page 249 for details.

HUNTING RESOURCES			
ICON	NAME	WEAKNESSES	POTENTIAL RESOURCES
	Fox	Bait, snares	Fox Pelt (£100), Fox Tail (£20), Damaged Fox Pelt (£12)
	Bear	Bait, air assassinations	<b>Bear Pelt (£240)</b> , Bear Grease (£20), Bear Claws (£10), Damaged Bear Pelt (£40)
	Cougar	Bait, Poison Darts	Cougar Fangs (£10), Cougar Pelt (£90), Damaged Cougar Pelt (£4)
	Wolf	Bait, bow (while stalking)	Wolf Fangs (£10), Wolf Pelt (£100), Damaged Wolf Pelt (£10)
	Bobcat	Bait, snares, Poison Darts	Bobcat Claws (£10), Bobcat Pelt (£70), Damaged Bobcat Pelt (£4)
	Hare	Bait, snares, blind spot behind them	Hare Pelt (£30), Rabbit's Foot (£4), Damaged Hare Pelt (£2)
	Beaver	Bait, snares; they are also incredibly slow	<b>Beaver Pelt (£160)</b> , Beaver Teeth (£10), Castoreum (£30), Damaged Beaver Pelt (£12)
	Raccoon	Bait, snares, blind spot behind them	Raccoon Pelt (£60), Damaged Raccoon Pelt (£2)
	Deer	Bait, blind spot behind them	Deer Heart (£10), Deer Marrow (£4), Venison (£40), Deer Tail (£6), Deer Pelt (£120), Damaged Deer Pelt (£12)
	Elk	Bait, blind spot behind them, air assassinations	Elk Pelt (£140), Elk Antlers (£20), Elk Heart (£10), Elk Meat (£60), Damaged Elk Pelt (£16)

**SNARES & BAIT**

Accessed via the Tool Wheel, bait and snares are employed solely for hunting. Bait is used to attract animals, which can be killed directly by Connor or caught in a pre-planted snare. You can also place snares (hold **Ⓑ**/**Ⓒ** until the meter is full) close to woodland clues in order to catch creatures. When a snare is set, wait for a notification that an animal has been caught, then hurry to retrieve the trapped animal before it escapes or is stolen.

You can refill your stock of bait and snares by crafting via an Accounting Book if you have the requisite resources and Homestead artisans, or by purchasing supplies from General Stores and Peddlers.

**Snares & Bait: Pouch Capacity & Upgrades**

NAME	CAPACITY/UPGRADE	AVAILABILITY
Default Bait Pouch	10	-
Default Snare Pouch	10	-
Snare Pouch Upgrade 1	+5	Through crafting
Snare Pouch Upgrade 2	+5	Through Uplay





GOLDEN RULES

- Stay on the move. You have a target to track down and you are being hunted constantly. You should only remain still in very specific instances, such as when you are hiding from a pursuer or poised to spring an ambush.
- Aim to complete your contracts with a high score bonus. Securing more kills than your rivals isn't helpful if they consistently accumulate twice the points.
- Avoid surrendering points to other players by allowing yourself to be killed or stunned. Be patient! Running towards a target will get you to them more quickly, but will also increase the likelihood you will be noticed (or, worse, Locked) by other players.
- A player with higher XP and character resources will always have an advantage, so just keep playing. Your progression curve will flatten out, with higher Levels coming more slowly, but the advanced Abilities are worth striving for.
- Improvise, don't strategize. Concentrate on finding your target as quickly as possible, but remain alert and be ready to switch tactics in an instant.
- Try to Lock your targets whenever you identify them. Locking enables you to keep track of opponents, even when they move out of view (though only briefly), and helps to avoid situations where you execute civilians by mistake.
- It makes sense to use Abilities sooner rather than later. Even with default Cooldown periods, the assignment of contracts and tracking time with a full Ability Set roughly equates to one Ability per kill.



ABILITY SET TIPS

- As you level up, you will need to define tactical custom sets to get the best use of your Abilities, Perks and Streaks. These sets enable you to activate two Perks, whereas the default sets only feature one initially.
- Through advancement, you will acquire up to five custom sets for a range of strategic options, enabling you to choose various sets of complementary powers. You can switch sets between rounds, after dying, by pressing **SELECT** + **A** during a game (though this costs **A**), or by activating the Ability Switch Loss Bonus. Give each set a unique descriptive name to facilitate quick choices before respawns.
- If your opponents take to the rooftops, a focus on ranged Abilities may catch them out. If they act aggressively, defensive Abilities will humiliate them. If you suspect that the other participants are more experienced than you, choose a favorite Loss Bonus (such as Score x2) to remain competitive.
- Remember that Abilities are not 100% reliable. The fog of a Smoke Bomb can be avoided during the explosion delay; the trap of a Tripwire Bomb can be negotiated by walking carefully around it; you can even escape the effect of Wipe by staying out of your opponent's range for a second or two.
- Some Abilities have a counterpart that undermines them. For example, Firecrackers can reveal a Disguised or Morphed target; Knives will slow down a target even if they have the Hot Pursuit Perk.
- To get you started on ideas for good combinations, here are a few selections of skills that complement each other well:

