

# ASSASSIN'S CREED REVELATIONS



V 1.0 - 8/22/2011  
CONFIDENTIAL

## MULTIPLAYER BETA SCOPE

 **UBISOFT**  
ANNECY STUDIO

## Welcome to Abstergo Industries

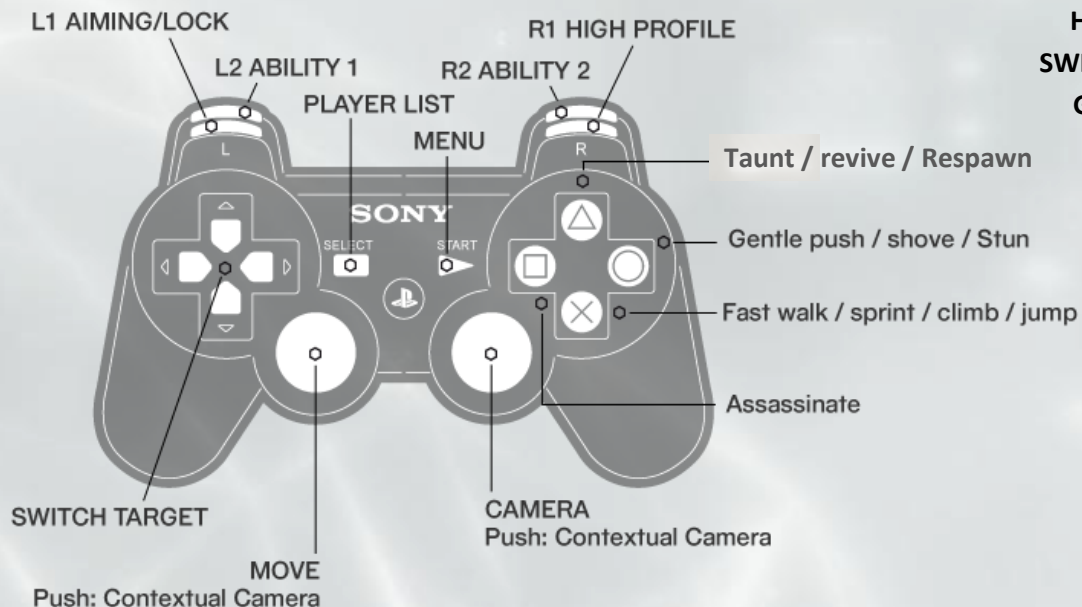


Welcome, Templar, to the Animus Project, a virtual training ground where Abstergo Industries agents perfect the finer points of their craft.

As you enter the Animus environment with other Templars, you'll assume a persona, develop advanced Abilities, customize your appearance, and build an expansive network of Templar contacts.

Abstergo's cutting-edge Animus technology simulates a wide variety of historical locations and objectives, where you will sharpen your skills and become the ultimate Templar weapon.

# THE CONTROLS



**PLAYER LIST:** Hold to display the current session rank

**HIGH PROFILE:** Hold to run, and automatically climb on walls

**SWITCH TARGET:** Switch between the Compass targets

**GENTLE PUSH:** Gently push someone away from your path

**SHOVE:** In High-profile, promptly push someone away

**STUN:** Get close to your pursuer to stun him

**TAUNT:** Taunt any other templar, freely or after a kill

**REVIVE:** Help a stunned team mate to recover

**RESPAWN:** When stunned, press to respawn & change abilities

**AIMING:** Hold to activate a precise aiming

**LOCK:** Press to lock the currently highlighted character

**MENU:** Access options or quit the game session

**ABILITY 1:** Activate the Ability located in Slot 1

**ABILITY 2:** Activate the Ability located in Slot 2

## SESSION INFORMATION

Game mode specific  
Includes timer, team score, etc.

## TARGET INFOS

Name and position and Persona  
Secondary targets status and information  
Approach meter status  
Number of target's pursuers  
Chasing target status bar

