



HOW TO PLAY

WALKTHROUGH

REFERENCE & ANALYSIS

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MAP: ROMAGNA

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PRESENT 03



PRESENT 01

ABSTERGO ESCAPE

Follow Ezio's instructions and mission prompts as applicable, and you shouldn't encounter any difficulties. While in the Abstergo laboratory, pass the head table to activate Eagle Vision if you would like to study the cryptic messages encountered at the end of Assassin's Creed. Once you reach your destination, you can speak to each member of the Brotherhood support team before you climb into the arena.

SEQUENCE 01

MEMORIES 01-04

These four chronological memories set the scene in the city of Florence, and act as gentle tutorials.

BOYS WILL BE BOYS: The trial has two distinct stages. Once the initial memories are over, you will see the members of the Brotherhood attack the church, before proceeding to the arena. When the second wave arrives, move to a defensible position and focus on blocking, using your sword and your bow to fend off attackers. Remember to keep Ezio in sight. Ezio will call out to you when he needs you to activate a memory.

YOU SHOULD SEE THE OTHER GUY: This is simply an introduction to the setting. Follow Federico's lead to reach the arena.

SEWING MISFEASITS: Before the trial, Federico leads you to the church. You can interact with the sewing machine on the left-hand side of the church. Click up by the first door on the right (Fig. 1) to gain an invisible advantage.

NIGHT CAP: It's a short jump to Federico's workshop in the Leaning Bell, but it's not to disturb any of the items on your table. You'll find it to be useful to have the workshop to use the sewing machine with ease.

MEMORIES 05-09

These five missions involve Ezio and various for different members of the Auditore family. Unless you take a commission, the city guard will leave you to your own devices. These memories, by contrast, should be carefully avoided.

PARFUMS: Groups of the Auditore family are wandering the streets, so the quickest way to reach your destination is to take a short cut. It's not a bad idea to practice combat against enemy supporters if you feel so inclined, though.

HEAT & CHEAT: You can purchase Cheats in any way you please, but strictly speaking this is a tutorial on the use of the Cheat function and related events.

PETROCK'S SECRET: The time allocation is generous, so you should have no difficulty reaching each target by following the waypoints. Completing this mission unlocks collectible locations throughout the game world. We'll return to this optional objective shortly.

FRIEND OF THE FAMILY: A simple two-stage journey – no advice required.

SPECIAL DELIVERY: The best way to avoid complications is to stick to the waypoints and wait for each delivery – only one of which requires a return to about level 2 (Fig. 2) – and during the return to the Auditore household.

EAGLE VISION

Hold the head table to activate Eagle Vision, the preternatural ability shared by Ezio and Desmond to perceive hidden information in the surrounding environment, and discover the location of any activated this invisible. Unlike Assassin's Creed, you can now freely view Eagle Vision, but with the drawback of losing your view distance regardless of how all HUD elements while it remains active.

The color scheme used for memory icons in the Arena is very simple and for practical reasons (Fig. 3), while for people who like to record with the objective markers, we've added a number of icons with a unique color scheme. Other points of interest including hidden chests or collectibles, maps and that list are clearly highlighted by white markers.

LOOTING & CURRENCY

Though not actively pertinent at this point in the story, Ezio can accumulate money through his exploits and invest in a wide variety of weapons, armor, items and services. The currency used in the game, called the Florentine, is used to purchase items and services in the game world.

GRAB ATTACKS

The Boys Will Be Boys and Heat & Cheat missions introduce the Grab command. Ezio can use this command to grab a target, who is then carried to the left-hand side of the arena. You can build up a list of targets to grab. Once the target is reached, you can hold the button to deliver your target.

LEAP OF FAITH

Ezio can make a rapid return to street level by leaping from areas of rooftop. This system will be introduced very early in the game, which makes this a useful way to escape and take your enemies.

VIEWPOINTS & SYNCHRONIZING

Both main map and Mini-Map are covered in a grey fog during the first few missions. But you can remove sections of each map by "synchronizing" with the environment from key vantage points. We refer to these as landmarks or waypoints. The concept is introduced at the start of the Night Cap mission. Ezio can synchronize with a landmark by holding the button to activate Eagle Vision and then pressing the button to activate Eagle Vision. It is now possible to see out these special locations.

Viewpoints appear as an eagle symbol on the map. In-game, you can see these points, so they're not too difficult to locate. The actual location where you can synchronize is shown by the presence of an eagle icon on the map and a special quest (Fig. 4).

The importance of synchronizing will soon become apparent once you start to explore. Synchronizing landmarks is a core game mechanic and is used to

WALKTHROUGH MAPS: LEGEND

The two main icons used on our maps are the same as those used in the game, ensuring instant identification.

