

# Masyaf

## Masyaf Flag Locations

- 1.** Look on the ground in the flat area of the garden furthest from the fortress.
- 2.** There are three pillars in a shallow pool in the garden. This flag is sitting on top of the center one.
- 3.** In the southeast corner of the first floor of the library
- 4.** At the base of the tower where you perform your very first Leap of Faith while the city is under siege.
- 5.** On the third floor of the tower where the first Leap of Faith is preformed.
- 6.** On a lower ledge of the rock outcropping that you can find after waking across the first wooden rail you used to reach the trap during the siege of the city.
- 7.** Around the corner at the base of the tower that contained the log trap.
- 8.** On a balcony, behind a house, overlooking the water.
- 9.** On the ground behind a building that overlooks the water.
- 10.** On top of a tall stone tower standing by itself near the base of the fortress.
- 11.** Atop the roof of a two story building in the north-west area of town.
- 12.** On a mid-level roof near a large orange carpet.
- 13.** Climb up the ladder on the side of the wide building that divides the road going into the marketplace from the fortress.
- 14.** On the ground behind a small stone wall that has a large tree nearby.
- 15.** Near an orange rug and some barrels on the first story of a three story building.
- 16.** Look along the cliff wall until you find a nook between the cliff and a small building that touches it.
- 17.** Behind a medium height stone wall on the roof of a single story building
- 18.** On the ground between a low stone wall and a house.
- 19.** Atop a tall brick building only scalable using the ladder lying against its wall.
- 20.** On the ground between a cliff and a tall building with a gazebo on top.



## Acre Flag Locations

- 1.** In a small alley. You can see the entrance to your right as you enter the city from the gate in the north-west of the district.
- 2.** Look for a building with a room on the second story you can enter because of a broken wall.
- 3.** In a corner to the right of the nearby gate as you exit the city.
- 4.** On the roof of a broken shell of a house.
- 5.** On the roof of the main fortress in the northern section of the district.
- 6.** On a wooden platform high up the city wall.
- 7.** On a fountain in a nice little clearing.
- 8.** On a low wooden roof with a ladder leading up from the street. The base of the ladder is near a woman being harassed by guards.
- 9.** On the ground in an open area to the southwest of an obelisk in a clearing.
- 10.** On a slightly lower flat section of roof with several guards on the nearby roofs.
- 11.** On a wooden platform attached to the city wall. Climb a nearby burnt building and grab the wall's ledge to get to the flag.
- 12.** On the second-story porch of a tall building with a small dome on top.
- 13.** Climb over the stone wall of the walled building in the northeast section of the district to avoid the guards, and look left of the front of the building to find the flag.
- 14.** Hidden in a bush growing next to a pile of boxes on the ground next to the city's west wall.
- 15.** On the spine of a church with a golden dome on the roof.
- 16.** In a bush at the end of a long alley with two palm trees at the entrance.
- 17.** In a small alley on the ground, next to a dead dude.
- 18.** In a burned-out building.
- 19.** Under a wooden platform at ground level, behind a ladder.
- 20.** On the top of the archway above the path.
- 21.** On the ground a short distance from the main road.
- 22.** On the burned-out second-story of a building near the open area behind the church.
- 23.** On the ledge behind the large window on the outside of the back of the church.
- 24.** Inside a burned-out building at ground level.
- 25.** On top of a very tall building near a roof garden.
- 26.** On the roof, behind a roof garden.
- 27.** On top of a pillar in the center of a staircase in front of the large building with walls and guards protecting it.
- 28.** On the southern tower of the large walled building in the northeast.
- 29.** On the east wall of town. Look left of the gate as you exit the city.
- 30.** Hidden in the corner of a rooftop.
- 31.** On an archway across the path. The arch is attached to the wall around the port.
- 32.** Behind the gold dome of the church in the east end of the district.
- 33.** Around the back of the base of the huge stone tower at the corner of the city wall.
- 34.** On the remains of the roof of a burnt building next to the west wall.
- 35.** Between the southwest corner of a stone tower and a burnt shell of a smoldering building.
- 36.** On the roof of the first story of a cluster of buildings. Near two roof gardens.
- 37.** On top of a wooden roof on a tall building.
- 38.** On a wooden platform inside of the long covered hall with guards posted at each entrance. Drop down from a hole in the roof for easy access to the flag.

- 39.** Down a small path near the covered market.
- 40.** In a burnt out room of the second-story of a stone building.
- 41.** Inside the broken dome on top of a building.
- 42.** In a corner near a well, to the right as you go through the gate to the middle district.
- 43.** On a wooden platform over the road.
- 44.** On a wooden outcropping over the road.
- 45.** Above two cells in a section of the port wall.
- 46.** Sitting on a wooden ledge on the outside of the eastern wall of the city.
- 47.** On the second-story roof of a building with a triangular roof near a haystack.
- 48.** On a wooden beam going across an intersection of roads.
- 49.** In the burnt out second-story of a house. Three walls of the room are still standing.
- 50.** In the corner of a small alley.
- 51.** On top of a single-story condemned building across the road from a merchant stall.
- 52.** On a lower section of roof on the large building with a triangular tiled roof.
- 53.** On a wooden platform over the city street.
- 54.** In a small alley one the ground. Look for the entrance to the alley near the exit to the middle district.
- 55.** On a roof with a chimney, north of the assassin's bureau.
- 56.** On a small wooden outcropping, facing the street and high up on some buildings.
- 57.** On the ground, in a small alley north of a tall tower in the southwest of the district.
- 58.** Above the road on a wooden platform.
- 59.** On a triangular wooden roof spanning the gap between the wall around the port and some buildings north of it.
- 60.** In a small balcony high on a building and facing the cliff. Look for a roof garden nearby.
- 61.** On a wooden ledge above the road. The flag is directly over a bench.
- 62.** On the roof, next to a stone cube.
- 63.** Hidden in a corner around the corner from a stairway and near a chicken coop.
- 64.** On a small overhang above the path in a skinny alley.
- 65.** On a rooftop, near a small dome.
- 66.** In a corner of an intersection in the near an entrance to the poor district.
- 67.** Next to a fountain in a courtyard with a well.
- 68.** On a fountain in an intersection of roads.
- 69.** On a roof, near a roof garden and behind a small dome.
- 70.** On a roof between two taller roofs and above a door.
- 71.** On the top of a roof of the last building on the left as you enter the rich district through the southwest gate.
- 72.** On a wooden beam above the bath with boxes and baskets on the ground below.
- 73.** In a small alley behind a well.
- 74.** On the roof above a carpet vendor, near a small dome.
- 75.** On a wide wooden platform two stories above the road.
- 76.** On the roof of a building built at the edge of the cliff on the south end of the district.
- 77.** On top of the tower at the southern end of the wall around the port.
- 78.** Sitting on a wooden overhang over the cliff on the outside of the city wall.
- 79.** On the north side of a very tall building.

**80.** On a ledge near a group listening to a preacher outside of the cathedral. There's a wooden structure for drying out food underneath the ledge.

**81.** On the roof near a small dome. The roof has two roof gardens on the roofs next to it.

**82.** On a wooden overhang obscured by two palm trees.

**83.** On a tiled roof, near a roof garden.

**84.** On a ledge attached to a building facing the east end of the cathedral.

**85.** On the ground, in the open, at an intersection of alleys.

**86.** On the ground, inside the large walled courtyard. Look in the hallway immediately left of the entrance.

**87.** In a corner between a building and the cliff.

**88.** On a triangular roof to the southwest of the cathedral.

**89.** On the southern tip of the first level of the rounded western end of the cathedral.

**90.** High up on the cathedral's spire still under construction.

**91.** Sitting on the spine of the cathedral's roof.

**92.** On a roof looking out to sea. Look near a stone cube with a pyramid shaped tiled roof nearby.

**93.** On the spine of a tiled roof next to the cliff.

**94.** On a wooden ledge on the outside of the city wall.

**95.** On the second story between a taller building and a high wall. The flag is right next to the top of a palm tree.

**96.** High up the tower in the southernmost tip of the district.

**97.** On a wooden ledge high up the wall to the right of the gate to the main castle in the southern end of the district.

**98.** On a wooden ledge high up the wall to the left of the gate to the main castle.

**99.** On a delightful shore side stroll behind some buildings.

**100.** On a tall triangular section of rooftop. The building is on a corner and across the street from the buildings built closest to the cliff.

**B.** As there's no discernable difference between a house, a church/mosque/temple or a fountain on the map, when you look at the map of the Poor District, at the far northeast corner of this area, you'll see what looks like a big flat building. (It's the next level higher, north, of the mission where you had to get twenty flags for a piece of information from an assassin brother who treats you like a jerk). The area has green grass growing all over. There are three fountains, and a long shallow pool in the middle. Go to the northern wall and follow it west. Two stories below, on the ground, is the Templar.

If you followed the north wall of Acre west, you will be able to drop down to the corner to a huge open area behind him and take him out.

TIP: Don't climb the chest he's standing in front of as Altair cannot perform a low-profile assassination from a slightly higher area behind his target. You have to come around from either side of his chest for the assassination.

**C.** When you go looking for this Templar, stay to the rooftops. You should see him when you get close to where you cross from the Poor District to the Middle District. If it's your first time in Acre then you'll be right next to the blue "Error - Subject cannot access memory at this time" barrier. He's towards the north corner.

