



ASSASSIN'S CREED

ANIMUS THE BOARD GAME



30+ MINS

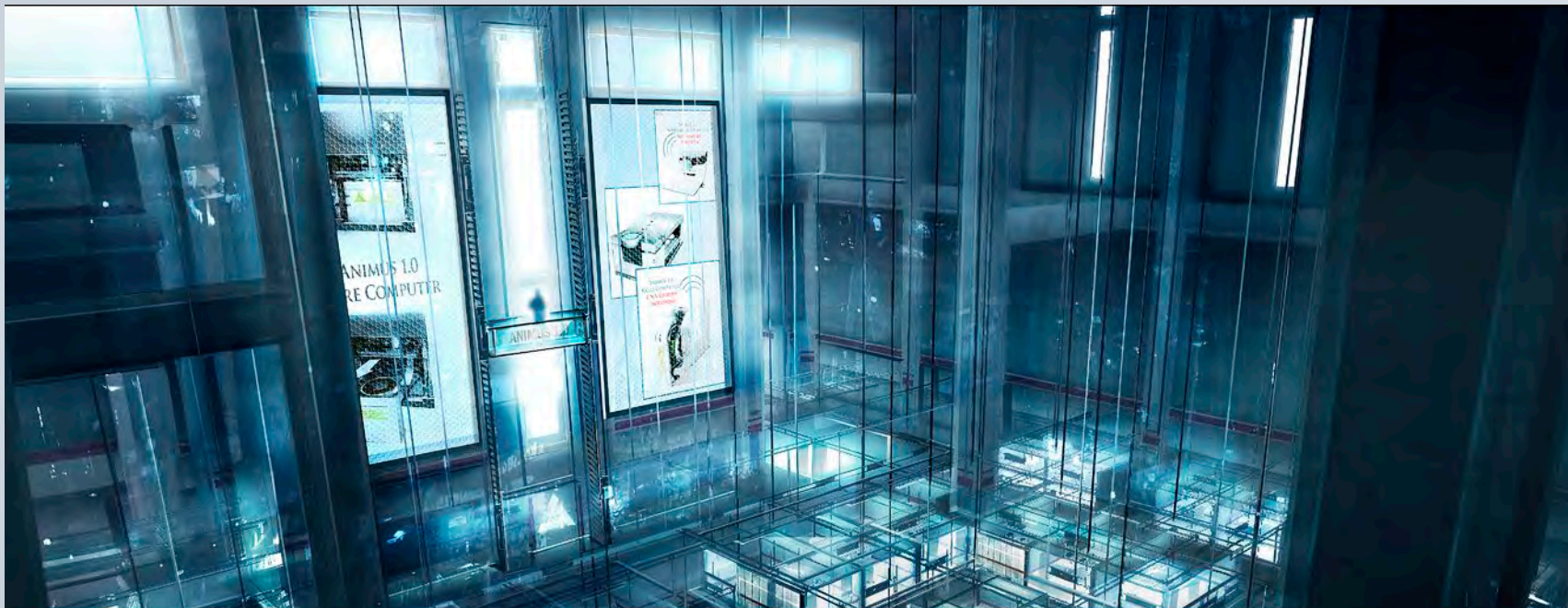


1-4 PLAYERS



AGE 12+

INTRODUCTION



Welcome, Initiate.

You have entered a war fought in the shadows, hidden beneath the surface of our world.

Through stolen Abstergo technology, you will step into the Animus and relive the memories of renowned Assassins from the past. Their skills, their victories, and their secrets will become the weapons you wield against the Templar threat today.

But you are not alone in this. Other members of the Brotherhood are also entering the Animus, each reliving a different Assassin's life in a different time period. Though your missions unfold across separate eras, the Animus links you all together – allowing rivals to place obstacles in your path, test your resolve, and challenge your mastery. In the end, only one may rise to become a Master Assassin.

Let the simulation begin.

Step into the shadows and relive history in *Assassin's Creed® Animus: The Board Game*, a competitive race against time that brings the thrilling world of the Brotherhood to the tabletop. Players take on the roles of legendary Assassins across various historical timelines, working to assassinate targets and synchronize with their genetic memories, outmaneuver Templar forces, and shape the course of history. Master stealth, combat, and unique loadouts to stay one step ahead of your foes. The past is yours to explore – welcome to the Brotherhood.

