



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.

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.