Climb down, to take him out. If you don't have "Catch Ledge" ability (which is given at the beginning of Memory Block 4) do your best to position yourself behind him from above, then lock-on to him and let go quickly mashing your Attack/Assassinate button over and over again all the way down and when Altair hits the ground (though you'll take some damage) you'll drop your target.

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## Acre Templar Locations

### Poor District

**A.** Towards the south end of the building, west side ground level on the inside is the Templar. (If you come from the south rooftop or ground, he will probably see you and engage you before you see him).

If you stay on the roof and come from the north, you can drop down in his blind spot from a (door size) break in the second floor wall behind him.

**D.** Again, as with most of the Templars in this area, sticking to the rooftops is the best way to take him out. This Templar has his back to the wall of the building, which goes along the border of the Poor and Middle District. He's facing north, toward the building that's right across from him.

If you're coming from the north, the best way to get behind him is to circle the rooftops until you get behind him - if you're crossing rooftops, don't get too close to this area or too close to the edge of the building or he'll see you. Get behind him; however, don't get directly behind him and don't use the wooden beam that spans the north and south buildings that he stands between. Get on the east side of the beam, lock-on, select your hidden blade and your "Attack" button should now say "Assassinate." Hit the button and drop him.

## Rich District

**E.** At the far west end of Acre, there is a large archway that leads between the Poor and Rich districts which has a View Point tower on top. Go as far west (which isn't far) from the View Point tower while staying on the rooftops; be careful not to run right off the roof to Altair's death. The Templar is on the ground on the west side of this building below the lower of the two overhangs on the west side of the building. He's standing at the south corner of the building facing southwest.

This Templar has a large blind spot behind him. Just drop down the two overhangs being careful not to fall to Altair's death or out into the open blowing your cover. When you drop down from the north side of the lowest overhang stay close to the building and drop the Templar.

**F.** This Templar is in a pretty open area, which is only accessible from the north if traveling on the ground. He stands on the ground between four palm trees, to the southwest of a small decorative pool of water.

Compared to all the other Templars that you will be hunting down, this one might as well be standing in an open field with his helmet on backwards. He has a huge blind spot (which is an understatement). Stay to the rooftops and climb down the ladder behind him (southwest from him) and walk the several feet from the wall to his back to shank him for his stupidity. There's only one downside to this guy (and it's relatively small) there are two crazies/drunks that wander behind him and go off to either side. Time it right and drop him making sure not to cause any disturbance to alert him to your presence.

**G.** Of the two highest points on the huge church in the Rich District of Acre, there is one that's still intact and is a View Point. The other is pretty much destroyed and has the Templar inside the ruined top. He's facing east and is fairly easy to take out. You need to take out the archers in this area otherwise one of them will keep telling you to leave until he makes the "alarm" go off, calling the Templar down from where he stands, completely blowing a stealth kill. Your best bet is to climb up the south side of the church and engage (or stealth kill) the two archers towards the west end. Do the same thing to the archers patrolling the top of the north side of the church; however, you may need to use throwing knives and some cover from parts of the church to take them out individually without the other becoming alarmed to your presence and possibly getting the Templar involved. You may also need to take out the archers patrolling the west side of the church as they'll keep telling you

to leave until they can't see you or they die, and if they see you throw a knife at either of other guards they will instantly go into attack mode. Once all the guards are taken out, the Templar becomes easy prey. Go east, on the north side of the building towards the broken tower climb up onto the ledge (that was pretty much just for keeping the archers from falling off) and climb up the back (west) side of the broken tower. Since part of the wall of the tower is still in place, just keep going north while hanging on until you can pull yourself up without the broken wall getting in the way but don't go around the corner before you get up there. Pull yourself up and walk to him staying in his blind spot (easiest if you hug the broken wall), and drop him.

## Middle District

**H.** On the ground, directly southeast of the nearest View Point Tower, is this Templar. If you look at your map you'll see a string of buildings that sort of resembles a backwards check-mark. The Templar is in inside 'elbow' section (of the check-mark), facing east. The alleyway should be fairly empty except for a crazy or two. He's pretty easy. Just hug the wall to his back (south) as you approach from the View Point tower (northwest) and drop him. The only thing you might have to worry about is the crazy that wanders this area and the ladder. Note: If you're hugging the wall you might accidentally start climbing it. This is ok, just annoying. Go back down and keep on going toward the Templar.

**I.** Go out to the docks and follow the city wall east/northeast until you come to the last pier that juts out into the water. North of where the pier starts, you'll see a wooden structure that has a roof but no walls. North of that wooden structure is the Templar, on the ground, standing in a corner facing south.

This guy has the ground pretty well covered. If you try walking up to him he'll see you. Get on the wooden structure; you'll have to jump on it from the northwest because if you try and run up any one of the wooden legs for the structure he'll see you. Go to the northwest, to a higher level ground where there's a cart of hay and a small building with a ladder (northeast) that's built right up against the city wall. Climb the building and jump onto the roof of the wooden structure; he won't see you unless you fall to the ground. Line Altair up so the Templar is directly north of him, and you should be standing in about the center of the raised part of the roof (not counting the flat part). Aim yourself for the small space behind him (for the corner of the stone wall between the Templar and the tree to the Templar's back left - east of the Templar). Make a running jump for it and keep pressing forward so that when you hit the wall, you'll drop and roll towards the wall instead of hitting the Templar. If anyone is in this immediate area, they'll gasp at seeing you fall like that, but he will be completely oblivious. Now for the easy part: turn around and drop him.

down from the wall on either side of his chest that he's standing in front of and take him out.

**J.** Go to the most southern entrance/exit to the docks. Make sure you're inside the city itself and put the archway to the docks to Altair's back (east). Look for a set of stairs to the south and go up them, making sure you hug the part closest to the docks (east) to make sure he doesn't see you. Once you reach the top of the steps, look towards the west and you'll see him facing the city (north) with his back towards the sea.

Go to the east side of the bench (with the people facing the steps you walked up) and climb the wall that runs behind them and the Templar. Even though it may seem like the Templar will see you, you can actually walk the wall until you're behind him. Now just drop



# Damascus

## Damascus Flag Locations

- 1.** Sitting on the roof of a building on the north side of the canal.
- 2.** On the second floor of a building in the north east corner of the district.
- 3.** Sitting in a boat on the west end of Canal.
- 4.** On a wooden beam high up on the city wall
- 5.** On a walkway that spans the canal in the north end of the district.
- 6.** On a boat in the canal, near the entrance to the city.
- 7.** On top of a small roof garden on the roof of a building to the left of the city entrance.
- 8.** Sitting on a platform next to a small garden with three palm trees.
- 9.** On the ground in the northwest corner of a large building.
- 10.** Several stories up sitting on an elevated platform between two buildings.
- 11.** In a small alley sitting on the ground between two sets of stairs.
- 12.** On the roof of a building with a large dome on the west side of the district.
- 13.** Sitting on the ground in a small alley.
- 14.** Sitting out in the open at the top of a flight of stairs.
- 15.** On the wooden planks across the top of a narrow alley.
- 16.** On the second story of a building next to the base of the curved roof.
- 17.** Above a bench on the porch of a building.
- 18.** In the rafters of a marketplace with a high roof.
- 19.** On top of a pole on the roof of a building adjacent to the buildings lining the city wall.
- 20.** On the ground in a small alley.
- 21.** On a small platform on the western wall of the city.
- 22.** On some wooden supports near four guards.
- 23.** On the ground in a small alley.
- 24.** Sitting on the roof of a building on the north side of a bridge across the canal.
- 25.** On a platform hanging out over the canal.
- 26.** On the roof of a domed building north of the courtyard of the Mosque with the golden dome.
- 27.** On the tallest of three pillars standing next to each other. In the courtyard north of the Mosque with the golden dome.
- 28.** In a small atrium off of the main path.
- 29.** On a triangular section of roof on a building next to a fountain.
- 30.** On a first story wooden roof, under a second story wooden overlay.
- 31.** On the ground in a small skinny alley near a citizen being harassed by guards.
- 32.** On the ground but concealed by a high wall on all sides.
- 33.** On the roof of the covered market, but difficult to see because it's surrounded by the curved roof on all sides.
- 34.** On an elevated path next to a heavily traveled road.
- 35.** On the roof of the Mosque behind the man preaching to a congregation in front of the building.
- 36.** On the roof of a tall building surrounded by walls.
- 37.** On the roof of a wide building with a small atrium on top.
- 38.** At the end of a bridge over the canal. The bridge is only accessible from the north side of the canal.
- 39.** Sitting on the ground near a bunch of carpets.
- 40.** In the north end of the Mosque courtyard on the second story of the surrounding buildings.
- 41.** On the top of the tower with the golden dome. On the south side of the dome.

**42.** On the ground in a small section of alley with a bench in it.

**43.** On the ground in the corner of an alley.

**44.** In a small alley north of the stairs on the main walkway.

**45.** In the open sitting on the ground on a wall that divides a stairway.

**46.** On the ground in a small alley between two large buildings.

**47.** Next to a stairway by the door to a small house.

**48.** On the north side of the canal on the west end of the city. The flag is on the ground near a couple of trees.

**49.** Sitting on a beam in front of and above a doorway. The door is facing the nearby large building with a dome roof.

