

SEQUENCE 0 ✦ MEMORY 0.1



Download the audio files for intro and end texts of all Memories: <https://triton-noir.com/pages/downloads>

✦ PRISONERS

Ezio Auditore.

One of the greatest Assassins of all time!

It was him who picked our small group of Assassins to help him prepare for his face-off with the Templar Cesare Borgia. What an honor!

Cesare is currently trying to conquer a fortress in Navarra and Ezio is about to confront his long-time enemy and finally get rid of him. We have been tasked with creating a diversion and we managed to distract the Templars long enough for Ezio to enter the fortress. Unfortunately, we had to give up our freedom for that. We are now prisoners!

We managed to warn the Brotherhood with a carrier pigeon and we know that a group of Assassin Apprentices are on their way to rescue us. Once freed, we can move on to the next phase of the plan and help Ezio.

Memories 0.1 to 0.3 are intended to teach you the game rules step by step. If you have already read all the rules, please note that you will only use some of them to start with. All actions and phases in effect in a Memory are listed on a player aid card you will find in its Envelope. *For example, during Memory 0.1, you will not play the Enemy phase, there will be no Combat, etc.*

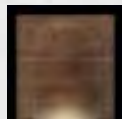
✦ I - SETUP

Each Memory starts with Map setup.

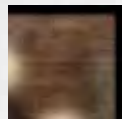
Learn how to place a Map's tiles.

Read rule point **7**

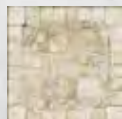
1. Take the following tiles:



3 small indoor tiles with **3 walls**.



1 small indoor tile with **2 walls**.



4 small street tiles without walls.



3 small roof tiles without walls.

2. Take the following items:



1 Fast Travel Station miniature



3 Reminder tokens



The red bases.

4 Objective tokens, each placed on the center slot of an Objective base.

3 Crossbowmen miniatures. When a Guard miniature is placed on a square containing an Objective base, **always** place it on one of the base's three spaces.



3. Set up the Map as follows:



Viana Castle, Kingdom of Navarra

4x Objective tokens, 1x Fast Travel Station, 3x Reminder tokens, 3x Crossbowmen

4. Place your Assassin Apprentices on the square containing the **Fast Travel Station**.

5. The « Reminder » tokens (🔔) are used to remind you an important rule. In this example, they will be placed to remind you of Detection Tests which will be explained later. Feel free to use them to highlight any element you want to remember.

6. Finally, place the following on the table:



1 Alert State token green side up.



The red dice.

Learn about the different **Phases** of a game turn, how to **Move** and **Trade**. Do not start playing until you have finished reading page 3 of this booklet.

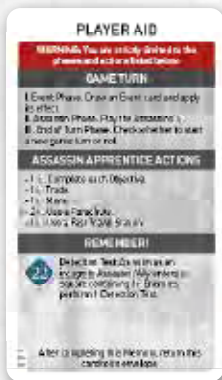
Read rule points **2 3 4 5 13**

II - ENVELOPE 0.1

**IMPORTANT:
DO NOT OPEN ENVELOPE 0.1 YET!**

*Reminder: Whenever you are asked to open an envelope, **only** take out the large red card. Then read it and follow its instructions.*

Now open envelope 0.1, take out the red card and follow its instructions.



IF YOU CHOOSE TO READ THE ENTIRE RULEBOOK BEFORE PLAYING

On the back of each large red card is a player aid for to the current Memory. **You are strictly limited to the phases and actions listed there.** It will be updated with each new Memory until all phases and actions are available.

REMEMBER!

When instructed to reveal a card (the "Parachute" for example), read it to learn its effects.

To win the game, it is critical that you use Equipment cards at the right time.

III - OBJECTIVES


In this first Memory, you control the young Assassin Apprentices whose goal is to free the experienced Assassins. There is a small hiccup though: These Apprentices are not armed... We will have to keep a very low profile!

In each Memory there are: 1+ **Objectives** that are mandatory in order to complete the Memory and 1+ **100% Syncs** that are always optional.

Read rule points 14 34



MEMORY OBJECTIVES

Unlock the 4 Assassin cells by spending 1  on each of these squares.



100% SYNC - EYE-WITNESS

To get this 100% Sync, complete the Memory with no more than 1 Assassin Apprentice becoming exposed after a Detection Test.

IV - LAST BUT NOT LEAST

Your chances of survival depend on your ability to act discreetly. Learn how to manage stealth.

Read rule points 20 21 22 23

After all Objectives have been completed, **you must always leave the Map by using a Fast Travel Station.** Move to the square containing the Fast Travel Station and learn how to use it.

Read rule point 15


SPECIAL RULES FOR THIS MAP

Any exposed Assassin Apprentice is immediately locked in a cell by the Guard who found them: Remove the Apprentice and Guard miniatures from the Map. The remaining Assassin Apprentices must complete this Memory without them.

If all the Assassin Apprentices are imprisoned, the Memory is failed. If so, reset the Map, recover your parachutes and replay the Memory.

You are now ready to start your first Memory. *Avanti!*

REMEMBER!

At the end of each game turn, remove any  that is not attached to a miniature.

**IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.**

MEMORY 0.1 SYNCHRONIZED

Well done! We are free thanks to the young Assassin Apprentices!
Cesare's forces are leading the assault against the fortress and have already managed to take over some of the buildings. We will soon put Ezio's plan of sabotaging Cesare's gun into action.



MEMORY COMPLETED

Take the Reward cards in envelope 0.1. Give 1 Common Sword to each Assassin Apprentice and give the Hidden Blade to Claudio. If you are playing with less than 4 Assassins or if Claudio is not in play, place the remaining cards inside the Villa envelope.



DIARY OF MEMORIES

Learn how to keep track of your progress and tally your experience in the **Diary of Memories**.

Read rule point **35**



You can download the printable files for the Diary of Memories here:
<https://triton-noir.com/pages/downloads>

Total the points on the back of the 4 Objective tokens you have completed: 4 x Objective 1D worth 2 points each, for a total of 8 XP. Write the total under Memory 0.1 in the Diary of Memories.

Circle the corresponding box (8) on the Experience Track located on the left of the Diary of Memories.



If you have completed the 100% Sync, place the sticker under Memory 0.1 in the Diary of Memories.



In this example of a Diary of Memories, players completed Memory 0.1 on their first attempt and gained 8 XP. They failed to achieve the 100% Sync, so they did not place the sticker.

Now that the Assassin Apprentices have completed their Objectives, you can play as the Assassins!

Choose your Assassin

Read rule point **12**



RETURN TO THE VILLA

Retreat to your **Villa** to regain strength and prepare for the next Memory.

Read rule point **36**

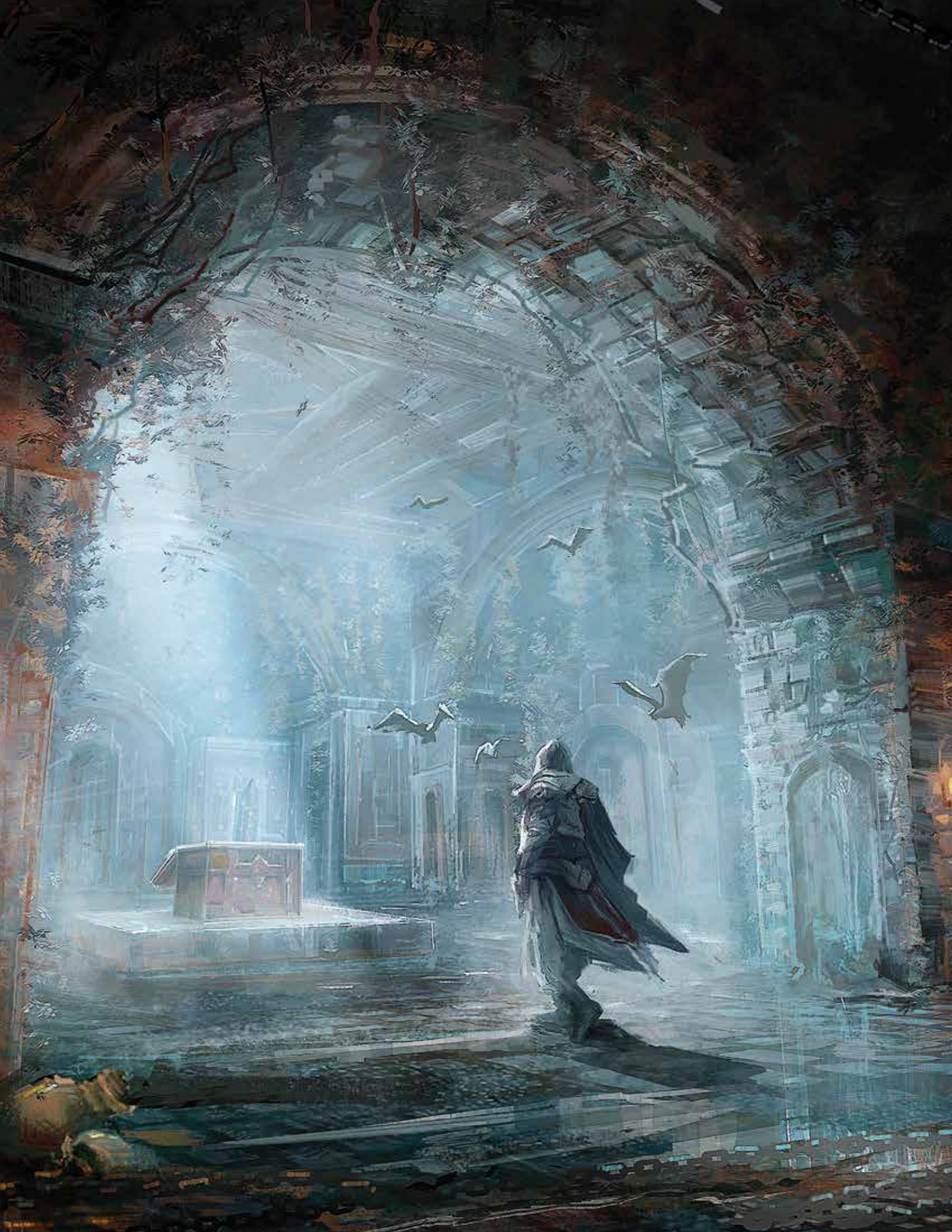
At the end of each Memory, if you wish to stop playing, save your campaign.

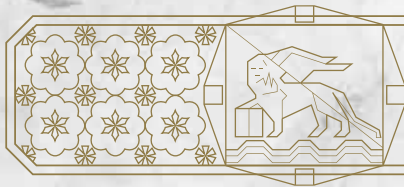
Read rule point **42**

Keep the Equipment and Event card decks and their discard piles intact after each Memory, as they will be used in the following Memories.

Store envelope 0.1 and the Assassin Apprentices miniatures in the game box.

Save the game (see rule point 42) or proceed to the next Memory on page 6.





SEQUENCE 0 ✦ MEMORY 0.2

✦ A PRECIOUS PISTOL

Events escalate in the fortress besieged by Cesare Borgia's troops! Under the cover of darkness, now is the time to take action.

Thanks to the Assassin Apprentices, we are now free... and armed.

Ezio needs to approach Cesare. This is highly risky if Cesare wields his famous and fearsome pistol.

We need to infiltrate the weapons room and sabotage the gun.

We need to be extra careful with the guards: They will chase and attack us on sight.

✦ I - SETUP

REMEMBER!

Check the number and type of tokens on each Map with the icons below the diagram.

To set up the Map using the diagram below, you will need:

- ✦ A medium tile (split into 4 squares with a tower in its center) **ensuring that the location and length of the wall is as shown.**
- ✦ 4 Ladders (you will learn how to use them in the next Memory).



Viana Castle,
Kingdom of
Navarra



- ✦ Place the Enemy Board on the side shown below.
- ✦ Place the compass near the Enemy Board and orient it with **the North as indicated on the setup diagram.**
- ✦ Place the Alert State token green side up on its dedicated space on the Enemy Board.



- ✦ Place the white and black dice on the table.
- ✦ Place your Assassin miniatures on the square containing the Fast Travel Station.
- ✦ Shuffle the discarded Equipment and Event cards back into their respective decks.

✦ II - OPEN ENVELOPE 0.2

Take out the large red card and follow its instructions.

✦ III - OBJECTIVES



MEMORY OBJECTIVES

Sabotage Cesare Borgia's pistol to allow Ezio to approach him.

AND

Eliminate ALL the Guards AND hide their Bodies.



100% SYNC - PANORAMIC VIEW

Move to a square containing a 9 token, climb the Tower, synchronize AND retrieve what you'd discovered.



Learn to **search and hide Bodies** and to **Equip**.

Read rule points **17 18**

If an Assassin is subjected to a ✕ (Retaliation), find out how to manage your **health**.

Read rule points **26 27**

REMEMBER!

- ◆ Perform a **Detection Test** every time you enter a square containing 1+ Enemies.
- ◆ When you attack with a common sword, you become exposed because of the  icon on the sword's card. The Alert State is triggered ( icon on the card).
- ◆ You can draw 1 Equipment card for each Enemy Body you search.
- ◆ Read the Crossbowman card (on the Enemy board).

