

Reading this booklet will reveal the main game rules. To preserve the element of surprise, some rules will be kept secret at this stage.

WORK IN PROGRESS

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

WARNING!
START READING THE CAMPAIGN BOOK BEFORE
YOU OPEN THIS BOOK.

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1/ Game Turn

Each Turn has 4 phases:

I/ Event Phase: draw an event card and apply its effect.

II/ Assassins Phase: each Assassin takes actions with their  in the order they want.

III/ Guards Phase: Guards move, fight if applicable and reinforcements come in. Note: Ignore this Phase for your first Memory, you will discover it later.

IV/ End of Turn Phase: Check if a new Game Turn should be started.



Those 3  represent the 3 actions available to a given Assassin each turn. Those  can be used in the order of your choice (even alternating between players). This is an important choice!

Example: player A spends 1 , the player B spends 2 , then player A spends their remaining 2 . Finally, player C spends their 3  and player B spends their last . Each  spent is removed from your Assassin Board.

An Assassin can use the same action several times in a Turn. *For example, they can attack twice.* Any  not used during the Assassins Phase is lost and removed from the board.

Assassins' Actions

- **Move** (cost: 1 )

An Assassin moves to an Adjacent Square without a wall on its connecting side. No diagonal move is allowed. Departure and arrival Squares can be of any type (ground or roof for example). Place the miniature where you want on the arrival Square, except in the 4 circles reserved for the Guards miniatures.

- **Swap** (cost: 1 )

Every Assassin on the Square where the acting Assassin stands can take or give as many Equipment cards as they wish (all involved players must agree).

4/ End of Turn Phase

Check the success or failure of the Memory:

Successful Memory

A Memory is successful once ALL the Objectives of the Memory have been Completed and 1+ Assassin has left the Level. In that case, dismantle the Level: Tiles, Guard miniatures and counters go back in the game box.

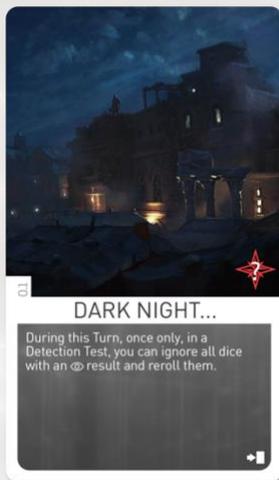
Then if you wish to go on playing, start reading the next Memory in the Campaign Book.

2/ Event Phase

Each Game Turn begins by drawing an Event Card. (NB: Players choose among themselves who will draw the card but the effects apply to all players).

Place the drawn card face up near the level. It will stay there for the duration of the Turn.

The effects of an Event Card apply immediately, unless the card's text starts with the moment the effects apply.



The "Dark Night" card starts with "During this Turn": the effects of this card apply for the duration of the Game Turn.

3/ Assassins Phase

At the start of every Turn, place 3  on the dedicated slots of each individual Assassin Board.

Players should then talk and try to devise a strategy before they act.

If you prefer to stop at that point, you will save your game: each player places everything on their Assassin Board, their miniature and all their cards in their Save Box.

Failed Memory

A Memory fails as soon as one of the following conditions is met:

- All the Assassins have been eliminated
- OR
- One of the Memory's Failure Condition has happened. *Example: The Assassins had 5 Game Turns to complete the Objective and did not make it on time.*

In case of a Failed Memory, go to point **10/ Failed Memory**.

As long as 1+ Assassin is left and / or 1+ Objective hasn't been completed, start a new Game Turn:

- If the Event card that was drawn at the beginning of the Turn has the  symbol, Discard it. If it has the  symbol, Retire it from the game indefinitely by placing it in the  compartment of the Game box.
- Remove all the red bases () that are not clipped on a miniature (you will soon understand what that means).

5/ Equipment

An Assassin can only use the equipment they own, meaning all Equipment cards on their Assassin Board or to its side. They can keep as many equipment cards as they want on the side of the Assassin Board.



