

INTRODUCTION

We understand that you're eager to jump into Assassin's Creed Brotherhood straight away, so rest assured that we've restricted preamble to a bare minimum. Before you continue, though, we suggest that you take a moment to familiarize yourself with the structure of this guide.

SIDE QUESTS

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

WALKTHROUGH

The Walkthrough chapter is designed to accompany and advise players throughout the main story missions, but also offers explanations, tutorials and tactics whenever new features, abilities or game concepts are introduced. It's not purely a source of step-by-step guidance: we're keen to examine and analyze all points of interest as you encounter them. When combined with the Side Quests chapter, it presents a streamlined and rewarding path to 100% completion.

REFERENCE & ANALYSIS

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

MULTIPLAYER

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

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

EXTRAS

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



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BENEATH VILLA AUDITORE: EXTENDED GUIDE

As with Assassin's Creed II, Assassin's Creed Brotherhood features a number of special missions that take place inside large, self-contained environments. These often have a distinct focus on advanced free running and climbing. Desmond and Lucy's attempts to reach the Sanctuary below Villa Auditore effectively act as an introduction to this gameplay style.

PRESENT 01

PART 1

MONTERIGGIONI: Follow the "Bleeding Effect" apparition of Ezio into the grounds behind Villa Auditore, then climb onto the gap in the fence and perform a Leap of Faith from the wall into the haystack below (Fig. 1). For those new to the Assassin's Creed series, simply walk to the end of the protruding fence section and press the High Profile and Legs Buttons simultaneously (X + R1 / A + R1).



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PARTS 2 & 3

BENEATH VILLA AUDITORE: You can find an extended walkthrough for Desmond and Lucy's travels and travails beneath Monteriggioni on the page to your right.

SANCTUARY: Head up the staircase that leads to the Villa above, then use Eagle Vision to spy a lever on the door and trigger a cutscene. Once it ends, follow Shaun. Desmond must now attach four devices to specific positions on the town's power grid. The first is right next to Desmond once he and Shaun walk outside. Other such boxes can be found all over town; we suggest that you locate



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the remaining three on and around Monteriggioni's main street (Fig. 2). If you struggle to spot them, use Eagle Vision to get a clearer view.

PART 4

VIRTUAL TRAINING INTRODUCTION: You can speak to Lucy, Shaun and Rebecca to hear optional dialogue sequences before you enter the Animus. Once Desmond is sitting in the chair, Rebecca introduces the new Animus Virtual Training challenges (Fig. 3). You can learn more about these on page 88 of the Side Quests chapter, but don't feel obliged to do so now. As Virtual Training is a permanent fixture of the Animus Desktop (the Pause menu), there's plenty of time to tackle this optional activity at a later date.

Follow the onscreen prompts to complete the short tutorial. Once it ends, Rome awaits...



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SWIMMING

Though it's a skill rarely called upon during main story missions, Ezio and Desmond are both accomplished swimmers.

- ◆ Use the Movement Stick to move in water. Add the High Profile Button to swim at an increased pace, and add the Legs Button to move at maximum speed or climb out of water in close proximity to a suitable surface.
- ◆ Press and hold the Legs Button alone to dive beneath the surface for a limited period of time; you can also move slowly with the Movement Stick while underwater. This can be employed to avoid detection, or pass beneath obstructions.
- ◆ When you leap into water from above, tap the Legs Button to transform the jump into a purposeful dive.



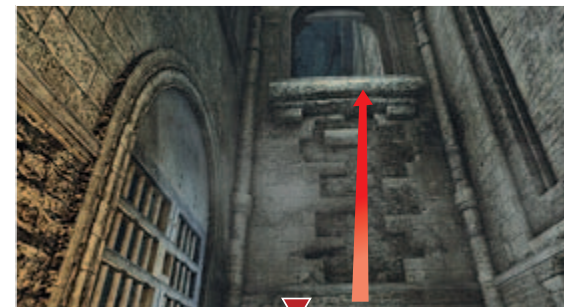
A

A: Approach the glowing lever and pull it to trigger a cutscene. Once it ends, climb up to the opening above (Fig. A). Levers and switches are (in true platforming tradition) a key element of these interior-based missions, and usually open the way forward. Follow the linear path ahead until Desmond is reunited with Lucy, then move onto the glowing plate to continue.



B

B: After the cutscene, Desmond must run over beams that extend from the walls at either side of the tunnel (Fig. B). It's important to note that you can always stop to briefly regain your bearings (or composure) at any time. Careful adjustment of the Movement Stick (L) and Camera Stick (R) is the key to success whenever you chain leaps and jumps together in this way. After a second expression of acrobatic excellence in the next tunnel, stand on the glowing plate to trigger another cutscene.



C

C: Continue forward and climb down the ladder; you can use the High Profile Button to speed up Desmond's movement (both up and down), and the Empty Hand Button to release his grasp and drop when you near the bottom. Follow the path forward until you reach a rock wall, then jump over and climb/drop down to the lower area. Approach the glowing lever and pull it. Whenever you need to stop and find the way forward, use the First-Person Button (F1/LB) to get an unobstructed view of your current environs. In this instance, you need to climb a crumbling wall (Fig. C) to reach a large chamber just beyond it.