**50.** On the ground, sitting on the south side of a circular section of walkway.

**51.** On the triangular roof of a long hallway full of merchants.

**52.** Sitting on the ground hidden in an opening in a building.

**53.** In a small walled in yard.

**54.** Next to a stairway by the door to a small house.

**55.** On the ground in the center of a "U" shaped building north-east of the assassin's bureau.

**56.** On a wooden awning above the road. Climb the opposite side of the alley and cross on a wooden beam to get there.

**57.** Above the alley on a small wooden awning.

**58.** On the first floor roof between two taller buildings.

**59.** On the third floor of a building and surrounded by walls.

**60.** Hidden up in the rafters above a long covered walkway full of merchants.

**61.** Hidden on the ground in a small nook on the south wall of the inside of the merchant's hall.

**62.** On the roof of a tall building. Look for a roof garden and guard also hanging out up there.

**63.** In a balcony facing the street, and above a carpet vendor.

**64.** On a small structure on the far west side of the district.

**65.** On a lower section of roof on a two story building.

**66.** On the roof of a building behind some crates.

**67.** Sitting in the open on a raised platform.

**68.** Hidden in the support beams on the roof of a building.

**69.** In a nook in a small alley between two large buildings.

**70.** In an alley behind a stone wall.

**71.** On the first story roof of a two story building.

**72.** In the southwest corner of the courtyard of the Mosque in the center of the district.

**73.** Sitting in an awning on the outer wall of a Mosque.

**74.** On top of a building. It can be difficult to see because it's surrounded on three sides by walls.

**75.** Sitting out in the open on the ground.

**76.** Sitting on the roof of the three-story building.

**77.** On the roof of the building with several domes on top of it.

**78.** Sitting on the ground surrounded by low walls.

**79.** On a raised walkway.

**80.** Hidden in the support beams on the roof of a building.

**81.** On the roof of a two story building in the eastern section of the district.

**82.** In an awning the back of a large building on the far east end of the district.

**83.** On the southwest part of the roof of the Mosque in the south end of the district.

**84.** Sitting between the two large domes at the entrance to the Mosque on the south end of the district.

**85.** In a small walled area on the second-story of a building in the southeast corner of the district.

**86.** On a wooden balcony on the west side of a large building.

**87.** In a small porch.

**88.** On top of the last building in a row of buildings on the west side of the district.

**89.** On the roof of a two story building.

**90.** Above some wooden scaffolding.

**91.** On the roof of a building with a shed sitting on top of it.

**92.** On the ground in a small walled-in area.

**93.** On the roof of the first floor of a house in the northeast corner of a house.

**94.** On the roof of a two story building.

**95.** On the roof of a building that touches the southern wall of the city.

**96.** On top of a tower.

**97.** On the ground in a small walled-in area.

**98.** On the roof near several boxes.

**99.** Sitting on the ground next to a low wall in a small alley.

**100.** On the roof of a tall building that touches the outer wall of the city.

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## Damascus Templar Locations

### Poor District

**A.** This Templar can be found between a building that has a View Point tower on top and the city wall, where the city wall goes from being mostly diagonal to mostly horizontal. He has his back up against the building across from where the wall corners facing northeast.

Drop down from the rooftop of the building behind him and land on his trunk. Jump down to either side, lock-on and using your hidden blade drop him. Or you can climb down the ladder on the southernmost side of the building. Hug the building you came down from when you come around the corner, and drop him. Either way is pretty simple.

**B.** This Templar is located on the ground in a short dead-end alleyway underneath a wooden overhang facing west.

This guy is pretty simple. Just come from the east on the ground and hug the wall as the building he's next to curves around towards the south. When you get close enough, kill him.

**C.** Looking at this Templar's location on the map, you'll notice the housing looks kind of like the shape of a hook curving downward, with a house in the center of the hook. The Templar is inside the hook part with his back close to being up against the northwest wall facing the house in the middle of the hook.

If you come from the ground on either side, he'll see you approaching. However, if you take to the rooftops, you'll be fine. Easy way to drop this guy would be to get everything ready (hidden blade, lock-on, etc.) hang off the ledge right behind him and when the Assassinate button appears use it.

### Rich District

**D.** This Templar is on the ground with his back against the southern building (which is an indoor market) facing north towards a building right across from him that has columns on its south side. He's in an alleyway with no other people around. You may see the game throw in one or two people after the Templar is taken out.

The easy way would be to come from the east by the ground. You can come from the south or north since you have to go around a building to get to the part of the alleyway where he stands. Approach from the east hugging the south wall that his back is to, and you should be able to take him out with ease. The wall angles for a few feet before it goes back to being horizontal again. Since he's lined up with the wall, this makes him face more northwest, giving him a nice blind spot.

**E.** This Templar is on the ground, next to the building that is very close to the southern end of the Rich/Middle District border on the map and is southeast of

the outer wall, where your second assassination in Damascus takes place. (If you haven't done it yet, it's a huge building area at the very south end of the Rich District with a View Point at the very top). The Templar has his back against the building facing northwest. He's on the northwest side of the building (it's close to a preacher of sorts preaching against the Crusades). There's a merchant in his little wooden shack just west of the preacher. If you walk to the west side of the merchant, follow the building as it curves around and you'll see the Templar.

He's pretty easy to take out where he's standing. How the building curves leaves this Templar with a huge blind spot, so come from the east/northeast side of the building walk up behind him and take him out.

**F.** Locating this Templar is pretty easy. He's inside the building that's directly west of the View Point tower. His back is towards the north wall that has the ladder.

Taking this guy out is pretty simple since he's a couple feet from the wall. Climb down the ladder from the roof. Make sure when you get to the bottom that you don't keep going south from the ladder or he'll see you). Walk over to him and take him out. Note: Depending on your camera angle, you may fight the controls a bit with Altair trying to climb back onto the ladder instead of walking towards the Templar.

**G.** This Templar is just east of the exit to The Kingdom and south of the View Point for this area in the northern section of the Rich District. If you go south from the

View Point (staying on the rooftops) and look over the west side of the buildings, you'll see him.

Easy way to get him is to drop down to the first floor roof and look for the door next to him (north). Drop down and use Catch Ledge (your grab button) as you fall to grab hold of the top of the door frame. With your hidden blade selected (lock-on to him if you wish) your Assassinate button should appear, use it. Altair will jump from holding onto the door frame to landing on the Templar finishing him off. Note: When you drop this one you're probably get into a fight with a nearby guard.

### Middle District

**H.** Finding this Templar isn't all that hard. There's a large building towards the center of Middle District. Though it's in the center horizontally, it's more north than south and it's also the place where you're third assassination starts off. This large building also has a View Point tower on its southwestern corner. There's a building directly north of this one. Get onto the rooftop and go west. You should see part of a building that has a third story and a ladder on the east side. Connecting this third story roof and a couple other third story roofs will be a few beams going north/south and east/west. You might see the Templar as you get closer to this building (if you didn't just accidentally land on the correct roof). The Templar is on the north side of this third story part of the building (between it and another third story part of the building) underneath some wooden beams spanning the immediate third story roofs.

As with a few of the other Templars, he's harder to find than kill, providing he doesn't find you first. Just go to the north side of the roof he has his back to, hang off the edge of the roof behind him and use your Assassinate button as it appears when you have your hidden blade selected.

**I.** Go to the second story rooftop (which has a third story to the north and south) directly east of the View Point tower in this immediate area (the one next to the north of what looks like a mosque with several sized domes on top). Once there, look over the east side of this rooftop to the ground below and you should see this Templar with his back to the wall facing east.

This one is pretty easy. Climb down the side right behind him and just let go and quickly use Grab (Catch Ledge). With your hidden blade selected, Assassinate should show up as you hang from the wall behind and above him. Use it and you're finished with this Templar.

**J.** Go the rooftop directly north from the exit to Kingdom (not the building closest to the exit but the building you can see all the way through the exit) which is also northeast of the monument in this area. The ladder to get onto the rooftops is right next to a citizen that needs saving (or vigilantes if you've saved her). Climbing the ladder will put you on the second story roof with a rooftop garden on the same level just a few feet away (east of the ladder). Now, go directly north of the rooftop garden and look down. You'll see the Templar on the ground facing northwest in an alleyway where no one else should be, save a couple of crazies at the most.

This guy is pretty easy. If you go by ground, come from the east side of the alleyway. Watch out for the crazies and don't draw attention to yourself by throwing or knocking them down too close to the Templar or he will notice you. Just hug the wall he's next to (south) and walk up behind him and drop him.

Or if you are on the roof above him and want to get down, there is no way to climb down the wall right

next to him (above his chest); however, if you look on the roof where you're standing, there should be three baskets to the east (a couple feet over from the area directly above the Templar). The wall leading to the ground there is very scalable. From here you can drop to the ground and walk up to him and drop him or you can jump from the wall and assassinate him if you have your hidden blade ready and lock-on to him just in case a crazy gets too close.



