

ASSASSIN'S CREED

GAME OVERVIEW

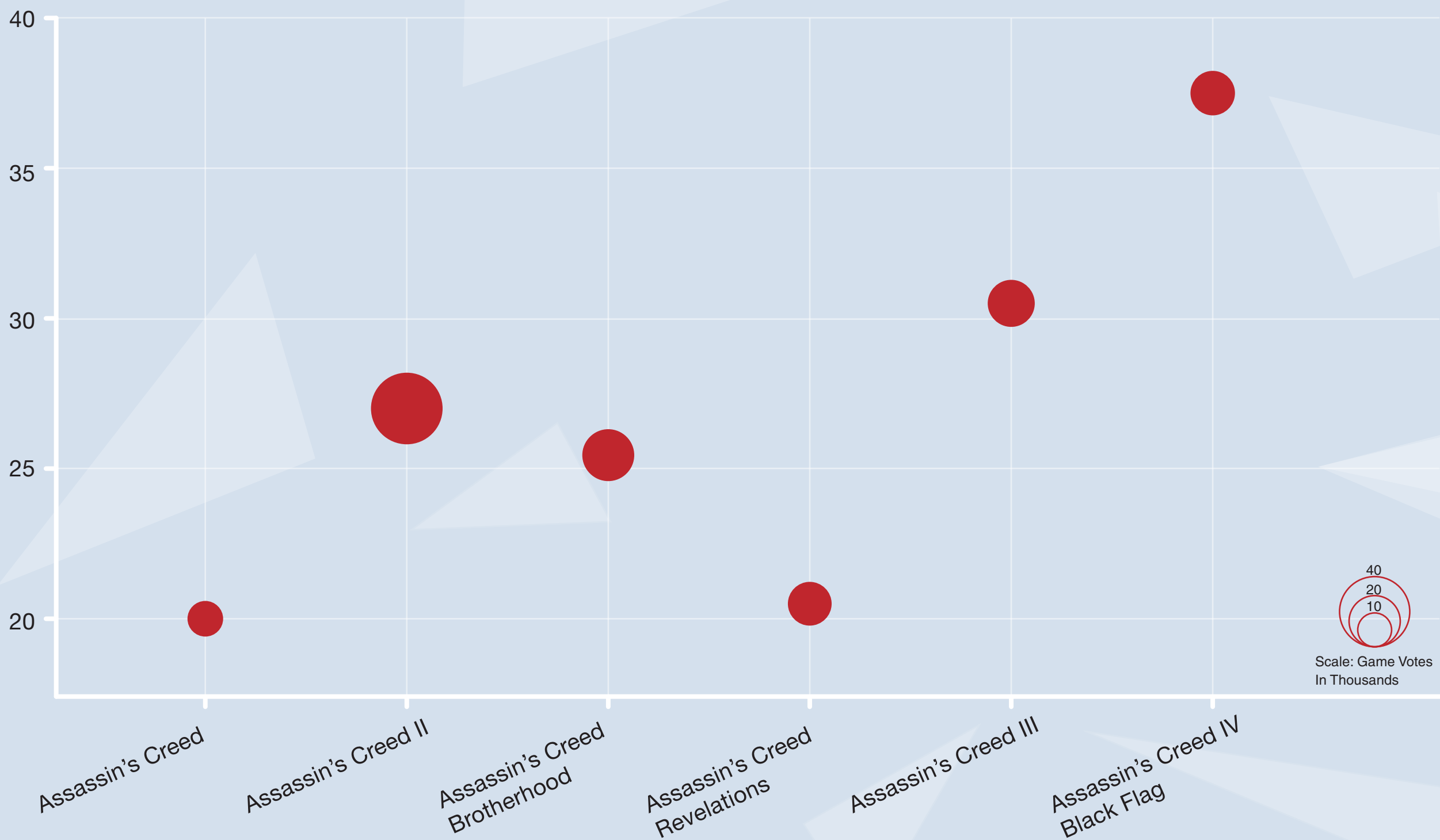
The Assassin's Creed games primarily revolves around the rivalry between two ancient secret societies: The Assassins and the Knights Templar. Much of the games also outline their indirect relationship to an ancient species pre-dating humanity, whose society, along with much of Earth's biosphere, was destroyed by a massive solar storm.

