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



This chapter will guide you through all main story Memories with annotated screenshots providing at-a-glance solutions. Our Walkthrough begins with a short Story So Far section designed to help you to understand the most important story developments and concepts introduced in previous episodes.



Walkthroughs, maps, analysis and tips covering every optional activity in Assassin's Creed Unity. Everything you need to gain a maximum 100% Total Sync rating is here.



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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 topics of interest whenever you need a hint or specific piece of information.

Vertical Tab

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

Update Notice

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





A must-read chapter if you would like to improve your skills and acquire a good understanding of the mechanics that govern the Assassin's Creed Unity world.



In this chapter, we offer a short overview of Assassin's Creed Unity's feature unlock order as well as a (**SPOILER-HEAVY**) recap and analysis of the central storyline.

ONSCREEN DISPLAY



- Arno's Data: The long white gauge at the bottom of this display is Arno's Health Bar, which represents his physical state. As you advance in the storyline and unlock new skills and equipment for Arno, your progression is represented by the small diamond-shaped meter at the top. Each filled segment corresponds to a level, up to five. When you reach the maximum level (six), the meter turns golden.
- Mini-Map: This illustrates Arno's immediate surroundings, including essential details such as potential enemies and points of interactivity. See page 15 for details.
- **Compass:** The N icon attached to the mini-map always points north.
- Weapon: This displays Arno's primary weapon. As a general rule, attacks are launched by pressing @/🛛.
- **Ranged Weapon:** When Arno is equipped with a ranged weapon, you can fire by tapping (1)/(1) or hold that button to aim with (2) and then fire with (2)/(1). The number next to the icon indicates how many shots he can fire. Press 🗘 to select or change weapon.
- Tool: Arno's currently selected tool the attack or action activated with RI/RB 6 (tap for an immediate use; hold and release if you need to aim). This can be a special ability (such as Throw Money), or a special device (such as Smoke Bombs). You can change between all actions in this category with 🔿.
- **Controls HUD:** This section of the display highlights contextual actions that can be performed with the face buttons of your controller.

HUD Belt: Whenever Arno is in danger of attracting the 8 attention of potential aggressors, or actively engaged in combat, a circular Heads-Up Display "belt" that surrounds his body will show the positions of all actual or aspirant combatants. The position of each Detection Icon (see page 16) indicates the relative location of every assailant that you must fight or avoid.

DEFAULT CONTROLS SUMMARY

We use the button icons presented in the table below to refer to each controller input throughout this guide. These should be easy to recognize for all PlayStation 4 and Xbox One players, but you can refer back here if you need to refresh your memory at any point.

Note that this is not an exhaustive list of controls and commands, but simply a handy recap of all functions that are most pertinent during the opening stages of the game. You can find a complete moves overview in the Reference & Analysis chapter.

PS4	Xbox One	Sum
0	0	Used for basic movement; also employed for directing attacks during co
0	®	Used to control the game camera.
0	0	Used to equip the weapons and tools of your choice. The abilities at you
\otimes	۵	Used to jump and free run upwards when 🔞 / 🛙 is held; also used to
O	G	Used to free run downwards and to parry in combat. Also used for intera
٢	۲	The primary attack button; also used to perform assassinations.
۵	Ŷ	Activates Eagle Vision.
L1	LB	Tap to quick-fire your currently selected ranged weapon. You can instea
R1	RB	Tap to quick-throw your currently selected tool. You can instead hold an
L2	IJ	Activates Stealth Mode. You can hold the button then release it to deact
R2	RT	Hold to switch to High Profile mode, which enables activities such as fr ranged weapons (with ()/() held).
L3	Ť	Used to reload firearms. Brings up the legend for all icons on the map s
R3	Ř	Forces the game camera to face directly ahead. Hold to remove most of
(OPTIONS)	•	Enters/leaves the main menu.
Click Touchpad	6	Opens the main map.

Note for PC Players

To avoid confusion and convoluted lists of buttons and keys throughout this guide, we reference console button commands only. If you don't already own one, we can't overstate the difference that a good twin-stick pad will make. An Xbox 360, PlayStation 4 or Xbox One controller will suffice; each pad can be configured for PC gaming with relative ease. We strongly recommend that you do so in order to play Assassin's Creed Unity as its creators intended.

combat

our disposal will expand as you make progress in Arno's story.

o dodge during combat, and to lock Arno to suitable cover elements.

ractions with the environment

ad hold to aim and press 🔞 / 🕅 to perform accurate shots.

and release if you would prefer to aim first.

ctivate Stealth Mode, or tap the button to toggle the mode on and off.

free running and climbing. Also used to perform manual shots with

screen

of the onscreen display elements.



ONSCREEN DISPLAY

CONTROLS SUMMARY



STEALTH

Though more than capable of distinguishing himself in any kind of fight, there are many instances where Arno's interests are best served by avoiding open conflict. You will often take part in scenarios where stealth is mandatory or could lead to a more rewarding outcome.

LOW PROFILE & HIGH PROFILE

The first lesson you should learn about stealth in Assassin's Creed Unity is that if you can't stay out of sight, you should at least do your utmost to be as unobtrusive as possible until you can disappear. There is a clear distinction made between the types of actions you can perform. Those that are described as High Profile – such as sprinting, free running and attacking – are likely to draw attention, whereas Low Profile behavior pretty much entails acting like a nondescript citizen or staying well out of sight. As a general rule of thumb, actions performed while holding the R2/R1 belong to the High Profile category, and are often incompatible with stealth approaches.

DETECTION ICONS & ENEMY BEHAVIOR

A distinctive icon appears above the heads of potential hostiles – or, if they are currently off-screen, in the HUD belt that surrounds Arno, with the icons representing their approximate position – whenever Arno is arousing their suspicion (oi). These visual indicators are accompanied by distinctive audio prompts, and appear under the following basic conditions:

- If Arno performs antisocial or extravagant, High Profile actions such as acts of violence, or theft.
- Whenever Arno is seen trespassing in a Restricted Area, highlighted in red or blue on the mini-map, or if his current objective leads him to a place where his presence is unwelcome.
- If Arno is known to potential assailants. For example, there are Templar-funded Extremists on the streets of Paris who may recognize the Assassin if he lingers in their vicinity. Many missions feature situations where guards or hirelings will attack without fail once they identify him.
- Special conditions that determine that certain individuals are set at a high state of anxiety or alertness – for example, a target that you must follow as a mission objective.

Detection Icons are extremely easy to interpret.



A Detection Icon with a **yellow** hue appears when Arno is positioned within an enemy's field of vision. Retreating calmly to a safe distance, hiding, or just breaking the direct line of sight between Arno and potential assailants will eventually cause the notification to disappear. This first stage of detection is something to respect, but not fear – especially when enemies are distant. In a sense, it represents the kind of casual curiosity or suspicion that can be allayed instantly.



When the Detection Icon turns **orange**, potential hostiles will actively pay attention to Arno, and will approach him to investigate. The best way to evade this heightened scrutiny is to move out of sight and put at least one additional corner between you and Arno's "Last Known Position" (more on which shortly). If potential hostiles find nothing there, or within the immediate area, they will soon return to their posts or patrols. In Restricted Areas, this step is skipped and Detection Icons turn directly from yellow to red.



When the Detection Icon turns **red**, Arno is identified, which will cause all nearby antagonists to attack. Once hostilities commence, all potential adversaries in the vicinity will seek to engage Arno in combat, or give chase if

he attempts to flee the scene. You can resolve the situation by killing all active hostiles, or escaping. When Arno vanishes from the eyes of pursuers, they will eventually abandon their search, but won't immediately forget about him. As long as their Detection Icons remain red, gradually shrinking to a smaller size, this means they still remember Arno and will attack on sight.



DETECTION TIPS

- The rate at which the Detection lcons progress from yellow to red is determined by Arno's actions and the proximity of potential aggressors. High Profile actions such as climbing accelerate the process, so it's usually wise unless flight is necessary to walk out of sight or into a suitable place of concealment (such as a crowd). Suspicion rises slowly at a distance, but speeds up significantly when a guard is closer. At very close range, detection can be instantaneous.
- Many potential hostiles are less than vigilant, and will not respond to brief sightings. More dedicated enemies will actively stop their current activity (such as a patrol or guard duty) to investigate a brief glimpse of Arno. After a pause where they peer in his direction, they will approach him – or, should you wisely move him out of sight, their last sighting of him. As long as they cannot see Arno, they will return to their original post or patrol.
- In some situations, particularly when Arno is trespassing or seen in a Restricted Area, the initial suspicion phase is greatly accelerated – and there are even times where guards practically attack on sight. In such instances, ensuring that you do not clearly enter their field of view is of paramount importance.
- As Detection Icons can be seen through solid surfaces (and on the HUD belt that surrounds Arno), you can use them to track the movement of an enemy and judge where to hide, or when it is necessary to reposition the Assassin to avoid detection.
- During escape sequences, look around carefully before you emerge from your place of concealment. Even though combat may have effectively ended, some aggressors in the area may still have red Detection Icons. In these instances, even a brief glimpse will be sufficient for hostilities to be resumed. If you wait, you will eventually see the icon disappear as the enemies in question go about their former business.

