



Introduction

Like it or not, you're an assassin now. Plucked from your day-to-day grind, you're now forced to reenact Al Mualim's missions, no matter how difficult and life-threatening they may be.

The assassin's creed offers you three tenets of general guidance, but you'll need a lot more than sagely advice from your ancestors if you hope to get through this alive. Whether you need help with your most recent assassination or are hunting down those elusive collectible flags, our Assassin's Creed guide has the strategy you need.

In this Assassin's Creed strategy guide, you'll find:

- **BASICS** // Important reading for new assassins, including combat tips and strategy for completing optional objectives.
- **WALKTHROUGH** // Our Assassin's Creed walkthrough with strategy for filling in memory blocks.
- **SECRETS** // Maps with flag and Templar locations.

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A promotional box for IGN Insider Extras. It features the IGN logo and the text 'IGN INSIDER EXTRAS' in a stylized font. Below this is a small image of a character in a white hooded robe standing in a field. The text reads: 'IGN Insiders get exclusive access to extra guide features:' followed by a bulleted list of features: 'Downloadable PDF guides for offline viewing and printing.', 'PSP-formatted guides for instant access, anywhere.', and 'Video tips and strategy for added gameplay assistance.' At the bottom right is a button that says 'JOIN TODAY'.

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Assassin's Creed Basics

Stealth & Combat

Mini-Missions

Stealth

This is perhaps the most important thing to understand before going into Assassin's Creed: this is not a stealth game. There are pretenses of stealth built into the design, and if you really want to you can play the game as stealthily as you'd like. However, playing the game as a stealth game makes progression *very* slow. As you play the game, you'll realize that the pretenses of stealth are very artificial and really have little if any influence on the game.

Assassin's Creed divides player actions into the categories of socially acceptable and socially unacceptable. The actions deemed socially acceptable all are very slow and very limiting. And while you may at first feel that you need to keep a low profile, the truth is that it doesn't matter. Forget the notion of playing Assassin's Creed as a stealth game and you'll enjoy the game a lot more and conquer it more easily.



The consequences of high profile, socially unacceptable actions are very slim. While running around towns, you'll note that citizens and guards will remark at your horseplay. They do not, however, do anything about it, unless the town is on high alert and you do something goofy in front of a guard. If guards are actively seeking for an assassin, a socially unacceptable action will tip them off. However, the other 99% of the time you're playing, socially unacceptable actions have no negative consequence unless you take the snide remarks personally.

Note that when in the Kingdom overworld, pretty much all guards are actively seeking assassins. Therefore, galloping on your horse will alert them and they'll start chasing you. Since moving slowly through the overworld is a tedious process, we suggest running anyway. The guards will never catch you if you're on your horse, and you can simply find a hiding spot if you need to reset the social status meter.

Combat

Assassin's Creed's combat system is pretty unique and can be a bit confounding, though when you break it down you'll find that the combat is actually rather simple. There are a couple of simple defensive techniques, a slightly obscure but really quite simple combo system, and the basic ability to grab.

Defense

While locked onto an enemy, press and hold the guard button to assume a defensive stance. While in this stance, *most* enemy attacks will automatically be parried, resulting in no damage. Some enemies will counter your parry, forcing you to rely on other defensive techniques. Early in the game, you'll unlock a counter attack that you can activate while in the defensive stance (just press attack while holding the defend button). If you time the counter just before an enemy attack lands, you'll reverse the enemy attack and deliver a killing blow.



Offense

When mounting your own offense, you've got just one basic attack button. Rapidly mashing the attack button will result in attack strings that enemies will generally guard against. You can also hold down the attack button longer for different attacks, but these too are generally defended. The best way to attack is to attack with combos, which we must emphasize are different from the aforementioned attack strings. To execute a combo, press the attack button once to initiate an attack. At the very moment that your initial attack connects with the opponent (whether it's a direct hit or a blocked attack), press the attack button a second time. If you time it properly, Altair will follow with a single-hit kill attack that the opponent cannot block. Using the combo is key for getting through opponents that defend a lot.



Grab

The grab is another way to get through opponents' defenses as the grab cannot be blocked. You can simply press the grab button to initiate a grab, but we suggest first stepping into the opponent (by tapping the legs button) before grabbing. Once the grab animation has started, you can use the control stick to direct the follow-up throw. Use the grab to move enemies all on one side of you, as it's difficult to fight when you're surrounded. You can also use the grab to toss enemies off ledges—lead enemies to a high building and give 'em a toss for easy kills.

Mini-Missions

Though there are individual missions to accomplish for each memory block, the bulk of Assassin's Creed play is spent completing various optional objectives, mini-missions. There's a handful of varying mission types, and generally each instance of these mission types plays out exactly like the one before it. Once you know how to complete a mission type, you'll be able to apply that knowledge throughout the game as that same mission type shows up multiple times.

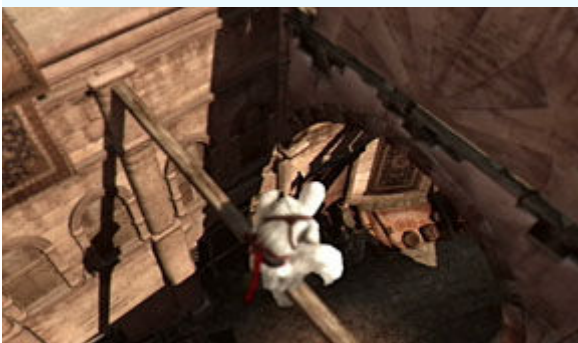
Eavesdrop

Eavesdrop mini-missions are by far the easiest to complete. Simply get within range of the target (but not too close!) and take a seat on a bench between two people. Once you're seated, point the camera at the target and press the lock-on button. Follow by pressing the head button and the camera will zoom in on the target while he or she has a conversation. When the conversation ends, the optional objective is completed.



Pickpocket

Much like eavesdrop mini-missions, pickpocket objectives require you to find the target and lock on while nearby but without being too close. Stand around and wait for the target to complete a conversation and he'll begin walking on a predetermined path. Follow slowly behind the target and note the status of your social awareness logo. The target is often suspicious, which is not a good time to attempt the pickpocket. Instead, wait for the social awareness to cool down to complete unawareness. When you've achieved that, slowly walk up behind the target and press the pickpocket button to complete the mission.



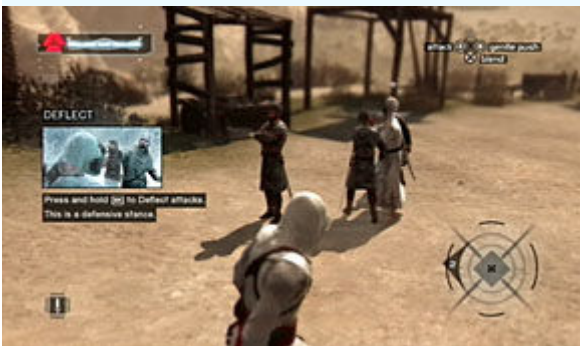
Interrogate

Locate the interrogation target first and, as required in other mini-missions, lock on from a distance. Generally, interrogation targets are first found spouting propaganda or carrying on private conversations. After the target is done talking, he'll begin walking away. Follow the target closely without alarming him and he'll eventually lead you to a secluded place. When you've cornered the target, you need to rough him up a bit. For this, we suggest catching the target by surprise with a grab and then following with punches while he recovers from being tossed. This will generally let you score the required number of hits to trigger the interrogation without having to take any punches from the target.



Save Citizen

You'll find citizens around the city that are being harrassed by the local gooney guards. Simply lock onto the guards and approach them to initiate a fight between you and three or four foes. You can sometimes get in a quick hit before the guards pull out their swords, but once you've got their attention you'll need to rely on your **combat skills** to get you through the fight. When you've defeated all of the nearby guards, press the lock-on button to talk with the citizen you've saved and to complete the mini-mission.



View Point

Completing view point objectives is generally as simple as climbing a tall building and then pressing the head button. There are, of course, only specific buildings that will operate as view point objectives. Once you've synchronized at the top of one of these tall buildings, other optional objectives will display on your map.

Assassin's Creed Walkthrough

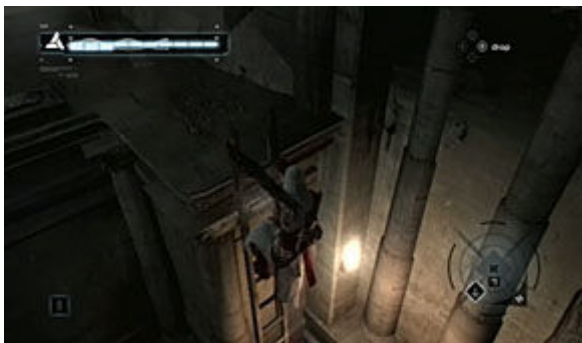


Memory Block 01

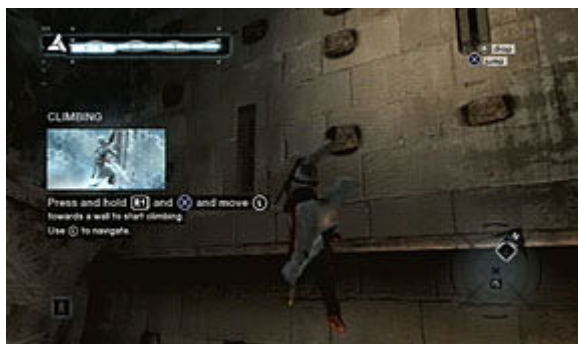
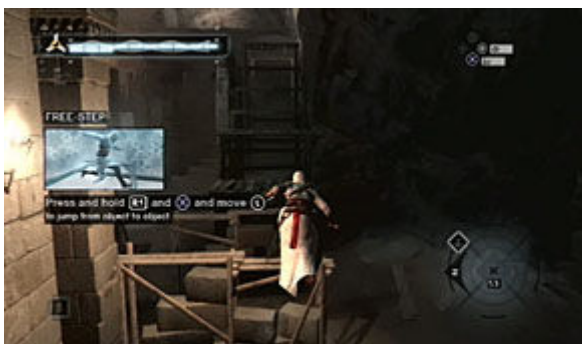
You'll go through a rather lengthy tutorial before gaining full control of your assassin in narrow ruin halls. There are a couple of early obstacles you'll need to traverse. To do so, simply hold UP on the control stick while holding the legs button in conjunction with the high profile trigger. You'll skip over the tops of the pits almost automatically.



After crossing two pits and executing a practice assassination, you'll hit a brief cut scene as you overlook the Templar below. Climb down the nearby ladder and make your way near the Templar (no need to be stealthy). After a brief bout of dialog, lock onto the Templar and attempt to assassinate him.



You'll end up on the other side of a wall and now must escape the ruins. Using the same button combination as before (UP + legs + high profile trigger), run across the narrow platforms, moving upward to a higher platform. You'll have to climb a ledge to the left before reaching a landing that leads to a very tall wall. Climb the wall using the same button combination and guide Altair toward the hand holds to reach the top of the wall.