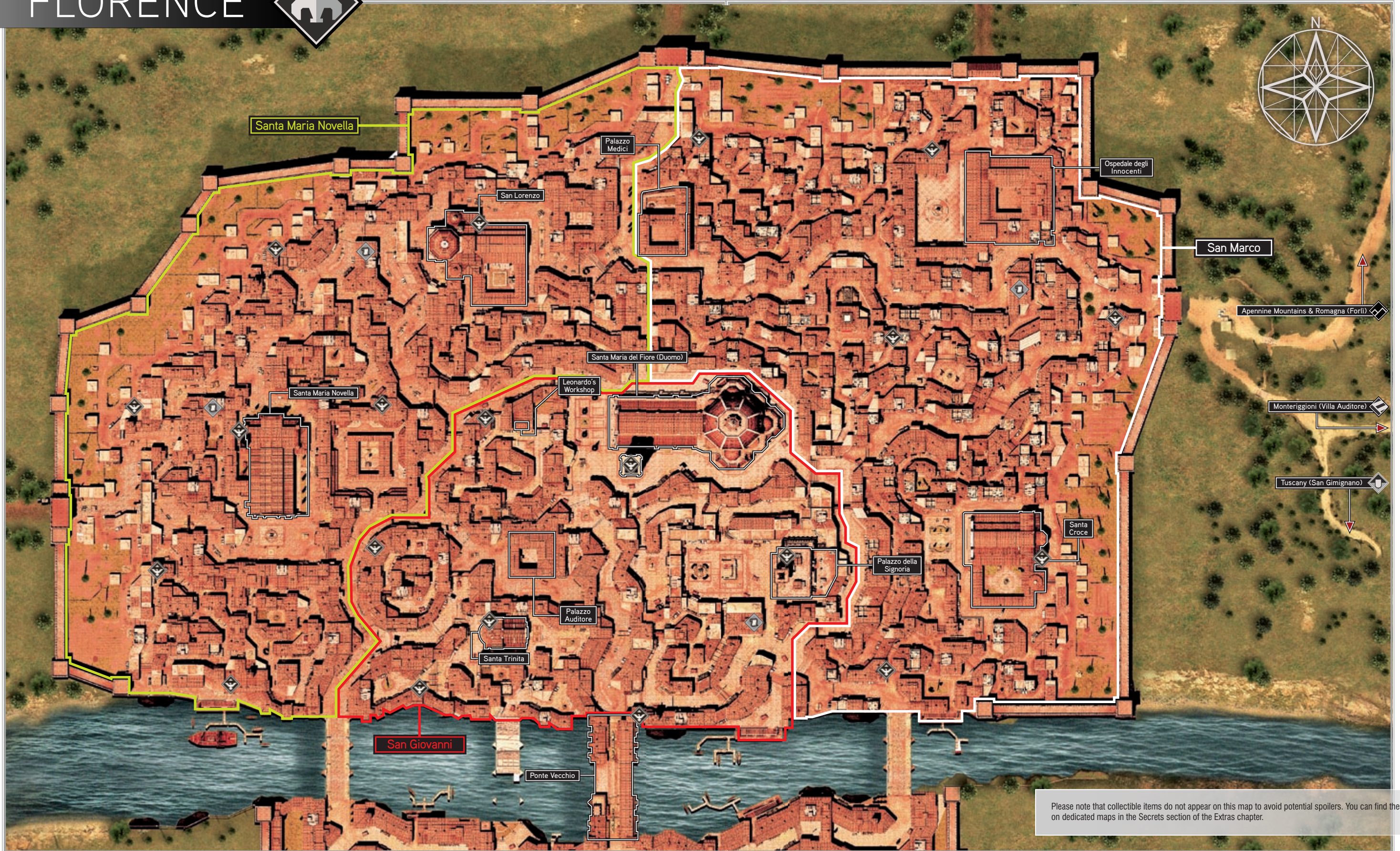
ICON	REPRESENTS
	Viewpoint
	Codex Pages

USER INSTRUCTIONS

Before you go any further, take a few seconds to familiarize yourself with the structure and systems used in the Walkthrough chapter with this simple illustrated guide.

- A Overview maps** – Whenever you have access to a new region in the game, you will find a corresponding overview map in the guide. Each of these provides a top-down view of the entire location, with lines marking the borders of individual districts within larger cities. To avoid potential spoilers, and because practically all collectibles and points of interest already appear on the in-game maps, our maps are designed purely as an aid to easy navigation, with annotations used only to document notable landmarks, viewpoints and Codex Pages (see "Walkthrough Maps: Legend" text box) – the latter being a special collectible required to complete the game. We cover other items of note in the Extras chapter.
- B Left-hand pages: main walkthrough** – The main walkthrough guides you through every main Memory (for which, read: mission) in the story. It has been written to offer just the right amount of knowledge required to successfully complete all missions, but without giving too much away. We abhor needless story spoilers, so rest assured that we do our utmost to avoid unnecessary plot references throughout the chapter.
- C Right-hand pages: analysis, tactics and points of interest** – The right-hand page of each walkthrough spread focuses on tactics, trivia, feature introductions and step-by-step guidance for larger or more complicated gameplay sections.
- D Secondary Memories** – Where applicable, the walkthrough for each game Sequence ends with a section dedicated to optional pursuits that are available at that point in time. Though not required to complete the game, we nonetheless strongly recommend that you browse these pages to learn about the many enjoyable side-quests and distractions available in Assassin's Creed II.

FLORENCE



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San Marco

Apennine Mountains & Romagna (Forlì)

Monteriggioni (Villa Auditore)

Tuscany (San Gimignano)

Please note that collectible items do not appear on this map to avoid potential spoilers. You can find them on dedicated maps in the Secrets section of the Extras chapter.

ABSTERGO ESCAPE

Follow Lucy's instructions and onscreen prompts as applicable, and you shouldn't encounter any difficulties. While in the Abstergo laboratory, press the Head Button to activate Eagle Vision if you would like to study the cryptic messages encountered at the end of Assassin's Creed. Once you reach your destination, you can speak to each member of the Brotherhood support team before you climb into the Animus.

SEQUENCE

MEMORIES 01-04

These four short missions introduce us to Ezio and the city of Florence, and act as gentle tutorials.

BOYS WILL BE BOYS: The brawl has two distinct stages. Once hostilities commence, focus only on the members of Vieri's mob who attack Ezio directly before attending to the others. When the second wave arrives, move to a defensible position and focus on blocking, using short combos until you face fewer aggressors. Remember to keep Ezio in Fight Mode at all times – press the Target Lock Button to activate it when necessary.

YOU SHOULD SEE THE OTHER GUY: This is simply an introduction to free running. Follow Federico's lead to reach the doctor.

