Assassin's Creed IV is one of the largest and most feature-packed games that we have ever had the pleasure to work and play with. In addition to its compelling main storyline (which will take at least 15 hours to complete with the wind in your sails), it also features dozens of side quests, numerous optional diversions and hundreds of collectibles. And the Caribbean map itself? This sandbox has an entire *ocean* to tame.

Naturally, this guide book contains a commensurately huge amount of information and advice, as befits a genre-defining game of this size and stature. There is a lot to digest, and we recognize that some readers may wish to seek specific kinds of assistance and analysis to suit their particular play style.

In this Quickstart section, we have defined six different areas of interest or general objectives that you may have. Depending on what your goals are as you begin playing Assassin's Creed IV, this will enable you to identify what sections of the guide will be most relevant to you. If you redefine your priorities as you delve further into the adventure, feel free to come back here to find quick references to other sections of the guide.

Search & Navigation Tools

Index & Map Legend

If you are keen to play with a minimum of assistance, you can use our comprehensive Index to jump to your topic of interest whenever you need a hint or specific piece of information. You will also find a Map Legend that features all of the icons and annotations that you will encounter in the guide.

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 major sections of the chapter you are currently reading. You can also use the Contents section at the start of the guide to easily find topics of interest.

FAMILIARIZATION

This is your first Assassin's Creed experience.

Story So Far chapter (page 10)
Your ideal entry point to the guide, this features all you need to familiarize yourself with key developments in the series storyline to date.

Primer chapter (page 22)
This chapter is designed to help you ease into the opening hours of Assassin's Creed IV with confidence, focusing on core abilities and concepts.

Walkthrough chapter (page 44)
Step-by-step assistance for the entire storyline, with a focus on accessible and instant visuals that provide at-a-glance solutions.

EXPLORATION

You like to free roam in the game world and have fun with the many features available.

Charts & Collectibles section (page 130)
A tour guide of every location in the game, with annotated maps, guidance to reach the hard-to-find collectibles, and assorted points of interest.

Reference & Analysis chapter (page 226)
An in-depth look at the many systems that underpin the playing experience – with a particular focus on the all-important naval concepts, the economic system, advanced combat, and unlockables.
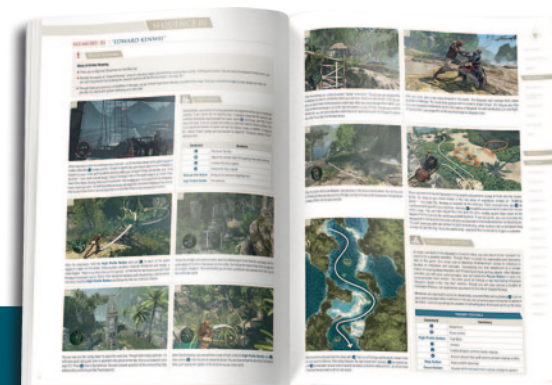
GAME COMPLETION

Your goal is to complete the main storyline.

Walkthrough chapter (page 44)
Our Walkthrough covers all main missions with visual, at-a-glance solutions. We also provide helpful page references to other chapters, where you can learn about topics as and when these become relevant to your progression or performance.

MULTIPLAYER

You want to boost your progression in Assassin's Creed IV's multiplayer mode.

Multiplayer chapter (page 262)
This chapter provides a wealth of explanations, insights and techniques that will help you to play at a competitive level from the get-go.

100% SYNCHRONIZATION

You will settle for no less than 100% Synchronization.

Walkthrough chapter (page 44)
A handy reference tool whenever you encounter a problem, with reliable solutions to Optional Objectives.

Side Quests chapter (page 126)
Walkthroughs, analysis and tips covering every optional activity in Assassin's Creed IV, along with detailed maps of all regions showing the positions of all collectibles and points of interest.

Reference & Analysis chapter (page 226)
A commanding presentation of the mechanics that govern the Assassin's Creed IV world, and a comprehensive point of reference as you acquire the game's countless unlockables.

STORY COMPREHENSION

You're keen to understand every aspect of the story and to solve its mysteries.

Story So Far chapter (page 10)
Concise recaps, explanations and insights to help you understand the most important narrative concepts and developments in previous Assassin's Creed episodes.

"Previously" sections (page 48)
In our Walkthrough chapter, every Sequence begins with a quick recap of the key events that occurred in the previous Sequence.

Story Analysis section (page 304)
Our spoiler-heavy Extras chapter (be warned) features an extensive section where we analyze the game's plot and its most intriguing mysteries, and speculate on future developments. If you have any questions about Assassin's Creed IV's story, this will help you to tie it all together.
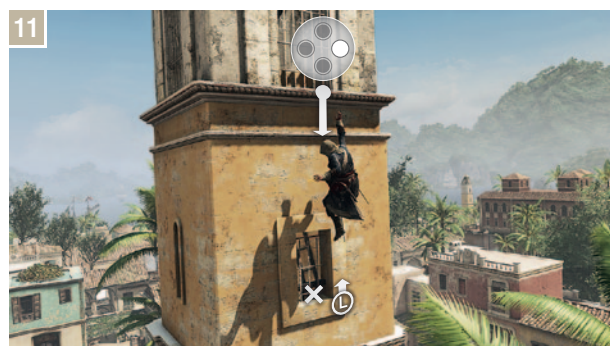
Climbing

- **Climbing Basics:** To begin a climb, simply run Kenway into a solid surface with obvious handholds within his reach. Use ⓛ to ascend, traverse to the left or right, or descend. Employing ⓡ to adjust the camera and see the route ahead is a vital skill. Buildings in urban areas invariably offer several potential climbing routes to a destination (09); identifying the quickest and most direct of these is a talent you acquire with practice.

- **Descent:** To begin a descent from a standing position on a high vantage point, hold ⓛ as you approach a suitable edge area and Kenway will peer down (10). Press ⓧ to make him drop to a hanging position on the ledge, initiating a climb.

- **Drop:** To make Kenway release his grip on a surface while climbing, tap ⓧ. He will begin to fall to the ground. To perform a "catch back" on another ledge as he falls past, press ⓛ towards the surface (11).

- **Back Eject & Side Eject:** While climbing, hold the **High Profile Button** and tap ⓧ to perform a Back Eject (12). This will cause Kenway to spring away from a surface, automatically grabbing a ledge behind him or dropping to the ground. If you tilt ⓛ sideways at the same time, you will perform a Side Eject instead.

Swimming

- **Swim:** Use ⓛ to move in water, and hold the **High Profile Button** to increase Kenway's stroke rate.

- **Stealth Swim:** Press and hold ⓧ to perform a Stealth Swim, where Kenway will dive beneath the surface, disappearing from view. You can still move with ⓛ, though at reduced speed. This is perfect for evading the gaze of sentries while infiltrating guarded areas via water, or for avoiding gunshots during an

escape. The white onscreen meter indicates how long you have before Kenway must surface for at least one lungful of air.

- **Exit Water:** Kenway will automatically switch to wading in shallow water. To climb onto a surface above his position but within his grasp, hold the **High Profile Button** and steer Kenway in the appropriate direction.

When you first arrive in a location, the entire map (and, by extension, mini-map) is blank. Fortunately, the Caribbean region is dotted with lofty vantages that Kenway can scale, known as Viewpoints (01), and marked with a distinctive icon. After reaching the appropriate summit or perch, you can press ⓧ to "Synchronize" with the environment. Viewpoints that you have yet to Synchronize with are represented by white outlines with a black center on the main map and mini-map (🦅); Synchronized Viewpoints have a black outline with a white center (🦅).

Synchronizing at a Viewpoint immediately reveals the surrounding terrain, including any points of interest in that vicinity, side quest start positions and other optional activities. Furthermore, whenever you stand on the beam of a Synchronized Viewpoint, all points of interest within a wide area – including collectibles and activities – are highlighted by icons superimposed over their actual position. This is a feature you'll regularly exploit when you come to use Viewpoints as Fast Travel destinations later in the main storyline, which can help to drastically cut time spent moving from A to B. For this reason, we strongly advise that you climb Viewpoints whenever you encounter them.

Main Map

You can access the main map at any time during active play by pressing the **Map Button**. Kenway's position is represented by the hooded Assassin icon (◈), with the accompanying arrow corresponding to the direction that the camera is facing – not Kenway himself.

Use ⓛ to move around the map, and ⓡ to control the zoom level. Use ✥ to zoom out to the maximum level (useful for quickly ascertaining your current position in the Caribbean), and ✥ to center the cursor on Kenway. To see a description of any icon on the map, move the cursor over it. You can also press the **Manual Aim Button** to bring up a complete legend for all icons used on the map. Pressing the **Reload Button** and **Collectibles Button** will make you cycle between filters and display icons by category.

Mini-Map

The mini-map shows a small portion of the main map (02). The arrow on the outer edge of the mini-map always points north. The arrow in the center represents Kenway.

All places of interest, points of interactivity and active waypoints within Synchronized areas are marked by icons on the mini-map. The icons appear in full size when they lie within its boundaries, then shrink and disappear from view as Kenway moves away from them.

Some icons appear at all times. Memory Start locations for main story missions, objective-specific waypoints and manual markers (placed on the main map) are always clearly displayed. If these destinations lie outside of the current mini-map area, the icons will move to the outer rim of the mini-map to indicate their approximate location.

KEY MAP ICONS

Icon	Name	Icon	Name
🦹	Kenway	🩸	Enemy
❗	Main Story Mission	🔺	Enemy Marksman
●	Ally	🦅	Viewpoint
●●	Target	◯	Custom Marker
●	Destination	⛵	Kenway's Ship

Fast Travel

Once the Fast Travel feature is unlocked, you can press ⓧ while highlighting a suitable map icon (such as a Viewpoint or the icon of a discovered location) to initiate a near-instantaneous transfer to that locale. As a rule, your ship will always be transported with you.

Custom Marker

Though the main map screen is useful for route planning and gaining an understanding of the distances involved in many endeavors, one of its most useful features is the ability to set a Custom Marker waypoint with ⓧ. This can be used to explore without losing your bearings, or to break long or complicated journeys into smaller sections.

Using a Custom Marker to highlight a map icon (such as a shop or Viewpoint) will make the site in question appear on the mini-map, even if it is a great distance away. You will also notice an icon appear on the main screen when you face the direction of your target (even if they are obscured from Kenway's view), accompanied by a distance measured in meters. This helps to simplify the process of finding known collectibles and identifying the precise position of a Viewpoint Synchronization platform.

Map Coordinates

As you zoom out on the main map, you will notice a system of coordinates. These take the form of two three-digit figures, separated by a comma.

- The **first number** is the *abscissa*, also known as the X-coordinate. This corresponds to the horizontal axis on the map. The 0 value is set on the left (west) edge of the map, and this value increases as you move the cursor to the right (eastward), up to a maximum of 1,000 when you reach the eastern edge of the map.

- The **second number** is the *ordinate*, also known as Y-coordinate. This corresponds to the vertical axis on the map. The 0 value is set in the bottom (south) edge of the map, and this value increases as you move the cursor up (northward), to a maximum of 1,000 when you reach the northern edge of the map.

Each point (and therefore location) on the map has a unique set of coordinates expressed as "**xxx,yyy**". This system can be of great use to ascertain the exact position of a town or an island in the Caribbean region. We also use it in the Side Quests chapter to specify the location of certain collectibles, missions and other points of interest.

MEMORY 01 \ "EDWARD KENWAY"

! Mission Overview

Notes & Further Reading

- There are no Optional Objectives for this Memory.

- Broadly, the events of "Edward Kenway" serve to introduce staple play elements, such as free running, climbing and combat. If you are new to the Assassin's Creed series, you will definitely benefit by studying the relevant sections of the Primer chapter: see page 22.