Once you've reached the ruin exit, you'll be transported to the city streets of Masyaf. After a brief conversation with a nearby informant, go after the objective marker that appears on your map. Make your way up the hill of the Masyaf to reach the base of the city fortress.



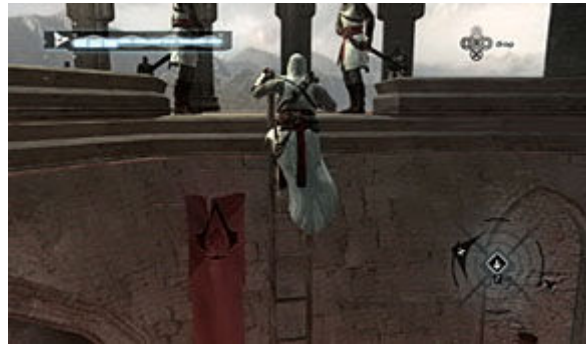
Continue following the map marker into the fortress. When you reach the building at the top of the hill, follow the stairs to an upper floor where you'll trigger a cut scene. After the dialog plays out, exit the building and make your way back through the fortress to return to the main city.



You'll get to test out your fighting abilities as you move in on the city streets. Be sure to lock onto enemies and experiment with your defensive stance (hold the high profile trigger while in fight mode to defend). Be patient with your attacks, or just mash the attack button—either way, you should be fine. Take out the guards as you run down the hill. When you reach the base of the hill, a cut scene takes over.



You warp back to the fortress where a man at the top of a tall ladder on your right calls for your attention. Climb the tall ladder and continue straight forward, walking through a doorway to climb a second ladder to a room with a couple other assassins. There's an empty ledge to the right that overlooks the road below. Step out to the ledge to view another cut scene.



Once the camera focuses back on Altair, follow the on-screen instructions to perform a "leap of faith," a swan dive into a hay stack below. After landing, look for a narrow log that bridges the gap between the landing you're on and the rock platforms across the canyon. You'll cross a couple of these thin bridges before reaching the base of a tall wall.



Climb the wall using your free-run abilities. While climbing this wall, you'll need to occasionally adjust your position left or right in order to get a better shot at the hand holds overhead. Once at the top of the wall, strike the wooden trap on the right to unleash a barrage of logs on the army below.



After another story scene, you'll appear back in present-day events. While the, uh, scientists go to a back room to talk, you can walk into your quarters. At the back of your quarters is a room inside which, while pressed against the left wall, you can press a button to eavesdrop on the conversation. Eventually, you'll be asked to go to sleep. When you wake up, approach the table in the center of the main room and press a button to select the next memory.



Memory Block 02

Masyaf — After dialog with Al Mualim, you'll be set free on the city with the not-so-express intention of testing out the game's core mini-missions. If you check your map you'll see a marker that points to the location of an eavesdrop mini-mission. Follow the marker and, when you reach the vicinity of the eavesdrop opportunity, take a seat on a nearby bench.



To eavesdrop, simply press the lock-on button to focus your view of the eavesdrop target. Once you've got the target in sight, press the head button to listen to the ensuing conversation. When the eavesdrop is completed, look on your map for a new marker that shows the location of a pickpocket mini-mission.



You'll find the target in the middle of a conversation as you lock onto him. When the target starts walking away, swing behind him and casually get near enough that you can press the unarmed-hand button and pickpocket the intended goods. Once you've scored the pickpocket, look for another marker on your map that shows you to an interrogation mini-mission.



The interrogation target is, when you first find him, spouting propaganda in the streets. Lock onto the target, but hold your distance. Wait a while and the target will eventually stop talking and begin walking down the street. Follow behind.



Before long, the interrogation target enters a "secluded place," a poorly-lit area between some buildings. This is where you'll want to rough him up a bit. We suggest starting the interrogation by grabbing the target and shoving him, at which point you can unload a few unanswered punches before the target succumbs. (If you just straight-up punch him, you'll likely take some punches to your face, but grabbing the target seems to stun him long enough that he won't be able to retaliate.)



With the three mini-missions completed, you'll warp back to Al Mualim for a cut scene. After the dialog is concluded, leave the building and you'll be interrupted and brought to a brief training sequence. To complete the training sequence, simply defend against the opponent's attacks and counter with a combo by timing a second attack button press exactly as your first attack connects with the opponent.



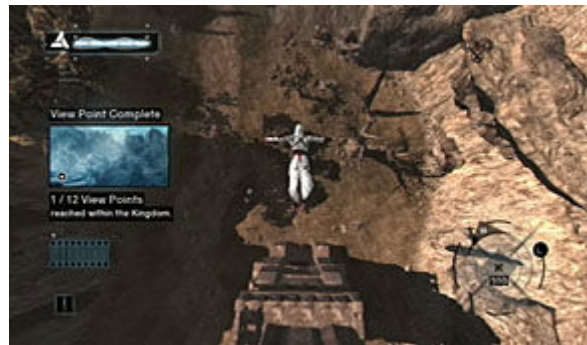
When the training's completed, leave the fortress and go to the south end of the city. A marker on your map leads you past the city gate to a small stable of horses. Hop on a horse and follow the southern road out of Masyaf.



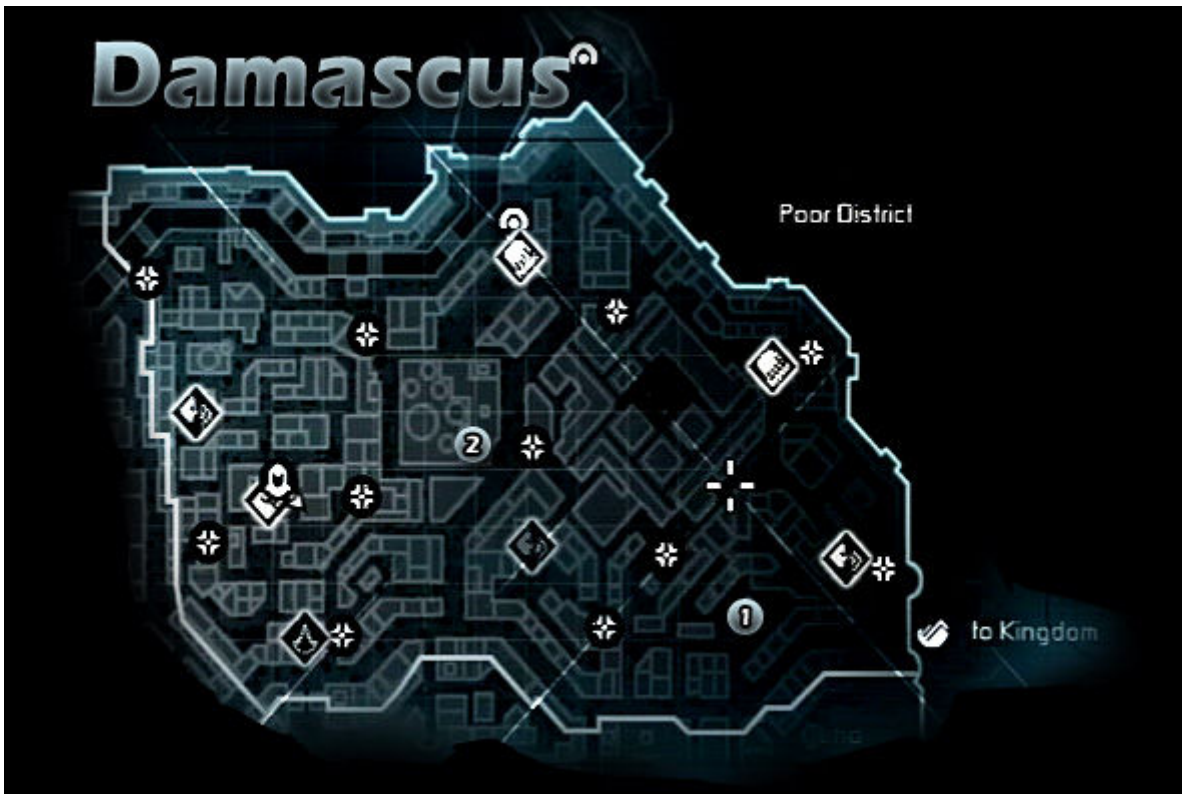
Kingdom — Early on your ride into the Kingdom, you'll come across the first of many view points, tall structures that overlook the nearby area and give you an opportunity to fill in your fog-of-war'd map. This is also the first time you'll deal with guards that will attack you, as you've left your home of Masyaf. If you want to avoid being attacked, keep a low profile while your social status icon is beeping. If guards are actively attacking you, you won't be able to complete a view point.



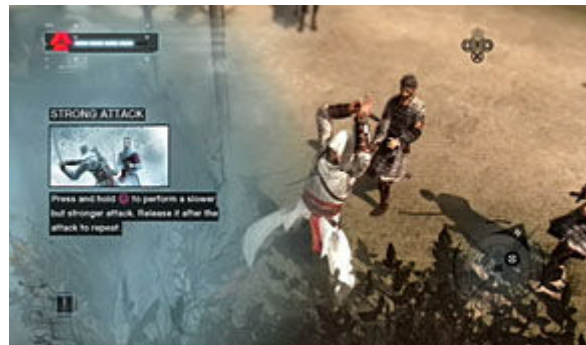
Move to the base of the building (the view point is marked on your map, but you can also find it by noting that it is *the only building in the area*). Climb the building and, once you're at the top, press the head button to scout the area and add information to your map. You'll use this view point scout technique very often in your assassin career, so get used to looking for view point markers on your map.



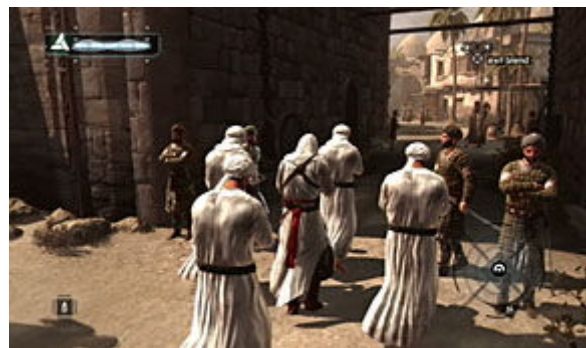
At this point in the game, feel free to explore your options. Eventually, you'll want to head east toward Damascus.



Damascus — As you near the doorstep of Damascus, you'll get to test out another common mini-mission. Before entering the walls of the city, look for a man that's being harrassed by the local guards. Lock onto the group and approach them to trigger a battle with the guards. Fight 'em off as you've learned earlier and then lock onto the citizen afterward to complete the mission.



Immediately after you've spoken with the rescued citizen, the camera locks onto a group of roving scholars. Approach the scholars and press the blend button to automatically join their group. You don't need to do anything more—Altair will automatically follow the scholars into the city, past the line of guards that would have otherwise blocked you from the city.



