

# ▶ CONTENTS

## FOREWORD 4

## PRIMER 6

The **Primer** is designed to help you ease into the opening hours of Revelations with confidence, focusing on features established in previous episodes.

|                        |    |
|------------------------|----|
| ■ Button Definitions   | 8  |
| ■ Game Objectives      | 9  |
| ■ Life & Death         | 10 |
| ■ Onscreen Display     | 11 |
| ■ Maps                 | 12 |
| ■ Movement & Abilities | 13 |
| ■ Combat               | 16 |
| ■ Useful Abilities     | 20 |
| ■ Threats & Detection  | 22 |

## WALKTHROUGH 26

The **Walkthrough** chapter is designed to accompany and advise players throughout the main story missions. It also offers explanations, tutorials and tactics whenever new features, abilities or game concepts are introduced. When combined with the Side Quests chapter, it presents a streamlined and rewarding path to 100% completion.

|                     |    |
|---------------------|----|
| ■ User Instructions | 28 |
| ■ Sequence 01       | 30 |
| ■ Sequence 02       | 34 |
| ■ Sequence 03       | 40 |
| ■ Sequence 04       | 54 |
| ■ Sequence 05       | 62 |
| ■ Sequence 06       | 68 |
| ■ Sequence 07       | 76 |
| ■ Sequence 08       | 80 |
| ■ Sequence 09       | 81 |

## SIDE QUESTS 82

The **Side Quests** chapter offers a complete guide to secondary activities such as sub-quests, minigames and collectibles. It has been written to work in conjunction with the main Walkthrough chapter, but also serves as a stand-alone reference if you choose to complete optional tasks in your own particular order.

|                             |    |
|-----------------------------|----|
| ■ Completion Roadmap        | 84 |
| ■ Rebuilding Constantinople | 86 |
| ■ Templar Dens              | 88 |
| ■ Den Defense               | 90 |
| ■ Recruit Assassins         | 92 |

## SIDE QUESTS (CONTINUED)

|                            |     |
|----------------------------|-----|
| ■ Mediterranean Defense    | 93  |
| ■ Master Assassin Missions | 96  |
| ■ Faction HQ Missions      | 98  |
| ■ Book Quests              | 98  |
| ■ Piri Reis Missions       | 99  |
| ■ Challenges               | 100 |
| ■ Secret Locations         | 102 |
| ■ Desmond's Journey        | 104 |
| ■ Additional Memories      | 109 |

## REFERENCE & ANALYSIS 128

Dedicated players seeking a perfect playthrough can consult the **Reference & Analysis** chapter to learn more about the systems and stats that underpin the play experience. From a comprehensive moves list and inventory tables to combat tactics and detailed opponent breakdowns, it's essential reading for those who crave a more in-depth understanding of how the game works – not to mention how to unlock all Achievements and Trophies.

|                           |     |
|---------------------------|-----|
| ■ Moves Overview          | 130 |
| ■ Generating Income       | 134 |
| ■ Weapons                 | 135 |
| ■ Armor & Outfits         | 145 |
| ■ Shops                   | 148 |
| ■ Enemies                 | 151 |
| ■ Templar Awareness       | 157 |
| ■ Achievements & Trophies | 158 |
| ■ Mission Checklists      | 161 |

## MULTIPLAYER 162

The **Multiplayer** chapter offers strategies, assorted tips and annotated maps designed to vastly shorten the learning curve as you get to grips with this new play mode.

|                       |     |
|-----------------------|-----|
| ■ Basics              | 164 |
| ■ Score & Progression | 176 |
| ■ Advanced Tips       | 186 |
| ■ Maps & Analysis     | 189 |

## EXTRAS 198

The **Extras** chapter contains bonus material, including an Assassin's Creed story glossary. It is, therefore, positively loaded with a mass of spoilers. We *strongly* advise that you avoid this chapter until you have experienced the full Revelations storyline at first hand.

|                          |     |
|--------------------------|-----|
| ■ Secrets                | 200 |
| ■ Story Recap & Glossary | 202 |

## ▶ INDEX

If you would rather play with a minimum of assistance, the guide's comprehensive Index can be used to jump to your topic 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 Revelations may contain adjustments, gameplay balancing and even feature additions that we cannot anticipate at the time of writing.



KILL STREAKS



To begin a Kill Streak, Ezio must defeat an adversary with a combo attack, a Disarm and finishing move, or a Counter Kill (04). During the killing animation, press to highlight another opponent (the closer the better), then press the Primary Attack button to “stack” a subsequent assault. If successful, Ezio will lash out and dispatch this second target instantly (05). This can, theoretically, be repeated until all combatants lie beaten on the ground (06).

Kill Streaks end instantly if Ezio is hit, or should he fail to make contact with an opponent. In pitched battles featuring several antagonists, employ Counter Kills to maintain a Kill Streak whenever you do not have sufficient time to dispatch an adversary before they strike Ezio.



KICK

- When opponents block Ezio’s attempts to perform combo attacks, the Kick move acts as a “guard breaker”. To perform it, press the Legs button alone while in Combat mode.
- The Kick move has a very short range. Move in close to your opponent before you attempt it (07).
  - After a Kick lands, the target will become vulnerable as they react. This is your opportunity to launch a combo attack while their guard is down.
  - Not every opponent can be incapacitated with the Kick move. If they leap back or sidestep each attempt, switch to a different technique to disable them.



GRAB

Press the Empty Hand button to Grab an opponent. Grabbing an enemy opens up a range of contextual attacks.

- Once Ezio takes hold of an adversary, the Throw move (Empty Hand button and a direction on ) can be tactically advantageous in certain situations – especially when used to hurl an aggressor over a ledge ( 08) or into water. You can also direct an opponent into a solid surface (or other combatants) to knock them from their feet, then finish them with an instant-death kill before they clamber to their feet.
- With a weapon drawn, release all buttons and and tap the Primary Attack button ( / ) to instantly kill an opponent held in a Grab.
- If an opponent resists a Grab attempt, you can perform the Kick move to break their guard and try again.
- If an enemy attempts to grab Ezio, press the High Profile and Empty Hand buttons simultaneously to perform a Counter Grab; hold them to throw the assailant to the ground. If he is held in a grapple, press these buttons rapidly to wrestle free.



ASSASSINATIONS



Ezio can perform a diverse range of assassination techniques with his Hidden Blades (09). As a general rule these can only be performed when he is not actively engaged in combat, though it is sometimes possible to perform these instant-kill assaults on opponents who are facing away from him. Study the accompanying table to learn more about how assassinations can be put to use.

Main Assassination Types

| EZIO'S POSITION                                   | ASSASSINATION TYPE     | PRIMARY ATTACK BUTTON   | PRIMARY ATTACK + HIGH PROFILE BUTTONS   |
|---|------------------------|---|---|
| Level with target                                 | Standard Assassination | Ezio will stab his target discretely at close range.  | Ezio is more likely to perform a showy kill, leaping the intervening ground. This will attract attention.                           |
| Surface above target                              | Air Assassination      | Ezio will jump down and assassinate the victim instantly.   |   |
| Ledge beneath target                              | Assassinate from Ledge | Ezio will reach up and hurl a target's body over the edge. He remains on the ledge throughout this process. | Ezio will jump onto the surface above and stab his target. Useful if you would prefer to avoid creating a stir on the street below. |
| Hiding spot (pile of hay or leaves, well, et al.) | Stealth Assassination  | Ezio will reach out and stab the victim as he passes, then conceal him in the hiding spot.                  | Ezio will leap out from his hiding spot to kill the target in public.   |



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

BUTTON DEFINITIONS

GAME OBJECTIVES

LIFE & DEATH

ONSCREEN DISPLAY

MAPS

MOVEMENT & ABILITIES

COMBAT

USEFUL ABILITIES

THREATS & DETECTION





# USER INSTRUCTIONS

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Before you continue, take a few moments to familiarize yourself with the structure and systems used in the Walkthrough chapter.