If you are anxious about the game's **difficulty level**, learn how to change it to easy.

Read rule point **45**

If all the Assassins have been Eliminated, you have **failed** this Memory. Find out how to replay it.

Read rule point **6**



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 0.2 SYNCHRONIZED

Just in time! We managed to sabotage Cesare Borgia's pistol. Ezio can now approach and eliminate him. An Assassin Apprentice, appointed by the Brotherhood, has retrieved Alessandra, Bastiano and Dariâ's hidden blades. We finally have a level playing field! Let's now move on to the second part of Ezio's plan...



MEMORY COMPLETED

Take the Reward cards in envelope 0.2. Assign 1 of these cards to each Assassin, except Claudio. If you are playing with less than 4 Assassins, place the remaining cards inside the Villa envelope.

REMEMBER!

Read the instructions on the Equipment cards to learn how to use them.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 0.2 in the Diary of Memories. Update the new total on the Experience Track.

Example: At the end of Memory 0.1, the players had circled 8 XP on the Experience Track. During Memory 0.2, they completed the Objective (4 XP) and recovered the contents of the chest (1 XP), their total is now 13 XP: They circle box 13.



If you have completed the 100% Sync, place this sticker under Memory 0.2 in the Diary of Memories.

Reminder: If you played the Memory entirely in Normal difficulty, place the red version of the 100% Sync sticker. If you have played all or part of the Memory in Easy difficulty, place the gray version of the sticker.

CESARE BORGIA'S PISTOL

Made under duress by Leonardo da Vinci for the Baron de Valois, this pistol of rare precision includes several innovations never seen on weapons of this era. It can be immediately identified thanks to its golden metal spinning wheel.



RETURN TO THE VILLA

Retreat to your **Villa** to regain strength and prepare for the next Memory.

Store envelope 0.2 inside the game box.

If you wish to stop playing and save the game, read rule point **42**. If you want to continue the campaign, go to the next page.

SEQUENCE 0 ✦ MEMORY 0.3

✦ POOR LITTLE TEMPLARS

Thanks to us, Ezio was able to approach Cesare and is facing him right now on the fortress walls!
If we take advantage of the general confusion, we will deprive the Templars of precious resources.
We must choose to go either to Cesare Borgia's apartments to steal one of his personal items, or to the armory to steal equipment...
If we are perfectly coordinated, we may even be able to do both, but it might be hazardous!

✦ I - SETUP



Viana Castle, Kingdom of Navarra

1x 1x 1x 4x 4x 2x

- ◆ Place the Alert State token green side up on its dedicated space on the Enemy Board.
- ◆ Take the 8 Reinforcement cards with the icon matching the number of Assassins in play. Shuffle them and place them face down on the Enemy board.
- ◆ Shuffle the discarded Equipment and Event cards back into their respective decks.
- ◆ Place your Assassin miniatures on the square containing the Fast Travel Station.

Do you want to **save 1** to play with 1 more action during the next turn or surprise the Enemies during their phase?

Read rule point **19**

IMPORTANT!

Once all Assassins have finished playing their first phase, the Enemies come into play:

Rule point 28 Find out how to play the full **Enemy phase**. Then:

Rule point 29 Place the **Enemy Reinforcements**.

Rule point 30 **Move the Enemies**.

Rule point 31 Play the **Enemy Combat Step**.

✦ II - OPEN ENVELOPE 0.3

✦ III - OBJECTIVES

IMPORTANT!

To complete this Memory, choose 1 Objective and complete it. You can optionally choose a second Objective.

MEMORY OBJECTIVES



CESARE BORGIA'S APARTMENTS
Steal a personal item from Cesare Borgia.



ARMORY
Help yourself from the armory.



100% SYNC - HIDDEN AND DANGEROUS
Eliminate 1+ Guards with a

REMEMBER!

- ◆ During the Enemy Movement phase, the Enemies Nearby an **exposed** Assassin who can move **always** move to this Assassin's square, **not** in the direction indicated by the compass.
- ◆ Save 1 as soon as possible, especially to play it during the Enemy Step. It could save your life.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 0.3 SYNCHRONIZED

Cesare Borgia is dead. He fell from the castle walls while fighting Ezio. Had we not been helping, Ezio might have been in greater danger.



MEMORY COMPLETED

Take the Reward cards in envelope 0.3 and check each card's back to learn how you can reveal them. Then decide how to allocate them among the Assassins.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 0.3 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 0.3 in the Diary of Memories.



RETURN TO THE VILLA

Retreat to your **Villa** to regain strength and prepare for the next Memory.

Store envelope 0.3 inside the game box.

If you wish to stop playing and save the game, read rule point **42**. If you want to continue the campaign, go to the next page.

SEQUENCE 0 ✦ MEMORY 0.4

✦ FORGOTTEN HEADQUARTERS

Our actions in the Kingdom of Navarra have been noticed. The Brotherhood of Assassins has decided to entrust us with a delicate but crucial task for the future of the Assassins in Italy. We're off to Venice, the Queen of the Adriatic, the City of masks!

An informant of the Brotherhood managed to infiltrate the Templar Order. While on a mission, he discovered the abandoned former HQ of the Templars in Venice. The Headquarters are unusable in their current state, but have enormous potential. This is our chance to rebuild a secure and sustainable base in Venice.

✦ I - SETUP



1x 1x 3x 1x 1x 1x 1x

Somewhere in Venice ...

- ◆ Place 1 Rooftop Garden miniature. *Note: The Rooftop Garden is a Hiding Spot (rule point 8 of the Rulebook).*
- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.
- ◆ Place your Assassin miniatures on the square containing the Fast Travel Station.

✦ II - OPEN ENVELOPE 0.4

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Join the informant on the square containing the token. **As soon as you are on it and BEFORE any other action**, reveal 1 card (0).



100% SYNC - NEEDLE IN A HAYSTACK

Eliminate 1+ Guards from a Hiding Spot.

Before each Memory, you can **adjust the number of players.**

Read rule point **37**

REMEMBER!

Only Agile Guards can climb up to or down from a roof without a ladder.


IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 0.4 SYNCHRONIZED

That was a real tour de force: We stole the Templars' old HQ right under their nose! Thanks to the collapse, they won't suspect that we are alive and are going to settle here. And since good things come in pairs, Ezio will now be able to lend us a hand when needed. It looks like these are the beginnings of a fine team!




MEMORY COMPLETED

Take the Blueprint card in envelope 0.4. Place it on the Headquarters' Main Hall  when you are done reading this page (you will soon learn how to use it).



DIARY OF MEMORIES

Total the XP of the completed Objectives (a  token is worth 2 XP) and collected Chests tokens, then write this down under Memory 0.4 in the Diary of Memories. Update the new total on the Experience Track.

If your XP total is at 25 or more, your Assassins go up to Level I. If not, their level should go up soon...

Read rule point **39**



If you have completed the 100% Sync, place this sticker under Memory 0.4 in the Diary of Memories.



SEQUENCE 100% SYNCHRONIZED



If you have unlocked ALL "100% Syncs" (red or gray versions) from Memories 0.1 to 0.4, congratulations! Place this sticker on the space provided.


Store envelope 0.4 inside the game box.

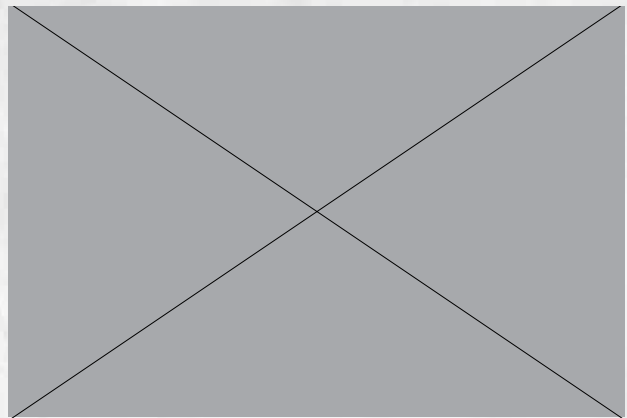
If you want to continue playing, read the next paragraph "Headquarters", then go to the next page to begin Memory 1.1. Otherwise stop playing here and save the game (see rule point **42**).

HEADQUARTERS

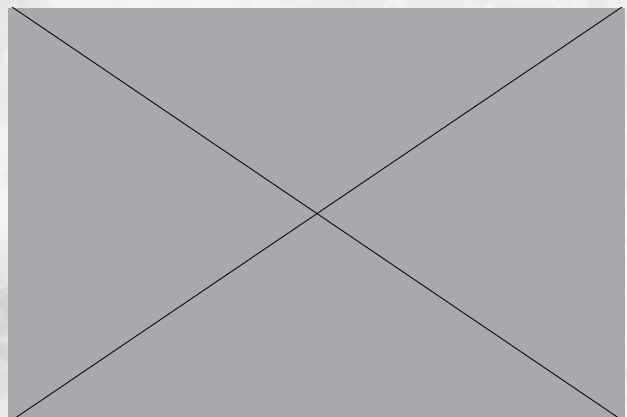
You now have your Headquarters from which you will further help the cause of the Brotherhood of Assassins. Venice is famous for its housing problem as the lagoon makes expanding the city extremely complicated. We will have to collaborate with our neighbors.

You can forge a partnership with a group of courtesans, experts at diverting the attention of the city guards, or you can approach a guild of mercenaries who will help you in combat but will not fail to attract a bunch of opportunities and confrontations.

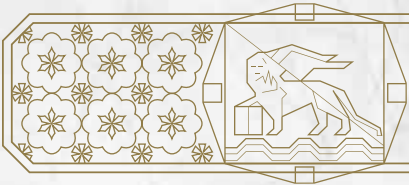
Choose between the **Courtesans' Headquarters (HQ1 envelope)** or the **Mercenaries' Headquarters (HQ2 envelope)**. Open the envelope of your choice and remove the other envelope from the game . Finally, place the Headquarters board on the table with the side you chose facing up.



The Mercenaries' Headquarters.



The Courtesans' Headquarters.



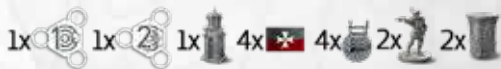
SEQUENCE 1 ✦ MEMORY 1.1

✦ THE MASK

Thanks to our efforts, the Headquarters of the Venetian branch of the Brotherhood of Assassins are now established. The Doge Leonardo Loredan, once a loyal ally of the Assassins, has now put a spoke in our wheel. Our friend and ally, Pope Julius II, asked us to investigate, in order to get some more insight.

We know there is an explanation for the Doge's strange behavior. This explanation is found in a coded document enclosed in a safe in the vault room of the Palazzo Ducale. First step: Find the keys to enter the vault and the cipher to decode the documents.

✦ I - SETUP



Outskirts of the Palazzo Ducale, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 1.1

✦ III - OBJECTIVES

MEMORY OBJECTIVES

Complete these 2 Objectives in the order of your choice:



Steal the keys of the vault room.



Find the cipher to decode the document.



100% SYNC- CATCH ME IF YOU CAN

Escape from 1+ Guards Hunting you by climbing onto a roof.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Find out how to set up your Headquarters and how to assign your miniatures to it. Read the "Headquarters" paragraph on the previous page if you haven't already done so, then continue.

Read rule point **40**

✦ V - STARTING THE MEMORY

Place each Assassin on the square containing the Fast Travel Station.

REMEMBER!

You must always leave a Map by using a Fast Travel Station after completing the Map's Objectives.

STORY: THE DOGE

In Venice, the Doge is the first magistrate of the republics of Venice and Genoa. He is elected for life. From the Palazzo Ducale, he leads the armies, presides over the Senate, can declare war and sign peace. He is responsible to the Council of Ten, an assembly made up of the lords of the most powerful Venetian families. The current Doge, elected in 1501, is Leonardo Loredan. He is a cultured merchant and a fine politician.



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 1.1 SYNCHRONIZED

We retrieved the keys of the safe. We now have to locate this room in the Palazzo... We also managed to steal the cipher that the Doge uses to encrypt his communications. It looks like Ezio is starting to think our small team has what it takes to lead the Brotherhood on a glorious path in Venice. He summons us and, thanks us warmly and gives us one of the Auditore family's relics, saying: "Welcome to the family." What better vote of confidence could we have hoped for?



MEMORY COMPLETED

Take the Reward card in envelope 1.1 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 1.1 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 1.1 in the Diary of Memories.




HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Find out how to perform the Headquarters' Resolution Step:

Read rule point **41**

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 1.1 in the Diary of Memories.

Read the next page to play an Optional Memory or skip it and go to page 16 to start Memory 1.2.



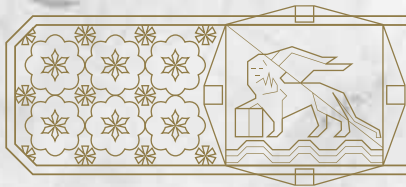
OPTIONAL MEMORY

You can now play **1 Optional Memory** among the 4 available. Each one of these is linked to one of the 4 Assassins in play.

