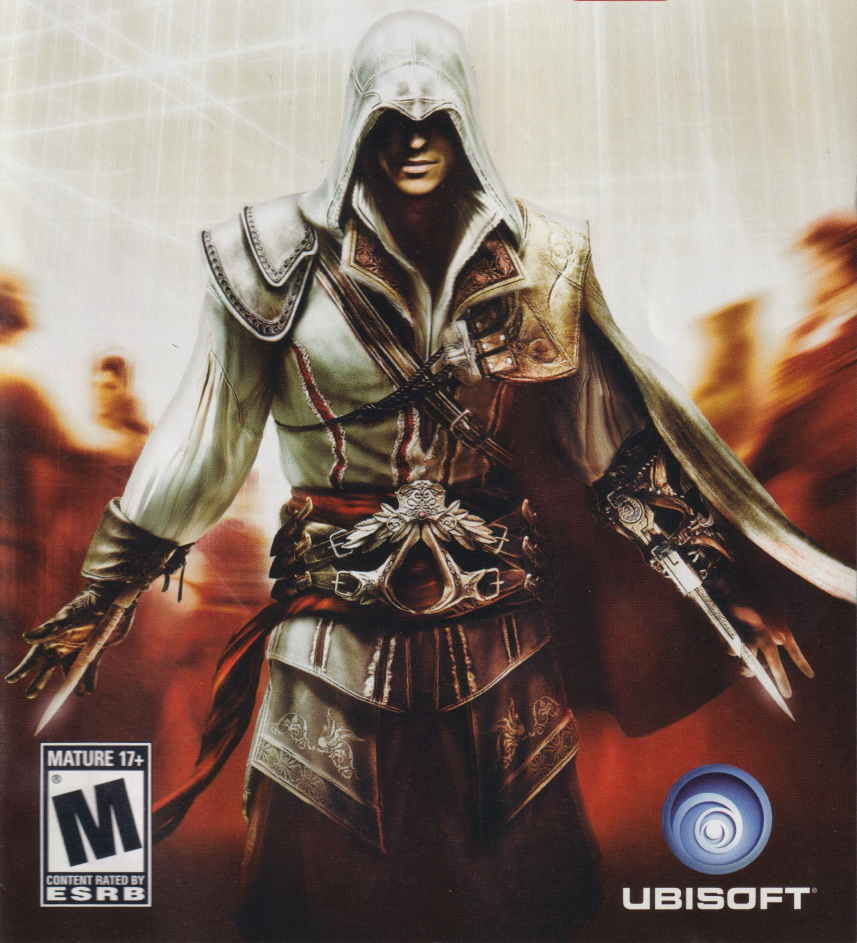




XBOX 360

XBOX
LIVE

ASSASSIN'S CREED II



UBISOFT

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

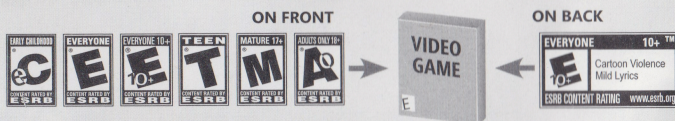
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

XBOX LIVE®

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

CHARACTERS

DESMOND MILES

Age: 25. Weight: 170 lbs. Height: 6'. Blood Type: A+. Nationality: U.S.

Psychological Traits: Independent, introverted, and defensive. Desmond has trouble trusting others. His parents were incredibly overprotective, essentially imprisoning him within their community, swearing it was for his own good. He has spent the past nine years avoiding large cities, hiding from civilization. He guards his thoughts and emotions behind a wall of cynicism.

EZIO AUDITORE

Age: 17. Weight: 165 lbs. Height: 6'. Nationality: Florentine.

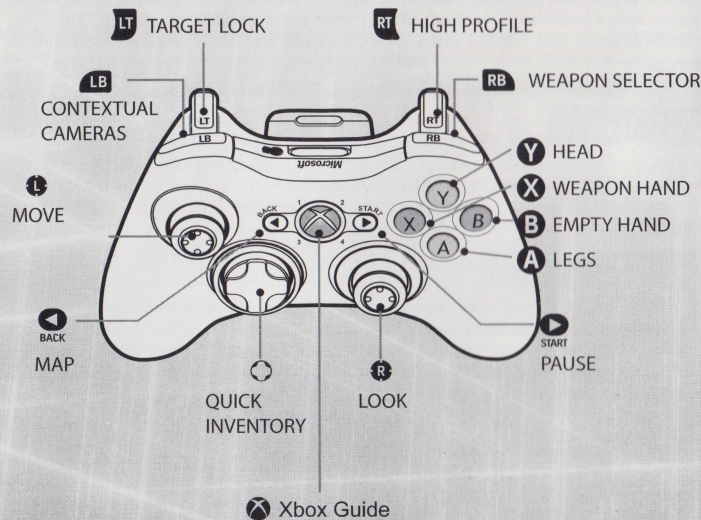
Year: 1476.