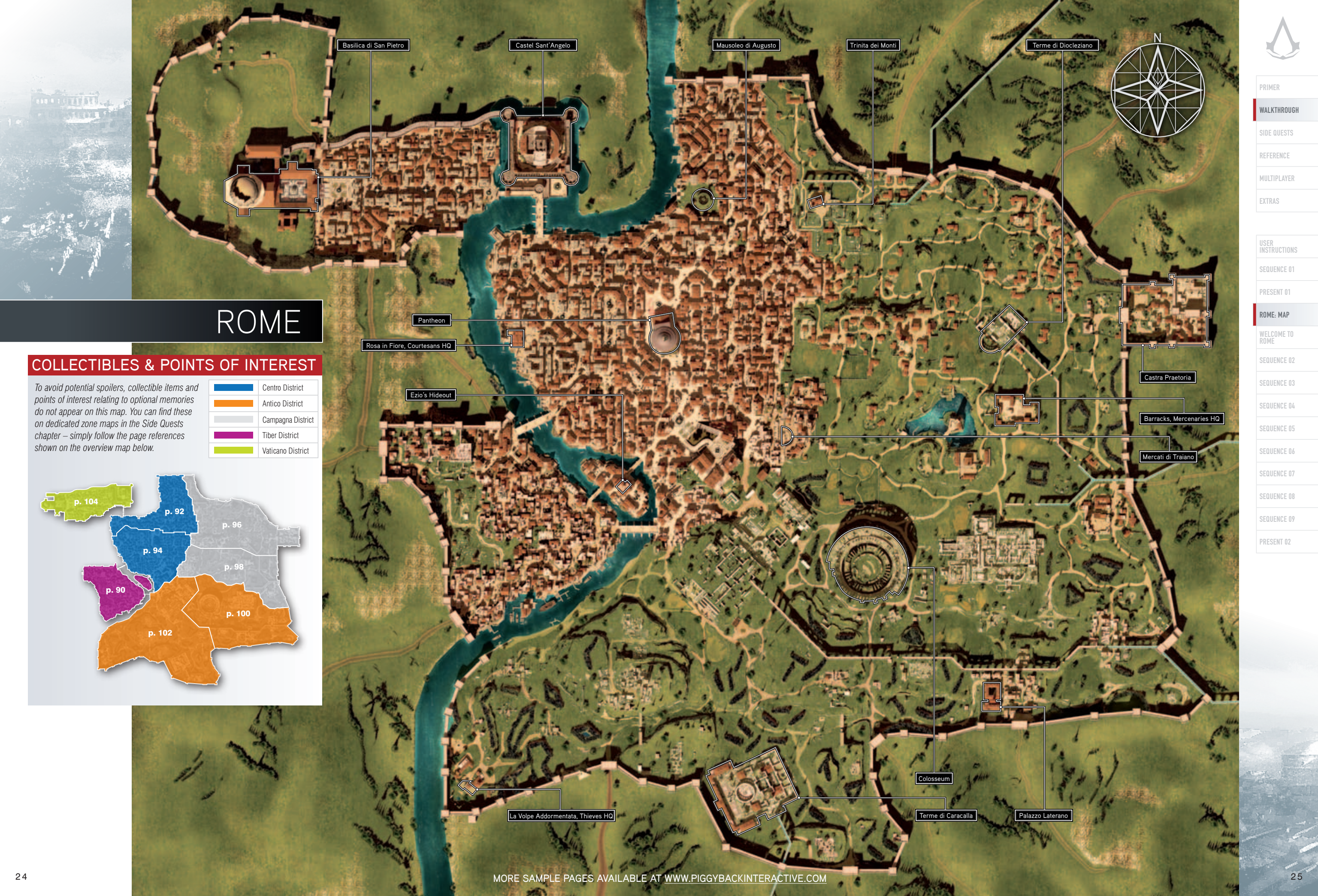
D

D: Run down the stairs and, when the prompt appears, hold any button to interact with the glowing switch. Once Lucy has safely crossed the gap, jump into the water below. Swim across to the board-covered surface close to her position (Fig. D) and climb up (see "Swimming" for button commands). You can now scale the plank "ladder" to the left of Lucy, traverse over to the left, and then drop down to pull a lever, lowering a platform for Desmond's companion to run over.



E

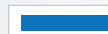

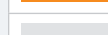


E: After Desmond and Lucy perform their special "co-op" maneuver, the path forward is easy to follow until you reach a cavern with water cascading from an opening in the rock face to your right. Climb up to the upper level, and move to the cavern wall on that side via the wooden beams to reach a lever in a cage (Fig. E). Now head to the steps leading upwards to reach the top of the cavern. After another co-op jump, climb down the ladder to the right of Lucy. From here, follow the only available climbing route (via the wooden beams on the wall) to reach a final lever. After you pull this, Lucy rejoins Ezio—and, one last co-op leap later, both Assassins can enter the long-sealed Sanctuary.

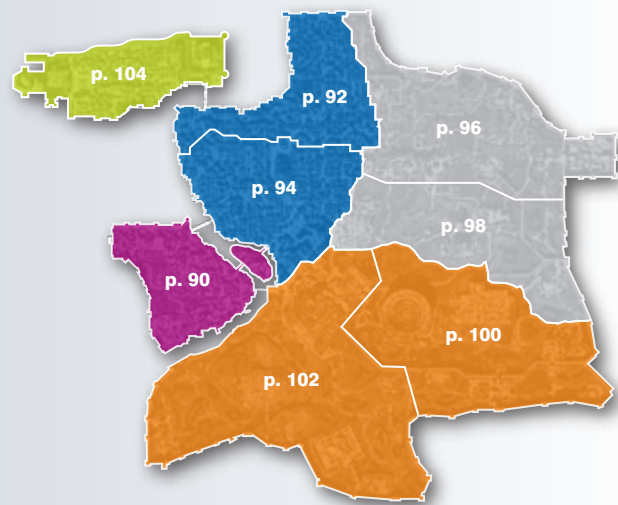


ROME

COLLECTIBLES & POINTS OF INTEREST

To avoid potential spoilers, collectible items and points of interest relating to optional memories do not appear on this map. You can find these on dedicated zone maps in the Side Quests chapter – simply follow the page references shown on the overview map below.

	Centro District
	Antico District
	Campagna District
	Tiber District
	Vaticano District



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WELCOME TO ROME

Assassin's Creed Brotherhood unleashes an almost overwhelming range of sights, abilities and experiences to digest once Ezio arrives in Rome. Over the next four pages, we'll introduce notable concepts and game features that have a role to play from the moment you first set eyes on this glorious city.

CITY INHABITANTS

GUARDS

During the next two Sequences, Ezio will most commonly encounter three generic forms of assailant: Crossbowmen, who usually operate as rooftop sentries, low-grade Militia, and the more redoubtable Captains. An easy way to distinguish between the latter two is to look at their apparel. A simple outfit lacking head garb suggests a lowly Militia; more ostentatious armor reveals a man of higher rank (and, for that matter, combat ability).

Perhaps reflecting the malign influence of the city's corrupt Borgia regime, you will find the local soldiery intolerant at best, and often murderously quick to attack with little provocation. Even if Ezio has committed no crime, they will react to inadvertent collisions or minor infractions within their field of vision by pushing him. In these instances, it's prudent to freeze and accept a scolding and minor assault to avoid open conflict. Dead guards can be looted, yielding both florins and more importantly items.