Find out how to play Optional Memories.

Read rule point **46**

If you wish to play one of these Memories, go to page 61 and pick the one you want to play.



SEQUENCE 1 ✦ MEMORY 1.2

✦ HIDDEN SECRETS

Second step: We are going to infiltrate the Palazzo Ducale at dusk and find the safe where the Doge's coded document is locked up. The document should help us understand why the Doge has been acting strangely. For this mission, we will separate into two groups. The first will be responsible for finding the safe's combination and sending it to the second group by carrier pigeon. The second group will need to locate the vault, open it and decode the documents once they receive the combination.

Follow steps I to IV before making up groups A and B during stage V.

✦ I - SETUP

Learn how to set up two Maps side by side.

Read rule point 50

- Place the two Alert State tokens 🟢 side up.



- Check that the Enemy Reinforcement deck matches the number of Assassins in play. *Note: When playing on 2 Maps side by side, the Enemy Reinforcement deck should match the total of Assassins on both Maps.*
- Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.
- Split the Event deck into 2 roughly equal decks and place 1 deck near each Map.

IMPORTANT!

Remove the cards remaining in the Chest deck from the game.

✦ II - OPEN ENVELOPE 1.2

Find out how to play on two Maps side by side.

Read rule point 51

III - OBJECTIVES

MAP A OBJECTIVES



1. 1 Assassin must **first** get the safe's combination.



2. Then that Assassin or a different one must send the combination to group **B**.

MAP B OBJECTIVE



Find the vault room. ⚠️ Reveal 1 ⚠️ card each time an Assassin enters a square containing a ⚠️ token. You can then open the safe when you have received the combination sent by group **A**. *Note: The safe is not a Chest: It is not worth 1 XP, nor does it allow you to draw a card from the Chest deck.*



100% SYNC - MULTITASKER
1+ Skill cards have been used on Maps **A AND B**.

IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

V - START OF MEMORY

Split into 2 groups:

- ◆ **Group A:** Place your Assassins on the square containing the Fast Travel Station on Map **A**.

REMEMBER!

When more than one Fast Travel Station is present on a Map, choose which one each Assassin will use to enter and leave the Map.

- ◆ **Group B:** Place each of your Assassins on the square of your choice containing a Fast Travel Station on Map **B**.




IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 1.2 SYNCHRONIZED

We deciphered the documents! They revealed that Doge Loredan is being blackmailed by the Templars. The blackmailer has kidnapped one of his daughters and threatens to kill her if the Doge does not follow his orders. The first of these orders is for Loredan to oppose all of Pope Julius II's directives, by force if necessary. This explains why the Doge is attacking us and the Pope's forces! We must help the Doge by eliminating this blackmailer.




MEMORY COMPLETED

Take the Blueprint cards in envelope 1.2 and place them on the Headquarters' Main Hall .



DIARY OF MEMORIES

Total the XP of the completed Objectives (the 3  tokens are each worth 2 XP, even if you haven't revealed them all) and collected Chests tokens, then write this down under Memory 1.2 in the Diary of Memories. Update the new total on the Experience Track.




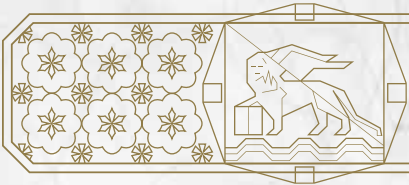
If you have completed the 100% Sync, place this sticker under Memory 1.2 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

It's time to regroup in the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 1.2 in the Diary of Memories.



SEQUENCE 1 ✦ MEMORY 1.3

✦ THE THREE LITTLE TRAITORS...

We managed to identify the blackmailer, but, in a turn of events, he asked two of his bodyguards to take on his appearance. We will have to eliminate them one by one to make sure that the blackmailer has been neutralized. Let's start by climbing up to locate the three traitors. We will have to be extra careful because new Elite Guards trained in the detection of suspects are now patrolling the streets: They will detect us without fail!

✦ I - SETUP

Z

B* **A***

1x 3x 2x 3x 1x

Outskirts of the Palazzo Ducale, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 1.3

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Synchronize at the top of the Tower to reveal the 3 Traitors, then assassinate them.



100% SYNC - TWO BIRDS WITH ONE STONE

Eliminate 2+ Traitors by using Coordinated Attacks.

REMEMBER!

Coordinated Attacks are often essential when trying to eliminate a Boss.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

REMEMBER!

When you are in the Headquarters, you can choose which Assassins will take part in the next Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 1.3 SYNCHRONIZED

We just about did it! Thanks to our teamwork, the black-mailer has been eliminated.



MEMORY COMPLETED

Take the Reward card in envelope 1.3 and follow its instructions.



DIARY OF MEMORIES

Total the XP of the completed Objectives (5 XP in total for the trio) and collected Chests tokens, then write this down under Memory 1.3 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 1.3 in the Diary of Memories.



SEQUENCE 100% SYNCHRONIZED



If you have unlocked ALL "100% Syncs" (red or gray versions) from Memories 1.1 to 1.3, congratulations! Place this sticker on the space provided.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 1.3 in the Diary of Memories.

REMEMBER!

When you are in the Headquarters, you can heal your Assassins with Medicine and trade equipment as you wish.

SEQUENCE 2 ✦ MEMORY 2.1

✦ THE LITTLE DEVIL

It is time to upgrade our Headquarters. In order to do so, Ezio recommended that we rope in Leonardo da Vinci, who happens to be travelling in Venice.

Unfortunately, the City Guard wants to capture Leonardo and force him to build some of his famous war machinery. The Maestro has gone into hiding. We need to ask Salai, his apprentice, to lead us to him.

But the guards have captured Salai! He will never resist their interrogation methods...

We must first free the little devil, who is tied up and held up in a private Palace, then climb to the top of the tower to find the best way to get Salai out. What's more, the guards threatened him with reprisal if he agreed to follow us! We will have to watch him closely.

✦ I - SETUP

- ◆ Place **Salai's** miniature next to the Map.



Ca' Foscari, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 2.1

✦ III - OBJECTIVES



MEMORY OBJECTIVES

Free Salai. Then replace the 3 Objective token with his miniature.

Synchronize at the top of the Tower to find an exit, then escort Salai and make him leave the Map. **If Salai is Eliminated, the Memory is failed.**



100% SYNC - SPRING CLEANING

The Guards must not find any Bodies.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place your Assassins on the square bearing a white triangle.

SALAI

Gian Giacomo Caprotti da Oreno, born in 1480, is the most famous of Leonardo da Vinci's apprentices. He maintains an ambiguous relationship with the Maestro, made of a deep friendship, but also of some mischief due to the young apprentice's passion for gambling.

A few years ago, this passion almost cost the Assassins dearly when Salai failed to keep track of his mission: Protect Leonardo. Fortunately his courage, his insight and some decisive help from Ezio allowed the Assassins to find the Maestro safe and sound. Salai would do just about anything for Leonardo da Vinci, and the feeling is probably mutual.



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 2.1 SYNCHRONIZED

Now that Salai is out of harm's way, he leads us to his master's secret workshop.

An emissary of the Brotherhood was discreetly received by the Doge, who seems to have promised, in the name of the old relations he maintains with the Assassins, that Leonardo da Vinci should no longer be harassed.



MEMORY COMPLETED

Take the Reward card out from envelope 2.1 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 2.1 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory 2.1 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 2.1 in the Diary of Memories.

SEQUENCE 2 ✦ MEMORY 2.2

✦ ENDANGERED GENIUS

The guards refused to obey the Doge's orders and surrounded the inventor's workshop. Something is happening in the Palazzo Ducale beyond the blackmail events... It seems that the Venice Guard is no longer controlled by the Doge! Niccolò di Pitigliano, a condottiere on Templar payroll, took the guard under his heel. He has every intention of forcing Leonardo da Vinci to build war machines. The Maestro must not fall into the hands of the Templars. We have to push them back long enough for him to finish building his defensive tank.

There is one cannon left in an annex to the workshop. If we manage to retrieve it, Leonardo will add it to the tank and increase its firepower for later use.

✦ I - SETUP



Cannaregio district, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 2.2

✦ III - OBJECTIVES



MEMORY OBJECTIVE

1. Protect Leonardo in his workshop (the 2 squares with 🗡️ tokens) for 5 turns. **If Leonardo is Eliminated, or if an Assassin escorts him out of his workshop before the end of the 5 turns, the Memory is failed.**

2. Then escort Leonardo da Vinci to a Fast Travel Station and have him exit the Map.

Learn how to count game turns with a time limit.

Read rule point 47



OPTIONAL OBJECTIVE

You can recover the missing cannon to improve the tank's firepower. 🟡 After completing this Objective, take the **Special Equipment** card next to the Map. Don't hesitate to use it during your mission! **Permanently discard** this Special Equipment card after leaving the Map.



100% SYNC - EXPERT ARTIFICER

Eliminate 2+ Guards with 1+ 🗡️ after throwing a smoke bomb on their square. *Note: A Guard Eliminated by a Poison Blade who would have Eliminated 1 Crossbowman before falling unlocks this 100% Sync.*

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - STARTING THE MEMORY

- ◆ Place each of your Assassins on the square of your choice containing a Fast Travel Station.
- ◆ Place **Leonardo da Vinci's** miniature on the 🗡️ square of your choice.



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 2.2 SYNCHRONIZED

Leonardo da Vinci is safe and sound, well done! The Maestro has always been generous: He proves it once again by gifting us with a reward. Unfortunately his workshop fell into the hands of the Pitigliano guards. The genius agreed to join our Headquarters' workshop. He is now busy putting the finishing touches to a new tank with cannons. Rumors are growing of an aggressive intervention by the Venetian navy against our forces. A tank might be a useful weapon for our defense.




MEMORY COMPLETED

Take the Reward card and the large brown ??? card in envelope 2.2. Follow the instructions on the Reward card. Reveal the brown card and place it near your Headquarters with the Leonardo da Vinci miniature.



DIARY OF MEMORIES

Total the XP of the completed Objectives (the 2  tokens are each worth 2 XP) and collected Chests tokens, then write this down under Memory 2.2 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory 2.2 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 2.2 in the Diary of Memories.

Read the next page to play an Optional Memory or skip it and go to page 27 to start Memory 2.3.

LEONARDO DA VINCI

Leonardo da Vinci, aged 57 in 1509, is one of these rare people who are gifted in all they choose to do. His first meeting with Ezio was more than thirty years ago and Ezio still carries the hidden blade that the genius repaired and upgraded for him. As a staunch ally, Leonardo enabled the Assassins to technologically surpass their Templar enemies thanks to numerous inventions, including the flying machine. The Maestro, as we sometimes call him, has the habit of appearing without warning, whether in Rome, Florence or where he is now, Venice.



STORY: NICCOLÒ DI PITIGLIANO

(a.k.a Niccolò di Orsini)



Niccolò Orsini di Pitigliano (1442 - 1510) was a Leader of Italian mercenaries. He was the Captain-General of the Venetians during the war against the Cambrai league.





OPTIONAL MEMORY

You can now play **1 Optional Memory** among those available.
If you would like to do so, go to page 61 and choose the one
you want to play.



SEQUENCE 2 ✦ MEMORY 2.3

✦ CLASH OF THE TITANS

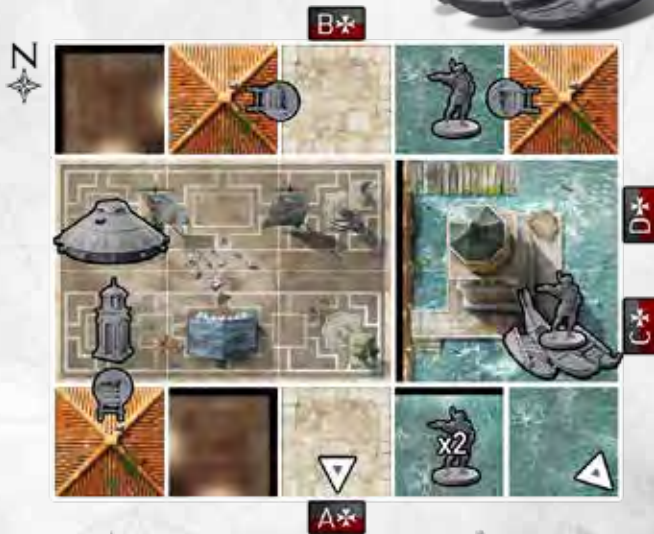
It is confirmed, Pitigliano's guards took control of the Venetian navy's arsenal. It seems they have laid their hands on an experimental weapon: A naval cannon that puts our headquarters at risk.

We will have to use our best tactics in combination with Leonardo da Vinci's tank in order to retrieve the naval cannon and protect our Headquarters.

The Tank did not go unnoticed in the streets of Venice and the Alert was triggered!

✦ I - SETUP

- Take the miniatures for Leonardo da Vinci's **Naval Cannon** and **Tank**.



1x 4x 3x 4x 1x 1x 2x

Piazza San Marco, Venice



IMPORTANT!

