



## Assassin's Creed 2 Guide

Just as Desmond (and you) got familiar with the Animus and its Crusades-period timeframe, you're yanked out and forced into a completely different era. Welcome to the Renaissance.

With new cities to explore and a host of hidden feathers and glyphs to find, this new world can be a bit daunting. Moreover, the repetitive, easily mastered missions of the last game are replaced by more diverse challenges that'll constantly throw new things at you. Our walkthrough will get you through the game unscathed, while detailed maps point you to hidden collectibles and treasures.

*In this Assassin's Creed 2 Strategy Guide, you'll find:*

- **BASICS** // Combat tips and weapon charts with info on where to buy the best gear.
- **WALKTHROUGH** // Our Assassin's Creed 2 walkthrough will get you through all fourteen memory sequences, beginning to bloody end.
- **MAPS & SECRETS** // Feather, glyph and hidden statue locations all mapped out for easy collection.
- **Q & A** // Answers to common Assassin's Creed 2 questions, plus your chance to ask your own.

**Guide by:** Mark Ryan Sallee

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## Assassin's Creed 2 Basics

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### Defense & Counters

Any yay-hoo with a sword can swing wildly and do some damage, but the real sign of a good sword fighter is a solid defense. Indeed, if you want to do the most killing with the least possible effort in Assassin's Creed, developing a solid defense is crucial.

While locked onto an opponent, holding the guard button puts Ezio into a defensive stance. Virtually any and all incoming attacks will be deflected if you simply hold down the guard, which is good—but it won't win you a fight. The strength of defense is the counter attack. While holding up your guard, press the attack button just before an opponent's strike hits Ezio. If timed properly, Ezio will intercept the incoming attack and reverse it into an instant kill. If you're fighting against an opponent that blocks all of your attacks, a counter is a good way to get around his defense.

### Disarms

You won't learn the disarm ability until you're well into the game, but it is a very useful skill. With no weapon equipped, hold up your guard and wait for the enemy to attack. When the enemy swings on you, time an attack button press just before you get hit. Ezio should catch the enemy's weapons and rip it from his hands, leaving the enemy defenseless. If you immediately release your guard and press the attack button again, Ezio will follow the disarm with an instant kill.



Note that as you progress later into the game, some enemies learn to block your counter strikes. It seems that when you run into one of these enemies, there's no getting around his counter defense—so start thinking of another way to kill him.

### Offense & Insta-kill Combos

At first glance, there's not much to combat in Assassin's Creed. There's just one attack button and mashing it rapidly gives you pretty much the same combo every time. While some enemies will die to simple mashing of the attack button, they're not all that dumb. You'll need to learn a *smart* offense to get around some enemies' solid defenses.



Your best weapon against a good defense is the insta-kill. If an opponent defends your attack, you can still continue the

combo by mashing the attack button. But if you *time* your second attack button press at the very moment your previous blow is blocked, Ezio will execute an instant kill maneuver, knocking away the enemy's weapon and in the same motion executing a deadly slash. There's a rhythm to the clashing of swords that varies with every weapon you use, so use your ears to learn the timing. The insta-kill is generally the end-all, be-all when it comes to killing a difficult enemy.

## Grappling

The grab button is good for more than gentle pushing. In a fight, grabbing an opponent can make for very quick kills and offers yet another way around an enemy's solid defense. If you've got a weapon equipped (the hidden blade doesn't count), press the grab button and Ezio will snatch the nearest enemy and hold the weapon to his throat. Follow up with a press of the attack button and Ezio will finish the kill with a single slash. Some enemies will resist being grabbed, but the throat-slit is usually good for clearing out the bulk of your attackers when you're surrounded. If you find a guy that resists, simply try grabbing another.



With no weapon or the hidden blade equipped, pressing the grab button will pull an enemy toward. Press any direction and the grab button again and Ezio will toss the enemy aside. If you're on a rooftop, you can use this move to toss an enemy off the side for a quick and clean kill. Or you can simply use it to knock an enemy on the ground. While the enemy lies prostrate, stand over his body and press the attack button for an instant assassination.



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## Unlocking the Condottiero War Hammer

Do you have one empty slot on your list of weapons and don't know how to fill it? Chances are, you're missing the Condottiero War Hammer, which you unlock by collecting 50 hidden feathers. Head on over to our [Feather Maps](#) section to find 'em all and complete your weapon collection.

Weapons					
WEAPON NAME	COST	DMG	SPD	DEF	LOCATION
<b>Captain's Sword</b>	5200	2	4	3	ANYWHERE
<b>Cavalieri Mace</b>	20800	4	2	2	ANYWHERE
<b>Flanged Mace</b>	10500	3	3	3	ANYWHERE
<b>Florentine Falchion</b>	5200	2	3	4	ANYWHERE
<b>Maul</b>	3600	2	1	2	ANYWHERE
<b>Mercenario War Hammer</b>	1900	1	1	3	ANYWHERE
<b>Milanese Sword</b>	11300	3	5	3	ANYWHERE
<b>Old Syrian Sword</b>	2300	1	2	3	ANYWHERE
<b>Schiavona</b>	25000	4	5	4	ANYWHERE
<b>Scimitar</b>	11300	3	3	5	ANYWHERE
<b>Sword of Altair</b>	50000	5	5	5	VILLA
<b>Venetian Falchion</b>	1900	1	3	1	ANYWHERE

Small Weapons					
WEAPON NAME	COST	DMG	SPD	DEF	LOCATION
<b>Butcher Knife</b>	6400	4	3	5	ANYWHERE
<b>Channeled Cinquedea</b>	4100	3	3	4	ANYWHERE
<b>Dagger</b>	-	1	1	2	ANYWHERE
<b>Knife</b>	1300	1	2	3	ANYWHERE
<b>Metal Cestus</b>	2000	3	5	1	ANYWHERE
<b>Notched Cinquedea</b>	9300	5	5	4	ANYWHERE
<b>Stiletto</b>	2200	2	4	1	ANYWHERE
<b>Sultan's Knife</b>	4300	3	4	3	ANYWHERE

Paintings		
PAINTING NAME	COST	LOCATION
<b>Captain's Sword</b>	5200	ANYWHERE
<b>Adoration of the Magi</b>	1290	VENICE
<b>Annunciation</b>	429	FLORENCE
<b>Baptism of Christ</b>	280	FLORENCE
<b>Battista and Federico</b>	1053	VILLA
<b>The Birth of Venus</b>	14800	FORLI
<b>Eve</b>	800	FORLI
<b>Federico da Montefeltro</b>	325	TUSCANY
<b>Francesco delle Opere</b>	1492	FLORENCE
<b>Ideal City</b>	2423	VILLA
<b>Jupiter and Io</b>	6969	FORLI
<b>La Fornarina</b>	32	FORLI
<b>Lady with an Ermine</b>	73	VILLA
<b>Leda and the Swan</b>	200	FORLI
<b>Madonna and Child</b>	320	FLORENCE
<b>Pallas and the Centaur</b>	3050	FLORENCE
<b>Portrait of a Lady</b>	525	TUSCANY
<b>Portrait of a Musician</b>	20	FLORENCE
<b>Primavera</b>	2950	FLORENCE
<b>Sacred and Profane Love</b>	6295	VENICE
<b>Saint Chrysogonus</b>	2797	VILLA
<b>Saint Jean Baptiste</b>	1608	FLORENCE
<b>San Sebastian</b>	163	VENICE
<b>Simonetta Vespucci</b>	125	TUSCANY

<b>Sleeping Venus</b>	9175	TUSCANY
<b>St-Francis in Ecstasy</b>	494	VILLA
<b>St-Jerome</b>	53	VENICE
<b>St-Jerome in His Study</b>	4300	VENICE
<b>Three Graces</b>	500	FORLI
<b>Venus and the Mirror</b>	1035	TUSCANY
<b>Venus Rising</b>	7220	TUSCANY

## Assassin's Creed 2 Walkthrough

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### Assassin's Tombs Walkthroughs

Looking for tips to complete (or even just find) the game's five hidden Assassin's Tombs? Head over to our [Assassin's Tombs Walkthroughs](#) section for all the details.

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Follow Lucy to the Animus and sit inside. You'll sit through a cut scene in the middle of which you'll need to press some buttons to make baby Ezio kick and punch (violent child, tsk, tsk). You won't spend much time in the Animus as quickly Lucy pulls you out and tells you to chase her.



Hold the run button to follow Lucy through the compound. You'll run into some enemies at first, but Lucy takes care of 'em for you. Eventually, you make way to a room with narrow cubicle walkways. Follow closely behind Lucy and stop when she does. You should get through undetected, but if a guard catches up to you, just let Lucy drop 'em. She's rad like that.



After getting through the locked door with your rad eagle vision, you're left in a garage packed with guards. Just mash the punch button—there doesn't seem to be a way to screw this up—to knock out the guards one-by-one.



Another cut scene brings you to Lucy's super secret hideout pad. Follow her upstairs and to a room with a couple other characters. You can walk around and talk to each of them, and even further explore the compound if you're a fan of walking really slowly. Ultimately, though, you just need to walk up to the Animus and sit down to kick off the first mission.



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Boys Will Be Boys FLORENCE

You're dropped into your first mission, which requires you beat up a lot of dudes. Be sure to lock onto an enemy, which allows you to throw up your guard and block incoming attacks. You've got access to a counter move that's incredibly useful if you can get the timing down. Just hold up your guard and press the attack button as an enemy swings on you to put him down instantly.



After beating down the first group of enemies, another swarm comes at you. Stick to the same strategy of guarding and countering and you shouldn't have much trouble destroying the clowns that attack you. Eventually, you'll get a cut scene to interrupt the brawl. Move around to the myriad unconscious bodies and loot 'em for money. When you've collected 200 florins, the mission ends.



### You Should See the Other Guy

FLORENCE

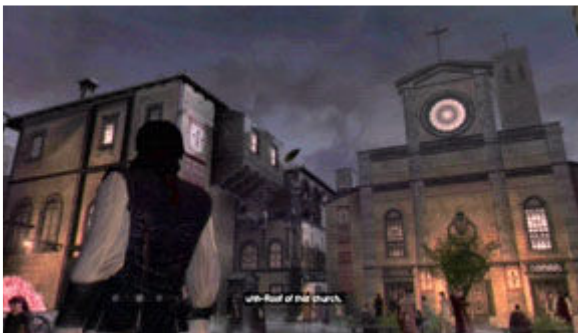
Talk to Federico and he'll lead you to the doctor. Lock onto Federico and chase after him—he runs fast—while holding the two free-run buttons. Before long, you'll reach the doctor. Approach him (he's the dude in the funny mask) and he'll patch you up, for 200 florins. Fortunately, future doctor visits won't cost as much.



### Sibling Rivalry

FLORENCE

Immediately, Federico challenges you to a race to the top of the church. You can simply run up the face of the building, moving toward hand holds along the way, and easily get to the top before Federico does. Run to the finish line, marked by a white wisp, and as long as you're there first the brief mission is over.



### Nightcap

FLORENCE

Walk to the glowing view point at the top of the tower and synchronize to fill out part of your map. Afterward, you're left to take a leap of faith off the top of the tower. Leap into the hay stack below and a quick cut scene briefly interrupts your play.



Hop out of the hay pile and a target shows up on your map to guide you to Cristina's window. Follow after, but watch out for guards along the way. They're marked with red dots on the radar and red arrows in-game, and they can be easily avoided. Walk up to the base of Cristina's window and then climb up to her for a lengthy cut scene.



The final bit of the mission requires you fully escape the wrath of the guards bearing down on you. Run away! The first thing you need to do is get out of the sight of the guards, either by running really far or by climbing a building. Beware that climbing leaves you vulnerable to a shower of rocks. When your radar stops glowing red, you can find a hiding spot which should be marked on your radar in blue. Successfully hide and the mission ends.



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Paperboy	FLORENCE
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Check your map for an exclamation point that guides you to Ezio's father, Giovanni. He's got a very simple task for you: Deliver a letter. A new target shows up on your radar. Run toward it, but beware the watchful eye of the guards around you. If you take to the rooftops, you won't have to worry about them at all.



The target points you to a man on street level. Approach him and you'll get a quick cut scene and the new order to return to Giovanni. Run back, using the same rooftop-hopping strategy to avoid detection. When you return to Giovanni's pad, look for the door that's highlighted in white aura and open it up to end the mission.



**Petruccio's Secret** FLORENCE

Find Petruccio and chat him (her?) up and he'll ask you to grab a feather for him. Truth is, you need to grab three feathers, but they're all marked on your map. The catch here is that you're given a set amount of time. Look for the nearest map marker and run to it.



All three of the feathers are found on rooftops, so you should immediately start climbing. Stay up top and you shouldn't have any problem collecting the three feathers in the given time. Once you've got the third feather, the timer stops and a marker for Petruccio's location shows up. Run to Petruccio's door and knock to end the mission.



**Beat a Cheat** FLORENCE

Claudia is just chillin' and needs you to exact revenge on her unfaithful man. Talk to her and you'll get the location of Duccio, the cheat. Make your way across down and approach Duccio's location for a quick cut scene. Be ready for a quick time event mid-conversation.



After dispensing with the formalities, you can get to punching the dude. For an easy win, grab Duccio and throw him down, then run to his body and start unloading kicks while he's down. Is that dirty? Maybe, but he deserves nothing better. After beating on Duccio for a while, he'll run off and the mission is over.



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**Friend of the Family** FLORENCE

Talk to Maria, Ezio's madre, and she'll ask you to follow her for a little errand. She walks slowly, so be patient. You can lock onto her to avoid losing her in the crowd, or just check your map for a moving, blue target to chase. Eventually she'll find her way to Leonardo's place. Yes, *that* Leonardo. Unless you were thinking the Ninja Turtle.



After the cut scene, pick up the small chest on the ground and start leading Maria and Leonardo to the new target that's on your map. You can do a little healthy job with the chest in your hands, so it shouldn't take long. Reach the end point and drop the chest in the swirl of light to complete the mission.



Special Delivery FLORENCE

Giovanni has another couple of tasks for you, so find him and accept his mission. There are two letter deliveries you need to map. Just find the spots on the map, run there, and enter the light wisps to deliver each letter to its target. You're rewarded with a hint of story cut scene.



With the letters dispensed, you need to pick up a carrier pigeon for Giovanni. The pigeon coop's location will show up on your map just like the letter delivery targets. It's on a rooftop, so climb high to find it. Again, just enter the wisp of light to complete the task. You might also have to examine the game's situational camera before the mission completes.





## Jailbird

FLORENCE

Return to Giovanni's pad and knock on his door. You'll find, through a lengthy cut scene, that he isn't around. Ezio decides to go talk to his father in jail. Make your way toward the marker on your map, but be careful as you get close. The prison has a lot more guards than you'll find elsewhere, and they're looking for you.



Stay on building tops surrounding the prison and approach it from the southern side. As you get higher up the prison, expect to run into an archer or two. If you approach them from behind, you can easily grab an archer and toss him off the top of the prison for an easy kill.



Giovanni is behind held in the highest tower of the prison. Climb up to the white light wisp for a cut scene that sheds a bit more light on the situation. After talking to Giovanni, Ezio falls down into a hay pile. Mission complete.

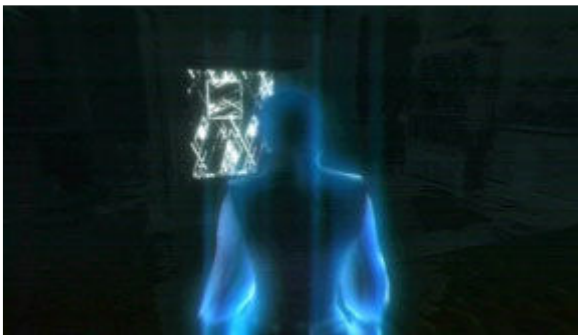


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Family Heirloom FLORENCE

Go back to Giovanni's room and use eagle vision to locate the hidden door. Okay, it's not really very hidden. Open the door and step into the secret room. Open up the chest inside to get a snazzy new outfit, plus a useful sword.



As you leave the room, you're interrupted by two guards that pull swords on you. Lock onto them and draw your sword. They're not difficult to fight, but we always suggest playing a defensive battle. Wait for the opponent to attack and, while holding the block button, counter attack for an instant kill.



When both guards are dead, a target appears on your map. Make your way there (we suggest the rooftops) and knock on the door encased in a wispy white to complete the mission.



**Last Man Standing** FLORENCE

This isn't much of a mission. Once you trigger it, just walk around the corner to the map marker for a cut scene. Afterward, you're left with a whole bunch of guards chasing after you and you need to get away. You can simply run for it, or look for a building you can climb quickly. Ditching your trail is easier from the rooftops, but it's certainly possible to out-hoof the guards on the street level. When the guards are lost, the mission ends.



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**Fitting In** FLORENCE

Find your way to the, uh, video arcade and you'll get a cut scene introducing you to the next mission. You'll be introduced to a number of new, basic gameplay mechanics, so nothing's too difficult. At first, you'll learn to blend. Simply walk into the center of a group of women and you should see a white webbing on the ground that lets you know you've blended.



Paola leaves the building and you need to follow her, using your new blending skill to avoid detection. Paola makes no bones about walking right past guards, so it's important to blend. You won't always be able to remain close to Paola, but that's okay. Just keep her in your sights and follow her general direction.



You eventually circle back to the harem and are introduced to the art of stealing. Practice picking from the pockets of the women (wait, they don't have pockets...) and then you need to try your skill on the unwilling participants of the city. Brush by and steal from at least five people and then walk away before they realize they've been robbed. When you've got the change from five people, the mission ends.



## Ace Up My Sleeve

FLORENCE

Talk to Paola again and she'll give you the hookup with a cool weapon. Problem is, it doesn't work yet. You need to bring it to Leonardo da Vinci, who's just across town. Make your way to him and knock on his door for a lengthy cut scene.



After giving you the hidden blade, Leonardo is interrupted by a guard at the door. While Leonardo is taking his beating, equip the blade and walk up behind the guard. Press the attack button for an instant assassination. At Leonardo's request, pick up the body and carry it into his workshop. Drop the body in the wisp of white light to complete the mission.



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Judge, Jury, Executioner FLORENCE

Go back to Paola and she'll tell you that it's time to assassinate Uberto. Make your way to the target that's on the map. The end point is on a rooftop, so don't look for it on street level. When you reach the target, a cut scene shows you Uberto below as he walks into a nearby building.



Drop down from the rooftop and start thinking about how you can get over to Uberto's location without attracting the attention of the myriad guards in the area. Use your blending skills to join a group of people walking in Uberto's direction. There should be plenty of options.



When you get near the building entrance, you'll find that it's guarded by two heavily-armed dudes. Just around the corner of the building, however, you should find a small group of ladies for hire. Target the ladies and hire them, then lead them over to the guards in front of the door. Target the guards and you should be able to give the order to distract them, opening the doorway and letting you waltz right in.



You can dispense with the subtleties once inside the building. Uberto spots you right away, but doesn't do much to avoid you. Equip your hidden blade, run up to him, and assassinate the man. After a cut scene, you'll need to flee the area as guards chase after you. Try to make your way to the rooftops and run until you've lost your tail.

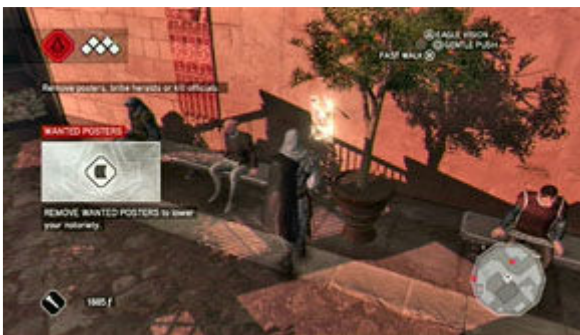


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Laying Low FLORENCE

Paola gives you another tutorial mission. This go-round, you need to reduce your notoriety, which is measured by the red ring around the icon in the upper-left corner of the screen. A full ring means your notoriety is at one hundred percent. There are three things that you can do to drop the notoriety, and each reduces your meter by different percents.



The easiest task is removing posters from the walls of the city. The posters appear on your radar and each removes twenty-five percent of your notoriety. Find and remove four posters and you'll have reduced your notoriety to nothing. Note that many of the posters are above street level, sometimes on low platforms and sometimes on high platforms.



Less common throughout the city are heralds, which are dudes with big mouths. They stand on the streets and yell all kinds of propaganda. Pay them 500 florins and they'll spout enough junk about you to reduce your notoriety by fifty percent. We think the price is too high for what you get—it's easier to find four posters.



Officials show up quasi-randomly on your map. Their icon resembles the poster icon, but watch for one that moves on your radar and chase after it. If you can score a quick assassination on one of these officials, you'll deduct seventy-five percent from your notoriety total. When you've reduced your notoriety to nothing, the mission ends.



