

# ASSASSIN'S CREED REVELATIONS

Assassin's Creed: Revelations news has been released, and here is a decent description of the overall storyline and mechanics of the upcoming Ubisoft title due out in Oct and Nov 2011.

Below you will find explanations from Ubisoft on the various aspects of the game, and how you'll be involved throughout the story, which is the final chapter in the Ezio life-line of Assassin's Creed.

Assassin's Creed 3 will be a new protagonist, and a new time era and location. There's lots of speculations as to where and when, but we'll certainly keep looking out for more news on both titles. And as always, OXCGN will endeavour to get you the real nuts-n-bolts of the game series, rather than simple on paragraph snippets gleaned from other sites.

If you love a game, like many Assassin's Creed fans do, then you want as much detailed information as possible, so read on, and we'll put out more details as they come to hand.

## **Assassin's Creed: Revelations explanation**

- The bulk of the game is set in Constantinople which will be split into 4 huge districts (Constantin, Beyazid, Imperial and Galata)
- You'll also visit Cappadocia
- Ezio is over 50 years old in this game
- Ezio has a new item called the hook-blade which allows him to use zip-lines throughout the city. UBI says that it speeds up navigation by about 30%
- You can also use the hook-blade to reach out and pull enemies in for a combo
- Ezio can now make bombs through a crafting system. UBI says that there are over 300 bomb types
- They've modified the control scheme so that circle/B will control the hook-blade and triangle/Y will control project weapons and bombs
- Eagles vision has become eagle sense. Eagle sense lets you focus on a character and see where he's been, Amancio says. You'll get an approximation of where he will go. If you're able to detect the path a guard will take, so you can run ahead, set a bomb, and create a trap or an ambush.

- They've expanded on the Borgia Towers concept in order to create a new system. Throughout the city there are Assassins Dens, you'll need to complete various assault scenarios in order to take down the Templar presence (UBI says that there's more variety than in the Borgia Towers).
- Once you obtain a den you'll be able to upgrade the buildings in that region along with adding zip-lines across the rooftops. You'll also be able to change the guards from being hostile to neutral.
- You can lose control of your dens as you gain notoriety. You'll be able to send your own troops after the templars if you're unable to make it back to the specific den that's being attacked. You can do that by making it to any of the other dens that you currently control. You'll also be able to install a master assassin to control a specific den and you'll never have to worry about it being taken over.
- The assassin levelling mechanic has been increased from 10 to 15
- In order to make the world more immersive they've done away with traditional side missions in favour of random events. For example you may be traveling through a city and notice a shop owner being robbed or a little girl asking for help
- They're using a new type of capture facial technology called Mocap that GI describes as an intriguing amalgamation of traditional animation, performance capture and the fascinating new style of performance on display in games like LA Noire.
- Desmond is placed back inside Animus where he finds a safe mode called the Black Room.
- You'll be able to access Desmond's lost memories through that back door. The gameplay during Desmond's game is described as narrative-fueled puzzle sequences. Through the manipulation and creation of geometry with the game world, Desmond seeks to reintegrate the splintered layers of his subconscious.
- Multiplayer is returning but this time they're trying to give more focus to the narrative since that's a big part of AC
- You'll be able to custom your character appearance and weapons as well as create guilds.
- The issue also has got a lot of details regarding the new Rayman title from Ubisoft. You can catch them below as well:
- Ancel notes that he's been working on BG&E2 for a while. He said they've had a little break from that project that's where RO started
- He noted that few people finished the original Rayman due to its difficulty. They hope to change that by making this one more accessible while still offering a challenge
- They're trying to design the game to fit various platforming styles. So people that enjoy collecting will have plenty to collect but it's also being designed for those that like to do speedruns

- The Lums you collect will act as currency for new power ups, health and I Dare You challenges.
- *I Dare You* 'challenges' are where you wager on whether you can complete a complex, acrobatic chain.
- The game now supports 4 player local (they don't say anything about online) co-op.
- The levels are designed with both single-playing and multiplayer in mind, so no one is at a loss if a player tackles the game alone or in a group.
- In order to keep the game accessible all characters will have the same abilities
- While the game *was* a downloadable title it has since become a **full retail title**. Ancel said that comes from people wanting to make a real sequel
- It's due this holiday for the PS3 and 360 in October worldwide and the PC in November.