

Time has come

Mission Design Document

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Time Has Come

MISSION OVERVIEW

ONE SENTENCE PITCH:

Ezio must infiltrate a funeral procession in order to steal a ring from the deceased Templar Dolmenico Loredan, which will grant him access to a hidden chamber where he'll have to investigate documents to find out the identity of the traitor so he can assassinate him.

HIGH-LEVEL OVERVIEW:

- Difficulty: medium to hard
- Notoriety: Orange
- Challenge: air assassinate the Templar

Ezio's mission is to discover the identity of the traitor that has been selling the names of his brothers to the Templars and silence him for eternity. He must investigate classified documents stored in a hidden chamber. However, the chamber can only be opened with a ring that is worn by a deceased Templar. Ezio's best opportunity to act is during a funeral procession taking the late Templar's body to church.

The player needs to infiltrate the funeral convoy and steal the ring during the ceremony at the church. Ezio needs to disguise himself as either a family member, a guard or a monk in order to pass the church's door, which is heavily guarded. The ceremony at the church is a set-up and a fighting sequence takes place when Ezio is inside.

After retrieving the ring during the ceremony, Ezio sneaks into the house of the Templar and accesses the hidden chamber. There, he will need to find proof of both the betrayal of his friends, as well as the identity of the traitor so that he can carry out his assassination.

Ezio follows his target to the market and assassinates him while he is running his errands.

NARRATIVE:

Members of the brotherhood went missing and were subsequently found dead. It started about one month ago. Someone had been giving away their identities. An investigation took place and the names of two close members of the brotherhood closely related to the Borgias surfaced: Francesco Laurana and Antonello da Messina. Both artists recently received unusual privileges as well as significant money transfers into their bank accounts, according to a brotherhood contact inside the Medicis bank family. A known and active Templar Dolmenico Loredan recently exhibited a series of portraits signed by the two artists in question. He mysteriously died the night after the exhibit. A question needs to be answered: why was he in contact with the artists?

CINEMATICS:

The mission contains four cinematics:

1. At the Beginning of the mission, Ezio is talking with the mentor of the brotherhood. He is briefed on his mission.
2. After retrieving the documents, Ezio goes back to the brotherhood quarters and reveals the identity of the traitor to his mentor. Two revelations are shared: his friends Antonello da Messina is the one who is selling out the members of the brotherhood and Ezio's name is on the list. Ezio returns home and finds that his apartment has been ransacked.
3. It is raining and the thunder is striking. Antonello is at home and opens a warning a letter from Ezio.
4. Ezio returns to his mentor at the brotherhood. His mentor congratulates him for his good work. Ezio receives new equipment and gear.

DESYNCHRONIZATION CONDITION:

- Death of the player
- Inability to get the disguise before the convoy enters the church
- Death of one of the guards in the Templar's house
- Failure to assassinate Antonello da Messina before he leaves the market.

GAMEPLAY ELEMENT - MECHANICS

THE RECRUIT DECOY:

Expanding on the recruiting feature available in brotherhood, the player can now call one additional recruit and use him/her as a decoy to interrupt the convoy by spreading fear among the crowd and creating a chase to isolate the group members.

FUNCTIONALITY:

This mechanic allows the player to create a diversion and lure AIs away to other locations. Knowledge of the surroundings is mandatory to use a decoy. If not, viewpoint synchronization needs to be completed before the player can use the decoy. Recruit Decoy has to be combined with the use of Eagle Vision to reveal the targets.