# Jerusalem Flag Locations

1. In an alley between a building and the city wall with two wooden scaffolds near the entrance.
2. In the rafters of the church, above you as you walk through the entrance and a ton of guards start hitting you.
3. On the roof of a two-story building adjacent to the city's north wall with an arch attached to it that spans the distance across the road.
4. On a wooden scaffold on the roof of a building touching the northeast corner of the city's wall.
5. On the roof of a two story building touching the western wall of the city. Near shelves of carpets.
6. On a vine covered structure in a small garden area.
7. Between two buildings in a small alley with a table and chairs at the entrance.
8. On the spine of the roof of the church in the north-east section of the district.
9. On a pole on top of a two story building.
10. In a small alley created by several buildings and the south side of a wall. There is a citizen being harassed by guards in front of the buildings.
11. On a small ledge on the edge of the enormous covered market.
12. On the southern section of the roof of the huge indoor market.
13. On the ground, on the east side of the indoor market, near a table and chairs.
14. On the roof of a large building with three domes and a tower with a view point.
15. On a wooden overhang between two buildings.
16. On the roof a building touching the northern wall of the district.
17. On the roof of a building next to the gate out of the city on the west side of the district (on your right side as you walk out of Jerusalem).
18. On a ledge on the north side of a large building, above two windows. The building has a roof garden to hide in on the roof.
19. On the roof next to a dome and above a cart full of hay.
20. On a ledge above a small fenced in courtyard.
21. On a pillar in a small courtyard.
22. On someone's second story balcony with a table and chairs. There is a roof garden behind the flag on the next level of roof.
23. Behind a large stone block on the highest level of a roof. There are boxes and a wooden structure on the next level down.
24. In a bush between a carpet merchant and a food merchant.
25. On a post on the roof of the building with a haystack in front of it. Look for the haystack in the open area in front of a church with a pool in it.
26. Down a set of stairs and into a small alley that runs into the district's west wall.
27. On the roof of the building at the north side of the intersection of the city's west wall and the wall around the building with the large golden dome.
28. Down a set of stairs and into a small alley that runs into the district's west wall.
29. On a triangular roof in the northwest section of the city wall, near a haystack.
30. On a wooden overhang near some scaffolding in a corner created by the city wall.
31. On a triangular roof with a nearby arch going across the adjacent road.
32. In the middle of a stairway with three guards standing watch at the bottom.
33. Sitting on a fountain at the top of some stairs.
34. On an overhang near at the intersection of two major roads.
35. Inside a small porch on the western end of the roof of a group of buildings.
36. On a small ledge extending from the roof of a building on the south side of a small road.

**37.** In a corner of a building, near a table and chairs and a rug.

**38.** On the roof of a building near some boxes.

**39.** On a fountain attached to a wall at ground level.

**40.** On a porch on the roof of a group of the buildings directly behind you as you exit the city from the district's western gate.

**41.** On an overhang near an intersection of roads in the center of the district.

**42.** On an archway across the road between two three-story buildings.

**43.** Above a street level overhang on a higher wooden overhang on a three story building.

**44.** On a small porch above an alley. You can get there by climbing a ladder on the nearby main road.

**45.** In a small area on the roof between two buildings. There's a ladder leading up from the street.

**46.** On a small porch on the side of an alley.

**47.** In a corner, outside of the wall around the huge building with the golden dome.

**48.** Above the archway with several guards under it that leads into the area with the large building with the golden dome.

**49.** In front of the fountain in the northeast area of the courtyard of the building with the large golden dome.

**50.** On the roof of the building at the north side of the intersection of the city's west wall and the wall around the building with the large golden dome.

**51.** In an enclosed garden with three palm trees on the ground.

**52.** Sitting on a table in a small alley between two buildings.

**53.** On the northern section of the roof of the domed church.

**54.** On the east side of the largest dome on the domed church.

**55.** Next to some boxes behind a wooden railing at ground level.

**56.** On a small cart on the ground.

**57.** On a second floor porch with some boxes on it. There's a wooden overhang extending from the porch over the road.

**58.** On the triangular tiled roof of a three-story building on a corner.

**59.** On a wooden platform attached to a building with a large dome roof.

**60.** Sitting on a fountain in the open area of the district in the southeast.

**61.** On the triangular tiled section of roof of a domed building.

**62.** On a building's roof, next to a smoking chimney.

**63.** Between two buildings with small shrubbery nearby.

**64.** On the roof of a small group of houses in the northeast section of the district.

**65.** On a wooden overhang on the east side of a building next to an open area in the northeast section of the district.

**66.** On the roof of a group of buildings on the east end of the district and form the border with the rich district.

**67.** On a wooden pole on the roof of a one-story building between two two-story buildings.

**68.** In the northwest side of the district on a small wooden overhang.

**69.** In a nook between rooftops.

**70.** In a small enclosed courtyard area with a bench inside and one outside in the street.

**71.** On the roof of a building.

**72.** On a flat wooden roof, only one story off the ground and next to an intersection in the road.

**73.** On a small easily visible walkway to a front door. There's a fountain nearby.

**74.** On an elevated and enclosed wooden platform on a corner. There are four palm trees growing nearby.

**75.** In a small dead-end alley with wicker baskets at the entrance.

**76.** In an alley between two buildings. The nearby rooftop has a roof garden on it.

**77.** On a wooden overhang, near a well and a pile of hay.

**78.** At the end of an alley, behind a burnt out fire and a bench.

**79.** On the ground in an alley near a bench.

**80.** On a wooden pole on the roof of a one story building between two two-story buildings.

**81.** In a small alley in the far west end of town.

**82.** In a small enclosed area in the just south of the domed building in the southwest end of town.

**83.** In a small alley in the far west end of town.

**84.** In a small enclosed area in the just south of the domed building in the southwest end of town.

**85.** On a flat roof to the east of the nearby building with a dome on the roof.

**86.** On a wooden porch on the roof of a one story section of a larger building. If you see a well, look up.

**87.** In a garden enclosed by a wooden cage, behind the garden's bench.

**88.** In a small space accessible through a hole in the roof.

**89.** Above the road on a roof with an archway going across the corner of the road.

**90.** On a three story building with a guard standing on top. Look for the roof garden on a slightly lower adjacent roof.

**91.** In a small enclosed courtyard with two palm trees and a bench.

**92.** In a small enclosed courtyard area with a bench inside and one outside in the street.

**93.** On a wooden platform attached to a building on the east end of the district.

**94.** On a wooden pole. Look for boxes and baskets marking the entrance to the platform the pole is standing on.

**95.** On the roof of a one story building at a major intersection. The house with the flag on top has baskets in front of it.

**96.** Go past the man preaching outside and enter the church. The flag will be on your immediate left.

**97.** On a three story building with a guard standing on top. Look for the roof garden on a slightly lower adjacent roof.

**98.** On a wooden ledge on the east side of a four story building with a guard standing on top.

**99.** On a wooden ledge on the south wall of a building facing a building with a large dome on top.

**100.** On top of a vine covered structure. Climb the nearby church and jump the gap to get this flag.

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## Jerusalem Templar Locations

### Rich District

**A .**This Templar is at the end of an alleyway, in corner against the north city wall and a building. He can be a little hard to find from the rooftops since there is an overhanging quarter circle part of the rooftop above him.

This Templar is really hard to sneak up on, if you even can. He's not like some of the other Templars: he's not in a corner that leave sa gap behind him nor does he have a blind spot. His back is up against the wall and he's facing southwest from the corner so, if you try dropping or climbing down beside him (from the south), he'll still see you and instantly engage and thwart any attempt to use your hidden blade to take him out quickly. Best way to do this, even though you'll still engage in a fight, is to be on the rooftops directly south from him. Lock-on to him with your short blade/throwing knives; then hit him with a throwing knife. Let him climb up the ladder that leads up to you. When he gets to the top, hit him with your short blade. This should knock him to the ground killing him. NOTE: If you're in Memory Block 3 and picked Jerusalem as your first assassination of the two for this memory block, then you will NOT have any throwing knives yet. They are only

obtained when you complete one of the two assassinations in Memory Block 3 and return to Al Mualim in Masyaf to let him know of your success. Without throwing knives, you will have to fight this guy on the ground to try to lure him to the roof and knock him off.

**B.** This Templar is in the northeast corner of the graveyard, that's next to the church. He stands in the corner of the city wall (east) and a small building (north) that's in a corner where the north and east city walls meet.

He's facing southwest and he's got a large enough gap between himself, the building and the city wall so that Altair can easily drop down from the building behind him. To get on the building without him noticing you and blowing your stealth kill on him, go around the far (west) side of the church entering the graveyard from the south side of the church which has no guards. Or you can take the east side (of the church) entrance to the graveyard which is watched by two guards but who shouldn't give you any trouble and hug the east side of the church itself until you get to the south end of the church. After you've taken either path (or made one of your own) climb the building he has his back to and walk to just where he is. Select your hidden blade (and lock-on if you want), drop down and hang off the ledge and assassinate him.

**C.** This Templar is at the south end of the Rich District. There's a large building due south of the very large mosque (that's at the south end of the Rich District). Directly across of the southeast corner of this building is this Templar in the corner of the city walls.

Best way found (thus far) to take him out is to climb west end of the building that is next to this Templar (next to the vigilantes if you've saved the person here)

and cross over to the east side of this building's roof. You should see the Templar on the ground. Get your hidden blade ready, lock-on to the Templar and aim for the wall RIGHT next to him (the wall across from you) and jump for it. Keep hitting your Attack/Assassinate button all the way down and you should take him out right as Altair hits the ground. Don't aim directly for the Templar for your jump; you'll wind up hitting him and alarming him to your presence well before you get a chance to take him out.

**D.** This Templar is located between the two sets of houses that are linked together. On the map it looks like two buildings surrounding a third building from the north and west side; however, the two buildings are actually one; there is no break between the two surrounding buildings. The center set of buildings has a View Point tower. Between these sets of buildings are two archways with a wooden beam connecting them at the rooftop level. He stands below, in between the two archways.