- Though there are numerous collectibles in the area, not all of them have been officially unlocked at this stage. Curb your completionist urges for now, and you can return to plunder the island with greater efficiency at a later date.

01

When play begins after the short opening cinematic, run to the ship's wheel at the green waypoint marker and press ⊕ to take control. Though in-game tips, prior naval experience in Assassin's Creed III or your innate gaming ability should enable you to figure things out quickly, see "Ship Controls" if you need a quick recap. Edward Kenway's role in the battle begins as small ships move in to attack. Destroy these with broadsides, then engage your true opponent: an altogether more imposing vessel. A lightning strike seriously damages the structural integrity of the enemy ship as you close in on it, so it should take no more than three or four broadsides to sink it.

⛵ Ship Controls

During battles, your priority is to bring opponents into alignment with the port or starboard cannons. If you cannot see the targeting lines, it probably means that the cannons are currently directed at a point beneath the waves: adjust ® accordingly, and they'll soon move into view. If you are a player who prefers to invert the Y-axis of camera controls, this is an opportune moment to pause and visit the Options screen. In addition to toggling the "cannon Y-axis" setting, you may also wish to adjust the "3rd-person camera: Y-axis" setting as well.

Command	Summary
Ⓛ	Maneuver the ship
®	Adjust the camera; align the targeting lines while aiming
⊕	Increase the ship's speed
⊝	Reduce the ship's speed
Manual Aim Button	Bring up the cannon's targeting lines
High Profile Button	Fire cannons

02

After the cinematics, hold the **High Profile Button** and use Ⓛ to swim to the green waypoint marker on the shore. Once another narrative interlude introduces your target, a chase begins. There is no time limit on this pursuit, so feel free to familiarize yourself with Kenway's remarkable agility. Rather than taking the obvious path (marked by a segmented white line here), hold the **High Profile Button** and follow the free run shortcut instead.

03

Cross the bridge and continue west, past the shallow pool (note that the compass on the outer edge of the mini-map always points north), then follow the route shown here to ascend to a higher elevation. This will enable you to reach a platform that extends from the top of the cliff to the north.

04

You can now use the nearby tower to reach the next area. Though technically optional, it's definitely worth taking the time to ascend to the perch at the top: this is a Viewpoint (see page 31). Press ⊕ here to Synchronize. This will uncover a portion of the surrounding map and provide a useful future Fast Travel position.

05

After Synchronizing, you can perform a Leap of Faith (hold the **High Profile Button** and ⊕, then incline Ⓛ) into the pile of leaves far below. You can then follow the shortcut illustrated here; your quarry will appear in the distance as you move north.

06

After the brief free run, climb the wooden "ladder" to the north. Though you are actually free to explore the area for collectibles before you continue, there's no real benefit in doing so: you can easily return to this location at a later date. When you reach the top of the ladder, you should notice the Assassin run to the right and perform a Leap of Faith. Though you need to follow him, you can optionally take a short detour to Synchronize with the Viewpoint before you take the plunge into the water below.

07

After you land, take a few steps forward in the water: the Assassin will emerge from cover and fire on Kenway. You must then pursue him in a more direct chase. As long as you free run over obstacles and remain within 50 meters of Walpole, he will eventually turn and fight. A Counter Kill (see page 41) is the quickest way to dispatch him.

08

After the death of Duncan Walpole, play resumes in the area pictured above. Run to the end of the bough that extends over the cliff edge and Synchronize at the Viewpoint, then perform a Leap of Faith into the pool beneath.

09

Move out onto the bound log perch to the south and perform a Leap of Faith into the leaves below. As long as you move slowly in the low areas of vegetation (known as "Stalking Zones" — see page 35), Kenway is invisible to his enemies. From concealment, tap ⊕ to lure the closest guard to your position, then tap ⊕ to quietly assassinate him when he moves within range. You can then repeat this trick with the other nearby guard. Now sneak to the waypoint to the east via the continuous Stalking Zone. If you are quick, you can eliminate the two guards in close proximity with a double assassination from behind before combat begins. This will leave you with one soldier to fight immediately; other soldiers left on the beach may or may not join the fray. Once the battle ends, approach the merchant to trigger a cutscene.

🏴 Present Day: Part One

At major junctures in the Assassin's Creed IV story, you will return to the "present" to experience a parallel narrative. Though there is scope for exploration and discovery later in the game, this initial visit to Abstergo Entertainment serves to introduce a handful of characters and concepts. Completing this first installment is a simple matter of moving where directed, and following prompts as they appear. After Melanie provides you with your communicator, you can press the **Pause Button** to open the communicator main screen. The main point of interest is the fascinating Employee Passport, found in the "my files" section, though you will also receive a handful of messages that you can read before you return to the life of Edward Kenway.

Whenever you approach a point of interactivity, a sound effect and a glowing ⊕ icon on your communicator offers notification that you can press the specified button to perform an action, such as operating the elevator or activating your Animus to continue the story.

PRESENT CONTROLS	
Command	**Summary**
Ⓛ	Movement
®	View control
High Profile Button	Fast Walk
⊕	Interact
⊕	Enable/disable communicator display
⊕	Access stored files (with communicator display visible)
Map Button	View current area map
Pause Button	Access communicator main screen and game options

10

Swim out to the ship and take the wheel with ⊕. Sail out of the bay via the route shown here to conclude the Memory. Alternating between the two movement speeds (⊕ to speed up, and ⊝ to slow down) is wise in this maze of sand bars and other obstructions: all ships have improved maneuverability at half sail speed.

Edward Kenway, a privateer turned pirate seeking his fortune in the West Indies, narrowly survives a brutal naval engagement during a thunderstorm. After swimming through the wreckage of the encounter to reach the shore of a nearby island, he discovers a survivor from the enemy fleet. Duncan Walpole, an Englishman dressed in what we recognize to be Brotherhood attire, claims an urgent need to reach Havana to conduct important business. The two men clash – their animosity enkindled by Kenway's avarice and Walpole's failed attempt to murder him with a sodden pistol – and Walpole is killed after a lengthy chase. Resolving to impersonate the Assassin to defraud his contacts in Cuba, Kenway appropriates Walpole's effects and dons his uniform. Espying a suitable schooner in a nearby bay, Kenway rescues its owner (the merchant Stede Bonnet) from an unfortunate contretemps with corrupt soldiers, and the two set sail for Havana…

MEMORY 01 \ "LIVELY HAVANA"

! Mission Overview

Optional Objectives
- Tackle the pickpocket.
- Use Smoke Bombs to escape combat.

Notes & Further Reading
- This Memory starts automatically as Sequence 02 begins.
- You can learn more about combat (see page 40) and Smoke Bombs (see page 36) in the Primer chapter.

Accompany Stede Bonnet until you arrive at a weapons vendor, then purchase a new set of swords when prompted to do so. When Bonnet admits to losing his bearings, scale the church tower to reach the Viewpoint on the west face of the tower, then tap ⊕ to Synchronize.

After Kenway identifies the tavern, perform a Leap of Faith to land in the hay cart below. On landing, you must leap out and pursue the pickpocket that assailed Bonnet. The chase is fast and becomes increasingly involved. When you move within close proximity (which may take some time), tap ⊕ to make Kenway leap and tackle the pickpocket, who will then attack. Kill him, then loot his corpse. If you experience difficulties, or wish to complete the Optional Objective with ease, take the shortcut illustrated here to easily tackle him at the very start of the chase. (You can return to a checkpoint here at any time up until you kill and loot the pickpocket.)

Travel to the waypoint to reconvene with Bonnet. The tavern brawl acts as a tutorial for certain fundamental features of the Assassin's Creed IV combat system, so follow the onscreen instructions as they appear. When it ends, you are prompted to use Smoke Bombs to aid Kenway's attempt to escape the Spanish soldiers.

When play resumes, Kenway begins just next to the exit. Your objective is to escape the area. Quickly push through the crowd around the exit to the north, then swerve to the right outside and drop a Smoke Bomb (⊕) to disable the soldiers as they close in. Sprint for the alleyway and immediately drop a second Smoke Bomb as you enter to deter further pursuit. (Players with plenty of Assassin's Creed experience can optionally use the nearby Lift instead, though this makes it a little less likely that the soldiers will be incapacitated in the alleyway "choke point".)

Quickly climb to the rooftops via the ladder (if you didn't take the Lift) and follow the free run course shown here to leave the marked area without further incident. The path to the south is easy to follow, and the soldiers incapacitated by the second Smoke Bomb are unlikely to reach the rooftop to give chase before Kenway can disappear out of sight. There is a Hiding Spot at the end of the route shown here, though you may find that the chase (and, therefore, this mission) will end just before you reach it. When the "Lively Havana" Memory finishes, you are free to explore the town.

MEMORY 02 \ "…AND MY SUGAR?"

! Mission Overview

Optional Objectives
- Hire Dancers to distract guards.
- Stay out of combat.

Notes & Further Reading
- You are now free to explore Havana at your leisure. Though some side quests and features are unavailable until later in the story, you can certainly unlock Viewpoints and pick up collectibles. See page 132 for a full map of the city and a guide to its activities. You can also now use Synchronized Viewpoints in this area as Fast Travel positions.
- Ensure that you have at least 150 R in funds before you begin this Memory: you need it to complete the first Optional Objective. You can easily obtain this sum by opening a Treasure Chest.
- Refer to page 32 to learn more about stealth (particularly the all-important Blend ability), page 37 to learn more about Eagle Vision, and page 36 for instructions on how to use the Pickpocket skill.

Meet up with Stede Bonnet at the main mission position (❗) at the docks and press ⊕ to begin when the prompt appears. After reading the Eagle Vision tutorial, activate the feature with ⊕ to "tag" the targets that you are following, then tail them from a safe distance. Whenever the guards are off-screen, a timer will appear – this is your cue to rotate the camera until you make visual contact again. Your targets will eventually cut through a guarded zone, clearly marked in red on the mini-map, known as a Restricted Area. In these locations, all potential enemies will grow immediately suspicious of Kenway, and soon attack if he remains in sight. Fortunately, you can easily skirt this particular zone without trespassing. Move to the south to remain approximately parallel to your targets as they exit.

The two soldiers will cross the street and enter another Restricted Area. Head south to arrive in the market area before they do, as shown here. At the market, Blend with stationary civilians to hide from the soldiers as they emerge from the Restricted Area. They will soon break into a run. Sprint to follow them, but always maintain a safe distance. Be especially careful when rounding corners. If Kenway is spotted, quickly move out of sight or Blend to allay suspicion.

When the chase ends, you will be prompted to eavesdrop on a conversation shared by the two soldiers. Hire the nearby Dancers (press ⊕): they will surround Kenway, following him to provide a mobile Blend. At a walking pace (use Fast Walk – hold ⊕ – if a little extra speed is required), stay within the white boundary to listen until the conversation ends.

You now have a new target to tail: the Captain (shown here). Activate Eagle Vision to tag him, then follow at a discreet distance until he enters a Restricted Area. Wait outside until he emerges.

The Captain will set off on patrol when he leaves the Restricted Area. He will then follow the path illustrated here. As he approaches the market stalls, move behind him (Fast Walk works well at close range) and hold ⊕ until the Pickpocketing meter is completely filled to obtain his key.

QUICKSTART

THE STORY SO FAR

PRIMER

WALKTHROUGH

SIDE QUESTS

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EXTRAS

MAP LEGEND

INDEX

06

If they are still in Kenway's employ, press ⊕ to dismiss the Dancers. The entire fortress and its immediate environs are a Restricted Area, so you can't simply enter via the front gate. Instead, move to the south side of the imposing structure and sneak to the side door shown here. Try to stay close to the wall to avoid detection by the sentries above. The "stay out of combat" Optional Objective becomes active at this stage.