**A Left-hand pages: main walkthrough** – These sections have been written to provide a balanced range of prompts, suggestions and tips to complete each Core Memory in the main storyline. By avoiding extraneous or unnecessary details, we aim to offer players concise guidance that won't spoil set-pieces or gameplay surprises.

**B Right-hand pages: new features, tactics and points of interest** – The right-hand page of each walkthrough spread is dedicated to subjects pertinent to your current position in the storyline. These can include:

- **Feature introductions:** Whenever Ezio acquires an ability or encounters something new within the game world, we offer an appropriate selection of insights, advice and trivia to help you master or understand it, or provide a page reference to a complete overview elsewhere in the guide.

- **Expanded strategies:** For the most challenging Core Memories and Full Synch requirements, we offer extended walkthrough guidance and annotated screenshots to help you conquer them with greater ease.

- **Analysis:** As Ezio faces ever-escalating adversity throughout his adventure, we'll keep you up to date with all the most effective techniques and tactics.

- **Additional Memories:** Whenever optional objectives, minigames and metagames are unlocked, we provide page references to guidance in the comprehensive Side Quests chapter.

**C Side Quests** – The Side Quests chapter can be used in conjunction with the walkthrough to reach 100% completion, or as a stand-alone source of reference if you would prefer to complete optional tasks in your own preferred order.

**D Primer** – All game features that are available from the start of the adventure are introduced in the Primer chapter (see page 6). If you're unfamiliar with the Assassin's Creed series, you may want to make this your first port of call.



## SEQUENCE 02: THE CROSSROADS OF THE WORLD

### MEMORY 01

**A WARM WELCOME:** Once the opening cinematics end, follow Yusuf through the streets of Constantinople until Byzantine aggressors attack, then dispatch them without ceremony (D1). Be careful not to stray too far from your companion during the brief fracas in order to complete the Full Synch requirement. This short but informative Memory ends on arrival at the Assassin's HQ. Interact with the marked door to enter.



34

### MEMORY 02

**UPGRADE AND EXPLORE:** Leave the Assassin's HQ via the door at the waypoint. If you have been diligently looting corpses since the start of the story in Maylat, you should have no need to collect additional money. If you are short of the total required, you can earn it easily by pickpocketing civilians until you have the required 343A. You could also take a stroll around the streets in search of City Events, optional assignments where Ezio provides assistance to civilians in need for a small reward; see page 98 for details. When you are ready, buy the Azap Leather Spaulders from the Blacksmith at the waypoint marker (D2), then return to the Assassin's HQ.



35

### COLLECTIBLES

There are three types of "collectibles" in Assassin's Creed Revelations: Animus Data Fragments, Memoir Pages and Treasure Chests. You can find comprehensive area maps that reveal the locations of all of these – and a variety of useful hunting tips – in a dedicated section of the Side Quests chapter that begins on page 109.



There are 100 Animus Data Fragments to find in total. Reaching five set collection milestones unlocks special portals on Animus Island that Desmond can enter; see page 109 of the Side Quests chapter for details. There is an Achievement and Trophy for collecting them all.



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### EQUIPMENT

Though Ezio's arsenal of weapons and choice of armor is limited at this early stage in the story, the beginning of Sequence 02 (and its opening Memories) introduces a few new pieces of equipment.

Ezio now carries a supply of **Throwing Knives**. After selecting them, tap the Secondary Attack button to throw a blade at a highlighted or locked target. Hold the Secondary Attack button down for a brief period to hurl up to three knives simultaneously; when the "power up" is complete, the potential targets will be highlighted with a red outline. You can then use to adjust the selection before you release the button to hurl the blades.

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Memory 02 sees Ezio make his first **Armor** purchase. Each piece of protective garb worn (with a full set consisting of spaulders, bracers, greaves and chest guard) increases his total Health Meter blocks. Armor is susceptible to gradual wear and tear as Ezio sustains damage, and will eventually break; this removes the health bonus. To repair armor, or to perform preventative maintenance, visit a Blacksmith.

The **Crossbow**, a powerful tool in Memories where stealth is mandatory or simply beneficial, is available for purchase from the very start of Sequence 02. Unfortunately, its base price is prohibitively expensive at this stage of the story. Though it can be useful for meeting certain Full Synch requirements, we suggest that you invest your money in buying properties and businesses (see "Rebuilding Constantinople") and save this investment for Sequence 04 at the earliest, when it becomes easier to accumulate large sums of finance in a relatively short space of time.

### REBUILDING CONSTANTINOPLE

As in Assassin's Creed Brotherhood, Ezio can use his income to purchase stakes or controlling interests in business premises, organizations and landmarks throughout Constantinople. A complete step-by-step guide to this process, with advice on each investment type and what you can reasonably hope to accomplish in each Sequence, can be found on page 86 of the Side Quests chapter.



B

D

C



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

USER INSTRUCTIONS

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

SEQUENCE 06

SEQUENCE 07

SEQUENCE 08

SEQUENCE 09



# SEQUENCE 01: A SORT OF HOMECOMING

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## MEMORIES 01 & 02

**THE HANGMAN & A NARROW ESCAPE:** Run along the shore when play begins, then follow Subject 16 for a short stroll on the mysterious Animus Island; when he disappears, walk into the portal to begin Sequence 01. Once Ezio lands in the spectacular introductory cutscene (completing the gameplay-free The Hangman Memory), A Narrow Escape begins automatically. The first part is a relatively uncomplicated introduction to free running and climbing. Follow the ghostly apparition of Altaïr to reach the roof of Masyaf's central keep, paying attention to pop-up prompts and tips as they appear.

There are two points during the climb where you must fight Byzantine Templars directly: the first a brief fistfight, and the second a weapons-based confrontation after Ezio has retrieved his equipment. In the second of these, employ a Counter Kill (Primary Attack button + High Profile button just before an opponent attacks; see page 17) to kill one guard and fulfil the Full Synch requirement (01). You will need to perform two ledge assassinations on oblivious guards before you reach the top (see page 19). Approach the statue at the waypoint marker and press the Empty Hand button to interact with it.

## MEMORY 03

**A JOURNAL OF SOME KIND:** After Ezio lands in the pool of water, kill the guard, then follow the corridor to reach a chamber where the next Memory Start position awaits. Kill the four marked targets (the first with an air assassination, as directed), then approach the highlighted individual and press the Empty Hand button.

You must now follow the waypoint markers to reach a guard captain carrying an item of interest to Ezio. Fight or attempt to avoid the guard patrol after returning outdoors as you travel to the waypoint marker, then climb the ladder. On the wall above, dispatch the next group of Templars before you continue your climb (02). At the final waypoint, follow the onscreen prompts to parachute from the wall, steering to land a safe distance behind the marked Templar and his bodyguards.