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SEQUENCE 01	SEQUENCE 02	SEQUENCE 03	SEQUENCE 04	SEQUENCE 05
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Arrivederci	FLORENCE
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As long as your notoriety is at zero (and it has to be), this mission is a piece of cake. You have to escort Ezio's mother and sister across town to the city's exit. The city is temporarily packed with guards, but they'll pay you no mind, even if you run. Just avoid bumping into guards and you'll be a-okay.



Chase after each checkpoint that appears on your map en route to the exit. When you reach the exit, you'll find that it's blocked by a row of guards. Try to slip by them and they'll get all huffy, so you've got to play it a bit more creative-like. Fortunately, there's a nearby group of call-girls that you can hire. Target the guards and instruct the women to distract the guards.



The line of defense will drop as the men circle around the women, letting you lead your more precious ladies out of town. Make your way to the last checkpoint just outside of the city walls to complete the mission.



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SEQUENCE 02	SEQUENCE 03	SEQUENCE 04	SEQUENCE 05	SEQUENCE 06
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Roadside Assistance	MONTERIGGIONI
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Start leading Claudia and Maria through the canyon and you'll soon be interrupted with a cut scene. After the scene plays out, turn around and fight off the baddies that are attacking your female family members. The other enemies standing by your nemesis won't attack you, and you can't attack them anyway.





When you've defeated the baddies picking on your sister and mother, another cut scene takes over and leaves you with yet more enemies to cut down. Again, focus on defending your ladies as they're basically defenseless. Fight off the enemies and the mission ends.

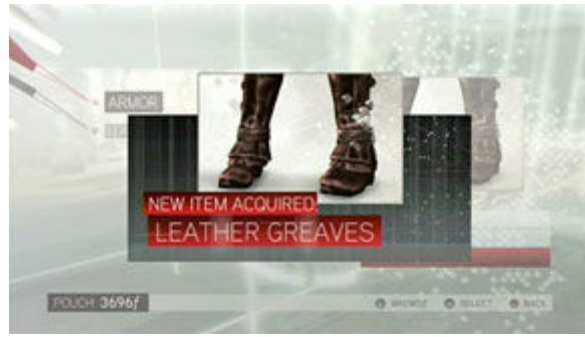


Casa Dolce Casa MONTERIGGIONI

Follow Mario into the villa and up the stairs that lead to the doorstep of his considerably-sized home. Here Mario stops and talks for a bit before sending you off to do some errands.



Run back into town and follow the map marker to the blacksmith. Open up the shop and use your money to buy a pair of greaves (armor) and a dagger (weapon). Just a bit further down the street is the doctor from whom you need to buy five medicine items. When all items are bought, the mission is ended.



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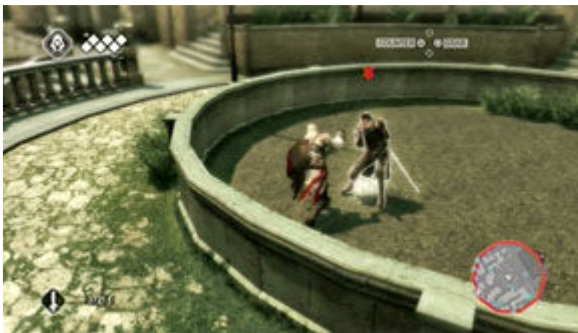
SEQUENCE 02	SEQUENCE 03	SEQUENCE 04	SEQUENCE 05	SEQUENCE 06
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Practice Makes Perfect MONTERIGGIONI

Talk to Claudia inside the mansion and she'll walk off. Now find Mario further inside and talk to him. He'll demand you train yourself in the art of combat, and warps you to a fighting pit in front of his pad. You'll go through a number of training exercises, each of which needs to be completed at least three times before you can move on to the next.



The final challenge is to defeat Mario in a fight. Fortunately, this isn't difficult. For all his trash talk, Mario isn't especially strong or anything. Defeat him and Mario will run off. Follow the marker on your map to Mario's back room and talk to the man there to end the mission.



What Goes Around TUSCANY

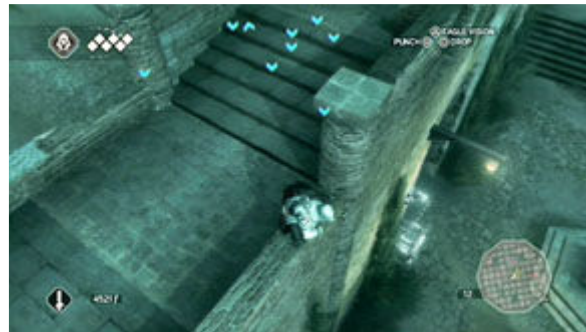
You can talk to Claudia in her room on the second floor of the mansion for a bit of dialog, but no mission. Next, go to the south end of town and exit the gate to find a stable of horses just outside. Hop aboard one of the horses and ride it southeast toward the map marker. Time to go to Tuscany.



You'll find Mario in Tuscany. Hop off the horse and talk to him to accept a mission against the troublesome Vieri. Follow Mario up the hill to the wall surrounding the city. You can climb up the broken portion of the wall to the parapet walk.



There are three archers up high that you can silently take out using your new throwing daggers, two on rooftops and one at the highest part of the parapet. When you've killed the three archers, drop down on the inside of the wall and look for the crank that'll open up the gate.



You can help your crew finish off the last of the enemies just outside Tuscany's gate. Follow the group inside the town and Mario will stop to tell you something about distracting guards. What he means is, you need to kill some folks. Start tearing your way through the city, killing the guards in your way. There's a marker on your map to follow.



The marker eventually leads you to a downed soldier who tells you that Mario's in need of help just ahead. Continue just

a bit further and you'll fall into Mario's melee. Help Mario and the gang dispatch all of the guards and Mario will give you another target to run after.



The target leads you to the rooftops at the north end of the city. A cut scene shows Vieri enter the town and send his men into a battle with Mario's. You're then instructed to assassinate Vieri, but you don't have to get into the thick of it. Vieri secretly retreats to the top of the parapet overlooking the battle. From the rooftop, you can jump to the stairs that run up the right side of the parapet.



Make your way to the highest part of the parapet and you'll find Vieri there, along with a number of other guards. You need only kill Vieri, though he's undoubtedly the toughest enemy here. He'll block your counter kill attempts, so the easiest way to get him good and dead is to grab Vieri, toss him on the ground, and then execute a killing blow while he's on the ground. With Vieri dead, the mission ends.



Talk to Mario just outside his home and follow him indoors. He'll part ways soon, leaving you to read a letter that you've got (just press the button indicated by the on-screen pop-up). After reading the letter, you can find Mario in his back room. Talk to him again for another cut scene.



Mario then sends you to collect four codex pages scattered about the villa. To find them easily, climb to the top of Mario's estate and move to the view point to synchronize. All four codex pages will appear on your map, making the collection very easy. Just go to the four locations on your map and you'll find the codex boxes in plain view on the lowest ground level. When all four are collected, the mission ends.



Find Claudia on the lower floor of Mario's palace and talk to her. She'll complain about her duties, which don't involve death-defying platform jumps and bloody sword melees, before leaving you to talk to the local architect, who's in the same room. Chat him up and he'll explain how you can invest money into the town to, eventually, make more money. Make whichever investments you'd like—it's your choice.



Exit the architect's screen and find Mario in his room to the north. Chat him up and he'll open up a secret doorway. Follow him downstairs and he'll show you something that you can't have, at least for now. There are hidden assassin's tombs scattered throughout the world that you need to complete in order to unlock the sweet Altair outfit.

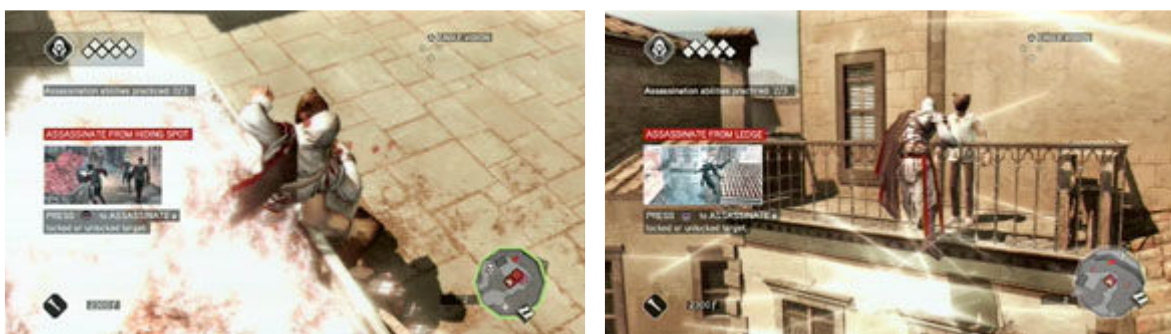


Practice What You Preach	FLORENCE
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Return to Leonardo in Florence and he'll use your collected codices to give you some new skills. After the cut scene, look for the marker on your map that points you to a courtyard behind Leonardo's pad. There are three new stealth kills you've learned, and you need to practice each.



To perform the hiding spot kill, hop into the pile of hay and press the assassinate button. The air assassinate move must be executed from a platform directly above the dummy that's on the ground. Just lock onto the dummy and press the assassinate button and Ezio will do the hard work. The assassination from the ledge works by climbing onto the ledge just below the railing of the upper balcony. Press the button and Ezio makes the kill look easy.



When all kills are completed, the mission is over.

Fox Hunt	FLORENCE
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When you trigger this mission, you're asked to find a particular man among the crowd in the village square that's marked in green on your map. Use your eagle vision and only the guy you're looking for will glow gold (guards glow red, everyone else is darkened out). When you find the man, approach him for a quick, puzzling cut scene.



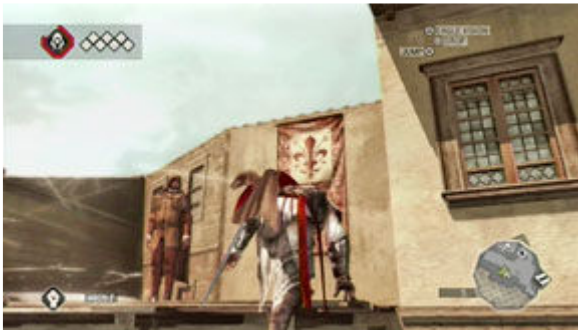
The man takes off with your pouch of cash in hand. Chase after him, quick! We suggest using the lock-on feature once you're close enough to more easily keep track of the runner. If he leaves your screen, just look for a blue arrow icon that marks his location. Once you're within range, press the grab button while running hard to perform a dive tackle and bring down the thief. A cut scene plays out the mission.



See You There

FLORENCE

Initiate this mission with La Volpe and he'll start by immediately running. Don't worry about losing him, as he'll move to a spot above you and wait for you to meet him. After another brief cut scene, he runs off yet again, leaving you in the dust.



Again, don't worry about keeping up with him. An icon will appear on your map that guides you to his ultimate destination, so just make for that target. You have a time limit, so stick to the rooftops. You've got plenty of time, though dropping down to the street level by accident may ruin your chances. Watch your step. When you reach the end point, a cut scene closes the mission.



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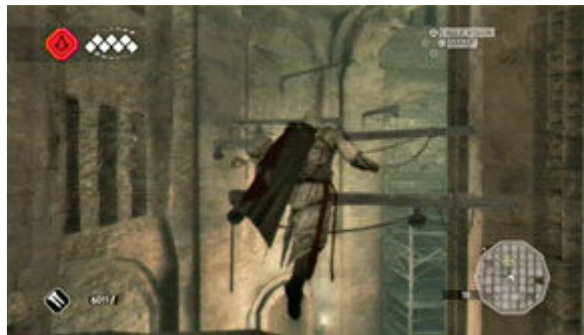
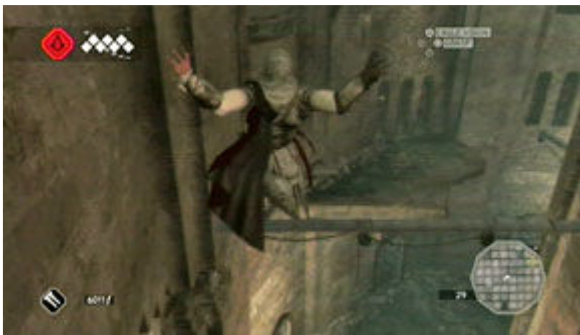
SEQUENCE 03	SEQUENCE 04	SEQUENCE 05	SEQUENCE 06	SEQUENCE 07
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Novella's Secret	FLORENCE
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The map marker should lead you to the entrance of this underground tomb. Just activate the skull carving on the wall and Ezio will drop down to the mission. There's a lever to the north that opens up a gate and lets you climb to the next room just ahead.



Continue to the map marker and the camera will pull out to show you the collapsed stairwell and the target you have to reach next. Start by leaping off the platform, jumping left to grab a pole and swing to the next solid platform along the wall. From there, use the series of wooden beams ahead to leap step-by-step to the next platform.



There's a craggy rock wall that Ezio can climb to the next platform, and on this platform a lever on the back wall that opens up a metal gate in the center of the stairwell. Jump through the opened passage in the center column and out to another platform along the outer wall. Turn right and swing across a couple of wooden beams to reach another platform.

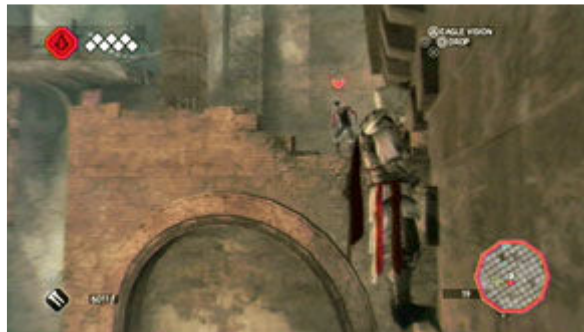
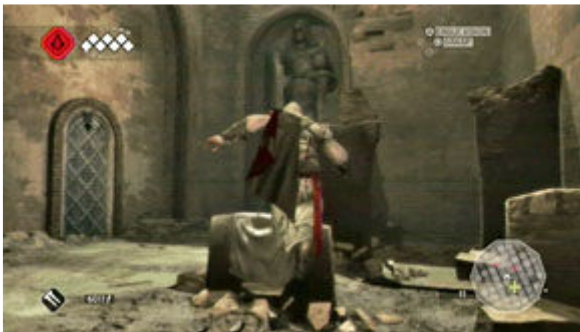




There's another switch here. Take a leap of faith off the edge of the platform to drop into the hole opened by the lever you just pulled. Once at the base of the stairwell, approach the nearby opening for a quick cut scene that shows some enemy guards moving into the next area.



Move into the next room and you'll have a new platforming challenge. There are two guards to watch for on the upper levels of the room, so be mindful of their movement patterns. To the west is a series of rocks that you can vault across to reach a climbable portion of the western wall. From there, shimmy left, but make sure the guard to your left is facing away.



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SEQUENCE 03	SEQUENCE 04	SEQUENCE 05	SEQUENCE 06	SEQUENCE 07
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Novella's Secret (cont.)	FLORENCE
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When you reach the ledge just under the guard, you can execute a ledge assassination to drop the guard silently. Pull up to the platform and look north for the second guard, who paces back and forth. Wait for him to turn away and you can run up for a simple, straight-forward silent kill.



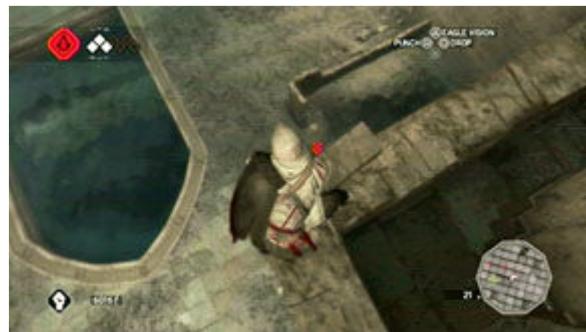
Look east from the northern wall and you can jump across a series of beams and swing from a rope to reach a platform to the east with a large lever. Pull the lever and the camera swings up to show you another lever high above. To get to it, jump south across the hole in the platform and look left. You can wall-run after crossing the narrow beam to reach a platform overhead.



From here you can jump north to another platform that'll let you leap out to the wooden block suspended in the air by a rope. Once on the wooden block, turn south and you can jump to grab a wooden pole that'll let Ezio swing to another solid platform that was previously highlighted by the pull-away camera.



Pull the lever on the platform and the big double-doors below will open up, triggering the curiosity of three of the guards in the next room. They take to patrolling the room you're in. Move to the ledge overhanging the stack of hay below. One of the guards will patrol near it and stop just next to the hay pile. Lock onto him and drop down for a silent kill.



Immediately hop into the hay pile for cover and another guard will eventually see the dead body and come nearby. He should get close enough that you can perform an assassination from the hay pile (just lock on). From the cover of the hay pile, wait for the third guard to inspect the dead body and show him the same fate.



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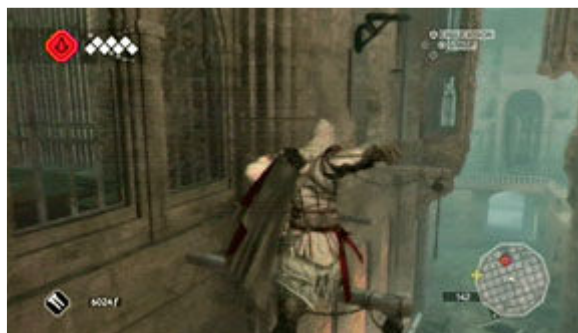
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Novella's Secret (cont.)	FLORENCE
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Move toward the open door to the north and a cut scene will show the last remaining guard run away from you. Chase after him, but don't worry if you can't catch him—it's scripted that you can't. While you're chasing him, a gate will close behind the guard and ahead of you, forcing you to look for an alternate route to the right to circumvent the gate.



You'll catch back up with the runaway guard for more chasing and he'll lead you to the upper level of a large hall. Run up a stack of boxes on the right and from there you can leap out into the open area of the hall and swing across a couple of beams to continue the chase. Another gate ahead locks in front of you. Look to the right and you can climb to a handrail and jump across a series of wooden beams.



The rest of the chase is pretty simple. He'll close another gate in your face, but just turn left to continue following him. When he finally closes a large, stone door behind him, climb up a scaffolding to the right and you can finally confront him (among others).



Don't bother being stealthy here, you'll just have to fight the group of baddies in the large, round room. Play defensively, at least at first, countering incoming attacks with your full-sized sword. When you've whittled down the enemy's numbers, you can start fighting more aggressively to finish them off. After the fight, move down a nearby hall to trigger a cut scene.



As the scene closes, continue down the hall to a room that's loaded with treasure chests. Collect the goods and then open the coffin. There's a door to the right of the coffin that you can open to return to the streets of Florence.



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SEQUENCE 03	SEQUENCE 04	SEQUENCE 05	SEQUENCE 06	SEQUENCE 07
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Wolves in Sheep's Clothing	FLORENCE
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Hit the map marker and this mission will immediately kick off. You need to check the nearby street in front of a large, regal building to find a certain somebody. The area is marked green on your map, so don't waste time anywhere else. Just turn on eagle vision and, once you've spotted the target, a cut scene will take over.



After the cut scene, you need to defend Lorenzo de' Medici, who's marked with a blue arrow. Move near him before readying your sword. If you see an enemy attack Lorenzo, you can frequently score instant kills with a stab to the enemy's back. Otherwise, just stay near Lorenzo and catch enemy attacks with counters for quick kills.



When the enemies are dead, you need to escort Lorenzo across town. The escort is pretty straight-forward, just run toward the map target with Lorenzo in tow. He'll keep up with you in you run, so book it, doing your best to ignore the men fighting around you. If you do get confronted, be ready to defend Lorenzo as you did before, putting yourself next to him so that you can counter incoming attacks. When you bring Lorenzo to the end point, the mission is complete.



Farewell Francesco FLORENCE

Talk to the indicated man and he'll tell you that Francesco is mounting an attack at some tower across town. Take to the rooftops and start heading for the tower. There's a waypoint on top of a building overlooking the courtyard outside the tower—hit it and you'll see a cut scene in which Francesco sics his men on you.



Well, not really—no one advances on you. You need to get to Francesco, who's standing atop the prison tower. The northeastern corner of the building is probably the easiest to climb, and you can get a boost from the adjacent building. As you ascend the tower, you'll run into enemy guards. Do your best to ignore them. While you can certainly stop and fight if that sorta thing suits you, it's not necessary.



You want to get to the top level and approach the northwestern corner to trigger a cut scene with Francesco. He'll immediately dive off the corner of the building, prompting you to take a leap of faith off the same corner. Don't worry, you'll survive. When you land, lock onto Francesco and chase after him. Equip your hidden blade and, when you get close enough, launch an assassination attack to end the mission.