Personal History: Although there's a lot of information about Ezio's father, Giovanni, who was a high profile Florentine banker and a political advisor to Lorenzo de' Medici, the only info I can find on Ezio is that he was once apprenticed to Giovanni Tornabuoni, the great Florentine banker.

Psychological Traits: Charismatic, competitive, a womanizer, and an adventurer.

ANIMUS USER MANUAL

1. CONTROLS



1.1 ANIMUS CONTROLS

The Animus 2.0 allows you to control Ezio through a combination of standard and contextual buttons. Standard buttons always perform the same action. For example, pressing **RB** always selects the Weapon Selector. Conversely, the action resulting from a contextual button press will change depending on the context the ancestor is currently in. For example, **A** can make Ezio sprint, jump, dodge, or run up a wall, depending on the context.

1.2 GENERAL

1.2.1 MOVE

Move Ezio using the left stick. Moving the stick up or down moves your ancestor forward or backward. Moving the stick left or right makes Ezio turn to the left or to the right. While standing still, clicking the left stick toggles the First Person Camera.

1.2.2 LOOK

Using the right stick, you can look around Ezio's environment. Clicking the right stick re-centers the camera on his back.

1.2.3 TARGET AND LOCK ON

The Animus 2.0 displays specific visual effects on certain citizens with whom you can interact. By pulling the Target Lock button **LT**, Ezio's attention focuses on the selected citizen, and he is then locked onto that citizen. When locked, Ezio can speak, kill, and accomplish other actions. Pull **LB** to enter Fight mode. Once you are in Fight mode, targeting will switch automatically to the nearest enemy. When you want to exit Fight mode, pull **LT** again to unlock and run away.

1.2.4 WEAPON SELECTOR AND QUICK INVENTORY

Weapon Selector: Holding **RB** brings up the Weapon Selector. You can select the weapon you want to equip by moving the sticks.

Quick Inventory: Using the Directional Pad (Up, Down, Left, or Right) selects the weapon assigned to that direction. Pressing a second time unsheathes the weapon.

1.2.5 CONTEXTUAL CAMERA

In some specific situations, a contextual camera is available to give you another view of the situation. Pressing **LB** when visible changes the camera angle.

1.2.6 MAP

Press **BACK** to display a map of the area. The Animus 2.0 is able to fill in a basic outline of the area from historical data, but details about the area will have to be filled in by you. You should climb to the top of landmarks and scan the view to become synchronized with Ezio's memory of the area. This will allow the Animus 2.0 to fill the map with specific memory objectives and other details stored in your genetic memory.

1.3 CONTEXTUAL

1.3.1 PUPPETEER CONCEPT

The Animus 2.0 allows you to control Ezio like a puppet. Each body part is linked to a button: **Y** is the Head button, **X** is the Weapon Hand button, **B** is the Empty Hand button, and **A** is the Legs button. In the top right corner, the heads-up display (HUD) shows each button's functionality. You will notice that the functionality changes depending on the context.

1.3.2 HIGH AND LOW PROFILE CONCEPT

Like in the Animus 1.0, it is possible to change the intensity with which Ezio performs each action. By default, your ancestor will be in Low Profile, but his state can be changed to High Profile by pulling and holding **RT**. This is like stepping on the gas! In Low Profile, Ezio's actions are inconspicuous and more socially acceptable. Fast and powerful assassin moves are available in High Profile.

1.4 ACTIONS

	A Legs	B Empty Hand	X Weapon Hand	Y Head
1.4.1 ON GROUND				
Low Profile	Steal	Gentle Push	Attack	Eagle Vision and Talking*
High Profile	Free-Run/ Sprint	Grab and Throw/ Tackle	Attack	Eagle Vision
1.4.2 HORSE				
Low Profile	Walk	Dismount	Rear up (if weapon is sheathed)/ Attack	Eagle Vision
High Profile	Gallop	Dismount	Attack	Eagle Vision

1.4.3 SWIMMING

Low Profile	Dive	----	Attack (throw knives)	Eagle Vision
High Profile	Get out of water/Fast crawl	----	Attack (throw knives)	Eagle Vision

1.4.4 BOAT

	Step out of rowing stance	Row	----	----
--	---------------------------	-----	------	------

* Press in front of an NPC to talk. Holding activates Eagle Vision, with color-coded intuitive powers: red = soldiers, blue = allies, white = mission givers, gold = targets.

