

ASSASSIN'S CREED BROTHERHOOD

MULTIPLAYER BETA CONTENT



BASICS

STORY

CONTROLS

HUD

GAME MECHANICS

SCORING SYSTEM

GAME OPTIONS



CORE CONTENT

CHARACTERS

MAPS

GAME MODES

ABILITIES

PERKS & STREAKS



COMMUNITY FEATURES

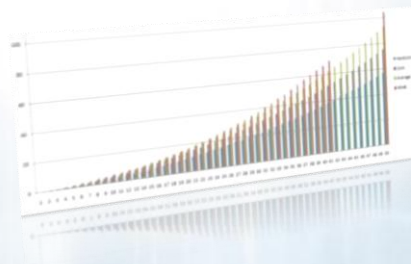
PROFILE SETS

LEVELING

MATCHMAKING

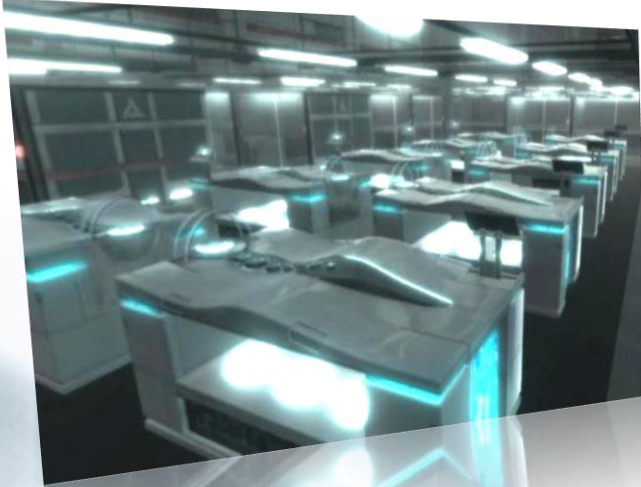
LEADERBOARDS

GAME INFO



Rank	Player Name	Score	Time	Rank
1	Assassin001	10000	1:00:00	1
2	Assassin002	9500	1:05:00	2
3	Assassin003	9000	1:10:00	3
4	Assassin004	8500	1:15:00	4
5	Assassin005	8000	1:20:00	5
6	Assassin006	7500	1:25:00	6
7	Assassin007	7000	1:30:00	7
8	Assassin008	6500	1:35:00	8
9	Assassin009	6000	1:40:00	9
10	Assassin010	5500	1:45:00	10

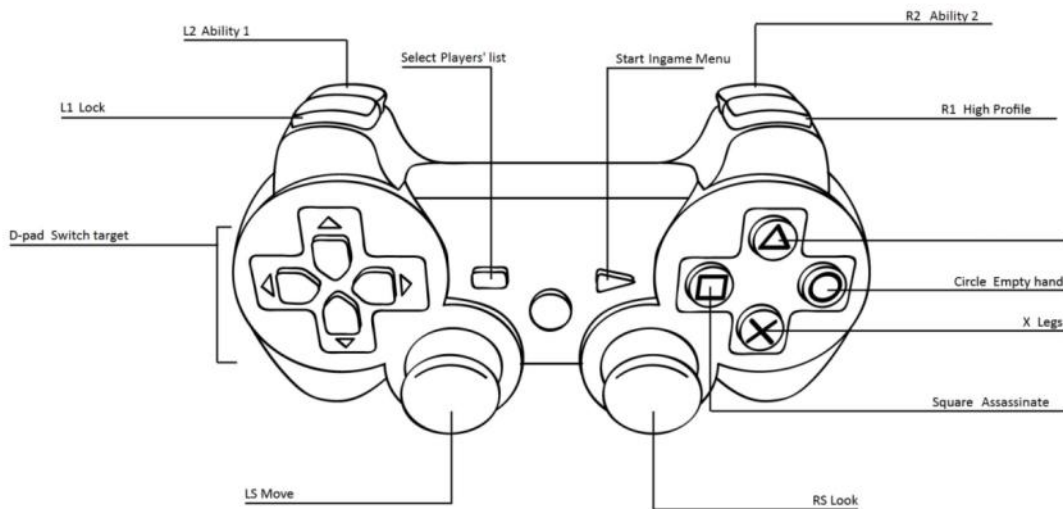
Meanwhile at Abstergo Industries...