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Four to the Floor / A Blade with Bite	FLORENCE
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Talk to Lorenzo and he'll hand you another codex. Take it to Leonardo da Vinci across town and he'll translate it for you.



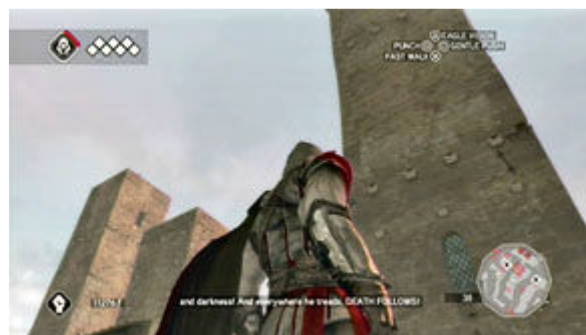
**Evasive Maneuvers** MONTERIGGIONI

Go back to the Villa Monteriggioni and talk to Mario in his quarters. He'll bring you out to the training grounds in the villa and challenge you to learn a couple of new things. The first is the dodge, which we swear he taught us before. After that, you need to catch incoming attacks with your bare hands. The move is executed just like a normal counter attack. Perform it three times to complete the mission.



**Town Crier** TUSCANY

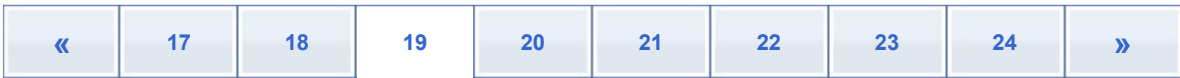
When you make your way to Tuscany, you'll find that you've got a number of missions to choose from. Trigger this one by talking to the man in the town square at the center of Tuscany. He asks you to assassinate a town crier that's at the top of a very, very tall tower. Accept the mission make your way toward the tower. As you get near, you'll start hearing the cries of the loud man you're to kill.



Start climbing the tower from the eastern face and make your way upward. You'll have to move around to every other face of the tower on your way up. When you reach the top, cling to the platform and hang there. There are two guards protecting the crier, and you can avoid them entirely if you're smart about it.



Shimmy over to the eastern face of the tower and you'll spot a ladder that leads to the uppermost platform where the crier is standing. Wait for the guards to move away and then quickly run up to the top platform and assassinate the crier. He's got a sword of his own so he may resist, but he's not above a quick counter attack, or even a toss off the roof.



The second assassination mission can be got from a dude to the south of the city. A map marker guides you to the general location of the target, but it doesn't point him out exactly. Climb to the rooftops and use eagle vision to pick out the target (highlighted in gold) that's pacing around the market with a pair of guards in tow.



The target repeats the same route pattern over and over, so you can set yourself up for a simple and easy kill. There's a well in the center of the market that you can wait in. Face south while you cling to the inside of the well. When Bernardo's route pattern brings him to the edge of the well, lock onto him and you can get a quick assassination kill.





After the cut scene plays out, you still have to deal with Bernardo's guards. Be ready to defend yourself, though there's nothing difficult about fighting them. There are nearby mercenaries if you need to enlist their help, but honestly you should be a-okay on your own. Clear the guards and the mission ends.

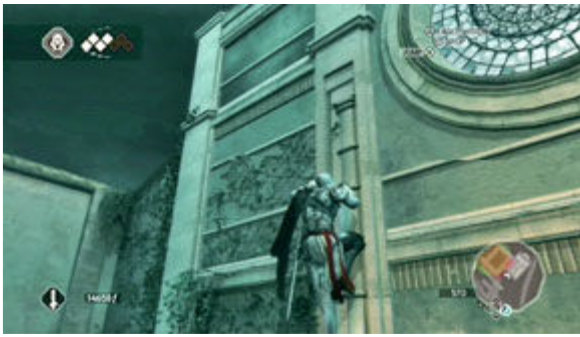


The Cowl Does Not Make the Monk TUSCANY

You'll pick up this assassination mission just outside of town, in a villa to the southeast. The target is inside an abbey to the southeast, and the whole area is restricted so that no matter what your infamy level (even zero), you'll be called out for being in the area.



When you reach the abbey, climb to the top of the building from the western side, which is furthest from the restricted zone. Once up top, you can see inside the abbey to spy on its inhabitants and look for the target. Use eagle vision and the target will glow gold, though he's constantly under the cover of the halls around the southern perimeter of the abbey.



Also along the southern perimeter is a carriage filled with leaves that you can leap into without being seen. From here, wait for Stefano to reach the southeast corner of the building. He'll stop momentarily, letting you quickly and quietly jump out of the leaves and assassinate the target from behind. After the kill, you'll have to leave the area and ditch the guards, but with such a wide open area around you it shouldn't be a problem.



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SEQUENCE 04	SEQUENCE 05	SEQUENCE 06	SEQUENCE 07	SEQUENCE 08
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Behind Closed Doors TUSCANY

You can pick this mission up from a man in a small village northeast of the main city. The target, the Archbishop Salvati, is in a compound very nearby. Your contact gives you the details and then tells you that you've got a small army at your fingertips, but truth be told they're not that useful. Just make your way to the gate on the southern wall of the compound.



There's a small group of enemy soldiers outside the front gate, as well as a few archers on top of the walls. Take out the archers from afar using throwing knives before siccing your men on the guards to engage them.



When the coast is clear, you can climb up the face of the wall just left or right of the gate. Ezio says something about wanting to open the gate, and if you really want to you can drop down and try to open the gate via the draw handle just inside the compound. But as soon as you drop down, you'll likely come under attack. Stand your ground and counter attack the many enemies that surround you. So long as you're patient and don't get too aggressive, you should tear through their numbers quickly.



And if you're lucky like us, the Archbishop will join the fray and attack you. He's dressed in a unique attire that resembles pajamas. If you counter attack him, he'll die and complete the task for you. After the Archbishop is dead, your crew will flood into the compound and help you finish killing the enemies around you, completing the mission.



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SEQUENCE 04	SEQUENCE 05	SEQUENCE 06	SEQUENCE 07	SEQUENCE 08
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With Friends Like These	TUSCANY
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The start point for this mission is on a rooftop overlooking an open square in the city. As people spill out of the main building in the square, use eagle vision to pick out the target, Torri del Salvucci. The goal for now is not to kill him but to let him lead you to the meeting spot for all the bad dudes. So drop down to street level and trail him, keeping your distance so that you don't give yourself away.



It helps if you start the mission with zero notoriety, as you'll be waltzing past myriad guards as you trail del Salvo. You can hire a group of ladies to offer cover if you need. Following del Salvo on the rooftops is a bit difficult just because of the places he goes, but you can get by okay on the ground. Eventually, he'll exit the city limits through a line of guards.



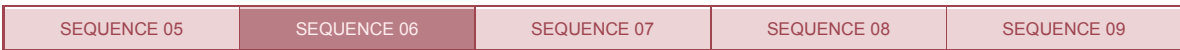
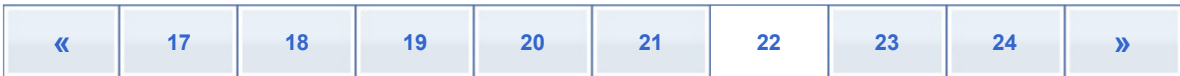
You can't just walk past the wall of guards, so climb the wall via the ladder to the right. You may attract the attention of some parapet guards, but you can actually fight 'em off while moving down the parapet path without rousing the suspicion of the target.



Del Salvo eventually heads away from the city wall to an outdoor amphitheater. The main path has guards nearby and it's a restricted area, so you'll need to avoid the guards completely. Just jump over the walls to the left or right of the main entrance and get in close enough to del Salvo to trigger a cut scene.



After the scene plays out, you're left to fight off a bunch of guards, including some powerful brutes that you won't be able to counter. However, these powerful dudes are vulnerable to the disarm maneuver, which is just as good for killing. When you've cleared the area, approach the downed Jacopo and finish him off.



Talk to Lorenzo and he'll hook you up with a totally radical Medici cape which makes you anonymous to Medici guards—permanently. A marker appears on your map that leads you to Leonardo da Vinci's pad. Knock on the door and the mission ends.



You'll need to travel to the mountains to pick up this mission. Talk to Leonardo, who's stuck trying to fix his wagon. The cut scene that follows leaves you in control of a horse-drawn wagon that's being chased by an endless supply of enemies that attempt to leap onto the back.



As enemy soldiers jump onto the carriage, you need to rock it back and forth to toss 'em off. You don't have to worry about a throttle or any sort of "gas button" as the horses will do all that work. Just focus on steering and rocking the carriage. You can rock too much (Billy Idol may disagree) and flip the wagon, but it's pretty hard to do so don't take it easy. Also be sure to watch the health meter of the carriage—running into things damages it.



After a mid-ride cut scene, you'll start taking fire from archers with flaming, explosive arrows that hit the ground ahead of you. Do your best to weave a path between these spots of fire as they'll further damage your ride. Eventually, Ezio lets Leonardo continue and hops off the wagon.



You've now got to kill off a fair-sized group of enemies, including a brute with a nasty axe. Simple counters may not work against all of these guys, so throw in some disarm attempts, as well as grabs to throw 'em on the ground. When you've killed off the lot, move to the waypoint just down the road a bit to complete the mission.



Tutti a Bordo FORLI

You get transported to Forli, a new city. To the far, far northeast corner you'll find Leonardo, who's ready to board a ship with you. But before you can join, you get interrupted with this mission to save a woman who got herself into trouble.



A map marker points you to a nearby oar boat. Hop aboard and approach the oar at the back of the boat to start steering it. Row south and around the corner of land to reach the woman. Ride into the wisp of light in front of her, then deliver her to another wisp of light near the dock. Mission complete.



«	17	18	19	20	21	22	23	24	»
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SEQUENCE 06	SEQUENCE 07	SEQUENCE 08	SEQUENCE 09	SEQUENCE 10
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Hop aboard the ship after Leonardo and hit the waypoint to be whisked away back to present (future?) time. Follow Lucy to the downstairs warehouse where she's set up a challenge for you.



There are four switches on the surrounding walls that you need to hit. Just activate eagle vision and they'll glow red—two on walls at the upper catwalk level and two on the lower ground level. When you've hit all four switches, look for Lucy and she'll lead you back up to the Animus room.



After a cut scene, you're left in Acre with control of Altair, which should all be familiar if you played the first Creed game. Move straight down the road and don't worry about the guards surrounding you. As you enter the castle gate, you'll catch sight of a figure running away from you.



Do your best to lock onto the figure and chase after, but don't get too worried if you fall behind. If the figure gets away, just reach a high spot and use eagle vision to spot the glowing gold so you can continue the chase. You'll be lead across building tops and eventually onto a parapet walk.



Climb the tower at the end of the parapet. You get a cut scene as you reach the end and are left sitting atop the tower. Perform a leap of faith off the tower and you'll be brought back to the present-future time. Move into the Animus to return to ancient Italy.







When you reach the small balcony midway up the tower, climb on top and stand directly beneath the beam above. Leaving the analog stick in neutral, hold the high profile button and tap jump. Altair should hop up to grab the beam. If you have trouble grabbing the beam, just keep trying—we promise it works, but lots of readers have told us it's not always easy.



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SEQUENCE 06	SEQUENCE 07	SEQUENCE 08	SEQUENCE 09	SEQUENCE 10
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Benvenuto	VENICE
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This mission is really hard. Talk to Leonardo. A man will come by and escort you and Leo around the town of Venice, showing off some of the attractions. Cut scenes interrupt you. In the final cut scene, be ready to press a button to hug da Vinci. The end. Did we mention that this is a really tough mission?



## That's Gonna Leave a Mark

VENICE

The start point for this mission is near a heavily-guarded area, and if you approach from the wrong angle you'll have to fight all sorts of baddies. Not that we're discouraging that. When the mission starts, follow Rosa around as she runs in circles looking for her destination. Guards will show up that need killing. Do your best to protect Rosa.



Rosa doesn't seem to know where she's going, so expect to run around a lot and get interrupted by a number of groups of guards. Eventually, Rosa drops to her knees, unable to walk any further. Get near her and you can pick Rosa up to carry her. A final waypoint marker appears on your map, so run her to it quickly. If you get chased, hire a group of mercenaries to distract the guards for you.



At the waypoint, Rosa and a buddy take off in a gondola while you're tasked with defending them against archers on the buildings surrounding the river. Immediately cross the river by skipping over the poles to the southwest and assassinate the nearest archer. For a quick kill, you can simply toss him into the water—unlike you, the guards can't swim.



Keep moving up the river, staying ahead of the gondola so that you can intercept the archers before they get a chance to shoot at your weak friends. Look for red dots on your map that appear on either side of the river so that you know where to look for guards.



The gondola ride ends eventually. As Rosa's buddy takes off, pick up Rosa again and bring her to a table in the crew's little hideout area. Mission completed.



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SEQUENCE 06	SEQUENCE 07	SEQUENCE 08	SEQUENCE 09	SEQUENCE 10
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**Building Blocks / Cleaning House** VENICE

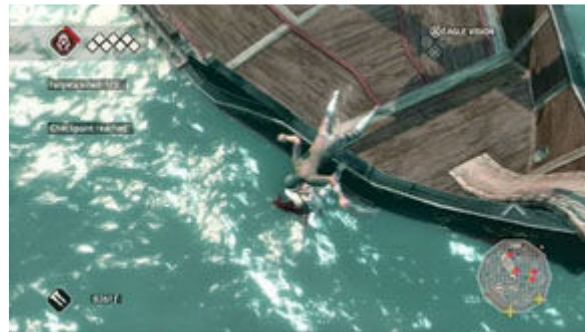
Talk to Antonio, the head of the thieves guild and you'll at first get a cut scene and a memory sync, without having to do anything. Talk to him again, however, and you'll get a mission to identify and kill some traitors. The nearest traitor is in an area just north of you, so head toward the green area on your map.



You can use eagle vision to spot the traitor glowing gold in the area. He's on one of the largest boats in the water, just off the docks to the north. If you just swim right up to his boat, his alert guards will spot you and make a stealthy kill impossible. But if you swim underwater, you can get up along the southern side of the boat and cling to the side, a position from which you won't be spotted.



Climb your way to the outside rear-left edge of the boat, just above the anchor hanging from the side. The target will patrol around the ship's deck and periodically stop right at that position. Lock onto the traitor and execute a stealth kill to quickly and silently pull him over the edge of the boat, to his death in the water below. One traitor down, two to go.



The next nearest target is to the east and south a bit. Make your way in that direction and use your eagle vision on the rooftops to spot him out—the traitor is also on the rooftops, pacing in circles. When the traitor isn't looking at you, position yourself along the ledge of the building and wait for him to walk near you. You can bust out another simple, stealthy kill without any drama.



The third and final target is found along the northeast boundary of the city. He has a fairly long and complicated patrol route that always takes him by the water's edge. When he's not nearby, jump from the rooftops and into the water so that you can cling to the ledge just below street level. Wait for the traitor to circle back around (we promise he will) and nail him with a stealthy assassination while locked onto him.



«	25	26	27	28	29	30	31	32	»
SEQUENCE 06		SEQUENCE 07		SEQUENCE 08		SEQUENCE 09		SEQUENCE 10	
Breakout								VENICE	

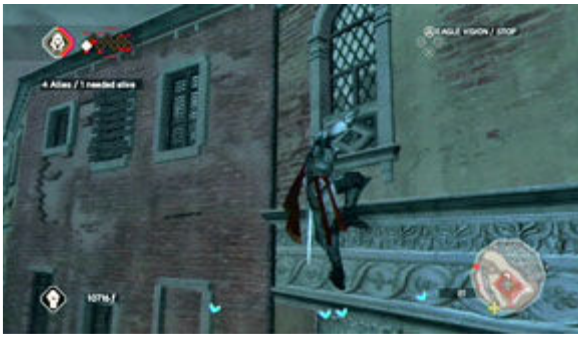
The guy with this mission, Ugo, is standing on a rooftop in the center of the city. He asks you to free some prisoners held captive in three different locations in the city. The nearest group is just north of you. Make your way there, but beware the guards standing in the alleyways that surround the makeshift prison cells.



You can infiltrate the area by the rooftops without getting any unwanted attention. As you get near the little holding cell, a dialog between the guards triggers. Wait around and most of the guards will eventually walk away, leaving you waiting over just a single guard. You can drop down and assassinate him and then open the door of the holding cell, but expect other nearby guards to attack as you do.



Fight off the enemies and then make your way back to the rooftops with the freed prisoners in two. They're thieves so they can keep up with you as you hop around rooftops. Make your way back to Ugo, who should be just south of you. As long as you can escort at least one of the prisoners there, you can move onto the next set of captives.



The set of captives to the south are under even less strict supervision. Again, use the rooftops to get close and clear a path (by killing roof archers) that you can use on the return trip. The prisoners are at the bottom of a courtyard, with just one guard in front of their cell.



Drop down (quietly) on top of their cell, lock onto the guard, and perform a quick assassination. You should go unheard, letting you release the prisoners and take back to the rooftops for a simple jaunt back to Ugo.



We weren't able to rescue the last group, located to the west, without triggering alarms, though you can perform a double assassination on the two guards directly in front of the holding cell. Expect to have to fight off other guards that hear the event. When they're dead, escort the four prisoners back to Ugo. Do your best to avoid the water, as the prisoners will die if they fall in. And there's not much you can do about it.



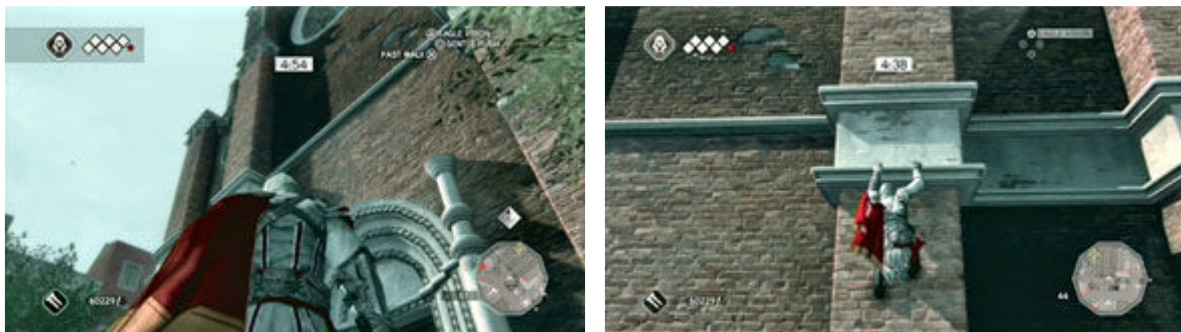
Monkey See, Monkey Do	VENICE
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Talk to Rosa and she'll have her buddy show you a new move that'll help you be a better climber. Cling to the wall under the scaffolding and perform a big jump upward. At the peak of your jump, press the grab button to get hold of a ledge, securing the height of your jump. Perform this move a few times to reach the top of the scaffolding and end the mission.



By Leaps and Bounds	VENICE
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Meet Rosa in front of the Frari, the tall tower at the center of town. She challenges you to use your new climbing skill to reach the top of the tower. To make things interesting, she also gives you a time limit. Fortunately, there's more than enough time to reach the top.



Begin climbing upward. You won't actually *need* to use the new climb leap for most of the ascension, but it certainly doesn't hurt. When you reach the first level of the rooftop, start clinging to the main tower. This is where you can't progress further upward without the use of the climb leap. Make your way to the top, synchronize, and then perform a leap of faith to return to street level. Talk to Rosa to end the mission.



## Clothes Make the Man

VENICE

Talk to some dude on the docks and he'll ask you to loot three chests for some very authentic Halloween costumes. All three chests appear on your map and they're all pretty close. First, head for the nearest chest to the south. The guards are all busy staring to the east, but you can drop down into the river to the west and come up behind them to secretly steal the loot. The chest looks like a normal treasure chest and is in a small alcove accessible from both the street and the river.



To the east, the second group of guards surrounding the next chest are not as easy to circumvent. The chest is against the outside wall of the Frari and the guards surround it tightly, giving you no space to sneak in. But there's a group of thieves just north of the chest's location that you can hire and use to distract the guards. When the guards run after the thieves, loot the chest.



The final chest is located at the very edge of a restricted area, which means that if you get close you'll automatically be a target for surrounding guards, no matter how suspicious or ordinary your actions. Thankfully, the chest is actually located just *outside* of this zone, but you'll need to distract the guards surrounding the chest before you can get at it. Hire another group of thieves and sic 'em on the guards, then swoop in to loot the chest, being mindful of the restricted zone's boundaries.





As the last part of the mission, you need to hijack a small oar boat nearby. It's just off the dock on the other side of the restricted area. We suggest climbing to the rooftops so you can get around the restricted area without alarm, and then jump onto the boat. Man the oar and row to the waypoint across the water to end the mission.