07

Press up against the left-hand side of the door, wait for a soldier (a Brute) to approach, then perform a corner assassination. Enter the fort and turn right, then eliminate a second guard from behind before he can raise the alarm.

08

Continue into the next room along, then leap through the window.

09
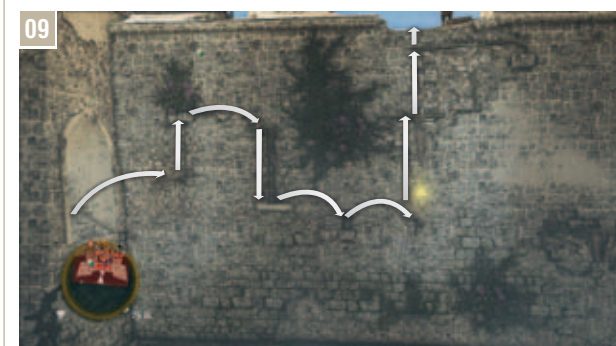
Follow the route shown here to reach the top of the outer wall; as a fringe benefit, you'll pick up an Animus Fragment during the climb.

10

At the top of the wall, look for a guard above your position, then perform a ledge assassination when he stands above Kenway. After checking that no one is looking your way (especially the rooftop sentry), you can then quickly climb up and sprint to the doorway (highlighted by a waypoint marker). Press ⊕ to trigger a cutscene.

11

Finally, leap from the wall into the sea below, swim out of the Restricted Area, then reconvene with Bonnet at the waypoint.

MEMORY 03 \ "MISTER WALPOLE, I PRESUME?"

! Mission Overview

Optional Objectives

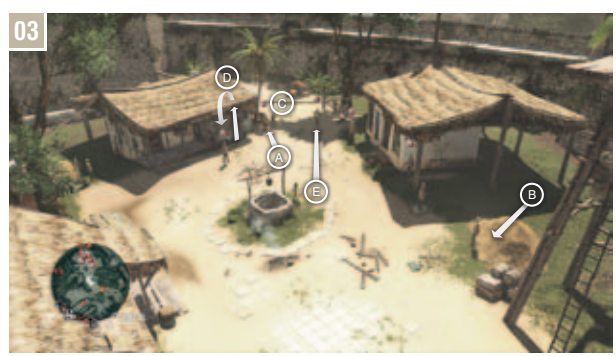- Complete Rogers' shooting challenge.
- Pickpocket all Templars.

Notes & Further Reading

- We cover all primary assassination techniques on page 38.
- This mission leads Kenway to obtain his first pistol and the iconic Hidden Blades.
- Don't be misled by the sizeable sums that Kenway acquires while pickpocketing the Templars. The pickings available from the general populace rarely amount to more than a paltry handful of *reales*, and the risk of discovery means that this is a poor (and protracted) way to raise money for any purpose.

01

Head to the main mission marker in the south of Havana, then approach the gate and press ⊕ to begin. Use Fast Walk to speed up the stroll to the terrace.

02

After the cinematic, Kenway is given a set of pistols. Take a couple of practice shots, then wait for the two Templars to conclude their conversation. You then have the option to speak to Julien du Casse on the left to continue, or Woodes Rogers on the right to engage in a brief shooting challenge. To complete the related Optional Objective (and obtain a 350 R bonus), opt for the latter first. Your task is to shoot all marked targets within the time limit. For an easy victory, move from right to left, and start aiming at the first target before the timer appears. You can then reposition Kenway whenever you need to reload. It's possible to retry this challenge by speaking to Rogers again should you fail.

03

After you speak to du Casse to continue, the two men will call for a demonstration of assassination techniques. These occur in the following order:

A. A standard assassination on foot: ⊕ alone in close proximity.

B. Assassination from a Hiding Spot: ⊕ from inside the pile of hay.

C. Assassination while blended: blend among the workers and press ⊕.

D. Air assassination: climb onto the roof, look at the target below and tap ⊕.

E. High Profile assassination: hold the **High Profile Button** and ⊕ to sprint at a target dummy and automatically stab it as soon as you are within range.

04

Approach the two men and press ⊕ to continue. Follow them until a cinematic begins. After the scene where Governor Torres bestows rings on Kenway and the two Templars, you regain active control for a small period of time. To complete the second Optional Objective of this Memory, you must pickpocket Torres, Rogers and du Casse before the Governor ends the meeting. This is simply a matter of standing behind each target and holding ⊕ until the theft is complete. After the cinematics end, Kenway is automatically transported to the gates of the mansion.

MORE SAMPLE PAGES AVAILABLE AT WWW.PRIMAGAMES.COM

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MEMORY 04 \ "A MAN THEY CALL THE SAGE"

Optional Objectives

- Use the pistol in combat.
- Tackle the Sage from above.

Notes & Further Reading

- Refer to page 40 to learn more about the Break Defense move, page 41 to learn more about Counter techniques, and page 42 for instructions on how to perform Kill Streaks.
- If you have engaged in other pursuits before this Memory, ensure that you have a full supply of pistol ammunition before you begin.
- Even if you have neglected all non-plot activities, you will probably have accumulated a few thousand *reales* so far. Don't be too quick to squander this on non-essential items such as weapons or outfits. You'll soon benefit by investing significant sums in a major game feature, so saving your coins now will pay dividends later. It's also worthwhile to loot Treasure Chests whenever you encounter them: these can be a major source of income during the early Sequences. If you need a little assistance, refer to the comprehensive Charts & Collectibles section of the Side Quests chapter.

01

Interact with Woodes Rogers at the marked location to begin the Memory, then accompany the party as they walk through the city streets. When the Assassins begin their assault, decisive action is required to neutralize all targets quickly before Torres can be grievously injured. With single targets engaging other assailants, try to sneak up behind for cheap (but efficient) assassinations. Note that Assassins are immune to the first strike of a combo attack unless off-balance or distracted: use the Break Defense move (⊞) beforehand. If you press this twice in quick succession, you can knock them from their feet for an easy ground kill while they lie prone. When engaged in combat with more than one target in range, slaying an opponent (by whatever means necessary) will initiate a potential Kill Streak (see page 42), which will enable you to dispatch the Assassins with greater speed. Your primary focus should be the targets that attack Torres; once his vicinity is clear, move on to kill any survivors shown on the mini-map.

02

Targets on the rooftops pose a serious threat to Torres and mission completion. Use the pistol to shoot these, where possible: at least one successful shot is required for the related Optional Objective. When Torres makes a break for safety, abandon combat and run with him to avoid Desynchronization.

03

When the Sage makes his escape attempt, set off in pursuit immediately – but don't make the mistake of attempting to follow him over the rooftops. If you keep pace on the streets below (see image), you can arrive at an optimal tackling position and simply wait for him to arrive. The only limitation is that you must remain within 50 meters at all times – both ahead and behind.

04

Take up position on the elevated area shown here, and you only need target the Sage and perform a tackle. There's no need to press a direction on ⓛ: just hold the **High Profile Button** and tap ⊞ to bring the chase to an end when he passes beneath. This is technically an aerial tackle (though not, granted, a spectacular example of the art), so it satisfies the second Optional Objective.

MEMORY 05 \ "CLAIMING WHAT'S DUE"

Optional Objectives

- Stay out of combat.
- Kill three guards from Stalking Zones.

Notes & Further Reading

- Starting this Memory leads to an unbroken chain of three missions. If you have other activities that you would like to attend to in Havana, you may wish to complete them before you begin. Naturally, you will be able to return here later in the story.

01

Approach Stede Bonnet at the marked location and press ⊞ to begin the Memory. When the cinematic ends, vault over the fence into the Stalking Zone shown here. Once Kenway is concealed, immediately press ⊞ to whistle, attracting the attention of the closest guard before he sets off on a patrol. When he moves close, tap ⊞ to assassinate him. You can then push forward and eliminate the second guard from the edge of the next Stalking Zone.

02

While paying attention to the two guards patrolling on the path, make swift transitions between Stalking Zones to approach the left side of the building shown here. From the edge of the Stalking Zone, attract the attention of the guard directly ahead and kill him from your place of concealment to complete the first Optional Objective.

03

Once again, move between Stalking Zones to reach the position shown here, then activate Eagle Vision to identify the warden at the top of the steps. After a short pause, he will walk down and close to Kenway's position. Assassinate him as he passes, then hold ⊞ while crouched above his (concealed) body to loot his key.

04

There is no benefit to wanton bloodshed, so it's easier to just avoid most of the guards that remain. Climb to a hanging position on the wall, wait until the nearby guard moves to the top of the steps, then quickly move into the Stalking Zone. You can subsequently make quick transitions between Stalking Zones whenever the coast is clear until you reach the building.

05

The guard patrolling close to the building is more problematic than most, so it's easier to just lure him in close with a whistle, then perform a silent takedown. You can then sprint for the upturned cart further ahead and jump over the wall; though this may attract attention, you can be hidden in the Stalking Zone just beyond before any guards can identify Kenway.

06

A bold sprint from the Stalking Zone, following the outer wall that leads to the prison entrance, will enable you to reach the waypoint marker without further incident. Wait until the patrolling guard faces away before you begin, and you will find that the two stationary sentries are entirely less than vigilant. Approach the gate and press ⊞ to trigger the closing cinematic.

QUICKSTART

THE STORY SO FAR

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SEQUENCE 12

! Mission Overview

Optional Objectives

- Kill three guards from behind corners.
- Free 23 pirates.

Notes & Further Reading

- This Memory marks the first occasion when a main mission may lead you to fight the Scout, Brute and Captain enemy archetypes.

- Scouts (slender build; carry daggers) are much like generic soldiers, but block the initial blow of a combo. Counter Kills and Kill Streaks are the best methods to dispatch them.

- Brutes (heavy build; carry axes) are high-level opponents who are immune to standard attacks and counters. The best way to dispatch these opponents is to use the Break Defense move twice (◎ x2), then stab them before they clamber to their feet.

- Captains (medium build; distinguished by their rather ostentatious attire) are immune to most of Kenway's attacks. However, they are vulnerable to the parry move: just hold ◎, and Kenway will automatically strike to briefly incapacitate this enemy variety. You can then finish them off with a full combo attack, or two applications of the Break Defense move for a ground kill finish.

- See page 241 to learn more about these enemy varieties

01

After the opening cinematic, follow the button prompt to free Kenway and his fellow prisoner from their shackles. Quickly move to the right-hand side of the doorway and whistle to attract the attention of the guard. Perform a corner assassination when he moves within range.

02

Move into the next room and swiftly position Kenway at the far edge of the shelves to the left; from here, whistle to set up the second of the three corner assassinations required to complete the first Optional Objective.

03

Continue forward, then move to the left-hand opening (as shown here) to perform a third and final corner assassination. You can then approach the table in the next room to collect Kenway's belongings, before climbing the nearby ladder to reach the deck.

04

If you opt for combat for the rest of this Memory, you will have to contend with some new and powerful opponents: see the "Notes & Further Reading" section at the top of the page. Our walkthrough sketches out a likely stealth-based progression, in addition to the best route between ships, though you are free to opt for combat over discretion if you prefer. Follow the path shown on the accompanying screenshot, on the port side of the ship, quietly assassinating the guards in sequence. You can whistle from the edge of crates to lure them to you. Once you reach the prisoners, free them then run towards the bow.

05

Run along the route shown here to reach the rigging of the next ship, and perform a double air assassination on the two guards watching the pirates. Once the captives are free, run towards the bowsprit.

06

Jump from the bowsprit to reach the next ship in line. Quietly assassinate the five guards in turn on your way to the prisoners. Once these are free, use the hook right in front of your position to instantly reach the upper platform on the main mast. From here, a simple free run course gives you access to the next vessel's rigging.