Militia: The basic, bread-and-butter grunt, Militia opponents are vulnerable to all of Ezio's abilities – especially Counter Kills – and will soon break and flee once an anticipated beating unfolds in a manner contrary to their brutish expectations. Though much slower and less agile than Ezio, they will attempt to pursue him through streets and over rooftops if he withdraws from combat or flees at the outbreak of hostilities.

Captains: Hardier than their subordinates, Captains may resist Counter Kill and Disarm attempts. They are also capable of foiling Ezio's attempts to initiate a combo assault. Use the Kick move in these instances to break their guard. Hidden Blade Counters and projectiles are a highly efficient way to dispatch them with relative ease. You can also use their Militia subordinates to set up deadly Execution Streaks – see page 29 for more information.

Crossbowmen: Quick to attack Ezio if he trespasses on rooftops, these soldiers use ranged weapons to fire from a distance during open combat – so it's important to get in close or reciprocate in kind. Generally very weak, they can be disabled with short combo attacks, felled with a single projectile, or thrown to their doom on the streets below with the Grab move or a judicious blow.

Horsemen: You may encounter soldiers on horseback while free roaming. If one should enter a battle, note that the Pistol or Throwing Knives can be used to dispatch them with ease.



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CITIZENS

- ◆ Ezio can "Blend" with groups of civilians by walking or standing among them. There is a distinct sound cue and visual effect when this takes place (Fig. 1). When not in combat, Blending renders Ezio invisible to his enemies and Harassers.
- ◆ From a pure gameplay perspective, the presence of citizens adds moving bodies that Ezio must weave between as he runs through the city streets. Collisions at Ezio's basic running pace will cause him to stagger; at a full sprint, he will be bowled from his feet. While walking, hold the Empty Hand Button to gently push through large crowds. Hold the Legs Button to pickpocket – an easy way to obtain florins in the early game.
- ◆ Indiscriminate killing of civilians will cause Desynchronization, sending Ezio back to a previous checkpoint (or, outside memories, a safe location in Rome). A little "collateral damage" is tolerated; systematic brutality is not.

HARASSERS



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Harassers are individuals who don't attack Ezio directly, but will impede his movement and draw attention to him. These infernal nuisances come in two forms: the overbearing troubadours first encountered in Assassin's Creed II, and groups of three females who will run to accost Ezio in a similar manner (Fig. 2).

- ◆ Be very wary of Harassers whenever Ezio is stealthily following an individual or group as an objective, or when he must avoid the local soldiery. They create a spectacle that will draw eyes towards him, which is something to be avoided.
- ◆ Both types of Harassers can be silenced by bumping into them; a crude but effective rebuke that will cause them to flee. They can also be temporarily distracted with the Throw Money ability (see "Equipment" on page 29). Do not kill them: annoying as they may be, they are still classed as innocent civilians.
- ◆ Harassers can be outpaced at a full sprint if there is no need for discretion. They have distinct "zones" where they operate, and will not move beyond these invisible boundaries.
- ◆ Though not (strictly speaking) Harassers, "box carriers" act as a surprisingly subtle hazard. Colliding with these individuals will cause them to drop their burden, which will smash, causing all within range to turn and gawp – with potentially awkward consequences.

GAME FEATURES

HIDING PLACES

Though Ezio may be a warrior beyond compare, escape to a place of concealment is often necessary when faced with overwhelming odds, or should the preset conditions of a memory require it. Diving into one of these hiding spots (marked by blue dots on the Mini-Map during open conflict) after breaking a clear line of sight between Ezio and his pursuers will enable you to end a combat encounter.



Piles of leaves or hay



Filled carts

VIEWPOINTS & BORGIA TOWERS

For those who are experiencing the Assassin's Creed series for the first time, Viewpoints (Fig. 3) are lofty perches where Ezio can "Synchronize" with his environment – and, in the process of doing so, reveal a portion of the game world on the main map and Mini-Map.

Unlike previous games in the series, where we would advise that players set out to unlock all available Viewpoints from an early stage, Assassin's Creed Brotherhood



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Wells



Benches



Rooftop shelters

complicates matters by placing 12 of the 24 perches on top of Borgia Towers (Fig. 4). These lie within the red boundaries of heavily militarised "Restricted Areas", where Ezio's presence will meet with near-immediate aggression. For now, it's enough to say that you should avoid these until later in the story. We will offer additional prompts on the optimum time to tackle them throughout the Walkthrough chapter.



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COLLECTIBLES

Assassin's Creed Brotherhood has three distinct types of collectible located throughout its game world. Finding these increases Desmond's "Total Synch" rating with his ancestor, and can also unlock assorted rewards (in addition to related



Borgia Flags: There are 101 of these in total, distributed throughout Rome, and in six other self-contained environments visited during main story or optional memories.



Feathers: Returning from Assassin's Creed II, there are only 10 of these to locate.



Treasure Chests: These contain variable sums of florins and Trade Items. Only the 144 located in Rome count towards the Total Synch rating.

TRADE ITEMS

Usually found as the contents of Treasure Chests, Trade Items can be sold to Shop owners to raise florins. However, certain items of this kind are also used to complete Shop Quests, commissions offered by vendors on Tiber Island that can provide extremely valuable rewards. We would suggest that you refrain from cashing in on these during Sequences 02 and 03. Though it can be a good source of income, selling the wrong Trade Items now could make it impossible to complete a Shop Quest at a later date.



FULL SYNCHRONIZATION & MEMORY REPLAY

Ezio's arrival in Rome coincides with the introduction of Full Synchronization conditions. These optional objectives are specified for most (but not all) main story memories and secondary memories once they begin, and can be checked by visiting the pause menu while they are underway. Completing a memory and its secondary objective leads to 100% Synchronization, contributing the maximum total to the Total Synch level at the DNA Menu. Fail a Full Synchronization objective, though, and the mission only counts as 50% complete.

There are two main reasons to strive for Full Synchronization in memories where these objectives appear:

- ◆ Achieving Full Synch for an entire Sequence will unlock a unique cheat, with eight to acquire in total. Cheats in Assassin's Creed Brotherhood disable game progress and Achievement and Trophy unlocks, but can be hugely fun to play around with.
- ◆ There are special secondary memories that are unlocked at specific Total Synch thresholds. The last of these becomes available at 75% completion.