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SEQUENCE 06	SEQUENCE 07	SEQUENCE 08	SEQUENCE 09	SEQUENCE 10
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Everything Must Go VENICE

See Antonio again and be ready for a quick time event during the cut scene after you accept the mission. The first order of business is to kill five archers surrounding the building in which Emilio is camping. Take to the rooftops and locate the guards. Once you've gotten near them, you can't let them get too far away from you. Kill all of 'em, being as stealthy or as brazen as you like. Personally, we like brazen.



When all five archers are killed, a yellow marker appears on your map and guides you to Antonio. Talk to him and he'll give you the last objective for the mission, which is to kill Emilio. Go east toward the building in which Emilio is stationed and hire a group of thieves along the way. You can use 'em to distract the guards just outside the compound.



Once you're inside the gates of the compound, start climbing your way to the top of the building. You'll have to make use of your climb leap ability frequently, so look for opportunities to jump high and grab the next ledge. When you reach the top of the building, you trigger a cut scene that shows Emelio on one of the lower floors.



Take out any nearby archers on the roof and then drop down to one of the upper levels of the building on the south side. There's a guard there you'll need to take out, so be quick about it.



From the southern platform, move east and you can look down a hall of stairs, up which walks Emelio. Wait for him to get nearby and then quickly run out and assassinate him. A cut scene takes over, after which you need only to talk over to Rosa to end the mission.



Birds of a Feather VENICE

Trigger this mission in the center of town. A couple of conspirators meet up and begin walking away from you. You need to trail them, but obviously you don't want to rouse their suspicion. Stay close enough that they never leave your line of sight, but try not to run or do anything else high profile. If a nearby guard bumps into you and gives you crap, turn the other cheek. If you get into a fight, you stand a good chance of blowing the mission.



Occasionally, the pair you're trailing will stop and look around. Do your best to blend, or simply increase your distance to keep them from suspecting you. If there's a nearby group of courtesans, you can hire them and have them surround you for instant cover. The courtesans will also be useful when the conspirators move past a line of guards blocking your path. Send the ladies to distract the guards so you can continue past 'em.



The pair move to a large open area and meet up with more conspirators. After the cut scene, the same rules apply—follow 'em, but don't get spotted. You should probably be hiring every group of courtesans you pass, as they'll get lost in the shuffle and you'll lose your cover as you progress. They don't cost much, and you shouldn't be sweating that kind of money at this point in the game. Eventually, you'll make your way to a dock where a cut scene closes out the mission.



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SEQUENCE 07	SEQUENCE 08	SEQUENCE 09	SEQUENCE 10	SEQUENCE 11
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If at First You Don't Succeed... VENICE

Find Rosa and Antonio and you'll have to wander around the Palazzo Ducale to scout out a way to infiltrate the building. Lead Antonio to the first map marker for a quick bit of dialog. Another map marker appears.



Run to the second marker to scout and a third marker appears to the southeast. Beware that the building is surrounded by a restricted zone, so do your best to skirt around it. The third marker is at the top of a tall tower that you must climb. It's not a tough climb, but the way back down can be tricky unless you use the leap of faith off the north ledge.



After the leap of faith, wait around for Antonio to catch up—he's afraid of heights and won't leap after you. You need to now make your way to the north end of the Palazzo to hit a fourth map marker. Again, be careful to avoid the restricted zone's boundaries as you go around the western side of the Palazzo. When you hit the map marker, Antonio suggests that you've found a suitable route to the top of the building.



A fifth map marker guides you onto the top of the Palazzo. Climb the northern face of the building, using the scaffolding to bridge the gap between hand holds. When you reach the top, make your way to the map marker. There are no archers to worry about, so just hit the last waypoint to end the mission.



Nothing Ventured, Nothing Gained VENICE

Find Leonardo's new shop in Venice and pay him a visit. He and Ezio move to a rooftop to test out Leo's rad flying machine. As the cut scene ends, you get to play with the flight controls a bit. You don't really have to do anything—in fact, we crashed into the first building we came to (...the controls are inverted...). After you've landed or crashed, the mission is over.



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SEQUENCE 07	SEQUENCE 08	SEQUENCE 09	SEQUENCE 10	SEQUENCE 11
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Well Begun Is Half Done VENICE

There are four areas of the city, all east of your current location, that require "clearing." Which is to say, you need to go to these four locations and kill the brute guards, the heavily-armored guys that show up in gold with your eagle vision. Each of these areas has standard guards nearby as well, but you don't need to kill them. Move to the nearest area and you'll find two of these brute guards standing on a bridge. Approach them subtly and you can assassinate both without a fuss.



The next area that needs clearing is a ship in the river that runs through the city. The ship is considered a restricted zone, so you can't just waltz onto it. But you can board the ship from the water, climbing onto the side of it to peek above and

make sure no one on the deck is watching you. There are two more brutes patrolling the ship's deck and you can easily slip behind them for another double assassination.



The last two areas are pretty close by, and each is marked by multiple targets. To the south are two brute guards on opposite ends of a walkway by the river. You can chill in the water, cling to the ledge of the walkway, and wait for each guard to get near you for a quick assassination from the ledge. Beware that there are small restricted areas marked on the map, and if you swim through their edges the lesser guards on the walkway will spot you.



To the north, the group you have to kill is actually made of three archers on the rooftops. Getting to them stealthily isn't easy because of their formation, but since they're just archers there's no real reason to play it so safe. Just rush the clowns. When all three are dead, the mission is ended.

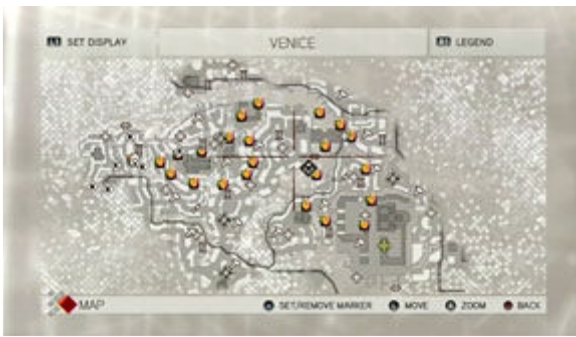


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SEQUENCE 07	SEQUENCE 08	SEQUENCE 09	SEQUENCE 10	SEQUENCE 11
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Infrequent Flier	VENICE
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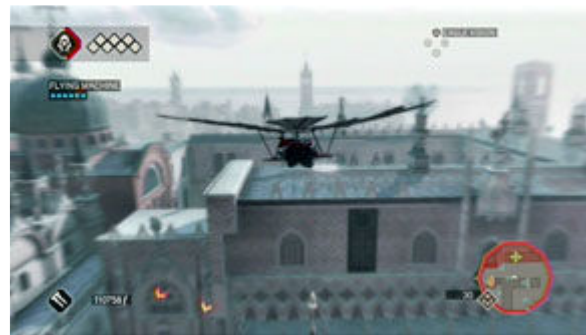
As you take flight, immediately pause the game and check out your map. You can see the locations of all of the fires in the city, as well as the target to the far, far southeast. If you make a simple beeline for the target, the Palazzo Ducale, you won't get the updrafts you need to maintain your height and infiltrate the fortress. Instead, you need follow the trail of fires that lead you east and then north before finally turning south toward the Palazzo.



The game gives you instructions for kicking archers, but we suggest you ignore them completely. There's no reason to confront the archers. At the start of the flight, there are two diverging trails of fires. Keep to the northernmost trail of fires and you'll be out of the archers' ranges. Try to get within the range of each updraft you pass—you may have enough height to completely fly over a fire without getting the updraft effect, but it's important that you get close enough to each fire to move higher.



There's a longish gap between fires at the northernmost portion of the trail and you'll lose a lot of altitude. The next set of fires is on the deck of a boat far, far below. Make sure you catch the updraft from the boats, otherwise you won't be able to continue. From here on, it's smooth sailing (or smooth gliding?). Just keep an eye on the map to make sure you find your way to the waypoint destination on the top of the Palazzo.



Now that you've made it onto the roof of the Palazzo, you've got to get inside and assassinate the target. From your landing spot, you can use eagle vision and spot the target to the north, on an open level just a couple of floors under you. To get to him, you'll want to actually run around the top of the building, going south before turning east to follow the roof closer to the target's location. But there are three archers to watch out for as you move around the rooftop. You can kill them all silently with a bit of patience.



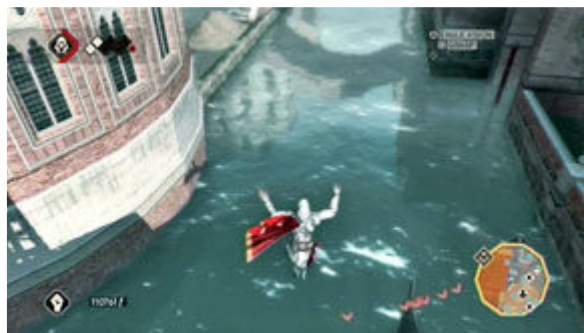
Once you reach the northeast corner of the rooftop, start climbing along the white northern wall. You can completely avoid detection by climbing the wall, eventually bringing yourself down on the white wisp waypoint below. Hit the waypoint and a cut scene takes over.



After the cut scene, run out of the room through the doorway to the east and exit to a hall. From here you can safely jump over the ledge to reach the ground level of the Palazzo. Here you'll find the assassination target running around like a chicken sans head. Assassinate him quickly.



Your final task is to exit the Palazzo and ditch the guards chasing you. Run out of the building through the southern exit and jump into the river. You can dive underwater to escape the guards' watch and quickly lose 'em to complete the mission.





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SEQUENCE 08	SEQUENCE 09	SEQUENCE 10	SEQUENCE 11	SEQUENCE 12
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**Knowledge Is Power** VENICE

Pay a visit to Leonardo and he'll cook up a new weapon for you based on a mystery codex. After the cut scene, move out to the yellow map marker and you'll get some directions on how to use your new pistol. Lock onto the three dummies across the river and shoot 'em. Holding down the fire button builds up your accuracy, making it possible to hit the distant targets. When all three targets are shot, return to Leonardo to complete the mission.



**Damsel in Distress** VENICE

You'll find Antonio and, er, company in the Dorsoduro district to the south. Talk to him and your conversation is interrupted by a murder—that's right, murder! After the cut scene, you need to kill the murderer, who's marked on your map and doesn't move. Make your way toward the murderer and you'll be stopped as he threatens to kill another courtesan. Lock onto him and equip your pistol. Charge the shot fully and blast the murderer from afar to end the mission.



**Nun the Wiser** VENICE

Go back to the bordello and speak to Antonio and the sister. Follow them to the carnival. Mission complete (seriously).



Ribbon Round-Up VENICE

This is the closest of the three carnival games you've got to complete in order to earn the golden mask. Talk to the game master and he'll challenge you to round up a bunch of ribbons from women in the area. Various groups of women are marked on your map. Move to them and pick-pocket the ribbons from 'em. You can usually get two or four ribbons per group if you bump into all of the women. Go around the area quickly to pick up at least 25 ribbons. It shouldn't take long.



CTF VENICE

The carnival game to the north challenges you to a quick game of Capture the Flag. You start out on a rooftop, pointed toward a yellow waypoint on the map. Start running toward it as quickly as possible, ignoring the red marker that appears on your map. The red marker is your competitor, who tries to get to the flag before you. As long as you start running right away and jump down to the street level (don't sweat your health), you should always beat him. Grab the flag and immediately start climbing to a rooftop to prevent the competitor from tackling you. Bring the flag to the start point to score a point. Earn three points to win.



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SEQUENCE 08		SEQUENCE 09		SEQUENCE 10		SEQUENCE 11		SEQUENCE 12	
And They're Off								VENICE	

You've got a limited amount of time to complete this fairly challenging obstacle course. A series of waypoints show up one after the other, and you've got to run through all sixteen of them, *quickly*. The first four are on ground level, so you don't waste time climbing any buildings. The fifth waypoint will start you on an ascent up the side of a building, and from then on you can expect next bunch to require some careful platforming as you skirt the side of the building.



After hitting the seventh marker, turn left and jump off the ledge of the platform. Ezio will grab onto something hanging just off screen and swing around to the next series of stepping spots and their waypoints. You'll eventually have to climb up to the rooftops for a couple of waypoints.



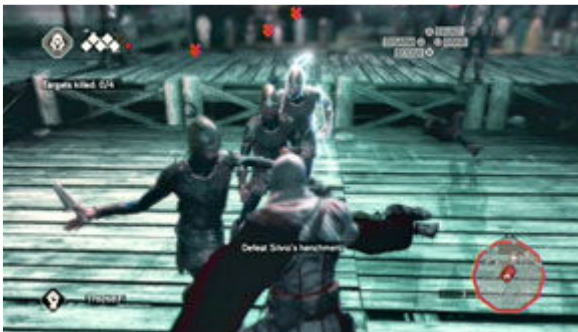
On your way to the thirteenth waypoint, you need to take a big dive off the west end of a building and fall into the river below. Continue up the ramp to the street level and you can continue collecting the last few waypoints on street level. The final marker is on a boat.



This is a simple mission. You need to just fight off the opponents that come at you using your bare hands. Even though you've no weapon equipped, you can still use the typical counter ability. Though you won't always KO an opponent with the first counter, repeatedly make use of the technique and you'll eventually drop the opponent.



Eventually, some sleaze will send in dudes with swords. At this point, it's a-okay to break out your own weapon and fight back, though it's certainly not necessary. Defeat all of the opponents and the challenge ends. That should be the last of the carnival games!



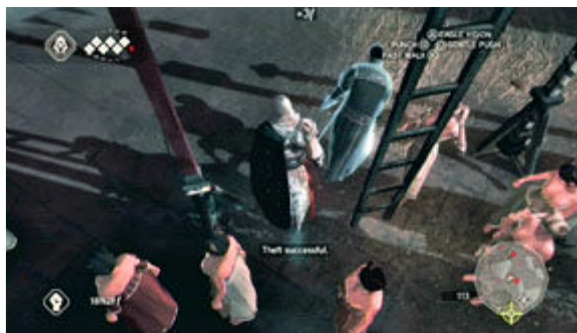
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SEQUENCE 08	SEQUENCE 09	SEQUENCE 10	SEQUENCE 11	SEQUENCE 12
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You've got to get the golden mask back from the bad dude who stole it. His location is marked on the map, but only with a large, vague green area. Move into the green area and climb a building so that you can use eagle vision to scout the area. He's located at the intersection of two major roads, and once you spot him he'll start wandering off.



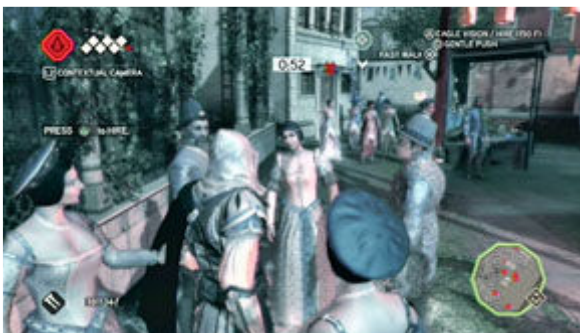
Drop back down to street level, hire a group of courtesans, and start following the dude. If you lock onto him, you can use the courtesans to distract the target, causing him to stop in his tracks. Walk up behind the target and pick-pocket him to steal back your mask. With the mask in hand, you can now make your way toward the fancy party.



Ezio equips the mask as you near the party and a man in front of the party entrance will step aside to let you in. The sister greets you as you enter and suggests you use her courtesans to help stay incognito. After waiting around for a bit, a cut scene shows the big bad thief walk into the party and charge his guards with finding you.



The guards will slowly patrol the party, and if you get spotted the mission instantly ends. Do your best to blend. Find a group of partiers and stand in the middle of them, but don't expect the cover to last forever. As the guards move through, they bust up the groups and threaten to expose you. So as you wait in a crowd, be sure you look for an alternative hiding spot. Look around for a group of courtesans and lock onto them, ready to hire 'em and blend with them at a moment's notice.



Keep moving between blending spots until the timer runs down, at which point a cut scene shows the arrival of the Doge. The Doge stays on a boat just off the water. Hire a fresh group of courtesans and meander toward the boat, waiting at the short fence. The sister gives you the suggestion to use your pistol to take out the Doge from afar—sounds good to us!



Blast the Doge and then make a hasty retreat from the area. You need to become anonymous to complete the mission, so just jump into a river and swim under a bridge.



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SEQUENCE 09	SEQUENCE 10	SEQUENCE 11	SEQUENCE 12	SEQUENCE 13
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An Unpleasant Turn of Events VENICE

Find Antonio in the north of Venice and he'll tell you about your next assassination target, Silvio. When the cut scene ends, so does the mission.



Caged Fighter VENICE

Make your way across town and you'll find an injured soldier on the rooftops that gives you some new information on finding Bartolomeo, who should in turn help you with Silvio. You get a large green area added to your map, but note that it's overlapped by a restricted area. Expect trouble.



Take to the rooftops and make your way toward the target. It'll be hard to spot Bartolomeo from the rooftops since he's caged inside, but you can easily spot the semi-circle of guards surrounding him. From the rooftops, target the guards and you can take out two of them with an assassination, leaving just two more to kill. Fight 'em off, and then unlock Bartolomeo.



As Bart breaks out, more enemy guards appear. Fight 'em off, and then start making your way toward the new target to the south. Unfortunately, Bart isn't a climber, so you'll have to stick to the streets. Do your best to avoid guards along the way. While they won't necessarily bother you if you've got a low level of notoriety, Bartolomeo will pick fights with every guard he sees. And he sucks at fighting. Ol' Bart will end up getting the short end of the stick in every fight, so you have to save him. Thankfully, since he's picking the fights the guards won't notice you, and you can just walk up behind them for easy assassinations.



But again, it's best to try and avoid guards altogether. When you reach the waypoint, a cut scene quickly interrupts you and leaves you with a couple of guards that you *must* fight. Kill 'em off and then open a nearby gate to close the mission.



«	33	34	35	36	37	38	39	40	
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SEQUENCE 09	SEQUENCE 10	SEQUENCE 11	SEQUENCE 12	SEQUENCE 13
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Leave No Man Behind VENICE

Move to the first target and climb to the top of the building in the center of the restricted area. From the rooftop you can spot three guards outside the gate holding the prisoners. Assassinate two of 'em in one move and then kill off the other so that you can open the gate and free the prisoners. They'll follow you, but like Bartolomeo they have no idea how to climb.



Another map marker appears to the east, marking another group of soldiers to free. You can try to be stealthy or just charge in with your crew to wreck the place. Normally you need to be out of combat in order to open the gate holding in the prisoners, but if your crew is fighting the guards you should actually be able to unlock the gate. When the gate is unlocked, a quick cut scene interrupts the battle and essentially completes the fight for you. Score!



A third map marker leads you to the last batch of prisoners, and again you can just charge the gate, let your crew pick a fight, and then release the prisoners to end the mission without actually having to fight.





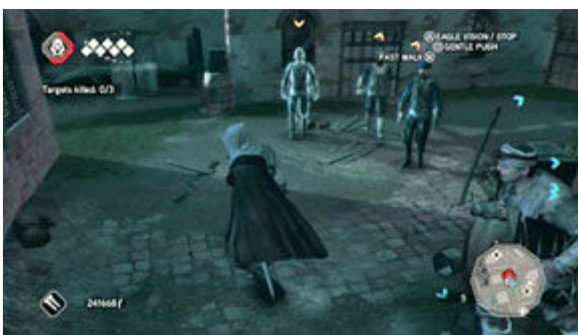
## Assume the Position

VENICE

You're given command of a group of soldiers and tasked with bringing them to three different locations. Like Bartolomeo, they can't climb and they'll also pick fights with any guards with whom you cross paths. Watch your map as you run toward the target and do your best to avoid red dots that mark guards. When you reach the target, you'll find a few guards standing inside a small yard. Take 'em out, then step inside the yard to hit a glowing waypoint.



A second marker appears on your map when you've killed the first batch of guards. Again, make your way there while doing your best to avoid guards along the way—it's just easier that way. There are more guards at the map marker location, and another waypoint appears when you've cleared 'em out. A third marker leads you to the last group of enemy guards. When you've killed them, hit the waypoint for a final cut scene to close out the mission. Note, however, that on this final waypoint, the cut scene froze on us twice, leaving Ezio stuck in the gated yard. If this happens, just quit the memory and restart the mission.



«	33	34	35	36	37	38	39	40	
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SEQUENCE 09	SEQUENCE 10	SEQUENCE 11	SEQUENCE 12	SEQUENCE 13
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**Two Birds, One Blade** VENICE

Knock on Bartolomeo's door again for the last mission in the memory sequence. The first step is to climb the tallest tower in the area so that Ezio can set off a firework. Thankfully, the tallest tower is marked on the map for you. The west side of the tower provides the best climbing surface, letting you easily ascend to the top. Reach the very tip of the cross and you'll trigger a fresh cut scene.