1.4.5 FIGHT

Lock System: To fight, you must be locked on a target who is in Open Conflict with you.

LOW PROFILE: OFFENSIVE MOVES

A: Quickstep: Makes Ezio perform a stepping motion, based on the direction that you're moving the left stick.

B: Grab: Makes Ezio attempt a Grab on an enemy NPC. If unarmed, **Y**, **X**, and **A** all perform attacks. If armed, **X** instantly kills the NPC.

X: Attack: Makes Ezio attack an NPC with his current weapon. Tap a second time as soon as your weapon makes contact to start a combo attack. Tapping once per swing will perform a more efficient combo.

Hold **X**: Hold in order to do a special attack for your weapon, if applicable.

Y: Taunt: Taunt your enemy, possibly causing him to attack.

HIGH PROFILE: DEFENSIVE MOVES

In Fight mode, High Profile enables defensive actions like counters and dodging moves. By default, holding the High Profile button makes you deflect enemy attacks.

A: Dodge: When pressing the Legs button with the right timing, Ezio performs a counter-dodge move that exposes the enemy for a strike. If the timing isn't right, he will become open to the enemy's strike.

B: Grab/Pick Up Weapon: If Ezio is near a weapon, he will attempt to pick it up.

X: Counter-Attack/Disarm: With a weapon equipped and the right timing, Ezio counterattacks an NPC. If the timing isn't right, he is open to the enemy's strike. When unarmed, you disarm your enemies' weapons.

Y: Taunt: Pressing this button will taunt your enemy, angering him and maybe causing him to attack.

2. HUD

2.1 HUD ELEMENTS

The HUD provides important information while in the Animus 2.0. Various elements of the display will allow you to remain aware of your current status.



Note: HUD can be customized to suit your needs in the Options Folder.

2.1.1 HEALTH METER:

Gives you information on Active Health Squares, Injured Health Squares (that can be healed by doctors), and Broken Health Squares (armor pieces must be repaired at the blacksmith shop)

2.1.2 NOTORIETY METER:

See section 3.1 for more details on Notoriety.

2.1.3 WEAPON ICON:

Shows your currently equipped weapon or gadget.

2.1.4 CONTROLS HUD:

The top right corner displays the available actions.

2.1.5 MINI-MAP:

Displays the location of various memory objectives.

In order to un-fog the environment and reveal more information on the mini-map, you need to synchronize the view point. To do so, you must reach the top of the landmarks and scan the view.

2.2 SOCIAL STATUS INDICATOR (SSI)

2.2.1 NPC ARROWS:

Guards' SSIs tell you if they are at risk of detecting you or not. See Section 3.1.1 for more details.

2.2.2 MINI-MAP'S FRAME

The mini-map's frame is a Risk Indicator that is synchronized with your enemies' state: White = Anonymous; Green = Hidden; Red = You are in Open Conflict with Guards and have to escape or fight; Yellow = Open Conflict, but have broken the line of sight from Guards you can hide from; Blue = You are Vanishing.

2.2.3 NPC HEALTH METER

When in a fight, the Enemies' Health Meter is displayed so you can adjust your strategy during the fight.

3. GAMEPLAY LOOP

3.1 NOTORIETY LOOP

You can be either Notorious or Incognito.

- When you are Incognito, guards are unaware of your presence and will only react to illegal actions.
- When you are Notorious, guards are informed that the Assassin is in town and will recognize you on sight.

The more you perform spectacular actions (like performing a double assassination or making the guards flee in fight), the more your Notoriety fills in.

To lower your Notoriety meter, do any of these actions:

- Remove Posters
- Bribe Heralds so they stop talking about you
- Kill Officials

Once your Notoriety is maxed, guards become informed of your presence and start detecting you on sight. You then have to completely empty your Notoriety meter to return to being Incognito.

3.1.1 DETECTION

When Incognito, guards will only react to illegal actions (killing, pushing them, looting...). If you don't do any of these actions you'll remain anonymous.

When Notorious, guards are actively searching for you. If they see you (yellow arrow filling) they start an investigation (red arrow filling). They will attack you as soon as they have recognized you (red arrow filled). Try to stay low profile and blended into the crowd to avoid attracting the attention.

Note: Because being on rooftops is forbidden, archers will always detect anyone on sight.

