



## **SPOILER ALERT!**

Reading this booklet will reveal the beginning of the Campaign. To preserve the surprise factor, only the first Memories are revealed.

## **WORK IN PROGRESS**

This booklet is a work in progress.  
Layout hasn't started.

**START WITH THIS BOOK**

**CAMPAIGN BOOK**

# INTRODUCTION

Assassin's Creed®: Brotherhood of Venice is a cooperative game in which 1 to 4 players face the enemy forces managed by the game system.

## GOLDEN RULES & LEXICON

### Golden Rules

- Whenever a rule gives you a choice, **Players decide together**. For example, if a card states "Move 1 Guard on an Adjacent Square", the players together choose the Square and Guard that shall be moved.
- Moving and firing **NEVER occur in diagonal**.

### Lexicon

**1+:** means "one or more".



**Assassin:** any Assassin or Apprentice.

**Florin (f):** currency used in Europe during the Renaissance and in the game.




## START

For your first Memory (mission), you will play as Assassin Apprentices. Each player selects 1 of the 4 Apprentice cards and the matching miniature.

*NB: For the prototype, as there are no standees for the Apprentices, use an Assassin standee with the matching color.*

Take an Assassin Board and put in in front of you, with the Apprentice side up (see the following picture). Place the Apprentice Card on your Assassin Board, place 2  on the Health gauge and 3  on the Action gauge.



Each    slot can hold a maximum of 2 Equipment Cards. Place the one you want to use on top (you can swap them freely). You cannot use two Equipment Cards of the same type at the same time.

*For example, you cannot use 2 swords during one attack nor wear two armors.*

The unused Apprentice cards and miniatures stay in the game box.

### Play solo or with less than 4 players

If you play alone, you must select at least **2 Assassins**. If there are less than 4 players, each player selects 1 Assassin. If you want to play all 4 Assassins, one or two players can control more than one Assassin.

**Turn this page and set up Memory 0.1.**

## SEQUENCE 0 – MEMORY 0.1

/// Ezio Memory / Castle of Viana, Kingdom of Navarre / 1507

### PRISONERS

*Ezio Auditore da Firenze.*

*The greatest Assassins of all time.*

*Remember his mad pursuit of Cesare Borgia in the confines of the Kingdom of Navarre. And if the Castle was saved from Cesare's assaults in the end, it is only for Ezio's courage as he fought Cesare on the ramparts.*

*What if Ezio hadn't acted alone? What if he was smart and prepared his fight? What if a small group of Assassins had been tasked with stealing Cesare's formidable pistol? In this Memory you will find out.*

*Unfortunately, a patrol has found and captured the four Assassins and locked them up in the castle's jails.*

*As there are no other senior members of the Brotherhood of Assassins nearby, Apprentices have been sent to rescue their mentors. Those young Apprentices successfully infiltrated the fortress to free their Assassin sisters and brothers.*

*Once they are freed, they can set Ezio's plan in motion.*

#### I – SETUP

- Gather those Tiles:



2 small ground Tiles **with a wall**.



5 small ground Tiles with **no wall**.



3 small roof Tiles with **no wall**.

- Then gather these elements:



1 Booth counter (Fast Travel Booth)



3 Rules Counters numbered **6**



4 Rules Counters numbered **11**



As many red bases as there are Assassin in the game. *NB: for this prototype, use red cubes instead.*

