

TIPSTER

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Time To Complete
If you're going for just the main missions and none of the side ones, then set aside a good 12 hours or more. But if you get caught up in the inevitable item hunting quests then you'll want to add another good 8-10 hours more on top.

Best Bit
Concocting a devious assassination plan and watching it all fold out exactly as you expected it to (along with a nice clean getaway). Very satisfying stuff, indeed.

Hardest Bit
Finding all 100 feathers dotted all around the map. There are a few hidden in some really devious places, and they'll take you a while if you want to 100% the game GTA-style.

WHERE ARE YOU STUCK?

Q. Help! I'm getting sliced to death by all of these guards! What should I do?
A. Take a gander at our combat tips (far right) and they'll show you how to swing those un-even fights in your favour...

KNOW HOW TO...

...get the best collectable stuff in...

ASSASSIN'S CREED II

CREED BETWEEN THE LINES
Our list of must-do things...
Look out for these flashes - they'll tell you our list of eight must-do things that we noticed as we played the game.

CREED BETWEEN THE LINES
Our list of must-do things...
Head for the heights and perch on top of a tower to appreciate the vast view of Venice below you.

Ubisoft's latest entry in its free running-inspired, history-loving 'assassination sim' is quite a bit meatier with its content than its predecessor. So we've decided to focus on a few specific elements that will help you explore more of the cities on offer, whilst also helping you uncover the very best armour hidden in the game and finally show you some of the easiest ways to kill those annoying guards with much greater ease. Nice!

GLYPH LOCATIONS

There are 20 Glyphs stashed away on famous landmarks throughout ancient Italy. So when you pass a landmark with a Glyph hidden nearby, you'll spot a red symbol appearing in the corner of the picture. Then use our guide to pinpoint its exact location...

FLORENCE

La Rosa Colta: When you go to see your mother and sister at the house at the beginning of Act 2 - it's on the front of the house on the roof.

Ospedale Degli Innocenti: Just off the main courtyard is a small square opening with a chest inside it. Up and to the left of it (on the roof) on the side of wall is the next glyph.

Santa Croce: Around the right side of the building, just above the overhang you'll find the next glyph waiting for you on the wall.

Mercato Vecchio: This glyph is tucked away on the side of a wall which you can find in the north-east corner of the market-square (if you come in from the main entrance).

San Lorenzo: There's a feather on the roof on the East Side of the building. If you look down over the other side of the roof you'll spot the glyph on the wall of the small bell tower.

TUSCANY

Villa Auditore: A nice and easy one to spot. When you reach your uncle's house, this glyph is painted on the upper-left corner of the front of the house.

Torre Del Diavolo: As you climb to the top of the lookout point, this glyph can be found around the right corner from where the treasure box is, at the top of the building.

Monte Oliveto Maggiore: Check out the side of the tower on the right-hand side of the building (where the thieves are standing) for the next glyph.

CREED BETWEEN THE LINES
Our list of must-do things...
Giddy up! Head into the sunrise/sunset on a trusty steed. It never gets dull.

Antico Teatro Romano: This glyph is painted on a wall that's just underneath the walkway that leads to the steps of the open area (see screenshot above).

Santa Maria Assunta: From where you help your uncle with the army of enemy guards, head into the left archway of the building. The glyph's on the wall at the back.

Torri Dei Salvucci: From the front of the building climb up in between the two towers into the gap in the middle where the next glyph is hiding.

Turn Ezio into a master assassin using these tips.

VENICE

San Giacomo Di Rialto: If you climb up the walls to the top of the building and go in between the dome and the wall of the nearby tower, you'll find the glyph painted on the wall.

Torre Dell Orologio: Make your way to the top of the building and you should spot a mini tower with a flat roof and a railing. Climb up here and the glyph is hidden on the floor.

Ponte Di Rialto: The most famous bridge in Venice has its secret glyph hidden well on the bottom by the water. So jump in and look underneath to add it to your collection.

Scuola Grande Di San Marco: This one is hiding behind the top of the building (just beside the lookout point). Look behind the concrete plaque in the centre to see it.

San Pietro Di Castello: This one can be found on the most bottom-right lookout point in Venice. It's on the wall directly opposite the feather that's on the nearby building.

ROGMANA

Abbazia Di San Mercuriale: Head to the centre of the open area of the building (behind where the thieves are standing) and look up above the pillars. The glyph is waiting for you up here.

Avamposto Veneziano: This one is well hidden; you need to head straight to the look-out tower and run up the stairs to the broken walkway behind it. Now look up and to your right.