3.1.2 ESCAPE

In order to escape from your enemies, break their line of sight and hide. The immediate area around your Last Known Position (LKP) remains a risky zone – guards will look at any hiding spot next to it. The LKP is displayed in the Mini-Map as a yellow circle. To make sure guards do not find you, try to get out of the zone before hiding.

3.1.3 VANISH (HIDE AND/OR BLEND)

When you are Unseen, you must find a hiding spot (bales of hay, wells, and benches) or blend into any crowd or group. Once hidden or blended, you'll begin to vanish (flashing blue).

You can also vanish by losing your pursuers by using your Free Running skills.

3.2 MEMORIES SYNCHRONIZATION

3.2.1 CORE MEMORIES

The Animus 2.0 allows you to relive Ezio's Memories. Memories are important life moments and are grouped in DNA sequences.

3.2.2 SECONDARY MEMORIES

Secondary Memories are Memories that we know Ezio had, but that are difficult to locate exactly on a timeline. They are stored at the right extremity of the DNA Menu.

- View Points: Climb them all in order to get the full 100% Synchronization with Ezio.
- Feathers: Generally found on top of buildings.
- Assassin Tombs: Explore them all to find the Seals of the legendary assassins.
- Assassination Contracts: Kill important political targets for Lorenzo de' Medici and receive money in return.
- Races: Show you're the fastest free-runner in Italy.
- Beat-Up Events: Knock out cheating husbands.
- Courier Assignments: Make a quick delivery to earn money.

3.2.3 CODEX

PHILOSOPHICAL CODEX

- Philosophical Codex Pages help you to better walk the path of the Assassin. Bring any that you find to Leonardo for decoding. Decoding four philosophical Codex Pages permanently increases your maximum health.

3.3 ECONOMIC SYSTEM

3.3.1 EARNING MONEY

Treasures: You can find various treasure chests in the environment. Loot them to get good sums of money.

Steal: In Low Profile, Hold **A** and bump into people to steal from them. Move away from the person you pickpocket so as not to get caught when they realize that they've been robbed.

Loot: Hold **B** while standing over a dead body to loot it. Looting is one of several ways to get money and other items. Guards don't take kindly to people who loot, so be careful when you perform this action.

Villa Income: Renovating the ancestral hometown of the Auditore family, Monteriggioni, enables you to receive a percentage of the revenues made at the stores there. The more you improve Monteriggioni, the more money you will receive in return. Renovating shops also gives you a rebate on merchandise available in them. You can also generate income by adding to your Villa, which increases the Auditore family's prestige. You can add to your villa by collecting paintings, feathers, and weapons.

3.3.2 SHOPS

- Blacksmiths: Blacksmiths sell weapons, armor, and ammunition for smoke bombs, throwing knives, and bullets. They can also repair your armor for a fee. Visit the blacksmiths often to see when new weapons and armor pieces become available.
- Tailors: Tailors sell pouch upgrades, enabling you to carry more ammunition. They can also dye your clothes with various colors.
- Doctors: Doctors can heal you, refilling your life completely. They also sell medicine and poison vials you can carry on you.
- Art Merchants: Art merchants sell paintings and treasure maps. Paintings serve to upgrade the value of your villa, making them good long term investments. Art merchants also sell treasure maps that point the location of treasure chests in the world.
- Fast Travel Booths: Travel swiftly to any visited area for a fee by going to the fast travel booth.

UPLAY™

From the title screen, press **Y** to launch Uplay

MENU UPLAY

Use the left stick to navigate in this menu. Validate with **A** and go back with **B**. Pressing **Y** will exit Uplay and come back to the game menu.

PROFILE:

- View Profile: Get an overview of your actions in the games you played
- Change Quote: Edit your Quote
- Change Icon: Select a new Icon

ACCOUNT SETTINGS:

- Email and Password: Edit your Email and Password
- Personal Information: Edit your Personal Information
- Opt-ins: Edit your preferences for receiving communications from Ubisoft and its partners

MENU UPLAY WIN

Use the left stick to navigate in this menu. Validate with **A** and go back with **B**.

- Actions: List of all the actions available in the game(s) and how many Units are assigned to each. A checked box indicates an Action already completed. Pressing **A** on an Action explains how to do it.
- Rewards: List of all the available rewards and how many Units are assigned to each. A checked box indicates a Reward already redeemed. Pressing **A** on a Reward allows you to redeem it, as long as you have enough Units to spend. Redeeming a Reward deducts the number of Units associated with it.
- Unit Balance: History of all Actions completed and Rewards unlocked with a detailed balance of your Units. Pressing **A** on an Action/Reward opens up its description.