07
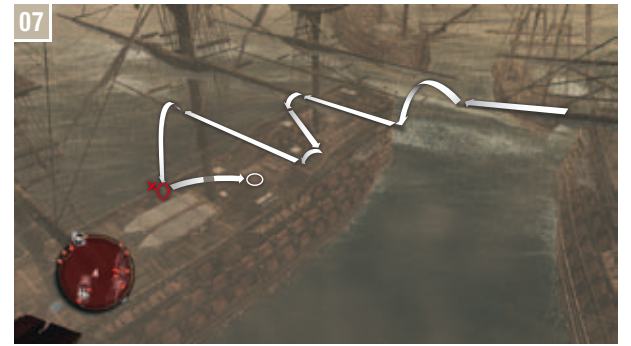
Free run to the other side of the ship as pictured here, then perform an air assassination on the soldier underneath. Approach the highlighted trapdoor and tap ◎ to move below decks. While it's possible to sneak through, eliminating each soldier by stealth, it's faster to blaze through with a sequence of assassinations followed by a short fight at the end. Free the pirates in the final area, then climb the nearby ladder to return to the upper deck.

08

Finally, swing over to the last ship: the vessel that Kenway means to commandeer. If you are quick-witted, you can perform an air assassination (or even a standard non-combat assassination) on the Captain, highlighted in the screenshot here, to make the last battle much easier. When the final assailant falls, approach the wheel and press ◎ to trigger a cinematic.

09

Tap ◎ twice to speed up and turn towards the waypoint marker. Use broadsides as the initial vessels approach the ship. Once they're behind you, you can drop Fire Barrels to damage the pursuing schooners. You may also find it useful to swerve left and right periodically to avoid situations where pursuing ships concentrate their fire on one point.

10

When you are notified of an approaching rogue wave, the end is almost in sight. If you can get through this hazard, the pursuing schooners will be destroyed. Steer the ship directly into the wall of water and hold ◎ to brace a second or two before it hits to navigate it without damage. The remaining section of the journey is almost relaxing by comparison: you simply need to steer clear of waterspouts and one further rogue wave. You can reduce speed to half sail to reduce the effect of waterspouts on the steering of the ship; brace to reduce the damage sustained if you are sucked into the area marked in yellow on the mini-map. The seas will grow calm as you approach the waypoint, with both the Memory and Sequence ending as you reach it.

🔍 Sequence End

With much of the action so far taking place on land, Sequence 03 begins a succession of nautically themed missions as the wider Caribbean sandbox is unlocked for potential exploration. If you have yet to do so, this is the perfect time to learn about the many features of naval navigation, combat and other related systems. Though various features are unlocked gradually through the coming Sequence, forewarned is definitely forearmed. Refer to page 228 of the Reference & Analysis chapter for our full guide.

CHARTS & COLLECTIBLES

It's possible to while away countless hours by exploring the Caribbean. These seas feature dozens of unique locations, many of which are not visited at all during the course of the main storyline: remote islands, caves, shipwrecks, ancient Mayan ruins and burgeoning settlements where you can purchase supplies.

Though your agency, curiosity and cupidity are restricted by Desynchronization boundaries in Sequence 03, completing the double-bill of main story Memories that begins with "A Single Madman" and ends with "This Old Cove" at the beginning of Sequence 04 is all you need achieve to unlock the entire Caribbean map. With only three potential destinations off-limits until later story developments, you could spend days venturing between the many islands… and still not see all that the entire area has to offer.

Navigation Tips

Before we continue with our guide to every major location in the Caribbean, we should remind you how to make a permanent mark upon it. While **Viewpoints** are used to unfog the map and reveal collectibles for each locality (usually one for smaller islands, perhaps a handful for larger destinations, and several for cities), you must conquer **Naval Forts** to reveal portions of the wider map. If you look closely, you will notice that the Caribbean is divided into 11 zones. Each of these corresponds to a local fort. Complete the objectives to take that base by force, and all undiscovered locations within the zone will be automatically revealed on the map. In addition, all uncharted collectibles – that is, those that appear on isolated sand bars and beaches – are also documented.

The following points will also help you during your travels:

- The coordinates system employed in the game is extremely easy to use. Each point (and therefore location) on the map has a unique set of coordinates expressed as "xxx,yyy". 0,0 is in the southwest corner; 1000,1000 in the northeast. See page 31 for details.

- The poster supplied with this guide provides a fantastic overview of the entire Caribbean region. It's especially useful for plotting a route between uncharted collectibles.

- All vessels and sea creatures that you will encounter are broadly determined by the fort zone that you are traveling through. We dedicate a page to each zone, with guidance on what you might encounter within the borders of its unique region.

- Remember that every location that you visit (and Viewpoint that you Synchronize with) is a potential Fast Travel destination (see page 240).

Hunting Collectibles: Useful Tips

- The custom marker function on the main map is phenomenally useful when you are looking for collectibles. The icon for the item in question is physically displayed on the screen when you look in its direction, even if it is obstructed by walls or is too distant to behold.

- Items above or below Kenway's current position are slightly grayed-out on the mini-map. If in doubt, always visit the main map to apply a custom marker – these help to solve any elevation-based doubts in seconds.

- Once you have picked up all collectibles and completed side quests local to a specific area, its icon appears in gold on the main map. There is also a brief fanfare and an automatic display of the information provided by the **Collectibles Button** to herald this achievement.

- Even if you have yet to conquer a fort in a Caribbean zone, sailing close to a beach or sandbar that features a collectible item will lead to a prompt to press ⬆ to view that location. This also serves to permanently mark the item in question on your map.

- Finding all dig sites for Treasure Maps is hugely rewarding, and this is something that we cover in great detail (including classic "X marks the spot!" pictures) throughout this section. See the "Treasure Map Directory" for page references to all maps and the locations they lead to.

TREASURE MAP DIRECTORY

Map Acquisition	Page	Buried Chest Location	Page
Havana	132	Havana	132
Great Inagua	148	Nassau	142
Isla Providencia	172	Long Bay	177
Cape Bonavista	136	Cape Bonavista	136
Petite Caverne	197	Tulum	156
Ambergris Key	207	Misteriosa	174
Anotto Bay	206	Principe	166
Misteriosa	174	Kingston	178
Pinos Isle	160	Cayman Sound	161
Tortuga	167	Matanzas	140
Abaco Island	146	Salt Lagoon	153
Corozal	169	Ambergris Key	207
Île à Vache	182	Jiguey	197
Andreas Island	145	Abaco Island	146
Salt Lagoon	153	New Bone	175
Santanillas	170	San Juan	205
Cumberland Bay	165	Pinos Isle	160
Mariguana Island	152	Andreas Island	145
Cayman Sound	161	Petite Caverne	197
Kenway's Fleet	218	Cumberland Bay	165
		Isla Providencia	172
		Anotto Bay	206

Elite Design Plan Directory

Many top-tier Jackdaw upgrades can only be purchased once you have acquired a requisite design plan from a specific location. This table documents all steps required (and appropriate page references in this chapter) to collect all "Elite" design plans.

ELITE DESIGN PLANS

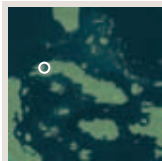| Upgrade	Further Information
Elite Hull Armor	Open a specific Treasure Chest in the San Ignacio Wreck (visited during a main story Memory – see page 76).
Broadside Cannons – Elite Set	Open a specific chest while exploring the The Blue Hole underwater shipwreck (see page 200).
Elite Ram	Open a specific chest while exploring the La Concepcion Shipwreck (see page 202).
Elite Round Shot Strength	Open a specific chest while exploring the Kabah Ruins underwater shipwreck (see page 198).
Elite Mortars	Open a specific chest while exploring the Antocha Shipwreck (see page 204).
Elite Swivel Guns	Open a specific chest while exploring the Devil's Eye Caverns underwater shipwreck (see page 199).
Elite Heavy Shot Strength	Find the Treasure Map while exploring the Ambergris Key cave (see page 207), then visit Misteriosa to dig (see page 174).
Elite Fire Barrel Strength	Collect the Treasure Map from Santanillas (see page 170), then visit San Juan to dig (see page 205).
Elite Heavy Shot Storage	Pick up the Treasure Map from Cayman Sound (see page 161), then go to Petite Caverne to dig (see page 197).
Elite Mortar Storage	Obtain the Treasure Map from Tortuga (see page 167) and visit the dig site at Matanzas (see page 140).
Elite Fire Barrel Storage	Obtain the Treasure Map from Kenway's Fleet (see page 218), then visit Isla Providencia to dig (see page 172).
Elite Harpoon Strength	Collect the Treasure Map from Mariguana Island (see page 152), then excavate the chest from Andreas Island (see page 145).

MAP DIRECTORY

Zone	Icon	Name	Coordinates	Page
Dry Tortuga	H	Havana	(240,607)	132
		Fort Dry Tortuga	(254,749)	135
	CB	Cape Bonavista	(179,593)	136
	TR	Salt Key Bank	(495,634)	138
		Florida	(409,815)	139
		Matanzas	(333,650)	140
		San Ignacio Shipwreck	(379,770)	84
Eleuthera	N	Nassau	(633,784)	142
		Fort Eleuthera	(726,784)	141
	TR	Andreas Island	(579,720)	145
		Abaco Island	(606,835)	146
		Cat Island	(742,695)	147
Gibara		Great Inagua	(845,468)	148
		Fort Gibara	(657,521)	150
	TR	Crooked Island	(807,541)	151
		Mariguana Island	(880,544)	152
		Salt Lagoon	(749,625)	153
		Jiguey	(565,539)	197
		Antocha Shipwreck	(630,660)	204
	BI	Black Island	(985,626)	154
Conttoyor		Fort Conttoyor	(102,547)	155
	T	Tulum	(70,405)	156
	SI	Sacrifice Island	(37,533)	157
Castillo de Jagua		Castillo de Jagua	(356,556)	158
	TR	Arroyos	(192,563)	159
		Pinos Isle	(335,469)	160
		Cayman Sound	(327,334)	161
		The Black Trench	(215,449)	203
Cruz		Cabo de Cruz	(566,390)	162
	TR	Grand Cayman	(397,324)	163
		San Juan	(479,487)	205
		Devil's Eye Caverns	(487,357)	199
Punta Guarico		Punta Guarico	(776,399)	164
		Cumberland Bay	(679,381)	165
	P	Principe	(992,422)	166
		Tortuga	(882,370)	167
		Petite Caverne	(901,263)	197
Chinchorro		Fort Chinchorro	(124,357)	168
	TR	Corozal	(42,268)	169
		Santanillas	(217,250)	170
		Ambergris Key	(55,178)	207
		La Concepcion Wreck	(181,296)	202
Serranilla		Fort Serranilla	(347,140)	171
	IP	Isla Providencia	(502,44)	172
		Misteriosa	(307,195)	174
		New Bone	(442,118)	175
Charlotte		Fort Charlotte	(470,272)	176
	LG	Long Bay	(525,253)	177
		Anotto Bay	(621,277)	206
		The Blue Hole	(471,170)	200
Navassa	K	Kingston	(623,172)	178
		Fort Navassa	(728,219)	181
		Île à Vache	(843,140)	182
		Kabah Ruins	(769,145)	198
	MI	Mystery Island	(980,79)	183

LEGEND

Icon	Collectible Type	Reward
	Chest	Money (usually anything between 200 to 300R), and occasionally ammo.
	Animus Fragment	Required to complete Abstergo Challenges and unlock cheats, as well as Emblems and Titles for the Multiplayer mode. Animus Fragments are often found on rooftops or in trees, and usually require brief sessions of climbing or free running to obtain. If they appear suspended in the air, a Leap of Faith is usually required to reach them.
	Treasure Map	These are found next to cadavers. They lead to buried chests.
	Buried Chest	Design plans for the Jackdaw's elite upgrades, and 3,000 to 4,000R. Buried chests can only be excavated once you have the corresponding Treasure Maps.
	Mayan Stone	Reward for the Mayan Stela puzzles, where you must align an overlay with natural elements in the scene. Once you have them all, they unlock the Mayan Outfit.
	Song Sheet	New songs for the Jackdaw's crew to sing while you sail the Caribbean. Song Sheets (also known as "shanties") will begin to float away once Kenway 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 very specific route.
	Letter	Letters that can be read in the Animus Database. These reveal details about the life of a previous Sage.
	Manuscript Page	Visual excerpts from the mysterious Voynich Manuscript that can be studied via the Animus Database. These are always guarded, and appear in the center of a small Restricted Area.
	Viewpoint	Synchronizing Viewpoints unfogs the map in the corresponding area.
	Tavern	After a mandatory fist fight to "unlock" it, each tavern enables you to access three features: hiring crew members, playing minigames, and buying information about convoys to plunder.
	Templar Hunt	Completing all four Templar Hunts will reward you with the keys required to unlock the Templar Armor in the Great Inagua hideout.
	Assassin Contract	Each contract fulfilled offers a reward of 1,000R, plus an additional bonus if you do not trigger open conflict.
	Naval Contract	Completing these missions leads to a reward of 1,200 to 2,400R, depending on their difficulty.
	Warehouse	Plundering these will net you small-to-medium amounts of all types of cargo, as well as a financial reward if you manage to complete the raid with no alarm bells rung.