WINNING THE GAME

The aim of *Assassin's Creed® Animus: The Board Game* is to have the most points at the end of the game. Points are gained by assassinating targets, and lost through gaining desync tokens. The game ends when one of the following situations occurs:

A player assassinates a certain number of targets.

A player would gain a desync token when the desync pool is empty.

A player would draw from the Memory deck when it is empty.

A player would draw from the Animus deck when it is empty.

COMPONENTS

OVERVIEW

- ◇ **Assassin Figures**
 - Altaïr
 - Ezio
 - Connor
 - Eivor
- ◇ **30 Animus cards**
- ◇ **1 Animus Cloud**
- ◇ **4 Score markers**
- ◇ **4 Reference booklets**
 - Altaïr
 - Ezio
 - Connor
 - Eivor
- ◇ **35 Desync tokens**
 - 10 Zeros
 - 10 Ones
 - 10 Twos
 - 5 Fives
- ◇ **4 Player Boards**
 - Altaïr
 - Ezio
 - Connor
 - Eivor
- ◇ **100 Memory cards**
 - 20 Altaïr memories
 - 20 Ezio memories
 - 20 Connor memories
 - 20 Eivor memories
 - 4 Starter targets
 - 16 Event cards (Kickstarter only)
- ◇ **64 Assassin cards**
 - 10 Altaïr cards
 - 6 Upgrade cards
 - 12 Ezio cards
 - 4 Invention cards
 - 12 Connor cards
 - 6 Homestead cards
 - 12 Eivor cards
 - 4 Raid cards



ASSASSIN FIGURES



REFERENCE BOOKLETS

Each player has a folded reference card to remind them of the rules during play and provide tips for playing their Assassin.



DESYNC TOKENS

Double sided, with one side showing the value of the desync token. A desync token's value is worth negative points at the end of the game.



SCORE MARKERS

Double sided score markers for the synchronization tracker.

PLAYER BOARDS

Each player has a Player Board with setup and Assassin bio on the back, and locations, spaces, paths, special rules, Draw deck, discard, and equipment on the front.

1. SETUP

The rules for setting up the Assassin, used at the start of the game, see page 8.

Once setup is complete the Player Board opens up to reveal the side used during the game.

2. ASSASSIN NAME

Your Assassin's name is here.

3. SPECIAL RULES

Each Assassin has a special action as described in the top left of the Player Board.

4. DRAW DECK

The Draw deck is placed here during setup.

5. SPACES & PATHS

Assassins move between spaces, taking actions depending on the spaces they land on. Lighter spaces are known as combo spaces, which allow the player to take an extra turn, see page 10.

Paths connect the spaces on the Player Board, showing what direction an Assassin can move.

6. SPECIAL DECK

If the Assassin has a special deck, such as Altaïr's Upgrade deck, it is placed here during setup.