Certain Full Synch conditions appear regularly, and so warrant a little explanation to clarify obvious questions.

- ◆ With timer-based objectives (complete a memory within "X" minutes), the clock is always stopped during cutscenes, and while you access the Animus Desktop pause menu or Map screen.
- ◆ When Ezio is challenged to complete a memory without sustaining a set damage total, note that partial Health Square depletion counts towards overall loss.

Many Full Synch conditions can be completed on first attempt, while others require that you make use of the new Replay Memory function. This can be accessed via the DNA Menu. After a short load break, Ezio will be transported back in time and placed next to the Memory Start marker. Interestingly, though, he retains all weapons, armor and equipment acquired in the intervening period, which can make previously demanding tasks much, much easier.

Finally, note that the Skip Cinematic pause menu option is thoroughly useful while revisiting old memories, and that you can leave Replay Mode at any time by selecting Exit Replay.

Achievements and Trophies). We cover these in a dedicated section of our Side Quests chapter. For now, though, we'll simply introduce the different varieties.

EQUIPMENT



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Though his equipment is diminished from the riches owned at the start of the opening Sequence, Ezio still has a fairly formidable arsenal of weapons and skills at his disposal on arrival in Rome. Use the radial Weapon Selection menu to access these (Fig. 5).

The **Hidden Blade** is used to perform Assassinations, and with practice can be Ezio's most deadly weapon in open combat.

The **Pistol** is used to shoot opponents from range. Select a victim (use Target Lock if not in open combat), hold the Weapon Hand Button until a continuous line appears, then release the button to fire. Note that Ezio can block and perform the Disarm move while wielding the Pistol in combat.

Ezio's basic **Common Sword** is powerful enough to cut most opponents down to size for the immediate future. Ezio can also fire the Pistol while wielding a sword.

Though not particularly suited to open combat, **Throwing Knives** actually excel as a means to avoid it. Crossbowmen can be silenced with a single blade, making the process of travelling between destinations or infiltrating areas much easier. Hold the Weapon Hand Button to use the Flying Knives Skill and hurl multiple Throwing Knives at targets within range (see page 126 for details).

Use of Ezio's bare **Fists** tends to lead to slower Executions (more on which shortly) and naturally reduces Ezio's range, so the main reason for weapon-free brawling is to make use of the Disarm move.

Selecting Ezio's coin pouch enables the **Throw Money** ability. Press the Weapon Hand Button to throw a small sum of florins on to the street, which will cause all nearby citizens to rush to that spot. This has many uses: it distracts Harassers, can slow the pursuit of chasing guards, and works as an effective distraction technique with low-rank soldiers.

Use **Medicine** to instantly restore depleted Health Squares. It's prudent to keep your stocks high at all times, either by purchasing potions from Doctors, or by regularly looting defeated opponents.

Strike with the **Poison Blade** and the victim will stagger almost blindly at first, then draw their weapon in a drunken display of wild and terrified aggression – then fall dead abruptly. Not merely a way to dispatch targets without inviting a response, it's also a novel way to create a distraction.

EXECUTIONS & EXECUTION STREAKS

A major new feature in Assassin's Creed Brotherhood is the addition of Executions and Execution Streaks. These reduce the previous emphasis on a defensive, Counter Kill-oriented combat strategy, and enable Ezio to slay multiple opponents in one balletic sequence.

To perform an **Execution**, Ezio must successfully land a sequence of uninterrupted blows. The number of hits depends on the currently equipped weapon, but is never more than five. On the final impact, Ezio will instantly slay his opponent with an Execution finishing move.

Execution Streaks are an extension of this new (and deadly) combat ability, and enable Ezio to disable a chain of opponents with instant one-hit finishes. You can set up a Streak by defeating an adversary with an Execution, Disarm and finishing move, or a Counter Kill (Fig. 6). During the killing animation, press the Movement Stick to highlight another opponent (the closer the better – and, ideally, the opponent poised to attack Ezio next), then press the Weapon Hand Button to "stack" a subsequent assault (Fig. 7). If successful, Ezio will lash out and dispatch this second target instantly (Fig. 8). This can, theoretically, be repeated until all combatants lie beaten on the ground.



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SEQUENCE 02

MEMORY 01

AS GOOD AS NEW: Still suffering the effects of wounds sustained in Monteriggioni, Ezio cannot run or climb until he consults with the Doctor at the waypoint marker. Far from being the powerhouse we encountered at the start of Assassin's Creed Brotherhood, Ezio now only has five Health Squares, no funds, and a reduced selection of equipment.

Use the Medicine when prompted to do so, then make tracks for the waypoint at Trinita dei Monti (Fig. 1). The tower at the top of this church contains the first unlockable Viewpoint in Rome, recognizable as a distinct "perch" with an eagle soaring nearby. Move onto this, press the Head Button to Synchronize, then perform a Leap of Faith into the pile of hay far below.

The next part of this memory requires that Ezio discretely trail a group of guards through the streets. This is a sedate journey, with no surprises along the route, but be cautious not to draw too close and arouse suspicion. A 25-second timer will appear whenever the guards cannot be seen, but this offers plenty of time to restore eye (or, to be precise, game camera) contact.

On the final leg of the journey, Ezio must defend a civilian by dispatching the guards sent to attack him. To complete the Full Synchronization objective, equip Ezio's sword and use careful Counter Kills to safely defeat each opponent.



01

MEMORY 02

WELL EXECUTED: Rather than backtracking to Piazza di Spagna and the Spanish Steps to reach Il Carnefice, head east from the gallows to reach a Lift. Use this to get to the roof above, and you then have a simple climb to the top of the cliffs.



02



Climb onto the house as you approach the waypoint marker, then move out onto the decorative beams above Il Carnefice (Fig. 2). Don't worry: the soldiers below will not see Ezio. Ensure that your quarry is highlighted (use the Target Lock Button if you like), then tap the Weapon Hand Button to perform an Air Assassination. After the postmortem interlude, either flee the scene or disable all aggressors to bring the memory to a close.