You need to quickly get back down to street level to help Bartolomeo, who's not doing a great job of defending himself against Dante. Perform a leap of faith in the northeast direction and then quickly make your way to the new map marker. When you find Bartolomeo and his crew in a fight, try to spot out Dante (he's got a long robe and an axe) and focus your fighting on him. His axe is heavy and powerful, so you'll need to use disarms and sidesteps to defeat him. Damage Dante enough and another cut scene will interrupt the action.



Now Dante starts running away from the melee, leading you to Silvio Barbarigo. Run after him, and fast. Lock on for easy tracking and Dante will lead you through a line of enemy soldiers before he stops right next to Silvio. Break through the line of soldiers and you can perform a double assassination on the two targets. Mission complete.



«	33	34	35	36	37	38	39	40	
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SEQUENCE 10	SEQUENCE 11	SEQUENCE 12	SEQUENCE 13	SEQUENCE 14
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All Things Come to He Who Waits VENICE

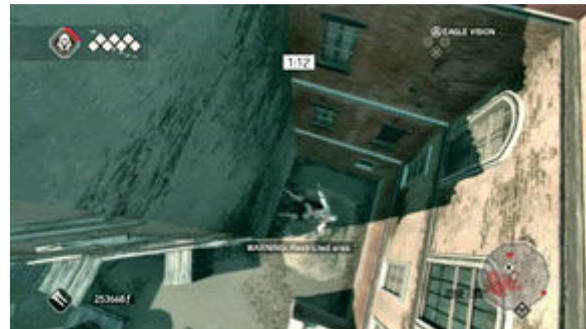
After parting ways with Leonardo, break into the walled-off area to the northeast and trigger this mission via a waypoint on the parapet walk. After the cut scene, you need to trail a courier that zigs a zagging path through the city. Stay far enough behind him that he doesn't get curious, but also be sure to keep him in your sights. If he gets separated from you by a wall, a countdown timer hurries you to catch back up.



Occasionally the target will stop and look behind him to make sure no one's following. Don't worry too much about getting spotted as he doesn't become suspicious instantly. If he does see you, just turn away and walk further from him until the courier gets back to walking. After hitting a checkpoint, the courier crosses through a line of soldiers and if you try the same you'll be instantly spotted. From here, you need to take to the rooftops.



The target eventually goes through another line of soldiers, at which point you get a quick break by way of a cut scene. After the scene plays out, you need to secretly infiltrate the building and kill the courier to steal his outfit. Climb the face of the building and, once you reach the top, look to the right. There's a pile of hay you can dive into on the ground level. Jump in!



Hop out of the hay just long enough to get the attention of the guard on the ground level before hopping back into the hay stack. The guard will wander over to inspect, which lets you get a silent assassination from your hiding spot. With that guard taken care of, you can waltz behind the target ahead and assassinate him to steal his rad outfit and end the mission.



«	33	34	35	36	37	38	39	40	
SEQUENCE 10		SEQUENCE 11		SEQUENCE 12		SEQUENCE 13		SEQUENCE 14	
Play Along								VENICE	

At the start of the mission, you simply need to follow the leader through the city. Do your best not to bump into anyone, as Ezio will drop the chest if you do. Eventually, you read the end of the trail and a cut scene takes over.



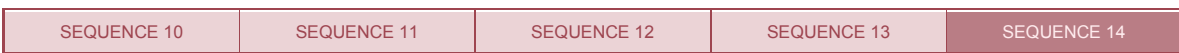
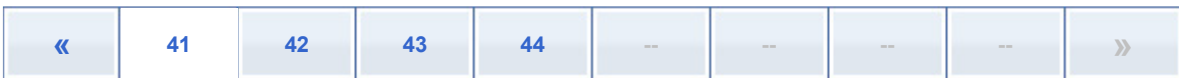
Now the mission gets serious. You've got to defeat Rodrigo Borgia, a feat easier said than done. In the first stage of the fight, you're best off using a sword and aggressively throwing strikes at Rodrigo. He'll naturally block most everything, and you can't get a quick kill, but you'll whittle away at his health, slowly but surely. Be ready to counter his attacks when he throws them, but if you're aggressive enough you can back Rodrigo into a corner and he won't be able to do much.



Eventually, Rodrigo calls in some backup. At this point, we suggest ditching your sword for your bare hands and using disarm techniques to defeat the opponents around you. Don't worry about attack Rodrigo—you just need to kill all of his backup to progress to the next stage of the fight. The dudes with spears are by far the most dangerous and, unless you've got a spear of your own to counter them, a disarm is the best way to take them out.



When you've defeated all of Rodrigo's men, you get some help while even more of Rodrigo's dudes show up. Again, we suggest sticking to disarms to clear the enemies, ignoring Rodrigo until all of the lesser baddies are killed. When it's just Rodrigo left, equip a sword and go back to your aggressive offense. When he's worn down, a cut scene closes out the mission.



Before you can really start this memory sequence, you need to first collect and have deciphered all thirty of the game's codex pages. They're scattered throughout the many maps of the game, and if you haven't been collecting them you'll need to do a lot of traveling. Though there are thirty codex pages in total, you should already have 14 of them just by playing through the game. The other 16 are distributed between the other cities as follows: Venice - 6, Florence - 5, Tuscany - 2, Forli - 3.



Each codex is in a room guarded by a row of enemies. You have a lot of options when it comes to breaking in past them, including simply killing the guards. If you want to be more subtle, you can hire courtesans, mercenaries or thieves to distract the guards while you waltz in. Alternatively, you can drop a dead body near the guards and they'll move over to inspect it, letting you roll right in behind them.

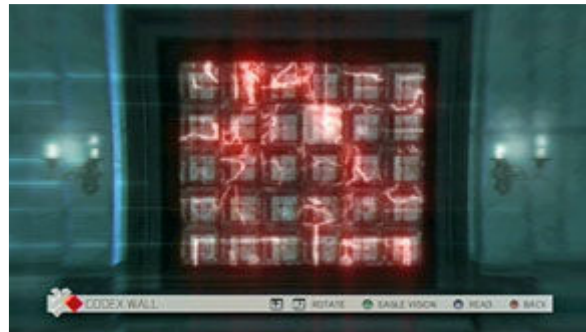


When you've collected all of the codices, you'll need to have them translated by Leonardo. The game doesn't really tell you so, but Leo's moved into the Villa Monteriggioni, in the same downstairs room as Claudia and the architect. Bring Leonardo the codices and you can then talk to Mario in the adjacent room for the next mission.

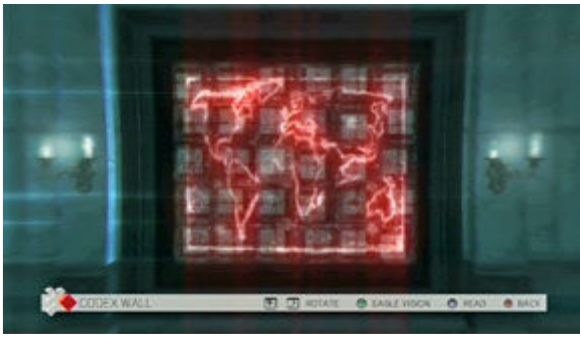


**X Marks the Spot** MONTERIGGIONI

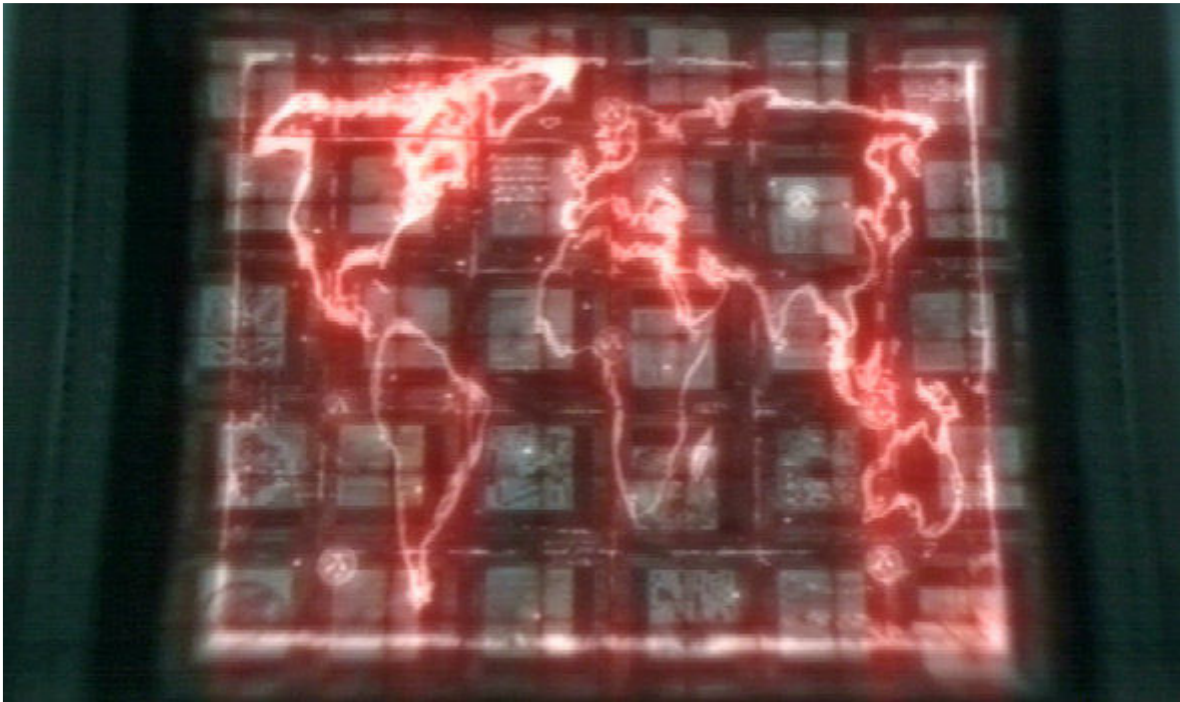
Activate the odd glowing thing and then walk up to the wall of codex pages to bring up a puzzle. Use eagle vision and you can spot the faint red outlines of a picture. You need to rotate all of the pieces around into their correct positions in order to complete the picture. Start by going around the perimeter of the puzzle and arranging the border—it's the easiest. Once you've got the border in place, go for the inner pieces.

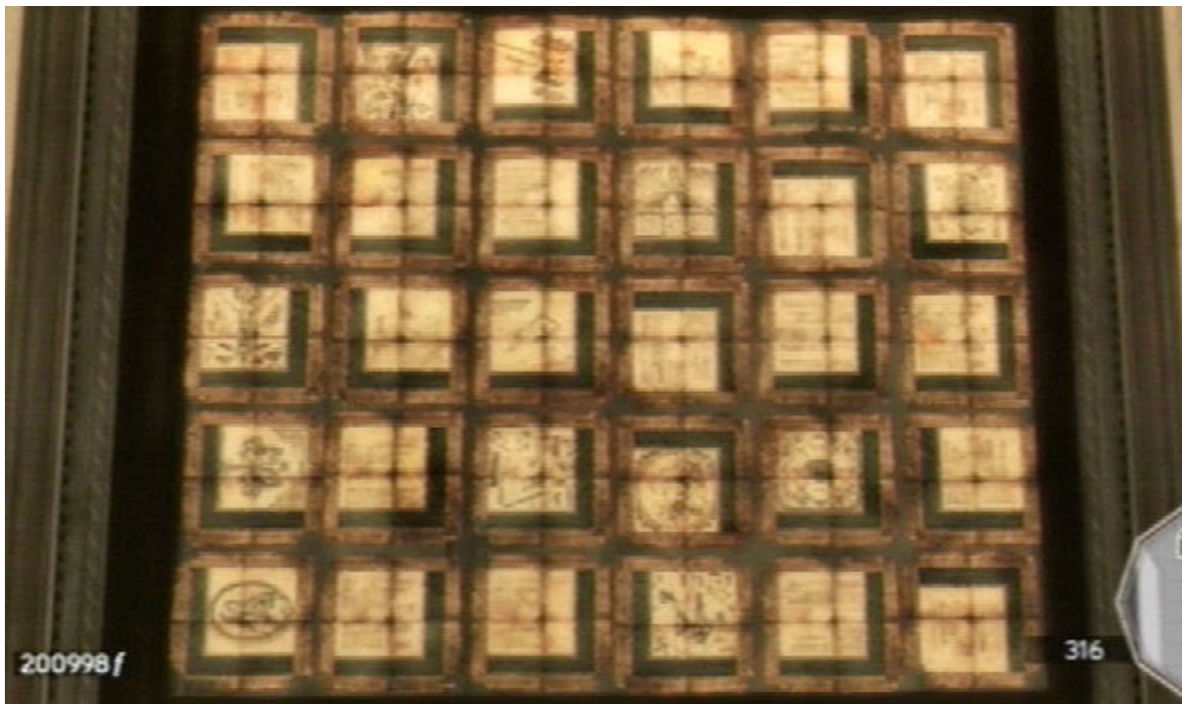


The pieces should eventually form a familiar map of the world, with the continent arrangements you should know. When the puzzle is complete, so is the mission.



Here are a couple of close-ups to show what the finished map should look like, both with and without eagle vision.





«	41	42	43	44	--	--	--	--	»
SEQUENCE 10		SEQUENCE 11		SEQUENCE 12		SEQUENCE 13		SEQUENCE 14	
In Bocca Al Lupo								ROME	

Talk to Mario and he'll send you on your final mission, to assassinate Rodrigo Boriga in the Vatican in Rome. The mission is more linear than any other you've done up to this point, and it requires much stealthiness. But at first, it requires you break into the Vatican. Climb the wall to the west and use the beams sticking out from the wall to jump to a hanging platform to the south.



From the platform, you can jump north onto the wall of the compound and make a straight-forward climb to the top. But beware, as there are guards waiting at the top of the tower. You can stealth assassinate one of them from the far side of the wall, but you'll get their attention with that attack. Quickly hop over the wall and fight the guards.

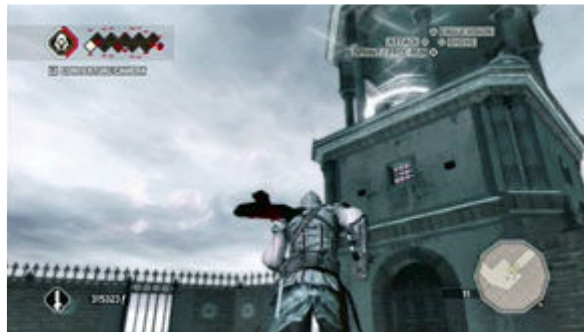




With the guards dead, locate a lever on the northern wall and pull it to open a gate to the next area. There are two guards at the far end of the next yard. If you're quick, you can run across the yard and execute a double assassination while they try to figure out what you're doing. The gate ahead is closed, but you can climb to a level above (on the right) to find a lever that opens the gate. Just watch out for the lone guard up top.



You'll have to fight a host of guards in the next area, so be ready for a brawl. You can get the jump on a couple with a double assassination. When the guards are killed, climb to the top of a tower to the west to hit the glowing waypoint. A cut scene leaves Ezio on a horse.



Very early in your horse ride, you'll likely get knocked off the steed by enemy guards ahead. After getting knocked off, you can stand and fight or simply hop back on the horse and take off again. There's a large jump you've got to hit at full gallop to get over. Once over, expect to get knocked off the horse again. This time, you'll want to kill the attackers.



With the enemies dead, climb the tower ahead and take out the two guards at the top. From the top of the tower, you can make a leap of faith into a hay stack below.



There are more enemies on the next stretch of parapet, so expect a fight before you can climb up the next tower. And again, at the top of the second tower are more enemies to kill, and another leap of faith to make into a pile of hay at the bottom. When you land in the hay here, however, don't get out. There's a series of guards patrolling the parapet walk and you can take 'em all out with stealth if you're careful. Wait in the first pile of hay as one guard patrols by and assassinate him silently. Then, when the coast is clear, move out to the second pile of hay for another assassination.



Climb to the next tower and hang on the ledge, waiting for a patrolling guard to come near so you can pull him over the edge. Two other guards are facing the opposite direction and you can double assassinate the pair by running up behind them. Jump off the other end of the tower and you can get the jump on another guard that's standing by his lonesome.



There's one more massive batch of guards to fight off in the next area. Be prepared for a grueling melee and use all of your skills to fight off the attackers. When you've cleared the yard, climb a nearby scaffolding to a level up above where you'll find a switch that opens a gate into the Vatican.



From this point on, you can't be spotted or it'll be an automatic game over for you. Fortunately, the only folks around that know you're not supposed to be there are the guards. The priests, dressed in their dark robes, have no problem with you walking in the middle of their circles to hide. In the first hall, skip between circles of priests to get down the hall. There's one group of priests that patrols around the hall. Jump in their group and tag along to reach the far end of the hall.



«	41	42	43	44	--	--	--	--	»
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SEQUENCE 10	SEQUENCE 11	SEQUENCE 12	SEQUENCE 13	SEQUENCE 14
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**In Bocca Al Lupo (cont.)** ROME

You can silently assassinate the guard at the south end of the hall and pull a switch to open a door to the next hall. To the left is a guard that patrols in a circle pattern, moving between the northern and southern halves of the hall. When he's behind the wall to the left, move forward and take cover in the next group of priests. The second section of the hall is a bit tougher, as the guards at the far end will spot you if you repeat the last move. When the second patrolling guard goes behind the wall to the left, follow him slowly. You can slip behind him and behind the other guards staring down the hallway to open the next gate.



Finally, you reach the massive hall where Rodrigo Borgia is speaking. Move along the high platforms to cross to the far side of the room and position yourself directly above Rodrigo. Lock onto him and execute an assassination. Ezio jumps down and a cut scene shows Rodrigo's death.



Sort of. Borigo won't be so easily killed, so you've got to fight him straight up. You start with a bit of an advantage, as you've got clones of Ezio fighting with you. They won't really do any damage, but they will distract Rodrigo for you. Be aggressive in your attack, constantly throwing sword strikes. Don't bother trying to counter at this point—if you're too cautious, Rodrigo will kill all of your clones and nullify the advantage.



Rodrigo eventually retreats. Use eagle vision to spot a couple of spots on the wall that you can activate to open the secret passage Rodrigo escaped into. Run down the secret hall and Ezio will confront the enemy for the last time, *mano a mano*.



Don't give Rodrigo a chance. Grab the old man and throw him against a wall. As he tries to get up, you can hit Rodrigo Boriga with two kicks and then immediately grab him again. Repeatedly throw him against a wall, kick him, and pick him back up. This is the easiest part of the fight, and also the last. When you defeat Rodrigo, the game is over.



## Assassin's Creed 2 Map & Secrets

<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
FLORENCE	VILLA	TUSCANY	FORLI	VENICE
The Truth				

Search the game's many maps and, with a keen eye, you'll spot a variety of hidden glyphs printed on building walls and out-of-the-way surfaces. There are twenty glyphs in all, and we've mapped them all out—just select a city map from the nav above to see what glyphs you'll find in that city.

But finding the glyphs is only half the challenge. After scanning a glyph with eagle vision, you'll be challenged with a series of bizarre puzzles that unlock "The Truth." These are the solutions to the puzzles. Note that no matter what order you use to collect the glyphs, the puzzles all unlock in the same sequence.

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### IN THE BEGINNING

- "Five of these mythic scenes share a CORE similarity." - There are ten paintings. You need to pick the five paintings in which someone is holding an apple.

---

### SIXTY-FOUR SQUARES

- You simply need to rotate the circles so that they form pictures. The portraits are very easy to see—we suggest starting with a face, moving it to the top of the circle and then lining everything else up from there.

---

### DESCENDANTS

- Activate infrared and highlight the hidden apple in each picture to ID it.
- In the first picture with Roosevelt, the apple is on the table.
- In the second picture with Houdini, the apple is directly below Houdini's left hand.
- In the third picture with Gandhi, the apple is on Gandhi's right side, below his shoulder.

---

### INFINITE KNOWLEDGE

- "Its open MOUTH delivers the kiss of death." - Highlight the barrel of the bazooka strapped to the soldier's back and ID it.
- "Leading the YOUNG to their end." - Highlight the head of the soldier crouching and facing to the left.
- "The flames from its throat POK out their eyes." - Highlight the swords of the soldiers in the far background.
- "This MONSTER did not come from man." - Highlight the flaming ball in the hand of one of the guys on the right.

---

### INSTRUMENTS OF POWER

- "The power they wielded CUT down their enemies." - Choose the five paintings in which there are swords. Starting from the top row, left to right, this includes: #2, #3, #6, #8, #9.
- "In their hands, the wise LEAN on a great force." - Choose the five paintings in which someone has a staff. Starting from the top row, left to right, this includes: #3, #6, #8, #9, #10.