7. LOCATIONS

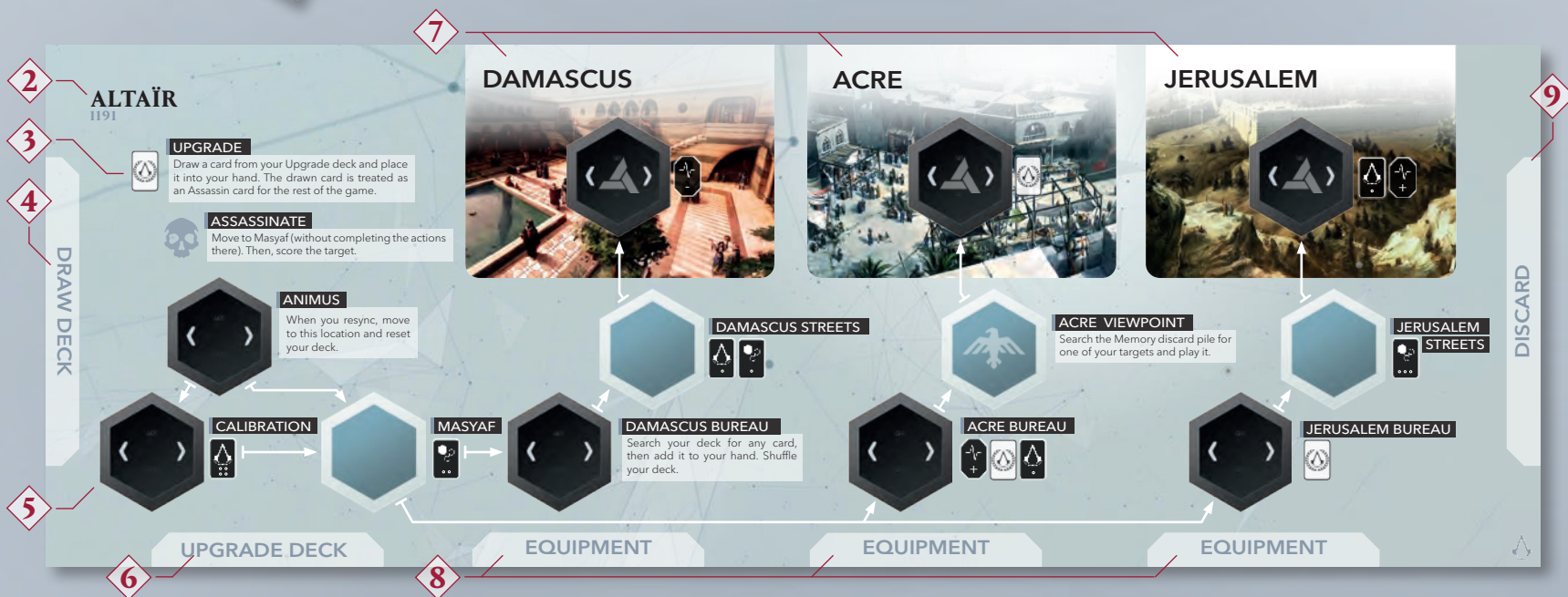
Each Player Board has three main locations where memory blocks and assassination targets will be placed throughout the game, see page 6.

8. EQUIPMENT SLOTS

Up to three equipped cards can be placed here during play.

9. DISCARD PILE

The discard pile is placed here during play.



ASSASSIN CARDS

Each player has a deck of Assassin cards, made up of Equipment cards and Reaction cards.

1. TITLE

2. CARD TYPE

Equipment or reaction.

3. CHALLENGE VALUE

The value of an Equipment card during a Stealth or Fight challenge.