## SCORE/ACHIEVEMENTS

Score points  
Level up

## CHALLENGES

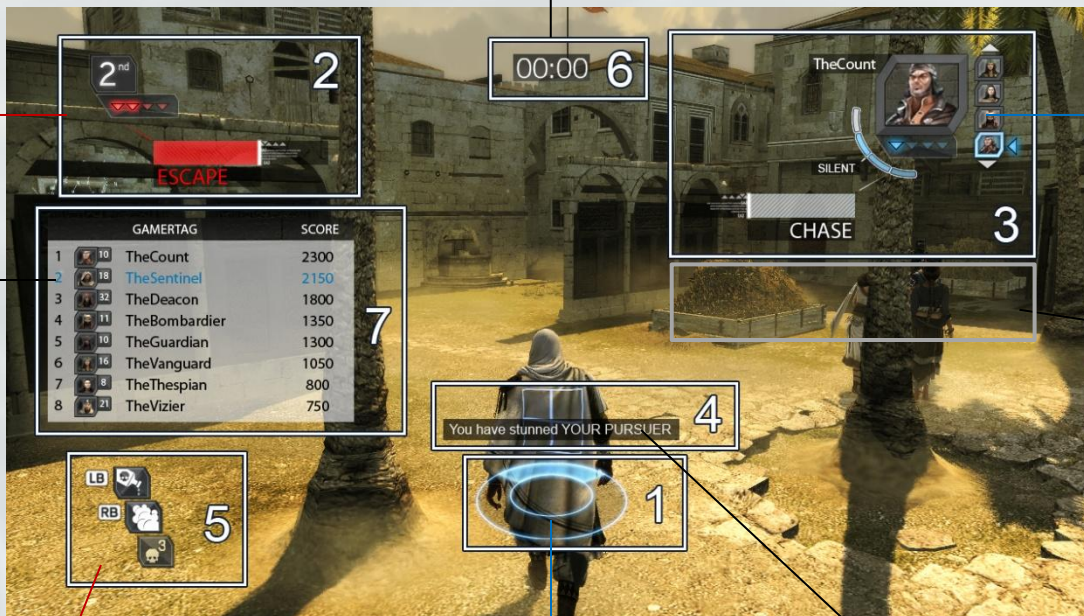
Challenges status and evolution

## PLAYER INFOS

Current scoring position  
Number of pursuers  
Being chased status bar

## PLAYERS LIST

Displayed for few seconds



## ABILITIES/PERKS/BONUSES

SLOT1 Ability (L2)  
SLOT2 ability (R2)  
Selected Perks  
Active streak bonus

## COMPASS

Direction and distance to target  
Target elevation (Up/Down)  
Revealed pursuers positions (red)  
Secondary targets directions

## MESSAGES

Pursuers messages  
Target messages  
Warning messages

● **PLAYER FEEDBACKS**

● **TARGET FEEDBACKS**

● **SESSION FEEDBACKS**

## THE 9 CHARACTERS



### CHARACTER SELECTION

- > You can choose from up to 9 available characters
- > They share the same overall behavior, but they have unique animations
- > You choose their Abilities sets.

# PLAYABLE CHARACTERS (1/5)



## THE SENTINEL

A Wallachian noble by birth and a former Assassin, **Vali cel Tradat** seeks satisfaction through vengeance.

Favorite weapon: **Long Katar**



## THE VANGUARD

**Oksana Razin** worked for the Templars as a spy before joining their Order, exchanging loyalty for wealth.

Favorite weapon: **Small Axe**





## THE GUARDIAN

The estranged cousin of a Sultan, **Odai Dungas** embraces the Templar ideology of seeking peace through order and stability.

Favorite weapon: **Lance**



## THE VIZIER

**Damat Ali Pasha** joined the Templars in hopes of bringing order and glory to a world ruled by chaos.

Favorite weapon: **Sword**

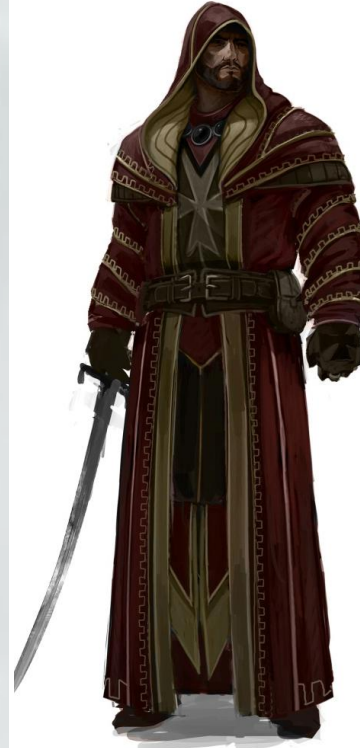




## THE THESPIAN

The Templars often rely on **Lysistrata's** seductive charisma to influence Ottoman officials and visiting monarchs.

Favorite weapon: **Dagger**



## THE DEACON

**Cyril of Rhodes** uses his position in the Church to destroy it from within and further Templar dominance.

Favorite weapon: **Long Sword**



# PLAYABLE CHARACTERS (4/5)



## THE BOMBARDIER

**Kadir** is a strong asset to the Templars. He trades weapons and information for money and power.

Favorite weapon: **Mace**



## THE TRICKSTER

A canny thief, the fortune-teller **Mirela Djuric** is the Templars' link to a vast underworld of criminal activity.

Favorite weapon: **Dagger**





## THE CHAMPION

The professional fighter **Georgios Kostas** has earned the Templars' esteem and the right to fight for the red cross.