Stay out of sight and follow from a safe distance as you follow your target down the slope. You can satisfy the Full Synch requirement by successfully tailing this first individual without attracting attention. If you are discovered, you will need to activate Eagle Sense (press /L3) to locate a new Templar to follow.



## GENERAL TIPS

- On Animus Island at the very start of the game, don't walk straight into the portal. If you wait for a moment, you will hear a dialogue between Shaun Hastings and another individual filtering into Desmond's consciousness from outside the Animus.
- In addition to its default function, the Map button (/SELECT) can also be used to view Database entries and play tutorials that cover both fundamental and advanced playing techniques. Whenever an onscreen prompt appears, tap the button to be taken to the information or lesson described in the accompanying text.
- After killing each Templar in this opening Sequence, take the time to loot their corpses to gain small amounts of currency and other objects. Everything you accumulate during these early Memories is carried forward into Sequence 02, which will give you a head start when you leave Masyaf. The exotic-sounding items that Ezio collects are special ingredients used to craft bombs later in the story.
- Players who enjoyed the original Assassin's Creed may wish to head up the staircase before leaving the building at the start of the A Journal of Some Kind Memory. Though it may take a moment to recognize it, this is Al Mualim's study (03). Take a moment to interact with objects shimmering with classic Animus effect to see hidden sights, and reminisce as you peer into the garden where the climatic confrontation between Altaïr and his former mentor took place.
- Parachutes were a special reward in Assassin's Creed Brotherhood, given to players who completed each of Leonardo's War Machine missions, but they are rather easier to come by in Revelations. You can purchase additional Parachutes from Tailor stores from the start of Sequence 02.



## POISON BLADE & POISON DARTS

- Available from the beginning of the story, these weapons enable Ezio to create distractions and perform unique delayed assassinations.
- Whether delivered up close by blade, or from range with a dart, Poison has a unique effect: it does not kill the target immediately. Instead, they will begin to stagger drunkenly as its deadly toxin courses through their veins, lashing out at imaginary assailants as they begin to experience hallucinations. This will cause all guards and citizens in the vicinity to turn and regard the ghastly commotion. After a variable delay (but usually no more than twenty seconds), the victim will collapse and die.
  - The Poison Blade () is used in the same way as the Hidden Blade. To avoid detection, move out of sight quickly after injecting your victim.
  - To fire Poison Darts () , target an individual and hold the Secondary Attack button until Ezio's aim steadies; release the button to fire. The benefits of being able to deliver the toxin from a discrete distance make this a powerful tool in later Sequences.
  - Ezio can carry five doses of poison, with one unit consumed per dart or blade attack. You can replenish his stocks by looting bodies, or by purchasing supplies from a doctor.



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

USER INSTRUCTIONS

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

SEQUENCE 06

SEQUENCE 07



SEQUENCE 08

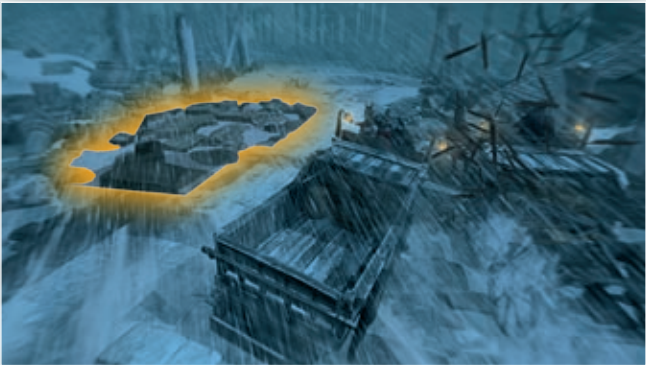
SEQUENCE 09







MEMORY 04

**A HARD RIDE:** Commencing immediately on completion of Memory 03, this dramatic episode begins with Ezio dragged along the ground at the back of a fast-moving carriage. Use  to steer him left and right to avoid obstacles (including bushes and rough terrain). When the rope frays, you can begin to hold  up to move Ezio closer to the carriage. However, doing so prevents you from adjusting his position to avoid hazards. The required technique, then, is to move him forward in bursts, steering him away from dangers as they appear.





In the second part of this Memory, Ezio must ram opposing carriages from the track. Use  to move away slightly, then hold it towards your target to slam them with sufficient force. At the same time, do your utmost to avoid patches of rough terrain ( 04). These damage the carriages at a phenomenal rate (far more so than ramming), so the best strategy is to push your opponent into these hazards whenever you see them on the road ahead. The second carriage is driven by Ezio's quarry, the Templar captain Leandros. In this final section, ram your adversary to the right to skirt around otherwise unavoidable rough terrain; certain patches can be safely bypassed by moving to the far left side of the track. The damage that you inflict is an irrelevance: the priority here is to survive for a set period of time.



MEMORY 05


**THE WOUNDED EAGLE:** The final Memory of Sequence 01 begins with a short fight, but is perhaps best approached as an exercise in discretion. Use your sword to employ safe Counter Kills to kill the initial trio, then run towards the waypoint. When you reach the wooden bridge, wait for the guard to walk to the left, then slip past to the right to reach and climb the steps to reach the waypoint; Ezio will automatically step onto the water wheel to reach the upper level.

Equip the Hidden Blade and assassinate the guard standing directly ahead, then observe the area below; activate Eagle Sense () to observe the route taken by the Templar captain. The injured Ezio cannot climb, so successfully infiltrating the castle without incident is a question of staying out of sight, using Blend opportunities and picking an optimal route. If you are keen to avoid conflict and complete the Full Synch requirement, refer to the annotated route map and advice on the page to your right.

Once inside the castle, kill the guards with safe, sword-based Counter Kills, then loot the fallen bodies to obtain Medicine; use this as prompted to heal Ezio and regain access to his full repertoire of athletic abilities. With Ezio's back to the portcullis, turn to the right and follow the path behind the first building, where you can safely assassinate a guard from a hay pile. From here, you can slip by the guards on the rooftops and to your left by following the path alongside the rock wall on your right – use the Fast Walk ability to move with the necessary purpose and avoid detection. Walk into the waypoint and begin your ascent of the tower ( 05). Byzantine Gunmen will shoot at Ezio during his climb, so don't linger in one position for too long.

At the top, execute Leandros with a Hidden Blade assassination. Back at Animus Island with Desmond, walk into the waypoint to begin Sequence 02.

THE WOUNDED EAGLE: FULL SYNCH

The Full Synch requirement for Memory 05 challenges you to assassinate five guards while concealed inside haystacks. To perform assassinations from these hiding spots, first move into one, then release  to lie in wait. When your victim approaches, tap the Primary Attack button to perform a swift kill and conceal the body in one fluid movement.

There are actually only three locations in this Memory where Templars will automatically stand close to or move past a haystack, so you will need to employ both stealth and a little creativity to fulfill this secondary objective.

As Ezio cannot hide in a haystack while in view of hostiles in open conflict, you must lure guards to their doom by standing in their field of vision until their Detection Meter turns red. At this point, discretely move into the hiding spot and wait for them to walk over to investigate.

In this annotated map, we mark the locations of all haystacks and offer advice on how to avoid detection and obtain the necessary kills as you travel to confront Leandros. Blue arrows represent the path you need to follow, and red arrows the patrol routes of guards.