4. SPECIAL RULE

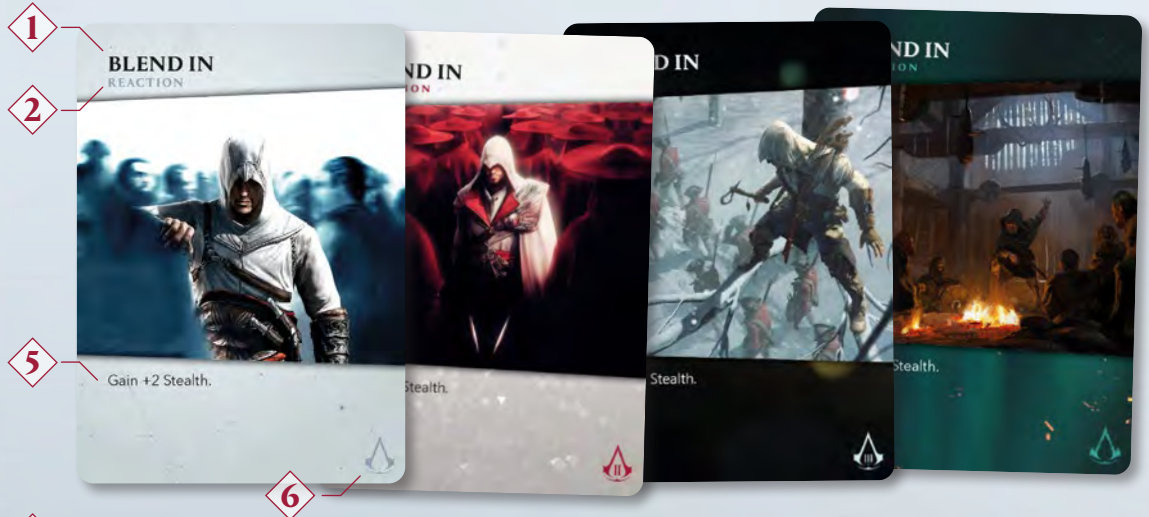
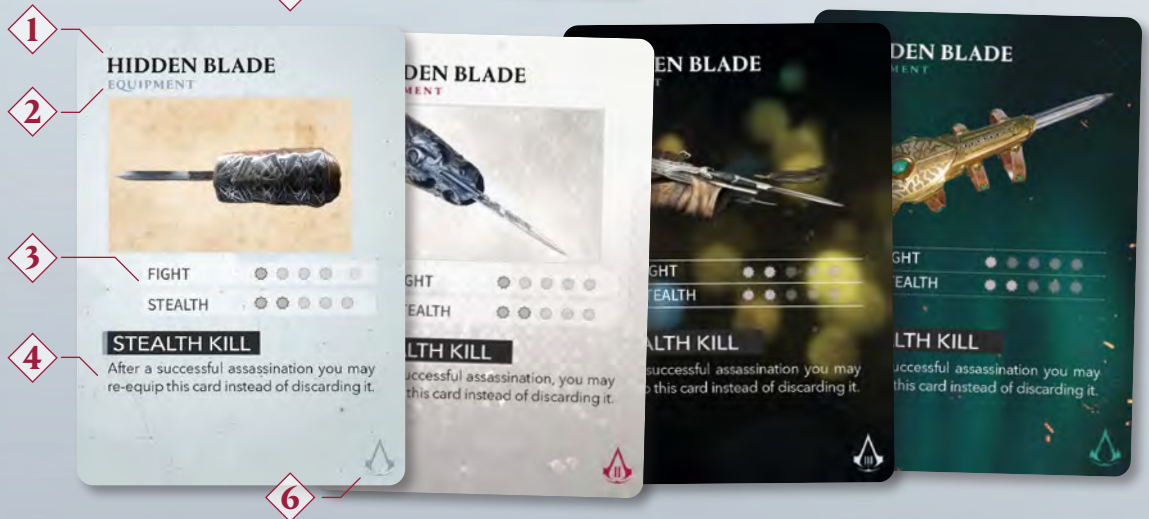
The rules effect of equipping the card.

5. EFFECT

The rules effect of playing the card.

6. ASSASSIN

A symbol that can be used to identify the Assassin whose deck the card belongs in.



SPECIAL CARDS

Each Assassin also has a deck of special cards, which can be recognised by their card backs. These cards are treated differently depending on the Assassin, as described on their Player Board.

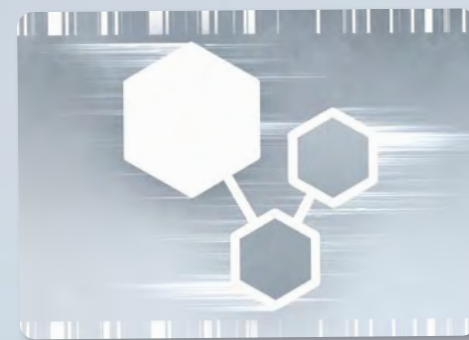


MEMORY CARDS

Each player has a deck of Memory cards, made up of memory blocks and targets. Most Memory cards have the card back shown to the right, though each Assassin also has a starter target with a unique card back showing where it should be placed on the Player Board during setup (see page 8).

Targets can be identified by the skull icon on their space and the image showing the target to be assassinated.

The third type of Memory card is the event card, identified by the keyword in the bottom right of the card. These cards can be added to the game during setup (see page 8) for added chaos!



Memory Card Back

Memory Blocks



1. TITLE

2. SPACE & PATH

See page 15.

3. CHALLENGE DIFFICULTY

The type and difficulty of the challenge encountered when moving to this space.

4. ASSASSIN SYMBOL

A symbol that can be used to identify which Assassin this card can be played in front of. Memory cards must be played onto the Player Boards of their matching Assassin.

Targets



5. TARGET NAME

The name of the assassination target.

6. SYNC VALUE

The points that an assassination target is worth.

7. ACTIONS

The actions taken when you land on this space.

ANIMUS CARDS

Animus cards are used during other players' challenges to increase the challenge's difficulty.

1. TITLE

2. CARD TYPE

3. CARD EFFECT

The rules effect of playing the card.