Favorite weapon: **Small Axe**



## KNIGHTS HOSPITAL



## ANTIOCH



## GALATA\*



\*Unlocked during the BETA

# GAME MODES (1/2)



## WANTED MODE

**Free For All:** 4 to 8 players

**Game session:** 1 round of 10 minutes

Your objective is to kill your designated **TARGETS** and avoid being killed by your **PURSUERS**. The higher your rank, the more **PURSUERS** will hunt you. The highest score wins. Quality kills will boost your score.



## MANHUNT MODE

**Team mode:** 4 to 8 players, 2 Teams

**Game session:** 2 rounds of 5 minutes

Each team takes turns pursuing the other team. Work together to kill your targets or hide with your allies and survive. Performing quality kills and hiding with your allies will boost your score.



## DEATHMATCH MODE

**Free For All:** 4 to 8 players

**Game session:** 1 round of 10 minutes

Find and Kill assigned TARGETS and avoid being killed by your PURSUERS. Templars compete in a small area without triggering CHASES or using the COMPASS. Quality kills will boost your score.

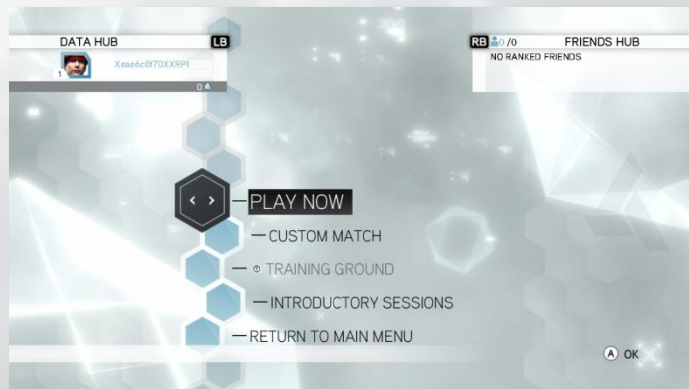


## ARTIFACT ASSAULT MODE\*

**Team mode:** 4 to 8 players, 2 teams

**Game session:** 1 round of 10 minutes

Your objective is to score by stealing the enemy's artifact from their base and carrying it back to yours. When you're in your territory, you are a PURSUER, but once you move into enemy territory, you become a TARGET. The team with the highest score wins.

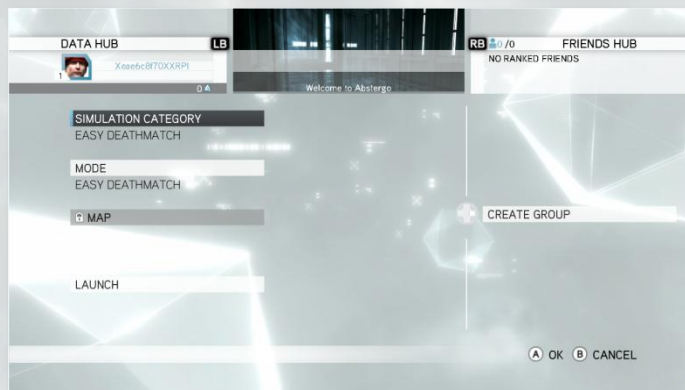


## HOW TO PLAY ?

**PLAY NOW:** Search for a session on **ANY** game mode.

**CUSTOM MATCH:** Search for a specific session by setting some parameters and preferences. Also allows you to create **GROUPS** with your friends before looking for a session.

**INTRODUCTORY SESSIONS:** Play one of the two **INTRODUCTORY SESSIONS** that will explain you the controls and tactics of the game.



## SIMULATION CATEGORIES

Simulation Categories offer several **game modes** related to specific game experiences. Three categories exist:

- **FREE FOR ALL:** WANTED or DEATHMATCH on all Maps
- **TEAM :** MANHUNT or ARTIFACT ASSAULT on all Maps
- **WELCOME :** DEATHMATCH (used for beginners) on all Maps

# 4 ABILITIES SETS



## ABILITIES SETS

Ability sets are a way to personalize the behavior and assign weapons to the characters. Each set can be composed of:

- 2 ABILITIES
- 2 PERKS (passive and permanent modifiers), 1 in Default sets
- 1 Loss bonus
- 1 Kills streak

You have **2 Default Sets** and **2 Editable Custom Sets**.



## EDITING A SET

In the Customization menu, you can choose one of the sets to customize. The Custom Sets can be renamed or cleared at anytime.

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

The grayed-out slots and cannot be filled yet.

## DEFAULT SET 1

### ABILITIES



THROWING KNIVES



TRIPWIRE BOMB

### PERKS



SENTRY



*NOT AVAILABLE*

### STREAKS



5 KILLS STREAK



TRACKER

## DEFAULT SET 2

### ABILITIES



DISGUISE



FIRECRACKERS

### PERKS



ENHANCED AUTOBASH



*NOT AVAILABLE*

### STREAKS



3 SILENT KILLS STREAK



VISION



## TRIPWIRE BOMB

Once armed, the TRIPWIRE BOMB explodes when a TARGET or a PURSUER steps on it.