**I** Wait until the guard moves to the right, then take up position in this haystack while his back is turned. After checking that there are no potential witnesses, assassinate him when he moves within range. You can now attempt to lure nearby guards to the hiding spot to obtain additional kills.

**II** Take a left here to run along a back alley, out of sight.

**III** At the end of the deserted path, wait at the opening and watch the path to your left for a guard to arrive. When he walks into the market area, follow him at slow pace.



**IV** The guard walks in a rectangular patrol route around the market area, with a second alternating between two positions at the back of the area. Blend with a group of civilians until the second guard moves to the left, then run forward and take the path to the right. Jump into the haystack immediately, and wait for another guard to approach for a simple assassination. If you have fewer than four of the five required stealth kills, you should again attempt to draw guards to this position.

**V** There is another guard here who can be enticed to the nearby haystack. If you already have four kills, you can just bypass him and head straight for the gate.

**VI** After the battle inside the portcullis, sneak around the back of this building and enter the haystack to kill the stationary guard. If you still have not accrued the necessary five kills, you will need to draw guards to this haystack (or one of the two closer to the waypoint marker) to complete the objective.



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

USER INSTRUCTIONS

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

SEQUENCE 06

SEQUENCE 07

SEQUENCE 08

SEQUENCE 09

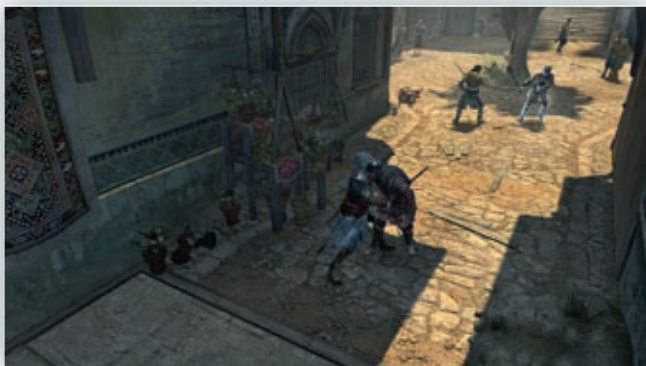




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01

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02

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PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

USER INSTRUCTIONS

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

SEQUENCE 06

SEQUENCE 07

SEQUENCE 08

SEQUENCE 09





## MEMORY 03

**THE HOOKBLADE:** Approach the Memory Start marker outside the Assassin's HQ to receive a new piece of equipment. Follow Yusuf and onscreen directions to put this device through its paces; see the page to your right for a summary of the techniques used (and all other Hookblade-based abilities). Sections of the free run course that Yusuf leads you on may be a little demanding for players new to the Assassin's Creed series. If so, you may find it useful to stop periodically to watch Yusuf's movements and identify the correct route before you attempt to follow his example (📷 03).

You have three opportunities to perform each of the techniques he imparts, so the Full Synch requirement shouldn't be difficult to complete. In the final challenge, note that you must *hold* the Empty Hand button to perform a Hook and Run on the marked sparring partner. Merely tapping the button will cause Ezio to perform a Hook and Throw, which won't count.



03

## MEMORY 04

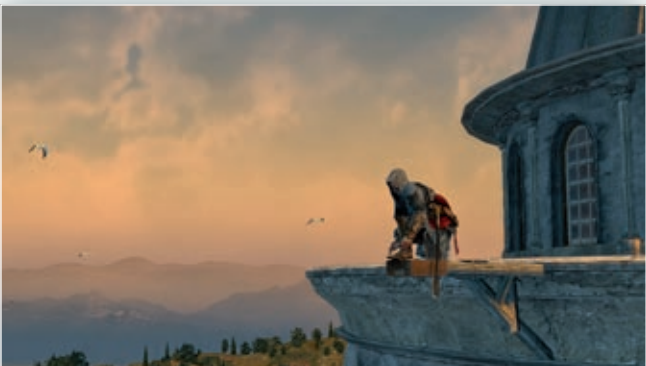
**THE VIEW FROM GALATA:** Speak to Yusuf at the Memory Start marker, and he will challenge Ezio to follow him in scaling Galata Tower. This acts as a tutorial on the Hookblade's applications while climbing. As long as you keep up with the Assassin, you should comfortably satisfy the Full Synch requirement. Whenever the next ledge in line appears out of reach, perform the Hook Leap technique to continue your ascent.

Once you reach the top, stand on the perch (📷 04) and press **△/□** to Synchronize: refer to the "Viewpoints" entry on the page to your right for further details. Before you perform a Leap of Faith from the perch back to the ground, loot the chest on the opposite side of the spire and then climb to the top to find the first Memoir Page: see "Collectibles" on the previous double-page spread for details.

## MEMORY 05

**ADVANCED TACTICS:** This Memory begins automatically once Ezio reconvenes with Yusuf at the bottom of the tower, and introduces the use of ziplines. After performing your first zipline assassination to successfully achieve Full Synch, you must travel to Galata Den and enter the waypoint marker on the rooftop. The zipline directly ahead once Yusuf departs presents another opportunity for an assassination on a rooftop sentry if you failed the first attempt (📷 05).

As you near the waypoint, you may wish to first climb the adjacent tower to Synchronize with its Viewpoint before you continue. Interact with the Assassin on the rooftop to end the Memory.



04



05



## HOOKBLADE: MOVES SUMMARY

- Press and hold the Empty Hand button in midair to perform the **Extended Reach** technique. This enables Ezio to grab ledges that might otherwise fall just outside his grasp, or to grip hand-holds as he falls past them. (This essentially replaces the traditional Catch Back move.)
- Press the Empty Hand button in midair before performing a "lamp turn" (or, indeed, any 90-degree swing on any suitable object hanging from a corner) to perform a **Long Jump**. Instead of swinging around, Ezio will be propelled forwards.
- Run at an opponent and hold the Empty Hand button as you approach them to perform a **Hook and Run** on contact. This non-lethal ability is particularly effective when you need to bypass an opponent while fleeing combat, especially guards standing with weapons drawn in anticipation of Ezio's arrival.
- Run at a potential opponent and tap the Empty Hand button briefly to perform the **Hook and Throw** maneuver. This automatically puts Ezio into Combat mode on completion. As it leaves the target prone on the ground, you can follow it up with an instant Hidden Blade kill.
- With civilians and other non-hostiles, the contextual Hook and Run and Hook and Throw moves are replaced with the **Leg Sweep** technique (📷 06), which bowls a target from their feet but inflicts no lasting damage. This act will attract a stern rebuke from any Ottoman guards who witness it.



06

- While climbing, hold **○** forward and the High Profile button, then tap the Legs button to perform a **Hook Leap**. This enables Ezio to reach ledges outside his usual range with the Hookblade. If an arrangement of continuous surface features allows it, hold the Legs button while climbing to ascend at a slightly accelerated speed.
- Hold the High Profile and Legs buttons to jump over to and **ride a zipline**: Ezio will automatically extend his Hookblade to grab it and begin sliding. While in motion, you can release the High Profile button to descend at a reduced pace; this can be useful if there is a need to avoid the attention of nearby guards. Press the Empty Hand button to release the zipline at any time.
- To perform a **zipline assassination**, press the Primary Attack button as Ezio approaches a victim situated below.
- Acquiring the Hookblade unlocks the **double assassination** techniques, enabling Ezio to kill two targets in close proximity simultaneously.