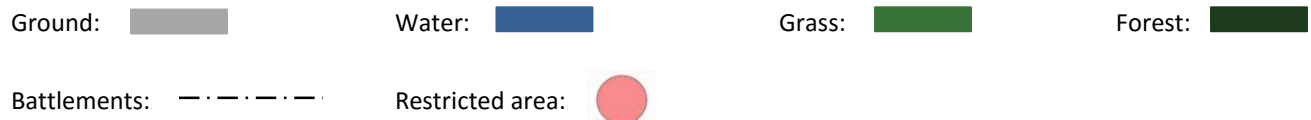
- If areas are still unknown, viewpoint synchronization must be achieved. The player needs to pinpoint the locations where he can perform Recruit Decoy using the Eagle Vision.
- Ezio performs a sign with his hand to call the recruit. He/she shows up, simulates an attack, drops a smoke bomb and flees away.
- People in the crowd react with a fear animation and specific targets scatter around in a predetermined perimeter. These specific target take cover next to several hiding spots, which allows Ezio to assassinate them. AIs go back to their activities after a 10-second countdown.
- Guards are in high alert and ready to attack. If the guard is a specific target, he will engage in a chase towards the decoy. The countdown begins.

- Players can take advantage of the situation and combine the action to extend the fear/alert state of the guards and the population by using a second smoke bomb in order to perform a close-range assassination. However the discovery of the dead body will cause the guards to check the area.
- Guards chasing the decoy will follow the recruit till he/she leads them into a one-way road. If the guard is not killed, he/she goes back to his/her activities.
- Recruit Decoy has a cool down.

WORLD MAP – CENTRAL DISTRICT

LEGEND:

Map:



Mission Locations:

- Ezio's starting position
- Funeral procession starting point
- Two viewpoint locations are marked here
- Pause locations for both funeral convoys -- it gives the player the opportunity to use the decoy
- Convoy's final destination before entering the church
- Church where the ceremony takes place.
- Deceased Templar's house
- Market place – Templar assassination location

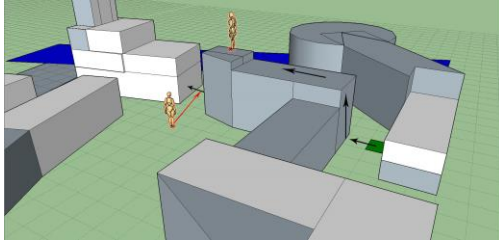
Districts:

- Residential districts
- Market district
- Church district
- Court and justice district
- Public district
- Science district
- Old temple district
- Templar headquarters district
- Centurion district
- Old ruins - landscape



TIME HAS COME: STEP BY STEP WALKTHROUGH

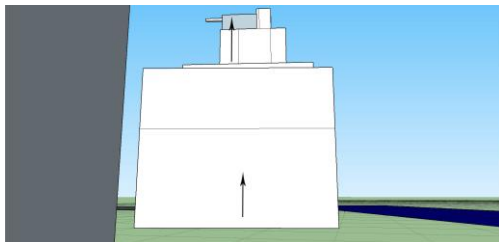
01.



From the start position, activate Eagle Vision to check the area. Reach the first building in front of you. Climb to the roof and kill the stationary guard that is facing away. Wait for the street guard to pass in front of you. Cross the street and reach the tower.

NB: Scale: 1 grid square = 1 meter

02.



Climb the tower. Once the top is reached, synchronize and activate Eagle Vision to pinpoint the specific location where the procession will pause. Drop down into the haystack with a leap of faith.

03.

Swim across the river to access the place where the convoy will stop and hide by maintaining a safe distance as you enter the restricted area. Wait for the funeral procession to arrive.



Once the convoy arrives and takes a break, the priest proceeds with a short speech. Activate Eagle Vision to locate the targets and use your decoy. Guards will automatically engage combat if they spot you.

04.

Either follow the guards tracking the decoy or speed run to one of the convoy's targets and use another smoke bomb to assassinate a priest or a member of the family.

4b.

If you are following the guards, assassinate them at the end of the chase. Interact with the body of one of the guards to get your disguise. A cut scene shows Ezio dressing up with his new disguise.

4c.

If you are assassinating a member of the family or a priest, exit the area after killing him while there is chaos in the convoy and wait for the guards to investigate the body and the surroundings. Once the procession continues moving, return to the body to interact with it. A cut scene shows Ezio dressing up with his new disguise.

4d.

If you have failed, follow the convoy and reach the second viewpoint tower to synchronize and repeat this action.