KEY DETAILS

Availability	First visited during Sequence 02, "Lively Havana"; available as a naval destination after "This Tyro Captain" at the start of Sequence 03.
Activities	Assassin Contract x6 (see page 189), Templar Hunt x1 (see page 185), Warehouse (see page 208), Treasure Map x1, Save Pirates
Amenities	Tavern, harbormaster, general store, local officer

The shanty north of the cathedral is a fairly elementary catch if you approach from the west.

This Animus Fragment west of the cathedral is something of a puzzle, as it appears out of reach from every potential jumping angle — and with no Leap of Faith position below, which is usually the solution in such instances. The answer is to drop to the balcony (a detail that is easy to miss) and, from there, jump to the rope.

Approach this shanty, found southeast of the tavern, from the rooftops on the left side of the street. Ignore its initial movements and keep running to the north to intercept it.

The Treasure Map found close to a general store north of the cathedral leads to the coordinates 240,607: Havana itself. The actual dig site is on the beach at the very south of the city, close to where the outer wall begins. It contains the design plan for the Queen Anne's Figurehead and 3,000ℝ.

The chase for this shanty, southwest of the fort, is complicated by the presence of rooftop sentries. As long as you don't use Fast Travel (which resets all guards in a map area to their original positions), you can eliminate the guards in advance, then attend to other matters until the shanty returns shortly afterwards. You should then approach it from the west for a much easier chase.

The gallows to the south of the fort in the northeast often play host to pirate executions, and mark a rare instance where you can encounter the Captain archetype while free roaming in Havana. If you shoot the Brute standing over the lever with a headshot (or hit the rope, if you have a flair for the dramatic), then eliminate all hostiles in the area, you can prevent the hanging and recruit grateful new crew members.

Catch the shanty close to the Jackdaw by approaching it from the north.

Approach this shanty (just north of the general store in the very south of the map) from the direction shown here: it should fly directly towards Kenway for an easy catch.

Conquering each fort unfogs the Caribbean map, removes its Restricted Area and reveals all collectibles in the corresponding zone, in addition to a small monetary bonus. There are three Level 1/Easy forts (🏰 – Dry Tortuga, Eleuthera, Gibara), four Level 2/Medium forts (🏰 – Castillo de Jagua, Cabo de Cruz, Conttoyor, Navassa), and three Level 3/Hard forts (🏰 – Chinchorro, Serranilla, Charlotte).

As a general rule, all Level 1 forts can be conquered with the basic set of Jackdaw upgrades available at the end of the naval tutorials during Sequence 03, though additional enhancements are a boon if you invest in them beforehand. Level 2 forts require mid-level upgrades: Reinforced Hull Armor, Advanced Broadside Cannons Set, Reinforced Round Shot Strength, Reinforced Mortars and, ideally, Advanced Swivel Guns. For Level 3 forts, you should consider the penultimate level of all major Jackdaw upgrades as a baseline requirement, with Elite upgrades a welcome bonus if you have them.

After the initial naval assault, the second stage of conquering a fort comes as you dock the Jackdaw and join the battle inside the walls. You must defeat at least one marked Captain – and up to three for the harder forts – to break the spirit of the defenders and force their surrender, which unlocks a final waypoint where you are instructed to assassinate the Fort Commander. Our solutions focus on the most direct route to each Captain, ideally with fuss-free assassinations, but enemy forces may engage Kenway and complicate matters at any time. We suggest that you always have a plentiful supply of Smoke Bombs, loaded pistols and, if possible, Blowpipe ammunition before you begin an attack.

Fort Dry Tortuga (254,749)

01

Approach this fort from the east, as this enables you to assault the southernmost tower with two or three broadsides as you round the tip of the island. If you have already invested in the mortar, you could also bombard the fort before it is even in sight, using the distinctive red hue that appears when a potential barrage is "on target" as a guide. This isn't strictly necessary though, as – even at full sail – you can usually decimate the three targets with broadsides and swivel-gun fire alone during a single pass. Dock on the north side of the fort to begin the ground assault.

02

After climbing the outer wall, follow the route shown here to reach a set of ropes that run above the Captain's position. Perform an air assassination, then briefly defend yourself until the guards surrender, or simply make an immediate break for the waypoint to reach and kill the Fort Commander.

Fort Eleuthera (726,784)

01
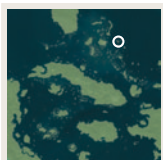
The most practical approach to Eleuthera is from the west, as this should enable you to destroy all marked targets in a single pass – and leave you perfectly positioned to dock on the east side before other ships can potentially approach the area. Feel free to slow to half sail when you move in close: this fort's pitiful firepower shouldn't make too much of a dent in the Jackdaw.

02

By free running and climbing the course shown on the accompanying screenshot, you can reach a wooden beam directly above the enemy Captain for an easy air assassination. You can then drop down to the entrance to the war room directly below.

01
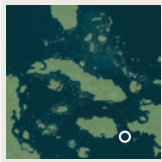
From the diving bell, swim to the chest to the south (your left when you begin), then back to the bell. Now swim through the patch of seaweed to reach the lower entrance to the ruins, where you will find a second chest, guarded by a moray eel. It contains the **design plan** for the Jackdaw's **Elite Round Shot Strength** upgrade. Now turn around and quickly swim to the upper entrance of the ruins, where an Animus Fragment awaits.

02

From the upper entrance, swim to the air barrel. Carefully inch around the eel as shown here, open the chest, then swim further down the tunnel. Catch your breath at the first air pocket, and take a right when you reach a crossing. You are now in a long, straight corridor. The only difficulty here is that a powerful undersea current will propel you backwards at regular intervals. This event is foreshadowed by what feels like an earthquake: whenever you see the camera shake, quickly swim into an opening on the right-hand side, and remain there until the current subsides. You will find a chest in the first path to your right, and an Animus Fragment along with an air pocket at the end of the second path to your right. Use the two burst beams on the way to propel Kenway forwards. After replenishing the breath meter, swim all the way back to the tunnel entrance.

03
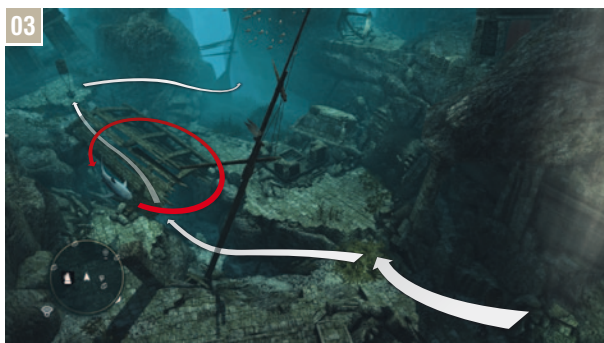
Once you're back outside, swim to the patch of seaweed. As soon as the nearby shark turns away from you, swim to the wreckage where you will find a chest. Exit from the other side and replenish your breath meter with the air barrel. When you are ready to proceed, swim to the narrow corridor to the southwest.

04
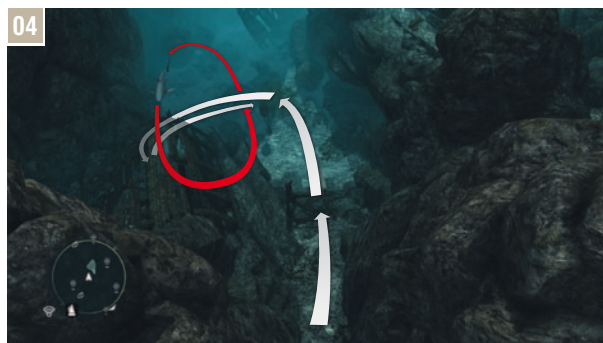
Swim along the ocean floor, and use the burst beam to quickly reach the patch of seaweed. As soon as the shark loses interest in you, swim to the fifth chest in the shipwreck (paying the moray eel and the urchins a wide berth), then to the air barrel. Go through the seaweed once again, but this time swim to the back of the wreck. You can access an Animus Fragment via an opening on the other side. Catch your breath using the nearby air barrel.

05

Keep swimming in the same direction to find the seventh chest just a few strokes away. Wait for a shark to move past the exit, then swim to the next air barrel.

06

From the air barrel, swim towards the burst beam and propel yourself to the door pictured here. You will find the final chest at the end of the path, past a moray eel. Once you have opened it, return to the diving bell. Note that you can refill your breath meter at the air barrel on top of the ruins.

Plundering warehouses will net you small amounts of various types of cargo, as well as a financial bonus if you complete the challenge without a guard ringing an alarm bell: 400R, 750R or 1,000R, depending on the warehouse's difficulty level (★☆☆, ★★☆, ★★★). This feature is unlocked (and, moreover, demonstrated) during "Sugarcane And Its Yields" in Sequence 03. Warehouses are much easier to raid successfully once you obtain the Blowpipe at the conclusion of Sequence 04.

A maximum of three warehouses (chosen at random from the total eight) are available to raid at any given time. Once you complete a warehouse, a site from the remaining pool of five will be filled with cargo after a five minute "cooldown" period. This makes it a little harder to aggressively grind these sites for cargo rewards, but it's still a viable strategy once you have unlocked all nearby Viewpoints.

A large stock of Sleep Darts (plus capacity and duration upgrades) and Smoke Bombs are valuable tools during stealth infiltrations. Our walkthroughs here focus on approachable and proven strategies that involve a minimal level of bloodshed. If you prefer a direct approach, or trigger a combat situation after an unfortunate misstep, note that a Smoke Bomb deployed at the site of an alarm bell will prevent guards from sounding a general alert.

NASSAU (633,784)
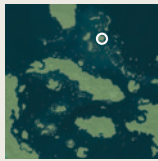
The quickest way to start this raid is to Fast Travel to the Viewpoint in the southwest of the town, which conveniently overlooks the warehouse; otherwise, simply approach it from the north and enter the Stalking Zone provided by the crops outside the stone wall. Entice the nearby guard with a whistle, punish his rank stupidity with the vigor you deem appropriate, then activate Eagle Vision to identify the key holder. This Captain walks an anticlockwise patrol in the area directly ahead, which also brings him past your position. A well-timed whistle that doesn't also alert his soldier companion is perfect, though you can incapacitate both with Sleep Darts if they vault the barrier to investigate. Transfer to the Stalking Zone inside the Restricted Area, then hit both Gunners and the stationary guard to the left of the warehouse door (highlighted with an X above) with Sleep Darts. Once you are sure that no one else is looking, make a short sprint to grab your reward.