SIBLING RIVALRY: Rather than take Federico's route to the finish line, you can instead run into an alley on the left-hand side of the church. Climb up by the first door on the right (Fig. 1) to gain a massive advantage.

NIGHT CAP: It's a short jog to Christina's window after the Leap of Faith, but try not to disturb any of Vieri's men as you travel there. During Ezio's escape, take to the rooftops to lose the chasing mob with ease.

MEMORIES 05-09

These five missions involve errands and favors for different members of the Auditore family. Unless you stir up a commotion, the city guard will leave you to your own devices. Pazzi henchmen, by contrast, should be carefully avoided.

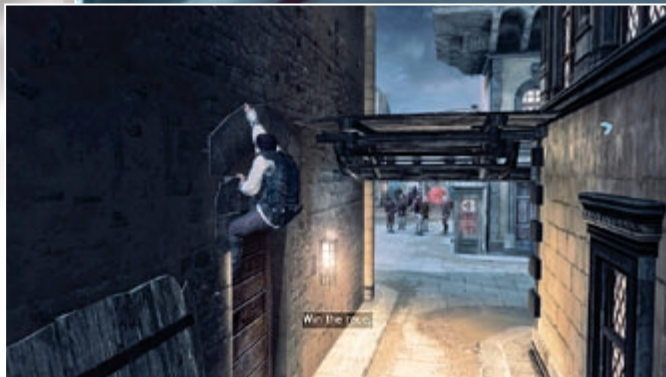
PAPERBOY: Groups of the hostile Pazzi are wandering the streets, so the quickest way to reach your destination is to stay above them. It's not a bad time to practice combat against weaker opponents if you feel so inclined, though.

BEAT A CHEAT: You can pummel Duccio in any way you please, but strictly speaking this is a tutorial on the use of the Grab function and related assaults.

PETRUCCIO'S SECRET: The time allocation is generous, so you should have no difficulty reaching each feather by following the waypoints. Completing this mission unlocks collectible feathers throughout the game world. We'll tell you more about this optional objective shortly.

FRIEND OF THE FAMILY: A simple two-stage journey – no advice required.

SPECIAL DELIVERY: The best way to avoid complications is to stick to the rooftops en route to each delivery – only one of which necessitates a return to street level (Fig. 2) – and during the return to the Auditore household.



01



02

EAGLE VISION

Hold the Head Button to activate Eagle Vision, the preternatural ability shared by Ezio and Desmond to perceive hidden information in the surrounding environment, and discern the motives or purpose of any individual they scrutinize. Unlike Assassin's Creed you can move freely while using Eagle Vision, but with the drawback of having your view distance impaired and losing all HUD elements while it remains active.

The color scheme used for citizens once inside the Animus is very simple: red for potential enemies (Fig. 3), white for people who Ezio can interact with (to obtain missions, for example), blue for allies, and gold for anyone with a purpose specific to a current mission (such as an assassination target, or person under escort). Other points of interest (including hiding spots or collectibles, more on that later) are usually highlighted by white contours.



03

LOOTING & CURRENCY

Though not entirely pertinent at this point in the story, Ezio can accumulate money through his exploits and invest it in a wide variety of weapons, armor, items and services. The currency used is the *florin*, abbreviated as "F", with Ezio's current total displayed in the lower left-hand corner of the screen.

Florins are awarded for completing certain missions and optional objectives, but can eventually be acquired through various forms of theft. The first of these, looting bodies, is introduced at the end of the brawl on the Ponte Vecchio. The sums acquired through rooting through the pockets of the dead or unconscious are usually small, but ultimately add up during the course of the game. Naturally, this kind of behavior is both callous and criminal, so it's something that should only be attempted if there are no witnesses of note to see it – particularly those carrying weapons.

Ezio can also obtain florins by opening treasure chests hidden throughout the game world, generally located inside building interiors. As there are so few ways to invest your wealth at this point, we'll return to the subject later in the walkthrough.

VIEWPOINTS & SYNCHRONIZING

Both main map and Mini-Map are covered in a gray fog during the first few missions, but you can uncover sections of each region by "synchronizing" with the environment from lofty vantage points. We refer to these as landmarks or viewpoints. The concept is introduced at the start of the Night Cap mission (before Ezio visits Christina) with a mandatory example, but it soon becomes your sole responsibility to seek out these special locations.

Viewpoints appear as an eagle symbol on maps (both in-game and throughout this guide), so they're far from difficult to locate. The actual position where you can synchronize is always marked by the presence of an eagle circling or resting on a special perch (Fig. 4).

The importance of synchronizing will soon become apparent once you start to explore. Scaling landmarks is never a chore (the views alone are worth the

climb), but you should note that uncovering the map confers the following additional benefits:

- ◆ Other nearby landmarks will be revealed on the city map and Mini-Map, enabling you to further expand the visible area.
- ◆ Once they become available, optional objectives, stores and other points of interest will also be marked on all synchronized zones.
- ◆ Surrounding hiding spots are revealed, and will appear on your Mini-Map whenever Ezio is being pursued. Being able to see the outline of streets and buildings makes it easier to plan routes in order to lose persistent enemies during chases.



04

GRAB ATTACKS

The Boys Will Be Boys and Beat a Cheat missions introduce the Grab command. Once Ezio has seized an opponent by his collar, refer to the command HUD in the top right-hand corner to pick your favored attack. You can build combinations of up to three blows before the target is knocked to the ground, with each assault delivering equal damage.

Tactically, the "throw" option is the most interesting. Hurling an enemy at his peers will stagger them momentarily; when fighting on rooftops or near rivers and guardrails, throwing an assailant over the side is a rapid way to disable them.