- 1 – Equipment Type.
- 2 – Value in florins.
- 3 – Number of the envelope where the card was discovered.
- 4 – Cost in  to use the equipment.
- 5 - Description and conditions to use this equipment.
- 6 – Place this card on the slot of your Assassin Board with the corresponding symbol. A card with no symbol must be placed to the side of your Assassin Board.

EQUIPMENT CARD

7 - : This card must be placed in the Equipment Discard pile after use or if you decide to sell it (only applicable after Memory 0.4).

8 - : This card can be used at will. If you decide to sell it, it is Retired (put it in the  compartment in the game box).

9 – Rule points in this book where you will find information on how to use this equipment.



The Common Sword is put on the  slot. The Parachute stays on the side of the Board.

6/ Completing an objective

An Objective counter represents Objectives that need to be completed, *for example a door to be opened*.

An Assassin on a Square with an Objective counter can Complete it by spending the number of  indicated on that counter.

WARNING!

An Exposed Assassin must eliminate all the Guards on a Square before Completing the Objective. An Anonymous Assassin can Complete the Objective freely.

Once an Objective has been Completed, remove its counter from the game.



Example: spend 2  to Complete this Objective.

When all Objectives of a Level have been Completed, the Assassins must leave the Level by using a Booth (see /9 **Fast Travel Booth**). Then, dismantle the Level: Tiles, Guards miniatures and counters go back in the game box.

7/ Trophies

Trophies help measure the excellence of your Assassins team. With them, you can compare to your friends who also play the game!

When you play a Memory, you can decide to Complete its optional Objective, named "Full Synchronization". Every time you succeed, punch out the corresponding Trophy counter and place it in an available slot on the Trophy bar.

And because there's nothing better than doing, you just unlocked your first Trophy!



Punch out this counter from the Trophy board and add it to your Trophy bar with the red side visible.



9/ Fast Travel Booth



Assassins use a Booth to enter or exit a Level. An Assassin on a Square containing a Fast Travel Booth can spend 1  to exit the Level. You then have 2 options:

1/ If you want to exit the Level to go to the next Memory: leave the miniature on the table until you build the next Level.

2/ If you want to go back into the game, on the same Level or another on the table (you will understand how it works later): place your Assassin miniature on

a Square containing a Fast Travel Booth.
The Assassin keeps everything they owned before entering the Booth (equipment, 🗡️, 🔴...)

WARNING!

An Assassin must be Anonymous to use a Fast Travel Booth located on a Square with 1+ Guard.
The Guards must absolutely not discover these entrances!

10/ Failed Memory

If you fail during a Memory, do not finish the current Game Turn and leave the Level in the current state. Place your Assassins within 2 Squares of a Fast Travel Booth and restore 1 🔴 per level of your Assassin (do this for each Assassin). Assassins begin the game at level 1 and thus restore 1 🔴 each).
Now start a new Game Turn.

10.1/ Stealth

An Anonymous Assassin is invisible to all Guards: they can never be targeted. On the other hand, when an Assassin is Exposed, the Guards will move towards them and attack if they are within range. The state of an Assassin is shown on their miniature: when it has a 🔴 (red base) clipped on its base, the Assassin is Exposed. Otherwise, they are Anonymous.

An Exposed Assassin becomes Anonymous **as soon as they move** to an adjacent Square **with no Guard on it**. Remove the 🔴 from the miniature and put it on the arrival Square. *This represents the location where the Exposed Assassin was last seen. Guards will come there to check...*

NB: only the Assassins and some characters they escort can be Anonymous.

11/ Detection Test

As soon as an Anonymous Assassin enters a Square containing 1+ Guard, a Detection Test is made for all the Guards present:

- If 🚨 (Alert is OFF), pick as many 🟢 (green detection dice) as the number of Guards in the Square.
- If 🚨 (Alert is ON), pick as many 🔴 (red detection

dice) as the number of Guards in the Square.
Roll the dice:

- If you get no 🟢, the Assassin stays Anonymous.
- If you get 1+ 🟢, the Assassin becomes Exposed and the Alert immediately become 🚨 (ON). In this case, continue reading **12/ Exposed** and **13/ Alert**.