Flip the Alert State token to its side.

- The crossbowman miniature on the Naval Cannon square is placed on the available space of this Machine. He will only free the space if he is Eliminated.
- Check that the Enemy Reinforcement deck matches the number of Assassins in play.

- Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

IMPORTANT!

Remove the cards remaining in the Chest deck from the game.

✦ II - OPEN ENVELOPE 2.3

✦ III - OBJECTIVES



MEMORY OBJECTIVES

Eliminate the Crossbowman in the Naval Cannon. Take control of the Naval Cannon (0) and make it exit through the canal square with a white triangle (1) **provided that no Guards are on the square**. The piloting Assassin leaves the Map with the Naval Cannon.



Make the Tank exit the Map through the street square with a white triangle (1) **provided that no Guards are on the square**. The piloting Assassin leaves the Map with the Tank.

Any Assassin who left the Map with a Machine can come back onto the Map **on the next turn** in a square containing a Fast Travel Station (0)

Note: Any remaining Assassin on the Map must use a Fast Travel Station to leave.

IMPORTANT!

This Memory is failed if either the Tank or the Naval Cannon is destroyed.



100% SYNC - THE POWDER WILL TALK...

During the same turn, Eliminate at least twice as many Guards as the total of Assassins in play.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

IMPORTANT!

DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 2.3 SYNCHRONIZED

Not only did we manage to neutralize the naval cannon, we even managed to recover it. After a few repairs, we should be able to use it against the Templars... We have also successfully protected Leonardo da Vinci's Tank.



MEMORY COMPLETED

Take the Reward card out from envelope 2.3 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 2.3 in the Diary of Memories. Update the new total on the Experience Track.



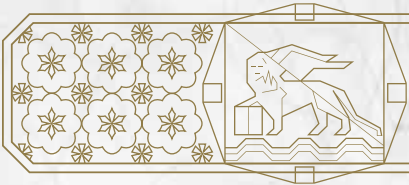
If you have completed the 100% Sync, place this sticker under Memory 2.3 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 2.3 in the Diary of Memories.



SEQUENCE 2 ✦ MEMORY 2.4

✦ STEALING FROM A THIEF IS NOT THEFT

We have a growing problem with the Venice Guard. Let's try to setup a meeting with Pitigliano, the condottiere who seems to have taken control of the city guard. As he refuses to talk to us directly, Ezio suggests that we go through our ally Niccolò Machiavelli, who has always been an efficient go-between.

But Pitigliano is corrupt and he demands a pretty penny. No way are we going to pay this scoundrel with our money! We will take funds directly from his Guard's chests and he will not suspect a thing! Machiavelli has managed to steal the keys of the two chests, we just have to retrieve them, then discreetly approach the chests and steal their contents. We will entrust the sum to Machiavelli who will take care of paying Pitigliano.

✦ I - SETUP

- ◆ Take **Niccolò Machiavelli's** miniature.



Headquarters of the Venetian Guard, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 2.4

✦ III - OBJECTIVES

MEMORY OBJECTIVES



1. An Assassin must **first** talk to Niccolò Machiavelli to collect the chests' keys.



2. The Assassins must then recover the contents of the 2 chests.

At the same time or after, escort Machiavelli and have him leave the Map by using a Fast Travel Station. *Note: This does not earn you any XP. If Machiavelli is Eliminated, this Memory is a failure.*



100% SYNC - DOWN TO EARTH
Do not enter any roof.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

NICCOLÒ MACHIAVELLI

Niccolò di Bernardo dei Machiavelli, born in 1469, is a Florentine with many talents. Philosopher, politician and member of the Brotherhood of Assassins since he was 19, Niccolò is one of those who allowed Ezio to join the Brotherhood. He is a powerful enemy of the Borgias and has helped Ezio dismantle one of their bases in Rome. He faithfully supports Ezio in all circumstances, despite the apparent discord between the two men. It was probably at his request that Niccolò temporarily left his native Florence to lend a hand once again to the Assassins in Rome.

His political visions will have to wait a few more years before being written down on paper in his famous book: *The Prince*.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 2.4 SYNCHRONIZED

Thanks to our intervention, Machiavelli was able to pay Pitigliano (with his own money!). A meeting is scheduled. Suspicion is the name of the game, but if we could convince Pitigliano that we are of no danger to him, we could devote our resources to developing the Headquarters and helping the Brotherhood more effectively.

Machiavelli understands the challenges that the Brotherhood is facing and offers to help us strengthen our Headquarters. Great news! As a pledge of his collaboration, he offers us his famous wheeled pistol!



MEMORY COMPLETED

Take the Reward card and the large brown card from envelope 2.4. Decide which Assassin to allocate the Reward to. Reveal the brown card and place it near your Headquarters.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 2.4 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 2.4 in the Diary of Memories.



100% SYNCHRONIZED SEQUENCE




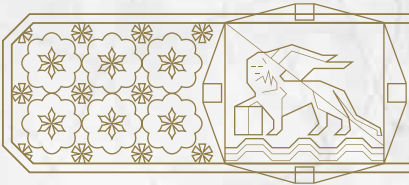
If you have unlocked ALL "100% Syncs" (red or gray versions) from Memories 2.1 to 2.4, congratulations! Place this sticker on the space provided.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 2.4 in the Diary of Memories.



SEQUENCE 3 ✦ MEMORY 3.1

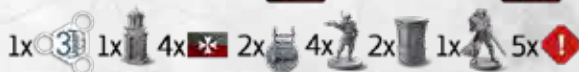
✦ TANTO VA LA BROCCA ALLA FONTANA...

Pitigliano reluctantly accepted to speak to us. However, he has not ordered his guards to stand down. We will have to approach him, then take the time to convince him. Needless to say, Pitigliano will only agree to listen to us if the alert is neutralized. But if he ever sees us when the alert is triggered, he will assume that we are hostile to him and will not do us any favors. In that case, confrontation will be inevitable. If we can talk to him, we might be able to convince him to give us more leeway...



✦ I - SETUP

- ◆ Take **Pitigliano's** miniature.



Rio della Pietà, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 3.1

✦ III - OBJECTIVE

MEMORY OBJECTIVE

When you are on Pitigliano's square:



If the Alert State is : Convince Pitigliano.

OR



If the Alert State is : Get rid of him.

IMPORTANT!

If you convince Pitigliano and then get rid of him, the Objective "Convince Pitigliano" is canceled and will not yield any XP.



100% SYNC - MOUSE TRAP

Eliminate 1+ Brutes with 1+ trip-wire bombs.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place your Assassins on the square containing the Fast Travel Station.

BOCCA DI LEONE

The Bocca di Leone ("Lion's Mouth") were boxes made for denunciation. They often bore the shape of a human or animal mouth. Some were dedicated to various types of accusations: Concealment of income, favors, misdemeanors linked to public health, etc. Denunciations could not be completely anonymous (except in case of emergency) and were processed according to a sophisticated investigation system. The lion sometimes appeared on the boxes as a reference to the Lion of Venice, emblem of the Republic.



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 3.1 SYNCHRONIZED

Read only the paragraph that describes your situation:

You managed to convince Pitigliano (without eliminating him)


Well done! Pitigliano promised to put a stop to the actions of his brutes against us and the Headquarters. This should give us more freedom of movement and consolidate our position in the neighborhood.

You got rid of Pitigliano

Violence is always a remedy; We, Assassins, are well aware. While we left Pitigliano at death's door, his brutes managed to drag him out at the very last moment.



MEMORY COMPLETED

Take the Blueprint cards in envelope 3.1 and place them on the Headquarters' Main Hall .



DIARY OF MEMORIES

Total the XP of the completed Objectives (4 XP, including if you convinced Pitigliano, then got rid of him) and collected Chests tokens, then write this down under Memory 3.1 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory 3.1 in the Diary of Memories.

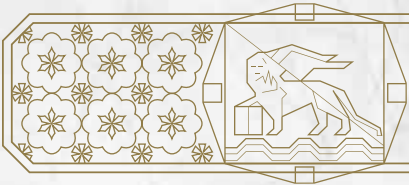


HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 3.1 in the Diary of Memories.





SEQUENCE 3 ✦ MEMORY 3.2

✦ BACKLASH

During our previous mission, we overheard a conversation between Pitigliano and one of his messengers: The Templars are about to locate an "artifact" of utmost importance. Ezio thinks it could be a Piece of Eden. If Templars get hold of one of those Pieces, humanity's fate could be changed forever.

As the messenger is on his way to inform his superiors, we must intercept and assassinate him! We will then obtain information on the nature of this "artifact".

PIECES OF EDEN

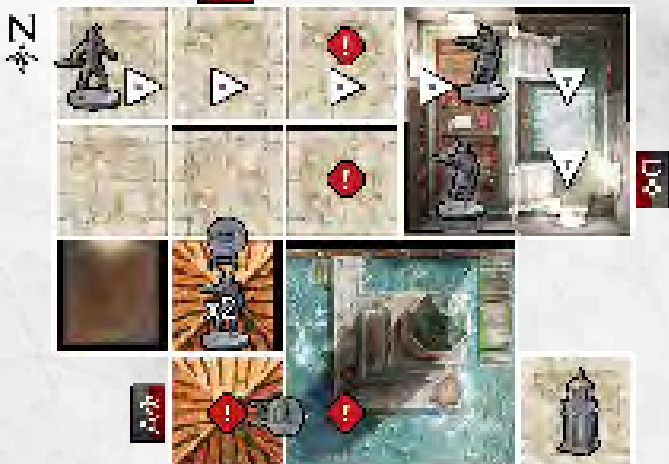
The Assassins know the secrets of a civilization that existed long before humanity. Its members were known under the names Isus, Precursors or First Civilization. Some elements of their technology have endured, such as the Pieces of Eden. As rare as they are powerful, they have been used repeatedly to influence the course of humankind's history.

The Assassins are trying by all means to prevent the Templars from finding and using the fragments.



✦ I - SETUP

On the way to the Palazzo Ducale



IMPORTANT!

If you managed to convince Pitigliano during Memory 3.1 without eliminating him, you will face fewer Guards: do not place Guard Entrance ✦C on this Map.

- Place 1 Agile Guard miniature on the leftmost square marked with a white triangle. *Note: This Guard represents the messenger.*
- Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- Check that the Alert State token is side up.
- Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 3.2

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Eliminate the Messenger AND search his Body to get the artifact. **If he reaches the square in contact with the Enemy Entrance ✦D, the Memory is a failure.**



100% SYNC - THE CHASE

1+ Assassins were Hunted on 2 consecutive squares by 1+ Guards.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

IMPORTANT!

DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 3.2 SYNCHRONIZED

The messenger has been eliminated! He was carrying a note confirming that the Templars located a powerful artifact from an ancient lost civilization: One of the Staves of Eden. It is known for its powers of control over humans and must be protected at all costs. We need to locate the Staff and prevent the Templars from getting their hands on it. We only have one clue: A Dottore in the San Polo district has information about the Staff.



MEMORY COMPLETED

Take the Reward card in envelope 3.2 and follow its instructions.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 3.2 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under Memory 3.2 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 3.2 in the Diary of Memories.

Read the next page to play an Optional Memory or skip it and go to page 37 to start Memory 3.3.

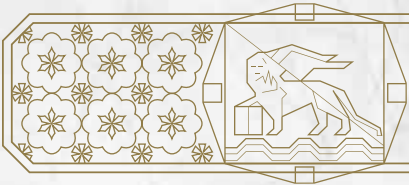


OPTIONAL MEMORY

You can now play **1 Optional Memory** among those available. If you would like to do so, go to page 61 and choose the one you want to play.







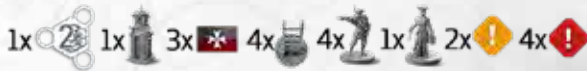
SEQUENCE 3 ✦ MEMORY 3.3

✦ ANTIDOTE

According to our contacts, the Dottore we are looking for was seen near the Ponte delle Guglie, but he seems to have been warned and will probably not be easily approached. We need to neutralize him with poison and interrogate him to locate the Staff of Eden.

✦ I - SETUP

- Take the **Dottore's** miniature.



Ponte delle Guglie, Venice

- Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- Check that the Alert State token is side up.
- Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

IMPORTANT!

Remove the cards remaining in the Chest deck from the game.

✦ II - OPEN ENVELOPE 3.3

✦ III - OBJECTIVES



MEMORY OBJECTIVES

1. Start by collecting the poison vials and the antidote. The Assassin (or Assassins, if they have completed the Objective as a pair) who has completed this Objective then takes the 4 Equipment and Special Equipment cards in envelope 3.3. Place the ones that he cannot (or does not want to) take in the Equipment discard pile.



2. Attack the Dottore **at least once with Poison**: He will be compelled to talk if he wants us to cure him with the antidote! After he reaches Critical Condition, you must give him the Antidote before the end of the next game turn. Then remove him from the game. **If he is not treated in time, the Dottore dies without talking and the Memory is a failure.** Note: The Antidote must not be used to heal a poisoned Assassin.