LEAP OF FAITH

Ezio can make a rapid return to street level by leaping from areas of rooftop marked by pigeons and their droppings, or by diving from synchronization perches (Fig. 5). He will always land safely (usually in a pile of straw), which makes this a useful way to escape and hide from enemies.



05



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PRESENT 03

MEMORY 10

JAIL BIRD: Climb the north wall of the Palazzo della Signoria – look for a door next to an archway. When you reach the first rooftop guards, wait out of sight until both move away from your position, then quickly climb the nearby scaffold. The second pair of sentries below the tower where Giovanni is imprisoned are a little harder to evade, so don't climb to the higher level just yet. Instead, use the gray ledge to traverse around to the south face of the building (Fig. 6), observing their patrol routes as you move. Take refuge in the pile of straw, then wait for the best moment to dash out and begin climbing the tower via the stonework above the doorway.



06

If you are detected, the Grab move is your best attack – try to throw the guards into breakable items (such as barrels or wooden platforms) for an instant knockout, or simply hurl them over the parapet. Don't forget to climb to the top and synchronize at the viewpoint above before you return to the streets.



MEMORY 11

FAMILY HEIRLOOM: Ready your sword before you leave the hidden room, then be ready to block when attacked. Weapon-based hits drain the Health Meter rapidly, so try to get a feel for your opponents before you commit to lunges of your own and keep your combos short. The Grab command is a powerful tool here – both for quick finishing moves, and for temporarily disabling a target.

You may be attacked by other would-be executioners as you run to the waypoint marker, so travelling via the rooftops will help you to enjoy a less eventful journey. Even so, a further pair of hostiles will intercept you before you can reach Uberto Alberti's residence (Fig. 7). You must be anonymous to meet with Alberti so you'll have to fight them first.



07

MEMORY 12

LAST MAN STANDING: Don't even think about fighting. As soon as the mission begins, sprint away from the surrounding guards. Once you establish a little distance (or, ideally, a couple of corners) between you and the pursuing mob to break their line of sight, you can either dive into a hiding place, or head for higher ground.

Ezio's fugitive status makes the journey to the first mission of Sequence 02 more difficult than most. Pick your route carefully, taking detours to avoid any guards you encounter.



SOCIAL STATUS INDICATOR

Be watchful for the Social Status Indicator (SSI). These appear above all potential adversaries whenever there is a danger that they might recognize Ezio (Fig. 8). If the individuals in question are currently off-screen, the icons are displayed at the border of the display in a position that indicates their approximate position.



08

- ◆ There are three stages: detection (yellow), investigation (yellow and red), and full alert (red). These broadly correspond to the color code used for the Mini-Map's outer ring, as shown in the nearby table.
- ◆ During the detection phase, the SSI arrow will gradually fill with yellow as prospective aggressors become aware of Ezio's presence. In order to avoid the next stage, avoid all high-profile actions (such as running or climbing). Slow down to a stroll and try to stay as far away as possible. If it's a group of patrolling guards, you could also stop at a safe range and wait for them to pass.
- ◆ The transition from detection phase to investigation phase is marked by a distinctive sound effect. Enemies will now follow Ezio, watching him intently, with the icon steadily filling with red as their suspicions are confirmed. Your initial reaction may be to break into a run, but this is the worst thing you can do. Instead, stay calm and continue walking away. Look for any route that will enable you to break the line of sight between enemies and Ezio, then – and only then – make a dash for safety or a nearby hiding spot.
- ◆ Avoiding unnecessary combat encounters becomes much easier once Ezio acquires the vital Blending ability.

MINI-MAP: OUTER RING COLOR CODE

COLOR	DESCRIPTION
White	Ezio's default state
Green	Ezio is hidden
Red	Ezio is in open conflict
Yellow	Ezio is in open conflict, but his enemies cannot see him
Blue	Ezio is hiding, but his enemies are still searching for him

ROOFTOP ARCHERS

The Jail Bird mission will probably mark your first encounter with guards stationed on rooftops. They are faster to react unfavorably to Ezio's presence than many other enemies, so you'll need to quickly break the line of sight to avoid conflict when they spot him. Fortunately, being detected by a rooftop guard will generally not cause a full alert – only the individual(s) in question will attack. Their first reaction once combat begins is to use their bows (Fig. 9). A direct arrow hit will cause Ezio to lose his grip while climbing, or stumble when free running. At close range, they will draw swords and attack like any other enemy. Archers are relatively uncommon during the early stages of the story.



09

TRICKS & TRIVIA

- ◆ When enemies are pursuing Ezio, distance can work just as well as any hiding place. Comfortably escape the boundaries of the yellow "investigation circle" on the Mini-Map without alerting other hostiles, and the city alert will end. If you're looking for hiding spots, don't forget that these are marked as blue circles on the Mini-Map, and include piles of straw, herbs or leaves (both inside carts and loose on the ground), benches, wells and rooftop shelters.
- ◆ Note that certain enemies can throw objects at Ezio while he climbs; a direct hit will cause him to lose his grip and fall. If a chasing pack is close behind, it's sensible to look for free running opportunities that quickly lead to higher ground, rather than slower and more involved ascents.



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SEQUENCES 01 & 02: SECONDARY MEMORIES

FREE MISSIONS: INTRODUCTION

Free Missions are optional Memories that provide small, self-contained challenges that can be completed whenever you are ready to tackle them. They are gradually unlocked as you complete main story objectives, though you will also need to synchronize at available viewpoints to have their start locations marked on the in-game maps.