### CONTROLS

Press quickly to drop the BOMB or hold to aim, then release to throw. The BOMB takes a few seconds to activate.

### PARAMETERS

Range: 1.8 metres  
Setting time: 3 seconds  
Cool down: 90 seconds



## CLOSURE

Trigger all the chase-breakers around you.

### CONTROLS

Press the button to close the doors, trigger the lifts and corner-helpers around you. They will reopen in a few seconds or upon you approach.

### PARAMETERS

Range: 20 metres  
Duration: 5 seconds  
Cool down: 50 seconds



## DISGUISE

Temporarily change your appearance to surprise your opponents.

### CONTROLS

Immediate effect when used.

### PARAMETERS

Range: N/A  
Duration: 15 seconds  
Cool down: 60 seconds



## FIRE CRACKERS

Drop firecrackers on the ground to blind opponents and scare the crowd, revealing the presence of your target..

### CONTROLS

Instant use.

### PARAMETERS

Range: 5 metres  
Duration: 5 seconds  
Cool down: 60 seconds



## THROWING KNIVES

Throw knives to injure your opponents, slowing them down or making them falling down while climbing.

### CONTROLS

Aim (highlight) the target, then press your ability button (no need to hold)

### PARAMETERS

Speed decrease: 10%  
Duration: 5 seconds  
Cool down: 50 seconds



## SMOKE BOMB

Throw a SMOKE BOMB to confuse the CROWD and rival Templars.

### CONTROLS

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

### PARAMETERS

Range: 3,2 metres  
Duration: 3 seconds  
Cool down: 60 seconds



## POISON

Dispense a stealthy dose of POISON that will slowly kill your TARGET.

### CONTROLS

Press the button to dispense POISON when you are close to your TARGET. The cooldown will begin once the POISON is applied.

### PARAMETERS

Range: 1,5 m  
Delay: 6.5 seconds  
Bonus: 200 pts.  
Cool down: 90 seconds



## MORPH

Transform characters from the crowd into your duplicates, bidding you from pursuers.

### CONTROLS

Instant use.  
Cancel a previous morph on a second.

### PARAMETERS

Range: 3,2 m  
Duration: Permanent  
Civilians morphed: 4  
Cool down: 60 seconds

## THE PERKS

You can customize your Ability set by adding up to 2 permanent abilities. Those permanent skills are effective for the entire duration of the game session and don't have cooldown times.

PERKS are progressively unlocked throughout the progression (leveling).



### SENTRY

Increase the out-of-sight duration of your LOCK.



### ENHANCED AUTO-BASH

Increases the number of CIVILIANS you can bash before losing your balance.



### HOT PURSUIT

Increases your speed when you run after your TARGET and slows down the depletion of your APPROACH METER.



### BLENDER

Each time you blend with a CROWD, one CIVILIAN automatically MORPHS into your lookalike.



# 4 STREAKS, 4 LOSS BONUSES

## KILLS STREAKS

**Streaks** are activated when you perform a series of Kills or stuns. The kills streaks reward you with bonus points.



### 3 SILENT-KILLS STREAK

Earn an additional bonus of +250 points for each 3 SILENT KILLS or STUNS STREAK performed without dying.



### 5 KILLS STREAK

Earn an additional bonus of +250 points for each 5 KILLS or STUNS STREAK performed without dying.



### SILENT ANIMUS HACK

When the STREAK counter reaches 7, the ANIMUS HACK enables you to kill whomever you want from a distance. You earn +100 points when you kill a non-TARGET Templar.



### ANIMUS HACK

When the streak counter reaches 9, the ANIMUS HACK enables you to kill whomever you want from a distance. You earn +100 points when you kill a non-TARGET Templar.

## LOSS BONUSES

The **Loss bonuses** are granted when you loose several contracts in a row. The rewards are Skills or score boosts.



### VISION

Reveals the location of out-of-sight TARGETS until you perform a kill. Occurs after 5 deaths or stuns in a row.



### TRACKER

Reveals a TARGET in your sight until you perform a kill. Occurs after 5 contract losses in a row.



### REVELATION

Reveals all PURSUERS in your sight until you perform a kill. Occurs after 5 deaths or stuns in a row.



### MINOR HACK

Allows you to kill your next TARGET from a distance. Occurs after 5 contract losses in a row.

## SCORING SYSTEM (1/3)



### HOW TO SCORE

You score by achieving the following game actions:

- Killing targets
- Escaping pursuers
- Stunning pursuers
- Cooperative actions
- Action chains
- Cool session actions (First to Kill a target...)