LAST KNOWN POSITION

A new feature in Unity is the Last Known Position device, which gives a clear (and extremely useful) indication of the exact moment when Arno disappears from the view of all engaged hostiles. The Last Known Position is represented by a frozen blue "ghost" of Arno (02) that appears at the very moment that aggressors lose sight of him. Pursuers will rush to that position if they can and search for Arno in the vicinity. If an enemy spots Arno again, the "ghost" will disappear immediately.



The Last Known Position feature can be exploited to lure assailants to very specific positions: for example, to draw sentries away from a doorway. While they investigate Arno's apparent avenue of escape, you could then double-back via a different route to pass through the entrance without further incident. It is also a great way to set up ambushes in secluded areas.

Line of Sight

Guards can only see Arno if he moves into their line of sight. This invisible yet predictable cone of vision extends in the direction they are facing, but is interrupted by solid obstacles (03).

In missions where Arno is required to follow targets and keep them within sight, different rules apply. In such instances, it isn't his actual field of vision that is taken into account: the only concern is that you maintain "visual" contact with your positioning of the game camera with 0, irrespective of what Arno himself can see.

BLEND

When in close proximity to groups of three or more civilians, Arno will automatically "Blend" in with them, enabling him to hide in plain sight. In bustling urban areas, Blending is the most common and effortless method of avoiding detection. The process of entering and exiting a Blend situation is always accompanied by visual and audio effects.

- During a Blend, a distinct blue circle appears on the ground to indicate the borders of the effect (o4), which can be useful when you attempt to make seamless transitions from one group to another on a busy street.
- Arno must be standing still or walking to Blend. While Blending, he is effectively invisible to most potential enemies and individuals that he must follow or avoid.
- Entering a Blend will often allay the suspicions of nearby hostiles. More alert enemies, however, may walk over to investigate and disperse the crowd, in which case the subterfuge falls apart instantly. In these instances, you will usually need to quickly move between different groups – or leave a public thoroughfare in favor of a back alley – to evade the potential assailant.





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When Arno exits a Blend, there is a short period of grace where he remains effectively invisible. You can exploit this to transfer between different groups of citizens, or move safely out of sight.

 Illegal or reprehensible actions can immediately break a Blend. In open conflict, citizens will often back away or flee from Arno as he approaches them, which makes Blending impossible.

STEALTH MODE

Use 12/11 to activate Stealth Mode (05). You can either hold the button then release it to deactivate Stealth Mode, or tap the button to toggle the mode on and off. Stealth Mode reduces both Arno's visibility and the level of noise he generates while moving. With this ability, you can even pass directly behind a guard without attracting their attention. It can also enable you to remain concealed behind low obstacles (such as furniture, crates, walls and fences) to avoid the eyes of nearby sentries and passing patrols.

USING COVER

If you approach any suitable flat surface and press \otimes/\mathbb{Q} , Arno will press his body against it. This will also partially "lock" his body to the surface until you press the Cover button again, or pull away from the surface with (). This can be useful to stay completely out of sight behind a low obstruction as you move neatly along its length, for example, or to press against a corner and study the path ahead without moving into plain view (06). You can even assassinate nearby guards while behind cover. This doesn't render Arno entirely invisible, however, as anyone approaching from certain angles may see him clearly: common sense applies with this feature.

There are instances where Arno can make swift transitions between cover elements in close proximity. Press () in the direction of the next piece of cover in line. If the "Swap Cover" command appears in the Controls HUD in the top right-hand corner of the screen, tap \otimes/\mathbb{Q} to make Arno crouch-run to the new position without standing up.









KNOCK OUT

During stealth sequences, you will often encounter lonely guards or sentries that can thwart your plans or put you in danger. As skirting around such threats is not always an option, you will sometimes need to eliminate them. This can be achieved by performing either assassinations with \bigcirc / \bigotimes (see page 22) or non-lethal takedowns with \bigcirc/ \bigcirc (make sure you hold the button until the target is fully incapacitated, otherwise he will raise the alarm). Knocking out enemies takes more time than killing them, but can be very useful if your objective in a mission is to avoid slaving any adversaries (07).

VANISH

- can be highly effective.
- begins anew.

HIDING PLACES

When Arno needs to survey his surroundings without potential interruptions, execute a silent assassination, or escape a pursuing mob, entering a hiding place is often the best course of action. There are many different varieties of hiding place, which we will introduce after these tips and guidelines:



- Direct Arno into a hiding place to make him disappear. With "soft" hiding places (such as piles of leaves or hay), you can also enter via a Leap of Faith or a standard jump from above.
- If you can break a clear line of sight between Arno and his pursuers, entering a hiding place and remaining still will usually enable you to end open conflict. If Arno is seen entering the hiding place, however, he will immediately leap out: you cannot use them while hostile witnesses can see him.
- Handily, hiding places appear as blue triangles ($\mathbf{\nabla}$) on the mini-map whenever Arno is in open conflict.
- Hiding places are also used for some of the most efficient stealth assassination techniques (see page 22).

Piles of leaves, soft branches, hay or produce are the most common forms of hiding place.



Outhouses are perfect hiding places, as they are usually found in alleyways and at the backs of houses



Benches often offer a spare seat from which Arno can seem entirely unobtrusive, as long as there are other civilians sitting on them





The first step to escaping is naturally to turn tail and run, moving Arno out of sight of his chasing opponents. At this stage, Smoke Bombs (see page 20)

The moment your pursuers disappear from the mini-map or you vanish behind a solid obstacle, the blue "ghost" that indicates Arno's Last Known Position will appear (08). If you can move further away or find a secluded place of refuge (such as a hiding place) without being seen, the hostiles will eventually give up the chase. If Arno is spotted by an alert opponent, however, the pursuit

 Using free run courses and taking to the rooftops can be an effective way to put distance between Arno and the soldiers on his tail, but be careful to look out for sentries positioned at elevated vantage points and pay them a wide berth. From



PRIMER

STEALTH

ASSASSINATIONS

There are many different contextual assassination techniques, though they can be separated into two groups: those that are Low Profile, thus suitable for stealth situations, and High Profile kills that are much more likely to attract attention. As a general rule of thumb, an assassination performed with \bigcirc / \bigotimes alone will be low-key in nature, while holding 12 / 12 will lead to a more showy and violent

killing move. During the early stages of the story, most assassination types can only be performed on a single target. (Those familiar with the Assassin's Creed series should note that Arno can acquire the ability to perform Double Assassinations and Air Assassinations after a later skill unlock.)



Standard Assassination: Performed while level with one or two aligned targets.

- Low Profile: Arno will stab his targets discretely, though this will still lead to consequences if witnessed. It's highly effective when employed from behind on sentries or patrolling guards.
- High Profile: Arno will knock the targets to the ground as he delivers the killing blow. Note that this can be performed while running.



Air Assassination: Performed from above, this spectacular move can be performed from surprisingly lofty heights.

High Profile Only: Arno will leap onto highlighted victims from above, killing them instantly.



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

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



Cover Assassination: Only available when pressed against a suitable surface or corner after tapping \otimes / \otimes .

• Low Profile: Arno quickly rounds the corner, stabs the victim, then pulls them back and lowers them to the floor

MORE SAMPLE PAGES AVAILABLE AT WWW.PIGGYBACK.COM

High Profile: Arno bursts into view to leap on his guarry.



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

• Low Profile: Arno will reach out and simultaneously grab and stab a target within range, then pull them into his place of concealment.

It doesn't take a great deal of provocation to incite many of Arno's potential adversaries to violence. The advice we offer here is designed to cover the fundamental features of the Assassin's Creed Unity combat system.

- **Combat Mode:** Once a fight begins, Arno will automatically adopt a combat stance, and turn to face the enemy you direct him towards. Choose your current target by tilting () in their direction.
- Attack: To launch a melee attack on an opponent, press <a>(2)/(8).







on page 208.



COMBAT











ASSASSINATIONS

COMBAT

Strong Attack: If you hold (1)/(2), you will perform a slower, but more powerful melee attack. This move is only available after a later skill unlock.