- Last, but by no means least, the Hookblade enables you to perform several types of **Counters** unique to combat situations. The (non-lethal) Counter Hook-and-Throw move (📷 07) is functionally identical to a Hidden Blade Counter Kill in terms of the tight timing window and end result, but requires that you press the High Profile button and Empty Hand button instead. The Counter Grab requires the same input on the controller but can only be performed as an enemy attempts to grab you. The Counter Hook-and-Run also uses the same buttons (though you need to hold the Empty Hand button once you press it) and enables you to exit Combat Mode on completion for a fast escape. Finally, the Counter Steal – hold the High Profile button and Secondary Weapon button – enables you to pickpocket an assailant as he attacks you. This can cut down on time spent looting after battles.



07



## VIEWPOINTS

Synchronizing at Viewpoints with the Eagle Sense button uncovers the surrounding map area, revealing both topography and otherwise invisible points of interest such as shops and Secondary Memory markers. There are 22 Viewpoints in Constantinople, and we strongly advise that you Synchronize with all sites (marked by the  icon) when they become available. They can be visited during Memories unless your objectives dictate otherwise, so feel free to make detours when you pass close by.

Certain Viewpoints are located in Restricted Areas with a heavy Templar presence, and should generally be left until you are ready to evict Ezio's enemies from these militarized zones.



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

USER INSTRUCTIONS

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

SEQUENCE 06

SEQUENCE 07

SEQUENCE 08

SEQUENCE 09






## MEMORY 06

**ON THE DEFENSE:** This Memory begins immediately when you reach the final waypoint of Advanced Tactics, and acts as an introduction to a major new feature in Revelations: the Den Defense minigame. See “On the Defense: Step by Step” for useful advice (including a trick that enables you to unlock an Achievement/Trophy). You can find a comprehensive guide to Den Defense controls, features and tactics on page 90 of the Side Quests chapter.

## MEMORY 07

**ON THE ATTACK:** Before you begin this last Memory of Sequence 02, you may wish to unlock any remaining Viewpoints and expand your property portfolio by reopening shops in the Galata District. See page 86 of the Side Quests chapter for details on the Rebuilding Constantinople metagame.


When you are ready, head to the Memory Start marker and interact with the highlighted individual to take a boat to the Imperial District. On arrival, lend assistance to Yusuf, then follow him through the streets. After his demonstration of Cherry Bombs, use one to distract the guards when prompted to do so. Hold the Secondary Attack button and use  to manually aim the bomb at the marked location, then release the button to throw it. You can then safely run through the archway once the guards move to investigate.

When you reach the rooftops, watch the brief cutscene, then quickly perform a zipline assassination on the Templar Gunman ahead of your position when play resumes. The Den Attack formally begins when you speak to Yusuf at the waypoint. To complete the Full Synch objective, you must avoid open conflict



08

as you liberate the Templar Den – but this is actually easier than you might suspect.



Use Eagle Sense to identify the Templar Captain in the streets below your position. When he walks away, follow the route specified here ( 08). Approach the first guard when his back is turned and kill him with a Throwing Knife. Slay the next Gunman with another hurled blade when he walks to the right-hand side of his rooftop. Jump over to this next building and select the Poison Darts. Hit the Templar Captain with a single projectile, then immediately move out of sight. After checking the street below for patrols, leap over to the tower and ascend to the walkway quickly to avoid detection. You can then watch the Captain’s final death throes from above, then press the Empty Hand button when prompted to light the Retreat Signal – and end both the Memory and the Sequence.

Our complete guide to conquering all Templar Dens in Constantinople begins on page 88 of the Side Quests chapter.



## ON THE DEFENSE: STEP BY STEP


Interestingly, the On the Defense Memory provides an opportunity to unlock an Achievement/Trophy that will be rather more challenging during subsequent visits to this minigame. As initial waves of Templars are thoughtfully paused to enable players to familiarize themselves with controls and concepts, you can sit and wait for the Morale level – the “currency” used to purchase all features during Den Defense – to gradually rise while the action is on hold. If you are patient enough to allow it to reach at least 50 each time, you can have an overwhelmingly powerful force in place for the final section of the Memory.

When the minigame begins, use  to direct Ezio’s gaze, and  to move the cursor. Follow the directions to place a Leader to unlock the rooftop to the left of the arch on the opposite side of the street, and two Crossbowmen for the first wave; we suggest the sloped section as a prime position for these. When prompted to place a Barricade, build one just to the left of the arch. Add at least three further Crossbowmen during this assault.

When directed to add another Leader, place him on the rooftop to the left of Ezio, then place at least three Gunmen at the most distant position. For those seeking to unlock the Iron Curtain Achievement/Trophy, this is the vital point: ignore the prompt to use the Cannon attack, and leave the killing of Templars to your Crossbowmen and Gunmen.



09

With this wave complete, move the cursor over the Barricade and upgrade it to the maximum level, then place an even mixture of both attacking unit types to fill all available rooftop slots ( 09). When the siege engine arrives, you can optionally place an additional Barricade in order to slow its advance. As long as you steer clear of using the Cannon, Iron Curtain will be awarded once this final Templar attack has been repelled.








10



## TEMPLAR AWARENESS

The conclusion of the Den Defense introduction in Memory 06 activates a major new feature: Templar Awareness. Though similar to Assassin’s Creed Brotherhood’s Notoriety concept, this new system has some significant differences.

The Templar Awareness meter () increases when Ezio performs very specific activities, with the gains reflecting how troubling his actions are to his Byzantine opponents. Until the meter is 100% full, Ezio’s status is “Secret”. Killing adversaries in combat leads to nominal raises; buying property will fill the gauge by almost a quarter; conquering a Templar Den (with the exception of the one captured in Memory 07) will instantly move it to the maximum level. Once the gauge is filled, the Templars become “Aware”. When this occurs, there is a high probability that they will launch a retaliatory strike on an Assassin Den, heightened if Ezio performs a reprehensible act (such as entering open conflict). This must be repelled by visiting the location to fight off the aggressors via the Den Defense minigame.

There are two ways to reduce the Templar Awareness meter. The first is to bribe Heralds (marked by the  icon on the main map and mini-map), which offers a 25% decrease for a mere 100 . The second, available once when the gauge reaches the halfway mark, is to kill a Corrupt Official (marked by the  icon) for a 50% decrease. These individuals are accompanied by bodyguards. Whether you execute them discretely or initiate an open brawl is entirely at your discretion ( 10).

Careful management of the Templar Awareness meter is important if you do not wish to spend too much time travelling back and forth between frequent sieges. You can find a complete overview and analysis of the Templar Awareness system on page 157. We strongly suggest that you at least study it briefly before you continue.