Once you're within the city walls, it's time to start investigating the Poor District of Damascus. Investigation goes like this: Check your map for View Point markers and make your way to them. Ascend the View Point towers to scan the city and bring up objective markers on your map. Complete objectives like pickpockets, eavesdropping and interrogation to obtain the required amount of information before going to the assassins' bureau.



Generally, reaching View Points and completing the mini-missions is pretty simple and straight-forward. For tips on the individual mission types, check out our [Basics](#) section. Some of the objectives aren't quite so straight-forward, so we've covered them here.

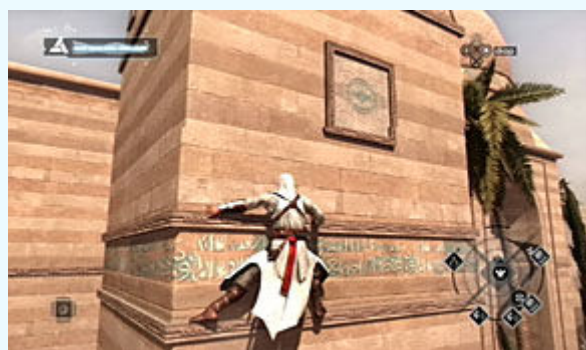
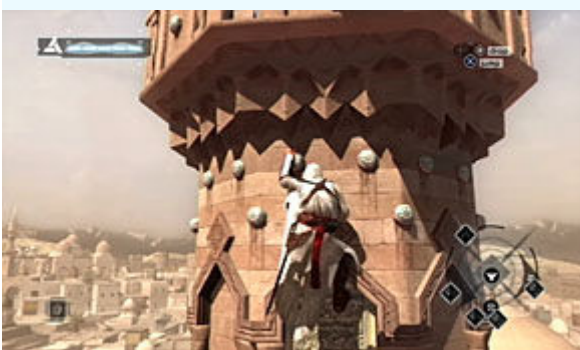
1 — View Point

Scaling this view point, located in the southeast corner of the Poor District, requires you first climb to the top of the buildings adjacent to the tower. From the nearby rooftops you can reach a dangling platform that's hanging over the streets, spanning a gap between the low rooftops and the upper hand holds on the view point tower. Once you've grabbed hold of the hand holds, climb up the face of the tower to reach the top. Just beware the lone archer that's also on the rooftop—he'll attack you without being provoked.

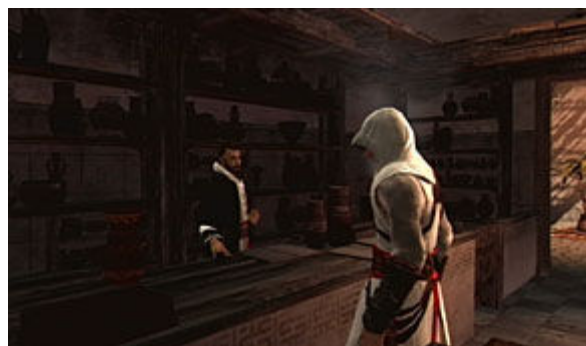


2 — View Point

This view point is located at almost the exact center of the Poor District. You can't climb the base of it as the nearest hand holds are too high and out of reach. However, you *can* reach the handholds if you first jump onto the wall that surrounds the base of the tower. From the top of the wall, jump onto the window on the side of the building. From there, the climb is simple as long as you stick to the face of the tower.



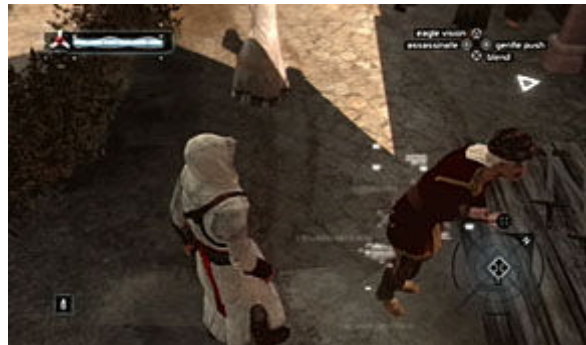
After exploring the city and completing various investigation objectives, make your way to the very southwest corner of the Poor District. From the rooftops you can peer down into the assassination bureau's headquarters. Drop down and enter the building to speak with an informant who gives you the location of the mission's assassination target.



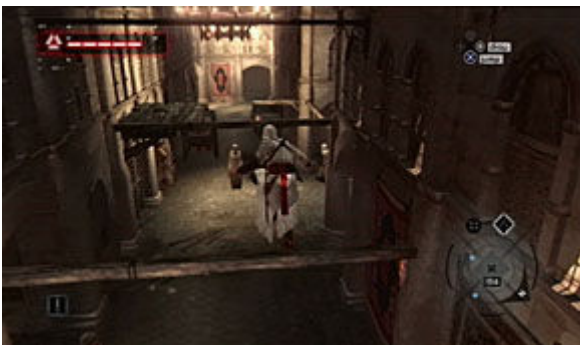
Climb out of the bureau and note the location of the assassination target on your map. The target is to the northeast, at the very center of a busy courtyard. Drop down to the courtyard and look for the fountain at the center. Your view should automatically lock onto the target as he walks into the courtyard, but if it doesn't you may need to walk around a bit to trigger his entrance.



Stay in the crowd while the target engages in conversation with another man. After the conversation violently ends, the target will begin walking away from the fountain. Start following him quietly (blending) and equip your short blade (press UP on the controls). It shouldn't be hard to catch up with the target and assassinate by simply pressing the armed hand button while near the unaware target.

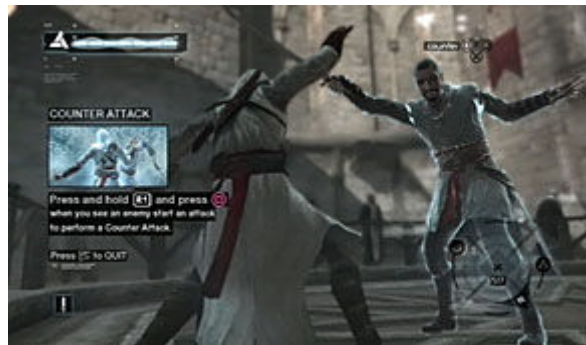


With the target assassinated, the town goes into alarm and you need to shake off your chase. You can either fight off the guards that approach you or run away. We suggest the latter evasion method. Take to the rooftops where the guards will have a hard time chasing you, and find a hiding spot to officially return your social status to normal. Stick to the roofs as you make your way back to the assassins' bureau. Drop down and speak with the man inside the bureau to end the mission.



Memory Block 03

As you leave Al Mualim's castle, you'll be brought to another training sequence to teach you a new combat technique. You've regained your ability to counter, and it's direly important that you learn it (seriously). While in the defensive stance, tap the the attack button just before an enemy's attack hits you. You'll parry the attack and immediately go into a counter that generally drops your foe with one hit.



After the training, make your way south through Masyaf and to the Kingdom overworld. You're given the option to go to the bureau in Jerusalem or the bureau in Acre. Since Acre's closer, located in the southwest corner of the Kingdom, we'll go there first. Ride to Acre.

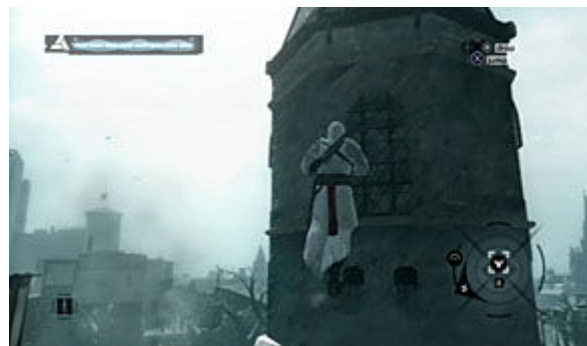


Acre — As with Damascus, there's a row of guards blocking the entrance to the city. If you want to get into the city the elegant way, look for a nearby citizen in distress that's located just left of the city entrance, outside the city walls. Fight

off the guards harrassing the citizen and then talk to the citizen to end the mini-mission.



Completing this mini-mission triggers a group of scholars that walk onto the scene from even further left. Blend with the scholars and you can follow them simply and hassle-free into the city of Acre. Once inside, look for the nearby View Point (there's just one on your map) and scan the area.



1 — View Point

Getting to the View Point at the north central end of the Poor District is pretty tough. The spot you need to reach is on top of a large hospitalier building that's difficult to climb. However, there is a lower building on the eastern side of the hospitalier. Make your way to the east end of the building and climb up, at which point you can reach the roof of the hospitalier. From the roof you can pretty simply climb the tower that marks the View Point. Just watch for a few guards that are patrolling the rooftops.



2 — Pickpocket

This pickpocket mission is located inside a prison at the center of town and, understandably, is blocked off to normal passersby. There are guards stationed at the north and south entrances of the prison and they won't let you in easily. You can fight your way in if that's your style, or create a diversion. Go to the rooftops to find a guard overlooking the street below. Push him off the rooftop and the guards at the prison entrance will leave their post to investigate. Take the brief opportunity to run into the prison where you can trigger the pickpocket mission.



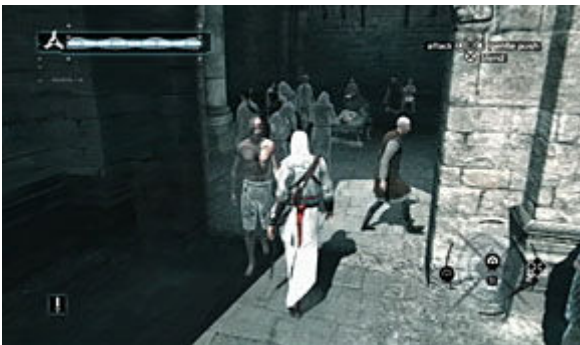
When you've completed at least two investigation mini-missions, make your way to the assassins' bureau at the far southeast end of the Poor District. After speaking with the bureau liason, your target's location will be marked on your map. He's located in the hospitalier at the north end of town.



Make your way to the front of the hospitalier, but don't try to muscle your way in. Simply look for groups of scholars (they're on your radar) and blend with them to automatically infiltrate the hospitalier. Once inside, go north to trigger a cut scene that shows you the target, Garnier.



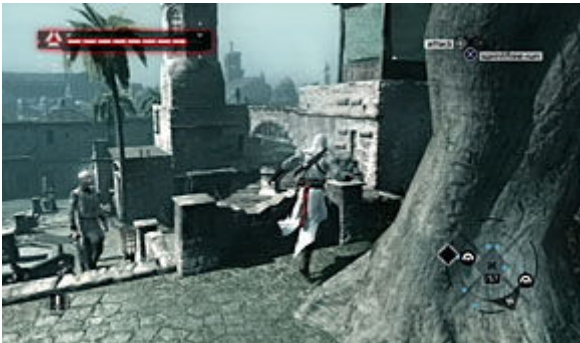
After the cut scene, Garnier goes through a pair of doors that close behind him. No matter—just turn west to find an opening to the hospitalier back area where a group of scholars are waiting. Join the scholars and they'll take you deep into the fortress. Watch your radar for Garnier's location and, when you're near him, lock onto the target.