For more information, content and options, visit www.uplay.com.

View a longer version of this manual online, at:

<http://assassinscreed.com/assassins-creed-2/manual/xbox>

Register Your Game for Insider Access!

It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- A wealth of news updates and pre-release game information
- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

Just go to www.ubireg.com to get started.

Thanks,

The Ubisoft Team

Assassin's Creed® 2

© 2009 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

Powered by
Wwise®
audio pipeline solution

NOTES

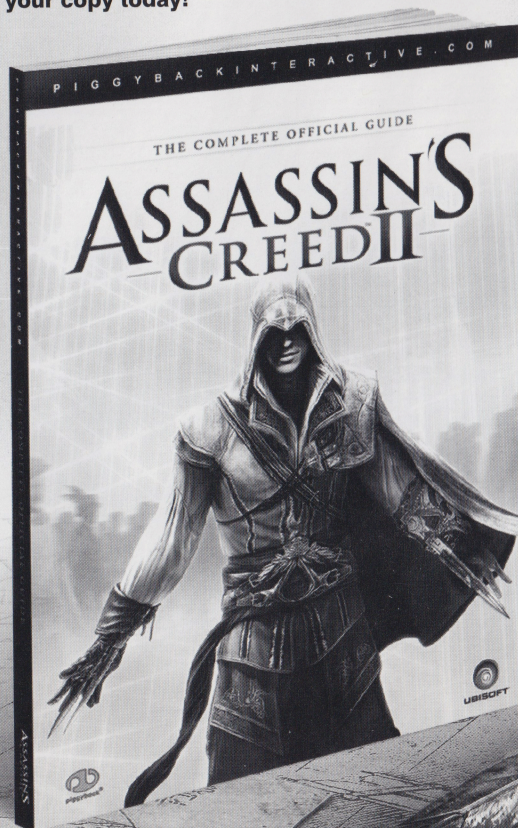
NOTES

IF BOOKS COULD KILL...

- The 100% complete official guide to Assassin's Creed II
- Includes detailed guidance for all missions and side-quests, plus in-depth coaching of all playing techniques and strategies
- Features all hallmarks of a Piggyback® guide, including annotated maps, story analysis, in-depth reference chapters – and much more
- Packed with digital, hi-res screenshots and a wealth of exclusive official artwork

Available now

– get your copy today!



TECHNICAL SUPPORT

Contact Us on the Web: Log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our Frequently Asked Questions (FAQ) which is our database of known problems and solutions. You can also send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling (919) 460-9778. When calling our Technical Support line, please make sure you are able to access the gaming system you are calling about. Our Technical Support representatives are available to help you **Monday through Friday from 9am–9pm Eastern Time** (excluding holidays). Our support is provided free of charge however long distance charges apply.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515.

Contact Us by Mail: You can also reach us by standard mail by writing to

Ubisoft Technical Support • 2000 Centre Green Way • Suite 300 • Cary, NC 27513

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations: This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice: Ubisoft reserves the right to make improvements in its products at any time and without notice.

Refunds: Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product/Documentation Replacements: Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. **Without an RMA number from a Support Representative, your replacement request will not be processed.**

If we determine a return or replacement is necessary:

Please return the product (media only) along with a check or money order (if necessary) for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a copy of the receipt, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), **RMA number**, and phone number to the address below.

Replacement Fees: Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address: Ubisoft Replacements • 2000 Centre Green Way • Suite 300 • Cary, NC 27513

Extend your gaming experience with



- Collect Units as you play, across Ubisoft games
- Unlock additional in-game content
- Share content with your friends
- Get help to beat your games
- Access all downloadable content

directly from **your games** or on **www.uplay.com**



Unlockable in **ASSASSIN'S CREED II**

- A Dashboard Theme
- Carry 5 additional Throwing Knives
- Altair's Outfit
- Access to the Auditore Family Crypt

Uplay, the Uplay logo, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment. © 2008 Ubisoft Entertainment. All Rights Reserved. Some services may not be available at time of game release. High speed internet access is required to access online features and to play online. Creation of a Ubisoft account is required to access Uplay. You must be at least 13 to create a Ubisoft account without parental consent. Ubisoft may suspend or cancel access to online features upon a 30-day prior notice published at www.uplay.com. For more information on the terms and conditions applicable to this game and on updates, visit www.uplay.com.



Printed in U.S.A.
525349-MNL

Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.



UBISOFT