DETECTION METERS

Detection Meters are animated down-facing arrows that appear above the heads of guards or potential hostiles whenever Ezio's presence is arousing their suspicion or ire. Possible reasons for this include:

- ◆ Trespassing in a Restricted Area, marked in red on the Mini-Map.
- ◆ Special conditions that determine that certain individuals are set at a high state of anxiety or alertness, such as a target tailed by Ezio.
- ◆ Ezio reaching full Notoriety – though this subsystem is inactive until Sequence 03.

The Detection Meter has two distinct stages (Fig. 3).



Stage 1: During the first phase, Detection Meters will gradually fill with a yellow hue while Ezio remains in range. Moving closer or performing High Profile actions will cause the gauge to fill at an increased rate. Retreating to a safe distance, Blending with a group of civilians or breaking the direct line of sight between Ezio and the individual(s) in question will clear the gauge.

Stage 2: Once the gauge is completely yellow, the second stage begins. As it fills with a red hue, guards and other hostiles will actively pay attention to Ezio, and will often approach him to investigate – thus accelerating the fill rate. You can still escape by Blending, though the most surefire way to evade this heightened scrutiny is to break the line of sight and put at least one additional corner between you and the investigating party or group.

When a Detection Meter is completely red, Ezio is identified, which will cause guards and other enemies to attack. In certain memories, especially those where Ezio must stealthily follow a target to a destination, this may cause immediate Desynchronization.



RIDING HORSES

Rome is an enormous city, so wandering between distant waypoints on foot is both impractical and time-consuming. Whenever long journeys are necessary, acquiring a steed – by fair means or foul – will enable you to reduce travel time to a manageable level.

- ◆ While wandering the streets of Rome, tap the Head Button to make Ezio summon his horse.
- ◆ Hold the Empty Hand Button to climb onto a horse. Note that Ezio can automatically mount a steed by leaping onto its back from a nearby surface. Press it again to dismount. Ezio can also "Hijack" a horse from a civilian or guard by pressing the same button, or Assassinate the rider with the Weapon Hand Button, though these are illegal actions.
- ◆ Hold the Legs Button to walk at the slowest possible pace. This is useful when you wish to maintain a low profile or pass through crowds.
- ◆ Hold the High Profile Button to make the horse canter. At this speed, Ezio's steed will automatically vault obstructions such as fences.
- ◆ While cantering, tap the Legs Button to make Ezio adjust his posture to prepare to leap; tap it again to make him jump from the saddle.
- ◆ While mounted, Ezio can draw his sword to hit enemies within range. With the Hidden Blade equipped he can also leap onto a nearby horse belonging to a guard with a tap of the Weapon Hand Button, assassinating the rider and commandeering their steed (Fig. 4).



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TIPS & TRICKS

- ◆ Looting vanquished foes can provide Ezio with florins, ammunition and Medicine. To do so, hold the Empty Hand Button while he is positioned next to a body.
- ◆ For now, Ezio can only carry up to five doses of Medicine at any one time. This can be purchased from Doctors, or occasionally obtained by looting defeated opponents.
- ◆ If an enemy grabs Ezio, press the High Profile and Empty Hand Buttons simultaneously to wrestle free of their grasp.
- ◆ Though projectiles are always the quickest way to defeat horsemen, you may not always have ammunition to hand. To knock a guard from his steed, equip a sword, hold the High Profile Button and, just as the mounted guard nears Ezio, tap the Weapon Hand Button to send him sprawling unceremoniously to the ground.



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ADDITIONAL MEMORIES

Over the following 16 pages we reveal the locations of all collectibles throughout Rome: Borgia Flags, Feathers, Treasure Chests, Viewpoints, Borgia Towers and the mysterious Rifts. We've sliced the larger districts into manageable portions, so you should have no problems scouring each area for these prizes in a methodical order.

Before we begin, a variety of general yet exceedingly useful tips:

- ◆ Looking at any form of collectible through Eagle Vision will make an icon representing its position appear on the in-game maps.
- ◆ There is a distinctive sound effect that plays whenever Ezio moves close to a collectible; this grows louder or quieter based on his direct-line proximity.
- ◆ Treasure Chests (📦) are most commonly located in enclosed courtyards and on roof terraces. Borgia Flags (🏳️) are generally situated on rooftops, columns, or on architectural features that extend from buildings. Feathers (🪶) are few in number, but appear in varied locales.
- ◆ Rifts (🕸️) only appear on walls, and are invisible unless viewed through Eagle Vision. The bottom section of each one is a ledge that Ezio can grasp; to collect them, he must climb "inside" each one. See page 184 to learn how to solve all Rift puzzles.
- ◆ Every Borgia Tower (🏰) has a Viewpoint (👁️) at its summit. Igniting the former will always Synchronize the latter. Followers Lairs (🐾) and Templar Lairs (🏰) are unlocked through progression in primary memories.
- ◆ Removing 25 Borgia Flags (or reaching Sequence 08) unlocks new maps for purchase at Art Merchant Shops. Though decidedly expensive, buying these reveals the locations of collectibles on the in-game maps. See page 138 for details.
- ◆ If you highlight a collectible icon with a manual waypoint at the map screen, the proximity meter (📶) will helpfully provide prompts on the elevation of the item you seek in relation to Ezio. This makes the process of collecting Feathers, Borgia Flags and Treasure Chests much, much easier – and it's why the maps sold by Art Merchants are worth every last florin.
- ◆ We have marked all Treasure Chests containing Trade Items required to complete Shop Quests: see page 89 for more details.



TIBER DISTRICT (SOUTHWEST CENTRO)



Use the columns to the south to reach this Feather's lofty hiding spot.



Use the building to the north to reach the adjacent column, then press the Empty Hand Button to catch the ledge when you leap across to this Borgia Flag – it's just outside Ezio's automatic grab range.



Hidden in the ruined top floor of the building.



On top of a column; easy to see (and reach) from the surrounding rooftops.