100% SYNC - LIES AND BETRAYAL

This 100% Sync is secret. You will discover it during the Memory.

REMEMBER!

If one of your Assassins is Eliminated and is replaced by an Assassin Apprentice, the Assassin Apprentice can never use Level III and IV Skill cards or Hidden Blade.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

IMPORTANT!

DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 3.3 SYNCHRONIZED

The Dottore has spoken! It turns out the Staff of Eden may be hidden near the statue of the Lion of Venice, under San Marco square.

The Dottore now understands our goals and realizes our cause is noble. He agrees to join us and will now be assigned to our Headquarters.



MEMORY COMPLETED

Take the Reward card and the large brown card from envelope 3.3. Decide which Assassin to allocate the Reward to. Reveal the brown card and place it near your Headquarters.



DIARY OF MEMORIES

Total the XP of the completed Objectives (including the XP of the Eliminated Boss) and collected Chests tokens, then write this down under Memory 3.3 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 3.3 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 3.3 in the Diary of Memories.

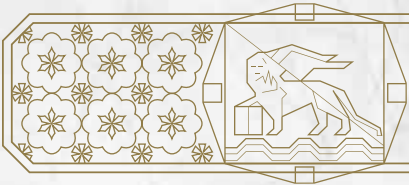


STAVES OF EDEN

Among the Pieces of Eden, the Staves were created to take control of the body and mind of humans. Used properly, they are an extremely powerful instrument of control, which can be used for good or evil.

Doubt remains as to whether their extraordinary powers, such as levitation or invisibility, are real or are simply illusions.





SEQUENCE 3 ✦ MEMORY 3.4

✦ PLAIN AS DAY

According to the Dottore, the Staff is somewhere around one of the statues in San Marco square. We must remain discreet and explore the surroundings in search of a hiding place that has stood the test of time... We have identified three access points that could lead to the Staff: An underground entrance, a hidden door and a votive alcove near the canal.

✦ I - SETUP



Piazza San Marco, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 3.4

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Flip 1 card each time an Assassin enters a square containing 1 token.



100% SYNC - IN EXTREMIS

This 100% Sync is secret. You will discover it during the Memory.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 3.4 SYNCHRONIZED

We can't wrap our head around what just happened... Something is wrong. The Staff of Eden should have been here! That statue certainly did not animate itself through divine intervention. These strange phenomena cannot be the Templars' doing... At least not the Templars of 1509. What if these statues were controlled by someone? Someone far from here. Or in another world?



MEMORY COMPLETED

Take the Reward card in envelope 3.4 and assign it to any Assassin. Also take out the Blueprint card and place it on the Headquarters' Main Hall



DIARY OF MEMORIES

Total the XP of the completed Objectives (including the XP of the Eliminated Boss) and collected Chests tokens, then write this down under Memory 3.4 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 3.4 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

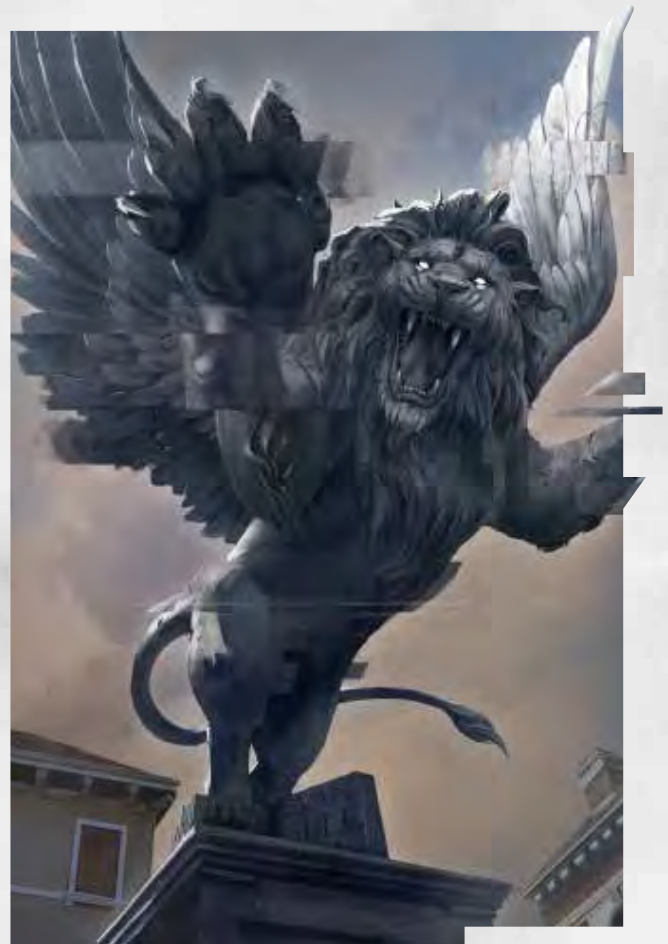
Return to the Headquarters to receive the benefits of each Building.

Write the number of the

Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 3.4 in the Diary of Memories.

THE LION OF VENICE

The famous Lion of Venice is none other than a representation of Saint Mark, decorated with wings inspired by the Bible. When its fore paws are crossed, one rests on the ground and the other on the water, symbolizing the balance of Venetian powers between land and water. When depicted with a book, it symbolizes peace, whereas it is sometimes holding a sword during periods of armed conflict.





WELCOME TO THE ANIMUS

The Animus was originally a technological project of Abstergo Industries, a facade for the Order of the Templars. Thanks to a DNA fragment, it allows the person who is connected to explore and relive the memories of their ancestors - their Genetic Memories.

Improved over time, used by both Assassins and Templars, the latest versions of the Animus are no longer dependent on the user's DNA and allow anyone to explore the memories of a subject as long as they have their DNA.

The newest versions of the Animus, HR-8 and HR-8.5, developed under the supervision of Sophia Rikkin and Layla Hassan, are now portable and do away with the need to use a DNA sample. The Memory only needs to be saved in order to share it with others.

However, it happens that the Animus experiences some failures when displaying the Memories. These are the glitches that Assassins sometimes fear.

It is rumored that some of these glitches may have been intentionally introduced into the Animus code by the Templars...

If so, only an Assassin from the present day can help us!

SEQUENCE 3 ❖ MEMORY 3.5

SYNCHRONICITY

That explains it all! The Staff is not far away, but a Templar from the present is preventing us from locating it. An Assassin from the present day has infiltrated Abstergo's premises in Tokyo. They will help us locate the Staff.

Meanwhile, we will have to synchronize at the top of the Tower and wait for the present-day Assassin to reveal the location of the Staff.

Follow steps I to IV and then split into 2 groups during step V.

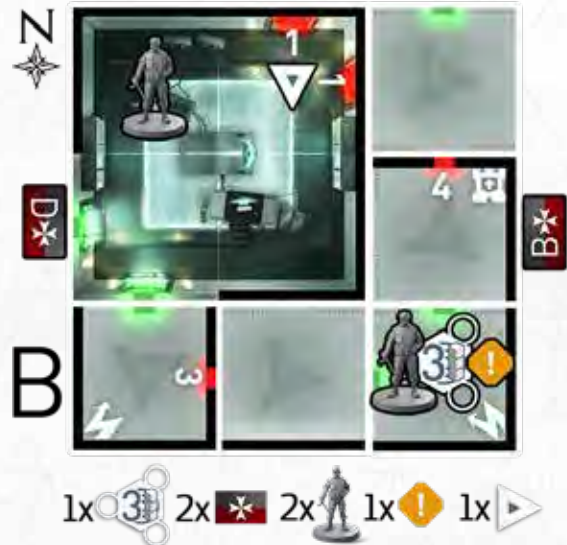
I - SETUP

- ◆ Flip the Enemy board to the side showing letters A and B, then place it between the two Maps you are going to set up. Place the second Alert State token side up on the second dedicated slot.



1x 2⬆️ 1x 1x 4x 2x 3x 1x 6x

- ◆ Open **secret box 1** and place the miniatures it contains near Map B.
- ◆ Take all the secret tiles at the bottom of the game box to set up Map B.



Abstergo Premises, Tokyo

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play. *Reminder: When playing on 2 Maps side by side, the Enemy Reinforcement deck should match the total of Assassins on both Maps.*
- ◆ Check that both Alert State token are side up.
- ◆ Shuffle the discarded Equipment, Reinforcement and Event cards back into their respective decks. Place the decks near Map A. *Note: Map B will have its own Equipment and Event cards.*

II - OPEN ENVELOPE 3.5

III - OBJECTIVES



OBJECTIVES - GROUP A

1. Synchronize at the top of the Tower.



2. Then wait until Group B reveals the location of the Staff to retrieve it.



SYNCHRO 100 % GROUP A - THE GREAT ESCAPE

Do not suffer any injuries.



OBJECTIVES - GROUP B

1. Reveal the location of the Staff of Eden to Group A. ⚡ As soon as you have completed the Objective, reveal the ⚡ card.

2. Then leave the area by spending 1 ⚡ on the square with the white triangle. You can do this even if you are exposed with 1+ Guard on your square.



SYNCHRO 100% GROUP B - ARRIVEDERCI ABSTERGO

Eliminate 2+ Guards with a Shock Blade without the Alert State being triggered.

HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

V - STARTING THE MEMORY

Split into 2 groups:

- ◆ **Group A:** Place your Assassins on the square containing the Fast Travel Station on Map A.
- ◆ **Group B:** Place the present-day Assassin's miniature on the square with a white triangle on Map B.

IMPORTANT!

When the present-day Assassin leaves Map B, the player who controlled him cannot play a different Assassin and join the Assassins on Map A.

You cannot swap anything between two different eras (characters, equipment, events, etc.). On the other hand, the XP gained on both Maps will be recorded in the Diary of Memories.

NEW RULES FOR THE PRESENT DAY

DOORS

A square can have 1+ locked doors identified by a number 1, 2, 3 or 4 and a red light above. It blocks **only** the movement of Assassins/Allies between the two squares that it separates (consider that doors are always open for Enemies). Some cards allow passage through certain doors.

⚡ CHARGING STATION

Charging a Shock Blade extends its range to 1 Nearby square (other than the one you are in). An Assassin who spends 1 ⚡ on a square with the ⚡ symbol Charges his Shock Blade. To do so, they must be either incognito, or have no Enemy on their square if they are exposed. Place 1 ⚡ token on the charged Shock Blade card (maximum 1 ⚡ token per Shock Blade). As soon as you use a Shock Blade on a Nearby square other than the one where you are, remove the ⚡ token from the card.

📡 ANTENNA

An Assassin on a square with the 📡 symbol can spend 1 ⚡ to synchronize and reveal the 📡 card of the Map where they are located. To do so, the Assassin must be either incognito, or have no Enemy on the square where they are located if they are exposed.

PRESENT-DAY ASSASSIN ELIMINATED

If the present-day Assassin is Eliminated, the Memory is a failure. In this case, when the Assassins start this Memory over again, he will start with half of his 📍 rounded up.


IMPORTANT:
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.



MEMORY 3.5 SYNCHRONIZED

Finally! We were able to recover the Staff of Eden, an artifact from the First Civilization. If the Templars had managed to get a hold of it, the future of humanity could have been radically changed. But it is not over yet, we can be sure that they will want to snatch it from us by any means.



MEMORY COMPLETED

Take the Blueprint cards in envelope 3.5 and place them on the Headquarters' Main Hall .

Store the present-day cards in the envelope 3.5 and the present-day miniatures in their secret boxes. Remove all  from the Assassin's board. The player who controlled the present-day Assassin then retrieves their Assassin's cards and  from the plastic bag and places them on their board.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 3.5 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed one or both 100% Syncs, place the corresponding stickers under Memory 3.5 in the Diary of Memories.



SEQUENCE 100% SYNCHRONIZED




If you have unlocked ALL "100% Syncs" (red or gray versions) from Memories 3.1 to 3.5, congratulations! Place this sticker on the space provided.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Then, write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 3.5 in the Diary of Memories.

SEQUENCE 4 ✦ MEMORY 4.1

✦ DEFENSE BY THE BOOK

Venice is buzzing with scary rumors: The mounted guard, an elite unit dispatched from Rome, is said to be looking for the Staff of Eden!
We must protect the Staff at all costs, even if it means carrying out a strategic defense from our Headquarters.

✦ I - SETUP

- ◆ Take the **Horsemen** miniatures.
- ◆ Use your Headquarters tile to set up this Map (temporarily set aside any cards there). *Note: On the map below, replace the Courtesans' Headquarters with the Mercenaries' Headquarters if you chose that one.*



1x 1x 4x 5x 2x 1x 4x

Assassins' Headquarters, Venice



IMPORTANT!

Flip the Alert State token to its side.

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 4.1

✦ III - OBJECTIVES

MEMORY OBJECTIVES

Move to each square in contact with an Enemy Entrance and spend 1 to lock it. Remove each locked Entrance from the Map. *Note: This does not yield any XP.*

AND

Prevent any Guard from ending a game turn on the square with the token. If this happens, the guard flees with the Staff of Eden, but the Memory is not failed.