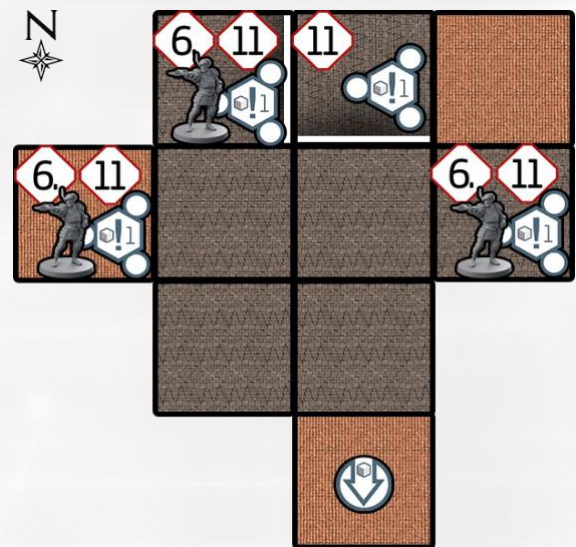


4 Objective counters with a **1**



3 crossbowmen miniatures. When a crossbowman miniature must be placed on a Square containing an Objective counter, **always** place it on one of the three slots of the Objective counter.

- Setup up the Level this according to this map:



4x 1x 3x 4x 3x

- Finally:



- Place 1 Alert counter with its blue side visible near the level.

- Place each Apprentice miniature on the Square containing the Booth.





Place the green and red dice on the table.



This indicates a point in the rules. When your miniature enters a Square with such a counter, open the Rules Book and read the point matching the number on the counter. Remove all the counters with this number from the Level. When you encounter a rule number on a card, read the matching rule in the Rules Book.



## II – ENVELOPE 0.1

### WARNING:

**DO NOT OPEN ENVELOPE 0.1 JUST YET!**

Every time this book states that you need to open an envelope, start by pulling the large red card **only** (see below). Read the card's instructions and follow them. Do not pull out the other cards unless instructed to do so.



You should now open Envelope 0.1, take the large red card out and follow the instructions on it.

### DO NOT FORGET

Read the instructions on the Equipment Cards (such as the "Parachute") to learn how to use them. Playing your Equipment cards at the right time is often critical to winning!

## III – OBJECTIVES

*For this first Memory, you control a young group of Assassins Apprentices who have infiltrated the jails of the castle. They*

*must free the experienced Assassins. But there's a catch. The Apprentices are unarmed. They must absolutely be stealthy!*

*Once the Objective completed, you must escape without being seen.*

Each Memory has 2 types of goals:

**Objectives** (mandatory to successfully complete a Mission) and the Full Synchronizations that unlock Trophies. Now read point /7.

## OBJECTIVES IN THIS MEMORY



Open the door of each of the 4 cells (symbolized by counters) holding the Assassins. To do so, you need to spend 1 on each of these Squares.

## FULL SYNCHRONIZATION



To obtain the Trophy, this Memory must end with maximum 1 Assassin becoming Exposed during a Detection Test. NB: This Test is made every time an Assassin enters a Square with the counter.

## IV – LAST INFORMATION

How does a **Game Turn** play? Read points /1 to /4 in the Rules Book.

Your chances of survival depend on your ability to act with discretion. Learn how to manage your stealth but reading point /10.1.

### RULE FOR THIS LEVEL ONLY

During this first Memory, you play Assassins Apprentice who are unarmed. Any Exposed Apprentice is immediately taken to a jail by the Guard who discovered them. Remove both the Guard's and this Apprentice's miniatures from the Level. The remaining Apprentices must complete the Memory without them.

Once all the Objectives of a Level have been completed, you must ALWAYS leave the Level by using a **Booth**. Move on the Square containing the Booth, then read point /9.

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

**WARNING!**

Do not turn this page before you have successfully completed this Memory.



If you fail during this Memory, read point /10.

## SEQUENCE 0 – MEMORY 0.1

### MEMORY 0.1 SYNCHRONIZED

*Well done! The Assassins are free thanks to the young Apprentices!*

#### MEMORY SUCCESSFULLY COMPLETED



Take the Reward Cards #1, #2, #3 et #4 from the envelope 0.1. Keep 1 for each Apprentice (put the others back in the envelope) and place them on the † slot on your Assassin Board.

Place the Apprentice cards and miniatures in the game box. Each player keeps the Equipment card they possess and flips their Assassin Board on the Assassin side.

Dismantle this Level: Tiles, Guards miniatures and counters go back inside the Game Box.