For now, there are three types of Free Mission:

- ◆ **Beat Up Events:** Generally the easiest Free Mission type. After consulting with an aggrieved citizen, you must travel to a waypoint marker, identify a target with Eagle Vision, then pummel them into submission. Killing the target is strictly prohibited, even if they attack Ezio with a weapon.
- ◆ **Courier Assignments:** These involve rapid travel to one or more waypoints to deliver letters within strict time limits.
- ◆ **Races:** Timed expeditions through numerous waypoint gates that are designed to test your free running and navigational skills. These can be tough to beat at first, but this is part of the fun. Refining your route to shave valuable seconds from your time is the secret to winning, so don't be too disheartened if your initial attempts are less than convincing.

Completing Free Missions leads to a monetary reward. This is initially small, but gradually increases as you complete Sequences. There is one final Free Mission type – Assassination Contracts – but these do not yet appear in the game world.

FREE MISSIONS

A WOMAN SCORNF (BEAT UP)	
Location:	West of Palazzo Auditore in the San Giovanni district.
Advice:	The errant husband can be found in a courtyard not far to the south of the starting position. Administer a succession of blows until he cowers in fear to complete the Memory.


CASANOVA (COURIER)	
Location:	A short walk to the south of the Palazzo Auditore entrance.
Special Conditions:	Deliver the two letters before the time expires; both recipients are guarded by individuals who will attack Ezio if their suspicion level (represented by the Social Status Indicator) is maxed out by standing in their line of sight.
Advice:	The recipient to the southeast is standing on a balcony, with two guards gazing balefully at would-be suitors strolling below. Scale the south wall of the building (you will need to start climbing to either side of the bench beneath, then traverse to the left or right as applicable), then speak to her and leave quickly before her guardians can react. The second woman can be found inside a courtyard with a group of men standing guard at its only entrance. Climb onto the roof, then quietly drop down and converse with her to complete the delivery.

FLORENTINE SPRINT (RACE)	
Location:	By the Palazzo Della Signoria in the San Giovanni district.
Special Conditions:	Run through all gates within the allotted time limit.
Advice:	Don't hurry on your first attempt – just aim to complete the course at a steady pace, with the process of learning the route your principle concern. When you reach the penultimate gate (it's on top of a chimney), just keep moving forward to perform a Leap of Faith to a pile of leaves directly below. If you find the course too difficult at this stage of the game, it may be a good idea to return to it at the end of Sequence 04. We won't spoil surprises by telling you why this will help, but trust us when we say that it <i>will</i> be easier.



CODEX PAGES

By now, you will have noticed a number of "scroll" icons dotted around the available areas of Florence. These mark the locations of Philosophical Codex pages. There are 16 of these located throughout the game world (on top of those obtained during the main storyline), and all of them must be collected before you can begin the final Sequence. For this reason, it's a good idea to start looking for them now. As a fringe benefit, every fourth one you find confers the bonus of an extra permanent square on Ezio's Health Meter.

- ◆ To reveal the location of Philosophical Codex pages on the in-game maps, you must first synchronize at viewpoints.
- ◆ Philosophical Codex pages are (with the exception of four collected during a main story mission) always hidden inside Banks with groups of guards stationed outside. Once you have killed the soldiers you can walk inside and retrieve the page from the chest.
- ◆ Every time you have collected four pages, visit Leonardo at his workshop – look for the  icon on the map. After Leonardo has decoded them, Ezio will receive the Health Meter bonus.
- ◆ You can visit the Database menu to read text on each Codex page once they have been translated.



FEATHERS & GLYPHS

There are two special "collectibles" hidden throughout the Assassin's Creed II game world: Feathers and Glyphs.



01

- ◆ **Feathers** (Fig. 1) are usually found on rooftops or placed on walls and, though small, are surrounded by a distinctive visual effect that makes them easy to see from surprisingly large distances.

There are 100 Feathers in total, distributed evenly throughout the locales that Ezio visits during the course of the story. You cannot collect them all until the penultimate Sequence.

While you will stumble across many while engaged in other tasks, we strongly advise that you leave the process of collecting Feathers until you have completed the main story Memories. By then you will have acquired abilities and equipment that will make the process of finding them much easier. This does mean that you miss out on a couple of rewards (given at 50% and 100% completion) until after the final credits, but we would advise that this is a small price to pay for an easier hunt once Ezio has full command of all possible upgrades.

- ◆ **Glyphs** (Fig. 2) are fewer in number than Feathers (there are only 20 in total), and are much easier to locate. They are always positioned on the surface of notable buildings, and are "collected" by scanning them with Eagle Vision at close range. All Database entries for structures that have a Glyph are marked by a special HUD icon (Fig. 3). You cannot find all Glyphs until much later in the game.



02

Collecting a Glyph unlocks puzzles in a Database menu entitled "The Truth". Completing all 20 leads to the reward of a video that has a huge bearing on the Assassin's Creed story. However, as with Feathers, collecting Glyphs and solving their associated puzzles is a task best left until after the final credits. Without spoiling any surprises, we can confidently state that Glyph-related mysteries may not make a great deal of sense until then...

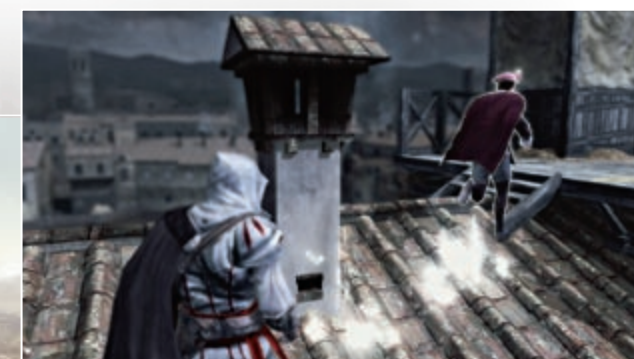


03

BORGIA COURIERS

While strolling through the streets of Florence (and other locales you have yet to visit), you will periodically stumble across a Borgia Courier (Fig. 4). These are randomly encountered when you are not actively playing a Memory, and will exclaim their horror and flee the moment they cast eyes on Ezio. As capable free runners, they will usually head for the rooftops. Once out of sight, they will disappear within a short period of time.