4. ATTENTION!

A reminder that whenever you play an Animus card you may draw an Assassin card.



Animus card Back

ANIMUS CLOUD

The Animus Cloud consists of the desync pool, Animus deck, synchronization track, Memory discard, and Memory deck.

1. DESYNC POOL

Desync tokens will be placed here during setup.

2. ANIMUS DECK DISCARD

Animus cards are discarded here.

3. ANIMUS DECK

The Animus deck is placed here during setup.

4. SYNCHRONIZATION TRACK

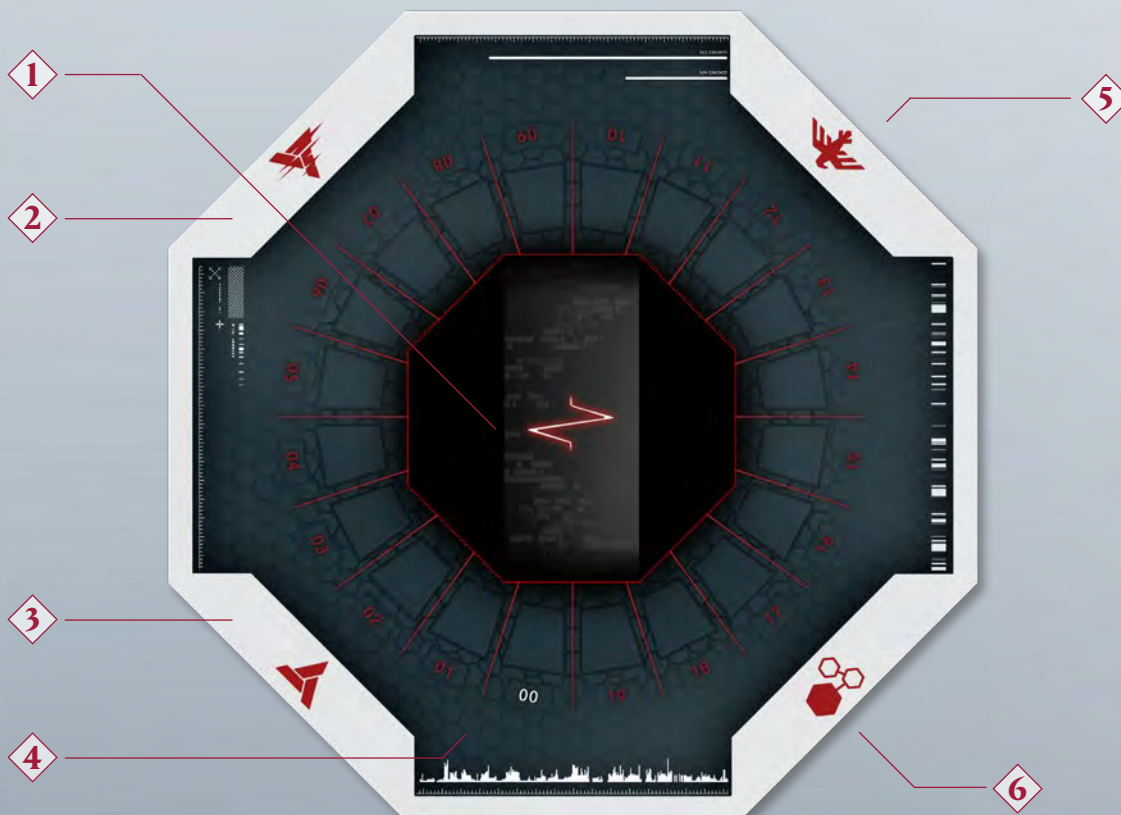
Tracks the synchronization score of each player. At the end of the game the player with the highest synchronization score is the winner.

5. MEMORY DISCARD

Memory cards are discarded here.

6. MEMORY DECK

Memory deck will be placed here during setup.