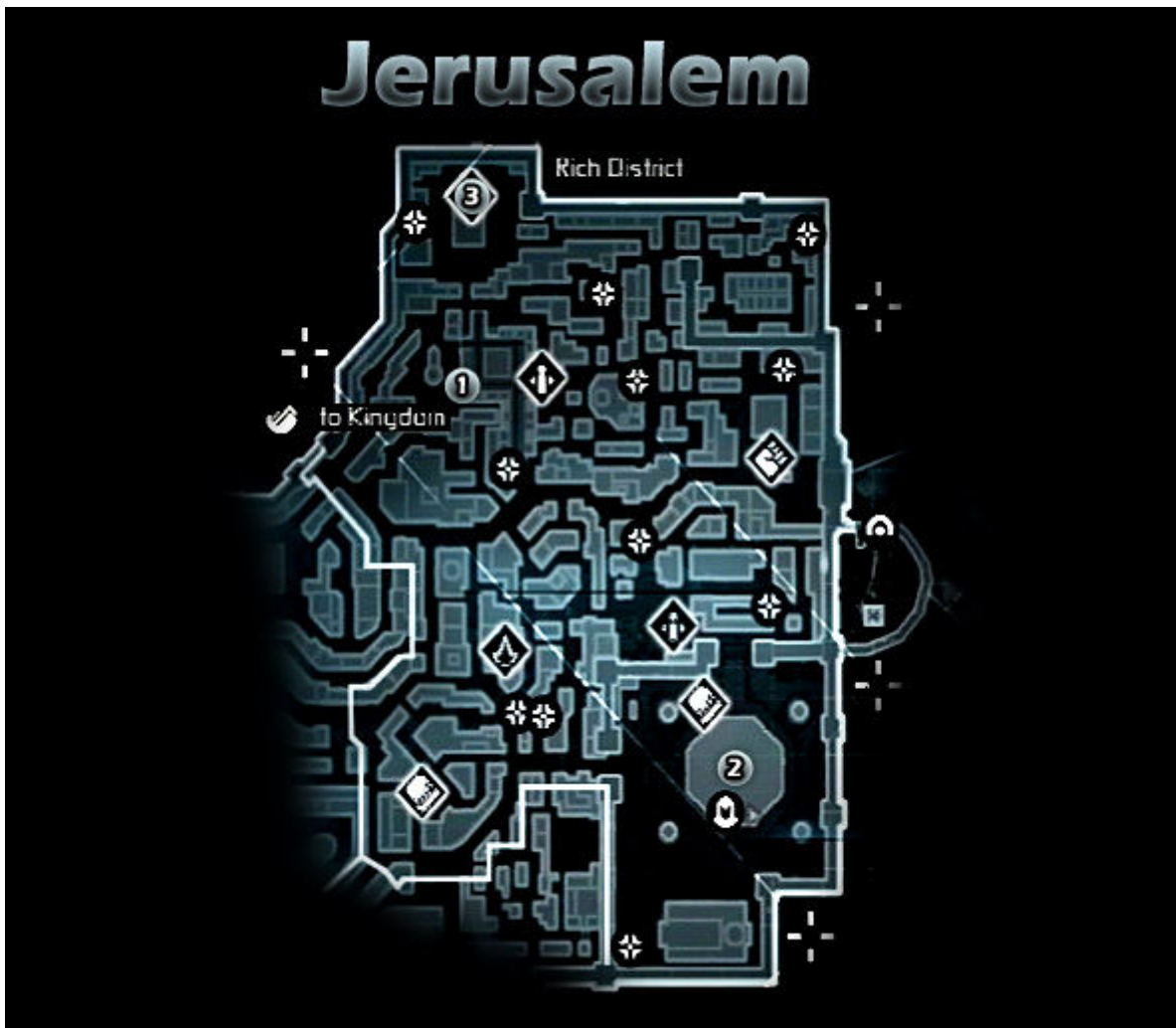
Keep your low profile and disconnect from the scholar group when you've near Garnier but *not* near any of the crazy folks that'll shove you around and expose you. When Garnier's working on a patient, quietly approach him from behind and assassinate him.



From what we can tell, it's impossible to execute the assassination without setting off the alarms. Guards immediately surround you, but this is no place for fighting. Quickly flee the hospitalier and make for the streets where you can more safely defend yourself. Bring the alarm to an end by hiding and then make your way back to the assassins' bureau to complete the mission.



With Garnier killed, it's time to take on your second hit. Ride through the kingdom to the southeast destination of Jerusalem.



Jerusalem — As with other city entrances, the entrance to Jerusalem is blocked by a line of guards. If you don't want to fight your way in, you can blend in with a group of scholars that only appears after you've saved the citizen just left of the city entrance.

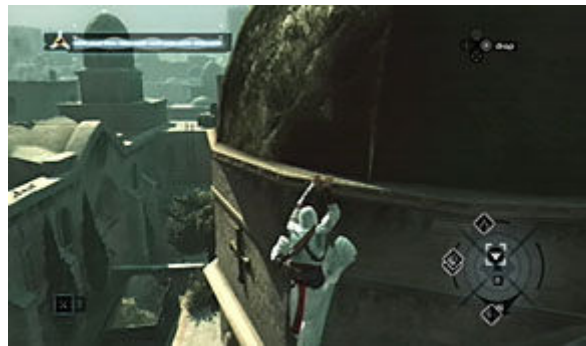


Once within the city walls, look for the nearby view point (it's on your map) and scale it to synchronize. The rest of the Rich District's view points will then appear on your map, letting you plot out the city. As you plot the city, complete at least two investigations before going to the assassins' bureau to the southwest.



1 — View Point

This view point is actually on a fairly low building top, but the perch you need to stand on is on the far side of a rounded dome. To get to it, you need to first climb the back of the building. From the back of the building you can latch onto the rim of the dome, which allows you to shimmy around the dome to the front. Trigger the synchronization there.



2 — View Point

The view point at the southeast corner of the city is at the center of a fortress you need to first infiltrate. There's a row of guards blocking the fortress entrance, though you can climb the wall just left of them and, from there, jump to a landing just below on your right. Once inside the fortress, you can walk around with everyone else. Climb the building at the center on the eastern side to reach the top.

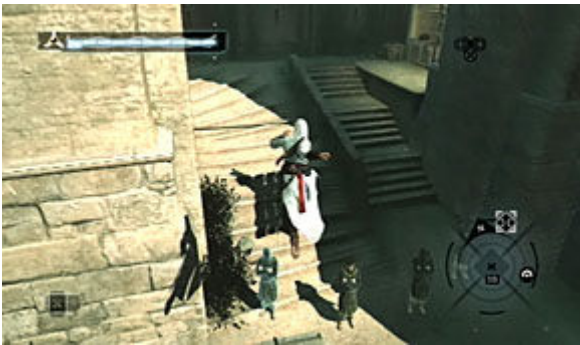


3 — Eavesdrop

The two dudes you have to eavesdrop at the northwestern corner of town are camped out inside a building that's blocked by guards. There's no alternate path into the building, so you'll have to distract the guards to get them away from their post. Quietly assassinate one of the guards roaming the street just outside the building. The view of the dead guard will draw the enemies away from the doorway, letting you inside to execute the eavesdrop.



With the requisite number of investigations completed, talk to the bureau head to have the assassination target placed on your map. The target is at the far northeastern corner of the Rich District, in the center of a gated community of sorts. There are guards at the community's entrance, forcing you to find a way in. There's a group of scholars near by that should show up on your map. Alternatively, you can jump on a short building just left of the entrance and, from there, leap over the heads of the guards to enter the gated area.



Make your way quietly to the waypoint on the map. It leads you to the inside of a building that, once entered, closes up behind you. After some dialog, a door inside will open, leading you to a larger room of the building's interior. Here you'll have to fight off a number of Talal's men before you can chase after him.



When the men are killed, climb the nearby ladder and the camera will quickly highlight Talal who is still nearby. Run after him, taking out any guards in your way. Talal will continue running into the busy streets where you'll need to prepare your hidden blade for a very quick assassination, chase style. Free-run after Talal and use the tackle ability to blast through crowds and avoid falling down. When you catch Talal, execute the assassination.



Naturally, the city's alarms are sounding so it's time for you to high tail it out of here. Make your way back to the assassins' bureau and lower the alert level to complete the mission.



Memory Block 04

You've got missions in Acre, Damascus and Jerusalem. You can execute these in any order, but for the sake of the guide we'll first go to Acre. It's as close as any other city, it comes first alphabetically, and that's enough reason for us.



Acre — Make your way south to the assassins' bureau and speak with the head there. He'll give you some details on your mission before setting you free on the city. What's notable here is that now the Rich District, the very south end of Acre, is open to explore. Head there now and climb the nearest view point (at the north end of the Rich District) to begin your exploration.



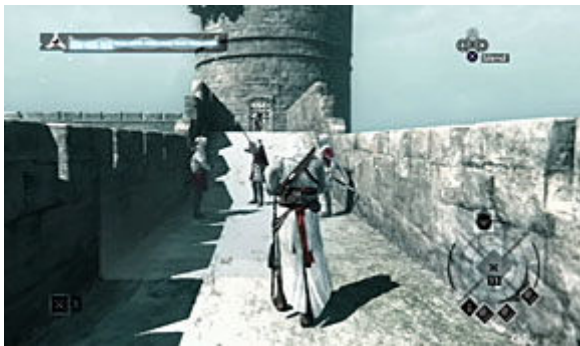
1 — View Point

This view point, almost exactly center in the Rich District, is atop a tall fortress that's tough to scale. Many of the windows don't have hand holds, though the eastern face of the fortress does. Climb up the eastern face along the right side of the building and, as you climb higher, start making your way to the center of the building face. But watch out—there's a Templar up thar.



2 — View Point

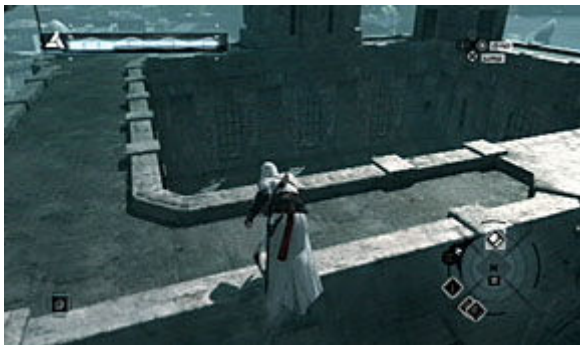
At the south end of the city is this very difficult view point. First get onto the tall castle walls that surround the perimeter of Acre. From there you can climb up the eastern face of the tower to reach a balcony midway up the tall structure. Stand on the balcony and run up the face of the tower so that Altair gets a running start to reach the wooden post that juts out of the building. From there you can go up, crawl left, and continue to the top.