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

USER INSTRUCTIONS

SEQUENCE 01

SEQUENCE 02

SEQUENCE 03

SEQUENCE 04

SEQUENCE 05

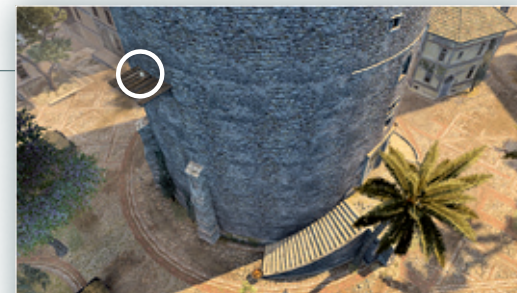
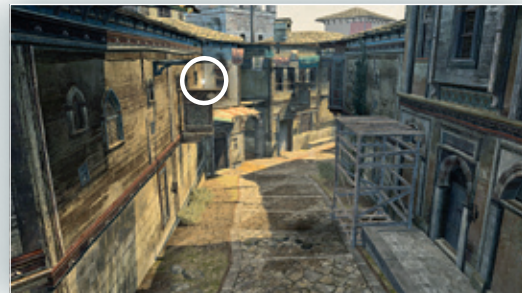
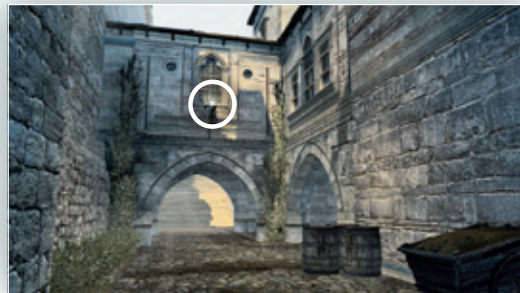
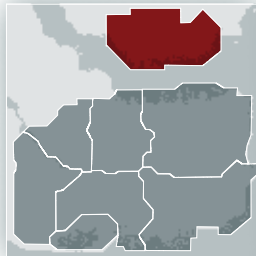
SEQUENCE 06

SEQUENCE 07

SEQUENCE 08

SEQUENCE 09

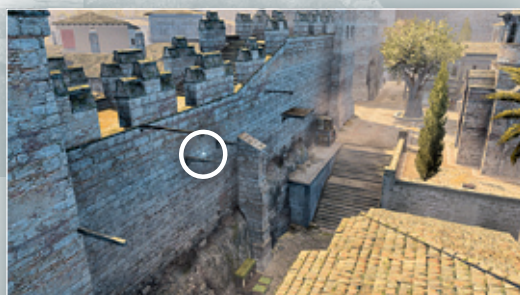




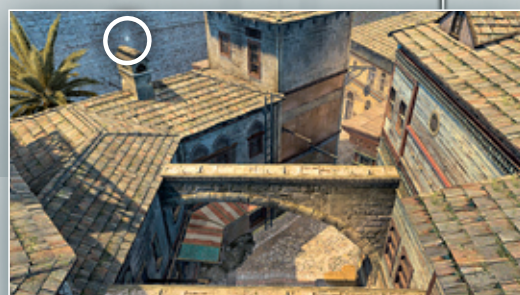
Climb Galata Tower, then leap off the south face and use a parachute to reach this platform. It doesn't matter if Ezio plummets to his death as a consequence: as long as he collides with the wall above and makes contact with it as he falls, the Animus Data Fragment will be credited to your collection.



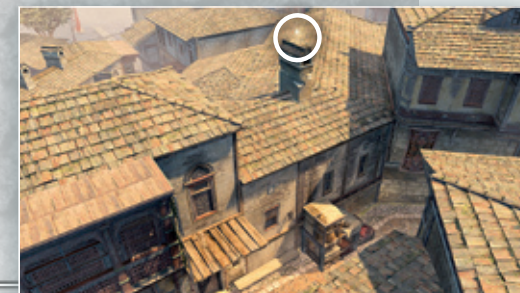
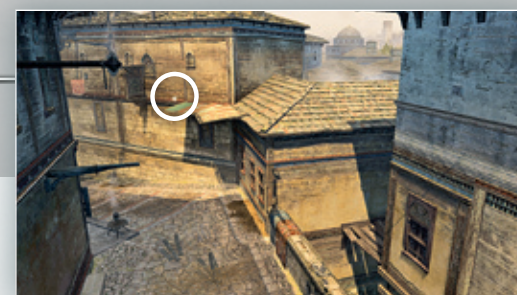
Though you can easily swim to it, there is a boat that you can commandeer to the southeast.



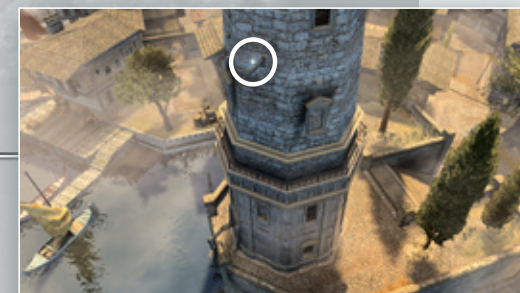
Free run from the building to the south, or the crates to the north.



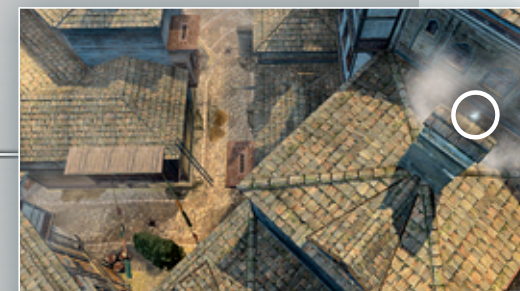
A little way east from a rooftop shelter.



Located not far west from a Bank.



Drop from the ledge above.



High on a rooftop just south of a Tailor, situated between two ziplines.



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

COMPLETION ROADMAP

REBUILDING CONSTANTINOPLE

TEMPLAR DENS

DEN DEFENSE

RECRUIT ASSASSINS

MEDITERRANEAN DEFENSE

MASTER ASSASSIN MISSIONS

FACTION HQ MISSIONS

BOOK QUESTS

PIRI REIS MISSIONS

CHALLENGES

SECRET LOCATIONS

DESMOND'S JOURNEY

ADDITIONAL MEMORIES





## ▶ GENERATING INCOME

Unlike Assassin's Creed Brotherhood and (especially) Assassin's Creed II, it is absolutely essential to at least partly involve yourself in optional tasks to acquire currency for equipment and upgrades in Revelations. The following brief rundown offers a simple guide to the principle ways in which Ezio can accumulate Akçe.



**Mission Rewards:** As in previous episodes, the vast majority of Core Memories and Secondary Memories offer a cash sum on completion. However, once you progress into Sequence 03, you will find that these payments are actually rather negligible.



**City Events:** Offering a standard reward of 500 **₺** per task, these optional challenges can supplement Ezio's limited income during early Sequences.



**Pickpocketing & Looting:** Pickpocketing can be useful in Sequence 02, where Ezio's financial reach is limited, but soon becomes something of an irrelevance once he begins to accumulate revenue from properties and the Mediterranean Defense metagame. The sum of coins he obtains from each "lift" depends on the class of the individual he targets. Those clad in finery yield more than those wearing rags, but not by a great deal. Though Pickpocketing does not lead to Templar Awareness penalties (in a departure from Brotherhood's Notoriety system), male victims may seek to fight Ezio on discovery of the crime, while Ottoman soldiers in the region of the act will often attack. For this reason, it's a petty act best forgotten once Ezio is established in Constantinople.