Note: On the second spot closer to the church, guards are more numbered and reinforcements arrive faster. In this Walkthrough, you take the place of one of the member of the family.

5.







From now on, you can only use melee attacks, as you are weapon less. Join the convoy at the place located in front of the church and hide in one of the carts. The area is restricted and heavily protected. Either use the decoy and speed run to blend into the funeral procession while guards pay attention to the decoy or follow one of the groups of priest or family members reaching the place and blend in with them. Wait for the convoy to start walking again.

6.

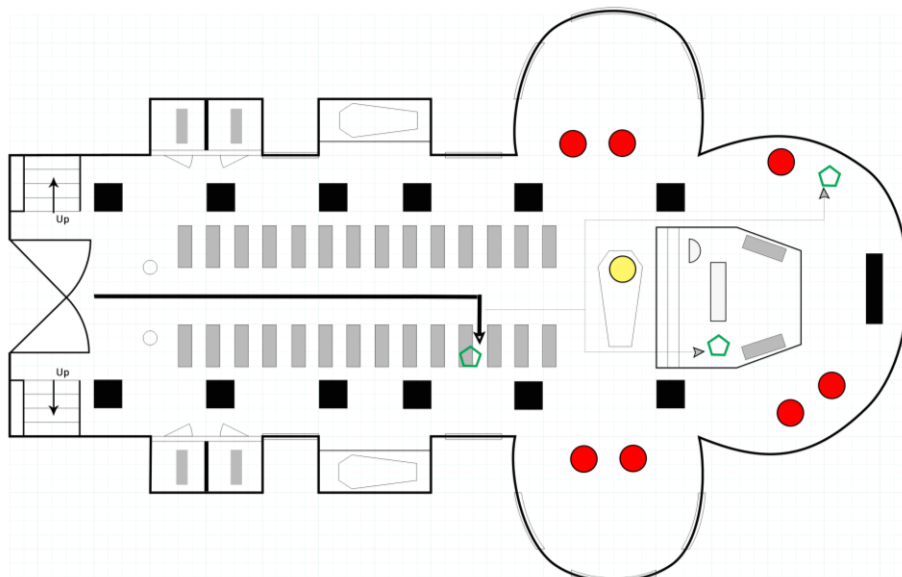
Enter the church with the procession.

CHURCH MAP

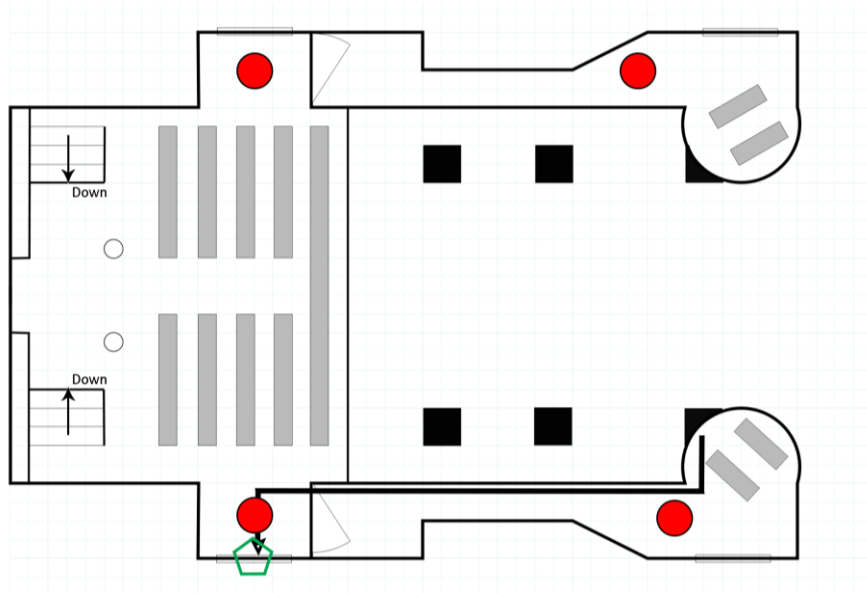
LEGEND:

Destination/Exit:  Target:  Enemy:  Window:  Door:  Bench: 

FIRST FLOOR



SECOND FLOOR



7.