DATA HUB				FRIENDS HUB			
<p>1.  TURSLKJ 6000 7 7</p> <p>2.  Alstergo 4450 12 5</p> <p>3.  templero sol 4200 9 8</p> <p>4.  NicOmOrdi 1400 5 6</p> <p>5.  Xe48a4t310ITCFK 1300 4 4</p> <p>6.  GoGoPowers 200 0 0</p> <p>7.  bobox blanche 0 0 0</p> <p>7.  Xeee7cd82KECRF 0 0 1</p>				<p>Alstergo YOU</p> <p>x12 KILL 1200 900</p> <p>x3 RECKLESS 150 150</p> <p>x7 DISCREET 700 100</p> <p>x0 FOCUS 0 300</p> <p>x0 HIDDEN 0 200</p> <p>x0 ACROBATIC 0 0</p> <p>x0 ESCAPE 0 0</p> <p>x3 STUN 600 400</p> <p>x2 SILENT 400 200</p> <p>x1 CHAIN 200 200</p> <p>x3 SAVIOR 150 100</p> <p>x1 OTHER 50 50</p> <p>1000 1550</p>			

### SESSION SCORES

At the end of the game session, you can review and compare the detail of your score and other information in the PREVIOUS SESSION RESULTS section of the DATA HUB.

In the SCORE section, the scores in red are lower than the currently selected player. The ones in Green represents higher scores.



# SCORING SYSTEM (2/3)

## KILLS & APPROACH BONUSES

BONUS NAME	HOW TO GET THEM	POINTS
KILL	Generic value for any basic kill	100 pts
AERIAL KILL	Kill your TARGET from above	100 pts
CONTESTED KILL	Kill your TARGET at the same time your TARGET stuns you	100 pts
GROUNDED	Kill your TARGET while your TARGET is stunned	+50 pts
ACROBATIC KILL	Kill your TARGET while climbing or crouching	200 pts
GRAB KILL	Kill your TARGET from below while your TARGET is on a rooftop	250 pts
HIDDEN KILL	Kill your TARGET while hidden in a <b>Crowd</b> , on a <b>Bench</b> or in a <b>Haystack</b>	300 pts
FINISH KILL	Perform a FINISH move on your TARGET after your TARGET is killed by another Templar.	100 pts
ON THE RUN	Use the HIDDEN GUN to KILL a running target.	+ 50 pts
RECKLESS	Kill your TARGET when your APPROACH METER is on RECKLESS.	+ 50 pts
DISCREET	Kill your TARGET when your APPROACH METER is on DISCREET.	+ 100 pts
SILENT	Kill your TARGET when your APPROACH METER is on SILENT.	+ 200 pts
INCOGNITO	Kill your TARGET when your APPROACH METER is maxed out.	+ 350 pts
FOCUS	Perform a kill after stalking your target for at least 3 seconds while the ASSASSINATE button is displayed above your target's head.	+ 150 pts
POISON	Use POISON to kill your target.	+ 200 pts
POISON ASSIST	Another Templar kills your POISONED TARGET before the POISON takes effect.	+ 50 pts
MID-AIR	Perform a kill with the HIDDEN GUN while your target is in the air.	+ 100 pts

## COOP BONUSES

BONUS NAME	HOW TO GET THEM	POINTS
ASSIT	Team mate kill a target or stun a pursuer I locked	+ 50 pts
ASSIST KILL	Kill a target locked by a team mate	+ 50 pts
ASSIST STUN	Stun a pursuer locked by a team mate	+ 50 pts
RESCUED	One of your ALLIES kills your PURSUER.	+ 50 pts
RESCUER	Stun a PURSUER who is CHASING one of your ALLIES.	+ 50 pts
KNOCK OUT	Your team STUNS two PURSUERS within 3 seconds.	+ 100 pts
REVIVE	Help a STUNNED ALLY stand up.	+ 50 pts
MULTI KILL	Team killed 2 targets in less than 10 seconds	+ 100 pts
DIVERSION	Kill of my team mate target in open conflict	+ 50 pts