---

### BROTHERS

- There's a series of paintings that you need to line up with the dial-type puzzle. Some pieces are connected to each other and can only rotate with the other. Start from the center of the paintings and work your way out.

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"KEEP ON SEEKING, AND YOU WILL FIND"

- "First plucked from a tree guarded by a snake, its powers perform miracles. Then, worn across the ages, torn asunder, hidden under a sea of RED, reconstruct the timeline." - Pick the painting with the snake around a tree, as well as the four paintings of people dressed in red. Starting from the top row, left to right, this includes: #1, #2, #3, #5, #6.
- On the painting of Jesus, highlight the hidden shroud to Jesus's left (your right) and ID it.

---

### MARTYRS

- You need to highlight the portion of each painting that elicits the loudest beep, using your cursor like a metal detector.
- Czar Nicholas II - Highlight the middle of his staff.
- Joan of Arc - Highlight the middle of her sword.
- On the giant map, drag the flame to the picture of Joan of Arc, then drag the picture of Rasputin in the center of the map onto the Czar to the right.

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### HAT - TRICK

- "They made it look like an accident." - Highlight Houdini's right jacket breast and ID the apple.
- "He almost BEAT them." - Highlight Gandhi's heart and ID the apple.
- Orient the code wheel so that the 6 on the outer wheel matches with the 1 on the inner wheel. Then input "312" as the password and submit.

---

### APOLLO

- Highlight the hidden satellite just off the bottom-left edge of the moon.
- On the weird radar circle, line up all of the pieces so that the sliver sections cut out all match up to solid rays.
- On the picture of Apollo 11, highlight the hidden apple just under and slightly to the left of the astronaut's right boot.

---

### THE INVENTOR

- On the map of the world, use the lightning bolt cursor to light up all of the bulbs. On the picture of Tesla's tower, highlight the dormer at the top of the building and ID the hidden apple. On the picture of Tesla in his chair, highlight Tesla and ID the apple in his hands.

---

### TITANS OF INDUSTRY

- Orient the code wheel so that the 4 on the outer wheel matches with the 1 on the inner wheel. Then input "240" as the password and submit.
- On the map, use the \$ sign to turn out all of the lights.
- On the picture of Tesla, highlight the glowing orb in his hands and ID it.
- Orient the code wheel so that the II· on the outer wheel matches with the 2 on the inner wheel. Then input "II· III I··" (bar-bar-dot bar-bar-bar bar-dot-dot) as the password and submit.

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### " I AM BECOME DEATH , THE DESTROYER OF WORLDS "

- Orient the code wheel so that the single solid triangle on the outer wheel matches with the 9 on the inner wheel. Then match the following symbols to these numbers in the dial: 5 = circle with two squares, 2 = single circle, 9 = single triangle.
- Press the red button with the cursor on the next screen.
- On the blank sheet of paper, highlight the hidden group of numbers in the lower-left corner and ID it.

---

### BLOODLINES

- "The seeds were planted as two worlds became one. Behold, the assassins, the children of two worlds!" - You need to choose the five paintings that include both mortals and immortals. Starting from the top row, left to right, this includes: #1, #4, #6, #7, #10.

---

### GUARDIANS

- Rotate the circles to form the picture. Many of the rings are connected, so it can be a pain, but start by working from the center outward and you should get it done.
- On the map of the world, use the Assassin's logo to mark off all of the targets.

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### THE CAVALRY

- Not terribly certain what we did here, just moved the cursor around randomly until it changed, giving us an arrow with which to poke the portrait that came up.

---

### THE BUNKER

- Orient the code wheel so that the less-than symbol on the outer wheel matches with the 4 on the inner wheel. Bear with us as we try to describe the password: backwards G-shape, bowtie shape, double-diamond shape.
- On the next picture, highlight the hidden Assassin's logo on the far right edge of the picture, on the outside wall of the dormer on the roof.

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### SYNAPSES

- Orient the code wheel so that the Y-shape symbol on the outer wheel matches with the 5 on the inner wheel. Bear with us as we try to describe the password: three Y-shapes, stack of seven Y-shapes with a less-than symbol on the left, three less-than symbols and one Y-shape.
- On the second screen, use the diamond cursor to turn blue all of the synapses—there are eight in all.

---

### THE FOURTH DAY

- "Once worshipped, now ignored, from a distance it watches and waits." - Highlight the five paintings with suns depicted. Starting from the top row, left to right, this includes: #2, #3, #5, #8, #9.
- On the picture of the sun, highlight the small, blue orb just left of the text that reads, "A container of ashes..."

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### THE ORIGIN OF THE SPECIES

- Rotate the rings to form the painting. As always, it's best to start from the center and work out. Naturally, some rings are linked, but we have faith in your cunning to figure it out.
- On the picture that follows the ring puzzle, highlight the eye at the top and ID it.
- You can input any password on the next screen.
- Move the cursor over all of the parts of the skeleton to change it.

<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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<a href="#">FLORENCE</a>	<a href="#">VILLA</a>	<a href="#">TUSCANY</a>	<a href="#">FORLI</a>	<a href="#">VENICE</a>
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**Florence Glyph Locations**





<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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<a href="#">FLORENCE</a>	<a href="#">VILLA</a>	<a href="#">TUSCANY</a>	<a href="#">FORLI</a>	<a href="#">VENICE</a>
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**Villa Monteriggioni Glyph Locations**

# Villa Monteriggioni



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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<a href="#">FLORENCE</a>	<a href="#">VILLA</a>	<a href="#">TUSCANY</a>	<a href="#">FORLI</a>	<a href="#">VENICE</a>
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Tuscany Glyph Locations



# Tuscany

<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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<a href="#">FLORENCE</a>	<a href="#">VILLA</a>	<a href="#">TUSCANY</a>	<a href="#">FORLI</a>	<a href="#">VENICE</a>
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## Forli Glyph Locations

# Forli



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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<a href="#">FLORENCE</a>	<a href="#">VILLA</a>	<a href="#">TUSCANY</a>	<a href="#">FORLI</a>	<a href="#">VENICE</a>
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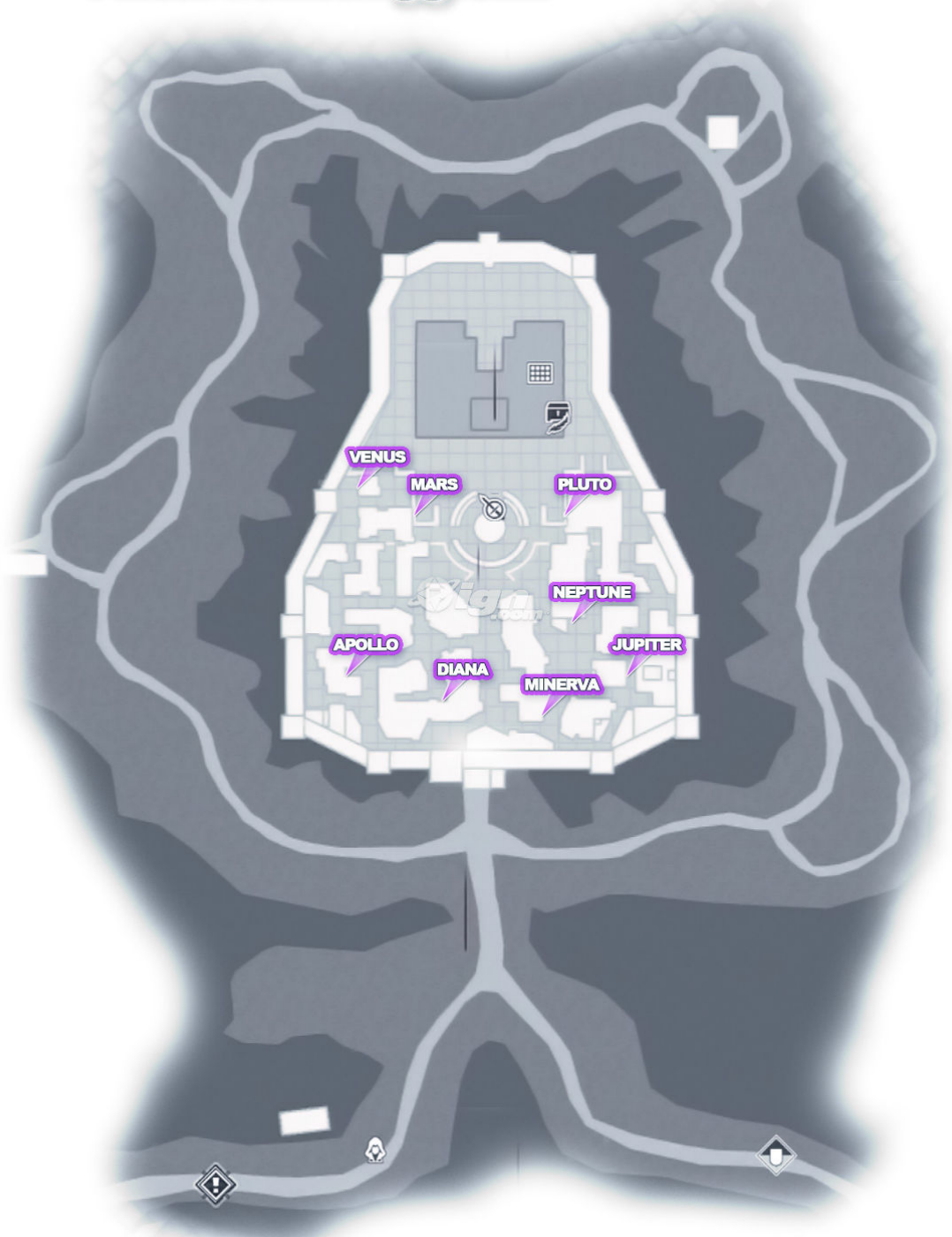
Venice Glyph Locations



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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Villa Moteriggioni Statue Locations

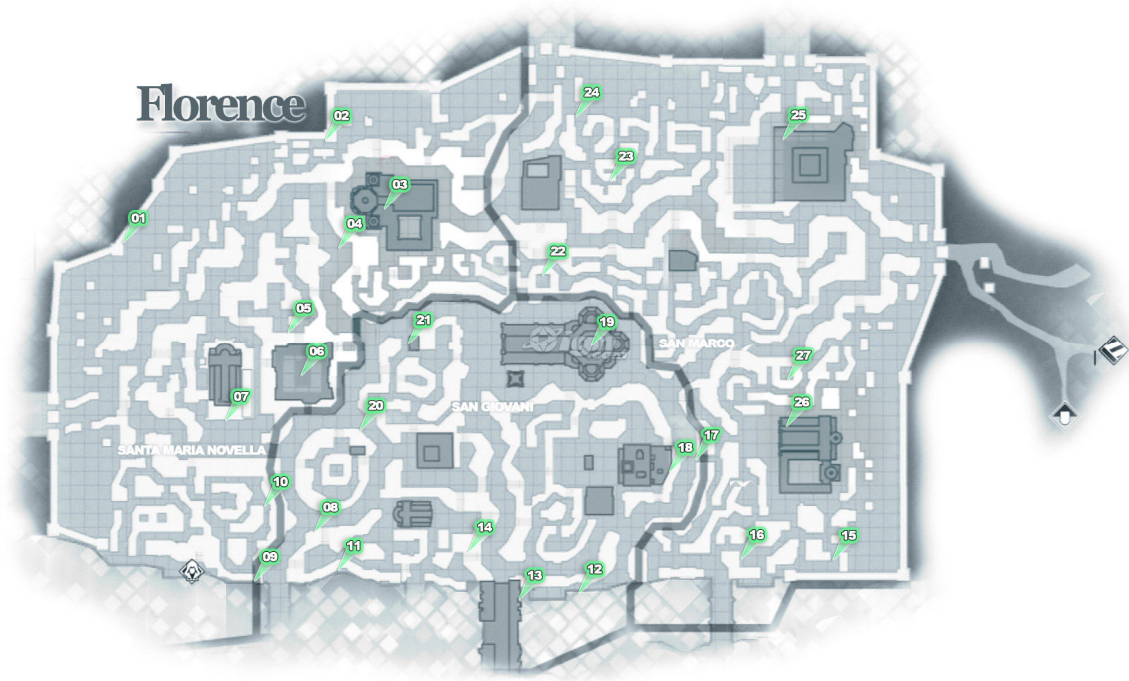
# Villa Monteriggioni



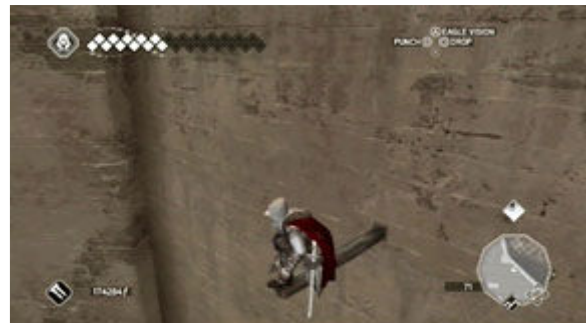
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<a href="#">FLORENCE</a>	<a href="#">VILLA</a>	<a href="#">TUSCANY</a>	<a href="#">FORLI</a>	<a href="#">VENICE</a>
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**Florence Feather Locations**



**FEATHER 01**



**FEATHER 02**





FEATHER 03



FEATHER 04



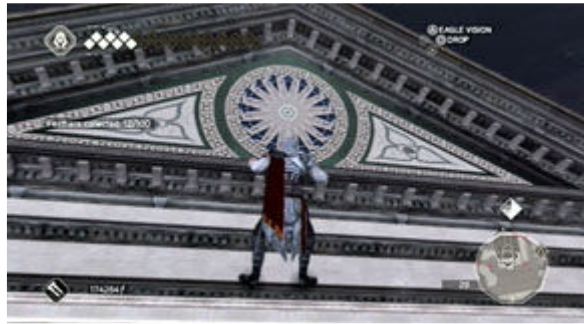
FEATHER 05



FEATHER 06



FEATHER 07



FEATHER 08



FEATHER 09



FEATHER 10



FEATHER 11



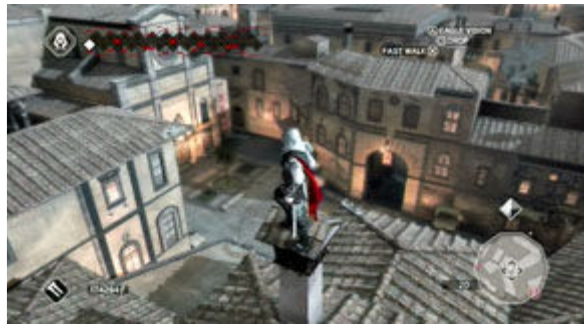
FEATHER 12



FEATHER 13



FEATHER 14



FEATHER 15



FEATHER 16



FEATHER 17



FEATHER 18



FEATHER 19



FEATHER 20



FEATHER 21



FEATHER 22



FEATHER 23



FEATHER 24



FEATHER 25



FEATHER 26



FEATHER 27



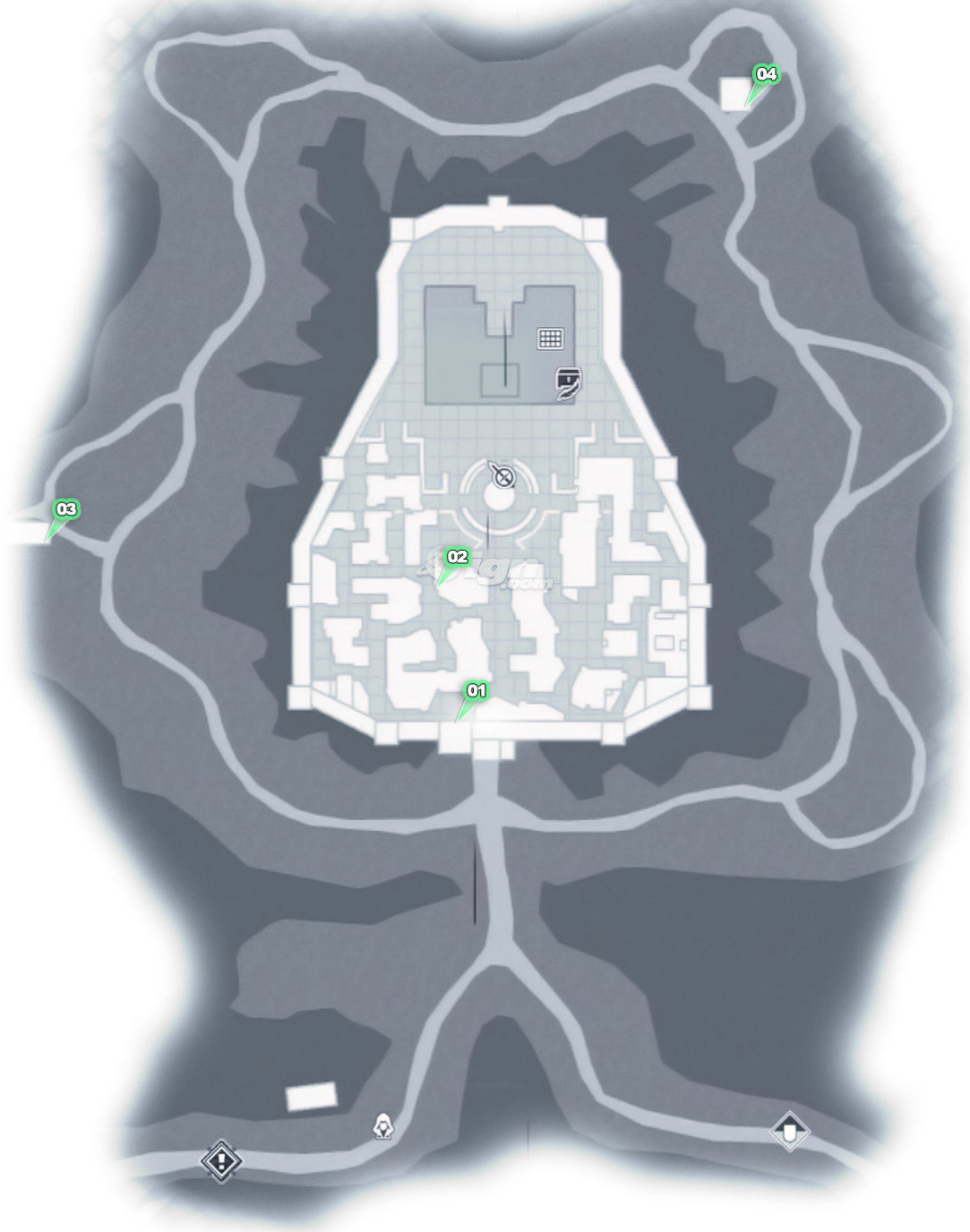
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**Villa Monteriggioni Feather Locations**



# Villa Monteriggioni



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FEATHER 01



FEATHER 02



FEATHER 03



FEATHER 04



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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Tuscany Feather Locations



FEATHER 01



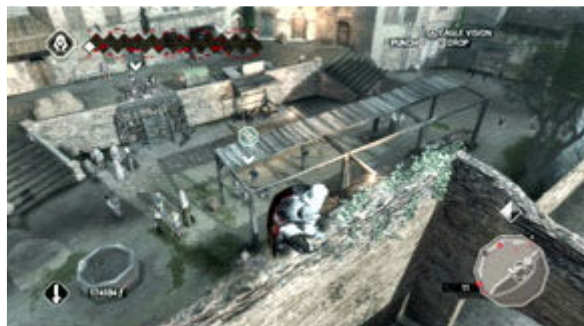
FEATHER 02



FEATHER 03



FEATHER 04



FEATHER 05



FEATHER 06



FEATHER 07



FEATHER 08



FEATHER 09



FEATHER 10



FEATHER 11



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
FLORENCE	VILLA	TUSCANY	FORLÌ	VENICE
Forlì Feather Locations				