When you've explored and mapped out the area, it's time to carry out the investigation. You need to complete just three mini-missions before returning to the assassins' bureau to get your target.

3 — Pickpocket

The pickpocket target here is located in the center of a small fortress guarded by enemies. You can easily break into the fortress by climbing the walls and simply dropping in—the guards will be none the wiser. Find the pickpocket target in a covered hall. Wait for his buddy to walk away, then follow behind the target while he's in the covered area. The surrounding guards won't be able to see you grab his goods.



The target is located at the south end of the map. Make your way south and, as you approach the fortress to the south, a cut scene takes over that shows the target, William, speaking with a man on horseback. After the dialog ends, William retreats into the fortress and the crowd disperses.



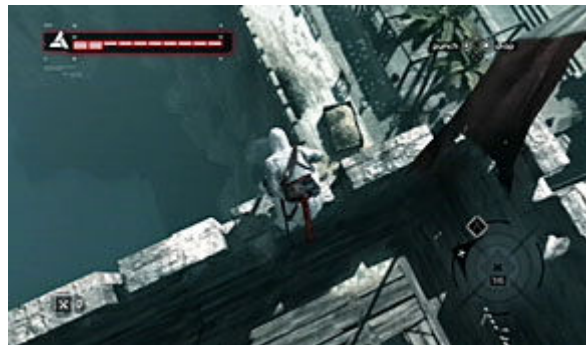
Move into the fortress and make your way to the southwest corner. William is in a walled-off section that's blocked off by guards. Fortunately, you can easily infiltrate the area via the rooftops, though you'll need to watch for archers. Climb to the top of the wall overlooking William and wait for him to end his speech in front of the many guards.

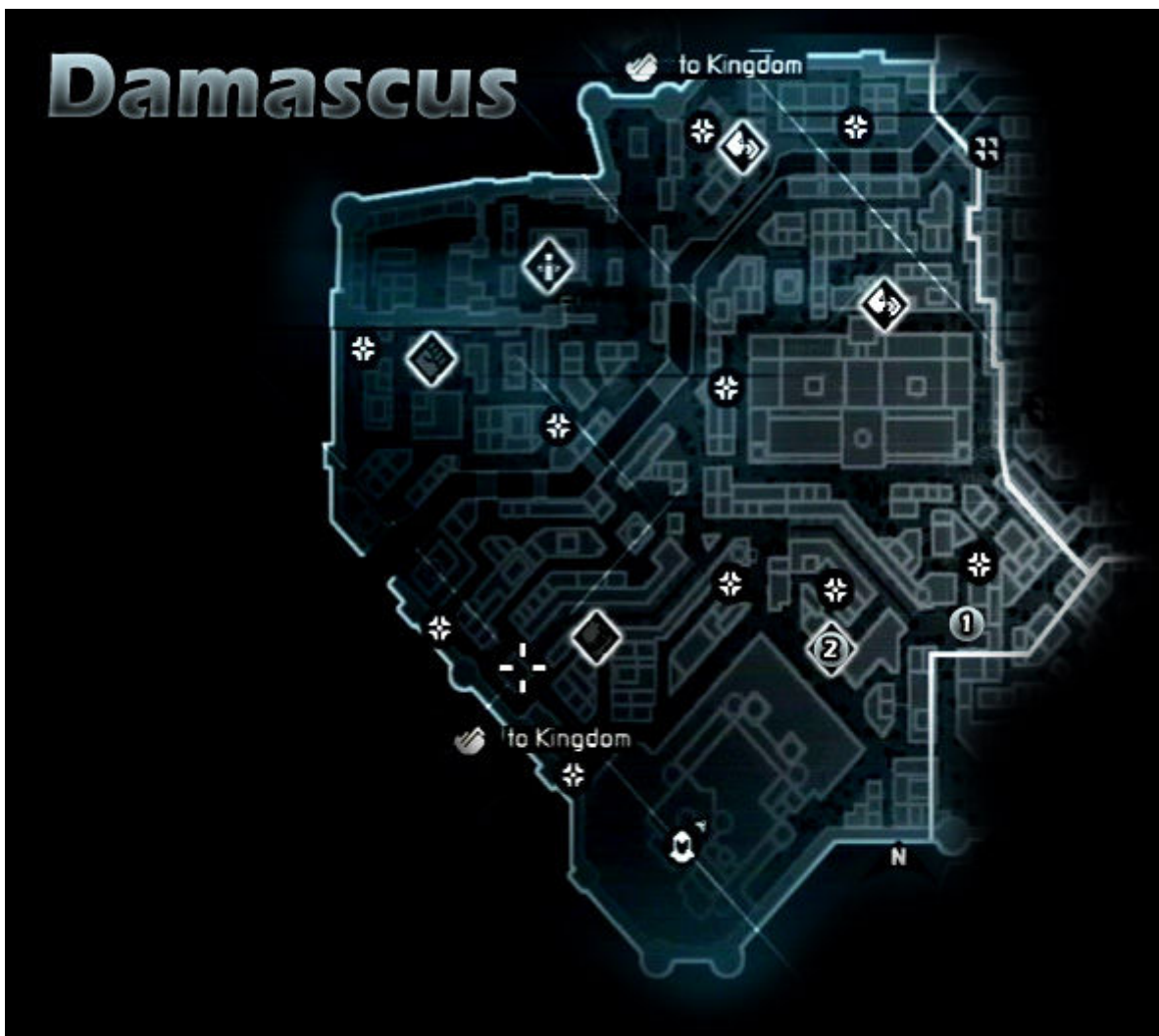


The guards will walk away, leaving William alone in the corner of the walled-off area. Drop down and take him out as quickly as possible. We didn't find it possible to assassinate William without alerting the guards, but if you're quick you can kill the target before the guards get near you. When William's dead, high-tail it out of the area.



With the alarms sounding, the fortress is on lock-down and the gate out of the fortress is closed. To exit the fortress and reach the main city, climb to the tops of the walls that surround the perimeter of the fortress. From there you can re-enter the heart of Acre and make your way back to the assassins' bureau to end the mission.





Damascus — After speaking with Al Mualim in Masyaf, head to the city of Damascus. You'll need to sneak into the city again, and the same group of scholars that helped you earlier is waiting for you again. Once you've reached the city, make your way to the southwestern corner. The Rich District of Damascus is now open to explore.



1 — View Point

An easy first view point to hit is just southwest of the assassins' bureau. From the top of the assassins' bureau, you can see this tower spire piercing the sky. Make your way to the tower, climb it, and synchronize to map out the locations of all the other view points in the Rich District.



2 — Informer

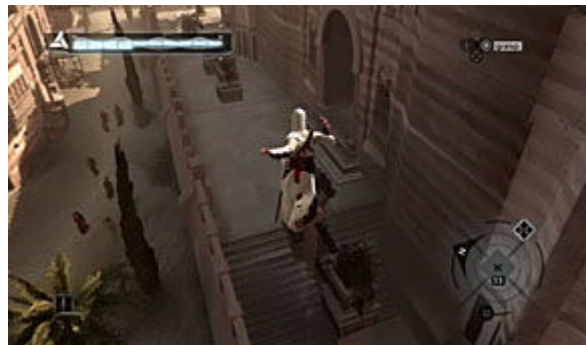
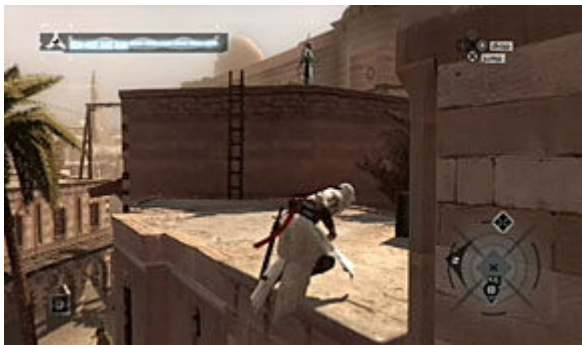
This informer is unique in that he gives you two assassination targets *and* gives you a three minute time limit. As soon as you're done talking to him, check your map and mark the eastmost target. From the informer, go right down the street and make a right at the first junction. You'll come to the target quickly, likely with a beggar following you. Ignore the beggar and assassinate the target in the streets, then walk away quietly. Mark the second target on your map and go down the street to meet him. He should be even more alone, letting you easily complete the mission in the time limit. The key here is to not let the time limit rush you into getting outed by the guards.



After completing at least three investigations, return to the assassins' bureau to get your assassination target. The target is located in the southern tip of the Rich District. Make your way south toward the target, but be prepared to reach a massive barrier.



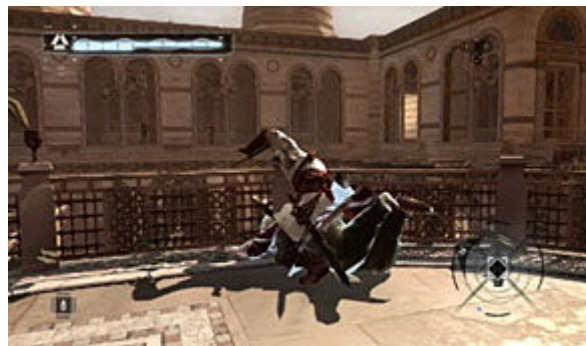
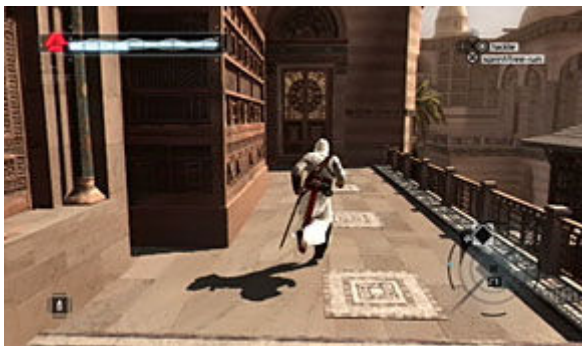
There's a tall wall surrounding the area with Abu'l Nuquod. The entrances are, naturally, blocked by guards, forcing you to scale an adjacent building so you can jump over the wall and into the palace. Go to the courtyard at the center of the palace and a cut scene should soon take over. The target makes his entrance, showing up on a balcony that overlooks the courtyard.



After the scene ends and the crowd around you goes nuts, run to the left of the balcony (southeast) where you'll find a structure you can climb. From that structure you can jump onto the higher landing along the outside wall of the courtyard.



Ignore the archers around you and make a run for the northern edge of the walkway where you can scale another building. From there, look left to see the balcony where Abu'l was standing. He's still wandering around. Wait for him to turn his back to you, then drop down and quickly assassinate him.