The struggle against the Assassins has reached new heights. We, as Templars, cannot afford to have them ruin our plans. As one of our most promising recruits, you will help us improve our skills for the battles ahead and you will be trained to evolve as one of the deadliest figures of the Italian Renaissance era.

Multiple Animi have been created* to serve as a training ground for our best Templars. We will use the techniques of our enemies against them and capitalize on the “bleeding effect”. Once plugged in to an Animus, all previously recorded Assassin skills are downloaded into your memory and you will then be sent into reconstructed training areas to fine-tune your newfound talents.

(*As seen Assassin’s Creed 2)



Open Roster: **Select**

In-game Menu: **Start**

Move character: **LS**

Look around: **RS**

Use Ability 1: **L2**

Use Ability 2: **R2**

Focus your attention and lock on to a selected character: **L1**

Activate precise aiming (release to lock character): **Hold L1**

Switch to high profile: **Hold R1**

Gentle Push (low profile), shove (high profile): **Circle**

Stun your pursuer: **Circle**

Fast walk (low profile), Climb / Jump / Sprint (high profile): **Cross**

Assassinate: **Square**

Switch Target (multi-targets based mode): **D-pad Left & D-pad Right**

SPECIAL ACHIEVEMENTS

Level up

Challenges completion

REMAINING TIME

Session or Round

PLAYER'S INFOS

Current scoring position

Number of pursuers

Pursuit status bar

PLAYER LIST

Displayed for few seconds

SESSION EVENTS

Player X killed player Y

Session bonuses received

New or leaving players



TARGET INFO

Name , position and skin

Threat meter status

Number of target's pursuers

Chasing target status bar

SCORE

Points earned

MESSAGES

Pursuer messages

Target messages

Warning messages

ABILITIES/PERKS/BONUSES

SLOT1 Ability (L2)

SLOT2 ability (R2)

Selected Perks

Active streak bonus

COMPASS

Direction and distance with target

Target elevation (Up/Down)

Revealed pursuer positions (red)

Secondary target directions

IN-GAME TIPS

Contextual tips

Tutorial info

● **PLAYER FEEDBACKS**

● **TARGET FEEDBACKS**

● **SESSION FEEDBACKS**

YOU ARE BOTH A PURSUER AND A TARGET

AS PURSUER...

Locate your target using the Compass:

- The angle indicates direction
- The width indicates proximity
- The compass glows when your target is in sight
- The compass becomes full when you are close to your target.

When within weapon range press the Assassinate button to execute your target.



AS TARGET...

The number of your pursuers is constantly updated on your HUD. You can hide in bales and bushes, blend with groups, or sit on benches to avoid being spotted.

You can Stun any of your pursuers with the Stun button but you must first get close to them without their knowledge.

If a pursuer executes high-profile actions (i.e. running) while in sight of his target, the threat meter will diminish. Once the threat meter is empty, your target is warned and an open conflict is triggered (see the following slide).

THE CHASE

BEING CHASED...



In Open Conflict, your pursuer's position appears as a red arrow around the compass. A chase meter appears on the left side of the HUD. You escape your pursuer when the chase meter is empty:

- First, get out of sight using narrow streets or rooftops (Red)
- Once out of sight, the chase meter decreases slowly (Yellow)
- Hide or Blend in groups to accelerate the rate at which the chase meter decreases (Blue state)



CHASING YOUR TARGET...

When you are the pursuer, the chase meter appears on the right part of the HUD.

Keep track of your target by keeping him or her in-sight as often as possible. Kill your target before the chase meter becomes empty.

If your target escapes, you lose your contract assignment and the targeted player receives Escape points.



HOW TO SCORE

You score points by achieving the following game actions:

- Killing targets (Quality kills will earn you a score bonus)
- Escaping pursuers
- Stunning pursuers
- Performing cooperative actions
- Performing chains of actions
- Doing session actions (First to Kill a target...)