Parry: Press O/B to make Arno block incoming melee attacks.

• **Perfect Parry:** By tapping the parry button just as the enemy is about to strike, you can perform a Perfect Parry, which leaves the enemy off-balance and gives you an opportunity to counter. To identify the timing window during which you have to press \bigcirc/\textcircled{B} , watch your enemy's health bar: if you parry as the health bar turns yellow (01), you will trigger a Perfect Parry and leave your opponent vulnerable to a follow-up combo. If your timing is less accurate, Arno will perform a simple block.

Dodge: Press $\otimes/@$ to roll away from your current position and dodge an incoming blow (02). This can also be used to move Arno to a more favorable position, such as a narrow alleyway that may prevent enemies from surrounding him.

• Ranged Weapons & Tools: You have access to both ranged weapons and tools during battles, with the former being activated by (1)/(1) and the latter by (R)/RB. A quick pistol shot to eliminate a troublesome opponent may turn the tide during a challenging brawl.

• **Critical Kill:** When an enemy's health bar is almost empty and blinking, hold \bigcirc / \bigotimes to perform an execution.

Skills: As you progress in the storyline, you will have the opportunity to unlock new skills for Arno. Several of these skills improve his combat proficiency by giving him access to new moves, such as Strong Attacks (hold \bigcirc/\bigotimes to unleash a special attack based on the type of weapon you're wielding). Staggering Strikes (hold 🛞/ \Lambda to perform a shoulder charge that leaves the target off-balance), or Ground Executions (hold)/ to deal a lethal blow on a target lying prone). You can find a complete presentation of the skills system

• **Enemy Fire:** Many enemies will use their own ranged weapons to attack Arno during fights. You can tell in advance when such a shot is being prepared as a specific icon (🔯) appears above the head of the soldier in question (03). To avoid being hit, you can either break the marksman's line of sight by running away, or attack him before he fires.

Escaping a Battle: To leave active combat, hold 😥 / 🖽. This restores standard () control, enabling you to turn tail and escape. You can also use this technique to reposition Arno if you feel that the initial battleground doesn't favor him, or if a nearby location offers a strategic advantage.



SEQUENCE 03

(!) MEMORY 01 / "GRADUATION"

Challenges

- Three cover kills: see 01.
- Keep up with Bellec: see 03

Notes & Further Reading

- Sequence 03 begins with an introduction to the skills that are unlocked via progression in the main storyline. See page 208.
- You are also free to join and host Co-op Missions: see page 108.



From your position on the rooftop, study the area below. Your objective here is to eliminate the trio of guards. Since you are given an optional Challenge to kill three enemies from cover positions, this makes this trio perfect targets (though you can choose to fulfill the Challenge at any point before the end of the mission instead). To perform a cover assassination, lock onto a surface with \otimes/\otimes , then press \otimes/\otimes for a deadly strike on any target within range. You can engineer these scenarios with astute use of the Last Known Position system, luring suspicious guards to their deaths. The Challenge is not failed if Arno is detected: if you run from your assailants and turn a corner, moving out of sight, you can quickly lock to the surface $(\bigotimes / \bigotimes)$ and eliminate a pursuer as they run within range. Once all three guards are dead, approach the alarm bell and press O/B to sabotage it.



Assassinate the target as directed, then collect the evidence from the body with $\bigcirc/(\mathbf{B})$. When soldiers pour into the area, quickly drop a Smoke Bomb and follow Bellec's lead in the ensuing escape: scale the wall and pass through the building, then return to street level when he does. The second Challenge of this mission (to keep up with the Assassin as you leave the highlighted area and then travel to the Brotherhood Sanctuary) becomes active at this stage, but staying within range is easy enough at first.



Complete the brief tutorial on throwing Smoke Bombs (hold R) / R, aim with R, release RI/RE to throw), then step forward and assassinate the man on the left; Bellec will deal with his companion. If you are missing a cover assassination for the first Challenge, you can secure a kill here by locking to cover before you dispatch the man standing watch. The next part of the journey takes place on foot. Pay potential aggressors a wide berth as you follow Bellec.



When Bellec climbs to the rooftops, the journey becomes a little more complicated. You can greatly simplify the process of keeping up with him (and therefore completing the Challenge) by remaining on top of the buildings: when he passes through windows or otherwise takes a complicated route, always look for an easier way to keep up with him.



Should you lose track of Bellec, a waypoint for the Sanctuary will appear instead. When you arrive at the riverside (either with the Assassin or trailing far behind), go through the opening shown here and turn right to find a door. Press O/B to enter, then head for the waypoint inside to complete the Memory.

MEMORY 02 / "CONFESSION"

Challenges

- Two kills from hiding spots: see DB (overleaf).
- Don't trigger any alarms: see 06 (overleaf).
- any time. Feel free to experiment, and make sure you study the map.
- The first "Server Bridge" begins immediately on conclusion of this Memory.

Notes & Further Reading



- Arno's start position. There are many ways to complete this open-ended mission, and this annotated map highlights some of the main approaches you can choose.
- B A frontal assault on the heavily guarded entrance is a foolhardy (and, most likely, suicidal) course of action. Though Sivert is not too far inside, Arno will surrender the element of surprise and likely be cut down before he can weaken the Templar for the (mandatory) Hidden Blade kill.
- C Two thugs carrying keys stolen from a Notre Dame priest (as alluded to by the opening cinematic) begin in this position, then walk along Notre Dame and enter a building. You can fight them to gain the keys... or wait until a simple pickpocket opportunity arises once they come to a stop, as marked on our map.
- D If you have the keys from the thugs, you can unlock either of the two windows marked in this position to gain entrance to Notre Dame - or, of greater utility, an easy escape after the deed has been done. This is the quickest way to reach Sivert without raising the alarm before you strike.



WALKTHROUGH

SEQUENCE 03

 The walkthrough overleaf and the overview map below offer a step-by-step guide to an optimal assassination where you also complete the mission's two Challenges. There are many other ways to kill Sivert, and you can replay the mission at

There are two open (and unguarded) windows in these positions.

F Sivert's associate Duchesneau begins in this position, but will walk away and enter the nearby (guarded) graveyard for a meeting with a priest when Arno approaches him, as highlighted on our map. Killing Duchesneau is a compulsory step if you wish to perform this mission's "signature" assassination. If you lose Duchesneau after his meeting with the priest, he walks a long patrol route that goes all the way around the cathedral, and then repeats this loop.

G A sewer access at this position leads to a secret underground entrance (take the first left in the tunnel) to the southeast end of Notre Dame. This offers a fantastic opportunity for a "perfect" assassination, where you also complete the Memory's two Challenges.



① MEMORY 02 / "CONFESSION" (CONTINUED)



The first step is to appropriate the stolen Notre Dame keys from the group of thugs. Though not strictly essential, this will later provide you with the cleanest and quickest way to leave once Sivert is dead. From your starting position, use Eagle Vision to identify them on the street below, then follow them via the rooftops. You can fight them for the keys if you wish, starting your assault with an air assassination, but a more refined solution is to wait until they enter the building shown on the above screenshot. When they do so, head in through an open window.



Reach the stairs shown here and use Stealth Mode to sneak down. With careful positioning, you can hold O/B to pickpocket the keys from the closest thug without being spotted. Leave the same way you came and return to the front of Notre Dame.



There are two guards in the confessional area that you must eliminate prior to Sivert's arrival. Use the Last Known Position feature to lure each of them separately to the positions shown here, then perform cover assassinations when they move within range.



The second step is to eliminate Duchesneau, which triggers the availability of this mission's unique kill opportunity. To avoid detection, it makes sense to climb to the rooftops and approach him from above. When you move close to his position, he will then walk to the graveyard to the northeast.



If you are quick and purposeful, you can perform a Leap of Faith into the hay cart highlighted on this screenshot and assassinate Duchesneau as he walks past. If you miss this window of opportunity, there is a second chance inside the graveyard after his meeting with a priest. Climb down and approach via the street to avoid Extremists, take up position behind the barrels when your target moves behind the crypt, then perform a cover assassination as he backtracks towards you.



Wait until Sivert is inside the confessional, then – using Stealth Mode to avoid disturbing his guard - enter the booth on the right to trigger a cinematic. You can perform the unique kill as soon as the (1)/(2) prompt appears at the center of the screen, though you can wait to hear the conversation play out before you strike. Don't delay too long, though - if you do, Sivert will leave the confessional and the unique kill opportunity will be lost. Killing Sivert in this fashion completes the Kills from Hiding Spots Challenge.