The games' real-world chronological setting begins in the year 1212, and features Desmond Miles, a bartender and descendant of several lines of prominent assassins; though raised as an Assassin, he left his nomadic family to seek out a more common lifestyle. He is initially kidnapped by the mega corporation Abstergo Industries, the modern-day face of the Knights Templar who are aware of Desmond's ancestral lineage. Desmond is forced to use the "Animus," a device that allows him to experience his "ancestral memories." Abstergo is seeking to discover the location of several artifacts, known as the "Pieces of Eden," which hold the power to control mankind and alter its fate, bringing humanity into one single unified group.

Desmond also encounters a small team of modern-day Assassins; agreeing to work with them, Desmond uses their version of the Animus (the Animus 2.0) to continue to experience the memories of his ancestors to discover the locations of additional Pieces of Eden so they can be recovered before Abstergo can do so. While experiencing these memories, some of their abilities are genetically leaked into Desmond, known as the Bleeding Effect, giving him some of the Assassin skills of his predecessors at the cost of living with multiple sets of memories and personalities in his mind.

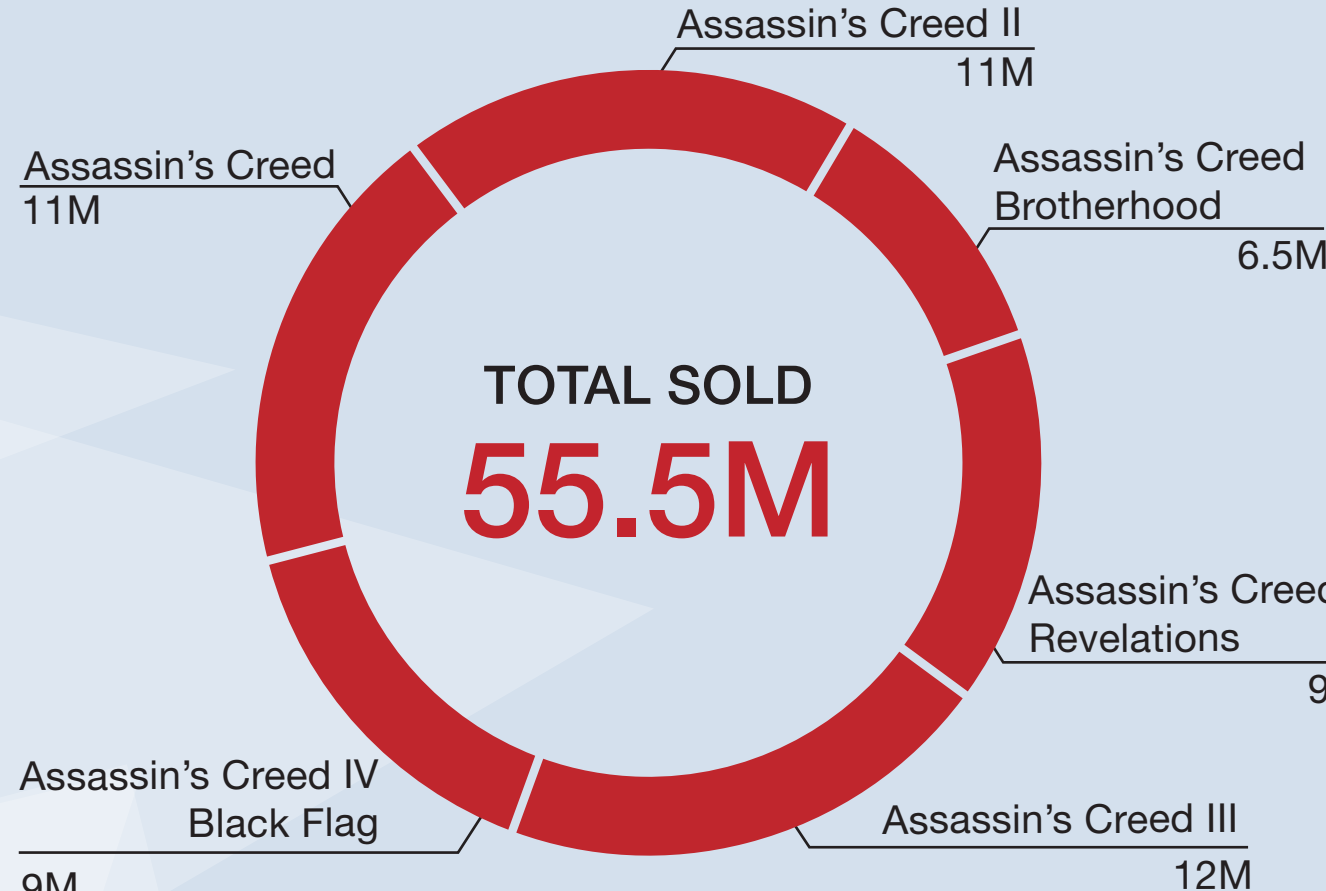
While the game is presented through the perspective of the protagonist Desmond Miles, the bulk of the game is played through Desmond's experience of his ancestors' memories using the Animus. The Animus provides a diegetic interface, showing Desmond's ancestors' health, equipment, goals and other features.