*Cesare's forces are assaulting the fortress and have already managed to take some secondary buildings.*

*You can now activate Ezio's plan to steal Cesare's pistol.*

Turn the page to start Memory 0.2.

#### Full Synchronization

(Memory & optional Objective completed)



Punch out this counter from the Trophy board and add it to your Trophy Bar.

#### WARNING!

If you could not complete this Memory successfully on the first try, place this counter with the gray side visible on your Trophy bar.

Retire permanently ✂ envelope 0.1 and any card that are still inside.


## SEQUENCE 0 – MEMORY 0.2

/// Ezio Memory / Castle of Viana, Kingdom of Navarre / 1507

### A PRECIOUS PISTOL

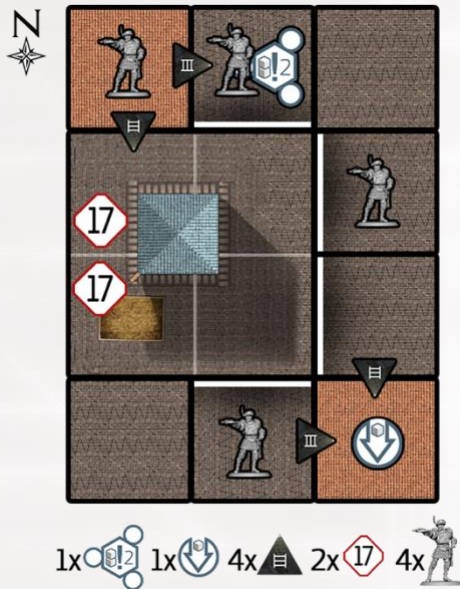
Things are moving fast inside the fortress under siege by the army of Cesare Borgia. Using the cover of the night, it is time to act.

Thanks to the Apprentices, the Assassins are now free, and armed!


 For Ezio to be able to get close to Cesare, you must infiltrate the building used by Cesare's Guards and steal the pistol. The Guards won't hesitate to chase you and attack you if they see you.



#### I – SETUP

- Setup the Level according to the map below. Place a Medium Tile (made up of 4 Squares and a blue roof Tower) **respecting the location** of the hay cart.



- Take the cards from the Event Discard pile and shuffle them with the Event deck.

- : Ladders (you will discover how to use them later)

-   Place the white and black dice on the table.
- Place all the Assassins miniatures on the Square containing the Booth.



- Place the Guards Board close to the Level in the **position indicated on the Level map**.



- Place the Alert counter with the blue side visible on the dedicated slot of the Guards Board.

#### DO NOT FORGET!

Check the number and type of counters that must be placed on each Level by using the symbols below the map. For example, for this Level, take:



Now that the Apprentices have freed the Assassins, you control them! **Choose your Assassin - point /14.**

#### II – OPEN THE ENVELOPE 0.2

Take the large red card out and follow its instructions.

#### III – OBJECTIVES



##### MEMORY OBJECTIVES





Steal Cesare Borgia's pistol to allow Ezio to get near him.

Eliminate ALL the Guards in their sleep AND hide their bodies (this reflects the fact that the Assassins should not be identified).

#### DO NOT FORGET!

- Always make a **Detection Test** when an Assassin enters a Square with 1+ Guard. Use the green dice if  or the red dice if .



- When you attack with a Common Sword, you become Exposed ( symbol on the Sword's

card). Also, the Alert is ON (symbol  on the card).

- Draw 1 Equipment Card for each Guard body you hide.
- If you are Exposed and you leave a Square containing 1+ Guard, you will be Chased.

### Full Synchronization



 Reach the Tower top to synchronize (move on a Square with a  counter before) AND obtain whatever the Tower card revealed.

If you fail during this memory, read point /10.

### **WARNING!**

Do NOT turn this page before you have successfully completed this Memory.



