

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** bomb casings.

✦ 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.