This behavior may seem rather bizarre, but they have their reasons: Borgia Couriers carry reasonably large sums of currency. If you can catch up with one and knock him off his feet (ideally with the Tackle technique), Ezio will obtain an instant bonus of 1,500 *f* – a fairly sizable sum for the effort involved at this stage of the story. The catch, of course, is that guards will view this as reprehensible behavior, and will attack should they witness the robbery. You should also do your utmost not to kill the courier, as doing so will result in an instant +50% penalty to Ezio's Notoriety level.



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ENEMIES

Knowing your enemy is the first step to beating him. Being a true Assassin means understanding your enemy's behavior and knowing just how to exploit it to put him at a disadvantage.

BASIC GUARDS

GENERAL BEHAVIOR

Guards patrol or investigate at brisk walking pace. They will hit running speed when seeing Ezio fleeing from them. Patrol routes are fixed and repeated so that you may observe every point of the route before acting. In pursuit, basic guards can perform some free running maneuvers but cannot climb sheer walls. If Ezio attempts to take any route that the guards cannot follow, they will holster their weapons and begin throwing rocks in an effort to make him fall. Guards cannot swim, and they can be pushed over low walls by a determined hand.

Sentries will remain at their posts unless prompted to move by the detection system. Their placement will relate to a particular area that they regard as out of bounds – a yard, or a door – and they will push Ezio away if he comes too close (Fig. 1); trespass will be treated as an illegal act. Bodyguards are simply sentries who have been assigned to an object or character in the same fashion.

Note that every guard you encounter holds one of three ranks: Militia (weakest), Elite or Leader (strongest). A guard's rank is revealed by his helmet. No matter the uniform, Militia wear caps, Elites favor open-faced helmets, while Leaders have headgear with additional facial protection (see page 81).



01

LINE OF SIGHT

Each guard has a Line of Sight that determines what he can see. This means that Ezio can remain hidden from a guard, even close by, if he is:

- ◆ Behind the guard, beyond visual range, sufficiently far to one side, or higher/lower than the guard can see.
- ◆ Hidden by a wall, a column, or some other solid obstacle that provides complete cover.
- ◆ Concealed in a hiding spot.
- ◆ Blended into a crowd.
- ◆ In the Line of Sight but too far away for the guard to notice.

Use the camera controls to observe guards around corners, while out of sight, and time your open moves while they are facing away. If you can't find a route past them, you may need to conjure up a distraction: thrown money, a dead body or some poor victim going berserk under the effects of Poison will all attract the attention of the guards. Even stationary sentries will change their Line of Sight to look at such a commotion. Observe their body orientation to see where they are looking. Courtesans and Thieves can also provide lures and distractions to physically remove guards from their posts.

THE DETECTION SYSTEM

Once a guard has spotted something suspicious, he will start paying attention and his Line of Sight will be attracted to the target. This will be indicated in his Social Status Indicator (SSI), which will start to fill as a yellow bar during the Detection phase. Removing yourself from Line of Sight will cause the bar to recede at the same rate, so you may take immediate action to escape attention. Blending with the crowd, entering a hiding spot or simply walking away and around a corner, out of sight, will be sufficient. But running, performing suspicious and anti-social acts and any High Profile activity in this phase will cause the bar to fill more quickly. Proximity to the guard will also increase the rate of Detection.

Once the Detection SSI is fully yellow, the Investigation phase will begin. This is indicated by the yellow bar filling with red. The guards will draw their weapons, break from their post or their patrol and approach to make a positive identification. During the Investigation phase you *still* have a chance to escape attention by hiding, blending or casually walking out of view in Low Profile. Again, suspicious or illegal activity will prompt the bar to fill rapidly. When it is 100% red, the guard will enter open conflict and initiate combat.

BLOCKING AND PURSUIT

If the player flees open conflict, the guards will give chase by finding the quickest route to his current or suspected location. This is represented on the Mini-Map by a yellow circle (Fig. 2) that the player must escape to shake off the guards and end the chase. The center of the circle is updated by any guard with Line of Sight on the fugitive, creating a last known position at which he was seen.

During open conflict pursuits, guards can also choose to block a road or entrance. On approach, you will see them hold a line with weapons raised above their heads (Fig. 3), ready to stop you if you come close.



02



03

ENEMY ARCHETYPES

The Archetypes are guards with specific roles that introduce a further challenge. They follow the general behavior patterns of basic guards, but have additional features that make them clearly distinct from all others. Although they are often used sparingly, they can drastically change the threat posed by any sentry or patrol. Being able to recognize the different elements that make up an enemy squad will prevent any unpleasant surprises.

AGILES

Fast and lightly armed, Agiles are trackers and pursuers. They can imitate the Assassin's free running skills with the exception of grasping and climbing sheer surfaces, swimming, and the Leap of Faith. Their tactic is to catch up with Ezio, knock him to the ground and engage him long enough for their tougher cohorts to arrive in support. As a group they will try to surround you, delivering quick stinging attacks like a swarm of insects.

The pay-off for this speed is that the Agile is the weakest of the guards and most easily defeated. They exhibit low morale and are most likely to flee when colleagues fall. Combat also tests their stamina – they will be exhausted after dodging a few attacks and require ten seconds to recover.

In group combat, the Agile is the quickest to beat and so a useful strategy is to target them first to rapidly reduce the number of opponents. But if you have the advantage on them, a better idea is to assassinate the strongest guard in the group and greatly reduce the morale of the Agiles, with further kills making the remainder more likely to turn tail and flee.