## GAME MODE BONUSES

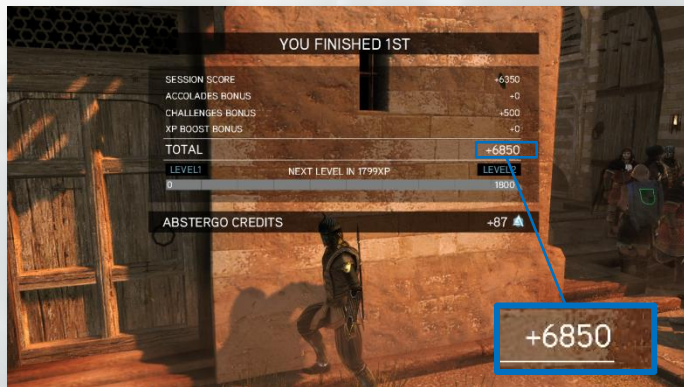
BONUS NAME	HOW TO GET THEM	POINTS
SOLO HIDDEN	Earn this bonus every 5 seconds while hidden apart from your ALLIES during a MANHUNT session.	+ 10 pts
TEAM HIDDEN	Earn this bonus every 5 seconds while hidden within 20 meters of your ALLIES during a MANHUNT session. The bonus increases with the number of ALLIES nearby.	+ 20 pts to + 50 pts
STEAL ARTIFACT	Steal the other team's artifact.	+ 50 pts
ARTIFACT SCORE	Bring the other team's artifact to your base.	+ 800 pts
SUPPORT	Kill a TARGET within 20 meters of an ALLY carrying the other team's artifact.	+ 100 pts
RECOVERY	Return a stolen artifact to your base by killing the carrier or picking it up when dropped.	+ 100 pts



# SCORING SYSTEM (3/3)

## ACTION & SESSION BONUSSES

BONUS NAME	HOW TO GET THEM	POINTS
FIRST BLOOD	Perform the first kill of the session.	+ 50 pts
REVENGE	Kill the Templar who killed you last before another Templar does.	+ 50 pts
POACHER	Kill a target while another pursuer is within 10m of where you stand.	+ 50 pts
SAVIOR	Kill a target who is less than 10m away from his own target.	+ 50 pts
2 SILENT KILLS STREAK	Earn an extra bonus when you activate a streak. The bonus and the number of kills depend on the streak you choose.	+ 200 pts
3 KILLS STREAK	Earn an extra bonus when you activate a streak. The bonus and the number of kills depend on the streak you choose.	+ 200 pts
SILENT ANIMUS HACK	Earn an extra amount of points for each Templar you kill after you have activated this streak.	50 pts
ANIMUS HACK	Earn an extra amount of points for each Templar you kill after you have activated this streak.	50 pts
HONORABLE DEATH	STUN your pursuer while your pursuer kills you.	100 pts
STUN	STUN your pursuer.	200 pts
ESCAPE	ESCAPE from your PURSUER.	100 pts
BRUTAL ESCAPE	STUN your PURSUER to ESCAPE.	+ 100 pts
HIDDEN ESCAPE	HIDE to ESCAPE from your PURSUER.	+ 100 pts
OUT OF SIGHT ESCAPE	Break your PURSUER'S LINE OF SIGHT to ESCAPE.	+ 50 pts
MULTIPLE ESCAPE	ESCAPE 2 or more PURSUERS at the same time.	+ 100 pts
CLOSE CALL	ESCAPE a PURSUER standing within 10m of where you are.	+ 50 pts
LURE	Another Templar kills or STUNS a DECOY, BODYGUARD or CIVILIAN lookalike.	100 pts
CHAIN	Perform a kill followed by an ESCAPE or a STUN within 10 sec.	+ 50 pts
VARIETY	Earn 5 different bonuses in a session.	+ 200 pts
GREATER VARIETY	Earn 10 different bonuses in a session.	+ 400 pts
EXTREME VARIETY	Earn 15 different bonuses in a session.	+ 600 pts



## EARNING XP

At the end of a game session, your personal score is awarded as XP points.

A certain amount of XP points is required to reach the next level. Level allows to unlock items in the STORE, making them available for purchase with ABSTERGO CREDITS.

