



# 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.