12/ Exposed

An Assassin becomes Exposed as soon as:

- They use a weapon or an equipment with a 🟢 symbol.
- There has been 1+ 🟢 dice result during a Detection Test.

Clip a 🔴 on the base of the miniature of the Exposed Assassin. An Assassin whose miniature has a 🔴 is **ALWAYS Exposed**, even if there are no Guards on the Level. *The Guards have their informants among the citizens.*

An Exposed Assassin moving to a Square containing 1+ Guards cannot become Anonymous.

13/ Alert

When the Alert is ON in a Level, flip the Alert counter on its 🚨 side:

- There will be more Reinforcements during the Guards Phase.
- Assassins can still become Anonymous.
- You MUST use 🔴 dice for all Detection Tests.

The Alert stays 🚨 even if all Assassins have become Anonymous or if there is no more Assassin in play.

Remember that the Alert in a Level is immediately turned ON if either condition is met:

- An equipment with the 🚨 symbol is used.
- 1+ Assassin is Exposed.



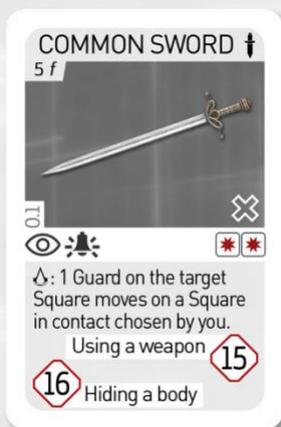
14/ Pick an Assassin

Each player picks one of the 4 available Assassin cards and the matching miniature. Under the Assassin's portrait is their special Ability.

Put your Assassin card with the **Level 1 face up** (as indicated on the top right corner of the card) on an Assassin Board in front of you. Make sure you use the Assassin side (not the Apprentice side) of the board as pictured below.



15/ Using a weapon (cost: 1 🎲)



Weapon (♠ or ⚔): The Assassin spends 1 🎲 to use 1 Equipment card in their possession. Then, follow the 5 steps below:

I/ Aim: Target a Square within range with 1+ Guard (see below).

WITHIN RANGE

The range of an attack depends on the symbol of the weapon used:

♠: The Square where the attacker is.

⚔: The Square where the attacker is or any adjacent Square (not in diagonal) with no intervening wall.

II/ Attack: Roll as many * (white dice) as there are * on the card of the weapon used.

Then for each die:

♠ = Failure.

* = 1 Hit.

♠ = 1 Hit AND activation of the weapon's special Capacity.

III/ ♠ Weapon Special Capacity:

The attack capacity of the weapon is activated once maximum (ignore any further ♠ on the dice).

IV/ Assign Hits: If several Guards are in the Targeted Square, decide how to split the hits. To eliminate a Guard, the number of hits must be at least equal to the total of ♦ on their card. Lay down the miniature of every Guard that was eliminated.

If the total of hits is inferior to the number of ♦, the armor absorbs the hits, and nothing happens. If there are more hits than the total number of ♦, the excess Hits are lost (they cannot be used to Hit Guards on another Square).

NB: An Assassin's attack can never hit another Assassin.

V/ Change of Alert:

If any of the below symbols appear on a Weapon card that is being used, apply the following effects:

👁: The attacker is Exposed. Clip a 🟠 under this Assassin's base.

🚨: The Alert is ON. Flip the counters to its 🚨 side.

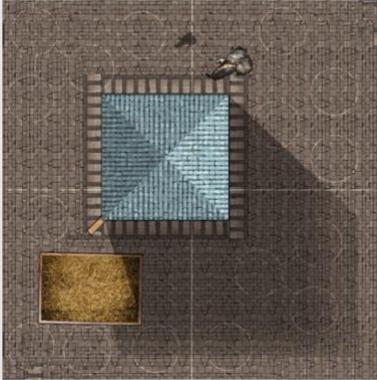
16/ Hiding Bodies (cost: 1 🎲)

When an Assassin is on a Square containing 1+ body of eliminated Guards, they can clear as many bodies as they want by spending 1 🎲.