Gilda Del Ladri Di Venezia: On the roof are a group of thieves between two sets of chimneys. Run past them and there's a dip in the roof, drop down here for the next glyph.

Campanile Di San Marco: This is well hidden, if you're making your way to the top of the lookout point, near the top there's an open part of the tower with the glyph on the floor.

ADVANCED BATTLE TACTICS

It's all well and good learning all the tricks in the game, but you only need to make cunning use of a small selection of them to really get the upper hand on your opponents. So take a look at the moves that will make your encounters in Italy run just that little bit more smoothly.

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LOCK > DODGE > COUNTER

1
This is easier to pull off when in a one-on-one, but when used properly it's one of the most effective tricks you have at gaining the upper hand. Firstly you'll want to lock onto an enemy with L7/△.

2
Now you'll want to press RT/Ⓜ and watch for your enemy to make a move at you. Press left or right and then △/Ⓞ to move out of the way of your attacker, giving you a chance to counter.

3
From here you can pretty much do any attack you wish, but be sure to perform your counter-attack pretty quickly as your enemy will recover pretty quickly after their missed attack.

BLOCK SPARINGLY

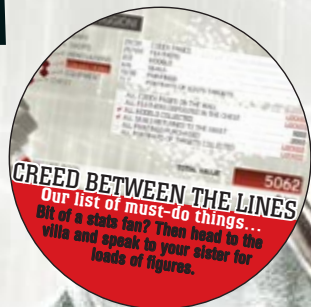
The real trick here is in knowing when you need to block as blocking greatly restricts your ability to respond to attacks. Only tap block as a strike is about to be launched, and don't simply keep holding it down.

LIVING THE HIGH LIFE

If you're up really high and you need to escape fast, there's a great chance of falling to your death. So if you find yourself hurtling to the ground press △ or Ⓞ near a window/ledge to grab it and not take any damage at all!

ASSASSIN'S SECRET TOMBS

There are six such secret tombs hidden throughout the game world, and each of them contain a lot of fast-action running and jumping 'puzzles' if you're to make your way to the end. We'll help you through the tougher parts of each tomb and collect the coveted armour that awaits at the end...



TOMB 1 SANTA MARIA NOVELLA (FLORENCE)

- When you reach the main room with the water in it, you'll want to run up the broken scenery to your left, latch onto the wall, shimmy left, and then take out the guard when he gets close.
- After you start running after the guard, when you turn the first corner on the ledge - don't go left, instead, go straight up then right for a sneaky shortcut!
- When you reach the end with all the guards, remember to use the advanced combat tips we kindly listed for you on the previous page. Don't forget to loot the bodies before you leave!
- You're here! Don't forget to claim all of your treasure before opening the coffin and you'll be rewarded with the first of the six seals needed to claim your super special armour!

- To get into the church you're best off attracting the company of the 'ladies of the night' and setting them onto the guards. Inside, run up the chair to your right at the end of the room and jump across the chandeliers to the end of the hallway (starting to your left).
- When you reach the checkpoint run around the top of the pillars, and when the camera view changes (see above) press up and jump to get up higher. Now follow the beams and when you're scaling the windows, climb up the parts that aren't blocked above you.
- Ignore the third set of windows; instead you should just jump across to the walkway that's hanging out in front of you. Cross the wooden beams being very careful to line your jumps up before pressing **A** or **X**.
- You're almost there! Now cross the uppermost level of beams, run around the upper walkway and then climb up the red brickwork. Shimmy up the middle wooden pole and then do a running long-jump across the gap.

- The entrance to this tomb can be found in the centre of the building, but you need to follow the stairs/alleyway around the sides of it to find it. After landing on the platform, turn around and jump into the mess to your right. Shimmy across this ledge to the switch for the gate.
- Assassinate the three guards and then jump across the path that was indicated by the mini cutscene a few moments earlier. In the big room, from the ledge with the guard, swing back over yourself to enter a secret area (providing 250f and a shortcut to the Library)
- You can try and take on the guards (the gold armoured one is a pain), or take a sharp left and then jump off the beams, then the steel rings, then double back on yourself to the ledge across. Then use the chandeliers, paintings and bars to make it to the top floor.
- When you reach the last room (the tall tower) make sure you kill all the guards along the way and use the beams and metal rings to get you up to the wooden supports at the very top and climb on up to find the next Assassin Crest.

