



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.

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.