Return the miniatures in the game box and draw as many Equipment cards. Apply the effect of any "Investigation" card you might draw and **keep** only 1 of the remaining cards. Place the other cards in the Equipment Discard pile.

Tip: if you want to gather more equipment, spend 1  for each body you want to hide.

17/ Tower



Any Anonymous Assassin on one of the 4 Squares touching a Tower can spend 1  to climb it. Move their miniature to the tower top.

As soon as an Assassin is on the tower top, they make a Synchronization and flip the large card with a Tower image in the Level.

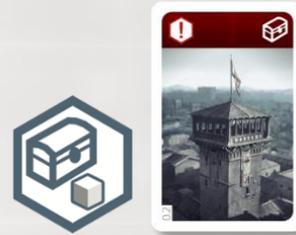


Any Assassin on a tower top stays Anonymous whatever happens and cannot use any weapon.

Going down the tower by a Leap of Faith costs 0 . Place the Assassin on the Square containing the hay stack without making any Detection Test even if Guards are present on this Square.

NB: a tower top is not considered a Square nor a roof.

18/ Chest



Chest counter and card.

You will sometimes have to place a chest counter in a Level. An Assassin on a Square containing a chest must spend 1  to open it. Then, flip a Chest card and remove the counter from the Level.

19/ Armor

Armor ( to your Health as shown on the card. If you ever take this armor off, remove as many  as it gave you when you equipped it.



20/ Save 1 (cost: 1)

Setup: from now on, always place a 4th near each Assassin Board.

When you decide to Save 1, move the you just saved on the empty "+1" slot on your Assassin Board. At the beginning of the next Game Turn, you get your usual 3, for a total of 4 on your Assassin Board. You can use 1 Saved in either of these situations:

- During the Assassins Phase.
- During the Guards Phase, before or after – **never during** – one of the steps of the Guards Phase (see **22/ Guards Phase**).

NB: as long as 1 is on the dedicated slot, you can never Save another one. A Saved can be kept with no limit of time until you decide to use it.

Example 1: An Assassin has Saved 1 and has used their 3 to eliminate from a distance Guards who were on a Square they want to move to. After using a weapon with the symbol, the Assassin is now Exposed, and thus in danger ... They use their Saved to move to the now empty Square and becomes Anonymous.

21/ Chase

An Exposed Assassin leaving a Square with 1+ Guards is Chased by half of them rounded up. Priority is given to Guards who can actually Chase (ie. Not on an Objective counter and able to move to the Square, see **23/ Guards Movement**). If an Assassin has been Chased, they cannot become Anonymous.

Guards stop a Chase when there is 1+ Exposed Assassin on their Square.

Remember: An Exposed Assassin cannot use a fast Travel Booth if there is 1+ Guard on their Square.

Those Guards must never find the secret passage!

Example:

1st: An Exposed Assassin leaves a Square containing 3 guards. Two of them (half, rounded up) immediately Chase the Assassin. They enter a Square with an Anonymous Assassin. A Detection test is made for the Anonymous Assassins. The Test shows one symbol so the Assassin is now Exposed!

2nd: The Chased Assassin leaves the Square. As there is also an Exposed Assassin in the Square, the

Guards do not Chase the moving Assassin. The moving Assassin immediately becomes Anonymous and leaves the clip on on the Square just entered.

That Square contains a Fast Travel Booth.

3rd: The Chased Assassin enters the Fast Travel Booth (they are Anonymous and there is no Guard on that Square.

22/ Guards Phase

During the Guards Phase, players manage the Guards for each of the 3 following steps:

1. Guards Move.
2. Guards Combat.
3. Guards Reinforcements.

NB: The Guards Phase takes place even if no Assassin is present.