Follow the street that runs alongside the graveyard to the southeast (sprint to avoid the Extremists near the end) and locate the sewer entrance highlighted on the above screenshot. Climb down the ladder, then follow the tunnel until you reach an opening to your left. Go through, then climb the first set of steps. Approach the button on the wall and press O/B to open the secret Notre Dame entrance above the next set of steps. Use Stealth Mode when you reach the top.



Both Challenges become active once you enter Notre Dame. You need to slip by two guards at the rear of the cathedral to reach the area where the mission-critical confessional (marked by the 🗤 icon) can be found. One guard is stationary, while the other makes short identical patrols at regular intervals. Wait until both are facing away, then sneak past them. There is an easy hiding-spot assassination opportunity here, but you will have another two very shortly.



At the top, turn right and unlock the exit with the keys you secured at the start of the mission. (If you do not have these keys, note that you will need a "Locksmith" skill to pick the lock.) Outside, use the nearby ropes to reach an adjacent building and leave the highlighted area.

After the post-Memory stats screen, the first Server Bridge event occurs. When you regain full control of Arno, head for the portal at the owaypoint marker and leap through it before the "sweep" reaches your position.





Don't enter the confessional just yet: there's one last loose end to tie up beforehand. Walk to the nearby hay cart and identify Sivert with Eagle Vision to initiate his patrol. As soon as he starts moving, hide in the hay cart. One of his bodyguards will break off and walk past the cart. When he moves within range, press / to complete the first hiding place assassination for the related Challenge.



Use the lift close to the hay cart to reach the upper balcony

WALKTHROUGH

SEQUENCE 03



SERVER BRIDGE: PARIS 1898



Walk along the alleyway until you reach a main intersection with a striking view of the Eiffel At the platform, cross the tracks and climb the ladder on the opposite side. Tower. Feel free to take in the sights, but be warned: the simulation breaks down after a short period of time. Go down the subway entrance steps to the left of the café.





wall inside.



Follow the linear pathway (including a little light free running) until a train streaks past as you approach two sets of tracks. You can then go through the entrance to the right and climb the the obstacles in your path to escape it. As you may have noticed by now, holding \mathbb{Q}/\mathbb{G} to slide under or vault over low obstructions while running can be extremely useful.



In this next section, instability in the Animus simulation causes regular bursts of gale-force scaffolding surrounding the Statue of Liberty. With the wind now more of a spectacle than winds that hurl debris in your direction. Whenever this happens, lock to the closest piece of cover with \otimes/\otimes and wait until the gusts subside, as shown here.



After escaping the train, go through the illuminated doorway and ride the lift to the surface. When you reach this position, wait for a lull in the storm and climb the crane to reach the a danger, you can follow the clockwise course to reach a lift rope on the upper level. Run into this to enter the portal and escape the Server Bridge.





WALKTHROUGH

SIDE QUESTS

REFERENCE & ANALYSIS

BRIDGE: PARIS 1898

SEQUENCE

SEQUENCE 08

SEQUENCE 1

▲ CO-OP MISSIONS

There is no perfect way to play Co-op Missions in Assassin's Creed Unity. Every approach has some small measure of merit, and could lead to memorable situations: sometimes, triumphs are entirely eclipsed by epic tribulations. As you doubtlessly know, the process of coordinating the behavior of different gamers at once is akin to herding cats, but with a profoundly higher difficulty level. Our goal in this section of the guide, then, is not to "solve" the Co-op Missions, but to draw your attention to points of interest, effective routes and broad strategies that should deliver even modestly capable (or, indeed, cooperative) Assassins to the end of each mission.

For further advice, suggestions, potential tactics and other points of interest that you mind find useful for Co-op Missions, refer to the Reference & Analysis chapter.

HEADS WILL ROLL

Mission Availability	Sequence 03
Players	2 max
Difficulty	$\diamond\diamond$ + + +
Mission Rewards	Handmade Prowler Breeches, Handmade Medieval Belt, Tailored Musketeer Coat
Sync Point Collectibles	See page 192



Your first task is to obtain a key from the Warden of the Grand Châtelet. From your start position, scale the tower to reach the rooftop at position A.

The Warden's patrol route takes him from the rooftop area to the cells on the floor below, before returning to the roof; a full circuit takes no more than a few minutes. There are multiple guards here. Feel free to quietly snipe the ones closest to your position to make the next step easier. To slay the Warden and acquire his key without causing a commotion, traverse along the wall to reach position **B**. When the Warden walks down the stairwell, perform an air assassination and loot his body to obtain the key. (You can instead attempt to follow him down the steps and perform an expert piece of pickpocketing, though this naturally increases the likelihood of detection.)



Your next task is to retrieve Paton's notebook. The most direct way is to free run along the south wall to reach the open window by the square tower, as illustrated on the accompanying screenshot. If you are playing with a friend, one Assassin can get into position here while the other deals with the Warden.



Before you go through the window, make sure no one is looking in your direction with Eagle Vision. Once inside, eliminate all guards with Phantom Blade headshots or using the Last Known Position to clear the way to the notebook. The chest that contains it lies at the end of the corridor, to the left, as shown here. A soldier is in position right next to it, so be ready to dispatch him as you approach. Retrace your steps to exit the building.



Head to the waypoint to the southeast to begin the most challenging section of this mission. In a crowded area featuring numerous Extremists and standard guards, you must locate and eliminate three specific Templar henchmen. We show some of their most common positions on the screenshot above, but keep in mind that these positions are randomized. Activate Eagle Vision to simplify the process of spotting them.



mission

perform synchronized air assassinations or Phantom Blade kills. Go through the archway

that they were guarding and turn right to reach steps leading to the catacombs.





falls. Paton will escape to the northeast. Follow the waypoint markers until you reach the graveyard: a massive, heavily guarded rectangular search area. Fortunately, the process of reaching Paton is much easier when you have an inkling of where he is. Approach the building at the very south of the Restricted Area and, with eyes peeled for Extremist marksmen, climb to the roof as illustrated here.

Pick the lock on the door if required, then follow the corridor beyond until you reach the first junction; take a right here, then the next right to find Paton. Speak to him to end the



SIDE QUESTS

CO-OP MISSIONS

$\langle \overline{\Lambda} \rangle$ paris stories

There are 50 Paris Stories available throughout the adventure, story-based side quests that you can choose to accept and complete whenever you encounter them on the Paris map. They offer monetary rewards that increase in accordance with the difficulty of each mission. Though you are free to play them from as early as after Memory 01 in Sequence 02, it actually makes sense to wait until a little later. The best time is after the first Council Meeting at the Brotherhood Sanctuary at the start of Sequence 04, as this is when Arno acquires the near-indispensable Phantom Blades and Berserk Blades. For the more difficult Paris Stories, consider waiting until the beginning of Sequence 10, at which point you can potentially unlock all of Arno's skills and upgrades.

To keep things simple, we have sorted the Paris Stories in the same order as they appear in the ingame Progress Tracker.

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₼)03	Flamel's Secret: Denis Molinier	132	<mark>∧</mark> }28	Encyclopédie Diderot	139
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₼ >05	Using the Ol' Noggins	133	<mark>∧</mark> }30	Désirée Dismayed	139
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MAPS & COLLECTIBLES



(1)01	TALL, DARK STRANGERS
Location:	lle de la Cité

Complete Sequence 02, Memory 01 Unlocked:

Difficulty: $\diamond \bullet \bullet \bullet \bullet$

Walkthrough: Throughout this quest you have to follow Lenormand as she designates targets in the streets of Paris. Every time she pauses and says that she senses a target nearby, use Eagle Vision to identify your prey – they will be highlighted in yellow.

- The farmer is located to the south of your position. You can take him down quietly from afar with the Phantom Blades, after ensuring that no one is watching in your direction.
- The soldier is found on a small crowded plaza, where he usually gets caught in a three-way fight. He will often get killed during the brawl, without your intervention. If not, use the confusion to remain incognito and assassinate your target from behind while he's busy fighting your civilian allies.
- The lawyer is hiding inside a house to your left. You can casually walk in and assassinate him from behind.
- The thug stands in a small courtyard, a few steps to the northwest of where Lenormand stops. After dispatching the lone Extremist in the alleyway, you can again approach him from behind for a silent and easy kill.



Walkthrough: Once you have initiated the quest, head to the waypoint at Notre Dame. The cult members are found inside the cathedral. You can easily identify them with Eagle Vision from the crowd in the middle of the investigation zone. There are in total six cult members in fixed positions scattered around the investigation area, but none of them has the part you're looking for. The part is with the only cult member who walks a counterclockwise patrol. If you can wait for a minute or two, his route actually takes him through the crowd, so all you have to do is let him come to you, spot him with Eagle Vision, and steal the part while he passes close to you. This way, you will never be exposed to the two Extremist patrols. Once you have it, return to the quest-giver at the waypoint.