## SEQUENCE 0 - MEMORY 0.2

# MEMORY 0.2 SYNCHRONIZED

*Just in time!*

*You successfully stole Cesare's pistol. Ezio can now move in on Cesare and finally get rid of the Templar.*

*Let's move on to the second part of Ezio's plan...*

**Turn the page to start Memory 0.3.**

## MEMORY SUCCESSFULLY COMPLETED





Take the Reward cards #1, #2, #3 and #4 in the envelope 0.2. Keep 1 per Assassin, put the others back into the envelope.

## Full Synchronization (All Memory and Optional Objectives completed)



Punch this counter from the Trophy board and add it to your Trophy bar. Remember: if you did not complete this Memory successfully on the first try, put this counter with its grey side visible on your Trophy bar.

After you complete each Memory successfully, your Assassins fall back to one of their hideouts to rest and plan the next Memory.

Each player takes a Save Box and places everything related to their Assassins inside: miniature, Assassin Board, cards,  and  cubes.

**Permanently Retire  envelope 0.2**

## SEQUENCE 0 – MEMORY 0.3


/// Ezio Memory / Castle of Viana, Kingdom of Navarre / 1507

### POOR LITTLE TEMPLARS

Thanks to you, Ezio finally reached Cesare and he is fighting him right now on the ramparts of the fortress!

In the ensuing confusion, you will deprive Templars of some precious resources.


Go either to the Treasure Room to grab some money or to the Armory to get equipment...

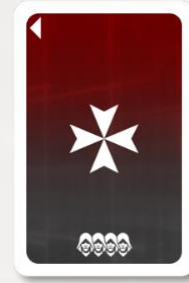
 With perfect coordination, you might be able to do both!

#### I – SETUP



- For this level, place a Medium Tile (with 4 Squares) bearing a blue roof Tower in its center.



- Put the discarded Event and Equipment cards in their respective Decks and shuffle both.
- Place each Assassin miniature on the Square with the Booth.
-  Place the Alert counter with its blue side visible on the dedicated spot on the Guards Board.
- Take the 8 Reinforcement Cards with the matching number of Assassins in game. Shuffle them and put them face down on the Guards Board.



Use the Reinforcement Cards like this one when there are 4 Assassins in game.

Would you like to **Save 1**  to play with 1 more  during the next Turn, or to surprise the Guards during their Phase? Read point /20.

#### WARNING!

Once all the Assassins have played their first Phase, the Guards will now play:

Read point /22 to learn how the **Guards Phase** is conducted. Then:

- Read point /23 then **Move the Guards**.
- Read point /24 and **place the Reinforcements**.

- As soon as an Assassin is Hit by an attack, read the point /26 to learn how to manage your **wounds**.

#### II – OPEN ENVELOPE 0.3

#### III – OBJECTIVES

##### MEMORY OBJECTIVES

#### WARNING!

To complete this Memory, complete 1 Objective of your choice (the second is optional).



##### Treasure Room

Steal the Treasure.



##### Armory


Pick up equipment.

## FULL SYNCHRONIZATION



Eliminate 1+ Guard with a Hidden Blade.

### DO NOT FORGET!

- When an Assassin is Exposed during the **Guards Move Phase**, the Guards will ALWAYS Move towards the closest Exposed Assassin (NOT in the direction on the compass).
- Save 1  as soon as possible, it could save your life.



If you fail during this Memory, read point /10.

### WARNING!

Do not turn this page until you have completed this Memory successfully.

## SEQUENCE 0 – MEMORY 0.3

### MEMORY 0.3 SYNCHRONIZED

*Cesare Borgia is dead, fallen to his death while fighting Ezio. Without you, Ezio would have lost precious time while trying to get to Cesare.*

Turn the page to start Memory 0.4.

### MEMORY SUCCESSFULLY COMPLETED



If you have completed the Treasure Room, take Reward Card #1 in envelope 0.3.



If you have completed the Armory, take Reward Cards #2 et #3 in envelope 0.3.

### Full Synchronization (Memory and Optional Objectives completed)



Punch out this counter from the Trophy board and add it to your Trophy bar.

Remember: if you did not complete this Memory successfully on the first try, put this counter with its grey side visible on your Trophy bar.