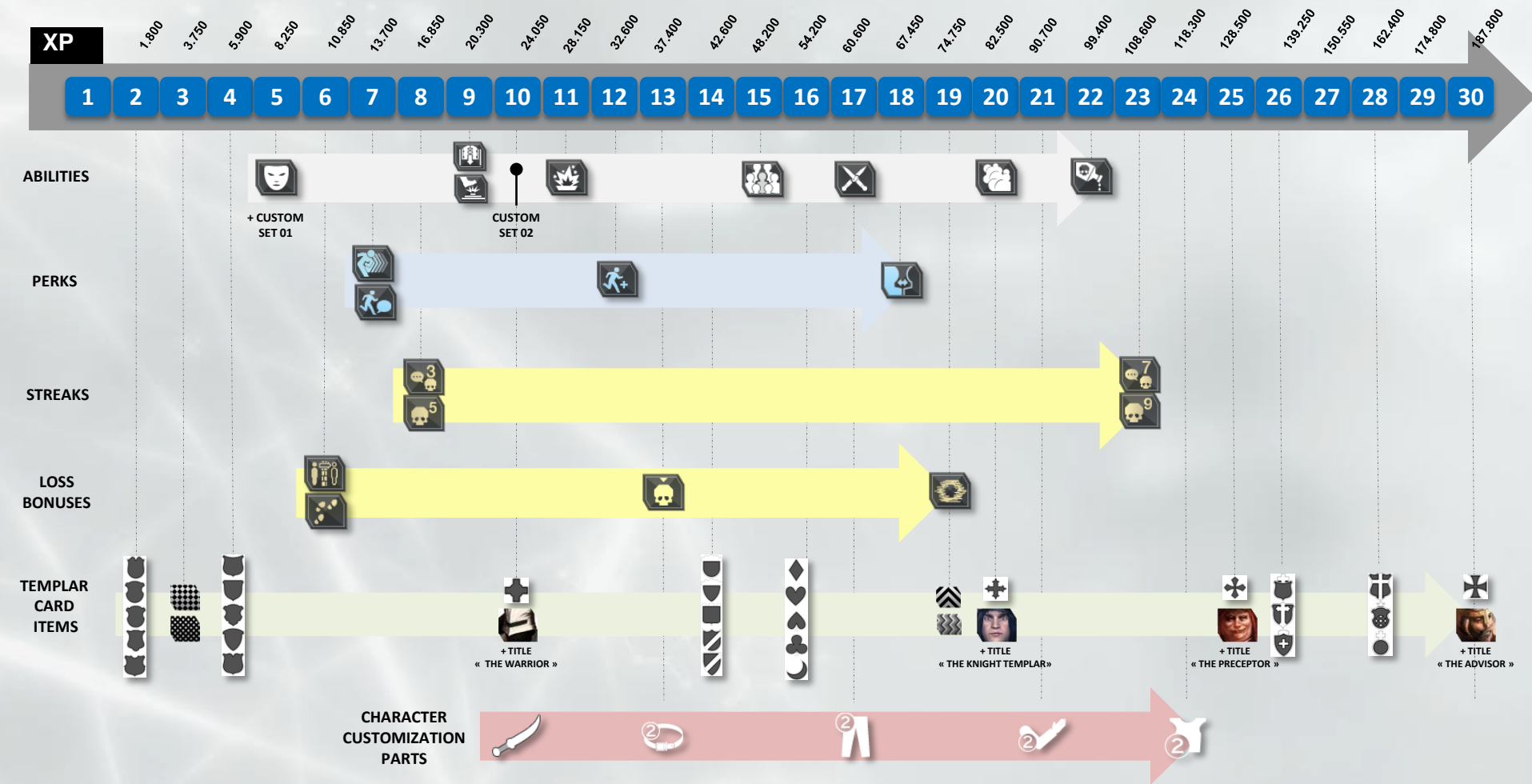
XP points can also be earned by completing Challenges.

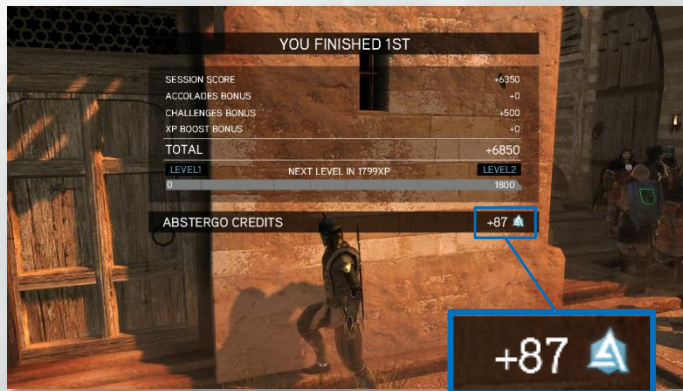


## EARNING ABSTERGO CREDITS

ABSTERGO CREDITS are the currency used to buy every items in the STORE. You will earn credits for every session you play and also:

- When finishing in the 3 first ranks of a session
- When being the best player of your team
- When leveling up
- When you are awarded accolades





## UNLOCKING CONTENT

By playing sessions, you will receive XP and ABSTERGO Credits. No rewards or items are automatically distributed when leveling up. To get new items, you need to “buy” them using ABSTERGO Credits.

Some items requires a minimum level to be unlocked and become buyable.



## LIST OF REWARDS

Here is the list of elements you can purchase:

- 8 Abilities, 4 Perks, 4 Streaks and 4 Loss bonuses
- 30 Emblem Symbols, 4 Patterns
- 4 Patron pictures, 4 Titles for your Templar Profile
- 1 extra Belt, Leg, Arm, Chest and weapon for each character



## TEMPLAR PROFILE

You can edit 3 elements:

- **PATRON PICTURE**
- **TITLE**
- **EMBLEM**

Choose one of the 4 pictures

Choose one of the 4 Titles

Build it choosing one of the 30 backgrounds, one of the 4 fill in textures and one of the 32 colors for each one.