TOMB 2 SANTA MARIA DEL FIORE (FLORENCE)

- To get into the church you're best off attracting the company of the 'ladies of the night' and setting them onto the guards. Inside, run up the chair to your right at the end of the room and jump across the chandeliers to the end of the hallway (starting to your left).
- When you reach the checkpoint run around the top of the pillars, and when the camera view changes (see above) press up and jump to get up higher. Now follow the beams and when you're scaling the windows, climb up the parts that aren't blocked above you.
- Ignore the third set of windows; instead you should just jump across to the walkway that's hanging out in front of you. Cross the wooden beams being very careful to line your jumps up before pressing **A** or **X**.
- You're almost there! Now cross the uppermost level of beams, run around the upper walkway and then climb up the red brickwork. Shimmy up the middle wooden pole and then do a running long-jump across the gap.

TOMB 3 TORE GROSSA (TUSCANY)

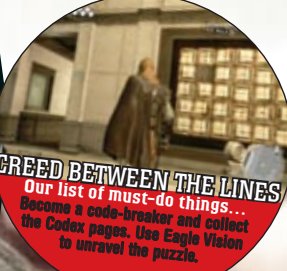
- The entrance to this tomb can be found in the centre of the building, but you need to follow the stairs/alleyway around the sides of it to find it. After landing on the platform, turn around and jump into the mess to your right. Shimmy across this ledge to the switch for the gate.
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- When you reach the last room (the tall tower) make sure you kill all the guards along the way and use the beams and metal rings to get you up to the wooden supports at the very top and climb on up to find the next Assassin Crest.

TOMB 4 ROCCA DI RAVALDINO (ROGMANA)

- The entrance for this is hiding in the edge of the castle wall that can be reached by simply swimming to the right of the castle and onto the wooden jetty.
- There's a secret area right after the first gate that you have to run under before it closes. Look to your immediate left and you'll see a wall face and a beam above. Run up it, then press back and jump to grab the beam.
- There's a secret area right after the first gate that you have to run under before it closes. Look to your immediate left and you'll see a wall face and a beam above. Run up it, then press back and jump to grab the beam.
- The final room requires you to pull the lever then make your way through the door before the weights reach the top. Climb up the broken wall to your left, jump left, run over the beam, jump across then up to your left, to the beam and then to the door.

TOMB 5 BASILICA DI SAN MARCO (VENICE)

- This tomb has four agility 'puzzles'. Puzzle 1 (the book nearest the tomb), is easy enough - the main thing to remember is to jump onto the metal 'spikes' that run across the room and climb the organ to reach the switch.
- Puzzle 2 (left book) requires a simple enough series of jumps, but use a wall bounce off the last wall to reach the switch, and don't forget to use any medicine you have should you fall and hurt yourself.
- For puzzle 3, jump off the small painting on the left wall, dropping onto the wooden beam, up the metal rings, then up the centre of the cross and do a backwards jump to the pole swinging to the lever.
- The final puzzle is best done by running up the white ornament on your right, running over the pole tops, using the hand holds to pull yourself up, climbing up the metal rings and doing a long backwards jump to the pole.



TOMB 6 SANTA MARIA DELLA VISITAZIONE (VENICE)

- Assassinate the big guard by the hay and chase the agile guard until you reach the room with all the guards. Use a smoke bomb in the middle and take everyone out ASAP for minimum hassle.
- There's 5 parts to this 'puzzle'. For each one you must activate the lever at the start (to start the timer) and head up the poles in the water to your left. This is your starting point.
- Follow the same path each time and you'll get further with each switch you successfully pull. The bars that you see on the walls are in fact timers, but remain focused on your jumping to make it.
- Once you've managed to get to the last switch (that will require a good number of long wall jumps to the side), then claim the sixth - and final - stone key. Take them back to the Villa for the special armour!

ADVANCED BATTLE TACTICS

PUSHING BOUNDARIES

- Are those Archers up on the rooftops getting in your way? Or do you happen to be near the water with a group of enemies surrounding you? Then why not push them to their deaths?

- Simply press RT or **RB** and then **Y** or **B** to grab/attempt to grab your target. If you do manage to grab him, you can carry him to the nearest ledge and let go of him for an easy kill.

- This works just as well if you can't grab the enemy as they'll automatically move backwards - you can force them to their impending doom if you keep trying to grab them.

GET TO THE POINT

- If you manage to successfully grab an enemy and let go of the control stick, you'll be able to slit their throat for an insta-kill. Simply stand still and press **X** or **B** and you'll now be one enemy down!

FOGGY WITH A CHANCE OF DEATH

- Finally, if you manage to get the smoke bombs, then these are really, really handy when surrounded (especially by the toughest guards). You can get quick and easy kills as they're all spluttering and stumbling around!