FLAMEL'S SECRET: DENIS MOLINIER ⟨♪⟩03

lle de la Cité Location:

Complete "Flamel's Secret: The Monks" Unlocked:

$\diamond \bullet \bullet \bullet \bullet$ Difficulty:

Walkthrough: After speaking to the quest-giver, head to the waypoint. Molinier's townhouse lies in a Restricted Area inside the investigation zone, directly to the south of Ile Saint-Louis's Viewpoint. From the rooftop, you can identify Molinier in the courtyard, but not interact with him yet. You first need to investigate the building's top floor. Enter through the open window (1), quietly assassinate the Extremist, then head up the stairs. When you examine the chest by the window, a new objective appears, requiring you to steal the key from Molinier. Shown in yellow via Eagle Vision, he walks a patrol between the mansion's two courtyards. There are many opportunities to pickpocket him or take him down, including hiding spots and Blending opportunities in the courtyard below your position. Most Extremists face away from you, so this is a very manageable task. Once you have the key, return to the chest, then to the quest-giver.



<u>()</u> 04	FLAMEL'S SECRET: THE ELIXIR OF LIFE
Location:	lle de la Cité
Unlocked:	Complete "Flamel's Secret: Denis Molinier"
Difficulty:	$\diamond \bullet \bullet \bullet \bullet$

Walkthrough: Once you have interacted with the quest-giver, you unlock a large investigation zone that surrounds the Notre Dame cathedral. Your objective is actually found in the sewers underground, which you can easily access from the entrance just to the southeast of Notre Dame (see G, page 37 for details). Simply follow the tunnel until you spot a group of hostile monks. Bypass these by hiding on the opposite side of the central wall that splits the tunnel in two. Keep going straight until you reach the entrance (2). Dispatch the two guards as you see fit, then interact with the switch. You can locate Flamel's Elixir inside the lab with Eagle Vision. Return to Lenormand to complete the quest.



<u>()</u> 05	USING THE OL' NOGGINS	(₼ 07
Location:	lle de la Cité		Location:
Unlocked:	Complete Sequence 02, Memory 01		Unlocked:
Difficulty:	$\diamond \bullet \bullet \bullet \bullet$		Difficulty:

Walkthrough: After speaking with Mme Tussaud to initiate the quest, talk to her three assistants in the house, then head towards the waypoints to the west. There are many points of interactivity in the courtyard, but only one of them contains the head you're looking for. Climb the wall to the north of the courtyard, dive into the hay cart and walk through the crowd until you reach the correct spot, on the wooden structure in the center of the courtyard ($\fbox).$ Guards shouldn't notice you, but you can use the Disguise skill or even a Smoke Bomb to remain incognito while you collect the head. When you have it, retrace your steps until you're back in front of the courtyard. You can then follow the waypoints to reach the next two investigation zones, where you have to steal documents from two targets. There are hardly any guards in this area, so this is a very easy task to complete. This reveals a final investigation zone nearby, inside the Conciergerie. Infiltrate it via a window on the upper floor, then walk down the steps until you notice a guard facing away from you. Eliminate him, then examine the two chests to retrieve the missing heads before you report to Mme Tussaud.





MORE SAMPLE PAGES AVAILABLE AT WWW.PIGGYBACK.COM

WAXWORKS

lle de la Cité

 (Λ) 06

Location:

Unlocked:

Difficulty:

Complete "Using the OI' Noggins"

 $\diamond \diamond \bullet \bullet \bullet$

Walkthrough: Once you have spoken to Mme Tussaud, head to her shop to the north. There are three Extremists on the ground floor, but you can ignore them completely. Instead, climb to the upper floor and enter via the door on the small balcony to examine a letter revealed through Eagle Vision. Now follow the waypoint to the southwest until you reach the investigation zone where Jean Lessard is hiding. Identify him with Eagle Vision, then follow him in the adjacent courtyard while Blending with the crowd to remain unseen (1). Assassinate him quietly and escape the area to complete the mission.



SEWER RAT

Ventre de Paris, Halles

Complete Sequence 02, Memory 01

 $\diamond \diamond \bullet \bullet \bullet$

Walkthrough: After speaking to the quest-giver on the rooftops, you need to locate your target, Rotondo, in the nearby investigation zone. Though not immediately apparent, he is actually hidden underground. There is a sewers access immediately to the south of your start position, but the route to your target will make you face many enemies while inside a Restricted Area. If you instead use the entrance to the west (1), the path is entirely linear, you will minimize the time you spend inside the Restricted Area, and you can assassinate Rotondo with a Phantom Blade without fighting other guards. Once your task is complete, retrace your steps to easily escape the area and fulfil the contract.



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SIDE QUESTS

PARIS STORIES

B SOCIAL CLUB MISSIONS

You can renovate a Café (also referred to as a "Social Club") in every main district in Paris. Each renovated Café grants a bonus to your periodic income at the Café Théâtre and gives you access to two or three Social Club Missions. Fulfilling these leads to a reduction in the presence of Extremists in the corresponding sub-districts.

We suggest that you hold off until at least Sequence 04 before you attempt any of these missions, however: they can be extremely difficult until you have the Phantom Blades and Berserk Blades at your disposal. For the more difficult missions, it makes sense to wait until the beginning of Sequence 10, when you have access to all of Arno's most useful skills.

As with Paris Stories, we have sorted the Social Club Missions in the same order as they appear in the in-game Progress Tracker to enable you to find them easily.

For a general presentation of Social Clubs, and advice on how (and when) to purchase them, see page 238.

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lle de la Cité	Bridge Brigands	149
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ILE DE LA CITÉ

situated on four bridges that surround the Café.

	BRIDGE BRIGANDS		
Unlocked:	Renovate the lle de la Cité Café	Unlocked:	I
Difficulty:	$\diamond \bullet \bullet \bullet \bullet$	Difficulty:	<
Walkthrough:	Your task in this mission is to eliminate thug captains, with each one	Walkthroug	n: 1

- The captain on the bridge to the south is very easy to reach if you have the Disguise skill. Morph into a civilian as you near Extremists, then casually walk into the house where the thug is hiding and stab him from behind. If you don't have that skill, snipe the few Extremists on the bridge to secure your approach.
- For the bridge to the west (south portion), use Eagle Vision while concealed in the crowd to identify the captain. When his patrol takes him close to you, wait until he faces away, then snipe him with a Phantom Blade headshot, or stab him from behind after double assassinating the two Extremists on the way.
- The captain on the bridge to the west (north portion) is perhaps the simplest to eliminate as long as you arrive from the south (which is the most likely scenario). Walk on the right-hand side of the bridge and both the captain and his two bodyguards will face away from you. Snipe your target with a headshot, or stab him in the back.
- The final captain on the bridge to the northeast walks a short patrol towards the northern end of the bridge. If you climb on the rooftop of the bridge's only building, you can dive into a hay cart close to his route. Watch him as he passes by your position, walking towards the north, then follow him and stab him from behind for a quiet and painless resolution.

VENTRE DE PARIS

	LET THEM EAT HAY		
Unlocked:	Renovate the Ventre de Paris Café		Unlocked:
Difficulty:	$\diamond \diamond \bullet \bullet \bullet$		Difficulty:
Walkthrough: Follow the waypoint to the east to reach a Restricted Area where you have to kill six hoarders (()).			Walkthroug hidden in an

▲ € : Lockpick the door in the street (outside the Restricted Area) and you can casually stab or snipe both of these hoarders from behind. Use Eagle Vision to ensure that no Extremist is looking your way during the process.

E : Blend in the crowd directly south of this hoarder. From here, you can snipe him, or even rush to him and assassinate him before he has the time to react. If you are spotted, an even larger crowd a few steps to the west will enable you to hide easily.

G : Again, position Arno in the crowd to the south of this hoarder and snipe him with the Phantom Blades while his allies are looking away.

& E : Enter the house where the hoarder is stationed from the upper-floor balcony. Walk to the stairs leading down to the ground floor and snipe him from the top of the stairs.







MARAT'S MISSIVE

Renovate the IIe de la Cité Café

 $\diamond \diamond \bullet \bullet \bullet$

Walkthrough: The letter you are looking for is carried by a man who stands at the northernmost corner of the Restricted Area. Approach from the rooftop immediately to the north of his position. Wait until the nearby Brute moves away before you air assassinate your target and loot the letter from his body. You can then use the lift to escape the area almost instantly (19).