For an easy kill, get on the "center" building. When you find the two archways with the Templar below, get behind him on the roof and drop down on top his chest (which he has his back to); then climb off of the chest from either side. If you have your hidden blade selected, your Assassinate button should appear and you'll take him out (lock-on to him if you want to be sure you kill him and not some unlucky bystander who might be passing by).

### Poor District

**E.** From the northernmost View Point in the Poor District (should be the View Point that's an archway) go west along the rooftops of the buildings that are

connected to this archway. The buildings are horizontal going east to west on the map and then angle going northeast to southwest. At the corner, where the buildings curve, the Templar is on the backside (southeast), on the ground, underneath a wooden overhang facing southeast.

If you helped either of the two citizens in this immediate area or have engaged the guards near here, there's a good chance you've fought him already. However, if you haven't fought and killed him or if he's still alive, you can actually kill him stealthily even though it may not look that way. Just jump onto the wooden overhang that's above him and drop down to his right side (southwest), making sure you hug the building as best you can. Then walk up to him and drop him.

**F.** This Templar is on a set of wooden platforms, first floor roof level, east of the southernmost Vigilantes/citizen that needs saving is this Templar. If you've engaged any guards in this immediate area (most notably the guards harassing the citizen), he will jump down from where he stands to attack. The best way to find him would be to find the View Point tower that's closest to the only Kingdom exit in the Poor District, where the city wall goes from being diagonal to being straight again (where the wall juts in towards the city). Get on the nearest rooftop where the wall goes from being diagonal to horizontal (across from the Vigilantes) - go slowly. Follow the southern edge of the rooftops eastward. This Templar is facing east in a corner of two second story walls standing on part of a wooden platform.

The hardest part about this Templar is finding him without him finding you. (He'll see you if you go west on the rooftops or if he joins a fight such as when you're

saving the nearby citizen). Once you've found him, and he's totally unaware of your presence, just select your hidden blade, lock-on, drop down and hang from the edge of the roof behind (west) him. Your Assassinate button will appear. Use it and be done.

**G.** There are two southernmost sections of the Poor District (or really all of Jerusalem). One (to the west) has an exit to Kingdom and the other (to the east) is where the Templar is. You will know it by the church with very few people around it compared to the church in the west. The majority of the people that are there will be guards and a few crazies instead of regular citizens. He stands in the southeast corner, southeast of the church facing west with his back to the string of buildings that line this end section of the eastern city wall. Also, to the Templar's right (south), very close to where the southern and the eastern city walls meet, is a steaming kettle.

This Templar is pretty easy really. To take him out, stick to the eastern wall in this area and go south on the rooftops. When you reach the south end of the buildings, he's off to the west side. Get your hidden blade ready, hang off the building when you're behind him and assassinate him. Note: The guards will come and try and fight you.

If that method doesn't work, you can drop down behind him and kill him leaving him to drop to the ground slowly while you get away. Note: If you start a fight or get spotted in this area around the church there is a very good chance he will join the fight.

## Middle District

**H.** This Templar is in an alleyway, on the ground, under an overhang that's on the east side of the sting of

buildings that dip into the Poor District (from the Middle District). There are a couple of crazies in this place but that's it and they shouldn't give you any trouble.

A good way to take him out and avoid the crazies altogether would be to climb down from the east side of the third story structure right next to (north of) the overhang. To get there jump onto the roof northeast of the overhang, then go to the window (west) of the third story of the original building. Now you will have to do a quick Drop and Grab to get underneath the overhang and stay on the wall. Once you've gotten close enough to the Templar, and you have your hidden blade selected, your Assassinate button should appear. Drop the Templar and don't worry about the crazies saying anything. No one can really understand them anyway. Note: You may be wondering why you just can't climb down from the overhang and scale down the wall like you should since this overhang is a replica of the many overhangs throughout the game. The system will not allow you to climb all the way down this particular overhang.

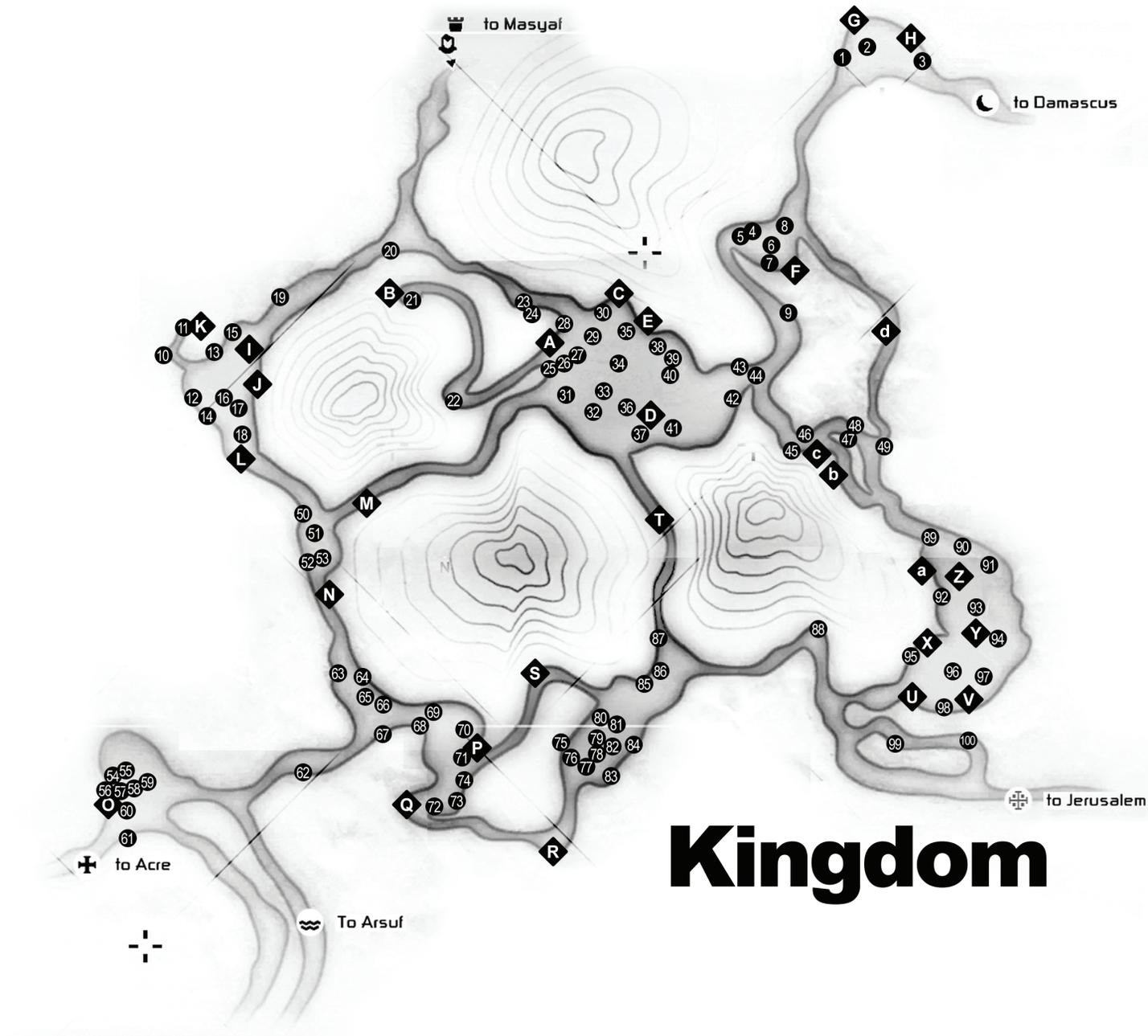
**I.** This Templar is on the ground in between the two buildings that make a slanted Z-shaped curve from east and west. He is southeast of an arch that spans the top of the buildings in this alleyway with his back against the southern building. This alleyway is pretty empty except for some crazies wondering along it, so it shouldn't be confused with the one on the other side with a couple benches and many people walking through it.

Climb down from the rooftop behind him and climb down the wall (you'll have to do a quick drop and grab). You need to lock-on to the Templar - there's a crazy who wanders very close to the Templar and Al-

tair might kill him instead if you're not locked-on. When you get low enough, with your hidden blade selected, use your Assassinate button and you'll take this Templar out easily.

**J.** This Templar stands southeast of the nearby View Point tower (the one north of the exit to Kingdom) on a rooftop with a beam that sticks straight up into the air. He faces northeast and has his back to a higher level of the building, which has a rooftop garden on top and a ladder leading onto it from the southwest side. Use the ladder to reach the rooftop, since it won't get you seen by the Templar and it has few guards nearby to get into a fight with.

This Templar is easy to kill but the archer that wanders the other roof makes it more difficult. You cannot kill the archer and you cannot allow him to fire an arrow at you. If either happens, the Templar will disappear. So, use the rooftop garden as you should and make sure that the archer is far enough away or has his back turned and won't see you. When everything is ready, quickly drop down and hang from the ledge right behind the Templar. With your hidden blade selected, your Assassinate button will appear. Use it and be done with him. However, if any of the guards see you drop him, be prepared to run or fight the guards in the area once the Templar is dead.