HAVANA (240,607)
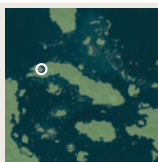
Climb the building to the north of this warehouse and use Eagle Vision to identify the key holder: a Captain walking a short patrol between the Brutes guarding the entrance and another Brute closer to the dock. From the wooden beam (position Ⓐ), perform a Leap of Faith into the hay cart below (position Ⓑ). The Captain will now do a curious thing: he leaves the Restricted Area and walks an anticlockwise circuit of the block to the north. After two loops, he will return to his original position and stand watch – so speed is of the essence here. From your position in the hay cart, whistle to entice the patrolling Scout when he approaches your position, then eliminate him. While being mindful of the Gunner on the roof of the warehouse, assassinate the patrolling soldier to the right at position Ⓒ. You can then tranquilize the Gunner and disable the alarm bell. Now climb back over the wall and intercept the Captain on his patrol: he should have completed no more than a single circuit so far. It's wise to take him by surprise – either with an assassination from behind, or a Sleep Dart. You can then re-enter the Restricted Area (just jump over the wall close to the hay cart) and move to position Ⓓ. Either wait until the soldiers patrolling the dock face away before you dash for the door, or hit them with Sleep Darts.

Legendary Ships first appear on the map from the start of Sequence 04. However, you will require most – if not all – Jackdaw upgrades before you can plausibly stand against any of them. They are designed as extremely high-level naval engagements that will last at least 10 minutes, with your opponents usually defined by their unparalleled firepower, speed, maneuverability and unique tactics.

The battles only begin once you move to approximately 500m of their position. However, note that you cannot Fast Travel once you sail within visual range of a Legendary Ship, even if you have yet to engage it in combat. If you should accidentally drift into their area of influence, use travel speed to put distance between you and their position. When you see the auto-save icon at the bottom of the screen, it should signify that the restriction has been lifted.

Don't neglect to pick up the floating cargo left behind by Legendary Ships once you have defeated them: this actually contains your reward payment! You can obtain 20,000R for each of the four Legendary Ship battles. Destroying all four of them unlocks the Devil Of The Caribbean Achievement/Trophy.

Legendary Ships will not wander far from their starting position, and other ships – which the Jackdaw might plausibly board to repair – are extremely rare (if they appear at all). You can visit the Pause menu to return to a checkpoint just prior to the engagement if you wish, or sail out of range to cancel the engagement.

EL IMPOLUTO

Notes:

① El Impoluto is very fast and will try to ram you again and again. Relying solely on mortar attacks and broadsides isn't an option here as it's difficult to match her speed. You need to move in close – and stay there – to be able to deal any significant amount of damage. When hostilities are initiated, perform a head-on approach at full speed. As soon as you are in range, hit the ship with chain shot and start steering to the left. The "stun" effect will prevent El Impoluto from ramming you. As your paths cross, deploy fire barrels directly onto her hull to start whittling away at her health bar.

② Immediately steer to the right as the Legendary Ship will attempt to ram you again. Drop another set of fire barrels to cause damage, and she will start sailing away in the opposite direction.

③ Immediately stop the Jackdaw and steer as hard as you can in the direction of the fleeing vessel. As soon as you are broadly aligned, switch to full sail in her direction and use chain shot to slow her down. From this point forward, all you have to do is to remain on the ship's rear side, pinning it down constantly with your chase cannons, and ramming repeatedly into her stern.

Mission Start: Dry Tortuga zone (199,894)	Enemy Ship: Level 75 man o' war
Special Feature: Extremely high ram damage	Health: 52,000
Recommended Upgrades: All Elite upgrades	Reward: 20,000R

Don't forget to brace before every charge to avoid taking damage yourself. "Trapping" the El Impoluto in this manner not only depletes her health very quickly, but it also means that you are not exposed to any of her attacks. It's a little cheap… but it works.

LA DAMA NEGRA

Notes:

① La Dama Negra is a true fortress – this vessel's hull is reinforced to the point that it makes even your usually-powerful mortar useless in this battle. She does have one Achilles' heel, though: her stern (rear side) is weak. However, she also launches relentless mortar barrages that are not indicated by any marker, which means that you cannot remain behind her. Instead, you have to stay on the move at all times. An efficient approach, then, is to perform "raids" towards the vessel's stern. Start with a full sail approach from the rear and pin your target down with chain shot fire.

② Ram at full speed into her stern. Don't forget to brace before the impact. Depending on the angle of your approach, you may – just may – have an opportunity to unload chain shot and attempt for a second ram. If this seems unlikely, skip to step ③.

③ With the Jackdaw stopped by the collision, immediately steer to the right to be perpendicular to your target, and unleash a heavy shot volley at her vulnerable stern – two if you can. This will deal tremendous damage. As soon as La Dama Negra is out of heavy shot range, switch back to full sail. In the event that you must sail through her broadsides, brace and pray.

Mission Start: Serranilla zone (289,67)	Enemy Ship: Level 75 man o' war
Special Feature: Armored hull and unmarked mortar shots	Health: 30,000
Recommended Upgrades: All Elite upgrades	Reward: 20,000R

④ You can now begin the same cycle anew, starting with a chain shot assault to slow down the ship; La Dama Negra can move surprisingly fast while sailing away from the Jackdaw.

In this section we offer a variety of valuable explanations, tips and insights that will enable you to act as a more effective captain. For a comprehensive guide to locations throughout the Caribbean, see the Charts & Collectibles section that begins on page 130.

NAVAL PRIMER

Health Bar
1 The yellow meter in the top-left corner of the screen represents the Jackdaw's structural integrity, divided into three segments. Collisions, enemy gunfire and the effects of stormy weather (more specifically, rogue waves and waterspouts) will all result in damage that will cause this meter to shrink. Though the Jackdaw's health can not be refilled during active combat, partially depleted segments will regenerate outside battles. Missing segments can be replenished by paying for an overhaul at a harbormaster, or – more commonly – by stripping an enemy vessel before scuttling her to repair the Jackdaw after a successful boarding: see page 234.

Crew Meter
2 The white meter below the health bar corresponds to the size of the Jackdaw's crew. Your crew is an essential resource that increases your overall strength and efficiency while boarding enemy ships, and upgrades to the Jackdaw's capacity are necessary in order to engage larger vessels. Maintaining a large crew at all times is an important part of your role as a captain. See page 234 for further details.

Wanted Meter
3 Sword icons (⚔) reveal how high your current Wanted level is, with the number determining the strength of the Pirate Hunters who will pursue and engage the Jackdaw to claim the bounty. See page 240 for details.

Audio Cues
4 Comments made by your crew (particularly your quartermaster) offer important information on pertinent events, including weather conditions, nearby cargo and survivors, opportune moments to brace to reduce damage, and strident warnings on potential collisions. They will even offer tactical advice during combat, such as notifying you when a brig is preparing to ram the Jackdaw. Listening to your crew provides vital information, and is much more than an ambient soundscape. Even when your attention is arrested by a specific target, your crew always has a full 360-degree view of the dangers surrounding the vessel.

Sailing Speed
5 You can increase your ship's speed with 🔘, and reduce it with 🔘. Moving 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 Jackdaw more efficiently. Your

speed is also determined by the direction of the wind, which is represented by a long, thin arrow on the mini-map. Strong winds will push you in the prevailing direction of the gust, and make it very hard to steer into the wind at full sail. To counteract the effects of temporary gales, call for half sail. If speed is of the essence, alternating between the two movement speeds can offer a compromise of maneuverability and forward momentum.

While roaming the seas, it usually makes sense to navigate at the fastest possible pace, called "Travel Speed". This Animus-assisted feature enables you to reduce journey times significantly, but disables the onscreen display and the majority of ship functions (though you should note that you can still pick up crew and cargo with 🔘 when they are within range). Travel Speed is deactivated automatically if the Jackdaw is on course for an imminent collision, and is often disabled entirely in heavy storms or combat, and during certain missions and side quests.

Waves and Weather
6 Harsh weather conditions lead to mighty waves, which makes the process of both sailing and combat much more complicated. With waves potentially breaking your field of vision and the path of targeting lines, you'll need to adjust the curve of your shots with 🔘 while aiming. During storms, you will occasionally encounter huge rogue waves. The only way to negotiate these without incurring damage to the Jackdaw and the loss of crew members swept overboard is to steer directly into them, and brace just before they strike.

Another hazard is waterspouts, which are marked by an orange circle on your mini-map. Make sure you steer well away from these, or the Jackdaw may sustain severe damage. If you are pulled inside their area of effect, slow down to half sail to improve your ability to maneuver; brace to reduce damage if the Jackdaw is pulled into the center.

Other ships can sustain damage during adverse weather conditions as well, and may sink during more extreme storms. In such instances, the cargo and crew dropped by vessels traveling to the depths is often worth the risk of a detour.

If you pay close attention, it's possible to spot storm fronts in the distance by noting the presence of a "thunderhead" in the skies. This may enable you to pick an alternative route to skirt the borders of the storm, or perhaps Fast Travel to your destination instead.

NAVAL CONTROLS

Xbox 360 & Xbox One	PS3 & PS4	Wii U	Standardized Term	Summary
Ⓛ	Ⓛ	Ⓛ	Ⓛ	Used to steer the ship.
Ⓡ	Ⓡ	Ⓡ	Ⓡ	Used to control the game camera.
✛	✛	✛	✛	Used to change or mute shanties.
Ⓐ	✕	Ⓑ	⊕	Used to increase the speed of the ship.
Ⓑ	◎	Ⓐ	⊕	Used to decrease the speed of the ship.
Ⓧ	□	Ⓨ	⊕	Brace: Kenway and his crew take cover from enemy gunfire or hang tight to survive rogue waves and water spouts.
Ⓨ	△	Ⓧ	⊕	Swivel Gun: Hold to aim, release to fire.
RT	R1 (PS3) / R2 (PS4)	ZR	**High Profile Button**	Fire Cannons: The cannons used depends on the camera's direction – broadsides (with the camera looking to either side), chase cannons (with the camera facing forwards), fire barrels (with the camera facing the rear of the ship).
LT	L1 (PS3) / L2 (PS4)	ZL	**Manual Aim Button**	Targeting lines: Hold to focus, use Ⓡ to aim.
RB	R2 (PS3) / R1 (PS4)	R	**Collectibles Button**	Spyglass: Hold the button, then look around with Ⓛ, zoom with Ⓡ, and mark targets with ⊕.
LB	L2 (PS3) / L1 (PS4)	L	**Reload Button**	Mortar: Hold the button, then aim with Ⓡ, fire with **High Profile Button**.
Ṙ	R3	Ṙ	Ṙ	Center the game camera to face the front of the Jackdaw.

The Spyglass

The spyglass is a phenomenally useful tool for surveying potential destinations, and acquiring information on ships that you encounter. Hold the **Collectibles Button** then look around with Ⓛ, and zoom in or out as required with Ⓡ. Whenever you point the spyglass at a ship within range a window will appear on your screen, revealing the following key facts:

- Its type and level (for example, Level 4 schooner). You can use this to assess if you can safely attack the ship – see page 239 for details. As a broad guideline, vessels that pose a significant danger to the Jackdaw will have their level displayed in red.

- The name of the vessel and its allegiance: British, Spanish, Portuguese, pirate or civilian.