100% SYNC - CATCH THE FLAG

You have successfully protected the Staff of Eden.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Exceptionally ignore this step. Everyone went to take shelter, nothing will happen in the Headquarters during this Memory.

You can:

- ◆ Take and/or drop Equipment in the Headquarters before playing this Memory.
- ◆ Ezio, Niccolò Machiavelli and the Mercenaries/Courtesans are all available to escort you.
- ◆ Any Assassin Eliminated during the previous Memory is replaced by an Assassin Apprentice. Assassins will be able to go to the Headquarters' Hospital during the next Memory (they will be replaced by Assassin Apprentices during this Memory and the next one).

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 4.1 SYNCHRONIZED

Read only the paragraph that describes your situation:

You have successfully kept the Staff of Eden.

How bold! The attack on the Headquarters was a complete surprise. Fortunately we were well prepared! We saved what matters most and were able to recover our Headquarters.

The guards seized the Staff of Eden

Our efforts were not enough: The Templars managed to steal the Staff from us! We have no choice, we must get our hands on it at all costs, the fate of humanity is at stake!



MEMORY COMPLETED

Take the Reward card in envelope 4.1 and follow its instructions.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 4.1 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 4.1 in the Diary of Memories.



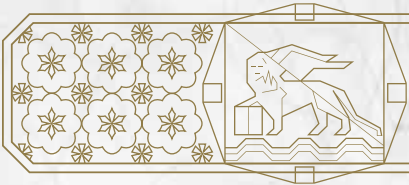
HEADQUARTERS - RESOLUTION STEP

Exceptionally ignore this step.

IMPORTANT!

If a Guard escaped with the Staff, your next Memory must be Memory 4.1-A.

Otherwise, you can go to page 49 to play an Optional Memory or go directly to page 51 to play Memory 4.2.



SEQUENCE 4 ✦ MEMORY 4.1-A

IMPORTANT!

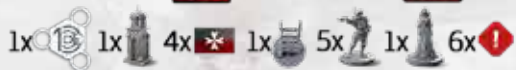
Play this Memory only if you did not manage to keep the Staff of Eden during Memory 4.1. Otherwise, you can go to page 49 to play an Optional Memory or go directly to page 51 to play Memory 4.2.

✦ SECOND CHANCE

The Staff of Eden slipped away from our grasp! It's a disaster! We still have a chance to find it and take it from the Templars, but this time we can't afford any mistakes. Lucrezia Borgia, an old acquaintance, awaits us in this Memory and Ezio made us promise not to eliminate her... We will have to be extra careful and isolate her to retake the Staff. In order to do so, the sky seems to be our only way in...

✦ I - SETUP

- Take the **Lucrezia Borgia** miniature.



Riva San Biasio, Venice

- Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- Check that the Alert State token is side up.
- Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 4.1-A

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Fight your way to Lucrezia Borgia and eliminate any Guard on her square before completing the Objective: Getting back the Staff of Eden.

Note: There is no 100% Sync in this Memory.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

LUCREZIA BORGIA

Lucrezia Borgia, from a famous family of Templars, is cruel and merciless, just like her brother Cesare. Her use of excessive violence and her poisonings are almost legendary. Bold and independent, she defied social conventions by entertaining many romantic relationships during her numerous marriages. The few people who have really known her have been able to recognize the fragility beneath her arrogance and violence, no doubt linked to her family's turbulent history. During her two encounters with Ezio, they both tried to take advantage of the situation by playing the muddle game of seduction. She is still mad with rage at having let herself be taken in by her own game. She ruminates on a revenge that will certainly be terrible.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 4.1-A SYNCHRONIZED

What a turn of events at the last minute! The Staff is once again in our hands. We must now ensure that we never lose it again.




DIARY OF MEMORIES

Total the XP of the completed Objectives tokens, then write this down under Memory 4.1-A in the Diary of Memories. Update the new total on the Experience Track.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 4.1-A in the Diary of Memories.

Read the next page to play an Optional Memory or skip it and go to page 51 to start Memory 4.2.





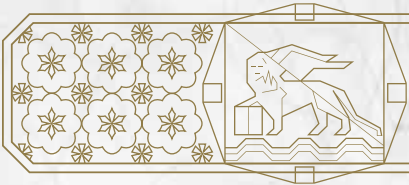
OPTIONAL MEMORY

REMINDER

If a Guard escaped with the Staff during Memory 4.1, you must play Memory 4.1-A before playing any other Memory.

You can now play **1 Optional Memory** among those available. If you would like to do so, go to page 61 and choose the one you want to play.





SEQUENCE 4 ✦ MEMORY 4.2

REMINDER

If a Guard escaped with the Staff during Memory 4.1, you must play **Memory 4.1-A** before playing this Memory.



IMPORTANT!

Flip the Alert State token to its side.

✦ RESISTANCE

Our Headquarters have withstood the Templar assault thanks to the work accomplished so far. We must quickly strengthen our team and teach the guards a lesson! To do so, we have to trap them in the shipyard of the Venice Arsenal and eliminate them all. It won't be all fun and games, as there will be more guards here than anywhere else: Now is the time to use our naval cannon!

IMPORTANT!

Remove the cards remaining in the Chest deck from the game.

✦ II - OPEN ENVELOPE 4.2

✦ III - OBJECTIVES



MEMORY OBJECTIVES

Destroy all Enemy Entrances by accumulating **6** on each square in contact. Accumulate the **6** during the same turn for each Entrance. *Note: You cannot use poison on Enemy Entrances.*

AND

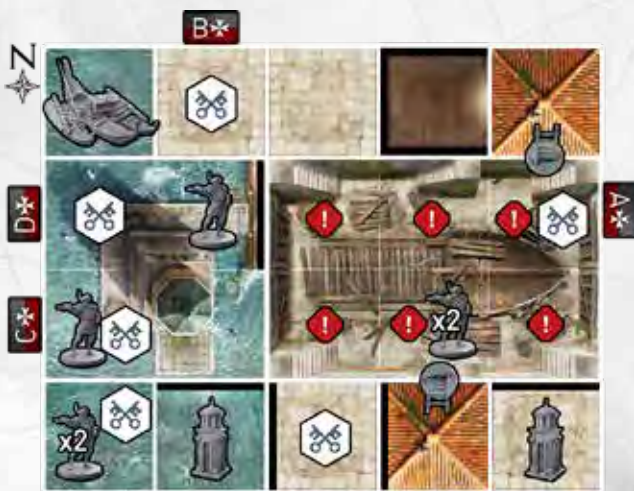
Eliminate all the Enemies. The Memory ends as soon as you have eliminated the last Enemy (no need to reach a Fast Travel Station).



100% SYNC - SWIFT LIKE LIGHTNING

Complete this Memory before the start of 8th game turn.

✦ I - SETUP



Venice Arsenal

REMINDER

Reminder: To count game turns with a time limit, read rule point **47**.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each of your Assassins on the square of your choice containing a Fast Travel Station.

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

Note: The 6 squares of the large shipyard tile are street squares.

IMPORTANT!

DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 4.2 SYNCHRONIZED

Well done! The guards threatening our Headquarters have all been eliminated and the others will definitely not want to cross swords with us.



MEMORY COMPLETED

Take the Reward card out from envelope 4.2 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 4.2 in the Diary of Memories. Update the new total on the Experience Track.




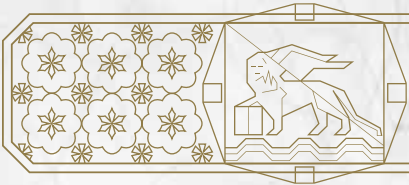
If you have completed the 100% Sync, place this sticker under Memory 4.2 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 4.2 in the Diary of Memories.



SEQUENCE 4 ✦ MEMORY 4.3

✦ IAGO

How could the Templars know that the Staff of Eden was in our Headquarters? Either there is a traitor among us, or the Templars have other sources of information. Anyway, rumor has it that a powerful and former enemy of the Brotherhood has been specially appointed to take the Staff. Since we don't know who it is, we must prepare for the worst!

✦ I - SETUP



1x 3x 2x 4x 4x

Near Villa Groggia, Venice

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE 4.3

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Eliminate the Boss.



100% SYNC - INVULNERABLE

No Assassin was in Critical Condition.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place each Assassin on the square containing the Fast Travel Station.

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 4.3 SYNCHRONIZED

That horseman was cleverly disguised for a reason. He did not want to be recognized. But the Brotherhood has unsuspected resources and our informants think that he is a member of the Crows, the Templars with questionable methods that we thought we had eliminated in the past. His disguise as Pestilence, one of the four Horsemen of the Apocalypse according to biblical writings, could hint at possible accomplices...



MEMORY COMPLETED

Take the Reward card out from envelope 4.3 and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives (including the XP of the Eliminated Boss) and collected Chests tokens, then write this down under Memory 4.3 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 4.3 in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 4.3 in the Diary of Memories.



SEQUENCE 4 ❖ MEMORY 4.4

BACK TO THE FUTURE

The Staff must absolutely be kept by the Brotherhood of Assassins! We are being hunted by all the city guards and the fact that the Templars are on our trail does not bode well.

We are going to infiltrate an abandoned palace and meet Ezio in order to entrust him with the Staff.

Simultaneously, the Templars from the present day are planning to act and are manipulating the Animus again, creating dysfunctions in the continuity of the Memory. Shaun Hastings could stand up to them by starting fires on Abstergo's premises as quickly as possible.

Follow steps I to IV and then split into 2 groups during step V.

I - SETUP

- ◆ Flip the Enemy board to the side showing letters A and B, then place it between the two Maps you are going to set up. Place the second Alert State token side up on the second dedicated slot.



Palazzo Carnale, Venice

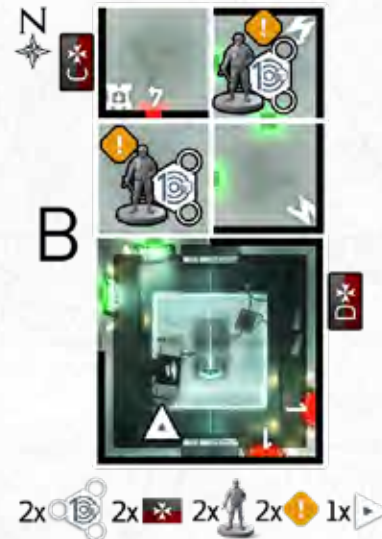
1x 3x

IMPORTANT! ON MAP A:

Skip the Event phases.

During each Enemy Movement Step, the Guards do not move. They still Hunt you when necessary.

- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play. *Reminder: When playing on 2 Maps side by side, the Enemy Reinforcement deck should match the total of Assassins on both Maps.*
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks. *Note: There is no Enemy Entrance on Map A. If the white triangle on the back of a Reinforcement card points to this Map, no reinforcements enter during this turn.*
- ◆ Collect the 10 Abstergo Guards miniatures (secret box 1).



- ◆ Collect in envelope 3.5:
 - The 5 Equipment cards and create an Equipment deck.
 - Shaun Hastings' card. Read the set-up instructions there.
 - The Skill card. Place it on one of the dedicated spaces on the Assassin's board.
 - The 6 Event cards and create an Event deck.
 - The Abstergo Guard card. Place it next to the Enemy Board.
 - The 3 small cards: Shaun's Terminal, Shock Blade and Handgun. Place them on the Assassin's board.



IMPORTANT!

Flip the Alert State token to its side on Map A.

II - OPEN ENVELOPE 4.4

III - OBJECTIVES



MAP A OBJECTIVE

Synchronize from the top of the Tower to locate Ezio, then join him to transfer the Staff of Eden.







100% SYNC GROUP A - DAMAGE CONTROL

Maximum 1 Assassin has been Eliminated.



MAP B OBJECTIVE

1. Light a fire on the 2 squares with a  Objective. Flip the  tokens to their  side on each square with a fire: Any Guard there is Eliminated at the end of the turn. Shaun does not get injured on a burning square.

2. Finally, leave the area by spending 1  on the square with a white triangle. You can leave even if you are exposed with 1+ Guard on your square.



100% SYNC GROUP B - HOTHEADS

Eliminate 2+ Guards on 1+ square on fire.

IV - ASSIGNMENT TO THE HEADQUARTERS


Prepare yourself in your Headquarters before beginning this Memory. *Note: It is very likely that this visit to the Headquarters will be the last one before the end of the campaign.*

IMPORTANT!

We must meet Ezio on the Map, so he cannot stay in the Headquarters and cannot be called with 1+ Skill cards during this Memory.

V - STARTING THE MEMORY

Split into 2 groups:

Group A: Place your Assassins with a  (except Bastiano) on the square containing the Fast Travel Station on Map A. If Bastiano is present, immediately perform 1 Detection Test for the Boss.

Group B: Place Shaun Hastings' miniature on the square with a white triangle on Map B.