CAT FOOD ON A HOT TIN ROOF

Renovate the Ventre de Paris Café

$\diamond \diamond \bullet \bullet \bullet$

trough: This mission requires you to kill four of Foullon's lieutenants, who are in an equivalent number of investigation zones to the east (**@**).

■ : This target is a rooftop sentry. Climb on the rooftop from the building's east face, then approach the man from behind and eliminate him as you see fit.

I : This lieutenant is found on the uppermost floor of the building. If you have Arno at the position marked with a cross, you can snipe him through the window from the other side of the street. Otherwise, enter through the same window while he faces away from you and stab him.

It is lieutenant is located on a rooftop. Approach him from the street directly below his position. After ensuring that he is looking away with Eagle Vision, take him down with a Phantom Blade headshot. Avoid climbing all the way to the roof yourself, as a Brute patrols nearby and could easily spot you.

D: Enter this building from the balcony on the floor just above street level. After ensuring that your target isn't in the room yet, get inside the hiding spot or Blend among the civilians in front of it. Wait for a moment and your target will come to you for a smooth assassination.



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ENIGMA SOLUTIONS

A SATURNUS / CONSTELLATIO #3



Riddle

I wield two blades, Flanked by Justice and Law. I strike true and fair, hour by hour, For monarchs and peasants alike.

Solution

This points to the famous clock on the Boulevard du Palais on Ile de la Cité. The "two blades" refers to the two hands of the clock. "Flanked by Justice and Law" refers to the two statuettes that represent Justice and Law. "Strike true and fair, hour by hour" refers to the striking of the hour.



Riddle

Encircled by 24 petals of light, Our Lady of the Rose watches, silent as stone, O'er believers below. Look to the Lady lit by the setting sun. Look to the blossoming rose.

Solution

"24 petals of light" refers to the glass petals in Notre Dame's rose window. "Our Lady" refers to Notre Dame. "The setting sun" points to the west side. The symbol is found at the base of Notre Dame's rose window, on the cathedral's west side.



Riddle

Stay with Our Lady, standing between flowing waters. Count one for each book of the Pentateuch from rose to transept. Five arches, five wide-open eyes, five nightmares. The last sits atop our treasure: The gate to the infinite.

Solution

Still at Notre Dame ("between flowing waters" means between the two branches of the Seine, in other words on Ile de la Cité), climb the south face of the cathedral and count five arches back ("one for each book of the Pentateuch"). Each arch also corresponds to a gargoyle with wide-open eyes. The final symbol lies beneath the fifth arch, on the upper level.

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Riddle Above the dark shadows Of the erstwhile bastion. The tall square Sentinel silently watches The 9th month spill his blood.

Solution

This riddle points to the Grand Châtelet (southwest of your starting position), an "erstwhile bastion" because it was originally a fortress. The "tall square Sentinel" is the distinctive square tower, at the top of which the symbol is found. The mention of "9th month spill his blood" refers to the September massacres, during which the prisoners of the Châtelet were killed.



Riddle The martyrs of Herod, In their ageless temple, Haunt the alchemist's tones, With their macabre, soundless dance.

Solution

This riddle points to the Cemetery of the Holy Innocents (the "Martyrs of Herod"), a few steps to the north of the Grand Châtelet. The cemetery was partly funded by alchemist Nicolas Flamel, hence the reference to "Alchemist stones". A macabre dance mural is visible in the south gallery (hence the reference to a "macabre, soundless dance"): this is where you will find the symbol.



Riddle In the Belly of the World, The Saint of the Holy Stag Still waits for his Austral hand To reach the godly heavens.

Solution

This riddle points to the nearby Église St. Eustache. "Belly of World" refers to Ventre de Paris (literally "The Belly of Paris") where the church is located. The original symbol of St. Eustache includes a stag deer with a cross, hence the mention of the "Saint of the Holy Stag". "Austral hand" points to the south. The symbol is found at the top of the southwest bell tower



Riddle

C1

Solution



A dire Twist of fate.

Solution



Riddle

Solution



C CAPRICORN / VAPORIS #6

Erudite Rulers of thy façade Stone-faced before the blood of executions One day you will quiver and quake As your insides blaze in fury.

This riddle points to the Hôtel de Ville: the symbol is found above the main entrance's pediment. The main clue is that the busts along the front of the building gaze at the guillotine. In addition, the landmark's interior was set on fire in 1871.

To dispel darkness no more Now to break the necks of many.

This riddle refers to a famous revolution song ("Ah! Ça ira!") that describes aristocrats being hung at lamp posts. It points to a lantern from which a man is hung, in front of the Hôtel de Ville. The symbol is at the lantern's foot. The lantern is thus no longer used as a lantern, but as a gallows, so it "dispels darkness no more

Orphan tower, what has become of the rest? The start of a pilgrim's journey. Shreds of memories hang from the chimeras beaks: This one, pressure of the atmosphere. The other, alchemy.

This riddle points to Tour St. Jacques, to the west. The symbol is found at the top of the tower. The tower used to be attached to a church, but only the tower remains (making it an "orphan tower"). Pascal may have conducted experiments in atmospheric pressure here, and the alchemist Nicolas Flamel is buried here.

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SIDE QUESTS

NOSTRADAMUS ENIGMAS

MAPS & COLLECTIBLES

In this section we offer detailed, hi-res maps that show the locations of all collectibles in Assassin's Creed Unity, with short instructive captions that should leave you in no doubt about the location of each and every item.

F

REVEALING COLLECTIBLES

There are three primary methods to reveal the positions of collectibles on the main map screen (and, by extension, the mini-map);

- Synchronizing with Viewpoints will usually make numerous collectibles in the appropriate sub-district appear immediately afterwards - but not all of them.
- Simple exploration, especially while traveling via rooftops, will gradually reveal additional items. The process of completing main story Memories and side guests will gradually populate your map with new icons, even though you might not notice at the time.
- Regular use of Eagle Vision will also lead you to find additional collectibles, especially those located underground or inside buildings.

Once an item appears on either map, its position will be remembered and stored until you collect it.

First Floor. Second Floor: Floor Numbering Conventions

As we are in Paris (with occasional sojourns in Versailles) for the duration of this treasure hunt, we use the European conventions for naming floors in buildings. Therefore, North American readers should note that "ground floor" in the guide corresponds to what they usually call "first floor", "first floor" is equivalent to "second floor", "second floor" corresponds to "third floor", and so forth.

COLLECTIBLE TYPES

There are several different types of collectible in Assassin's Creed Unity:

Chests: Chests contain currency and must be opened manually (whereas you simply need to move through other collectibles to pick them up). The more valuable containers are locked (must be opened with lockpicks via a minigame before you can avail the reward, but the greater the demands on your reactions and Arno's current lockpicking skills (see page 208). Moreover, many chests are guarded by groups of Extremists, who must be neutralized before their contents can be plundered. Certain chests are tied to Assassin's Creed Initiates (is or the Companion App (is), and will require you to complete tasks or register on these platforms for you to access them (see page 242).

Sync Points: Each of these collectibles reward you with a point that you can spend on new skills. Sync Points are only available during Co-op Missions.

Cockades: These are usually (but not always) found floating in the air far above the ground, often just above rooftops, trees and other lofty positions. Collecting all Cockades unlocks a Trophy/Achievement.

- Nomad Points: These reward you with currency for use in the Assassin's Creed Unity Companion App. They reappear every 24 hours at the same spot.
 - Artifacts: There is one set of Artifacts in each district of Paris, as well as two sets in the Helix Rifts. Collecting each set will unlock a piece of equipment or weaponry. The Artifacts found in the Rifts are tied to Assassin's Creed Initiates (D) or the Assassin's Creed Unity Companion App (), and will require you to complete tasks on those platforms (see page 242).

TREASURE HUNTING TIPS

There are *literally* – not figuratively – many hundreds of collectibles in Assassin's Creed Unity. What's more, your ability to retrieve them is broadly tied to Arno's current level of development. Until you can expand his arsenal of attacks, equip him with high-level garb (especially those with complementary perks appropriate to the task) and improve his lockpicking skills to the maximum level (see page 208), you simply will not be able to open (let alone, make your way to) the most advanced chests. As a general rule of thumb, we advise that you wait - at the very least – for the final set of skill unlocks at the start of Sequence 10 before you embark on dedicated treasure hunting expeditions.