- Details on what the ship is carrying. This can include ammunition, potentially three of five cargo types in variable quantities and, with much larger vessels or the lead ship in a convoy, a sum of *reales*. These are the rewards that you can gain by successfully boarding the ship – see page 234 for details.

"Tagging" Ships

In larger battles, it's very useful to "tag" the most dangerous enemy vessels. You can achieve this either by setting a Custom Marker on the in-game map, or by viewing them through the spyglass and pressing ⊕. A marked ship is highlighted at all times with the 💧 icon, both directly on your screen and on the mini-map. The icon remains on the main screen even if the target is obscured from your view or lies outside of your current field of vision. It is also accompanied by a distance measured in meters.

This greatly simplifies the process of always keeping track of the most threatening vessels in any given fleet, giving you a clear sense of their relative position and distance. You can use this knowledge to stay out of their range (particularly useful against frigates and men o' war) until you sink all smaller ships, or to ensure that you remain in a position that enables you to hit vessels with broadsides and mortar shots.

MINI-MAP LEGEND

Icon		Icon	
🏴	The Jackdaw	⇢⇢⇢	Wind Direction
❗	Main Story Mission		
🔵	Ally	≡≡≡▶	Wind Gust
🔴🟠	Target	⛵	Floating Survivor
🟢	Destination	🗃	Floating Cargo
💧	Enemy Vessel (the icon's tip corresponds to the ship's bow)	🟡	Waterspout
⚓	Boarding Opportunity	〰	Rogue Wave

Though the Jackdaw initially has few weapons and very limited firepower, you can gradually purchase new armaments and improve all aspects of your ship to transform it into a redoubtable floating fortress (see page 236).

The Jackdaw's Weapons

Name	Icon	Usage Notes	Availability	Ammo	Range (m)
Broadside Cannons		**Round Shot:** Rotate the camera to either side of the Jackdaw, hold the **Manual Aim Button** to adjust the targeting lines and focus your shot, then fire with the **High Profile Button**. This will be your primary weapon in most battles, offering a solid damage output and aiming flexibility.	From the start	Unlimited	0-250
		Heavy Shot: This is used automatically instead of round shot when you fire broadsides without displaying the targeting lines (that is, "blind firing" without holding the **Manual Aim Button**). Heavy shot deals tremendous damage, but is only efficient at close range. Use it with a simple tap of the **High Profile Button** when you pass in close proximity to an enemy ship.	Must be purchased via the upgrades menu (900R – see page 236)	Limited	0-150
Swivel Gun		Used to hit at weak points revealed when damage is inflicted by other weapons. Hold ⊕ to align the aiming reticle with the weak point, then release to fire. A staple tactic to increase damage output is to alternate between broadsides and swivel gun shots at exposed vulnerabilities while the cannons are reloaded.	From the start	Unlimited	0-300
Chase Cannons		**Chain Shot:** Rotate the camera forwards, hold the **Manual Aim Button** to adjust the targeting lines and focus your shot, and fire with the **High Profile Button**. This weapon isn't especially powerful, but has a "stun" effect. It proves very useful while attempting to move to an optimal position against vessels that might otherwise pose a threat with broadsides.	From the start	Unlimited	0-350
Mortar		This very powerful weapon has an extremely long potential range. Hold the **Reload Button** to align your shot (note how the target area turns red as it overlaps viable targets), and fire with the **High Profile Button**.	Must be purchased via the upgrades menu (800R – see page 236)	Limited	150-500
Fire Barrels		Rotate the camera toward the rear of the ship, hold the **Manual Aim Button** to adjust the targeting circles, and drop the barrels with the **High Profile Button**. The barrels will explode automatically on contact with any vessel (including the Jackdaw), though you can also detonate them manually with the swivel gun to exploit "splash damage" when an enemy ship is within range.	From the start	Limited	40-55
Ram		Simply sail directly into a target to inflict damage. The greater your speed before the impact, the more damage you will cause.	Must be purchased via the upgrades menu (500R and 25 wood – see page 236)	-	-

Ammunition

Heavy shot, fire barrels and mortar barrages are only available if you have the requisite ammunition types on board. There are multiple ways to replenish your stocks:

- Plunder enemy ships (you can ascertain if they carry ammo in advance with the spyglass).
- Collect floating crates dropped by other vessels.
- Buy them from harbormasters (for a price of 50R per unit).
- Open Treasure Chests in caves/smuggler's dens and underwater shipwrecks.
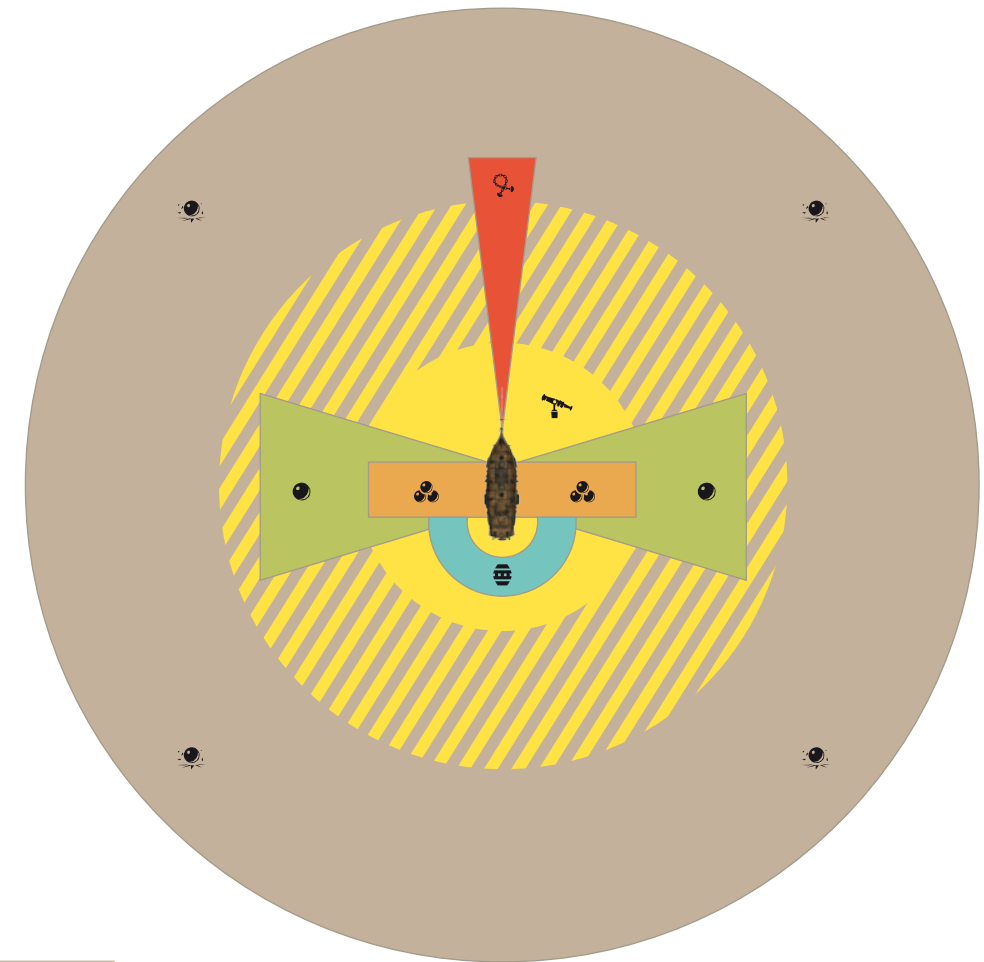
Targeting Lines & Aiming Range

Each weapon type can fire within a set range, and in a specific direction:

- Broadside cannons fire from the port and starboard sides of the Jackdaw.
- Chase cannons fire forward.
- Fire barrels are dropped from the ship's stern.
- The mortar and the swivel guns can fire in all directions around the Jackdaw.

While you hold the aiming button (**Reload Button** for the mortar, **Manual Aim Button** for all other weapons), you will see targeting lines appear on the screen. These represent the path of the projectiles you're about to fire. You can adjust the targeting lines with 🔘, though steering the ship with 🔘 will also make them move in relation to the Jackdaw. With cannons, the longer you hold the aiming button, the more the targeting lines will focus, and therefore the more accurate your volleys of projectiles will be once fired. This is particularly important when you are lining up a broadside on the front or rear of an enemy ship, which is an important tactic when you are battling a frigate or a mighty man o' war.

Broadside cannons fire round shot when you display the targeting lines, but the more powerful heavy shot instead if you "blind fire" without holding the **Manual Aim Button**. In the accompanying diagram, we illustrate the aiming range of each weapon type.

Icon	Name
	Broadside Cannons Round Shot (fire with targeting lines)
	Broadside Cannons Heavy Shot (blind fire without targeting lines)
	Swivel Gun
	Chase Cannons Chain Shot
	Mortar
	Fire Barrels

Damage Calculation

The damage dealt by all ships is calculated for each individual projectile fired. In the case of a broadside, for example, all available broadside cannons launch a projectile, and each of these hitting its target deals a set damage value as specified in the table on page 237. If you are using the Intermediate set (13 cannons) with Intermediate Round Shot Strength (50 damage), every volley will consist of 13 projectiles that can each deal 50 damage.

To keep things simple, remember the following facts:

- Aim your shots at the enemy ship's hull, as this is where you can deal the most damage by ensuring that all shots hit home. Volleys fired above the hull will mostly miss, with the exception of those that hit the masts. This can, however, be tactically viable if there is an enemy vessel directly behind.
- At close range, blind fire without displaying the targeting lines to use heavy shot, which is far more powerful than round shot.
- From a distance, focus your shots using the targeting lines until they fit comfortably within the width of your target's hull for maximum efficiency.
- The mortar is an extremely powerful weapon (incredibly so after obtaining most upgrades), and has the longest range. However, the delay before the projectiles land means that you need to aim carefully (usually the front of the ship) to hit moving vessels. These are most effective against frigates and men o' war, as their larger decks present a more substantial target area.
- The more cannons you have (through cannon set upgrades), the more projectiles are fired.
- The more powerful your shot (through strength upgrades), the more damage each projectile deals individually.

The Fast Travel network is one of the most vital systems in Assassin's Creed IV, as it enables you to skip literally hours of time spent in transit between destinations. Though it is occasionally disabled during main story Memories and certain side quests, this should be your primary method of abbreviating journeys between locations, or even to move from one side of an individual region to another.

To Fast Travel, bring up the main map screen, zoom out or zoom in as required until you can see your destination, select your required Fast Travel position on the map and press ⊕, then confirm your choice. After a brief loading break, Kenway will appear in the specified location. If you select a Viewpoint, he will begin on the perch, which provides a convenient view of all points of interest and prospective hostiles.

Fast Traveling to a location within your existing region (for example, from one side of Havana to another) has the same effect as leaving a destination: all NPCs (including guards) are reset to their default state. However, this also applies to animals that you can hunt, which can make it relatively easy to grind for materials to sell or craft with.

All potential Fast Travel spots are marked with a specific icon (⏻), though they must be unlocked by visiting a location once (or Synchronizing with Viewpoints). These include:

FAST TRAVEL DESTINATIONS	
Icon	Description
	Viewpoints (Synchronized)
	Main Locations
	Naval Forts (Conquered)
	Plantations
	Villages
	Islands
	Underwater Shipwrecks
	Caves/Smuggler's Dens
	Ruins

THE WANTED SYSTEM

The Wanted system acts as a deterrent to dissuade players from unchecked violence while aboard the Jackdaw. Though you are free to lay waste to entire fleets on a whim, the penalties introduced once the Jackdaw is Wanted make it a little harder to travel without further complications or confrontations, and demand payment of a toll (measured in cash or simple time and effort) to remove.