The alarms sound and it's now time to get out of here. Whatever you do, do *not* drop back into the courtyard below. The courtyard is on lock-down and the only way out of the palace is by climbing over the walls. From where you've killed Abu'l, turn left and climb the wall. There's a leap of faith at the top of the wall that'll drop you back down to the city streets. From there, make your way to the assassins' bureau to end the mission.





Jerusalem — Your third and final assassination target is found in the Poor District of Jerusalem. Make your way into the city and go to the assassins' bureau. Almost directly south of the bureau, exactly on the border of the Rich and Poor districts, is the closest view point in the area. Synchronize there to start your exploration of the Poor district.



1 — View Point

This view point, located near the northwestern corner of the Poor District, is surrounded by wooden structures that make climbing the side of the building possible. Stand under one of the wooden scaffoldings and run up the wall so that Altair pokes through a hole in the top platform. From there you can easily climb the rest of the way up to synchronize with the area.

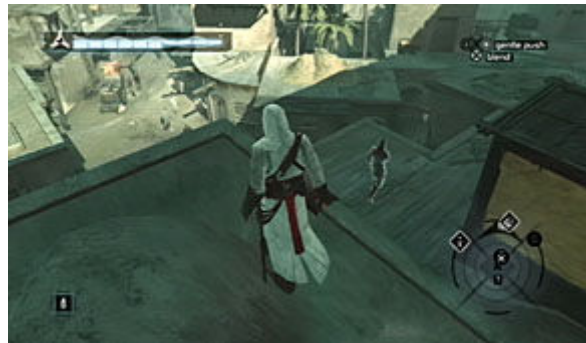


You need to complete at least three investigation mini-missions in order to start the main assassination quest. The mini-missions here are almost all very basic. When you've completed at least three, return to the assassins' bureau and speak with the head there.



2 — Informer

The first two assassinations for this southwestern Informer are pretty simple, but the third target is a bit out of the way. To find the third target, you'll need to check the rooftops. If you want to sneak behind him, there's a hay stack on the roof that you can use as cover until the target turns his back to you.



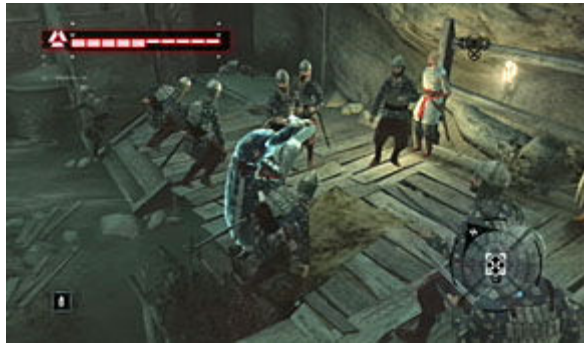
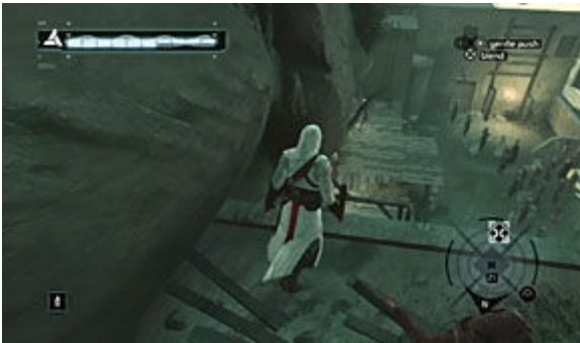
The assassination target is located in the very northeast corner of the Poor District. Make your way to the marker on your map and a cut scene will take over, introducing the target Majd Addin. When the cut scene is over, Addin will continue speaking to the crowd while guards watch the area *very* carefully. Be sure to keep a super low profile as you move north behind the crowd.



There's a ladder to the north that leads to a rooftop overlooking the crowd and Addin. Climb the ladder and look to the right for a second ladder. Climb the second ladder halfway, just high enough so that you can spot the guard on the next rooftop. Wait for the guard to walk away before climbing to the top of the ladder and quickly assassinating the guard.

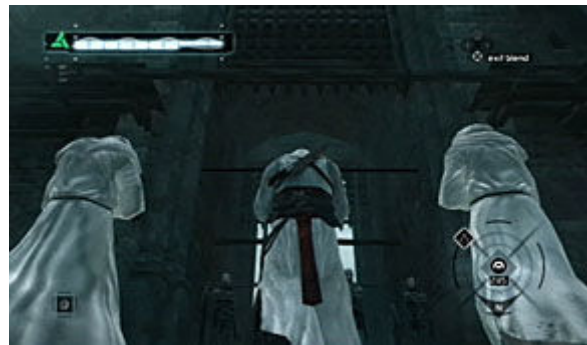


From this rooftop you can stand right above the wooden stage on which Addin is making his demonstration. When Addin is speaking to the crowd, very quickly jump down and assassinate him with your short blade. Guards go nuts and the crowd goes even more nuts, so quickly flee the scene of the crime and return to the assassins' bureau to end the mission.

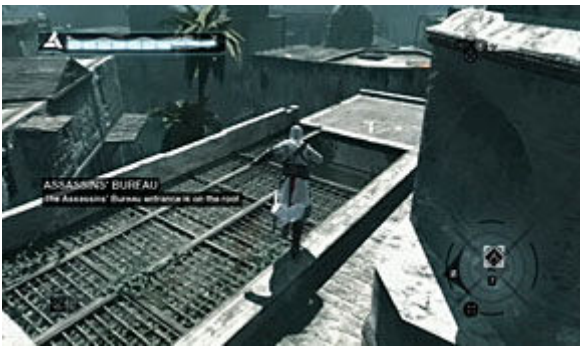


Memory Block 05

Al Mualim gives you two new assassination targets, one in Acre and one in Damascus. Following the pattern we established earlier, we'll tackle the cities alphabetically. Head first to Acre, and sneak into the city by using the cover of the scholars outside the city walls.

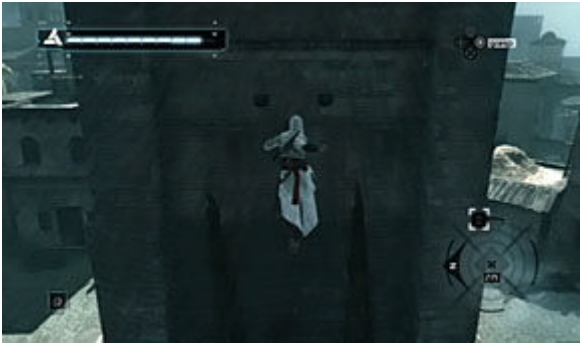


Acre — Go to the assassins' bureau for a quick update on your mission. Your next target is located in the Middle District of the city, a place you've yet to explore. You'll want to first trigger at least one view point synchronization to start your exploration. Fortunately, there's one nearby, just east and slightly south of the assassins' bureau.



1 — View Point

This view point is the one we recommend first getting, as it's very near the assassins' bureau. However, climbing the view point is a bit difficult as the lower half of the building has no grips. Climb the building on the west side of the view point tower. From the top of that building you can jump onto the side of the view point tower, grabbing a small hand hold in a narrow window on the western side. From there the climb is simple.



2 — View Point

To get to this view point you'll need to first climb to the top of the city walls. Doing so directly below the view point is impossible, but there's a fairly easy route you can climb just left (northwest) of the view point tower. Look for a tall wooden scaffolding that you can first climb. From there, you can easily climb to the top of the wall. Watch out for a couple of guards as you make your way to the top of the view point.



When you've fully explored the area, complete at least three investigations before returning to the assassins' bureau. With three investigations under your belt, the bureau leader will give you your next target.



3 — Informer

Here's another informer that gives you assassination targets *and* a time limit. Two of the assassination targets are simply wandering the streets and are easy to kill (just try to ignore the beggars). The third, however, is behind a wall that's blocked by guards. You'll need to jump over the wall left of the guards to reach the target. Follow behind him and kill him. Before jumping out from behind the wall, make sure no one is actively watching you. Alert guards will immediately halt your informer mission if they spot you jumping around just after killing someone.



When you've taken the assassination mission, make your way to the docks on the east side of the Middle District. The map marker leads you to an area where a crowd is surrounding the target, Sibrand. Wait for the scene to play out and Sibrand will don a unique helmet that'll help you pick him out. When he takes off in his boat, turn southwest.



Go up the stairs and continue moving along the water's edge, moving south. There's an area to the south that's blocked by guards. You can easily give the guards the slip, however, by simply jumping onto the railing on the left and passing behind them (even when they're looking).



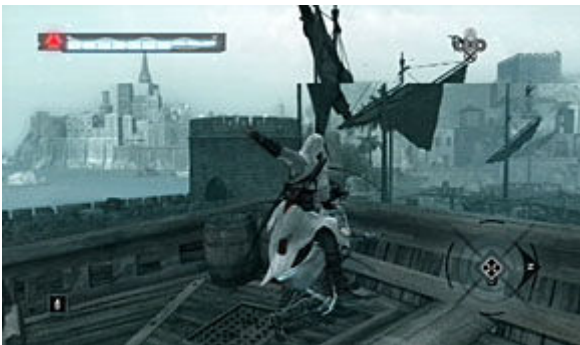
Once behind the guards, go southeast along the big wall that surrounds the marina. If you follow the stream of men walking with stacks of boards, you'll reach a break in the wall where you casually slip onto the wall's top. From here, continue east to reach the tower at the end of the wall.



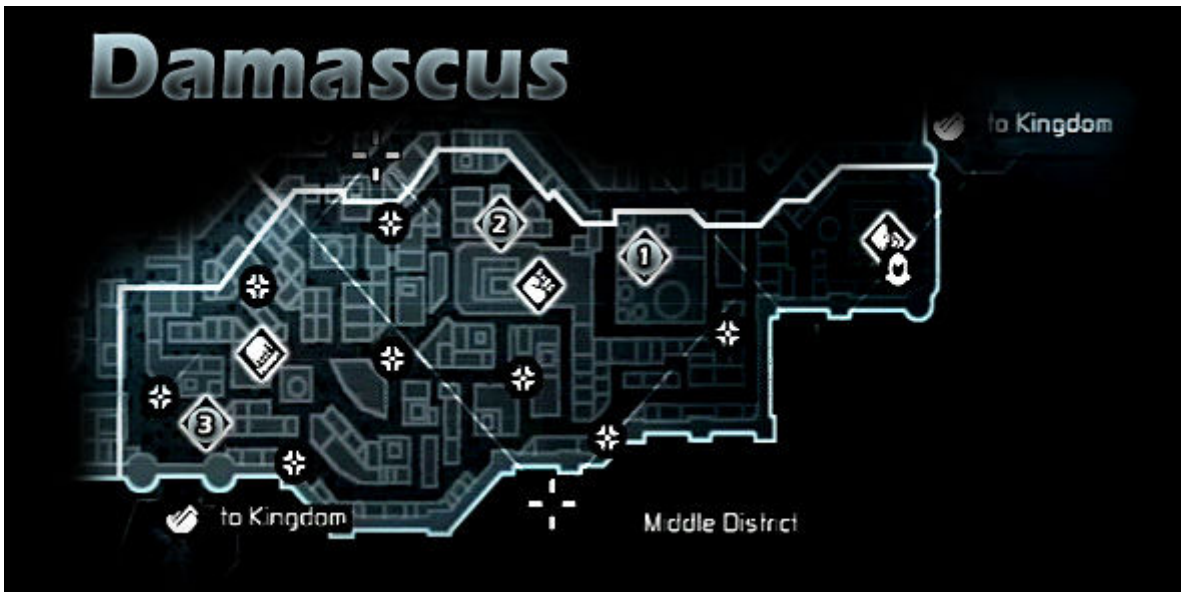
From the base of the tower, look north to spot Sibrand on the nearby large ship. He moves around the ship, stopping occasionally at the bow to fire arrows off the front of the boat. While he's doing this, and while there are no guards behind you, approach the ramp that leads to the deck of the ship. Target the two guards on the ship and quickly eliminate them with throwing knives. Sibrand, busy with his bow and arrow, should not notice.