GAME BREAKDOWN (GAMEPLAY IN HOURS)



GAMES SOLD

MAIN TITLES



The Assassin's Creed series is developed by Ubisoft. With 6 main titles and 12 spin-off games available on multiple platforms from consoles to phones, the franchise sold 77 million copies worldwide between 2007 and Q4 of 2014. The success of the Assassin's Creed series started with its first release in 2007, Assassin's Creed. It was the beginning of a popular series, featuring an open world experience, crowd AI, and historical accuracy whilst intricately interweaving an entirely fictional storyline of the order of Assassins and their centuries of battle against the Templars bent on world domination. Players are taken from the 12th century middle east, through renaissance Europe, and eventually to civil war America, visiting strikingly accurate recreations of real world cities and towns.

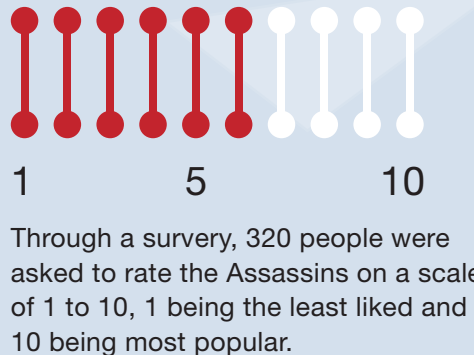
ASSASSINS

Desmond Miles

Desmond Miles (1987-2012) was an Assassin. His father, William Miles, was also an Assassin, making Desmond a hereditary member of the Order. Desmond ran away from his home, after constantly being pushed by his father to learn combat and the history and purpose of the Assassin Order. In September 2012, Desmond was kidnapped by Abstergo Industries, the modern-day front of the Templars. Desmond was forced to enter the Animus, a machine which rendered genetic or ancestral memories in three dimensions. Thus Desmond became Subject 17 of the Animus.



Assassin Popularity

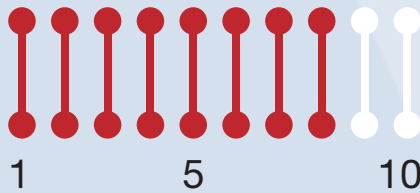


Altair Ibn-La'Ahad

Altair Ibn-La'Ahad (1165 – 1257) was a Syrian Assassin during the Middle Ages and, from 1191 until his death, the Assassin Order's Grand Master. Raised to be an Assassin from birth, Altair obtained the rank of Master Assassin by his seventeenth year. However, following his failure to obtain the Apple from Robert de Sablé in early 1191, and subsequently allowing the Templars to attack the city of Masyaf, home to the Order of Assassins, he was demoted to the rank of novice and sent on a quest for redemption.



Assassin Popularity

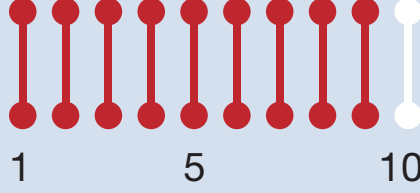


Ezio Auditore da Firenze

Ezio Auditore da Firenze (1459 – 1524) was born into the nobility, in the Italian city of Florence. Ezio led an affluent, care-free lifestyle until a tragic turn of events changed his life forever. Betrayed by corrupt Nobles, Ezio's family were the victims of an evil plot that ultimately took the lives. From the day of his family's execution, Ezio is labeled a criminal and a traitor. This atrocity leads to Ezio beginning the ways of the Assassins.