By default the Jackdaw is incognito. As you engage and sink ships, however, your Wanted status will escalate gradually, rising by one level at a time up to a maximum Level 4.

POINT PENALTIES	
Action	Penalty
Engage any ship	+5 points
Sink a gunboat	+5 points
Sink a schooner, brig, frigate or man o' war	+10 points

POINT PENALTIES	
Levels	Milestone
Incognito	0–49 points
Level 1 (✖)	50 points
Level 2 (✖ ✖)	100 points
Level 3 (✖ ✖ ✖)	150 points
Level 4 (✖ ✖ ✖ ✖)	210 points

The moment that you reach Level 1, the Jackdaw is Wanted, and a Hunter ship is sent after you. The game checks if Hunters are still tracking you every eight-and-a-half minutes, and sends replacements commensurate to your current level if they are not. As your Wanted level increases, more and more dangerous types of ships will be dispatched to engage you:

HUNTER PATROLS	
Wanted Status	Hunters Sent
Incognito	–
Level 1	Level 17 brig x1
Level 2	Level 20 brig x1, Level 8 schooner x1
Level 3	Level 11 schooner x1, Level 38 frigate x1
Level 4	Level 38 frigate x1, Level 60 man o' war x1

Your Wanted status can be lowered in the following ways:

- Bribing a local officer (✖). This fully resets your Wanted level. Local officers can be found in all towns and villages throughout the Caribbean, usually close to a harbormaster. They also appear in every fort that you conquer. The price to pay is determined by your Wanted level: 200℞ for Level 1, 400℞ for Level 2, 600℞ for Level 3 and 800℞ for Level 4.

- Choosing the corresponding option after successfully boarding a ship. This will lower your Wanted level by one grade, irrespective of the type of ship you boarded.

- Being Desynchronized. This automatically resets your Wanted level to incognito.

Deliberately causing chaos without addressing your escalating Wanted level can eventually enable you to fight a Level 60 man o' war, which is a reasonable way to grind for resources once the Jackdaw is up to the task.

All opponents in Assassin's Creed IV belong to one of several specific enemy archetypes, and will exhibit behaviors, proficiencies and weaknesses specific to their class. In this section, we examine their strengths and weaknesses, and offer tips on how you can avoid their attacks and disable them without complications. Though you will encounter them in a variety of different uniforms, each archetype is easily identified by certain distinguishing features – such as their build, or favored weapon.

Soldier

Soldiers are by far the most abundant enemy variety encountered during the first half of the story, and remain common in later Sequences.

- Soldiers have no resistances, and attack with a single lunging strike.

- They are extremely susceptible to bullets. Even "snap shots" are lethal against them.

- In battles where you face several opponents, removing the majority of soldiers via a Kill Streak (which could include Scouts engaged in the battle) can make it easier to take control of a combat situation.

- Though they have a degree of free running prowess, soldiers are slower than Kenway in a straight-line sprint and have limited climbing ability.

SPANISH

BRITISH

PORTUGUESE

PRIVATEER

Gunner

Gunners are usually encountered on rooftops or watchtowers, where they act as sentries commissioned to punish all trespassers severely.

SPANISH

BRITISH

PORTUGUESE

PRIVATEER

- When you notice a Gunner is about to fire at you while you are busy in melee combat, you can use any nearby target as a human shield by pressing ⊕ (see page 42 for details). You can also "cancel" their ranged attack by hitting them with a pistol shot or a blowpipe dart.

- Once they have detected Kenway, Gunners will open fire at regular intervals while he remains within range. If you cannot avoid them entirely, try to move out of sight as quickly as you can. It also helps to use natural cover elements (sloped rooftops and chimneys in particular) to disappear from view. If Kenway is hit by a Gunner shot while climbing or free running, use the Catch Back move – press Ⓛ towards the closest surface with an available ledge – to avoid plummeting to the ground.

- Gunners will engage Kenway in standard melee combat at close range. In these situations, their behavior is functionally identical to that of generic soldiers – with the sole exception that they usually require two body shots from a pistol to kill.

- This enemy archetype is a constant danger until you obtain the Blowpipe. At that point, they are relegated to the status of temporary nuisance easily pacified by Sleep Darts – or, with Berserk Darts, a powerful ally when you need to cause a chaotic distraction…

Accumulating Wealth

The following summary offers a simple guide to the ways in which Kenway can accumulate funds to finance major purchases, with links to advice in other sections of the guide where applicable.

TREASURE CHESTS:

Chests offer respectable sums of money, along with frequent trade items that are instantly turned into additional R. Opening chests also increases your total Synchronization rating. Certain special chests are considered as secret and offer special rewards, such as manuscript pages. Chests appear on the in-game maps once you've Synchronized the local Viewpoint. For uncharted chests, you must conquer the local fort to see them displayed on the Caribbean map. Finally, note that there are yet more chests to collect both in caves and shipwrecks (🗺 & 🏴 – see page 197).

PLUNDERING SHIPS FOR CARGO:

Every time you defeat a ship, you can loot the merchandise on board (cargo and/or ammo, plus occasional sums of *reales*). You obtain the full stock if you take the time to board the ship, and only half of it if you sink the ship and loot the floating supplies. You can identify in advance the merchandise carried in any given ship by examining it through the spyglass. While three of the five cargo types are kept for Jackdaw upgrades, rum and sugar can be sold for a healthy profit. See page 238 for a selection of cargo grinding tips.

TREASURE MAPS:

Once collected, Treasure Maps lead to dig sites where Kenway can find substantial sums of *reales* (usually 3,000R to 4,000R) and, on occasion, design plans for Jackdaw upgrades. Earlier in the story, this can partly bankroll expensive Jackdaw upgrades that might otherwise only become practical investments in later Sequences. It's also a very fun side quest. We cover all Treasure Maps and dig sites in our massive Charts & Collectibles section: see page 130.

KENWAY'S FLEET:

You can access the (online-only) Kenway's Fleet metagame from the captain's cabin on the Jackdaw, or via a second screen. Turn to page 218 for a full guide to this very lucrative metagame.

ATTACKING CONVOYS:

Convoys are small fleets that you can plunder to receive a reward, 2,000R, 3,000R, or 5,000R depending on the convoy's difficulty. You can trigger the appearance of a convoy by buying information for 200R at a local tavern.

NAVAL FORTS:

There are 10 optional Naval Forts that you can conquer in the Caribbean (see page 193). Doing so will provide you with welcome rewards: 1,000R for Level 1/Easy forts, 3,000R for Level 2/Medium, and 5,000R Level 3/Hard forts. As an additional benefit, capturing a fort also reveals all icons in that zone of the in-game map (including collectibles in uncharted areas) within the region.

WAREHOUSES:

There are various plantations and towns throughout the Caribbean that feature a warehouse (see page 208). You can plunder these whenever they are full by first stealing a key and then opening the warehouse itself. This will net you small-to-medium quantities of all types of cargo, plus a monetary bonus if you manage to unlock the building without guards ringing an alarm bell. With practice, these can be a great way to turn a quick profit.

SELLING ANIMAL PRODUCTS:

Hunting and harpooning animals enables you to acquire hunting goods that can be used to craft upgrades but, with that function satisfied, subsequent items can be sold directly to general stores and harbormasters. See page 248 for details.

TEMPLAR HUNT REWARDS:

You can complete four Templar Hunts, with each story consisting of four individual missions (see page 184). Each mission fulfilled will grant a modest sum of *reales* – leading to a total reward of 3,050R for each complete set of four missions.

ASSASSIN CONTRACT REWARDS:

You can obtain cash payments for completing each Assassin Contract (see page 188). Each contract fulfilled leads to a reward of 1,000R, plus an additional bonus if you do not trigger open conflict.

NAVAL CONTRACTS:

Every time you conquer a fort (see page 193), at least one Naval Contract becomes available there. Completing these naval missions will lead to rewards of 1,200R to 2,400R, depending on their difficulty.

COURIERS:

Catching these fleet-footed individuals by tackling or killing them after a chase leads to a nominal financial reward, as well as generous quantities of ammo. Given the difficulty of the pursuit, this should be regarded as an amusing or challenging diversion – not a practical means of generating income.

PICKPOCKETING & LOOTING:

The sum of coins and items you obtain through pickpocketing and looting is always nominal: no more than a handful of coins. However, as most guards relinquish practical items (particularly ammunition) when looted, this enables you to avoid spending your riches on ammunition (and repeated trips to general stores).

MINIGAMES:

In most taverns, you will find opportunities to play the Fanorona, Morris, or Checkers minigames. If you win, you can double a placed wager. This cannot be seen as a reliable way to grind money, however. See page 255 for details.

ECONOMY OVERVIEW

Obtain Cargo
- Rum
- Metal
- Wood
- Sugar
- Clothes

Plunder Warehouses (see page 208)
Plunder Ships (see page 234)
Plunder Convoys (see page 252)
Plunder Shipwrecks & Caves (see page 197)

Upgrade the Jackdaw (see page 236)
Buy Upgrades from harbormasters or the captain's cabin
Sell Cargo to general stores or harbormasters

Upgrade Kenway (see page 244)
Buy Equipment from general stores
Obtain Money

Upgrade the Great Inagua Hideout (see page 254)
Purchase Constructions at the Great Inagua Hideout
Sell Hunting Goods to general stores or harbormasters

Conquer Forts (see page 193)
Kenway's Fleet (see page 218)
Play Minigames (see page 255)
Catch Couriers (see page 252)
Open Treasure Chests (see page 130)
Complete Assassin Contracts (see page 188)
Complete Naval Contracts (see page 212)

Craft Items (see page 249)

Harpoon Sea Animals (see page 248)
- Hammerhead Shark
- Great White Shark
- Bull Shark
- Killer Whale
- Humpback Whale
- White Whale

Hunt Land Animals (see page 248)
- Rabbit
- Capuchin Monkey
- Green Iguana
- Hutia
- Deer
- Ocelot
- Wild Pig
- Howler Monkey
- Jaguar
- Black Jaguar
- Crocodile
- White Jaguar
- Red Howler Monkey

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.

LEGEND

◈	Lift	◆	Falling Platform
◈	Corner Helper	●	Territory (Domination only)
◈	Closing Gates	▣	Artifact & Base (Artifact Assault only)

Saint-Pierre

- When playing Artifact Assault and defending the Artifact close to the sea shore, an effective tactic is to set an ambush at the first Closing Gate leading to the inner city using a Booby Trap or Tripwire Bomb (**1**).

- Alternatively, wait for your enemies on the other side of that gate and take them down right as they emerge (**2**).

- You can try to trick your target or pursuer by climbing in the trees, especially those growing in the northern courtyard (**3**) – oftentimes they will not notice you immediately.

- If you have too many pursuers after you, seek refuge inside houses, either in the center of the map or near the sugar cane plantation. Once inside, blend in a crowd and use a Smoke Bomb to secure an entrance or a Bodyguard to protect you.

La Havana

- La Havana is a very intense map: the Pistol, Animus Shield and Smoke Bombs tend to be more effective than Poison or Knives.

- Staying in High Profile in the market (**1**) will get you detected. Other players will likely stand on the roofs of adjacent buildings, looking for such potential victims.

- While on the ground, avoid standing still for too long. The only locations safe from aerial kills are the market in the north (**1**), the courtyard to the west (**3**) and the tavern interior in the southeast (**2**).

- In Artifact Assault, it is often safer and faster to run on rooftops than at ground level, as the buildings will offer natural protection against Pistol shots and Knives.

- In Domination, an efficient attacking method is to go around a Territory, find a back entrance and approach stealthily. High Profile, all-out attacks can also work if you keep jumping around between the many objects and obstacles in each Territory to outmaneuver your opponents.