RANK	GAMERTAG	SCORE	KILLS	DEATHS
1	john.dalnuerte	1700	4	4
2	stylin	1250	3	2
3	test0dynamicid	700	1	0
4	VolMoreed	400	3	3
5	aidu74	100	0	1

ACT	SCORE	YOU
x4 KILL	400	300
x0 DISCREET	0	50
x2 SILENT	400	200
x1 FOCUS	150	150
x1 HIDDEN	200	0
x0 ACROBATIC	0	0
x0 ESCAPE	0	0
x0 STUN	0	200
x1 INCOGNITO	300	600
x1 VARIETY	200	200
x1 REVENGE	50	50

HIGHLIGHTS

SESSION SCORE
END BONUS

REMATCH IN: 41

GAMER CARD REMATCH QUIT

SESSION SCORES

At the end of the game session, the player can review and compare the details of all accumulated points.

The player scores in red are lower than the currently selected player. Those in green represent higher scores.

See the bonus description menu to get information on all score bonuses.



GENERAL OPTIONS

From the main menu and during gameplay (with the Menu button), you can change the following general audio/visual parameters:

- The sound volume (sound effects, voices and music)
- The screen brightness
- The display of blood in animations (ON/OFF)



CONTROLS OPTIONS

Along with the general audio/visual parameters, you can change the following game controls:

- Invert the camera axis movement (X & Y axis)
- Set the camera rotation sensitivity (X & Y axis)
- Specify if camera is controlled manually (ON/OFF)
- View the controller mapping



CHARACTER SELECTION



- > You can choose one of 9 available characters
- > They each have unique and deadly weapons
- > They share the same overall behavior, but have personalized animations
- > They all have unique kill signature moves
- > You can personalize their skills (Profile sets)

THE PROWLER



THE BARBER



THE DOCTOR



THE PRIEST



THE COURTISEAN



THE NOBLE



THE ENGINEER



THE EXECUTIONER



THE SMUGGLER*



Hidden Blade



Razor



Syringe



Holy Blade



Fan blades



Claw



Compass



Axe



Hidden Blade

*This character becomes available as you level up



ROME



This map is located in the neighborhoods of the Pantheon.

Its large streets and crowded market place are an ideal environment for hide and seek gameplay.

Numerous roof tops also offer multiple alternative paths to navigate quickly but are exposed from one side of the map to the other.



CASTLE GANDOLFO



Located a few kilometers from Rome, Castle Gandolfo is a former residence of Pope.

The majority of this map is set in the interior of the castle, offering multiple levels of alleys and halls.

Mostly ground based, the gameplay is a mix of hide and seek followed by frequent chases. Railings and balconies also offer perfect spots for air assassinations.



SIENA*



Based on the famous city of Siena located in Tuscany. In this map, the players are competing in the heart of the Palio horse race.

Thanks to the limited size of the map and the absence of the usual roof tops alternative navigation, the gameplay is intense and the action takes place mostly on the ground.

*(COMMUNITY UNLOCK)

HIDING PLACES



Blend with groups



Hide in hay bales or bushes



Sit on benches

Places to hide play a very important role in gameplay. These elements are either highlighted or indicated by an Animus symbol on the ground.

CHASE BREAKERS



Maps frequently contain interactive items called chase breakers to help you distance yourself from your opponent during chases. These items are indicated with an Animus visual effect:

- Lifts
- Closing doors
- Falling platforms
- Corner helpers

INTRODUCTORY SESSION

At the beginning of the game you are invited to take part in an introductory session. This is played alone.

In this introductory session you will learn basic game elements such as:

- Using the compass to locate your target
- Approaching your target without being spotted
- Chasing a target after being spotted.

Each target you are assigned to kill will be more difficult to assassinate than the one before it.





WANTED MODE

Free-for-all mode: From 6 to 8 players.

Session ends if less than 4 players remain.

Objective: Score the highest possible score by killing assigned targets.

Game session: 1 round of 10 minutes.