- **Custom Map Markers:** The custom map marker function on the main map is phenomenally useful when you are searching for collectibles. We cannot emphasize enough the importance of this feature. After you select an item with ⊗/A, a waypoint marker () is displayed on the screen when you look in its direction, highlighting its exact location (and therefore, elevation), along with a useful numerical figure that indicates its distance from your position. You should also note that items on a different floor level than Arno are slightly grayed-out on the mini-map, which enables you to easily ascertain if they are inside buildings, on rooftops, or underground. If in doubt, always visit the main map to apply a custom marker.
- **3D Map:** The in-game map (which you can access by clicking the Touchpad on PlayStation 4 or by pressing 💼 on Xbox One) offers you a representation of the city in 3D. By applying a custom marker to any collectible, you can then adjust the viewing angle in all directions to get a better sense of the collectible's exact position. By zooming in at the maximum level, you can see the item's elevation in a building, for example, or if it lies underground.
- **Eagle Vision:** Along with custom map markers, Eagle Vision vastly reduces the difficulty of finding collectibles. If a collectible item lies within the ability's range, you can easily see it through walls and floors. You should, in essence, activate Eagle Vision at all times (cooldown notwithstanding) during any given treasure hunt.
- Mission Collectibles: Even though we recommend that you wait until the later stages of the game before you start hunting for collectibles methodically, it doesn't mean you should ignore the ones you encounter automatically during your progression. By diligently picking up accessible, low-difficulty items while you play core Memories and side quests, you will make gradual,

• Keeping Track: Some players avoid collectibles while playing through sandbox-style games in order to methodically scour the world for them in a post-story binge, due to a desire to avoid frustrating searches for items actually picked up, then forgotten, many hours before. There is really no need to do this with Unity. Items that Arno physically collects (such as Cockades and Artifacts) are replaced by a ghostly outline once collected. Chests remain in place for you to see, but cannot be opened again. Finally, marker icons for all collectibles that you pick up disappear from your maps once you have them.

Useful Equipment Modifiers: Pay attention to your choice of equipment whenever you dedicate time to picking up collectibles. If you decide to tackle locked chests in a particular region to raise funds, a belt that increases Arno's carrying capacity for lockpicks would be an appropriate choice. If you intend to trespass in a Restricted Area to pilfer specific objects, equipment that increases his ability to remain hidden would also be of benefit. And in all circumstances, hoods that improve your Eagle Vision ability (duration, range, cooldown) can prove extremely helpful. See page 222 for details.

• Sync Points: As valuable as Sync Point collectibles may be, you ideally need a full party in a co-op session to reach those that are guarded by enemy forces that would be prohibitively difficult for a single Assassin to overcome – which is, of course, most of them. The best plan is to go hunting with friends after you have completed the core mission at least once, when you will have the benefit of being familiar with the area.



yet important, progress in one of Unity's most demanding challenges. This way, by the time you have elevated Arno to a truly legendary level of prowess, you will already have retrieved a non-negligible amount of collectibles, and you will be ready to tackle the more complicated ones that remain.

Chest Approaches: Chests are the collectible variety with the most immediate and practical benefits (in the form of money), especially when Arno is dirt-poor and ill-equipped during the early Sequences. However, they are also the most difficult to reach due to the regular presence of Extremists in the vicinity of the boxes with the most bountiful rewards. If you are zeroing in on a red (locked) chest, it's usually wise to presume that there are Extremists in the vicinity. Always reconnoiter the area with Eagle Vision before you get too close. White chests (unlocked) are often unguarded, though there are a sufficient number of exceptions to warrant a degree of caution every time.

SIDE QUESTS

MAPS & COLLECTIBLES

LE LOUVRE DISTRICT





INITIATE & NOMAD CHESTS

lcon	Notes			
(P 41	To the right of the double doors.			
6 2	Next to the wall, between two sets of barrels.			
6 3	Next to a produce stall.			
694	Next to a hedge in the garden.			
6945	Behind the statue.			
6946	Ground level, in plain sight.			

ARTIFACTS

8

lcon	Notes	CO-OP MISS
901	Inside the building, first floor.	HEISTS
902	On the second floor of the building.	
903	Inside the building, second floor.	PARIS STOR
P 04	On the door close to the fountain.	CAFÉ THÉÂT
905	Ground floor, to the right of the fireplace.	SOCIAL CLU MISSIONS

COCKADES

lcon	Notes
00	Underground. Access it via the ladder to the northwest.
002	From the riverbank, look for a sewer entrance. The Cockade is just inside to the left.
003	Jump from the rope to the fence below.
004	Underground. Follow the instructions for Chest #07 until you reach the locked gate, then follow the linear path.
005	Just above a rope tied between two trees.
006	Jump from the upper branches to the wall below.
00	Perform a Leap of Faith from the nearby rooftop.
08	Floating between an open window and a tree branch.
009	On top of the statue.
010	Floating above the rope.
01	Hovering between the upper branches of a tree.
012	Jump from the upper branches of the tree.
013	Between the two buildings, close to several wooden beams.
014	In front of a circular window just below the highest point of the building.
015	Floating above a smaller spire at the top of the tower.

SYNC POINTS ("DANTON'S SACRIFICE")

lcon	Notes	
۸ 01	In the sewers that run beneath Place de la Concorde.	
(A) 33 Inside the building, on the ground floor.		
۵٥5	On the upper floor of a building that can only be accessed via a locked door ($\widehat{\mathbf{m}}$).	

SYNC POINTS ("THE INFERNAL MACHINE")

lcon	Notes			
۵02	On the Hôtel de Ville's rooftop, literally one step away from the Viewpoint.			
۸04	In the catacombs, behind a locked door ($lacksymbol{\widehat{E}}$).			
A 06	Inside the building, on the second floor.			

FACEBOOK.COM/PIGGYBACKINTERACTIVE

SIDE QUESTS





The Fast Travel network is a phenomenally useful system in Assassin's Creed Unity, To Fast Travel to a Viewpoint or Social Club, bring up the main map screen, as it enables you to avoid potential hours spent in transit between destinations. This should be your primary method of abbreviating journeys between locations, or even to move from one side of an individual region to another.

There are two types of Fast Travel points:

- Synchronized Viewpoints (>>>)
- Renovated Cafés/Social Clubs (1)

select the destination of your choice and press \bigcirc/\bigotimes , then confirm your decision when the prompt appears. After a brief loading break, Arno will arrive in the specified location.

If you wish to return to Versailles, the setting of the early story Memories in Sequence 01, you will find a special Fast Travel position outside the Café Théâtre.



🙏 SKILLS

Skills are unlockable abilities that can be either passive (a permanent trait) or To select one, follow this path through the menus: active (a move that you have to activate when you want to use it).

table, and to have sufficient Sync Points (Λ) to purchase them. Sync Points are acquired by completing main story Memories and Co-op Missions, and by retrieving Sync Point collectibles during Co-op Missions. To purchase a skill, simply open the Character Customization menu and select the one you're 2. Appr interested in.

At any given time, you can have one of four active skills assigned to \bigcirc : 5. Assas Disguise, Assassin Cache, Communal Sense, or Group Healing. These skills 6. Doub are especially useful during co-op sessions as their benefits can be shared 7. Doub with the entire team, but you can also activate them while playing alone. 8. Journ

Character Customization
Gear Loadout
Boosts and Co-op Skills

To unlock skills, you need to satisfy the requirements listed in the following If you don't know where to start, we suggest you prioritize the following skills for a balanced development path:

1. Ranged Weapon	9. Thicker Skin
2. Apprentice Locksmith	10. Ground Execution
3. Staggering Strike	11. Bombs: Poison Gas
4. Thick Skin	12. Master Locksmith
5. Assassin Cache	13. Thickest Skin
6. Double Assassination	14. Improved Phantom Blade
7. Double Air Assassination	15. Iron Skin
8. Journeyman Locksmith	