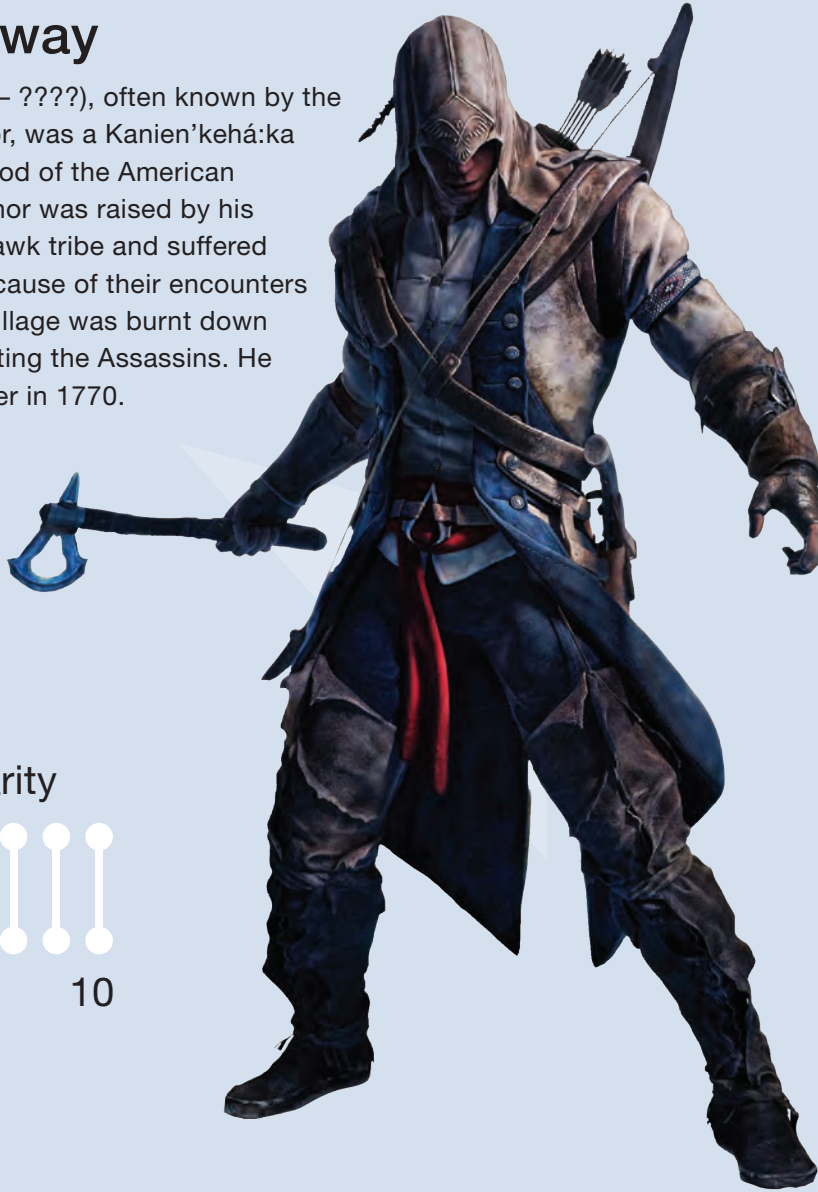


Assassin Popularity

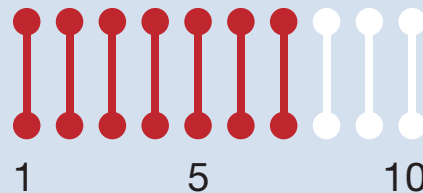


Connor Kenway

Ratonnhaké:ton (1756 – ???), often known by the adopted name of Connor, was a Kanien'kehá:ka Assassin during the period of the American Revolutionary War. Connor was raised by his mother among the Mohawk tribe and suffered during his childhood because of their encounters with the colonists. His village was burnt down resulting in Connor meeting the Assassins. He joined the Assassin Order in 1770.



Assassin Popularity

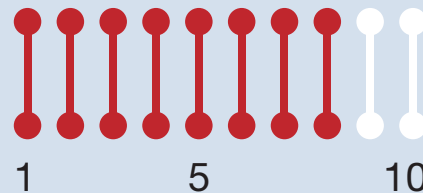


Edward Kenway

Edward James Kenway (1693 – 1735) was a Welsh born British privateer turned pirate and a member of the Assassin Order. Edward joined the British Royal Navy early in his life and, once accepted, found himself stationed in the West Indies. However, a quick end to the war and the promise of gold, glory and fame eventually seduced him into a life of piracy; it was during this quest that Edward first encountered the Assassin and Templar Orders, and became embroiled in their struggles.