Your objective is to assassinate assigned targets. You can't interact with the other players unless they are either your target or your pursuer.

If you kill innocents, your contract is cancelled and you will have to wait until you are assigned a new target.

If a player has identified one of his pursuers he can stun him to cancel the contract on him and score.

The highest score wins. Quality kills will raise your score.

You have 10 minutes before Animus extraction.



ALLIANCE MODE*

Cooperative mode: 3 teams of 2 players (6 players total).

Session ends if a team loses all its players.

Objective: Score the highest possible score by killing the assigned team with your teammates. All teammates share the same skin.

Game session: 2 rounds of 4 minutes.

At the beginning of the round a target team is assigned to each of the 3 teams. These targets will not change for the entire round. During the round, you can switch between your 2 targets at any time.

You can score by killing targets, escaping, or stunning pursuers like in other modes. In addition, you are rewarded by helping your teammate or performing cooperative actions such as executing multiple kills in a row.

At the end of the round all players respawn and a new target team is assigned to every team.

The game session ends at the end of the second round.

*(UNLOCKED BY THE COMMUNITY)



OVERVIEW

Abilities are skills or weapons the player can use at the press of a button. Once used, each ability has a cool down time before being available again. Abilities are acquired progressively as you progress through the game by leveling up.

PARAMETERS

- > **Range:** Range of the ability effect
- > **Duration:** Duration of the effect if applicable
- > **Bonus:** Bonus points earned when used successfully
- > **Cool down:** Recharge time of the ability

This BETA offers you to choose among 6 different abilities.



DISGUISE

Instantly change your appearance, allowing you to surprise your opponents.

CONTROLS

Immediate effect when used.

PARAMETERS

Range: N/A

Duration: 12 seconds

Bonus: No

Cool down: 60 seconds



SPRINT BOOST

Increase your speed by 30% while jogging or sprinting.

CONTROLS

Immediate effect when used.

PARAMETERS

Range: N/A

Duration: 5 seconds

Bonus: No

Cool down: 60 seconds



SMOKE BOMB

Drop a smoke bomb behind you to stun your opponents.

CONTROLS

Beware of a short delay between triggering and the effect of the smoke.

PARAMETERS

Range: 3,2 meters

Duration: 3 seconds

Bonus: No

Cool down: 60 seconds



HIDDEN GUN

Shoot down a targeted character, requires time to aim.

CONTROLS

Aim (highlight) at the target, then hold your ability button to increase the precision.

PARAMETERS

Range: Targeted character only

Cast time: 1,5 seconds

Bonus: No

Cool down: 90 seconds



MORPH

Transform characters from the crowd into duplicates of yourself, hiding you from pursuers.

CONTROLS

Instant use.

Cancel a previous morph on a second use.

PARAMETERS

Range: 3.2 meters

Duration: Permanent

Bonus: No

Cool down: 60 seconds



POISON

Perform an invisible kill by administering a deadly poison to your target who will die later.

CONTROLS

Must be used at extreme short range. Death is delayed.

PARAMETERS

Range: Targeted character only

Duration: 5 seconds

Bonus: 200 pts.

Cool down: 90 seconds

THE PERKS

You can also benefit from 1 permanent (passive) skill, called a PERK. These skills are always in effect during all game sessions and have no cool down period.

Various PERKS are acquired through leveling.



ENHANCED AUTO-BASH

Increase the number of NPCs the player can bash through while running before being thrown off balance.



BLENDER

When the player blends with a group one of the NPCs within the group is automatically morphed to look like the player (unless an NPC with a matching skin is already in the group).

PERKS AND STREAK BONUSES

THE STREAK BONUSES

Streak bonuses are granted when you perform a series of kills (Kill Streaks) or a series of contract losses (Loss Streaks).

The kill streaks reward you with bonus points, while the loss streaks grant you a temporary extra passive skill.



3 KILLS STREAK

Receive 100pts when you kill 3 targets without being killed.



3 SILENT KILLS STREAK

Receive 300pts when you silently kill 3 targets without being killed.



EXTRA SENSITIVITY

Increase your compass precision until you Kill a target.