SHAUN HASTINGS

Cynical, sarcastic and self-confident, Shaun works for the Brotherhood as a historian and analyst. His knowledge is a valuable source of information for modern Assassins who are looking for Pieces of Eden and other First Civilization resources from the memories of various historical figures. Shaun offers precious help to people who visualize their genetic memories through the Animus. He creates databases for the Assassins by analyzing people, locations and eras from historical experiences.

With Rebecca Crane, Desmond Miles and William Miles, Shaun was an essential member of the Assassins team who located an Apple of Eden and then the Great Temple in 2012, which changed the course of the conflict between Assassins and Templars.

After perilous missions to London and Madrid, Shaun seems to have disappeared. Rumors of his reappearance were true!

REMINDER

Find the rules for the present day on page **43** of this booklet.


MEMORY 4.4 SYNCHRONIZED

The Templars are on a rampage! Nothing seems to be able to stop them when it comes to getting their hands on a Piece of Eden. The statue of the Greek God Cronos started moving, like the Lion statue did. These glitches are no fluke. They are Otso Juhani Berg's doing. Our most formidable enemy is behind this! Now that Otso is kept at bay by the raging fire, it's up to us to finally eliminate this titanic creature and put the Staff somewhere safe...



MEMORY COMPLETED

Take the Reward cards in envelope 4.4 and decide how to distribute them among the Assassins.

Store the present-day cards in envelope 3.5 and the present-day miniatures in their secret boxes. The player who controlled Shaun Hastings then retrieves their Assassin's cards and  from the plastic bag and places them on their Assassin board.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under Memory 4.4 in the Diary of Memories. Update the new total on the Experience Track.




If you have completed one or both 100% Syncs, place the corresponding stickers under Memory 4.4 in the Diary of Memories.

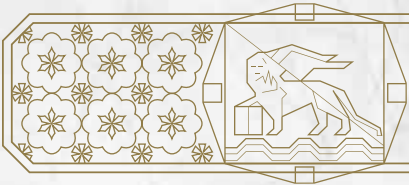


HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Memory 4.4 in the Diary of Memories.





SEQUENCE 4 ✦ MEMORY 4.5

✦ CRONOS

The future of the Brotherhood in Venice is now at stake! Cronos is no longer protected by Otso, now is the opportunity to eliminate him once and for all. It probably won't be easy: Our combined skills and perfect collaboration will be our advantage. But it looks like the creature still has surprises in store for us...

✦ I - SETUP



◆ Set the Event and Enemy Reinforcement decks aside (you will not need them for this Memory).



IMPORTANT!

Flip the Alert State token to its side.

IMPORTANT!

During this Memory, ignore the Event phase.
During each Enemy Movement Step, the Guards do not move. They still Hunt you when necessary.

✦ II - OPEN ENVELOPE 4.5

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Eliminate Cronos to secure a safe place for the Staff of Eden.



100% SYNC - COUP DE GRACE

Remove Cronos' last without performing a Coordinated Attack.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

IMPORTANT!

You will not have access to your Headquarters before or after this Memory.

You can however use 1+ Medicine/Tonic to heal Wounded Assassins before starting. You can also choose which Assassins will take part as usual. Finally, you can call on Ezio and the Mercenaries/Courtesans if you wish.

✦ V - START OF MEMORY

Place your Assassins with a (except Bastiano) on the square containing Cronos. *Note: If Bastiano is present, Cronos immediately performs 1 Detection Test.*

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY 4.5 SYNCHRONIZED

Hooray! We have defeated the most dangerous Templar in human memory, as well as his creature. Cronos will be remembered as one of the most formidable adversaries the Brotherhood has ever faced.

Ezio was able to retrieve the Staff and put it in a safe place, where a future Assassin may perhaps rediscover it.

Our Headquarters are now well established and peace reigns again in Venice.

It is time to prepare for Ezio's next trip to Constantinople.

The rumor has it that he is following the footsteps of Mentor Altair Ibn-La'Ahad.

But duty is already calling. We have just received a letter from the Brotherhood in Rome...



MEMORY COMPLETED

Take out and reveal the large cards from envelope 4.5.



DIARY OF MEMORIES

Total the XP of the completed Objectives (including the XP of the Eliminated Boss) and collected Chests tokens, then write this down under Memory 4.5 in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Memory 4.5 in the Diary of Memories.



SEQUENCE 100% SYNCHRONIZED



If you have unlocked ALL "100% Syncs" (red or gray versions) from Memories 4.1 to 4.5, congratulations! Place this sticker on the space provided.

OPTIONAL MEMORIES

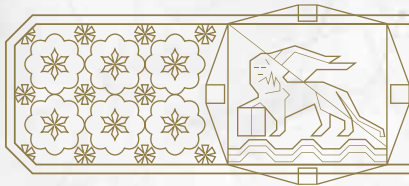
You can play 1 Memory among those listed below each time you are invited to do so in this booklet.

→ ALESSANDRA
go to page 61

→ CLAUDIO
go to page 65

→ BASTIANO
go to page 63

→ DARIÁ
go to page 67



OPTIONAL MEMORY ✦ M.A

✦ SHE SPEARS, SHE SCORES

Alessandra was summoned by the Brotherhood. She learns that a powerful artifact, which is said to date back to ancient times, is about to fall into the hands of the Templars. This artifact is none other than the mythical broken spear of King Leonidas, Kassandra's grandfather! Although it has lost its power, the spear remains a very powerful weapon which could give the secrets of the Brotherhood away if the Templars were to get a hold of it. Alessandra's exceptional combat skills have brought her to lead this particularly perilous mission. Unfortunately, the Brotherhood could not identify the Templars on the trail of the spear with certainty. We must proceed with utmost caution!

✦ I - SETUP



- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

Note: The 6 squares of the large shipyard tile are street squares.

✦ II - OPEN ENVELOPE M.A.

✦ III - OBJECTIVES



MEMORY OBJECTIVES

1. Collect the Spear of Leonidas. Take the Reward card out of the envelope as soon as you have completed this Objective.



2. Then synchronize from the top of the Tower to find out where your opponent is and eliminate them **with the Spear of Leonidas** (this can be done with a Coordinated Attack). **If the Boss is Eliminated with another weapon, the Memory fails.**



100% SYNC - NO WINNER BELIEVES IN CHANCE

Alessandra must eliminate 3+ Enemies with 3 different weapons and/or equipment. *Note: Place 1 token on each weapon and/or equipment as a reminder.*

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place your Assassins on the square containing the Fast Travel Station. **Alessandra (or her Apprentice) must take part in this Memory.**

IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY M.A. SYNCHRONIZED

Alessandra was the best choice for this mission! We can hide the spear and no Templar will be able to discover it for a long time. Just when she admires the spear, an overwhelming recollection assails her..

A door opens to reveal the common room of the Avangazo family. A weak flickering flame barely lights up Cristina's features. The familiar face is distorted by the sudden jumps of the flame. Alessandra wakes up, eyes wide open in her bed, her pupils accustomed to darkness; she has learned to contain her fear and does not tremble, even if she knows something is wrong. Her mother beckons her to keep quiet and get up. The girl does not understand why, but her muscles obey instinctively, as if moved by the blind trust she places in her mother.

Cristina leads her daughter out of the bedroom, taking care not to wake her father, even though she knows that her sluggish sleep is not natural. The woman and the girl slip away silently as a roar of thunder, like a long drum roll, is heard in the distance.

Without a word, Cristina guides Alessandra to the courtyard, where a coachman and his hay cart are waiting. The girl shivers, knowing only too well the tragedy that is brewing and that her mother has anticipated for a long time. She does not cry, but her jaw and fists are clenched, tight as the noose tied around the necks of heretics on the town square.

The thunder rumbles on and on, but never crashes. Cristina hugs her daughter, smiles at her without wavering. A tear rolls down her cheek. Alessandra climbs into the hay and closes her eyes. The cart moves. She finally realizes that the roar of the approaching thunder is only the now deafening noise of the wheels of the carriages ferrying the Templars. She covers her ears and closes her eyes.

When she opens them again, she is on a sunny road in the Treviso countryside. She is safe and sound. For the time being... Her mother's last words echo in her ears endlessly. « Be like Cassandra, don't give in a thing! »



MEMORY COMPLETED

You have collected the Spear of Leonidas.



DIARY OF MEMORIES

Total the XP of the completed Objectives (including the XP of the Eliminated Boss) and collected Chests tokens, then write this down under Optional Memory M.A in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under Optional Memory M.A in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

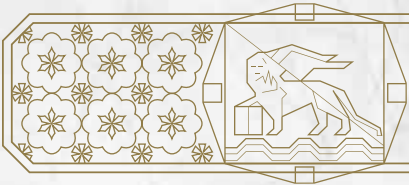
REMINDER

Remove the Bodyguards card from the Enemy board and place it in the M.A envelope, then place on the board the Crossbowman card that was there before this Memory.

Write the number of the Contract (fulfilled or not) that was on top of the deck and check the corresponding box under Optional Memory M.A in the Diary of Memories.

You can now pick up the Campaign where you left off.





OPTIONAL MEMORY † M.B

✦ STAND CLEAR OF THE CLOSING DOORS

Bastiano used to hang about in the rough areas of Venice before he was accepted into the Brotherhood. He was therefore chosen to secure an old abandoned palace on the lagoon, which allows the guards and Templars to infiltrate the neighborhood of the Assassins' Headquarters. Bastiano and the members of his group must reach the heart of the tightly watched palace, eliminate the enemies and seal off access to the palace using an old central mechanism controlling the gates.

✦ I - SETUP



- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE M.B.

✦ III - OBJECTIVE



MEMORY OBJECTIVE

Seal off access to the palace.



100% SYNC - A WOLF AMONG THE SHEEP

Bastiano must remain *incognito* after 3 Detection Tests. Note: Place 1 🟡 token on his card for each successful Test.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - STARTING THE MEMORY

Place your Assassins on the square containing the Fast Travel Station. **Bastiano (or his Apprentice)** must take part in this Memory.



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY M.B. SYNCHRONIZED

Bastiano and his group were tremendously effective! The palace has been condemned, thus allowing the Brotherhood to develop their Headquarters in Venice in complete safety. The armor of a former captain of the guard, probably hidden there by thieves years ago, will be very useful in future endeavors. Pushing the doors to the exit, Bastiano cannot help but take one last look at the great hall. The palace is in ruins. The rain that has been pouring down on the decrepit building has finally penetrated the slowly rotting roof structure. The sound of water hitting the stage resounds through the hall up to the entrance. Acoustics have always been the forte of Venetian architects. In the darkness, the rows of upholstered seats are the sole spectators of the tragedy that once played out here.

Screams are echoing across the stage. Laughter erupts from everywhere. The crowd massed in the theater is on the verge of hysteria. The young teenager takes advantage of the din to go backstage. He knows what he is looking for: The Harlequin mask that Vito promised him. He is enraged that Vito gave it to a one-night stand: Giuletta, who shines on the stage tonight, like a star!

Bastiano eventually finds the artists' dressing room. He slips in incognito. The room is so dark... He lights a candle on a chandelier. There's the mask! As he observes the simple beauty of the accessory used for the jester's face, the door opens with a loud crash that throws Bastiano to the floor. Giuletta stops abruptly, watches the teenager roll on the ground, take the mask and rush towards the window. But her eyes have already turned away from the thief and have been drawn as if captivated to the light of the candle that has fallen to the ground. The flame stretches out, setting the costumes ablaze in an instant. The light turns into heat. Only then does a piercing scream pierce the silence of the intermission. « Fire! ».

Bastiano flees, his precious trophy in hand. When Giuletta's cry reaches him, he freezes and slowly turns around, as thick smoke emerges from the window he just used. He looks down. His hand is clutching the candlestick, the one that carried the candle. He realizes... Fire!

He dons the Harlequin mask, rushes to open the theater doors and helps the spectators get out. « Giuletta! Giuletta! ». The actors call out at the top of their voices.

She hasn't come out!

Bastiano stands in front of the window from which is spewing black smoke. He knows he has no other choice. He walks in. He's struck by the horror of the fire consuming everything. He's looking for the young woman. She is trapped in the flames. Bastiano pushes back a burning beam, frees the unconscious Giuletta. He carries her to the window. A pair of arms grab her. He's about to come out when a curtain catches fire and collapses on him. She is safe! This thought erases the pain of the fire's deep bite on Bastiano's face. The Harlequin mask is also consumed by the flames.



MEMORY COMPLETED

Take the Reward card out from envelope M.B. and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under M.B Optional Memory in the Diary of Memories. Update the new total on the Experience Track.




If you have completed the 100% Sync, place this sticker under M.B Optional Memory in the Diary of Memories.

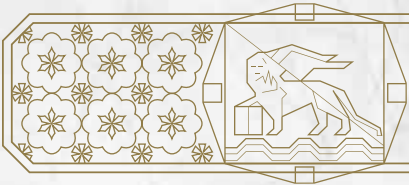


HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the  Contract [completed or not] that was on top of the stack and check the corresponding box under M.B Optional Memory in the Diary of Memories.

You can now pick up the Campaign where you left off.