DEFENSIVE SETS			
	Set 1	Set 2	Set 3
Abilities	Animus Shield	Decoy	Tripwire Bomb
	Smoke Bomb	Bodyguard	Closure
	Knives	Pistol	Pistol
Perks	Kill Buffer	Kill Buffer	Hot Pursuit
	Blender	Blender	Unstoppable
Streak & Bonus	Animus Hack	Mass Morph	Shadow Approach
	Scavenger	Revelation	Vision

OFFENSIVE SETS			
	Set 1	Set 2	Set 3
Abilities	Morph	Disguise	Decoy
	Wipe	Glimmer	Bodyguard
	Poison Dart	Disruption	Disruption
Perks	Hot Pursuit	Overall Cooldown	Blender
	Unstoppable	Resilience	Kill Buffer
Streak & Bonus	Mass Morph	Silent Streak +250	Mass Morph
	Revelation	Scavenger	Revelation

SCORE & BONUS TIPS

- When your target is hiding in hay, jump in yourself. This will force him or her out, setting up an easy Hidden Kill bonus.
- In any given round, try to mix up your kills. There are big points bonuses for variety.
- After you perform a kill, close proximity to other players will delay the assignment of another contract. Move to the outer edge of the map to reduce the waiting time.
- When another player kills your target, don't forget to finish them off for a Ground Finish bonus.
- Crafting (see page 276) is a good way to improve your favored Abilities, which will make it easier to score more points in each session.
- The better your approach is, the shorter the kill animation will be. This will help you to remain unnoticed and move on immediately to your next target.

OPPONENT IDENTIFICATION



- Once you hear whispers, you know that your pursuer is drawing near. Conversely, once you hear your heartbeat, you know that your target is nearby. If you are finding it difficult to hear the whispers, try adjusting sound levels on your TV, or use headphones.
- An arrow inside the Compass reveals you when your target is at a different elevation, perhaps striding over rooftops while you stalk the streets, or walking on a different floor level (01). Use this to plan ahead your approach and know where to look when tracking down your target.
- Blending with moving crowds enables you to approach your target without being spotted.
- Blending isn't half as effective as standing next to a civilian with an identical appearance. This leaves the sticky problem of deciding who to strike, which should at the very least slow an opponent down.
- If you're trying to kill a target that has a lookalike in a Blend group, you can use the line of sight to identify which one is your target. Position yourself behind an obstacle or around a corner, and inch slowly to have only one character at a time in your line of sight: the outline around your target's portrait will reveal which lookalike to kill (02 & 03). Conversely, when you use a lookalike defensively (with Blender, for instance), try to position your character in such a way that you will appear in the line of sight of your pursuer at the same time as your clone.

- When you have spotted a target that has also identified you, the outcome of the duel is often determined by Abilities. Use the Ability that has the most profound and long-lasting effect: for example, a Smoke Bomb incapacitates its target for a longer duration than Knives.

- Moving at a higher elevation increases your chances of targeting your contract. If you are on a rooftop above them, the range of an air assassination while in pursuit exceeds the proximity you would need to reach them at street level – and you won't take damage from falling. At the same time, rooftop activity marks you out to all other players.

- Some characters are harder to spot at a distance than others, particularly for new players. If there is one you find troublesome, simply choose that skin as your own to avoid this problem. There is a chance, of course, that your pursuers may have the same trouble identifying you.

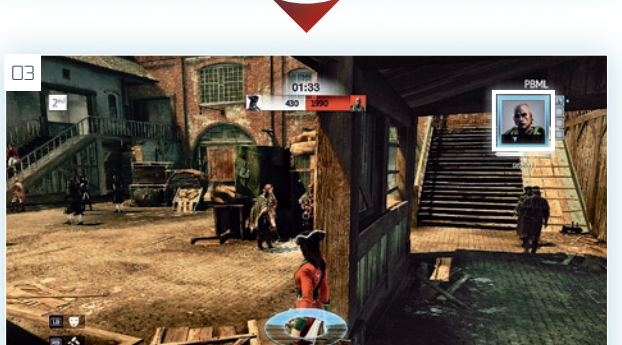
- Watch how AI-controlled civilians move and attempt to imitate them. Other players are just as busy as you, so a rough approximation will let you pass for an NPC on most occasions.

- If your pursuer performs a High Profile action while in your line of sight, a red icon will appear above their head, making them very easy to spot (red heart icon).

- When a player moves his camera to look behind, his character moves his head – use this distinct “tell” to locate your rivals (04).

- Take a moment to stop and look at which way the arc is moving on your Compass. By interpreting its width and direction, you may be able to intercept your target at the nearest intersection.

- If your target is constantly running around on rooftops, you can either chase him up there for a Reckless kill, or save your time and earn a bonus by shooting them in the back with the Pistol or a Poison Dart.



- The moment you locate your target and assassinate them, even if striking from a hiding place, you break your cover for the entire world to see. You are never more likely to be killed than at this moment, so you may benefit from a swift getaway rather than blending or hiding.