# Kingdom

## The Kingdom Flag Locations

1. As you enter this area on your way to Damascus, look for the most southern building in this area. It'll have a cart of hay to the south, a horse to the east and to the north side of the building will be a couple barrels with the flag on top.
2. Towards the center of the Saracen encampment of tents, you should notice a small platform with some crates/boxes next to it and a couple barrels on top. The flag is on top of the barrels. You'll probably get noticed for climbing, so be prepared to fight or run.
3. Follow the steam of water towards Damascus (southeast) and you'll notice that it makes a mini-island. On the far southeast side of the island, next to a palm tree is the flag.
4. There's large building directly south of the View Point with four guards standing in front of it (providing they're still alive). The flag lays on the wooden platform that's jutting from the west side of the building from the second floor.
5. On the backside (south) of the roof of the building that's directly east of the largest regular building in this area (not counting the View Point Tower) is the flag.
6. Climb the View Point. Half-way up on the south side of the View Point is the flag.
7. Look for a wooden device with wheels (a mantlet - used protecting advancing troops from arrows) with two guards standing directly west of it (providing they're still alive). The flag is on top of the mantlet.
8. Heading north on the road towards Damascus (leaving the View Point area), you'll notice a captain going through the ranks inspecting his troops (which seems to never end if you stand there and watch it if you haven't drawn their attention off the inspection to track you down and kill you) you'll notice a small platform for the squad leader to command the troops from (if they're already dead, you'll just see this small platform out in the middle of nowhere). On the platform is this flag. If you want to do this without a fight, use blend at the top of the steps or before.
9. As you're heading towards Damascus, you'll come to where the path curves to the northwest. (There will be a cliff that overlooks a lake.) The flag is right next to the edge of the cliff overlooking the lake where the path curves.
10. Go to the pier area. Right before you're stopped by the four guards who are standing there, is a part of the pier that heads off to the south. Follow the pier. Be prepared to do some beam jumping. At the end of the other part of the pier is the flag.
11. The farthest boat going north along the pier has the flag sitting on its bow.
12. The house that's just south of the entrance to the pier area has a pile of hay on the roof of the first story. The flag is on the roof of the second story.
13. The house that's just north of the entrance to the pier area has a really tall second story. On top of the roof of the second story is a chimney. The flag is on top of the chimney.
14. As you head south to Acre/Jerusalem, you'll pass a lone house on the right (west). On the roof towards the back-side (west) is the flag.
15. South/southwest of the View Point tower on the wall is the flag.
16. Look for the building that has a crane and pulley system build on the roof of the second story (which can be seen if you look northwest from #43), the flag is on the suspended platform, however it will be hard to see, so stand still and look for the glitches that float around all the flags.
17. There are two single-story buildings next to each other (this can be seen from the roof of #18 as you look north). In the middle the roof of the southern most house is the flag out in the open (meaning: if you can see onto the roof of this house, you can see the flag).
18. In the southeast of this area is a lone tall building (a storage building of sorts?), climb the ladder on the south side. On the roof is the flag.
19. Where the path forks, take the north path. You should see a very small building up against the north part of the cliff wall. The flag is on the far side (west) up against the building.
20. On the ground, next to back (west) of the western most cart, there's a guard to the front (east) of the cart.
21. The flag is on the very top of the View Point tower, dead center.
22. There's a lone wooden structure with some boxes below it. There's a hay stack right next to it (west)

and a horse eating the hay. The flag is on top of the wooden structure.

**23.** Take the fork in the road that has all the Saracen guards. You'll know this by their flags, barrels, a cart and a horse: The other path is pretty void of guards. The flag is on the back of the cart on the north side.

**24.** Take the fork in the road that has all the Saracen guards (you'll know this by their flags, barrels, a cart and a horse) - the other path is pretty void of guards. This flag is on the back (east) of the cart on the south side.

**25.** Directly west of #26 is a house with a large beam that sticks straight up into the air, from the roof of the first floor. The flag is on top of the pole.

**26.** There's a large house that's directly south of #27. On the east side of this house is a wooden ledge which is level with the ground on the west side of the house that has a small bundle of wood on it. It overlooks a long drop below (which will kill Altair if you're careless). The flag is on the ledge.

**27.** At the highest grouping of houses (two inclines from the nearby View Point tower), look for the house that's overlooking the two lower levels and the View Point tower to its north. It should look like it's two houses connected; one being only one story and the other being two stories. On the highest part of the house there is a wooden ledge to the southeast with the flag on it.

**28.** Up the hill to the west are two connected houses (they look like one building). One house is one story and the second is two stories. On the back of the sec-

ond story (north) is a wooden ledge that is attached to the house (it has a large bundle of wood laying on this same ledge). You can hang off the wall to grab this flag without any real climbing.

**29.** The largest house in this area (to the west) is fairly close to the cliff wall and has a single horse and a hay stack right next to it (west). The flag is on the ground to the north in the corner of the cliff wall.

**30.** The flag is next to a View Point, on the ground and to the east.

**31.** The flag is on top of a beam that's sticking straight up in the middle of the road. It has two short beams coming from it, one going north, the other east. This small structure is next to a horse-pen with one horse and a pile of hay in it.

**32.** On top of the house with the two humps (same one in #33), there's a flag on the very top of the southern most hump. (The house stands somewhat away from the other houses with a horse pen on the east/south-east side with one horse and a pile of hay inside it.)

**33.** The flag is on the ground between a house with two humps and a large cone-like looking structure (a storehouse? a silo?). It's right next to the house, in its shadow.

**34.** The most southeastern house in this grouping of houses is one that overlooks a large drop (which you can do a Leap of Faith from). The flag is on the very top of the house (second story).

**35.** The flag is on top of a beam that's sticking straight up in the middle of the road. It has two short beams

coming from it, one going north and the other east. This small structure is next to a horse pen with one horse and a pile of hay in it.

**36.** There's large house with three humps and a smoke stack on the roof, (and boxes, barrels and a bench inside the walls of the open area leading to the house.) In a corner on the ground, next to the house, is a stack of boxes and barrels with your flag sitting on the box in the corner.

**37.** Towards the southern section of the large open area, close to the road that leads to Jerusalem, is a place where a house used to stand. There are four short walls that give you an idea of what used to be there. The flag is inside of this area, next to the largest still-standing section of the wall.

**38.** Look for the house that's overlooking the buzzing market directly below. On the chimney of the first-story roof is your flag.

**39.** The largest house in this grouping of houses (it's mostly two stories) has two doors with large overhangs (for the rain I'm guessing). The overhang to the south is all wood, and the one to the north has a cloth cover. The flag is on top of the cloth one (north overhang).

**40.** There's a small building with a crude crane and pulley system on top for lifting things (like the large bundle of bound wood on top of the building). Suspended in the air from the crane is the crane's platform. The flag is on the platform.

**41.** Towards the center of the southern area of this large open section (same as in #37) is a large house (in comparison to the other houses in the area) with

three humps on the roof, an entrance area from the north and east, and a very large pen to the east with three horses and a pile of hay inside the pen and a cart with hay between the house and the pen. On top of the southwestern most hump on the roof (the "corner" hump) is the flag.

**42.** As you head towards Damascus, there will be an archer's tower. On top of the tower is the flag.

**43.** Heading towards Damascus there is a remnant of what once was a large building. Behind the small northern wall is this flag.

**44.** North of the three-sided pillar that gives directions to Damascus, Jerusalem and Masyaf, is a small building (guard shack?) with a horse and a pile of hay (west), a guard in front of the building (south), and two more guards next to the back of a cart (east). The flag is on top of the building.

**45.** There are two archer's towers here, one northeast and one southwest. This flag is on top of the southwest tower. Note: The archer from the opposite tower will see you, be prepared for arrows.

**46.** There are two archer's towers here, one northeast and one southwest. This flag is on top of the northeast tower. Note: The archer from the opposite tower will see you, be prepared for arrows.

**47.** There are two archer's towers here, one north and one south. This flag is on top of the south tower. Note: The archer from the opposite tower will see you, be prepared for arrows.

**48.** There are two archer's towers here, one north and one south. This flag is on top of the north tower. Note: The archer from the opposite tower will see you, be prepared for arrows.

**49.** Just east of the View Point tower is a small wooden structure that houses a couple of horse troughs. On top of that structure is the flag. Note: You will get spotted (if you're not already) when you climb this.

**50.** Go to the highest part of this area and head back north when you've reached the top. You'll be going along the western wall. Continue past the area where the archers are (they'll probably be shooting at you or at least turning your alert red). Continue north along the wall to where the ground starts to slope down. You'll run into a flat part of land slightly higher than what you're currently standing on. Climb the ladder. The flag is in the back (north) of the flat part close to a tree.

**51.** On your horse (it helps), head to the severed/broken (incomplete?) bridge. Jump to the other side. There are archers on it. Which direction you came from, determines if they notice you or not. If you came from the east using a horse to jump the gap they more than likely will not. Otherwise, expect arrows. Don't go south or that archer will see you and all of them will shoot at you. Instead, head to the ladder (on the west) that goes down to a lower level. On the lower level head north and grab the flag close to the ledge.

**52.** While heading south towards Acre/Jerusalem the path will split twice. The first split: one goes up and is guarded by two guards, and the other continues on as normal. Take the one that isn't guarded by the two guards (and doesn't go up). The second split (shortly after the first) goes like this: The eastern split has three

guards and a cart of hay (this is not the one you want). The western split has four guards (this is the one you want). When you go between the first 2 guards, your flag will be on the left (east) between the two east guards hiding behind some shrubbery near the rock wall.

**53.** Look for the building that has a crane and pulley system build on the roof of the second story (which can be seen if you look northwest from #17), the flag is on the suspended platform, however it will be hard to see, so stand still and look for the glitches that float around all the flags.