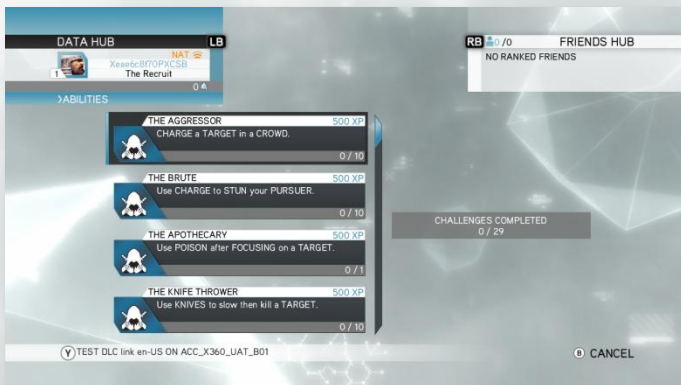
## CHARACTER CUSTOMIZATION

It is possible to customize every character by editing:

- **Bodyparts and colors**
- **Main Weapon**

Edit the 4 body parts

Choose one of the 2 weapons



## CHALLENGES

You complete CHALLENGES when you perform specific actions during sessions. CHALLENGES encourage you to try new tactics and techniques. Each time you complete one of the 3 steps of a CHALLENGE, you earn XP.



## LIST OF CHALLENGES

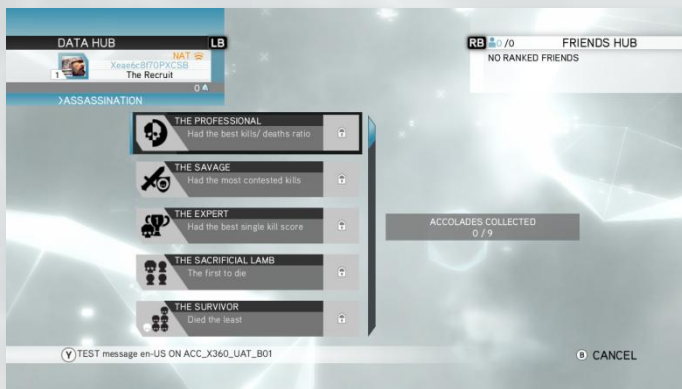
You can complete 50 CHALLENGES by playing sessions:

- 9 Mode-specific
- 17 Abilities-specific
- 10 Style related
- 14 Assassination-related



## ACCOLADES

ACCOLADES are rewards given at the end of a session that distinguish your performance from the other players. They show what you were the best at. By claiming several ACCOLADES, you can also earn extra ABSTERGO Credits.



## LIST OF ACCOLADES

44 ACCOLADES can be collected by playing the different game modes:

- 10 Assassination-related ACCOLADES
- 6 Abilities-specific ACCOLADES
- 12 Style related ACCOLADES
- 16 Session related ACCOLADES



# FRIENDS LADDER & DARES



## CATEGORIES

2 categories of leader boards are available:

- **Game mode best scores** Best score ever made on the different game modes
- **Statistics** Collects all-time cumulative statistics and best performances.



## LIST OF LEADERBOARDS

Here is the list of the leaderboards available

- **Best scores (x 5)** WANTED, MANHUNT, DEATHMATCH, ARTIFACT ASSAULT & EASY DEATHMATCH
- **Statistics (x4)** ALL TIME SCORE, ALL TIME KILLS, ALL TIME STUNS and AVERAGE SCORE PER KILL



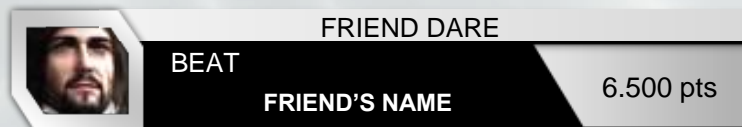
# FRIENDS LADDER & DARES



## FRIENDS LADDER

The FRIENDS LADDER enhances the competition between you and your FRIENDS. This ranking system allows you to measure your performances on the different game modes **BEST SCORES** and compare them with your friends.

There are four LADDERS to compete in: one for each of the game modes.



## DARES

During each simulation and at the beginning of each session, the system will challenge you to beat your FRIEND'S score on the current game mode to take their place in the FRIENDS LADDER. A message box will be displayed.

If you defeat them, you will **PUSH** a message daring them to beat you. DARES you receive can be found in the DARES section of the FRIENDS HUB.

# TEMPLAR PROFILE & STATS



## TEMPLAR PROFILE

The TEMPLAR PROFILE shows your progress in the game and allows you to see details on:

- **CHALLENGES** Review you progress in the challenges
- **ACCOLADES** Review you collection of Accolades
- **LEADERBOARDS** Review your position in the different leader board tables
- **STATISTICS** Review your performance in statistical categories



## CONSULT TEMPLAR PROFILE

You can consult another player's TEMPLAR PROFILE to see a summary of his performances, statistics, favorite persona, and abilities.

It's a useful tool to learn more about your Templar rivals!