BRUTES

The armor-plated Brutes are immediately identified by their stature. Favoring Heavy weapons, they are skilled in the Smash Attack special technique and will use it to disarm and beat down the player. Their self-confidence gives them the strongest morale of any opponent you will face: once engaged, they will never flee a battle.

The threat posed by the Brute is multiplied when in company. Dodging and strafing is essential unless you have already picked up a Long or Heavy weapon to deflect and counter.

The Brute takes no damage when deflecting a Small or Medium weapon and does not tire from it either. Instead try dodging or strafing to the side, to get around the Brute, and land direct hits outside his blocking arc. Incidentally you may find that unarmed combat lands hits where weapons fail.

The Brute is disadvantaged by low speed, moving at only 75% of the pace of a normal guard, so you can outrun them. They cannot use ladders, free run or climb, so you can escape vertically too. From a vantage point above, it is possible to use ranged weapons to reduce the number of Brutes below.

SEEKERS

Smarter than the average guard, the Seeker will investigate hiding spots in search of criminals. He will do this as part of his patrol routine, even when Ezio is Incognito. You can often identify Seekers from a distance by their favored carrying of a Long weapon. They use this to prod haystacks and wells, forcing you out of cover if you happen to be inside. If Ezio is Notorious, the Seeker will also stop at benches and ask the seated citizens to rise. This will instantly break your blending if you were hiding here.

Seekers tend to stay on the outside of a combat skirmish and use the full reach of their weapon while you are tackling their colleagues. They will also perform Sweep Attack special techniques to knock you to the floor. A good solution is to disarm them, though this may take a few attempts.

To get rid of a Seeker, a daring approach is to lurk in a hiding place on the patrol route, ready to ambush your enemy when he approaches. Use the Assassinate from Hiding move to eliminate him first, watching your Controls HUD in the top right of the screen in order to strike at the first opportunity. This will cause the rest of his patrol to enter open conflict, but it will remove both the Seeker and that irksome Long weapon from play instantly.

Note that Seekers can climb ladders and ledges but they need to sheath their weapons to do so: you can catch them with a well-timed blow as they reach the top.



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FIGHT STRATEGIES

If too many aggressors are drawn to the vicinity of the player in open conflict then the group will divide into an inner and outer circle, one feeding the other (Fig. 4).

Although the fights will vary greatly in different scenarios, especially when the missions demand specific and urgent goals, there is a set of rules that the player can learn to survive and conquer in any skirmish with a large group of opponents.



04

- ◆ If you have the advantage on your enemy before combat begins, assassinate as many as you can first. Start with Low Profile silent kills, then make sure any High Profile assassination takes down the strongest enemy first – a Brute or a Seeker for instance. You will then be left with the weakest and most likely to flee.
- ◆ Once combat begins, quickly reduce the enemy numbers by picking on the weakest first. They will try to circle you to strike from behind, and you will be forced to use the Movement Stick with the Deflect move to keep parrying attacks from all sides.
- ◆ Keep your guard raised and the High Profile Button held by default until you are ready to perform an attack. Keep in mind that you can instantly initiate a Dodge, a Disarm or a Counter Kill while deflecting.
- ◆ You can try Counter Kills from the outset against the weakest enemies. Counters grow less likely against strong and defensive foes, though, and the chance of success will only rise again once they start to lose stamina and tire out toward the end of a long fight.
- ◆ If your Counters are failing, feint backwards or sideways and immediately follow up with an attack to thrust forward again, making only one or two hits before deflecting again. The purpose of these small strikes is to whittle away the health, stamina and morale of your opponent while you stay untouched. This greatly increases the chances of further attempted Counter Kills. Full combos would invite interrupting attacks from other opponents anyway.
- ◆ Another really effective strategy is the “Grab and Throw” technique. When fighting multiple enemies, Grab any rank-and-file guard, but instead of killing him right away, Throw him as a projectile at your toughest opponent. As soon as the latter is down, run to him and quickly finish him off to make the rest of the battle much easier.
- ◆ Enemies can hurt each other (Fig. 5). That includes wide strikes from Brutes and arrows fired from a distance, if you are able to put an enemy between you and the attack.
- ◆ By briefly dropping your guard and strafing at speed, you can manipulate the group to a favored location or get yourself out of a corner. Strafing is also better than dodging when used up *very* close to circle around the side or rear of an attacking enemy, where they cannot deflect: from here you can deliver an automatic hit and, often, an instant finishing kill.



05

ARCHERS

Archers are assigned to defend towers and rooftops, where they can spot Ezio instantly. During open conflict, they will immediately open fire using their bows. If Ezio is within close range, the Archer will switch to his sidearm and become a basic guard.

Archers patrol more slowly than Ezio walks, so he can catch them at walking speed if he approaches stealthily from behind. High Profile running or sprinting will break stealth and cause them to enter Detection phase.

Note that the Assassinate from Ledge technique is especially useful for ambushes on rooftop guards, but you will want to choose carefully between High and Low Profile assault to conceal the body. At range, a single Throwing Knife will take out an Archer and you will appreciate carrying a large Knife Belt full of them later in the game.

ENEMIES: MORALE

Morale is the factor that determines the bravery or cowardice of your enemies. Each unit starts with a personal morale value.

MORALE VALUES

UNIT	MORALE
Basic guards	20
Archers	30
Agiles	40
Seekers	80
Brutes	1,000

The morale of all enemies is then constantly adjusted by the events that unfold in combat, as shown in the nearby table. You may thus strive to intimidate enemies through your prowess in combat. If you can establish your superiority over your strongest foes through successful techniques then the rest will reconsider their odds and their propensity to attack. You may even get a visual clue in their behavior as they shake their heads and look beaten (Fig. 6).