Whether you are a priest, a guard or a family member, reach the highlighted waiting spot and wait for the ceremony to start. In this walkthrough you are a family member. You have to go sit on the bench. Grab one of the red rose on you way.

8. *Fear Moment*

When the members of the ceremony stand up and place their flowers next to the coffin, you follow them. The bells from the church ring several times. You place the rose on the spot. When you do it, your veil is lifted and you are no longer undercover. The set up ambush is triggered. The guard scream "kill him" and rush towards you to engage in combat, as the other members run away and lock the door of the church.

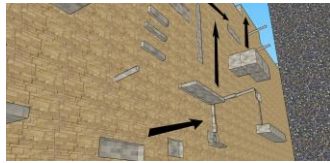
9.

Defeat the guards and get the ring or get the ring first by interacting with the body and flee. Knock down one of the guards, use him as a shield and push him on the other guards to make them trip to gain access to the body and steal the ring.

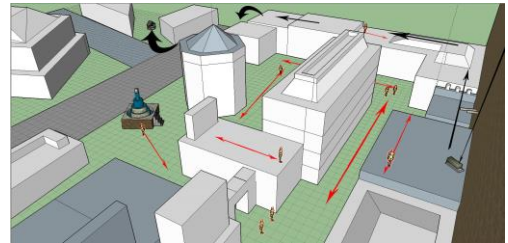
10.

Climb the church pole and reach the first floor.

11.



Exit through the window, jump on the wall in front of you, climb up and perform a leap of faith on the other side of the wall to drop into the haystack. Follow the rooftop to your right and speed run ahead, ignoring the guards. At the end of the L shape, jump down to reach the street, cross the road and hide in the well. You can also hire courtesans before hiding to make sure they distract the guards that are following the player. After being safe, a cut scene shows Ezio dressing as an assassin.

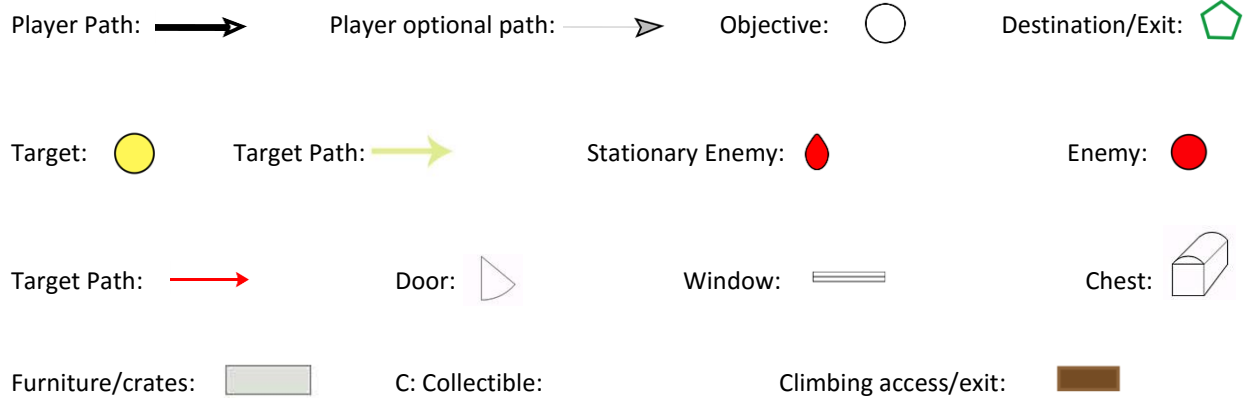


12.