# Forli



FEATHER 01



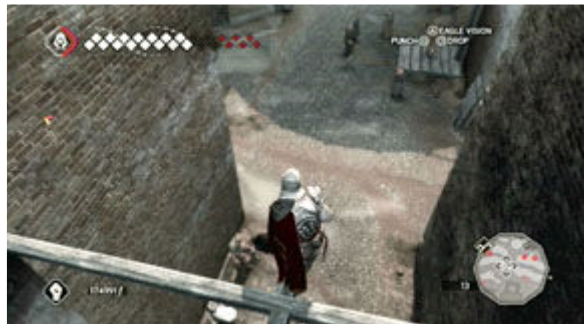
FEATHER 02



FEATHER 03



FEATHER 04



FEATHER 05

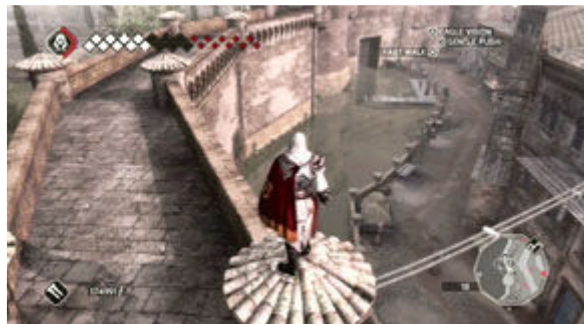




FEATHER 06



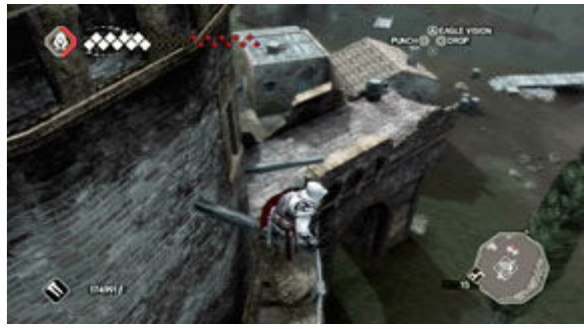
FEATHER 07



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FEATHER 09



FEATHER 10



FEATHER 11



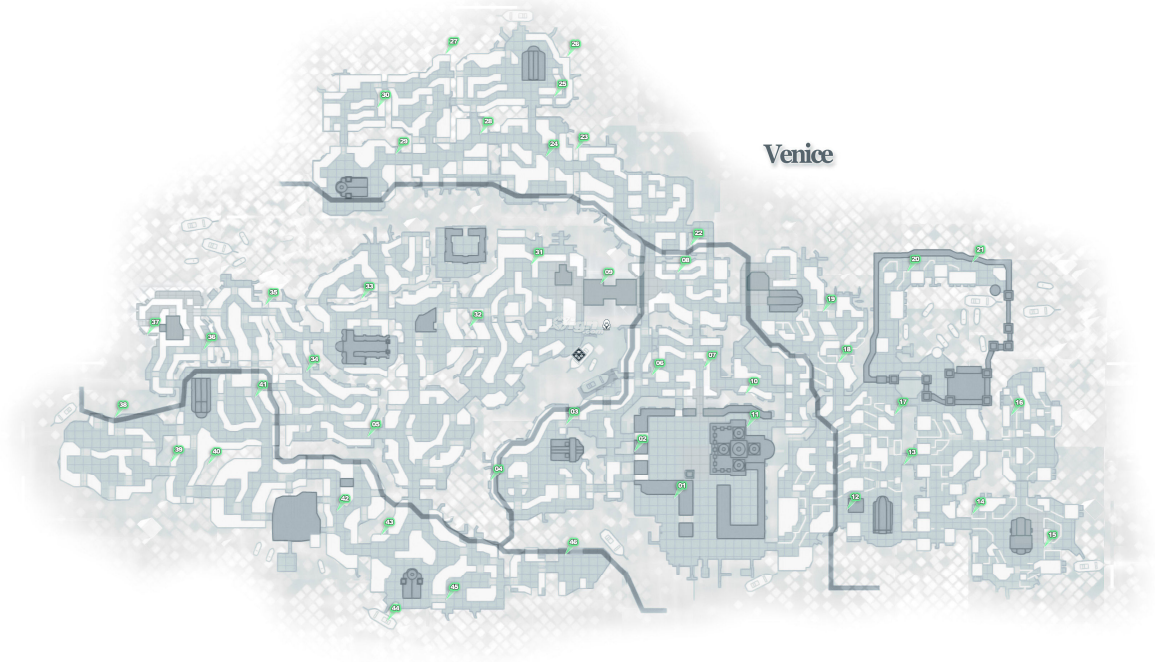
FEATHER 12



<b>Glyph Locations &amp; The Truth</b>	<b>Villa Statues Map</b>	<b>Feather Maps</b>	<b>Assassin's Tombs Walkthroughs</b>	<b>Achievements / Trophies</b>
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FLORENCE	VILLA	TUSCANY	FORLI	VENICE
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**Venice Feather Locations**



FEATHER 01



FEATHER 02



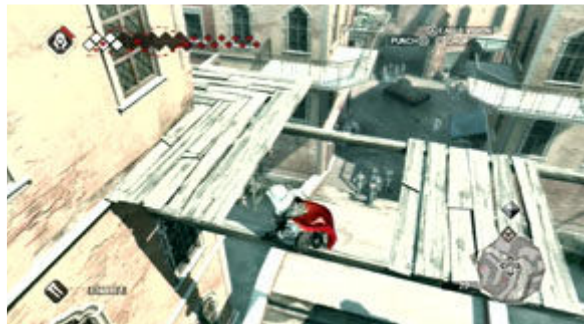
FEATHER 03



FEATHER 04



FEATHER 05



FEATHER 06



FEATHER 07



FEATHER 08



FEATHER 09



FEATHER 10



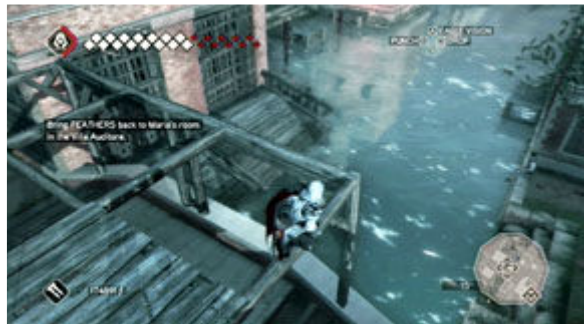
FEATHER 11



FEATHER 12



FEATHER 13



FEATHER 14



FEATHER 15



FEATHER 16



FEATHER 17



FEATHER 18



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FEATHER 22





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FEATHER 26



FEATHER 27



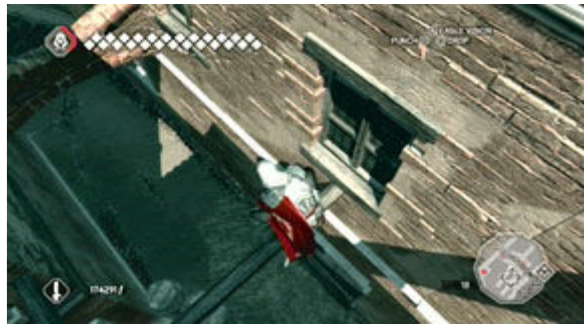
FEATHER 28



FEATHER 29



FEATHER 30



FEATHER 31



FEATHER 32



FEATHER 33



FEATHER 34



FEATHER 35



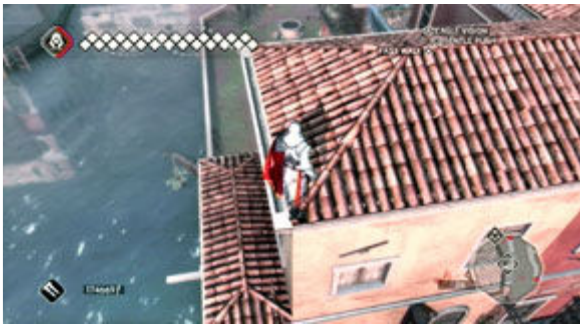
FEATHER 36



FEATHER 37



FEATHER 38



FEATHER 39



FEATHER 40



FEATHER 41



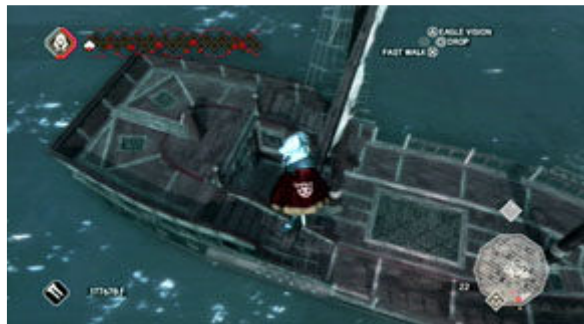
FEATHER 42



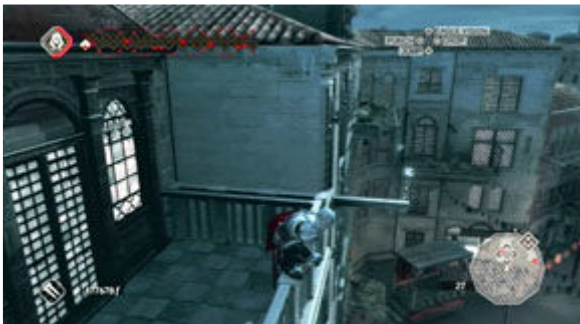
FEATHER 43



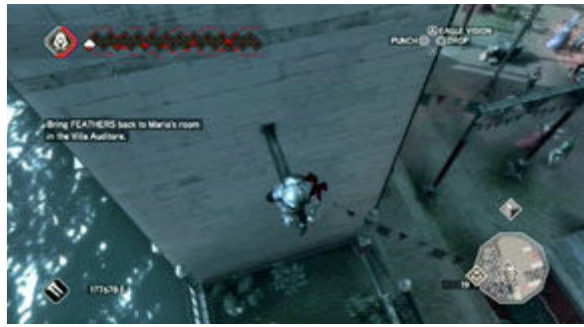
FEATHER 44



FEATHER 45



FEATHER 46



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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Early in the game, you complete the mission **Novella's Secret** which takes you through the first of the game's six hidden assassin's tombs. The remaining five tombs are all optional. At the end of each tomb, you'll find a special seal which you can use to unlock the gate behind Mario's den in the Villa. When all six seals are placed, the gate reveals the Armor of Altair, which you can collect and wear.

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03	<a href="#">Torre Grossa's Secret (cont.)</a>	TUSCANY
04	<a href="#">Ravaldino's Secret</a>	FORLI
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Glyph Locations & The Truth	Villa Statues Map	Feather Maps	Assassin's Tombs Walkthroughs	Achievements / Trophies
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Il Duomo's Secret SANTA MARIA DEL FIORE / FLORENCE

GETTING THERE

Super simple. The entrance is on the north end of the Basilica Santa Maria del Fiore. It's on street level, and really anyone could open it but only you're smart enough.



GETTING THE SEAL

In the first hall, wall run up the throne-looking object to the left of the main door and you can climb to the first waypoint. Another waypoint appears on your map and urges you to the far end of the hall. To get there, you'll need to zigzag across the hall using a variety of beams and chandeliers to slowly progress eastward.



It's all pretty self-evident, though the first part can be tricky. After reach the northern end of the hall and crossing to the south, jump to a platform with a ladder that triggers a quick cut scene showing the ladder fall. From here, turn right and climb onto a column from which you can turn east and start jumping across beams to continue toward the waypoint.





Once you cross the main section of the hall, you get another cut scene that shows a second ladder drop. From here, jump onto the circular banister. You need to slowly start making your way *upward*, spiraling back and forth around the perimeter of the circular room to reach each following level of platforms.



When you reach a seemingly-dead-end platform, look on the wall overhead and you should be able to climb the grippy brick wall. From the top, get onto the top of the beams and you can jump to a cage floating over the center of the room. From there, climb straight up to the end of the tomb. Collect the Seal of Itani from the sarcophagus and open a window to leave the tomb.



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Torre Grossa's Secret TORRE GROSSA/TUSCANY

GETTING THERE

The entrance is on ground level, and it's not hard to find. Look for a vaguely-narrow arched hallway just off the street and look for the entrance on the wall to the right.



## GETTING THE SEAL

Start by wall running to a ledge behind you and shimmy to the right to reach a platform with a lever. The lever opens a gate that leads you into the wine cellar. There are three enemies patrolling the cellar and you can try to avoid them.



But we think that's not worth the effort. Just start by fighting and killing the three guards. Go to the southwest corner of the cellar and jump to a platform. From there, turn right and use a series of platforms to let Ezio cling to a wall (to the west). While clinging, you can shimmy around to the other side of the wall and reach the next area.



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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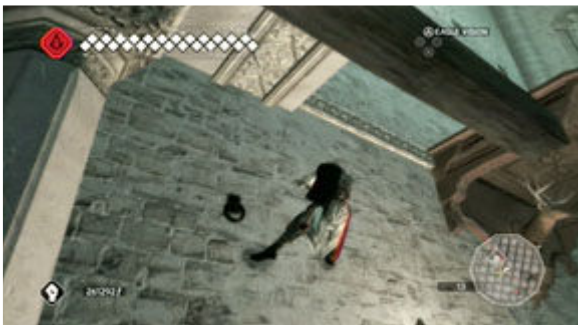
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## Torre Grossa's Secret (cont.) TORRE GROSSA/TUSCANY

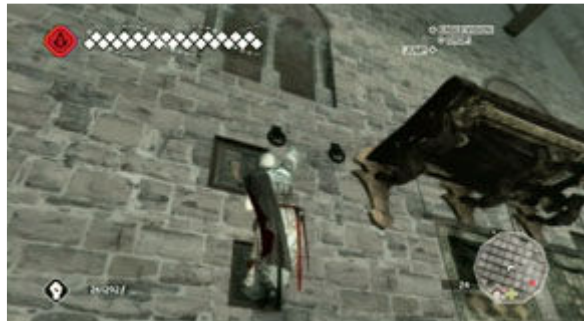
There's another guard here, but he's by himself so you can kill him easily. Jump onto the chandelier in the center of the room and from there turn north to land on a thick wire. From the wire, you can continue north into the next hall with the library.



The library has enemies and they should be killed. When it's clear, locate the metal hand rings on the western wall. Wall run toward them and jump backwards to grab onto the narrow beam just below the balcony. Climb on top of the beam and you can jump onto the hand rings to climb onto the platform just above them.



From the platform, jump onto the balcony and continue moving upward (via the chandeliers and other obvious means) until you reach an even higher balcony. There's another guard there. He should also be killed before moving out to the tower area.



Climbing the tower is very straight-forward. Jump across beams on your way upward and expect to run into a guard fairly early. Throw him off the edge of the platform for a quick kill and climb the ladder behind him.



After killing a second set of guards further up, look for a wall to the south with hand rings way up high. Wall run up the wall and jump backward to grab onto a beam just off the wall. You can climb on top of the beam and from there reach the hand rings to continue your ascent.



The rest of the climb is easy. When you reach the top, open the sarcophagus to net the Seal of Wei Yu and exit through the ceiling hatch.



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**Ravaldino's Secret** ROCCA DI RAVALDINO / FORLÌ

GETTING THERE

The entrance is sort of tucked away behind a tower on the other side of the city's water way to the west. Jump in the water and swim around the north end of the tower and you should find the entrance pretty easily. It's just off the water.

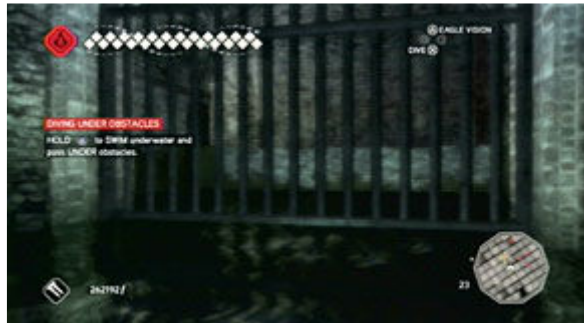


GETTING THE SEAL

Swim to a platform across the water and use it to ramp up to a bigger landing. Wall run up the wall to the north and jump backward to continue across some beams and platforms to head south.



The very moment after you pull the lever, make a running jump off the ledge to roll under the falling gate before it closes shut in front of you. Drop down to the water in the next area and dive underwater to swim under a gate and reach the next area.



It takes some back-and-forth wall jumping and climbing to ascend the next vertical tunnel. At the top, be ready to assassinate a guard who's got his back to the tunnel. There are many more guards in the area, and it's not worth trying to be stealthy. Just get their attention and kill 'em all.



<a href="#">Glyph Locations &amp; The Truth</a>		<a href="#">Villa Statues Map</a>		<a href="#">Feather Maps</a>		<a href="#">Assassin's Tombs Walkthroughs</a>		<a href="#">Achievements / Trophies</a>	
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**Ravaldino's Secret (cont.)** ROCCA DI RAVALDINO / FORLÌ

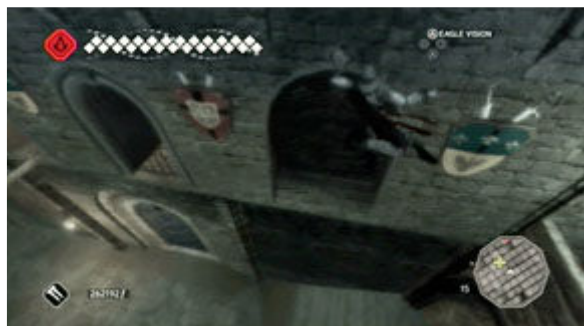
Get to the eastern half of the area and turn south. Face the southern wall, wall run up it and jump sideways onto a beam overhead. From there you can jump east into a room with a railing that overlooks the room you started in.



Climb onto the crest of the eastern wall and you can jump back to an even higher ledge behind you. There's a big lever against the wall that you can pull. It triggers the raising and lowering of a couple of gates just north of you. Pull the lever and immediately free run across the beams and past the gates as they raise and lower. If you're too slow, a gate will close in front of you, forcing you to restart the lever. There's another identical lever at the north end of the free run. Pull it and run south down the next hall.



Jump on the beams to the left and you can start crawling northward along the far eastern wall and its many mounted crests to reach the next area.



Time to find the burial tomb. Move down toward the stables, killing the few enemies in the area. On the east side of the room, just below the waypoint on your map, you can jump onto a thin wall to the south and from there continue around the room via protruding beams to reach the balcony to the east.



Climb across the wall of mounted crests to the next ledge and in the following room is a switch. Pull it and a door across

the room and up high opens up, but it's on a timer. You need to quickly cross the room via the ledges and beams to swing jump into the doorway before it closes up. Inside you'll find a sarcophagus with the Seal of Qulan Gal.



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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<b>Visitazione's Secret</b>	<b>SANTA MARIA DELLA VISITAZIONE / VENICE</b>
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### GETTING THERE

The entrance to the tomb is on top of the first level of the building's roof. You can pretty easily climb the building on the eastern face and then shimmy around to the north face and continue up. There's a small nook where the building's tower meets the first level of roof, and in there you'll find the entrance.



### GETTING THE SEAL

After taking a leap of faith into a hay stack, a quick cut scene interrupts you. After the scene, hop out of the hay and assassinate the nearest guard. The second guard, across the hall, won't be so easy to nab. As you approach him, the guard runs, initiating a chase scene.



The chase is pretty straight-forward. Whenever the guard drops a gate in your face, look left for an alternate route. Don't worry about actually catching him, because it's not possible. You're just meant to follow him, and if you fall behind the guard will even wait around for you. Near the end of the chase, you'll actually need to look for alternate routes on the right, but it's never complicated.



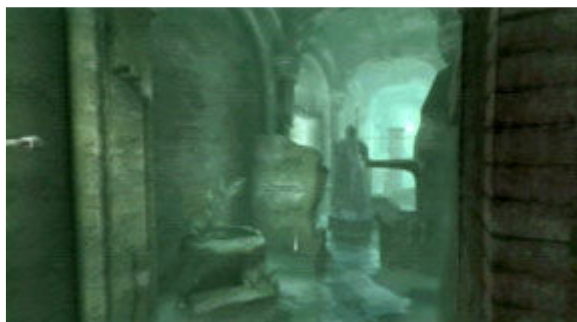
Eventually you're lead to the end point, where the enemy guard calls for help. Climb up the root-covered wall to the right to break into their room. As you jump down on them, you can land an assassination on one or two of the guards before picking a fight with the rest. Kill 'em all, then open a door to the south.



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>					
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**Visitazione's Secret (cont.)** SANTA MARIA DELLA VISITAZIONE / VENICE

Pull the lever in the next cavern and you'll get a lengthy camera pan that shows a bunch of switches falling into place. There are four switches that need to be hung on in order to open a door to the sarcophagus. The switches, and even some poles that you need to get there, are on timers, so you'll need to be quick.



Start by jumping off of the first part of the broken walkway in the water, leaping left onto a narrow column. From there you can jump onto a platform attached to the wall, and you should get a notification that tells you how to perform an advanced wall run jump. You need to run straight up the wall of the cavern and then, at the peak of your wall run, jump *right* to



launch Ezio onto the first of the four switches.



Continue cruising around the perimeter of the cavern. You'll have to use the advanced wall run in a number of locations, so look for opportunities.



The route is pretty simple to follow, until you get to just before the fourth and final switch. You've got to move upward by sort of spiraling around a broken wall. As you move higher, you can continue north to swing on a pole and eventually reach the final switch. The door to the tomb will open, letting you move in to grab the Seal of Leonius.



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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<a href="#">San Marco's Secret</a>	<a href="#">BASILICA DI SAN MARCO / VENICE</a>
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## GETTING THERE

We've received a number of e-mails asking how to get into the Basilica without the use of Leonardo's flying machine. However, chances are that you've already penetrated the massive building's defenses in the mission [If at First You Don't Succeed...](#) But if you haven't yet completed that mission, here's how to get to the tomb's entrance.