Quickly run up behind Sibrand and execute the assassination. The city's alarms will automatically sound no matter how stealthy you are, so you're now forced to exit the area with haste. We suggest not wasting much time on the ship and dock as it's easy to get knocked off into the water. Quickly backtrack along the top of the marina wall and leave the dock area entirely before daring to fight or trying to hide.



Return to the assassins' bureau without an alert to complete the mission. You'll warp back to Masyaf for a debriefing, at which point you need to turn around and leave for Damascus.



Damascus — Work your way into the city via the usual method (scholars) and head for the assassins' bureau. Your next target is located within the Middle District of Damascus. To begin exploring, you'll want to hit a first view point in order to reveal the rest. The easiest view point to find is directly—we mean *directly*—south of the assassins' bureau.



1 — Pickpocket

This pickpocket mini-mission is generally very straight-forward, but what's notable about it is that the target is standing amid a bunch of aggressive drunks-slash-crazies. The crazies will give you a good shove if you get near. What's important is that you keep your cool. Don't get aggressive with the crazies and don't worry about them pushing you. Just let them shove you out of the walled area and you can pickpocket the target once on the streets.



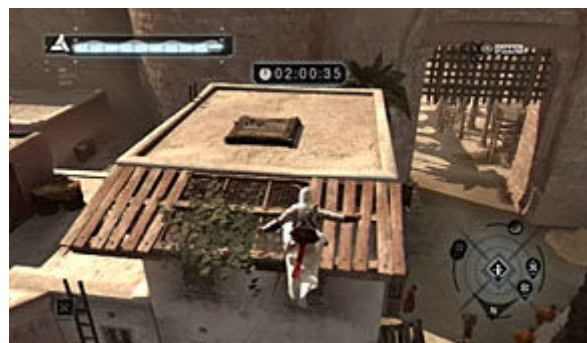
2 — Informer

For this informer mini-mission, you'll need to kill *five* targets. You're given quite a bit of time to execute the mission, but there's a pretty quick method of killing off the five targets that you likely won't need even half the time. As soon as you can, climb a nearby building to reach the rooftops. Due north of the informer is the first target, also on top of a roof. Take him out, then stick to the roofs and follow the target markers on your map. Stand directly over a target, lock onto him, and then use a throwing knife to take him out. You can execute all targets this way—just be sure that there are no archers on the adjacent rooftops as they'll spot you and end your run of terror.

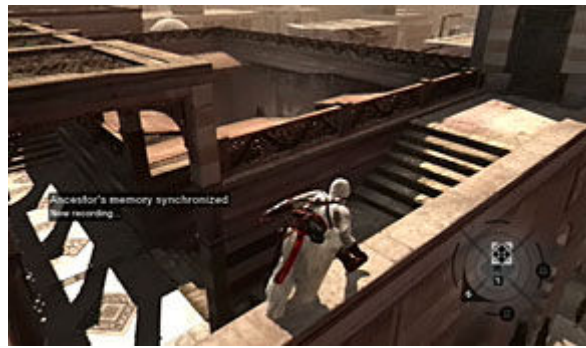


3 — Informer

There are just three targets to kill for this informer. One is on the rooftop directly north of the informer. Climb the rooftop to kill him, then look for an archer on the rooftop just south of your position. Take out the archer and then take his place on the rooftop. From this rooftop, you can overlook the area below where the last two assassination targets will show up. Tag 'em with throwing knives to end the mini-mission.



When you've completed at least three investigation mini-missions, return to the assassins' bureau. Your target will be marked on your map, leading you to the insides of a tall building that's blocked by guards. To get into the building, climb an adjacent structure and leap onto the side of the building. Climb the walls to reach the building's interior, at which point a cut scene takes over.



This assassination mission is unique in that multiple targets—six, to be exact—appear on your map and spread throughout the city. However, five of these are false targets. Killing the first five may help in the final killing of Jubair, but it's not at all necessary. We suggest not wasting your time on the five decoys and instead make your way after the target that's at the far southeast corner of the Middle District.



Jubair is located at the center of a small courtyard surrounded by short walls. There's a small crowd outside the courtyard, blocking you from simply walking up to Jubair. To get to the target, you'll need to climb a wall and jump inside. The problem there is that your high profile actions will give you away, and Jubair will instantly run away.



You can try to chase down Jubair, but he's a fast dude and, if you didn't kill his decoys, clones of Jubair will show up in the chase, adding to the confusion. Instead, we suggest simply climbing the short wall just *right* of the crowd gathered outside Jubair's courtyard. They won't take notice as you stand atop that wall, letting you target Jubair without rushing. When you've got him targeted, quickly leap down and execute the assassination.



With Jubair finished, quickly leave the area (oh yeah, you're spotted) and return to the assassins' bureau to complete the mission and the memory block.



Memory Block 06

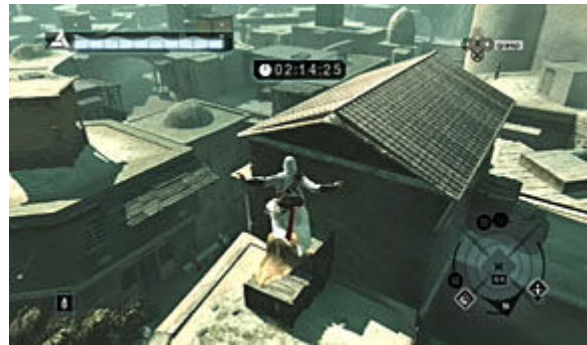


Jerusalem — Make your way to Jerusalem after speaking with Al Mualim. Go to the assassins' bureau for an update on your mission, then head west to the Middle District. There's an easy view point right on the border of the Middle District, west and just a little south from the assassins' bureau. Synchronize there to begin the mission.



1 — Informer

There are two targets for this timed informer mission. The nearest target is located on a rooftop very close by. Climb up and take him out (unlike the rooftop archers, he won't give you grief for being where you're not supposed to be). The second target is walking the streets, though you can take him out from the rooftops if you've got a throwing knife to spare. Though these two enemies look like Templar knights, they are *not*—Templar knights will not die to a single throwing knife while these fellows certainly will.



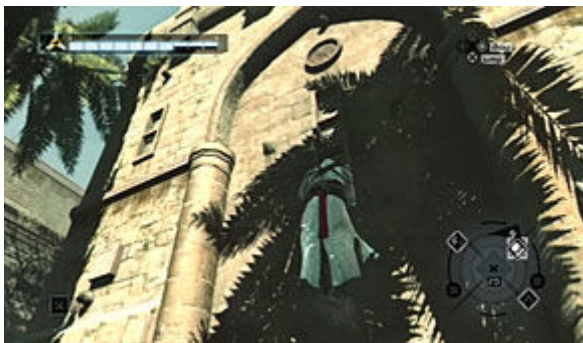
2 — Informer

The five targets for this informer mission are, like the last, dressed in Templar garb. That means that they all stand out in their bright-white dress, making them easy pickings from the rooftops. Immediately climb to a roof and move so that you overlook one of the target markers below. Lock onto one of the targets and toss a throwing knife for a quick kill. Repeat this five times to kill all of the targets and you should have more than enough time to return to the informer.

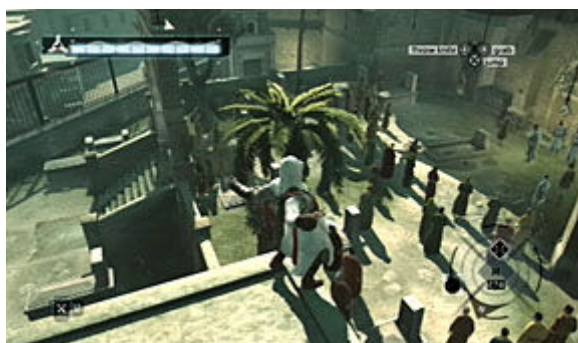


3 — Pickpocket

This pickpocket target is located in the center of a building that's guarded by, uh, guards. The building is easily climbable, though, so you can infiltrate without making a scene. Once inside the building, lock onto the target to begin the pickpocket mini-mission. There are a couple of crazies in the building that'll shove you around, so be patient and let the target leave the building before you try to pickpocket him. If you get too close when a crazy shoves you, you'll have to restart the mission.



When you've completed at least three investigations, return to the assassins' bureau to get your target. You're to kill Robert, a Templar located at the far southwest corner of the Middle District. Make your way to the cemetery and stand among the crowd there to trigger a cut scene.



The funeral will be eventually interrupted by one of the Templars dressed in especially dirty clothes and wearing a black helmet (in contrast to the others' red helmets). At this point, the crowd disperses as the group of Templars moves in on you. You need to fight and kill the aforementioned dirty Templar with the black helmet, but where you're at isn't a good place to do so.



Quickly run out of the area (hold down the tackle button to get through the crowd) to escape the archers positioned around the cemetery. When you've gotten away from the cemetery, stop and hold you ground, ready to fight. We suggest using mostly counter attacks as all of the enemies you're facing are tough and will counter your own attacks if you get too aggressive.



The only enemy you need to kill is the black helmeted one, though it's a tough task with the others around you. The black helmeted foe is by far the toughest of the bunch, so it's worth killing off at least most of the others before focusing on the main enemy. We found the only way to damage the black helmeted Templar was through successful counters. Be patient, counter and the black helmet will be knocked to the ground. Altair does *not* automatically follow up with a killing blow, so you'll need to manually attack. However, normal attacks will completely whiff. You need to instantly switch to your assassination blade and attack while the black helmeted foe is still on the ground in order to end the fight.