23/ Guards Move

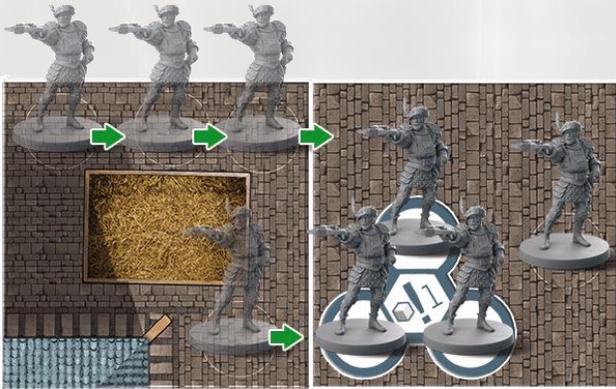
1/ Determine the Move direction for ALL the Guards in a Level (2 options)

- **Priority 1:** if there is 1+ in game (whether clipped on a miniature base or unclipped in a Square), towards the closest, using the shortest possible path.

- **Priority 2:** If there are no, in the direction indicated by the compass on the Event Card that was drawn at the start of the Game Turn. If the direction is, grab (approximately) half the Event card pile and use the direction indicated on the card you see (put the Event card pile back down).

2/ Move the Guards in a Level

ALL Guards move simultaneously in the indicated direction. Move each Guard on the Adjacent Square (place its miniature on an available Guard spot).



You must always start by moving the Guards that are closest to the indicated direction or to the Exposed Assassin, and then proceed with Guards further from them.

If several Exposed Assassins are at the same distance, the players can choose the direction for each group of Guards at equal distance.

WARNING!

Every time 1+ Guard enters a Square, each Guard makes a Detection test Detection for each of the following:

- Anonymous Assassin.
- Body (laid down miniature).

A Guard can never Move:

- If a Wall block the way,
- If they stand on an Objective counter slot,
- If they stand on a Square with an Objective counter having 1+ free slots. In that case, immediately move the miniature to that slot,
- From a Ground Square to a Roof Square or from a Roof Square to a Ground Square if there is no Ladder (▲) between those Square,
- If there is an Exposed Assassin in the Square,
- If the destination Square already has 4 Guards,
- Using a Fast Travel Booth.

The direction determined at the start of the Move Guards step stays in effect during the whole step whatever happens.

Example 1: During a Guards Move Phase where all the Assassins are Anonymous, a Guard enters a

Square where an Assassin becomes Exposed after the Detection Test. The Guards who have not moved yet continue to move in the direction determined at the start of the Guards Move step (NOT towards the Exposed Assassin).

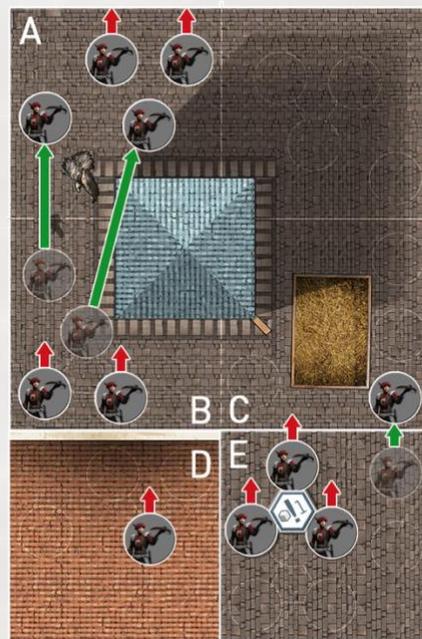
Example 2 (see picture below): The Guards must move to the North

Square A: The Guards on this Square cannot move because there is no Square to the North.

Square B: 2 Guards on this Square move North. The other two cannot move as there are no more available Guard Spots on A (in this case, the players decide which Guards will move).

Square D: The Guard cannot move (he is blocked by the intervening wall on this Square).

Square E: only 1 Guard can move (the other 3 are on an Objective spot).



24/ Guards Combat

All the Guards on a given Square are considered as a Group. A group always concentrates its attacks on 1 Square within range containing 1+ Exposed Assassin. Each Guard can make one attack maximum during each combat step, in this order:

1/ Declare an attack

Each group of Guards targets, in order of priority:

I/ Their own Square.

II/ An Adjacent Square if the Guard is equipped with a ⚔ weapon. If a Group of Guards can target several adjacent Squares with Exposed Assassins, the players decide what Square to target.