Permanently Retire  envelope 0.3.

*Your mission here is accomplished.  
You are summoned by the Brotherhood of Assassins. Your destination: the pearl of Christendom, the Serenissima, Venice!*




## SEQUENCE 0 – MEMORY 0.4

/// Ezio Memory / Republic of Venice / 1509

### FORGOTTEN HIDEOUT

Your actions in Navarre haven't gone unnoticed. The Brotherhood was very satisfied with your mission and after two years of observation and trial, you are finally ready for your first high stake mission.

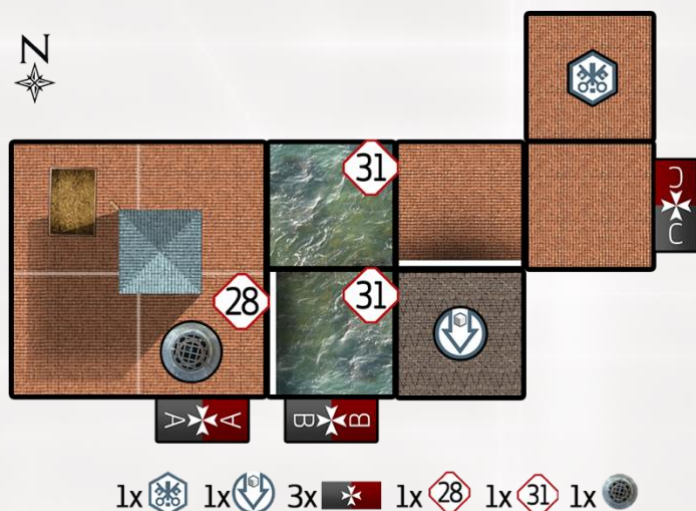
 Your success or failure will shape the future of the Brotherhood in Italy.


Venice, Queen of the Adriatic, the City of masks!

An ancient Templar hideout, that used to be heavily guarded, has recently been walled-up. A Templar informant is confident Templars do not have the resources to keep an eye on it anymore.

It is not really usable in its current state, but in a city where real estate is so rare, such a secret location would make for a perfect headquarters of the Brotherhood in Venetia. It would also deny our enemy a possible stronghold.

### I – SETUP





-  Place a Hiding Spot Counter.
- Put the discarded Event and Equipment cards in their respective Decks and shuffle both.
- Place each Assassin miniature on the Square with the Booth.

### II – OPEN ENVELOPE 0.4

### III – OBJECTIVES



#### MEMORY OBJECTIVES

Meet the informant on the Square containing this counter. **As soon as you are there and BEFORE any other action**, flip card  1 (0 ).



#### FULL SYNCHRONIZATION

Eliminate 1+ Guards while hidden in a Hiding Spot.

#### DO NOT FORGET!

- Only Agile Guards can Move between a ground Square and a roof Square WITHOUT a ladder.

#### WARNING!

Do not turn this page before you have successfully completed this Memory.

## SÉQUENCE 0 - MÉMOIRE 0.4

### MEMORY SYNCHRONIZED

*Congratulations, Assassins! You have just accomplished a real tour de force: take back their own hideout from the Templars of Venice*

### MEMORY SUCCESSFULLY COMPLETED



Take the Reward Cards #1, #2, #3 and #4 in envelope 0.4. Keep 1 per Assassin and put the others back into the envelope.

### Full Synchronization (Memory & Optional Objectives completed)



Punch this counter from the Trophy board and add it to your Trophy bar. Remember: if you did not complete this Memory successfully on the first try, put this counter with its grey side visible on your Trophy bar.

### Full Synchronization – End of sequence



If you have unlocked ALL the Full Synchronization from Memories 0.1 to 0.4 then congratulations! Punch out this counter and add it to your Trophy Bar.

Permanently Retire  envelope 0.4.

### HEADQUARTERS

*You now have your own Assassins Headquarters. From there, you will be able to plot and advance the cause of the Assassins.*

You can now train and heal your Assassins, earn more florins and choose your own development path.

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