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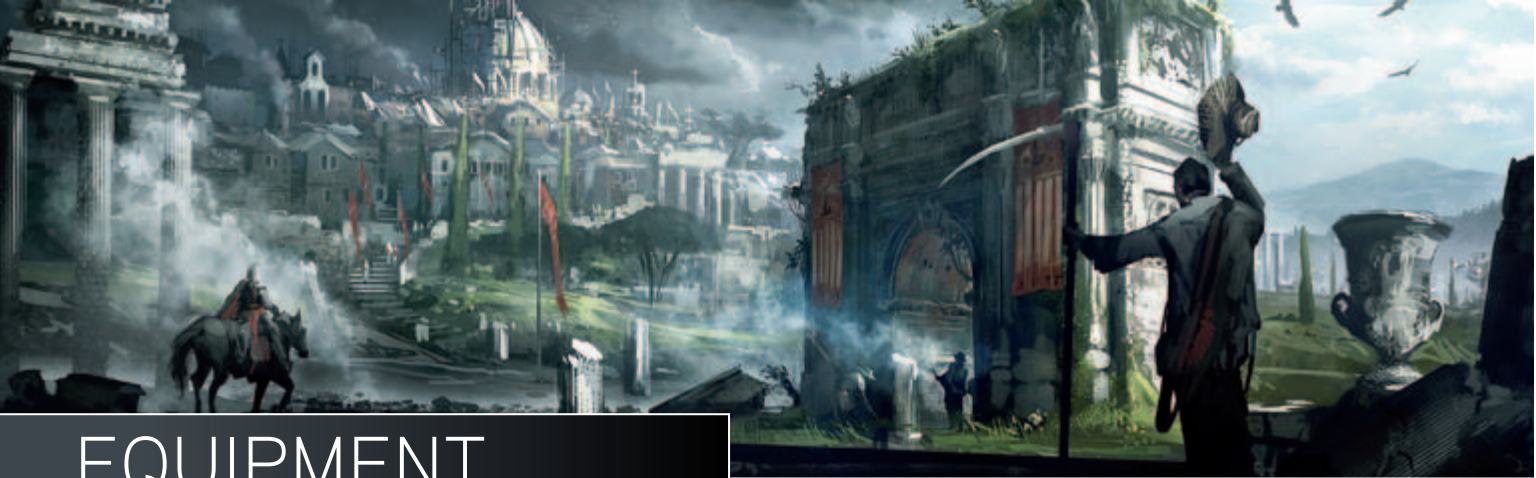
COMPLETION
ROADMAP

SECRET
LOCATIONS

SECONDARY
MEMORIES

ADDITIONAL
MEMORIES

METAGAMES



EQUIPMENT

There are several ways of saying goodbye in Italian, and Assassin's Creed Brotherhood will give you plenty of chances to practise them all when it comes to your hard-earned cash. Until Ezio has established some regular sources of income, he'll need to resort to some of his older tricks before he'll be able to afford the equipment he needs. His methods of raising money are as follows:

Mission Rewards: All of the main and optional memories reward the player's efforts with a money prize. They may be delivered to Ezio through the plot, collected incidentally, or awarded on successful completion, but they all pay up. When completing Secret Location/Lair challenges, some of the optional rewards available may require extra effort and ingenuity to secure: these are simply in addition to what you will earn from reaching the end of the memory.

Looting & Stealing: Looting the dead will draw the disdain of the crowd and the attention of the guards, but this is a way of remaining self-sufficient when it comes to basic supplies of Medicine and ammunition. As for stealing, Roman society recognizes three classes of citizen in its social strata. An eye for heavy robes and heavier purses (Fig. 1) will maximize your yield to an average of 110 florins per 5 nobles. You can Fast Walk in Low Profile to steal in quick succession, but be warned that male citizens are keener to pick a fight if they suspect a thief.



01

CIVILIAN CLASS	LOOT RANGE (f)
Poor	7-12
Middle Class	12-19
Rich	19-25

Treasures: Hidden in forgotten cellars or guarded by Borgia sentries, riches await in Rome's many Treasure Chests. Some conceal rare luxuries, which can be exploited for commercial gain as Trade Items (see Page 136). Other Treasure Chests may contain hundreds or even thousands of florins for the taking. You will spot the unopened containers by their Animus effect, and may also purchase Maps that reveal their locations (see page 138).



02

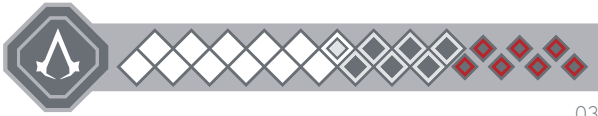
Borgia Couriers: Mingling discreetly with the citizens, Borgia Couriers can nevertheless be identified by a red cap and cape (Fig.2). These trusted runners will flee over river and rooftop if alerted to danger, escaping easily unless cunningly ambushed or skilfully overtaken. Intercepting the delivery will yield an exceptional loot haul of 1,500 florins, but with the automatic penalty of 100% Notoriety if you murder the courier instead of simply tackling him.

Assassin's Guild Contracts: Sending your men on missions across Europe not only trains up recruits but also benefits your Guild with a significant cut of the blood money. See page 109 to learn how the Assassin's Guild can become a cash machine.

Fight Ring: The Mercenaries Guild is home to a special training ground where Ezio can fight other men and bet money on the outcome of the battle. This Fight Club can be used to make decent amounts of money in very little time. See page 89 for details.

Rebuilding Rome: Ezio's liberation of the city from Borgia control and taxation opens up business opportunities for local traders. Investment in these businesses will, in time, return a regular income and allow you to maximize your Shop discounts before purchasing the finest equipment. Turn to page 106 for a full guide to the Rome rebuilding game.

HEALTH AND EQUIPMENT



03

Each piece of armor is rated by the number of Health Squares it adds to the Health Meter. Equipping the best armor that you can purchase for each of the four body locations will thus significantly increase your Health Meter.

Each piece of armor also has a Resistance value that indicates how much damage it can absorb before breaking. This is represented in the game's inventory screens by a star rating, but our tables reveal the exact Hit Point values.

The combat system doesn't distinguish hit locations, such that a blow to the legs would only affect greaves. Instead, every blow endured affects every piece of armor worn. For every Hit Point of damage Ezio suffers, each of his pieces of armor will take a point of damage. When the damage reaches or exceeds the Resistance value, the armor will break. Those extra Health Squares no longer provided by a broken piece of armor appear on the Health Meter as red blocks (Fig. 3), indicating the extent of the damage. Only the Repair services of a Blacksmith will then restore them (for more on this, see page 137).