**54.** (Same area as #55) In a large pit, in the middle of the fenced off area, climb down to the bottom (using the ladder if want to avoid the guards being alerted to your presence). At the bottom to the southwest is the flag.

**55.** (Same area as #54) In a large pit, in the middle of the fenced off area, climb down to the bottom (using the ladder if want to avoid the guards being alerted to your presence). At the bottom to the north/northeast is the flag.

**56.** To the south of the fenced off area is a large pile of crates next to a crane and pulley system, near an archer's tower (south/southwest). The flag is on top of the crane. You'll need to use the archer's tower to jump onto crane's suspended platform. Climb the crate on the platform. Once on top of the crate, stand still, go into high profile and jump to grab the beam. Climb up and walk to the other side to get the flag.

**57.** As you enter the wooden spiked walled off area there are two archer's towers: an east one and a west one. The flag is on the west one. Note: To get this one, you'll be spotted by the archers or guards in

front of the entrance, so prepare for a fight.

**58.** As you enter the (wooden-spiked) walled off area there are two archer's towers here an east and east one. The flag is on the east one. Note: you will be spotted by the archers or guards in front of the entrance, so prepare for a fight, to get this one.

**59.** In the middle of the eastern circle of Crusader tents next to a weapon rack, a large torch, and the remains of a wood fire is the flag.

**60.** In the western circle of Crusader tents is a fence with the flag on it.

**61.** On the very first part of the View Point that you can climb up (south side, nearest Acre), on the first level, you'll find the flag. Note: The map actually shows Altair as being completely off (south of) the map.

**62.** As you head west towards Acre, you'll come across a lone archer's tower. The flag is southeast of the tower, up against the cliff wall hiding between some shrubbery. (There's also a large tree nearby directly, north of the flag.)

**63.** West of the View Point, on the south side of the spiked wooden wall is the flag.

**64.** East of the View Point, there is a tent between two spiked wooden walls well-guarded by Crusader knights. Expect a fight if you go in there using a horse, so walk in if you don't want a fight. Behind the tent (east) is the flag.

**65.** As you head south, towards the east you'll see what remains of what used to be three buildings. The

eastern most one, (of the two smaller ones, not the large one next to an archer's tower) has the flag inside what's left of its walls.

**66.** The flag is on top of the archer's tower close to (just north of) where the road splits for Acre, Jerusalem or Masyaf.

**67.** Head to the small building that's southeast of the three sided pillar (with directions for Acre, Jerusalem and Maysaf). You'll should notice a horse that's standing in between the small building and the remains of what was once another small building (southwest of the horse and the still-standing building). To the south side of the far (south) broken wall is the flag in the wall's shadow.

**68.** (Same as # 69) Heading towards Jerusalem (east) from the Acre, Jerusalem and Masyaf split/three-sided obelisk/sign, there will be a large rock jutting out of the ground just south of the road. Behind this rock (south) is the flag. If you can't see it, do #69 then look west/ southwest for this one.

**69.** (Same as # 68) Heading towards Jerusalem (east) from the 'Acre, Jerusalem & Masyaf three-sided obelisk/sign there's an archer's towers. Underneath this tower on the ground is the flag.

**70.** Going east/southeast from the archer's tower is a grouping of houses. On the ground, (east) behind the eastern most house, is the flag. There's really nothing by this house except a broken palm tree directly to the north of it.

**71.** North of the View Point Tower is an archer's tower. The flag is on top of the archer's tower.

**72.** Southwest of the View Point tower (and #73) is a house that has two broken walls connected to it. In the back south corner next to the house is a pile of hay. The flag is on top of the house.

**73.** South/southwest of the View Point tower is a house. On the ground on the south side of the house, hiding in the house's shadow, between some shrubbery is the flag.

**74.** In the corner of the south side of the View Point tower on the ground next to a wooden spiked wall is the flag.

**75.** To the far left (west) of this area are some levels that look like gigantic steps. About half way up/down these levels are some pillars up against the cliff wall. Climb the broken small pillar. Jump from that pillar to the taller pillar next to it, and you'll find the flag.

**76.** From #75, go up to the next level. To your left (east/southeast), in the open area next to the leveled area you're in, is a platform that's held up by four columns. On top of this platform is the flag. You'll need to use a horse to jump and get it from this side (the west side). You can jump without a horse if coming from the east side of the platform, but a horse is recommended. Note: You don't need to be off the horse to actually get the flag

**77.** Go back to the archway (in area #83). Climb to the very top. The flag is at the far western end.

**78.** Start at #77 and jump down to the column next to it (north/northeast). Look off to the northeast edge of this column and you'll see a single column below with the flag on top. Aim yourself then jump off towards

that column. As you fall, quickly use the “Catch Ledge” ability (same button as “Grab”) to grab this column and pull yourself up. Note: You need the “Catch Ledge” ability because Altair will not be able to grab the edge without it and he’ll fall taking some serious damage if it doesn’t kill him.

**79.** In the middle of the destroyed area is a higher level. Climb up. Below the wooden ramp is the flag.

**80.** Climb the wooden ramp, and then walk the wall (right/north) that it’s next to the ramp until you reach the top of three pillars. (Watch out for arrows if you haven’t taken care of all the archers in this area.) The first two pillars are built connected to each other at the top. Climb up, walk across and then jump down to the third pillar where the flag is.

**81.** On the opposite side of the wooden ramp in the raised area (same as #79) is a broken wall. Immediately to the south of the broken wall is a pillar. Climb the pillar then jump to the wall and make your way to the two pillars at the northern end. The flag is on the farthest pillar. Jump to the farthest pillar via the closer one to get the flag.

**82.** From #83 go north and down one level. Climb the broken wall between the two doorways. Jump to the pillar in front of you to reach the flag.

**83.** Leaving this area (the Romanesque area) going southwest completely leave the area then turn around and face it. Look to the far right. There’s a single archway on an upper level. Climb up to the higher level. Walk behind the archway to the southeast (right) cliff wall. The flag should be next to the wall between a column and a large tree. Note: This will show as Altair being off the map.

**84.** In the southeast area, between the broken wall and the cliff way is a large rock with the flag on top.

**85.** On the ground north of and next to the View Point tower, between the tower and cliff wall is the flag.

**86.** Next to the wall on north/northwest side of this lone house sits the flag. It’s on the ground inside of the horse pen between the trough and the fence of the pen.

**87.** In the middle of three Saracen tents, next to the remains of a fire, is the flag.

**88.** On the ground, in a corner just north of the archer’s tower is the flag. Note: If you’re referencing the map, the flag will show as being off the map.

**89.** In this area there are three levels and each of them has silos. The middle level has a pair of palm trees and some red and orange flowers just northwest of the silo. The flag is north of the pair of palm trees.

**90.** On the level with the silo (higher than the one with the house with two humps, also where the Templar is/was) is a cart, on the east side of the cart is the flag.

**91.** Follow the stream up to the east cliff wall to where it stops to find the flag.

**92.** Between the silo that has baskets next to it and a giant rock is the flag. (It’s not the level with just the silo and the bench with people sitting on it overlooking the town.)

**93.** West of the three hump house is a two hump one. On the roof between the two humps is the flag.

**94.** On the east side of this area of the map as you climb up the slope, the first level you reach has a silo by itself. Behind the silo (northwest) is the flag.

**95.** On the highest level, there’s a house with three humps. The south entrance has a pile of hay next to it on the inside. There’s also a well next to the west wall on the outside. The flag is next to the well. Note: this one actually shows as being off the map.

**96.** On the same level of the lone silo (middle level, the same one that has/had the Templar), on the far southeast side of the level, in a corner on the ground, next to the rock and a fence is the flag.

**97.** East of the southern most archer’s tower is a house with three humps on the roof and a pile of hay outside of the west wall of the entrance area. Look for the archway with the stone walkway below it leading into/out of the house. The flag is on the pinnacle of the archway.

**98.** In the southern part of this area, there is a storehouse on a level by itself (not the one next to the house where the Templar is/was). Southeast of this storehouse is the flag.

**99.** Southeast of the archer’s tower, sitting out in the open, on a rock is the flag.

**100.** The flag is on top of the lone archer’s tower.

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# Kingdom Templar locations

## From Memory Block 2

**A.** The easiest way to this guy is to walk up the second incline to a nearby higher plateau of houses. You should see him off to the north/northwest area, in the corner of two rock walls, behind a house with some hay.

The best way to go about getting him is to get to the top of the buildings behind him. Grab the ledge then drop in (you shouldn't take any damage, which means you shouldn't alert him), then use your hidden blade for an easy assassination.

**B.** This Templar is West of the View Point tower, in between it and the rock wall.

To make this one as easy as possible, just hug the rock wall while coming in from the south, which means it would be wise to come from the south side of the tower. Don't bother trying to use your blend button since the Templars will know who you are if you're not in a hiding spot (which means you will be walking slow for no real reason.) The regular guards will not be able to see you when you kill him. As long as you don't pick fights or get spotted by the guards on your way to him at any point, he won't know you're there.

**C.** Be careful as you come down the hill. The Templar is just on the other side (north/northeast) of the first house after you pass the View Point tower.

The best way to get this one is to climb the side of the small building that's facing the View Point tower, in the west/southwest side. Once you're looking down on him, make sure you select your hidden blade then

hit the drop button to grab the edge of the roof. This means you'll be directly behind him and just hit the assassinate button and you're done.