SETTING UP THE GAME

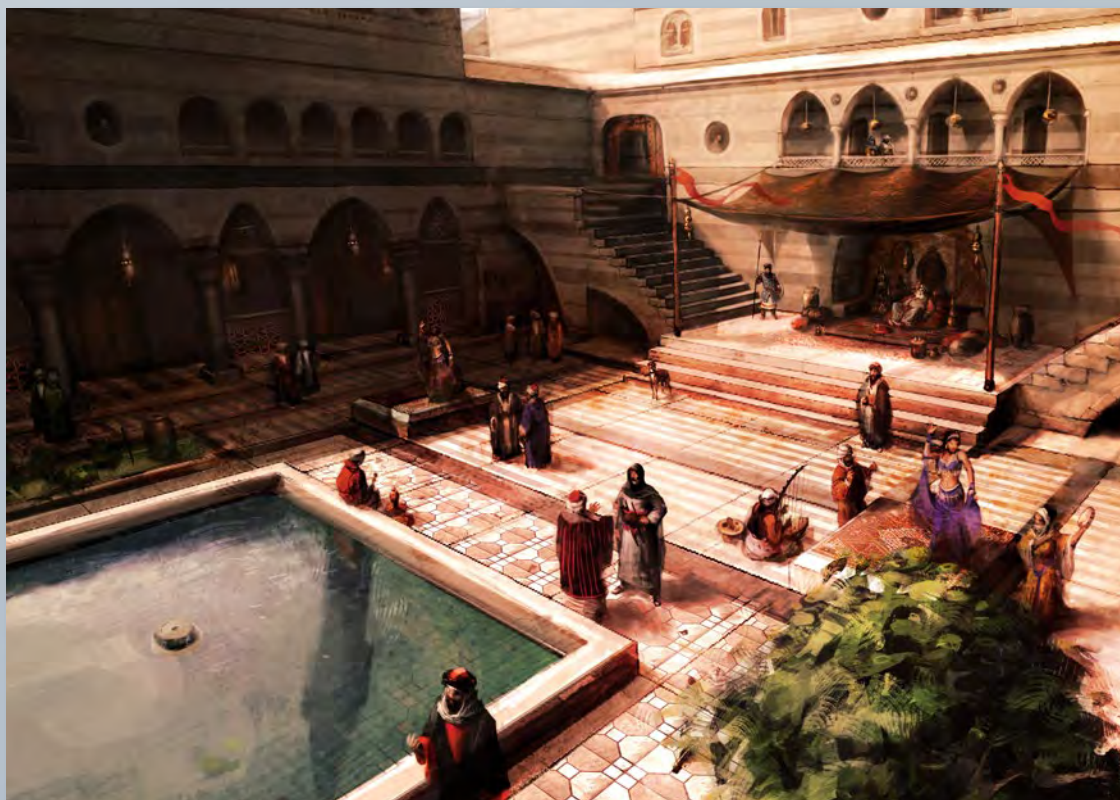
To set up the game, follow these steps:

1. Place the Animus Cloud in the center of the play space.
2. Place all the desync tokens into the desync pool.
3. Shuffle all the Animus cards together and place them facedown next to the Animus Cloud to form the Animus deck.
4. Each player decides which Assassin they'd like to play as and takes the corresponding Player Board (or you can distribute them randomly, if you prefer). Each player places their Player Board folded in front of themselves with the setup side faceup.
5. Take the Memory cards for all Assassins in play from the box (check the Assassin symbols in the bottom right corner) and shuffle them together. Once all players' Memory cards have been shuffled together, place the cards facedown next to the Animus Cloud to form the Memory deck.
6. Each player follows the setup instructions described on their chosen board (see right).
7. You are now ready to play!

PLAYER SETUP

The personal setup for each player generally follows the same process:

- ◇ Take your Assassin cards from the box, and shuffle them into a facedown deck to the left of your Player Board to form your Draw deck.
- ◇ Take your special cards (unique to each player) from the box, and shuffle them into a facedown deck below your Player Board to form a special deck.
- ◇ Place your score marker on space 00 of the synchronization track.
- ◇ Unfold your Player Board.
- ◇ Place your Assassin figure onto the Animus space.
- ◇ Place your starting target onto your Player Board (unique to each player).



OPTIONAL RULE: EVENTS

If you have the Kickstarter Edition your copy will include Event Cards.

If this is not your first game, you may choose to play with events. After setup is complete, take 2 facedown event cards per player and shuffle them into the Memory deck (created during step 5).

During play, when an event card is drawn by a player, they must play it, discarding all other Memory cards. If multiple event cards are drawn at the same time, the player may choose which to resolve.