- Use Poison or Poison Darts to avoid creating a disturbance, then make a discrete departure – the ensuing commotion may distract any opponents closing in on your approximate position.



QUICKSTART

THE STORY SO FAR

PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

MAP LEGEND

INDEX

BASICS

CHARACTERS & CUSTOMIZATION

SCORE & PROGRESSION

ABILITY SETS

GAME MODES

ADVANCED TIPS

MAPS & ANALYSIS



## HIGH PROFILE & CHASE TIPS

- When in close pursuit of a target, don't forget to regularly look around to identify opponents zeroing in on you.
- You cannot be assassinated by normal moves while climbing or jumping. However ranged Abilities make short work of anyone scaling walls or free running.
- Chases favor the escapee, as they can use Chase Breakers and hiding places to accelerate a time-out. For this reason, don't attempt to follow your target's exact footsteps: attempt to cut them off instead. Chases cost potential killing time, so a 50/50 gamble on whether they'll turn left or right will conclude the matter sooner rather than later. It's often better to ditch an adept opponent than enter a protracted pursuit.
- Always climb in steps, using beams and poles, and make distance on flat ground or free running surfaces. Scaling a wall leaves you open to ranged attacks.
- If you have your pursuer Locked, press the stun button rapidly as they close in for the kill and you have a greater chance of incapacitating them and ending their pursuit. Worst-case scenario, you will get an Honorable Death bonus for your troubles.
- When you are chased, you can use the Disruption Ability as you go round a corner or behind an obstacle, then suddenly turn around and stun your pursuer.

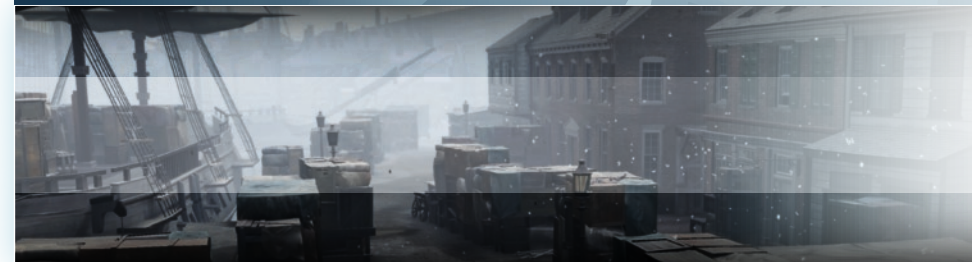


## TEAM TACTICS

- Cooperative actions boost scores. Before rushing to complete a kill, check if you can't maximize the return by involving teammates. Plan your Ability Sets together for offense or support roles.
- Whenever you are close to an ally who has just killed a target, run to the victim and perform a Ground Finish for an easy bonus. This can be achieved by all teammates and is a great way to maximize your score if you move in formation.
- If you see a teammate being stunned while standing in close proximity, try to kill their target and then immediately revive your ally. You will not only save your cohort precious seconds, but also earn more points; remind him or her to perform a Ground Finish on the vanquished target.
- When you Lock a target, your partners see them Locked too (T), which helps to coordinate your actions.
- If a partner is killed or stunned, their assassin is ripe for a counterattack (05). Cover each other when close, as you will be drawing both of your hunters to the same location.
- Press B/C to revive a stunned ally and earn a bonus (06).
- Use your Target HUD (see page 261) to switch between targets, then go for the opponent who is closest, or in the most interesting location. Don't necessarily settle for the first assigned target.
- Animus Hack isn't as effective in team modes, as you only have a maximum of four targets.
- Use your teammate to drive a target towards your location. Setting a trap with Disguise is effective, as many opponents will expect to recognize their pursuers.
- Adjust your solo and cooperative efforts to suit the situation. When trailing, work together on one target for quality kills and Team Bonuses. Once you take the lead, it can be advantageous to split up and take a target each.
- Remember that a Chase Breaker that was closed by a teammate will automatically reopen for you.



## MAPS & ANALYSIS



### Legend

- Lift
- Corner Helper
- Closing Gates
- Falling Platform
- Territory (Domination only)
- Artifact & Base (Artifact Assault only)

To help you to familiarize yourself with each arena, the maps that follow reveal the layout of the destinations you will visit. They also include the positions of all points of interest, such as Chase Breakers and elements exclusive to certain game modes.

## BOSTON HARBOR



- When attempting to escape a pursuer, avoid running along the quay. The entire area is rather linear and offers few opportunities to break line of sight.
- The busy square on the steps of the church offers plenty of blending spots and moving crowds for social stealth, but is open and exposed when your cover is broken.
- Aerial kills, Pistol exchanges and even assassinations from ledges are a frequent feature of the upper routes, so watch the skyline.



QUICKSTART

THE STORY SO FAR

PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

MAP LEGEND

INDEX

BASICS

CHARACTERS & CUSTOMIZATION

SCORE & PROGRESSION

ABILITY SETS

GAME MODES

ADVANCED TIPS

MAPS & ANALYSIS