Health Square Status

SYMPTOM	REMEDY
Health Square: full	-
Health Square: half-emptied	Avoid taking further damage for a few seconds.
Health Square: empty	Have a Doctor heal you, or use Medicine.
Health Square: damaged armor	Have the corresponding piece of armor repaired by a Blacksmith.

INJURY AND DEATH

Each Health Square is a symbol representing 4 Hit Points in the underlying combat system. Because the damage calculations aren't always neat, an attack can leave one Health Square just partially emptied. But there's a minor recovery mechanism to exploit: if you avoid taking further damage for a few seconds, a block that is incomplete but not fully empty will regenerate to a full white Health Square.

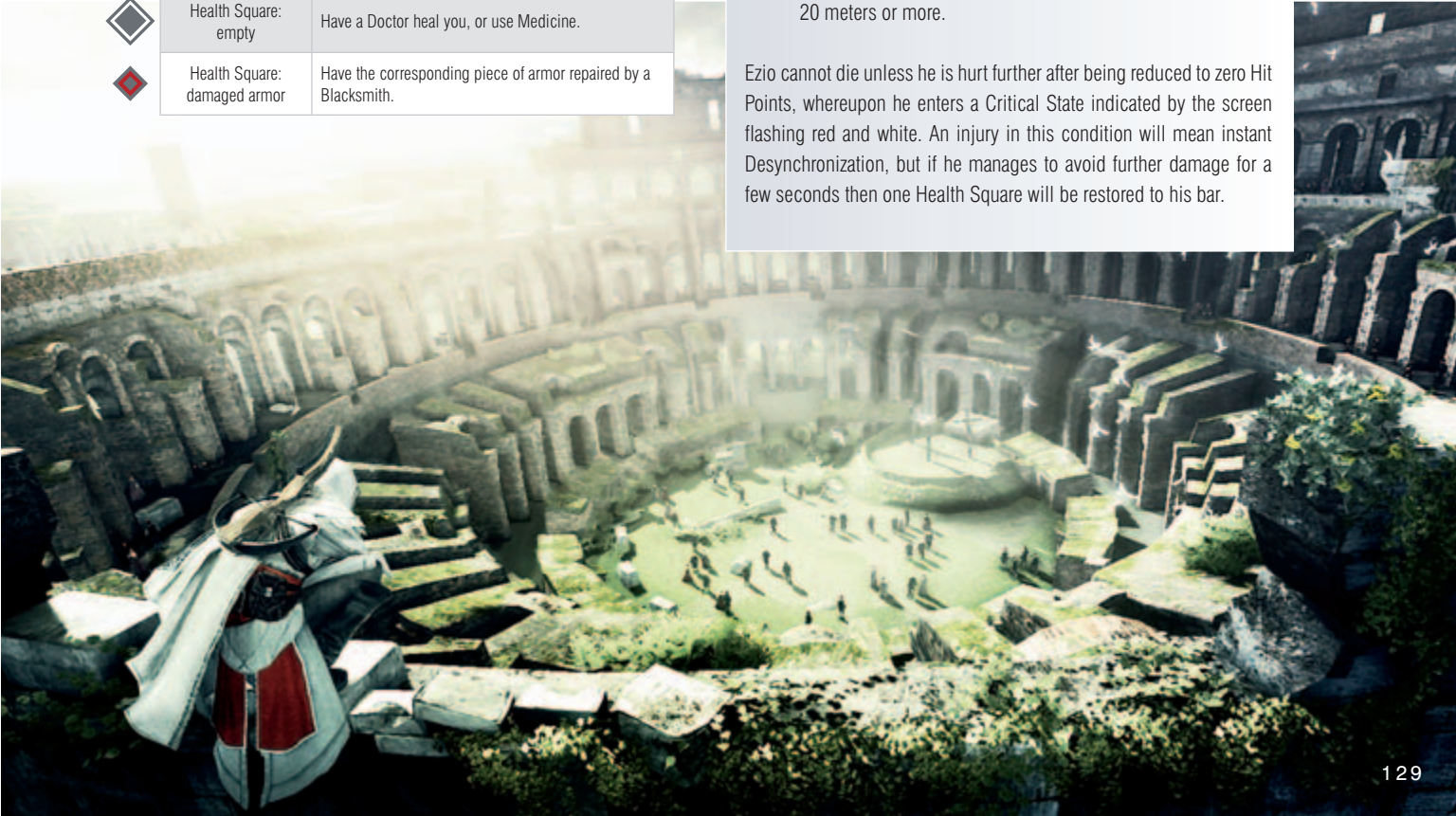


04

Ezio can also be injured by falling too far. His agility allows him to drop distances of under 8 meters safely, and pushing forward on the Movement Stick will prompt him to roll on touchdown (Fig. 4) for a safe landing from 12 meters. Otherwise, he will sustain damage based on the height of the fall:

- ◆ 30% of total Health lost when falling over 8 meters.
- ◆ 50% of total Health lost when falling over 12 meters.
- ◆ 75% of total Health lost when falling over 16 meters.
- ◆ Death (Desynchronization) occurs after falling 20 meters or more.

Ezio cannot die unless he is hurt further after being reduced to zero Hit Points, whereupon he enters a Critical State indicated by the screen flashing red and white. An injury in this condition will mean instant Desynchronization, but if he manages to avoid further damage for a few seconds then one Health Square will be restored to his bar.



PRIMER

WALKTHROUGH

SIDE QUESTS

REFERENCE

MULTIPLAYER

EXTRAS

MOVES

WEAPONS

EQUIPMENT

ITEMS & SHOPS

ENEMIES

ACHIEVEMENTS & TROPHIES

MISSION CHECKLISTS



GAME PRINCIPLES

The ultimate aim of the game is to score more points than your competitors. While a high kill count certainly helps, the path to first place in any session also rests in scoring a variety of Bonuses that are discussed later in this chapter. For instance, approaching your target stealthily without ever raising your profile will get you the Incognito Bonus.

When a multiplayer session launches, your character will appear somewhere on the map. You will notice that all of the citizens around you resemble one of the many playable characters or “skins”. Some will look identical to you. All you

know at first is that the other human players are out there, hiding among the crowds, and you will be assigned a contract to kill one of them.