Assassin Popularity



WEAPONS



Hidden Blade

The iconic weapon of the Assassins, the Hidden Blade was used for both stealth assassinations and regular combat. It was their most versatile weapon, with multiple upgrades and forms of use. It consisted of a retractable blade, usually in conjunction with a protective bracer.



Swords

Swords were weapons used by military units, guards, and members of the Assassin Order to engage in open combat against armed opponents, and usually acted as primary weapons alongside a short blade or pistol. Swords could be either one or two-handed.



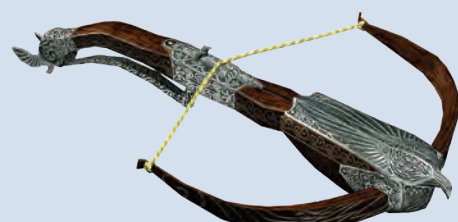
Short Blades

Short blades were short bladed weapons that traded power and reach for a faster swing rate. Due to its size and speed, the short blade is useful in quickly dispatching enemies and draws less attention than the long sword.



Tomahawks

Tomahawks are a type of one-handed axe, which were most effective when wielded in close combat. They were commonly used by Native Americans, as well as European colonists. The tomahawk could be used for stealth skills, melee combat, or to perform mental tasks.



Bows / Cross Bows

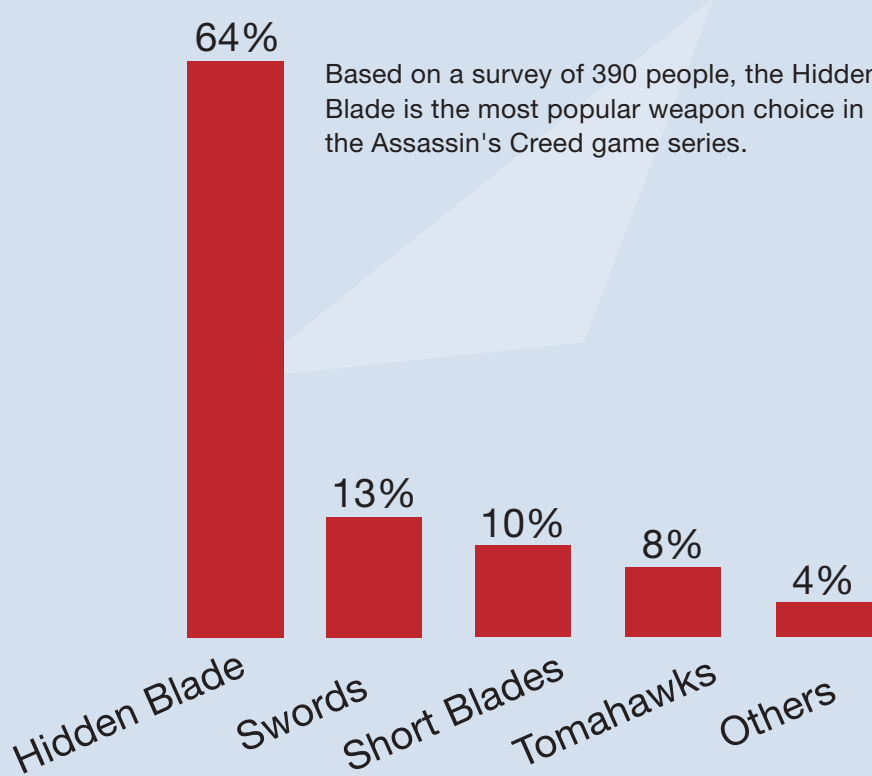
The bow is a projectile weapon that has been used by many human civilizations, spanning over millennia. These bows are more efficient in ranged assassinations than pistols because they are quieter and have a faster reload time.



Firearms

Firearms are a class of long-ranged weapons that launch projectiles at a high velocity through the confined burning of propellants. They were used as early as the late Middle Ages. However, firearms are extremely loud and a single shot could alert guards in the area.

WEAPON CHOICE



TIMELINE

KEY EVENTS