**D.** Towards the center of the southernmost area of this large open section is a very large house (in comparison to the other houses in this area) with three humps on the roof. There's an entrance in the north and east, a very large pen to the east with three horses in it, a pile of hay inside the pen and a cart with hay between the house and pen.

The best way to take this guy out is to climb the actual house (not the wall outside the house but the house itself) from the west. Go north to where the west wall and the house meet. This will put you behind the Templar. Stealthily drop down behind him or just hang from the wall or house while locked onto him to assassinate him easily.

**E.** The Templar is on the north side of the northernmost house on the hill near his marker on the map.

Jump onto the roof on this house and drop down on the northeast side. Take a mini Leap of Faith into the pile of hay that's between the house and cliff wall if you want. Come around to the north and just around the corner is the Templar facing south/southwest. He's easy to take out from here.

**F.** This is one of the many Templars in the Kingdom area who's nearly impossible to kill stealthily. He stands in a corner (of sorts) with the cliff wall to his northeast, his back to the rocks and the lake to his west.

This is a perfect spot to keep assassins like you from sneaking up on him, so be prepared for a fight.

**G.** On the northwest side of the View Point, between the cliff wall and the tower, is the Templar.

He's actually really easy. He's facing northwest, so as long as you approach him from the south he'll be an easy target... providing you don't get in a fight with the guards prior to dropping him. Note: if you stand next to the chest where the Templar was standing, you'll actually show as being completely off the map. In fact, if you stand dead center at the top of the View Point you'll show as being off the map.

**H.** If you follow the Saracen tent encampment towards Damascus, the second to last tent will have this Templar standing between it and the stream.

To make this easy, go around the tent and don't get on the side he's standing on until you're on the far west side of the tent. Hug the tent as you walk towards him. Go behind his wooden chest, and just when you reach its back-left side, you should be able to assassinate him.

## From Memory Block 3

**I.** When you come down the hill next to the ledge just past the View Point tower you'll see two houses. The Templar is hiding on the first level rooftop, behind the tower-looking portion on the left (west) house. When you get to the house, you'll know it by the bench up against the south wall. The Templar is actually on the first floor roof with his back against a wall of the building.

This one is very hard to stealthily kill (if you can) and will engage you in combat if he sees you.

**J.** Follow the eastern cliff wall, to the house just a few feet from the wall. This house has haystack in back and a pile of hay on the rooftop. Northwest of that house is another house. That house has barrels on the east, entrance and a horse's trough on the north, a bench on the west and crates/barrels/ladder on the south. The Templar is to the west of the house, standing in front of the trees and rocks and (at the edge of the cliff) facing the house.

You really can't sneak up on this guy so just ready your weapon.

**K.** Head to the pier part of the area near the map marker. Towards the north is the Templar. If you want to do this without fighting him, as soon as you start walking on the pier you'll see four guards making sure you can't just walk along the pier. So, look to Altair's right (north) and you'll see a bunch of wooden beams sticking out of the water (places for the boats to tie themselves to when they dock). You'll have to do some fine foot work. The way to get to the Templar is as follows: When you come to the pier look to the right and see the posts in the water. On the pier, get on post in front of the ones in the water and jump onto the first two beams in the water making your way north towards the first boat then to the pier it's next to. Look for five beams going north from this part of the pier. They lead towards a bigger boat. Head to the back of the boat then jump onto the pier it's next to. Now, look north and you'll see one more beam and boat. Make your way to the boat via the beam. Jump onto the pier, landing behind the Templar and take him out.

Just drop him from behind like normal with your hidden blade, unless you feel frisky and want to try and toss him off the pier into the water.

**L.** As you head south towards Acre/Jerusalem there is a flat area off to the west. This place is easy to pass up. If you get to the stone sign that points to the direction of Acre you've passed it, but you can see the flat area from this sign if you face the opposite way from where it points.

If you want to make this a stealth kill, when the ground starts to break away from the sloped road grab hold and have Altair go hand-over-hand along the cliff until you're behind the Templar and then take him out.

**M.** If you want to stealthily take this Templar out, you need to come from the east. When you get close hug the north wall and ready your hidden blade until you come up to his back-left then take him out. Otherwise you can just take him head-on in a fight.

**N.** This guy is next to the slope that leads to the upper part of this area.

The easiest way that was found to take this guy out was to follow the slope until you're pretty much above him. Try and drop down, if you can't do it right above him, just go down a little bit until the button allows it then hand-over-hand it until you're above him (you'll actually be right behind him). Make sure you have your hidden blade selected and lock onto him. Then hit the drop button again. Keep furiously mashing your attack/assassinate button. As soon as you land behind him you'll instantly assassinate him.

**O.** Look for the crane and pulley next to the crates that are near an archer's tower in the fenced off Crusader area. From the crates, look northwest and you'll see this Templar behind (west) a large tent. Go around the east side of the tent then make your way around to

the north part of the tent, so you don't give away your presence (if you haven't done so already).

In order to take out this Templar stealthily, stay in low profile (if your worried use "Blend") and be careful not to bump the guards. It should be easy not to bump the guard at the Templar's tent. Once you're around to the side he's on, just hug the tent and then assassinate him with ease.

**P.** This Templar is in the southwest corner of the cliff walls behind the group of houses. No matter what direction, he will see Altair coming so you can't drop down from behind for an easy kill. Prepare to face off with him.

**Q.** To the west of the houses, in the corner of the cliff, at the bottom of where the ground slopes stands this Templar. This Templar will see you coming so ready your favorite weapon and fight him.

**R.** This guy stands next to a cart with his back to a lake. You cannot sneak up on him for an easy kill so you must face him head-on.

**S.** This Templar you can assassinate; however, you have to come from the west. Make sure you're not in high alert (red) mode or in yellow mode - since you will more-than-likely be alerting the guards to your presence when you go through the fenced area. Kill the guards or hide till they leave, but make sure they're not looking for you when you go to take down this Templar. Hug the left (north) part of the path (and wall when it changes) and you should be able to sneak right up behind him for an easy kill.

**T.** This Templar faces towards the north, so if you want an easy kill come from the south.

As you approach stay to the west and hug the wall then make your way around the horse (if need be get on the horse in low profile then dismount to get on the other side), then hug the cart that he stands in front of and assassinate him when you get close enough. Sadly you cannot assassinate him from the cart (which is very odd if you think about it), so don't bother climbing it from behind to do so.

**U.** This Templar has his back to the cone shaped storehouse. He's facing east and is a fairly easy target.

Just come around the south side of the storehouse and he won't see you approach. Be careful though, if you rode a horse to get here the horse could blow your cover by standing where the Templar is trying to wait for you. The best thing to do is make your horse run away for at least a short time by attacking him... horses are invincible, so it won't do him any harm.

**V.** East of the southernmost archer's tower (which has an archer you will probably want to take out since he'll notice you right off and start shooting arrows) is a house with three humps on the roof and a pile of hay on the outside of the west wall of the entrance area. Look for the chimney towards the back of the roof and then look down. You'll see this Templar facing east.

Drop down behind him and take him out for an easy kill.

**W.** On the (second lowest) level with the silo (storehouse of sorts) there is a Templar on its south side facing east/southeast.

Go as far northwest as you can on the level higher or lower, climb up or drop down behind the silo and head around the west side via back (north) side and drop him.

Note: Again, be careful of the horse since it seems to want to follow you to the ends of the Earth no matter how much you don't want it to. It can stand between you and the Templar so watch out.

**X.** On the east side of this part of the map, on the upper most level, the first house you will see has the three humps on top and the archway entrance is facing the slope. Head around the east wall and stay on the outside. The Templar is in the entrance area facing the (south) archway entrance.

Climb up the back (north) side of the house, go to where the west wall and the corner of this house meet and find the Templar standing on the ground below. Select your hidden blade and lock-on. You can drop all the way down or just hang from the roof and assassinate him.

**Y.** There's a two hump house, and on the east side next to the house is a Templar facing east. He shouldn't notice you, so you can drop him with ease.

**Z.** In this area there are three levels each of them have silos, you can drop down from the southwest side of the highest level to get to the lowest level. On the lowest level is this Templar facing south, and as long as you stay next to the silo he's next to he won't see you so you can put him down easily.

**a.** To make this Templar and easy kill, approach from the south, hug the west wall and take him out.

He's standing in front of his cart, so you'll have more than enough room to play with.

Note: This one actually shows as being off of the map.

**b.** At the bottom of the hill there's a two hump house. The Templar is on the south side facing southeast, so if he spots you just jump in the cart of hay on the northern side of the house. Go to the west hump and then to the back of the house, you should see him down below. Lock-on and hang from the edge of the roof and assassinate him.

**c.** For an easy assassination you have to approach from the south. Hug the west wall and ready your hidden blade. When you get near the box, climb it or go around. Lock-onto the Templar and drop down from the box. As you're dropping keep mashing the attack/assassinate button so Altair will get him when he hits the ground.

**d.** Leave this area (the Romanesque area) through the southwest then turn around and face it. Look to the far right. There's a single (very large) archway on an upper level. Climb up and walk the other side of the archway to the southeast and go down to the next level. Go (right) towards the cliff wall (taking out the archer). Climb the broken wall on your left (northeast) and look down. You'll see the Templar standing below. Turn around on the wall, drop to the other side and hang. Go hand-over-hand along the along the wall so you're right behind him. Select your hidden blade, lock-on to him and let go. As you fall keep mashing the attack/assassinate button. As you land, you'll do an instant assassination.