RESET COOLDOWN

Reset the cool down of your current abilities each time you die.



PRINCIPLE

Profile sets let you personalize your play style. A different set can be chosen for each game session and after each death. Each set can be composed of:

- 2 abilities (active skill or weapon)
- 1 Perk (passive skill)
- 1 Loss streak bonus
- 1 Kill streak bonus

Throughout your progression, you will acquire additional customizable profile sets.



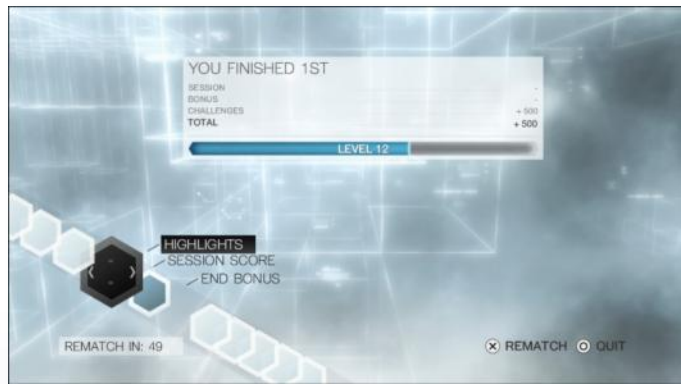
EDITING A SET

In the customization menu, choose one profile set to customize.

Each set can be renamed or cleared at anytime.

You can then edit individual slots and fill them with your preferred Abilities, Perks and Streak Bonuses.

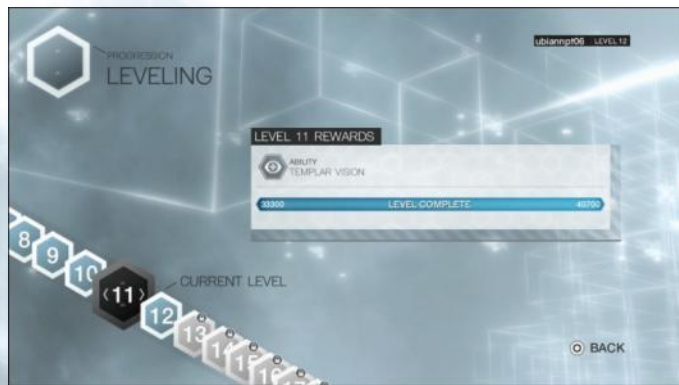
Unavailable slots are grayed out and cannot be filled.



EARNING XP

At the end of a game session your personal score and session bonuses are transformed into XP points.

A certain amount of XP points are required to reach the next level.