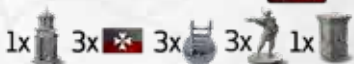
OPTIONAL MEMORY † M.C

† GENTLE BENEDETTO

When Claudio was accepted into the Brotherhood, his Mentor gave him a precious rapier sheath so that he would never forget his origins and opinions. A few weeks ago, while Claudio was controlling the comings and goings of a carnival troupe, the rapier sheath was stolen from him. Before he knew it, the troupe was gone, and he never got his hands on it again.

Claudio's informants have just warned him that the carnival troupe has been spotted in the Cannaregio district. It is time to find what belongs to one of our own and teach a good lesson to those who think they can bother a member of the Brotherhood without consequence. Let's start by locating them...

† I - SETUP



- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

† II - OPEN ENVELOPE M.C.

† III - OBJECTIVE



MEMORY OBJECTIVE

Synchronize at the top of the Tower to reveal your target and then eliminate them.



100% SYNC - A FINE CROP

During the same turn, Claudio must Eliminate with his 🗡️:

- ◆ 2 Enemies if he is Level I.
- ◆ 3 Enemies if he is Level II.
- ◆ 4 Enemies if he is Level III.
- ◆ 5 Enemies if he is Level IV.

† IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

† V - START OF MEMORY

Place your Assassins on the square containing the Fast Travel Station. **Claudio (or his Apprentice) must take part in this Memory.**



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY M.C. SYNCHRONIZED

The bear has proven to be a worthy opponent! The sheath is back in the hands of its rightful owner and the town is rid of a band of crooks.

The animal seems to be grateful to us for having freed him and Claudio is particularly moved by his fate.

Hearing the sound of chains being thrown into the canal, Claudio can't help but recall the noise of other chains...

The scorching sun hits the rowers like a swarm of glowing embers. Their moans are barely covered by the noise of the waves breaking over the ship's hull, before the deafening rattle of the chains that punctuate the slaves' efforts.

The copper, the one in charge of watching the rowers, howls his orders, Saliva frothing like a rabid dog. An-Nâsir is rowing. It feels to him as if he has rowed all his life. Yet, just a few months ago, he was free, rich and destined for a bright future as a spice merchant. Each and every moment he blames himself for not having been able to keep a low profile on that fateful day. The Templars have never forgiven him. He's always the one with the worst chores to do. He is always on the front rowing bench, the most difficult position. He has stopped counting the lashings and the times he was humiliated.

He is the first to see the tall mast on the horizon, the one called the main mast on battle galleys. He knows he will be punished if he does not say anything. He knows that he will be despised if he sounds the alarm. In resignation, he rows and discreetly watches the approaching ship for a sign of identification.

The whip that suddenly falls on him is not enough to make his wide smile disappear from his marked face. The copper has figured out that the man who will later choose to call himself Claudio noticed the crescent moon flag, but did not say anything.

The rowers, suddenly alerted by the cries of the Templars, slow their pace, despite the ragging. The ship, no doubt full of Mameluke pirates, inevitably catches up with them. Panic gradually grips the Order's meager crew, unable to force their slaves to row or even take up arms to defend them.

The impact was of a rare violence, as the collision turned into a ramming operation. The hull of the galley is fractured and their chains become a mortal danger to the slaves. Claudio feels the bite of metal on his wrists. He imagines the horror that may ensue when the fate of the galley is already sealed and he knows that it will end up at the bottom of the Mediterranean Sea.

The Mameluke grenadiers advance fearlessly, they move over the guardrail and walk along the spur to throw themselves against the few Templars who did not flee cowardly towards the stern. Claudio gets up, held in chains. He tries to free himself without success. The

galley leans, the water rushes into the holds. He must free himself at all cost! The copper is struggling with a Mameluke. Seeing his end approaching, he's about to dive. Claudio narrowly catches him. The water is still rising. The screams of panic of the slaves still tied up echo in his ears like the cries of the miscreants at the gates of Al Jahim, the hell that is waiting for them.

Claudio can dither no more. He chokes the copper with all the power his rower's arms can muster. In a matter of seconds, the copper loses consciousness, releasing the keys to the padlock that holds the slaves' chains.

He is safe and sound, but many have lost their lives, be them enemies or slave brothers. The noise of clanging chains will ring in his mind forever.



MEMORY COMPLETED

Take the Reward card out from envelope M.C. and assign it to any Assassin.

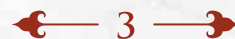


DIARY OF MEMORIES

Total the XP of the completed Objectives (including the XP of the Eliminated Boss) and collected Chests tokens, then write this down under M.C Optional Memory in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place the sticker under M.C Optional Memory in the Diary of Memories.

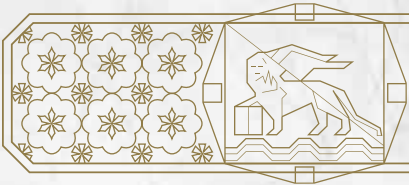


HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the Contract (fulfilled or not) that was on top of the deck and check the corresponding box under M.C Optional Memory in the Diary of Memories.

You can now pick up the Campaign where you left off.



OPTIONAL MEMORY ✦ M.D

✦ A CUMBERSOME LEGACY

A few years earlier, Dariâ learned from her mother that she might be a descendant of the famous explorer Marco Polo. But according to her research, Polo's legacy was scattered after the death of the last known member of the family almost a century ago.

A few weeks ago, Dariâ discovered that Marco Polo's will was not revealed in its entirety. After greasing a priest's palm, she was able to locate the will in the Vatican.

We are headed to the episcopal see in hopes that the testament will mention one of Dariâ's ancestors.

There, the shady priest tells us that the will is said to be in the possession of an influential member of the Roman Guard, a certain Nattaniele Drachetti. We will have to use deception to gain access to his chambers and steal the will.

✦ I - SETUP

Note: If you have the Assassin's Creed®: Roma expansion, you can use tiles from that expansion for this Memory.



- ◆ Check that the Enemy Reinforcement deck matches the number of Assassins in play.
- ◆ Check that the Alert State token is 🟢 side up.
- ◆ Shuffle the discarded Equipment, Event and Enemy Reinforcement cards into their respective decks.

✦ II - OPEN ENVELOPE M.D.

✦ III - OBJECTIVES

MEMORY OBJECTIVES



1. An Assassin must first activate the mechanism to open the secret passage. ⚠️ After doing so, reveal the 🗝️ card.



2. Then that Assassin or another must retrieve the will.



100% SYNC - ELEMENTARY MY DEAR DARIÂ

During ALL the turns of this Memory, Dariâ must NEVER use the Special Ability on her Assassin card.

✦ IV - ASSIGNMENT TO THE HEADQUARTERS

Prepare yourself in your Headquarters before starting this Memory.

✦ V - START OF MEMORY

Place your Assassins on the square containing the Fast Travel Station. **Dariâ (or her Apprentice) must take part in this Memory.**



IMPORTANT!
DO NOT TURN THIS PAGE UNTIL YOU HAVE COMPLETED THIS MEMORY.

MEMORY M.D. SYNCHRONIZED

The cache did contain a copy of part of the famous explorer's will! Unfortunately, the pages about his descendants are missing... This is not the time we will know if Dariâ can legitimately claim to have a connection with Marco Polo.

But in the small room that housed the pages of the manuscript, Dariâ notices a secret trapdoor. When she opens it, she discovers a word scribbled on a piece of parchment. In her native language it says, « My dearest Dariâ, no matter who your ancestors were, you do not need anyone to tell you to set out to sea and explore for yourself. »

The note is placed next to a magnificent crossbow and a superb sailing book! As she grasps the tome, the smell of tanned skin and ink emanating from it immerses Dariâ into the memory of the journey that led her here...

Dariâ was born in Shiraz, Persia, which was then the heart of Timur's empire. As the only daughter of a calligrapher, she never knew her father, but this did not prevent her from having a happy childhood within an extended family of book craftsmen. During her childhood, she was surrounded by the smell of tanned leather, inks and paper products and developed a love for all books.

Bright and curious about everything, she learned to read and write at a very young age. She knew by heart many works by poets, philosophers and scholars of all eras and regions.

From the age of twelve, she became passionate about the stories of the explorers. For her birthday, her great-grandfather gave her a magnificent edition of the Book of Wonders, the account of Marco Polo's travels. Dariâ is extremely thankful for it. When she finished reading the book, her mother suggested that Polo might be her grandfather. The young girl immediately felt a great pride and experienced it as an epiphany: She will be an explorer.

Her mother, although frightened by the prospect of seeing her daughter risk her life around the world, supports and prepares her. Dariâ is gradually developing her own philosophy. Enamored with freedom, she observes the waves of tyranny which fall on the world around her and promises to defend free will against the established order. Her mother, sensing the danger of her daughter's opinions, seeks to protect her. It is thus, from shady encounters to occult contacts, that she manages to attract the attention of the Brotherhood.

Dariâ was recruited at the age of 16 and immediately embraced the cause. After intensive training, she further investigates her ancestor and realizes that she is entitled to claim part of his inheritance, which was split up after the death of the last known representative of the family in Venice in 1425. More than a material inheritance, which she knows is unrealistic to ask for, she claims the legitimacy of the great explorer in order to overcome the discrimination and prejudice linked to her condition as a woman.



MEMORY COMPLETED

Take the Reward card out from envelope M.D. and assign it to any Assassin.



DIARY OF MEMORIES

Total the XP of the completed Objectives and collected Chests tokens, then write this down under M.D Optional Memory in the Diary of Memories. Update the new total on the Experience Track.



If you have completed the 100% Sync, place this sticker under M.D Optional Memory in the Diary of Memories.



HEADQUARTERS - RESOLUTION STEP

Return to the Headquarters to receive the benefits of each Building.

Write the number of the Contract (completed or not) that was on top of the deck and check the corresponding box under M.D Optional Memory in the Diary of Memories.

You can now pick up the Campaign where you left off.

DIARY OF MEMORIES

1	2	3	4	5
10	9	8	7	6
11	12	13	14	15
20	19	18	17	16
21	22	23	24	39
30	29	28	27	26
31	32	33	34	35
40	39	38	37	36
41	42	43	44	45
50	49	48	47	46
51	52	53	54	III
60	59	58	57	56
61	62	63	64	65
70	69	68	67	66
71	72	73	74	75
80	79	78	77	76
81	82	83	84	85
90	89	88	87	86
91	92	93	94	III
100	99	98	97	96
101	102	103	104	105
110	109	108	107	106
111	112	113	114	115
120	119	118	117	116
121	122	123	124	IV
130	129	128	127	126
131	132	133	134	135
140	139	138	137	136
141	142	143	144	145
150	149	148	147	146
151	152	153	154	155
160	159	158	157	156
161	162	163	164	165
170	169	168	167	166
171	172	173	174	175

If you reach 175 XP, place this sticker here:



- MEMORY 0.1
XP:
Attempts: 1 2
- MEMORY 0.2
XP:
Attempts: 1 2
- MEMORY 0.3
XP:
Attempts: 1 2
- MEMORY 0.4
XP:
Attempts: 1 2
- MEMORY 1.1
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 1.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 1.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.1
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.4
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.1
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.4
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.5
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.1
XP:
Attempts: 1 2
- MEMORY 4.1A
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.4
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.5
XP:
Attempts: 1 2
Contract completed: Yes No
- M.A OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No
- M.B OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No
- M.C OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No
- M.D OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No

→ HEADQUARTERS



DIARY OF MEMORIES

1	2	3	4	5
10	9	8	7	6
11	12	13	14	15
20	19	18	17	16
21	22	23	24	39
30	29	28	27	26
31	32	33	34	35
40	39	38	37	36
41	42	43	44	45
50	49	48	47	46
51	52	53	54	III
60	59	58	57	56
61	62	63	64	65
70	69	68	67	66
71	72	73	74	75
80	79	78	77	76
81	82	83	84	85
90	89	88	87	86
91	92	93	94	III
100	99	98	97	96
101	102	103	104	105
110	109	108	107	106
111	112	113	114	115
120	119	118	117	116
121	122	123	124	IV
130	129	128	127	126
131	132	133	134	135
140	139	138	137	136
141	142	143	144	145
150	149	148	147	146
151	152	153	154	155
160	159	158	157	156
161	162	163	164	165
170	169	168	167	166
171	172	173	174	175

If you reach 175 XP, place this sticker here:



- MEMORY 0.1
XP:
Attempts: 1 2
- MEMORY 0.2
XP:
Attempts: 1 2
- MEMORY 0.3
XP:
Attempts: 1 2
- MEMORY 0.4
XP:
Attempts: 1 2
- MEMORY 1.1
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 1.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 1.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.1
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 2.4
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.1
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.4
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 3.5
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.1
XP:
Attempts: 1 2
- MEMORY 4.1A
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.2
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.3
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.4
XP:
Attempts: 1 2
Contract completed: Yes No
- MEMORY 4.5
XP:
Attempts: 1 2
Contract completed: Yes No
- M.A OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No
- M.B OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No
- M.C OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No
- M.D OPTIONAL MEMORY
XP:
Attempts: 1 2
Contract completed: Yes No

→ HEADQUARTERS