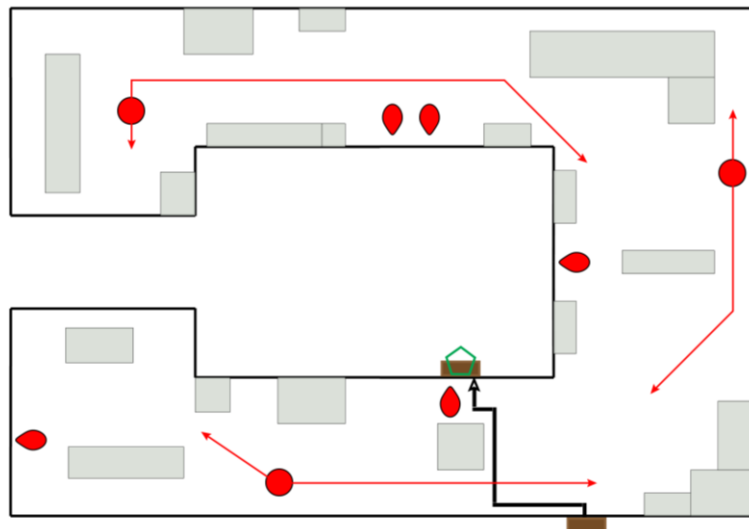
Follow the road down and make a right after the market until you reach the battlements of the Templar's house.

ANTONELLO DA MESSINA'S HOUSE MAP

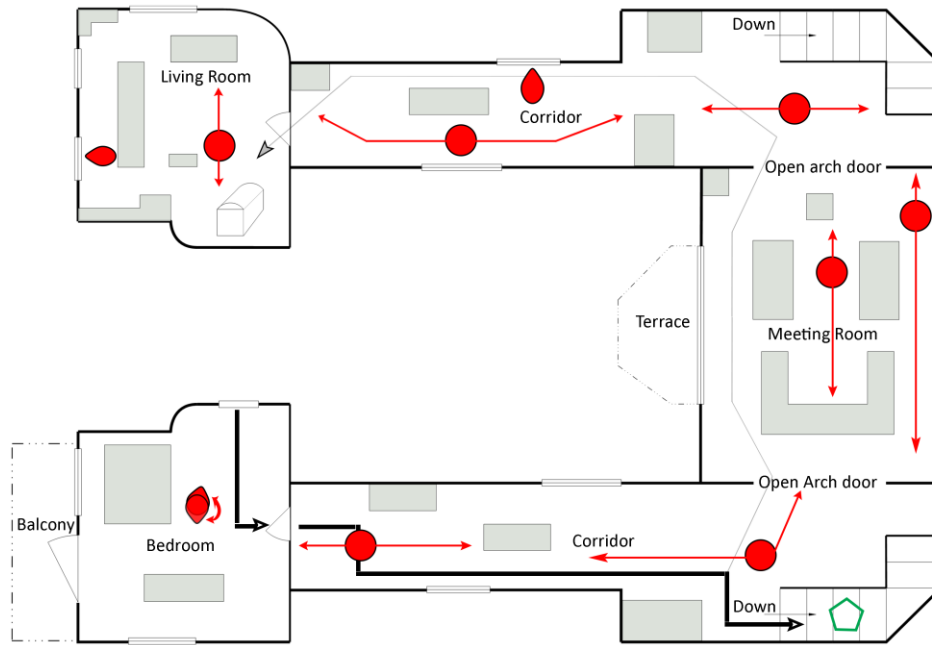
LEGEND:



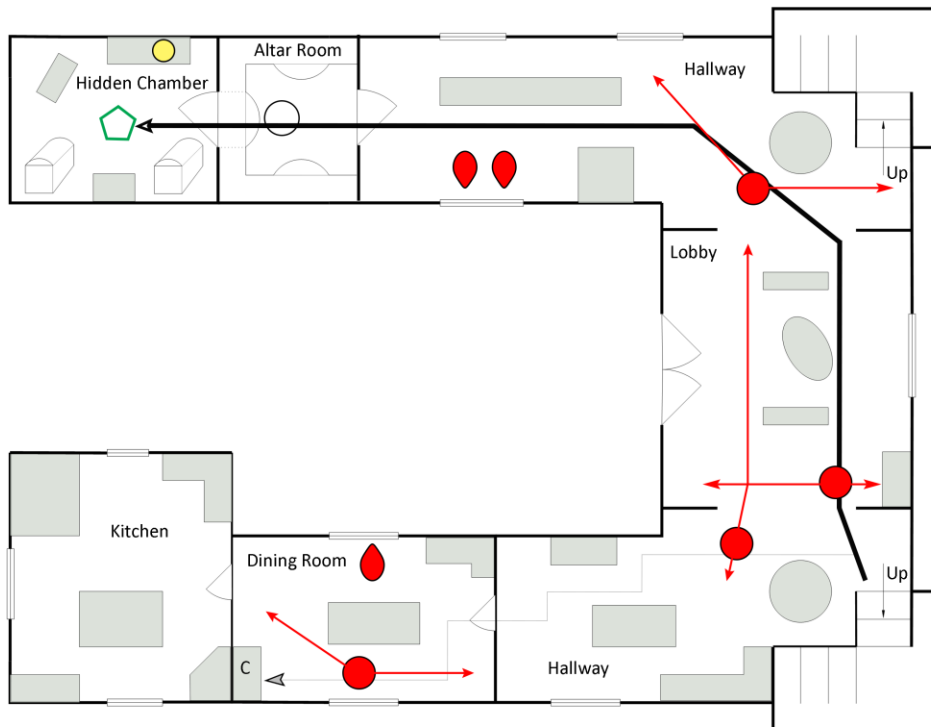
BATTLEMENT:



SECOND FLOOR:



FIRST FLOOR:



13.

Enter a restricted area and avoid killing anyone. You can access it by climbing or swimming into the river to reach the back entrance. In this walkthrough, the first path is followed. Lure away the stationary guards and climb to the top of the building. Activate Eagle Vision to check the area and wait for the guard to pass in front of you.

14.

Jump on the roof, walk discretely behind stationary guard and take cover behind the crates on your left. Whistle and draw his attention to attract him towards your location. Jump quickly and hang to the wall, on the side you just came from. Wait there. The guard you just lure inspects the area and positions himself at this new location. Shift yourself to the right until you arrive at your initial location while the other is passing back again. Traverse the battlement and climb down on the other side till reaching the height of the open window.

15.

Jump to access the window and wait for the guard to face away from. Enter the room and reach the corridor. Take cover behind the armchair on your left. Wait for the other to arrive and knock him down. Walk straight and pay attention to the guard doing his tour. Wait for him to walk away and take the stairs down.

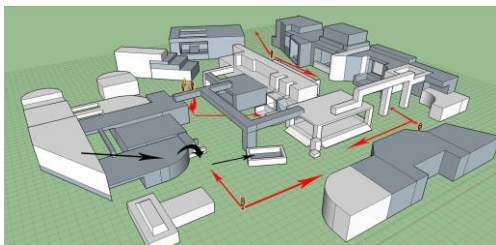
16.

Take cover behind the sculpture, wait for the first guard to arrive and kick him down. Reach the corner and take cover here. Observe the guard and once he faces away knock him down. Traverse the lobby and walk until you reach the corner. Wait for the guard to walk away, hide behind the second sculpture. Turn left and walk straight till reaching the table where you can take cover

17.

Wald discretely behind the two stationary guards and enter the altar room. Activate your Eagle Vision to identify which mechanism is the correct one. Interact with it and place the ring. It triggers the door to open and reveals the hidden chamber. Loot the treasures, steal the new weapon and take the documents.

18.



After the cinematic, Ezio is on top of the roof of one of the adjacent buildings of the market district. Activate Eagle Vision to identify the target. Follow the target running his errands. The target is accompanied by multiple guards. Wait for him to access the second store. Hide in the cart next to the store.

19.

Don't use the decoy, as the target will run away. Whistle to lure the guards, double assassinate them and jump on the roof of the store. Air assassinate the Templar.