06

ENEMY MORALE ADJUSTMENTS

EVENTS DURING COMBAT	VARIATIONS
Death of a Brute	-30
Death of a Seeker	-20
Assassinate with Pistol	-20
Kill with weapon acquired through Disarm	-10
Death of a basic guard	-5
Death of an Archer	-5
Death of an Agile	-5
Disarm	-5
Assassinate enemy on ground	-5
Counter Kill	-5
Ezio injured	+10
Ezio escapes from combat	+20
Ezio enters Critical State	+25

Fleeing enemies will first freeze briefly to the spot, dropping their weapon, before running away at maximum speed. Unless pursued, they will keep running until they are either caught or else make sufficient distance to be permanently removed from play.



NOTORIETY & ENEMIES

NOTORIETY ADJUSTMENTS

ACTION	VARIATIONS
Killing a Borgia Messenger	+50%
Every guard fleeing from a fight	+10%
Every five enemies killed in one continuous open conflict	+10%
Double Air Assassinate	+7.5%
Air Assassinate	+7.5%
Assassinate with Pistol	+7.5%
Any High Profile Assassination	+7.5%
Double Assassinate	+5%
Serenaded by a Harasser	+5%
Tearing down a Poster	-25%
Bribing a Herald	-50%
Killing a corrupt Official	-75%

Notoriety is the degree to which Ezio is known, and will be recognized in public, by both the local people and the guards. When Ezio is “Incognito”, he may walk freely through the streets without being noticed. However, committing spectacular and infamous acts will inevitably stick to the perpetrator and raise his profile over time. Once “Notorious”, guard reactions will be quicker and more aggressive toward a known felon.

The Notoriety meter in the top left of the HUD increases with every such act. Ezio will be considered Incognito until the bar fills completely, at which point the icon will turn red – Ezio is then Notorious. The bar must be fully emptied to restore the icon to gray, making Ezio anonymous again. In essence, your status remains constant until it flips at 0% or 100%.

If you want to lower your Notoriety, there are actions you may take as detailed in our walkthrough on page 33. Their availability rests on your Notoriety level. Note that these may also incur some Notoriety unless undertaken discreetly.

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FEATHERS & GLYPHS

The 22 pages that follow reveal the locations of every last Feather and Glyph. With each annotated map accompanied by screenshots and helpful captions, we've tried to make the process of acquiring all 120 of these collectibles as painless as possible. Before we begin, a few valuable hunting tips:

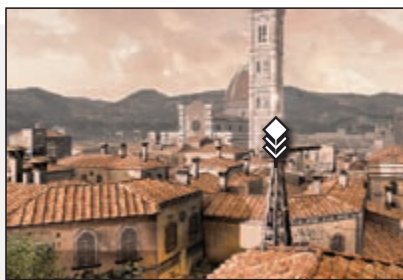
- ◆ It's a good idea to have all Throwing Knife Belt upgrades before you start (see page 120). You'll encounter dozens of rooftop archers during your search, so these are essential tools. Replenish your supply at regular intervals, especially when you reach the more heavily guarded regions of Venice.
- ◆ Use the Medici and Venetian capes (see page 126) in the appropriate regions to avoid Notoriety-related complications.
- ◆ You must stand (or hang) close to Glyphs to scan them with Eagle Vision. Their puzzles start automatically, but you can access them again later via the Database/The Truth menu.



FLORENCE: SAN GIOVANNI DISTRICT



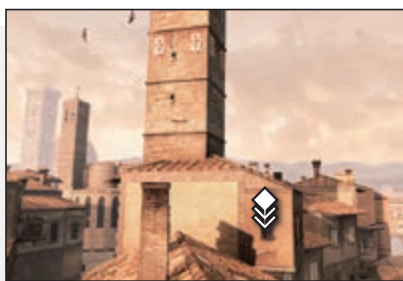
On the west face of Leonardo Da Vinci's workshop.



On a crane positioned on a rooftop north of Casa di Vespucci.



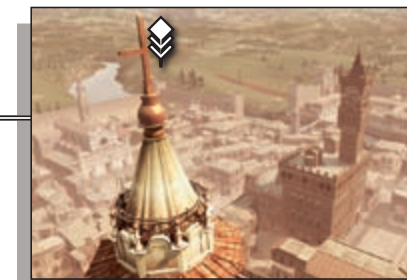
On top of a wooden crane positioned on a rooftop.



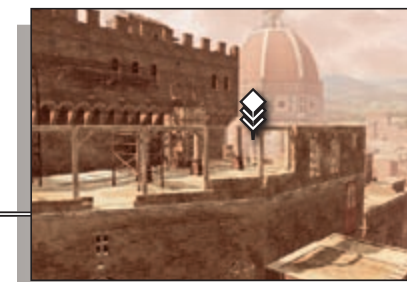
In front of a small window, there is a viewpoint tower just to the north of it.



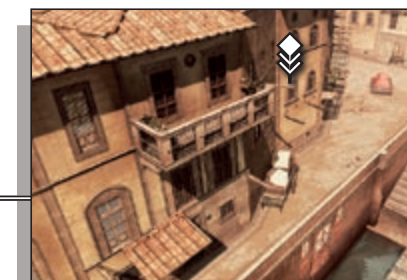
On top of a chimney a short distance to the north of the Ponte Vecchio.



Climb up to the cross above the huge dome at Santa Maria Del Fiore.



East side of the Palazzo Della Signoria – the back end of the building you climb for the Jailbird mission.



On a wooden beam protruding from a building overlooking the river.



On top of a wooden beam, east side of the Ponte Vecchio.



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STORY RECAP