Go to the northeast corner of the Basilica di San Marco, the huge building in the Dorsoduro district that's shrouded in an ominous red layer. From the northeast corner, you can climb to the top of the building via a series of conveniently placed scaffoldings.



Once on the rooftop of the building, turn west and then south. The entrance to the tomb is located in a recessed area of the rooftop with a ladder leading down to it.

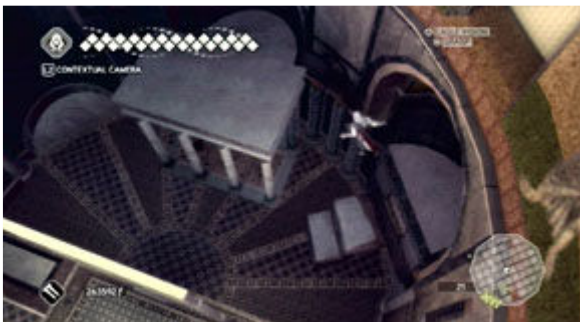


## GETTING THE SEAL

As you enter the building, just run down to the east end and activate the puzzle by pulling on the small skull handle. Four short pedestals west of you rise up from the floor, each of which acts as a floor switch that activates one of four "puzzle" challenges. Step on the switch that's closest to you (furthest east) to activate the first challenge.



The camera pans to show you the route you must take in order to get to a switch that drops from the ceiling. The route is pretty straight-forward, and your acrobatics should follow exactly what the camera shows. Climb onto the structures to the east, and from there jump north onto the upper balcony. Continue west on the balcony and at the dead-end you can turn left to jump south across a row of pickets.

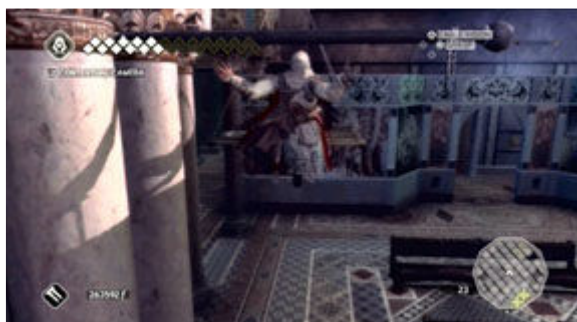


Once across the pickets, connect with the southern wall and shimmy left to the southern balcony. From there, you'll need to climb on top of the massive organ pipes, a height from which you can jump and grab the switch that's come out of the ceiling. You should have plenty of time—it's not much of a rush—before the switch recedes back into the ceiling. If the switch does disappear, reset the puzzle via the same floor switch.



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>					
«	09	10	11	—	—	—	—	—	»
San Marco's Secret (cont.)					BASILICA DI SAN MARCO / VENICE				

Next, let's hit the switch to the south which triggers the puzzle...to the south. Watch the camera pan closely as it'll again follow the route to the ceiling switch you need to pull. As the cut scene ends, face directly south. The first thing you need to vault up is a set of cloth-covered tables on your left. Continue onto the short wall behind the tables and turn right to swing on a bar, landing on a hanging platform.

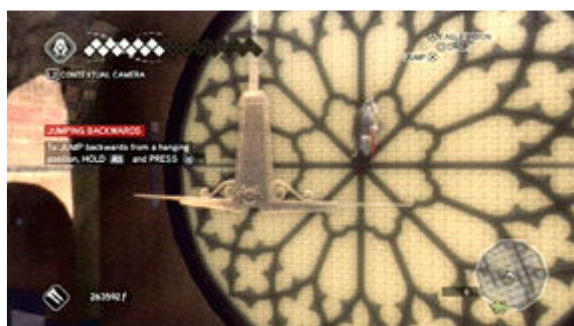


From the platform, run straight south and leap off to land on a mid-height, thin wall that spans the hall. Turn right and

follow the top of the wall moving westward. It'll lead you under the western balcony, at which point you can turn right (north) and climb up a few beams to reach the top of the balcony.



Go to the northeastern end of the balcony and, from the railing, you can jump onto the cross-shaped chandelier fixtures to cross the hall and reach the eastern balcony. From the eastern balcony, use the beams sticking out of the wall to move south and eventually reach the landing just under the ceiling switch. You need to climb the stained-glass wall to the south as high as you can go before jumping backward to grab the switch in mid-air.

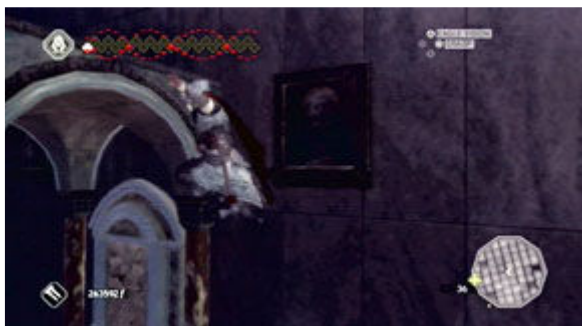


<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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«	09	10	11	—	—	—	—	—	»
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San Marco's Secret (cont.) BASILICA DI SAN MARCO / VENICE

The western switch triggers a platforming puzzle to the west, naturally. After hitting the switch, move under the balcony to the south and you'll need to perform a tricky jump to get on top of the lower of the two booths. Wall run up the building's wall and jump sideways off of the wall to get the extra height needed to grab onto the booth's top. Pull yourself on top of the booth, turn west, and jump onto the moulding around the building's pillar.



From the pillar, shimmy around so that you can jump off of the moulding grip and onto the narrow beams further west. From the beams, you can turn right and skip to the northern side of the hall.



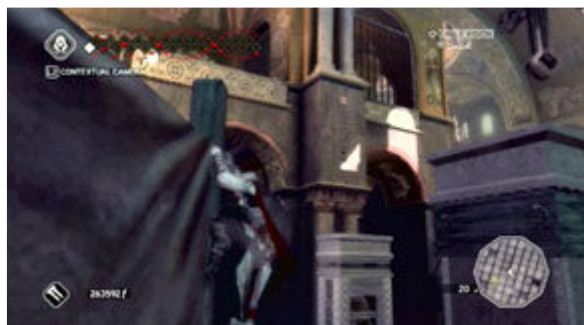
When you land on top of a solid structure to the northwest, look left and you can wall-run upward to the top of the northern balcony. Once on the balcony, climb up the face of the stained-glass wall until the camera pulls back. You can jump backward to grab hold of a pole and swing from there onto the ceiling switch.



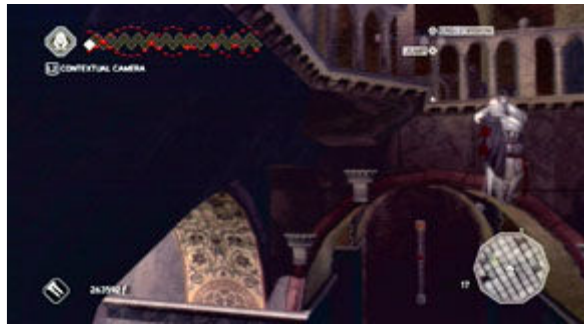
<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
«	09	10	11	»

San Marco's Secret (cont.) BASILICA DI SAN MARCO / VENICE

Hit the northern switch and move into the northern hall to solve the final platforming puzzle. Move to the far side (north) of the roped-down structure. Wall run up the northern face of it and then jump backward to grab onto the narrow wall section north of it. From here you can run along the top of the narrow wall and jump to a door overhang to the north.



From the overhang, turn right (east) and jump to a narrow wall moulding. You can shimmy right along the moulding to the underside of the eastern balcony, and continue climbing above the archway to reach the top of the balcony.



Once on the balcony, go left to the main platform below the ceiling switch. Run up the stack of boxes in the northwest corner and use them to grab the wall moulding that lines the northern wall. Shimmy right across the moulding and position yourself just a little to the side of the beam hanging overhead. You can perform a wall climb leap straight up and turn sideways in mid-air to grab the beam (manually press the grab button). From the beam, you can easily jump to grab the ceiling switch.



With all four ceiling switches pulled, a burial chamber opens up in the center of the massive building. Drop down, open up the sarcophagus to collect the Seal of Amunet, and exit the tomb through the obvious doorway.



<a href="#">Glyph Locations &amp; The Truth</a>	<a href="#">Villa Statues Map</a>	<a href="#">Feather Maps</a>	<a href="#">Assassin's Tombs Walkthroughs</a>	<a href="#">Achievements / Trophies</a>
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## Achievements / Trophies

Having difficulty earning the Sweeper, Messer Sandman or No-hitter Achievements / Trophies? Check out this episode of IGN\_Strategize in which we demonstrate easy methods for earning 'em.

<b>The Birth of an Assassin</b>
DESCRIPTION   Be reborn as Ezio Auditore Da Firenze.
<b>Arrivederci Abstergo</b>
DESCRIPTION   Break out of Abstergo
<b>Welcome to the Animus 2.0</b>
DESCRIPTION   Enter the Animus 2.0.
<b>The Pain of Betrayal</b>
DESCRIPTION   Complete DNA Sequence 1.
<b>Vengeance</b>
DESCRIPTION   Complete DNA Sequence 2.
<b>Exit the Son</b>
DESCRIPTION   Complete DNA Sequence 3.
<b>Bloody Sunday</b>
DESCRIPTION   Complete DNA Sequence 4.
<b>Undertaker</b>
DESCRIPTION   Discover the Assassin's Tomb inside the catacombs under Santa Maria Novella.
<b>The Conspirators</b>
DESCRIPTION   Complete DNA Sequence 5.
<b>An Unexpected Journey</b>
DESCRIPTION   Complete DNA Sequence 6.

### Bleeding Effect

DESCRIPTION | Complete training and reenter the Animus.

### The Merchant of Venice

DESCRIPTION | Complete DNA Sequence 7.

### The Impenetrable Palazzo

DESCRIPTION | Complete DNA Sequence 8.

### Masquerade

DESCRIPTION | Complete DNA Sequence 9.

### Bianca's Man

DESCRIPTION | Complete DNA Sequence 10.

### The Prophet

DESCRIPTION | Complete DNA Sequence 11.

### The Vault

DESCRIPTION | Complete DNA Sequence 14.

### An Old Friend Returns

DESCRIPTION | Escape the hideout.

### Myth Maker

DESCRIPTION | Find the 8 statuettes in Monteriggioni.

TIP | Check out [our map of all statuette locations](#) to collect all eight hidden statuettes.

### Vitruvian Man

DESCRIPTION | Unlock all 20 pieces of Subject 16's video.

TIP | Read [our guide to The Truth and glyph maps](#) to unlock the 20 pieces of video.

### Street Cleaner

DESCRIPTION | Hide 5 dead bodies in a Bale of Hay.



### Fly Swatter

**DESCRIPTION** | Kick a Guard while using the Flying Machine.

**TIP** | Make sure you do this during the mission [Infrequent Flier](#). There is no way to replay the mission or otherwise fly again, so if you miss it the first time you'll have to restart the game to get another shot.

### Messer Sandman

**DESCRIPTION** | Stun 4 guards at once by throwing sand in their face.

**TIP** | We show you how to earn this in the [IGN\\_Strategize video](#) at the top of the page.

### Doctor

**DESCRIPTION** | Perform an Air Assassination on a Poisoned NPC.

### No-hitter

**DESCRIPTION** | Kill 10 enemies while remaining in conflict without being hit.

**TIP** | We show you how to earn this in the [IGN\\_Strategize video](#) at the top of the page.

### Kleptomaniac

**DESCRIPTION** | Pickpocket 1000 Florins.

### Lighting Strike

**DESCRIPTION** | Sprint for 100 meters.

### Sweeper

**DESCRIPTION** | Sweep 5 guards at once by using a Long Weapon.

**TIP** | We show you how to earn this in the [IGN\\_Strategize video](#) at the top of the page.

### Venetian Gladiator

**DESCRIPTION** | Discover the Assassin's Tomb inside Santa Maria della Visitazione.

### I can see your house from here!

**DESCRIPTION** | Discover the Assassin's Tomb inside the Torre Grossa.

### Hallowed be thy name

**DESCRIPTION** | Discover the Assassin's Tomb inside the Basilica di san Marco.

### Prison Escape

**DESCRIPTION** | Discover the Assassin's Tomb inside the Rocca di Ravaldino fortress.

### Choir Boy

**DESCRIPTION** | Discover the Assassin's Tomb inside Santa Maria del Fiore (The Duomo).

### Assassin For Hire

**DESCRIPTION** | Complete your first assassination mission for Lorenzo Il Magnifico.

### Macho Man

**DESCRIPTION** | Defend a woman's honor.

### Steal Home

**DESCRIPTION** | Win a race against thieves!

### Show your Colors

**DESCRIPTION** | Wear the Auditore cape in each city.

**TIP** | First, you earn the Auditore Cape by collecting all 100 feathers. To do so, use our [feather locations maps](#). Once you have the cape, wear it in all cities you can travel to. You do not need to wear it in Rome, but you *do* need to go out of your way to visit the mountain region south of Romagna / Forli, a location that you cannot fast travel to.

### Handy Man

**DESCRIPTION** | Upgrade a building in the Stronghold.

### I like the view

**DESCRIPTION** | Synchronize 10 View Points.

### High Dive

**DESCRIPTION** | Perform a Leap of Faith from the Top of Florence's Giotto's Campanile.

### Mailman

**DESCRIPTION** | Intercept a Borgia Courier.

### Tip of the Iceberg

**DESCRIPTION** | Use your Eagle Vision to scan a Glyph in the environment.

### A Piece of the Puzzle

**DESCRIPTION** | Unlock a piece of Subject 16's video.

**TIP** | Read [our guide to The Truth and glyph maps](#) to unlock the 20 pieces of video.

### Art Connoisseur

**DESCRIPTION** | Buy a Painting from Florence and Venice.

### Podesta of Monteriggioni

**DESCRIPTION** | Reach 80% of your stronghold's total value.

### Perfect Harmony

**DESCRIPTION** | Tint your clothes with those colors: Wetland Ebony and Wetland Ivory.

### In Memory of Petruccio

**DESCRIPTION** | Collect all the Feathers.

**TIP** | Check out our [feathers maps](#).

### Red Light Addict

**DESCRIPTION** | Spend 5000 florins on Courtesans.

### Man of the People

**DESCRIPTION** | Toss more than 300 florins on the ground.

**TIP** | Pull up the weapon wheel (R2 on PS3, RB on Xbox 360) and select the bag of money instead of an actual weapon. The attack button will now throw florins on the ground.

### Victory lies in preparation

**DESCRIPTION** | Get all Hidden Blades, Item Pouches and Armor upgrades for Ezio.

## Assassin's Creed 2 Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

**QUESTION** | I am having trouble during the beginning of Sequence 07. I cannot get to the top of the tower when chasing the shadowy person. There is a plank of wood with a lantern hanging from it but Altair won't grab it.

**ANSWER** | We've been getting a lot of e-mails about this, so [I added more screenshots to the walkthrough](#) for that section. If Altair is not clinging onto the beam with the lamp, try pressing the grab button (CIRCLE or B). It may be a bug that's causing the issues, as one reader wrote in to say that he tried it fifty times before Altair finally grabbed the beam.

**MORE** | *Reader Marc adds...* "If you stand directly under the lantern and hold RT / R1 and press A / X without using the left analog stick, he jumps up to the pole first try."

*Question submitted by Harley*

**QUESTION** | When I finished Sequence 11, I get out of the Animus and then I am in the factory. I saved my game at that point and turned off my Xbox but now I can't do anything when I reload my save. I can only walk around a bit in the factory, and none of the characters are at the Animus.

**ANSWER** | This appears to be a bug—you're not the first person to write in about this exact thing. I'm gonna try and find out for sure, though. If anyone has more information, please write in.

*Question submitted by Steven*

**QUESTION** | Is there any reward for finding all the feathers in the game? Or, how do I unlock the Condottiero War Hammer and the Auditore Cape?

**ANSWER** | When you collect 50 feathers, bring them to your mother's room in the second floor of the Villa and deposit the feathers into the chest. The Condottiero War Hammer is then unlocked in the blacksmith's shop. After collecting all 100 feathers, deposit them into the same chest in Maria's room and you'll earn the Auditore Cape.

*Question submitted by Josh*

**QUESTION** | To get the "Show Your Colors" Achievement / Trophy, do I have to wear the Auditore Cape in Rome? I went to the other cities and it's not unlocking.

**ANSWER** | You do not have to go to Rome in the Auditore Cape, but you *do* have to visit the mountain region south of Romagna / Forli. You cannot fast travel to the mountains. Instead, fast travel to the southern station in Forli and hop on a horse. Ride south of the town and you'll enter the mountains and earn the Achievement / Trophy.

*Question submitted by Scott*

QUESTION

There are treasures in the Villa Monteriggioni that I can see I my map but can't get to. They appear to be under the house—how do I get them?

ANSWER

There are three areas in the Villa Monteriggioni that have treasures but aren't super easy to get to. The first is the attic of the Villa, which you can get to via the eastern hallway of the second floor of the house. In the hall behind Maria's room, look for a branch that leads to a ladder which lets you into the attic.

To the north of the Villa, behind the parapet wall, there's a cave entrance that leads to some underground tunnels with a couple of chests.

And to the east of the Villa, just outside the building walls, there's a well that you can drop into to find another set of underground tunnels with more chests.



Question submitted by Josh

QUESTION

There are two Achievements I can't figure out. The first requires you to blind four enemies with sand. How do you throw sand? The second requires you to sweep five enemies with a long weapon. Every time I've commandeered a long weapon, I can only attack a single enemy at a time. How do you sweep your enemies?

ANSWER

With no weapon equipped, press and hold the attack button to gather sand, then release to throw it. You learn the sweep move with the spear by training at the Villa.

Question submitted by Chris

**QUESTION** | **Where's Leonardo? I can't seem to find him anywhere...**

**ANSWER** | There are two different workshops where Leo can be found, one in Florence and one in Venice. As well, at the end of the game Leonardo goes to the Villa, in the same room as Claudia and the architect.

*Question submitted by Rasavanh*

**QUESTION** | **Is it necessary to complete all of the assassin's tombs? Let's be honest, they take a lot of time.**

**ANSWER** | You only have to do the first one, which is a part of the story progression. After that, they're all optional.

*Question submitted by Ryan*

**QUESTION** | **How can I select previously purchased weapons? It seems that I can only use the most recently purchased one, and I don't have the option of going back and buying the other weapons again.**

**ANSWER** | Go back to the Villa and in Ezio's weapon room you can swap goods.

*Question submitted by West*

**QUESTION** | **I can only find three of the codex pages in the Villa. I have been through the whole city—any hints? The first three I found no problem, but the fourth doesn't show up on my map.**

**ANSWER** | Zoom out your map—there's one that's outside the Villa's walls that you may not see unless you zoom out.

*Question submitted by Jay*

**QUESTION** | **How can you use the dual blade to assassinate if there are two targets next to each other?**

**ANSWER** | Just walk up to the enemies and assassinate 'em. As long as you've got the dual hidden blade (you don't start the game with it) and are positioned correctly, Ezio will do a double assassination.

*Question submitted by Lydia*

**QUESTION** | **It is frustrating me that I can't find an option to save my current progress. Please tell me that I'm blind and I'm just not seeing it!**

**ANSWER** | The game autosaves after basically everything you do. There's a small, diamond-shaped icon that appears on the right half of the screen when it autosaves. You don't need to manually pick a save option.

*Question submitted by Matt*

**QUESTION** | **Is there a purpose to the pickpockets?**

**ANSWER** | If you catch and tackle a pickpocket, you get to keep all of the money they stole. It's usually between 500 and 1,500 florins.

*Question submitted by Jesse*

**QUESTION** | **Why is there no Sequence 12 or 13 in Assassins Creed 2?**

**ANSWER** | I suspect they saved 'em for downloadable content, but who knows—it could just be a story thing. I haven't heard officially one way or the other.

*Question submitted by Keith*

**QUESTION** | **I'm having trouble finding all 30 codex pages. Where are they?**

**ANSWER** | Go to each city and bring up the map—any missing codex should show up. Make sure you've completed all of the viewpoint synchronizations.

*Question submitted by Ricky*

**QUESTION** | **How do I unlock the bottom half of Florence?**

**ANSWER** | I don't believe there is any way to unlock it. It looks like there's more city there, but no way to get there.

*Question submitted by Red Dragon*

**QUESTION** | **After finishing the game, is it possible to visit Rome again or replay other memories?**

**ANSWER** | I don't think so. I completed the game but don't see any way to replay missions, just an option to look at a history of what I've done.

*Question submitted by Mo*

**QUESTION** | **There is a tower in Venice which I can't climb. I know there is a synchronization point up there. Help?**

**ANSWER** | Complete a few more missions and you'll learn a climb-leap ability that lets you reach the top of the tower.

*Question submitted by Johnny*