In this game of cat and mouse, however, you will regularly find yourself cast in both roles. As you walk the streets in search of your contract, other agents are likely to be tracking you too. A stealthy approach can be useful in staying hidden from both predator and prey, but you must be ready to change your tactics and flee over the rooftops if your own assigned hunter is closing in fast.

ONSCREEN DISPLAY



- 1 Target Data:** Shows the skin of the agent you have been contracted to find and kill. Beware of look-alikes and disguises. Once you become acquainted with the characters, you'll only need to consult this part of the HUD once per contract. Other pursuers hunting your target appear as blue markers next to the picture.
- 2 Compass:** Directional and height indicator of your contracted target. The width of the arc increases as you approach your target, becoming a full blue disc when you are in close proximity. The faint blue glow will turn bright blue whenever your target is in sight. Arrows may also appear on the outer edge of the compass, indicating secondary targets (blue) in team missions and enemy pursuers (red). The accuracy of your compass can be influenced by in-game events.

- 3 Detection Meter:** How visible are you? Running, climbing, upsetting innocent citizens and other High Profile actions undertaken in view of your target will deplete this meter (and cause your controller to vibrate if applicable). If it empties completely, the target becomes aware of your presence and a Chase ensues. You begin each contract Incognito but will lose this status if you are detected.
- 4 Assassinate button and Lock button:** A contextual visual prompt over a character's head indicates when a kill is possible by pressing the Weapon Hand Button. If a player gives themselves away by High Profile action while in sight, an automatic Target Lock Button symbol will appear over their head to the advantage of a swift-fingered enemy.

5 Chase Meter: A Chase sequence begins when the pursuer's Detection Meter is empty (see next page for more information on Chases). The Chase Meter gives information to both protagonists using a color code:

CHASE METER	MEANING
	The target is in the pursuer's line of sight.
	The target broke the pursuer's line of sight.
	The target broke the pursuer's line of sight and is now hidden.
	The pursuer's Chase Meter color.

- 6 Abilities, Perks and Streaks:** Icons in these slots show what Abilities, Perks and Streak Bonuses are currently available to you. Abilities recharging in Cooldown are replaced by a hexagonal timer until available again. See page 165 for more details on these.
- 7 Remaining Time:** The countdown to the end of the round. As time runs out, throw caution to the wind and run for your last contract.
- 8 Current Scoring Position:** Victory is handed to the player with the most points at the end of the round. Finish in first, second or third place for a Podium Bonus.
- 9 Number of Pursuers:** The number of red markers indicates how many agents are stalking you.
- 10 Session Events:** Rolling news of Kills, Bonuses and other events happening in the round.

GAMEPLAY DIFFERENCES

Multiplayer operates a shorthand version of the solo game, removing your inventory and extensive combat moves to focus on free running, social stealth and assassinations. There are no guards to kill here and all environmental interactions are automatic.

At the same time, you'll be slowly mastering a host of new game-changing Abilities and learning to absorb relevant alerts from the considerable amount of information provided by your completely new multiplayer HUD. The display can be a tad overwhelming at first, but you'll grow comfortable with registering its (helpfully, bright red) warning signs and ignoring the rest so that you aren't distracted from events happening in the game world.

Quality assassinations must be improvised, not planned, and there is a new golden rule: keep moving. Never stay still for too long, or think that you can lurk in wait for your target. Somebody, somewhere, and getting closer by the second, has a Compass leading them straight to your location.

Another important difference you need to bear in mind is that you may not be the only assassin hunting your prey. Multiple contracts can be awarded on the same target, meaning that you will lose out if someone else beats you to the kill.

CONTROLS

360	PS3	BUTTON DEFINITION	COMMAND
		Movement Stick	Basic Movement
		Camera Stick	Camera Control
		Quick Select Buttons	Switch Targets in Team modes
		Legs Button	Fast Walk; Sprint / Jump (High Profile mode only)
		Empty Hand Button	Stun; Shove (High Profile mode only)
		Weapon Hand Button	Assassinate
		Target Lock Button	Lock Target
		High Profile Button	High Profile Mode
		Call Assassins Button	Ability 1
		Weapon Select Button	Ability 2
		Center Camera Button	Center Camera
		Pause Button	Menu
		Map Button	Player List



The first move to note is the Fast Walk. Adopting it by casual default, you can use Fast Walking to make headway without any cost to your Detection Meter. Some characters (like the Captain) have more pronounced Fast Walk animations than others. If you are forced to flee, the Shove button can be held to bash through civilians in your path.

While walking through crowds, you will notice the Assassinate icon flicking up above the civilians in your path. Killing the innocent will lose you your contract, so this is where the Lock function comes in useful. Press Lock when the target is in your immediate sight or hold Lock to aim at the target accurately from a distance. A blue padlock will then appear over their heads (Fig. 1), singling them out and keeping track of them briefly if you lose sight. The advantage of the Lock when approaching your target is that the Assassinate icon only appears for them, enabling you to strike at your chosen moment. Nor do you risk killing innocents in a rash moment if your intended victim makes a sudden break. The Lock vanishes if you lose sight of the target for more than a few seconds.

If an enemy visibly makes a High Profile move, a Lock button icon will appear over their heads.







PRIMER
WALKTHROUGH
SIDE QUESTS
REFERENCE
MULTIPLAYER
EXTRAS
BASICS
SCORE & PROGRESSION
ADVANCED TIPS
MAPS & ANALYSIS

MAPS & ANALYSIS

To grant you an advantage over other players, the maps that follow reveal all of the Chase Breakers to be found and exploited in Multiplayer. Each of the arenas has a distinct flavor and style of play that can switch the emphasis from surreptitious, crowd-based games of hide and seek to rooftop clashes and Ability battles.

LEGEND (CHASE BREAKERS)

	Falling Platform		Lift
	Corner Helper		Closing Gates

ROME



- ◆ The busy market square on the steps of the Pantheon (Fig. 1) offers plenty of blending spots and moving crowds for social stealth, but is open and exposed when your cover is broken.
- ◆ Escaping a pursuer, evacuate the marketplace and look for the Chase Breaker Closing Gates and Lifts at ground level. Aim to reach the hiding spots on the periphery of the map, using the buildings around the square to break line of sight.
- ◆ The rooftops offer a fast route across the entire map, but you'll be spotted very easily in transit.

01