2) Attack

Gather as many 🎲 (back dice) as there are ✨ on the cards of Guards targeting the Square. If several Exposed Assassins are on the targeted Square, split the dice as evenly as possible and place them next to each Exposed Assassin. In case the split has to be uneven, the players decide how to assign the remaining dice.

Roll the dice:

🚫 = Failure.

✨ = 1 hit.

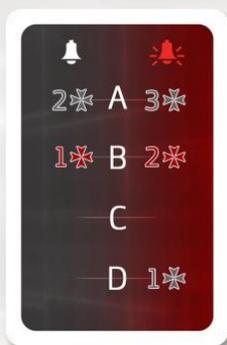
3) Assign Hits

Each ✨ removes 1 🩸 to the targeted Assassin. An Assassin without any 🩸 left is in Critical Condition (see **26/ Assassins Health**). The Hits in excess are lost.

25/ Guards Reinforcements

Draw 1 Reinforcement card.

Select the column matching the Alert (OFF / 🔔 or ON / 🔔). Place the indicated number of Guards (Crossbowmen: Grey or Elite: Red) on the Square next to the Reinforcement Entrance counter corresponding to the letter.



If the Alert is OFF: place 2 crossbowmen on the Square next to the Reinforcement Entrance with the letter A and 1 Elite Guard on the one with the letter B.

If there are no more available Guards Slots on the Square, leave them in the Guards pool.

If there are not enough miniatures to place all reinforcements, remove the required number of laid down miniatures (bodies of eliminated Guards) from Squares with the most of them and use them as reinforcements. If there are still not enough miniatures, ignore the reinforcements you cannot place.

26/ Assassins Health

Critical Condition

An Assassin is in Critical Condition when there are no more 🩸 on their Assassin Board. Lay the Assassin's miniature down. The Assassin in Critical Condition cannot do anything as long as they haven't been Healed.

Eliminated

If no one comes and Heals the Assassins with a Medicine before the end of the next Game Turn following his Critical Condition, that Assassin is Eliminated. All equipment not on their Assassins Board is lost (place those cards in the Equipment Discard pile). All equipment on the Assassin's Board is kept. Pick the Apprentice Card matching the eliminated Assassin's color. You will control that Apprentice until your Assassin is Healed and can reenter the game.

27/ Companions

From time to time, companions such as thieves, will help the Assassins. The companions:

- are always Anonymous (no Detection Test is made),
- disappear at the end of the Game turn they appeared.



28/ Hiding Spots

An Assassin entering a Square containing a Hiding Spot can hide in it (0 ). Place the Assassin's miniature on the counter if the two conditions are respected:

- The Assassin is Anonymous.

AND

- The Hiding Spot is not occupied by another Assassin.

An Assassin in a hiding spot:

- Can only use their Hidden Blade to attack.

- Is never subjected to a Detection Test when 1+ Guard enters the Square where the Assassin is.

- Can leave the Hiding Spot for 0  (place the miniature on the same Square as the Hiding Spot).

When an Assassin leaves a Hiding Spot, they must make a Detection Test if 1+ Guard is present.

*of Assassin's Creed®: Brotherhood of Venice.
We have hidden the next rule sections as they contain story elements we prefer not to spoil or are still under development.*



31/ Canal



A Canal Square has 2 zones:

- **Water** is for the Assassins only. Any other type of character falling in water is Eliminated. Warning: An Assassin in water can never use ranged weapons (†).
- **Out of water locations** are for the Guards only. Guards on a Canal Tile can use their weapons († or †) to attack.



KICKSTARTER

For our Kickstarter campaign readers: we hope you now have a good vision of the core gameplay

Symbols



Action Cube



Life Cube



Red base



Number of Assassins in the game



Card to be permanently Retired from the game



Card to be placed in the Discard pile for its

card



Alert OFF



Alert ON



Chest



Special Card



Assassin Die



Guard Die



Detection Die when 



Detection Die when 



Exposed Assassin



Melee Weapon



Ranged Weapon



Failed Attack



1 Hit



Activate Weapon's Special Capacity