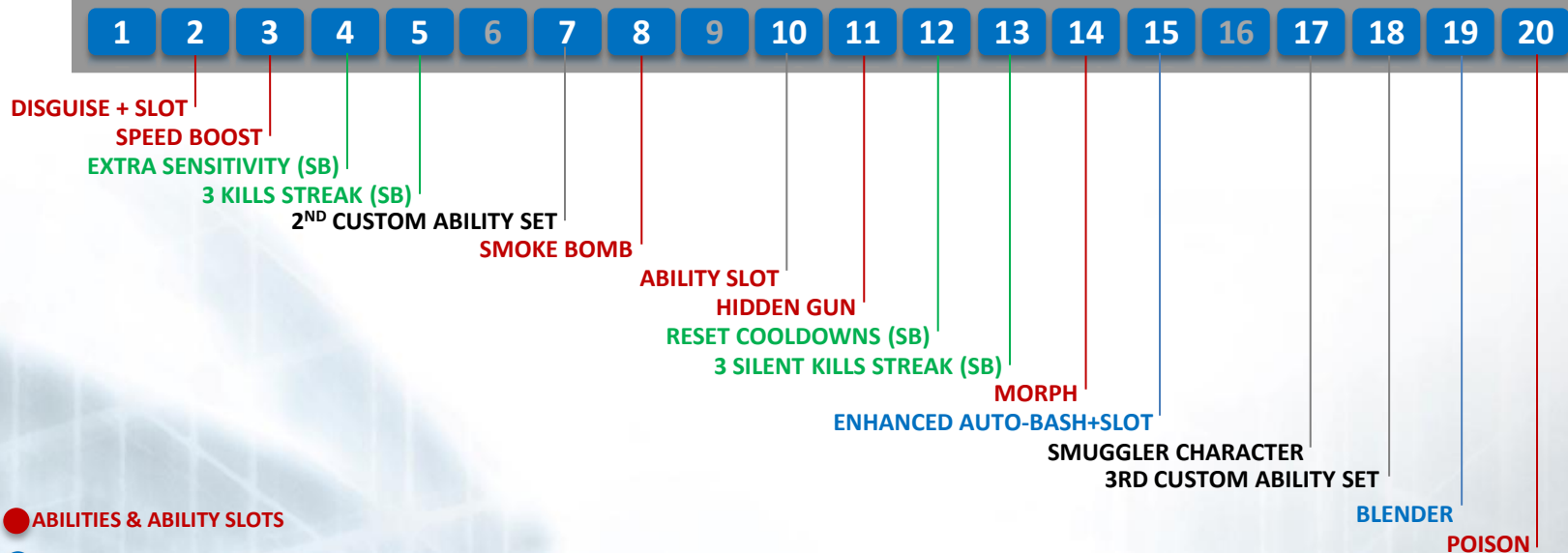


PROGRESSION UNLOCKS

When you level up at the end of the game session a new game element will be unlocked from the following list:

- New Abilities and slots for them
- New Perks and slots for them
- New Kill or Loss Streak bonuses
- New Profile sets
- New Characters

LEVELS



- ABILITIES & ABILITY SLOTS
- PERKS & PERKS SLOTS
- STREAK BONUSES
- OTHER REWARDS



PUBLIC SESSION

Only PUBLIC session are available in the demo.

After selecting PLAYER MATCH, select your game mode and launch. You will automatically join an existing session or create a new session that other players will join.

PLAY NOW will enable you to quickly find a PUBLIC session on any game mode.

You can also JOIN FRIENDS who are already in-session



GROUPS

Before launching a PLAYER MATCH session, you can invite some friends to a Group.

Doing this will guarantee that you and your friends will remain together when joining a session.

Some restrictions apply to the number of people you can invite, depending on the game mode.

Available Leaderboards:

ALL TIME SCORE

Rank players on the overall amount of XP they gathered since they started to play the game.

KILLS / DEATHS RATIO

Rank players by the best KILL/DEATHS ratio

KILLS

Rank players on their number of KILLS

PROGRESSION > RANKED LEADERBOARDS > WORLDWIDE

ubiannpt06 LEVEL 12

KILLS/DEATHS RATIO

YOUR RANK - / 48 PLAYERS RANKED

RANK	GAMERTAG	KILLS/DEATHS RATIO	PLAYED TIME	BEST SESSION RATIO
1	tiparu	18	4:5'46"	7
2	Troubad	12	0:39'9"	4
3	stylille	1.5	0:8'31"	1.5
4	GizmoLive0	1.5	0:7'21"	1.5
5	qqz3	1.5	0:10'0"	1.5
6	loldongstest	1.44	0:19'40"	5
7	demiacb99	1.35	0:23'34"	2
8	acJarQoS	1.28	0:20'0"	2
9	cristidev123	1.25	0:19'40"	1.25
10	Xe48a4f24eKIIDL	1.16	0:10'0"	1.16

LEADERBOARDS

GAMER CARD BACK

Only 3 Public Leaderboards are available in BETA

Filtered **Worldwide only**



GAME NEWS

The Info menu contains a News section where the player can read new and past game news.

In addition to the headline scrolling on the main menu, details of each news item can be read from this menu.

Older news will be automatically removed.



BONUS DESCRIPTION

In the Progression Menu, the player can review bonus scores and descriptions.

There are 4 types of bonuses in the game:

- Kill bonuses (attached to a Kill)
- Action bonuses (actions other than Kills such as Escapes)
- Teams bonus (co-operative actions)
- Session bonuses (related to the entire game session)