By contrast, looting corpses can be highly profitable – though only occasionally in a financial sense. Almost every opponent that Ezio defeats will surrender a small sum of coins when he rifles through their pockets but, more importantly, will yield varying numbers of consumable items (such as Throwing Knives, Medicine and crafting ingredients). This can enable you to keep Ezio's supplies stocked up at all times, removing the need to visit merchants; surplus crafting materials can be sold to Piri Reis for a tidy profit. Stalkers and the Templar Captains stationed in Dens are the most lucrative targets to loot, as they each carry in the region of 1,000 **₺**. Note that Looting is a reprehensible act, and will invite expressions of disgust and disdain from nearby civilians – and raw aggression from passing patrols. You can optionally perform the Counter Steal technique (see page 132) to divest opponents of their valuables before you disable them.



**Treasure Chests & Bomb Stashes:** The ornate, rectangular Treasure Chests offer variable sums of money in addition to occasional crafting items; they also contribute to the Total Synch rating. The vast majority of them are located in Constantinople, though there are a further 12 in Cappadocia in Sequence 07, and 15 in five "Secret Locations" (the four destinations that Ezio visits in Core Memories to obtain Masyaf Keys, plus the unlockable Hagia Sofia). You can purchase Treasure Maps that reveal their locations in Constantinople and Cappadocia at Book Shops. Bomb Stashes, containers that are either made from wood or have rounded corners, hold crafting ingredients only – though these can, naturally, be converted into currency via Piri Reis.



**Templar Couriers:** These individuals can be robbed of the Templar tax revenue they carry, usually in the region of 1,000 **₺** to 1,500 **₺**. The difficult process of catching these fleet-footed individuals, however, ensures that Ezio will usually earn every last coin before the conclusion of the chase. Be sure to use the Tackle, Leg Sweep or Grab techniques to incapacitate them without lasting injury, as killing them will instantly elevate your Templar Awareness level to full "Aware" status.



**Mediterranean Defense:** From early in Sequence 03, sending Assassin recruits and apprentices on missions not only enables you to improve their standing, but also leads to noteworthy cash bounties. When you eventually liberate cities from Templar control, you will also accumulate a steady stream of additional revenue from Brotherhood activities in each region. See page 93 to learn how the Mediterranean Defense metagame can become a cash machine.



**Rebuilding Constantinople:** Ezio's liberation of city districts from Templar influence and taxation opens up business opportunities. Investment in retail establishments and other properties will lead to a regular income and, in time, substantial profits. It will also enable you to gain discounts on purchases from merchants in zones under Assassin control. Turn to page 86 for a full guide to this lucrative metagame.

## ▶ WEAPONS

Every melee weapon is rated in three categories (Damage, Speed and Deflect) that define its effectiveness in combat. The higher the rating in each category, the better the weapon will perform.

- **Damage:** This attribute is used to determine the strength of each successful attack.
- **Speed:** Weapons with a high speed rating enable Ezio to attack faster and more frequently.
- **Deflect:** Governs a weapon's effectiveness when used to block enemy assaults.

Special attacks and the number of blows required to kill an opponent with a combo assault are also important factors to take into account when assessing the overall efficiency of each class of weapon.

- **Special Attacks:** These "charge-up" techniques are unique to certain weapon classes. Heavy and Long weapons share the Throw move, with Long weapons also offering the Sweep attack; armed with fists alone, Ezio can perform the Throw Sand move.
- **Combo Efficiency:** Weapon classes differ in the number of hits required for a finishing blow, while the size of a weapon will also have a bearing on its efficiency in both combos and Kill Streaks.



### FISTS

Fist-fighting enables Ezio to attack at speed, but the vast majority of opponents will foil his attempts to initiate combos unless you begin with a Dodge. Even if you have an enemy off-balance, Ezio inflicts very little damage with individual blows. It also renders him highly vulnerable to enemy attacks, even if you diligently block. The principle reason to use unarmed combat is to employ the Disarm move, especially when you face the Varangian enemy archetype: their Long weapons are unparalleled in large-scale brawls. However, fist-fighting can also be employed when you must disable opponents without killing them. If stealth and mercy are called for, sneak up behind an opponent and tap the Primary Attack button to incapacitate them with a non-lethal finishing move.

#### Fists Attributes

| NAME  | DAMAGE | SPEED | DEFLECT | PRICE (₺) | AVAILABILITY             |
|-------|--------|-------|---------|-----------|--------------------------|
| Fists | ✖      | ★★★★★ | ✖       | -         | Available from the start |

#### Special Attack: Throw Sand

While unarmed, hold the Primary Attack button to grab a handful of dirt, sand or dust; release the button to hurl it in the faces of your opponents (01). This will temporarily stun opponents who stand within the effect radius, though it has no effect on Janissaries and Almogavar. Ezio is immobilized while powering up this attack, and it cannot be cancelled once you begin.

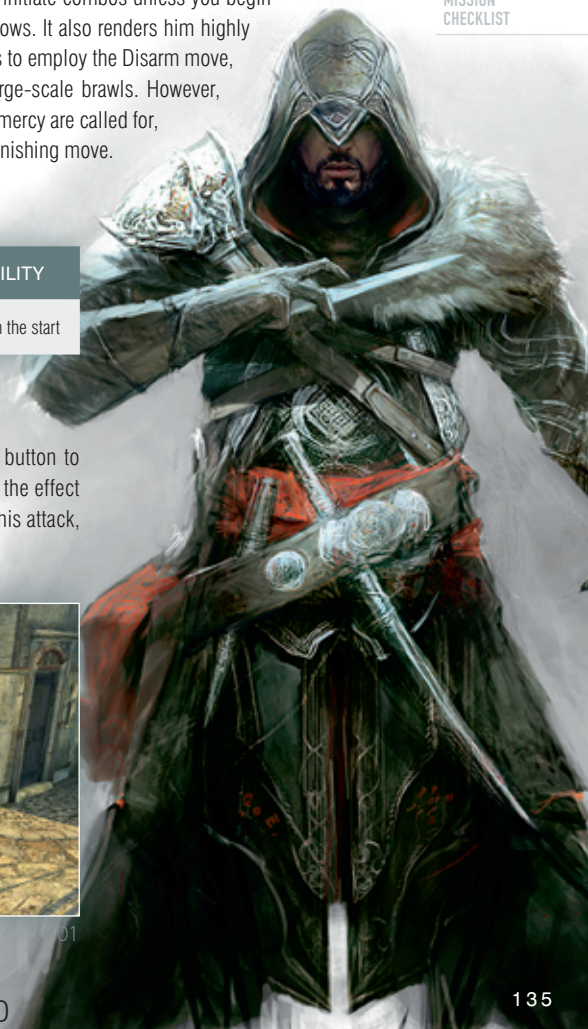
- The Throw Sand move renders susceptible opponents vulnerable to combo attacks, even if they would usually dodge or block them.
- When enemies prepare to perform this attack – it's a particular favorite of the Varangian archetype – use the Dodge move to jump clear.



#### Finishing Blows: Combo Requirements

| WEAPON                 | HITS REQUIRED |
|------------------------|---------------|
| Fists                  | 5             |
| Hidden Blade/Hookblade | 4             |
| Small Weapons          | 3             |
| Medium Weapons         | 3             |
| Heavy Weapons          | 2             |
| Long Weapons           | 2             |

Every time you acquire a weapon as a purchase or as a reward, Ezio equips it immediately. You can switch to other weapons in your collection via any Blacksmith store (with the exception of those that they do not hold in stock), or by collecting them from the display racks inside the Assassin's HQ.