Naturally, you need to flee the area after the kill. Return to the assassins' bureau to get the next part of your mission. You need to exit the city and make your way to Arsuf, a town just east of Acre. Go to the Kingdom overworld and ride there.

Arsuf — Arsuf is a woody area that's swarming with enemies. You need to make your way south to trigger a cut scene, but along the way you'll be ambushed by enemy groupings of various sizes. Fight your way through the ambushes and you'll eventually come upon a large group of soliders that you don't fight right away.



During the cut scene, you'll need to walk forward through the crowd of soldiers to speak with the leader. Eventually the scene ends and you're left to fight about a half dozen of the soldiers. Fight 'em as normal, but be especially careful to conserve your health. At the end of the fight, a final soldier, more powerful than the others, approaches. It's finally time to kill Robert.



Robert is, like the filthy black helmeted foe in Jerusalem, impervious to pretty much all attacks. Instead of attacking, simply hold your ground and wait for a chance to counter. When you successfully land the counter, Robert will be tossed to the ground. Here he's still impervious to normal attacks, but you can quickly switch to your assassination blade and attack over his downed body. Altair will execute an assassination to end the battle and the memory block.



Memory Block 07

Masyaf — The streets of Masyaf are mostly devoid of enemies. Just run up the hill toward the castle to find Al Mualim. When you near the top of the hill, you'll run into some resistance. Walk forward through the pack of enemies that surround you and they'll eventually attack you. The fight plays out like any other fight with enemies. For a quick kill, toss an enemy off the edge of the cliff to the south.



When you've killed off the pack, another group of enemies, larger than the first, will jump down around you. You only need to fight these guys for a while, and if you want to play completely defensively that's perfectly fine. The fight will soon be interrupted and the enemies will disperse.



Continue running up the hill toward the castle. Just outside the castle is a large crowd, but they're not enemies. Ignore them and continue into the castle and then out the back door.



Once in the backyard court, you'll be attacked by all of the assassination targets you've so far killed. Thankfully, they're much easier to fight than they were the first time you encountered them, and they'll all die quickly to a counter attack if you get your timing right.



When those folks are dead, Al Mualim comes down to fight you himself. Mualim splits into nine clones that fight you simultaneously. If you kill the *real* Al Mualim, the clones will disappear with him, but there's no visual indication of which Al Mualim is the real one and which are the clones. Fortunately, they're not very tough. Just fight 'em off until you, by luck, kill the right one.



This battle's not over yet, though. Al Mualim stands before you once more, now without a clone, to battle. Don't bother attacking him outright. Simply wait for a chance to either counter or break his throw. When you knock Mualim down, he'll dissipate in a flash of light and warp to somewhere else in the courtyard. When he does this, your health usually drops to almost zero, putting you at risk of dying in a single hit.



Check your map for Al Mualim's location and run to it. When you see Mualim in the distance, lock onto him and toss a throwing knife to hit him once. Hitting him with the knife will break whatever spell he's casting that's drained your health, and your health should quickly return to normal. Engage Mualim in direct combat and, again, wait for him to attack or grab you. Counter him again and he'll warp to another part of the courtyard.

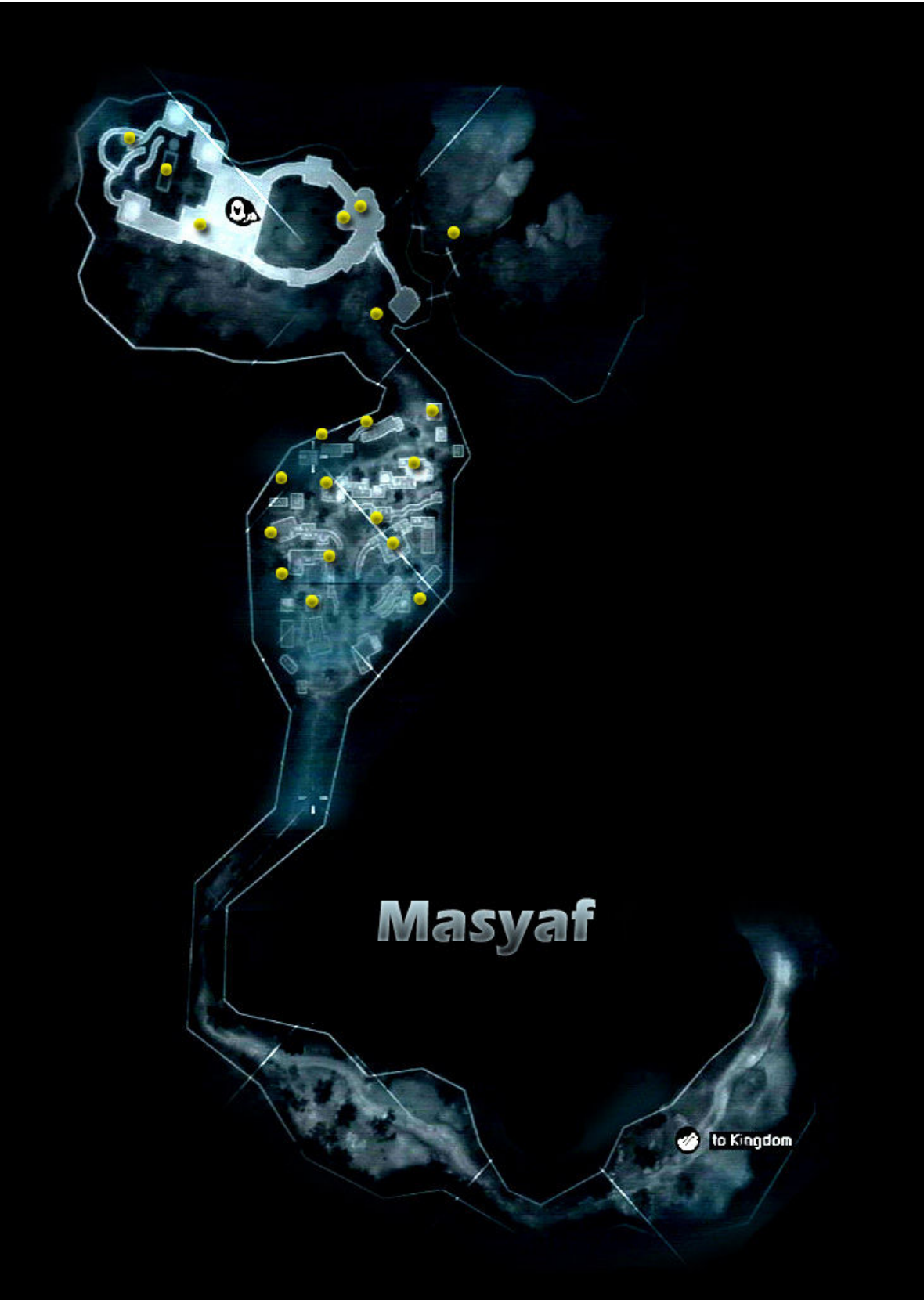


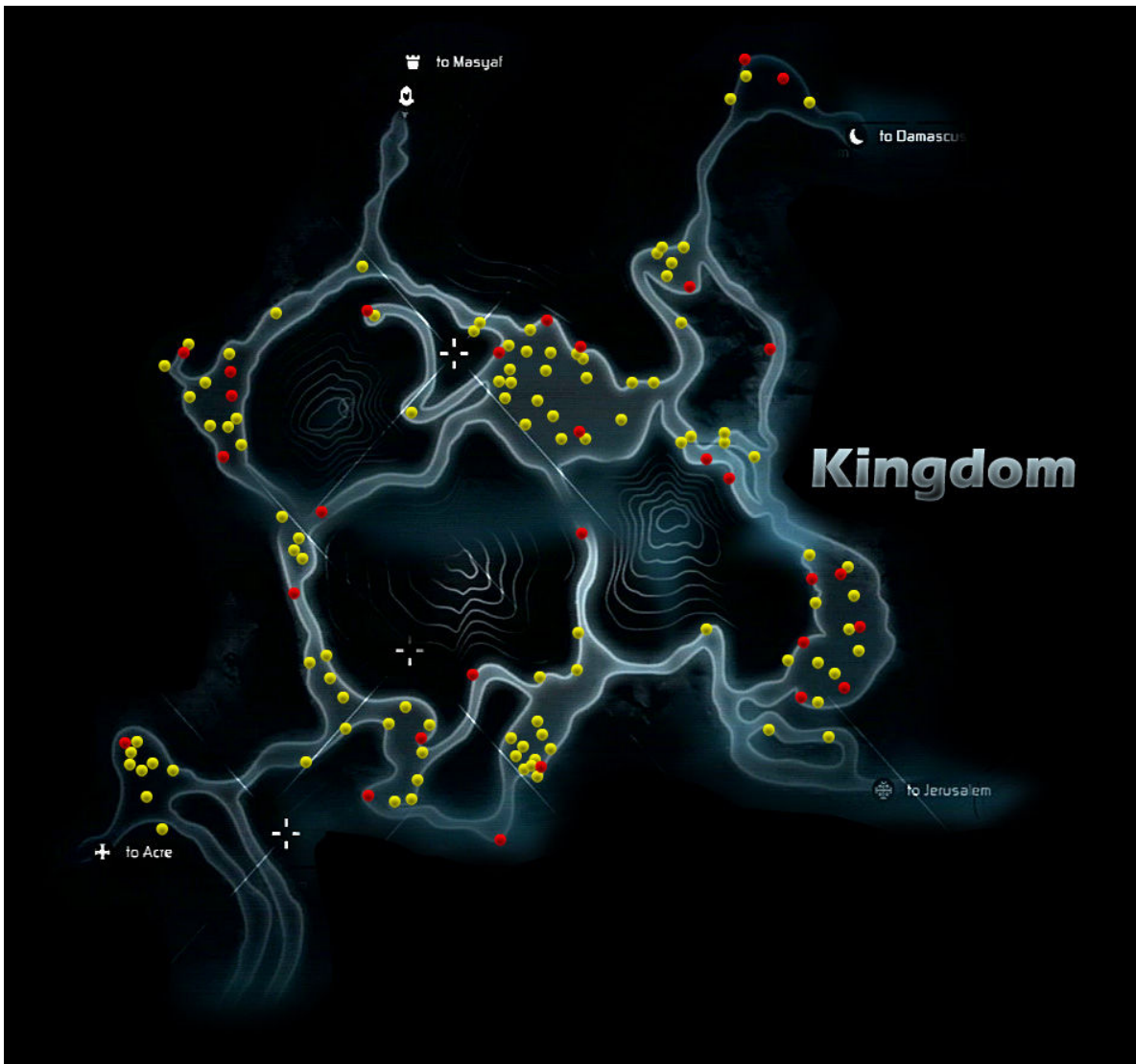
Repeat this pattern of counter, chase, knife throw, engage until Altair automatically executes an assassination to end the game.

Assassin's Creed Secrets

● Flag

● Templar





Damascus



Acre



Jerusalem