SKILLS: OVERVIEW

			Description	Cost (-+)-	Requirement(s)
Melee	lcon	Skill	Description A shoulder charge that briefly incapacitates or knocks down targets.	Cost (")	Requirement(s)
	%	Staggering Strike	If you quickfire a ranged weapon during the short window when a target is incapacitated by a Staggering Strike, you perform a guaranteed instant kill, whatever the archetype you're facing.	2	Complete Sequence 02
	+	Long Weapon Master	 The ability to perform Strong Attacks with Long Weapons (hold @/@, then release). This move will knock down any target, which can usually be followed up with a lethal Ground Execution once you have unlocked that skill. 	4	Complete Sequence 05
	*	Heavy Weapon Master	 The ability to perform Strong Attacks with Heavy Weapons (hold @/③, then release). This move inflicts massive damage on the victim, and cannot be parried. 	4	Complete Sequence 05
	+	One-Handed Weapon Master	 The ability to perform Strong Attacks with One-Handed Weapons (hold @/@, then release). This move cannot be parried by the target, which makes it very useful against the more advanced archetypes, who otherwise block your blows. It is possible to perform combos of two standard attacks followed by a Strong Attack and repeat this constantly, without ever allowing your victim the time to react. This technique is especially effective against Brutes. 	4	Complete Sequence 05
		Ground Execution	 A lethal strike performed on targets while they lie prone. This essential move enables you to eliminate most targets very quickly. You can perform it after a Perfect Parry followed up by a Staggering Strike, or after Strong Attacks executed with a heavy or long weapon. Seekers and Officers will generally roll sideways to dodge a Ground Execution. 	8	Complete Sequence 09
		Ranged Weapon	 The ability to use firearms. Pistols are lethal against any target if you manage to land a headshot, but the noise they cause will usually alert all guards in the vicinity. From Sequence 04 onwards, the Phantom Blades are a much quieter alternative in stealth scenarios. During open conflict, if you quickfire a firearm during the short window when a target is incapacitated by a Staggering Strike, you perform a guaranteed instant kill, no matter the archetype you are facing. 	1	Complete Sequence 02
	••	Assassin Cache	 The ability for you and your allies to replenish your stocks of multiple consumables: Ammunition, Phantom Blades, Smoke Bombs, Stun Bombs, Cherry Bombs, Money Pouches, and Lockpicks. Press to activate. 	10	Complete Sequence 02
Ranged		Bombs: Money Pouch	 The ability to use the Money Pouch tool. Each Money Pouch that you throw near civilians enables you to create an improvised Blending opportunity (see page 219). 	2	Complete Sequence 02
	ź	Bombs: Stun Bombs	 The ability to use the Stun Bomb tool. Stun Bombs incapacitate their targets for five seconds (see page 220). 	2	Complete Sequence 02
	\Rightarrow	Improved Phantom Blade	The ability to fire two Phantom Blades in a row without reloading, enabling Arno to eliminate two targets stealthily from a distance in a very short timeframe.	8	Complete Sequence 09
		Bombs: Poison Gas	 The ability to use the Poison Gas tool. These bombs trigger a circular gas cloud that gradually depletes the health bars of all victims within its radius (see page 220). However, they also have a deleterious effect on Arno's wellbeing – be sure to vacate the area quickly if he is inside the cloud. 	8	Complete Sequence 09
		Communal Sense	 The ability to share Eagle Vision with allied players. This skill is only useful when playing Co-op Missions and Heists. Press ♀ to activate. 	4	Complete Sequence 02
		Disguise	 The ability to disguise yourself (and nearby allies when playing co-op) as a selected target for a short period of time. Press > to activate. High Profile actions such as running and climbing, or moving too close to an enemy, will cause the subterfuge to fail immediately. 	6	Complete Sequence 02
	11/1	Apprentice Locksmith	 The ability to pick the lock on doors and chests. You cannot pick any lock until you have purchased this skill, so make it a priority in the early Sequences. 	2	Complete Sequence 02
		Journeyman Locksmith	 Increased proficiency at lockpicking. This slows the cursor's speed and increases the size of the safe zone during lockpicking sequences. 	6	Apprentice Locksmith skill; Complete Sequence 05
Stealth		Master Locksmith	 Further increased proficiency at lockpicking. This slows the cursor's speed and increases the size of the safe zone even more. 	9	Journeyman Locksmith skill; Complete Sequence 09
-05	8	Roll Recovery	 The ability to recover from falls faster and with reduced damage. Press (O/G) when landing to perform this move . 	2	Complete Sequence 02
		Double Air Assassination	 The ability to assassinate two targets standing close to each other after jumping on them from above. Both targets must be highlighted with a red outline for this skill to work. This is an essential skill during stealth infiltrations, enabling you to eliminate two targets in close proximity. 	4	Complete Sequence 05
Health		Double Assassination	 The ability to assassinate two nearby targets simultaneously while level with them. Approaching from behind is always better. Both targets must be highlighted with a red outline for this skill to work. Another essential skill during stealth infiltrations. 	4	Complete Sequence 05
	*	Environmental Blending	 An extension of Arno's natural ability to blend to avoid detection, this skill confers the ability to blend using objects such as benches. This is only possible if civilians occupy the position in question. 	1	Complete Sequence 05
	*	Group Healing	= The ability to heal nearby players when playing Co-op Missions and Heists. = Press ${\bf Q}$ to activate.	10	Complete Sequence 02
	V	Thick Skin	= The ability to withstand more damage in combat.	2	Complete Sequence 02
	V	Thicker Skin	= The ability to withstand more damage in combat than with the previous skill.	5	Thick Skin; Complete Sequence 05
		Thickest Skin	= The ability to withstand more damage in combat than with the previous skill.	9	Thicker Skin; Complete Sequence 09
	IV	Iron Skin	= The ability to withstand more damage in combat than with the previous skill.	12	Thickest Skin; Complete Sequence 09

REFERENCE & ANALYSIS

FAST TRAVEL

SKILLS

Note: Values presented in these tables may be adjusted in post-release patches.

USEFUL COMBAT TACTICS

In this section, we offer a selection of useful tips and suggestions that will help you make the most of Arno's abilities, and enable you to defeat even the most fearsome enemies in Assassin's Creed Unity.

STRONG ATTACKS



Strong Attacks, which you can launch by holding ()/(2) (instead of tapping it) once you have unlocked these per-class weapon abilities, can prove extremely useful to expedite battles.

- A Strong Attack performed with a long weapon leads to a wide sweep that knocks down the affected targets (01). They remain prone for a second or two, which either offers brief respite from their attention or, later in the story, a chance to finish them off instantly with a Ground Execution.
- If you use a heavy weapon instead, the Strong Attack is a slow blow that inflicts massive damage and knocks the victim down (02). The charge time required to perform these moves means that you have to unleash them strategically, whenever you spot an opportunity - for instance after a Perfect Parry, or if you have just dodged an assault.
- Strong Attacks executed with one-handed weapons cannot be parried by the target, which makes them very handy against the more advanced archetypes who will otherwise block your blows. It is possible to perform combos of two standard attacks followed by a Strong Attack and repeat this constantly, without ever allowing the victim time to react. This technique is particularly effective against Brutes.

FACTION FIGHTS

Faction fights are brawls that involve two or more factions: blue-clad guards, redclad Extremists, and allies supporting Arno (highlighted in green when viewed through Eagle Vision). Technically, you can trigger them even when facing a single faction by hitting an opponent with a Berserk Blade. These battles offer you unique opportunities to get rid of enemies very quickly. Simply run a few meters away from the melee, then approach any target and you will be able to assassinate (or even double assassinate) opponents in rapid succession, without having to engage them at all (03). You can deliberately engineer such brawls by luring groups of Extremists towards guards or allies in the vicinity.



RANGED WEAPONS

If you are finding a specific battle too challenging, ranged weapons can be your salvation. Every time you tap (1)/11 with these equipped immediately after incapacitating a target with a Perfect Parry or Staggering Strike, you instantly remove a target from the equation - even the most challenging archetypes. With Berserk Blades, you don't even need to incapacitate your opponent first. Simply move away, and the remaining enemies will be busy fighting their crazed former ally – leaving you free to step in to finish off survivors afterwards (04 /).

If you prefer stealth, Berserk Blades enable you to set up fights that will draw enemies in over a surprisingly wide radius. As long as you select a target with high endurance (particularly Defenders and Seekers) and stay well out of sight, you can then pick off targets assailing your crazed and intoxicated proxy with Phantom Blade headshots.



BOMBS



Whenever you face a large group of enemies, Bombs offer an instant reprieve Bombs are probably the most powerful of all, as they have an area of effect that instances (06).

can harm entire groups of foes. The combination of a Berserk Blade (to lure all from potentially deadly situations. Smoke Bombs and Stun Bombs enable you guards in the vicinity toward the one you hit - 057) and a Poison Gas Bomb to to escape your opponents or move to a more advantageous position. Poison Gas catch the entire group in the toxic cloud can prove incredibly effective in many

GROUND EXECUTIONS

The combination of a Perfect Parry (07), followed up by a Staggering Strike (08), followed up by a Ground Execution while the target lies prone (09) is a very effective way to eliminate enemies quickly and efficiently. Though mildly demanding from a technical perspective, as all three actions must be performed in rapid succession, this sequence of commands is lethal against most archetypes (with the only exceptions being charged blows from Seekers and Brutes, which cannot be parried at all). Naturally, this technique is only possible from Sequence 10 onwards, when the Ground Execution skill becomes available for purchase.

Executing all three commands in a row takes a few seconds, which means that there is a chance that you might be interrupted by another foe during large brawls. When this happens, simply Perfect Parry the incoming blow and restart the process.







COMBAT TACTICS