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

MOVES OVERVIEW

GENERATING INCOME

WEAPONS

ARMOR

SHOPS

ENEMIES

TEMPLAR AWARENESS

ACHIEVEMENTS & TROPHIES

MISSION CHECKLIST





# ENEMIES

SynchError\*\*\*  
Animus.exe: unable to load file (6.0.0) fatal error: failed to initialize  
Revealing 1.0  
ding Firmware ... Animus 2.03

All opponents in Assassin's Creed Revelations belong to one of several specific enemy archetypes, and will exhibit behaviors, proficiencies and weaknesses specific to their class. In this section, we examine the strengths and weaknesses of each archetype, offer combat strategies, and reveal the inner workings of the morale system.

## ENEMY ARCHETYPES

### BYZANTINE MILITIA

The Byzantine Militia enemy type is roughly analogous to the Ottoman Elite, in that both are rank-and-file opponents who should fall quickly to Ezio's attacks.

- Militia opponents are extremely susceptible to projectiles: a single Throwing Knife is enough to put them on their backs. They can dodge kicks, but this is pretty much irrelevant, as they can be defeated easily with a combo or Counter Kill.
- Whenever they appear in mixed groups with more dangerous allies, Militia provide an easy way to start a Kill Streak.
- Though they have a degree of free running prowess, Militia are slower than Ezio in a straight-line sprint and cannot scale walls.

| MILITIA FACT SHEET |  |
|--------------------|--|
| Health Points      | 36   |
| Strength           | 3  |
| Morale             | 25   |
| Melee Weapon       | One-handed sword or mace   |
| Ranged Weapon      | Rocks  |
| Notes              | <ul style="list-style-type: none"> <li>■ Can dodge kicks</li> <li>■ Vulnerable to everything else</li> </ul> |

| LOOT TABLE       |            |
|------------------|------------|
| Drop             | Chance (%) |
| Bullets          | 25         |
| Throwing Knives  | 100        |
| Medicine         | 40         |
| Crossbow Bolts   | 25         |
| Poison           | 30         |
| Akçe (A)         | 12-17      |
| Bomb Ingredients | 90         |



| ALMOGAVAR FACT SHEET |   |
|----------------------|---|
| Health Points        | 84  |
| Strength             | 7   |
| Morale               | 1,000   |
| Melee Weapon         | Heavy weapons   |
| Ranged Weapon        | Rocks   |
| Notes                | <ul style="list-style-type: none"> <li>■ Resistant to Disarm and immune to Hook and Throw</li> <li>■ Can block grabs and standard weapon attacks</li> <li>■ Final combo attack cannot be blocked</li> <li>■ Can knock Ezio down with the Smash attack</li> <li>■ Vulnerable to everything else, including kicks and Kill Streaks</li> </ul> |

| LOOT TABLE       |            |
|------------------|------------|
| Drop             | Chance (%) |
| Bullets          | 40         |
| Throwing Knives  | 35         |
| Medicine         | 50         |
| Crossbow Bolts   | 40         |
| Poison           | 40         |
| Akçe (A)         | 41-49      |
| Bomb Ingredients | 90         |

### BYZANTINE ALMOGAVAR

Slow but relentlessly aggressive, the armor-plated Almogavar are easily identified by their enormous stature.

- Almogavar can perform the Smash special attack after a distinct wind-up animation; on impact, it knocks Ezio to the ground and causes massive damage. Attack or kick the target to interrupt the assault before it is launched, or perform a Dodge to evade the blow before unleashing a combo while they are off-balance.
- You must either evade an Almogavar's attack or perform a kick to break their guard and initiate a combo. They are extremely vulnerable to Counter Kills, though the Smash special attack cannot be countered. While they are ostensibly immune to the Disarm technique, there is actually a way to divest them of their Heavy weapon. Wait until they begin their three-hit combo, and allow the first blow to hit Ezio; as they launch the second strike, press the required button to claim your prize.
- Almogavar are ponderously slow and cannot climb. From a higher vantage point or a safe distance, you can dispatch them easily with ranged weapons.
- Due to their incredible strength and tendency to move to the forefront of every battle, the Almogavar should always be a priority target once you begin a Kill Streak.

PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

MULTIPLAYER

EXTRAS

INDEX

MOVES OVERVIEW

GENERATING INCOME

WEAPONS

ARMOR

SHOPS

ENEMIES

TEMPLAR AWARENESS

ACHIEVEMENTS & TROPHIES

MISSION CHECKLIST



## ABILITIES 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. The Custom Sets allow you to activate two Perks, whereas the Default Sets only feature one.
- Through advancement, you will acquire up to five Custom Sets for a range of reactive options, enabling you to choose various sets of complementary powers. You can switch Sets between rounds or after dying. We suggest that you 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.
- To get you started on ideas for good combinations, here are some Abilities that complement each other:
  - ▶ **Templar Vision + Disguise:** Try this stealth combination to maximize your chances of a Stun.
  - ▶ **Tripwire Bomb + Disguise:** A defensive set that offers a good degree of protection, enabling you to attack while disguised.
  - ▶ **Morph + Smoke Bombs:** An efficient combo when you are performing well in a match. Good for both high-scoring kills and thwarting pursuit.
  - ▶ **Mute + Poison:** Accomplished players can achieve lucrative kills with these efficient tools.
- 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 defused by walking carefully around it; you can even escape the effect of Mute by staying out of your opponent's range for a second or two.
- Many Abilities have a counterpart that undermines them: for example, Throwing Knives can stop a Charge, and Firecrackers can reveal a Disguised or Morphed target.

## TEAM TACTICS TIPS

- 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 partner sees them Locked too, which helps to coordinate your joint actions.
- Cooperative actions boost scores. Before rushing to complete a kill, check if you can't maximize the return by involving teammates. Plan your Profile Sets together for offense or support roles.
- If your partner is killed, their assassin is ripe for a Stun. Cover each other when close, as you will be drawing both of your hunters to the same location.
- Press the Secondary Attack button to revive a stunned ally and earn a bonus.
- 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.
- A Templar with an empty red icon above his head (▼) is chasing one of your allies. Kill or Stun him to save your teammate.
- Team cooperation is essential: pay attention to the location of your allies and their current status. In certain Game Modes, it makes sense to move as a pack to outnumber your opponents. You should also remember that a Chase Breaker that was closed by a teammate will automatically reopen for you.

## MAPS & ANALYSIS

### Legend (Chase Breakers)

- ↑ Lift
- Corner Helper
- Closing Gates

To help you to familiarize yourself with each arena, the maps that follow reveal the layout of the destinations you will visit, and include the positions of all Chase Breakers.

### KNIGHTS HOSPITAL



- In Deathmatch and Easy Deathmatch modes, the action centers around the small courtyard in front of the church. Use the haywains, bench and static blend groups to pounce on passing targets for Hidden Kill bonuses. The two Closing Gates nearby will aid your escape.
- The long corridors below the archways that surround the central square area offer plenty of opportunities to escape a pursuer. Not only can you easily break their line of sight using the pillars and gateways, but you also have access to several closing doors.
- The central square offers concentric routes for moving swiftly between inner and outer paths or from ground to rooftop, with many Lifts making transitions extremely fast. During Escapes, you can attempt to break line of sight in three dimensions.