ENDING THE GAME

The game can end for one of four reasons:

- ◇ A player assassinates their fourth target. In a two player game, the game ends when a player assassinates their fifth target instead.
- ◇ A player would gain a desync token when the desync pool is empty.
- ◇ A player would draw from the Memory deck when it is empty.
- ◇ A player would draw from the Animus deck when it is empty.

If any of these situations occur, the game ends immediately and it is time to score your points. Starting with the player with the most points on the synchronization track, each player reveals their desync tokens and moves their score marker back a number of spaces equal to the revealed amount.

Once all the points have been calculated, the player furthest along the synchronization track wins the game!

PLAYING THE GAME

Assassin's Creed® Animus: The Board Game is played over a series of turns, starting with the player whose Assassin's timeline is earliest (this is indicated on the top left corner of the Player Boards). After a player has finished their turn, play continues with the player to their left in a clockwise direction until the end of the game (see page 9).

THE PLAYER TURN

A player's turn consists of the following steps:

1. Move
2. Face Challenge
3. Actions
4. Combo turn
5. Assassinate
6. End turn

These steps are described below.

1. MOVE OR RESYNC

The player chooses whether to move or resync their Assassin.

Move. The player takes their Assassin and moves them one space along any path with an arrow pointing away from their current space. Place the Assassin onto the new space.



Resync. Move to your Assassin's Animus space and reset your deck (see page 15). After you have reset your deck, end your turn (see step 6).

DESYNCHRONISATION

If your Assassin cannot move because there are no paths available they must resync.

2. FACE CHALLENGE

If the space the Assassin just landed on contains a Stealth, Fight, or Assassination challenge, as denoted by the symbols below, they must face that challenge now. Challenges are described in full detail on page 14.



Stealth



Fight



Assassination

3. ACTIONS

The Assassin must resolve the actions on the space they landed on. Action symbols are described on the reference card and in full detail on page 12.

For your first game we suggest reading them as you go along each time you land on a new space.

4. COMBO TURN

If your Assassin is on a combo space (see below), return to step 1 (move) and repeat all the steps above moving, facing challenges, and performing actions. There is no limit to the number of combo turns you can take during your turn, as long as your Assassin keeps landing on combo spaces.

COMBO SPACES

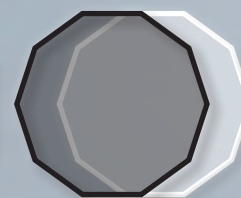
Spaces look different for each Assassin (see below). The dark spaces (on top) are regular spaces and the lighter spaces (underneath) are combo spaces.



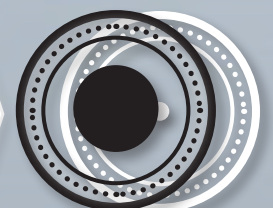
Altair



Ezio



Connor



Eivor

5. ASSASSINATE

If you successfully beat an Assassination challenge during this turn, move your Assassin to the space specified on your Player Board, then score the target by following these steps:

1. Move your score marker up a number of spaces on the synchronization track equal to the sync value of the target, as shown beneath the assassination symbol on the target card.
2. The player to your right draws Animus cards from the Animus deck until they have three in their hand.
3. Remove the target and all memory blocks in its location from the game. If the location has any other targets in it, they remain.



Resync space



Assassination challenge

6. END TURN

To end your turn, do the following:

1. Resolve any game effects that happen "at the end of your turn".
2. Discard any readied Equipment cards.
3. If your Assassin is on a resync space, move to your Assassin's Animus space and reset your deck (see page 15)

Play then continues with the player to your left.



ACTION SYMBOLS

When an Assassin moves to a space they perform any actions listed there (after resolving any challenges). Actions may be resolved in any order, with the exception of the assassination and resync actions, which must be resolved after all other actions.



DRAW ASSASSIN CARDS

Draw one, two, or three cards from your Draw deck and add them to your hand. If any are Equipment cards, you may immediately equip them by placing them faceup in front of you.

If your Draw deck is empty, you cannot draw any more cards from it until you have reset your deck.



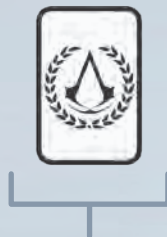
GAIN A DESYNC TOKEN.

Draw a desync token from the desync pool, look at it, then place it facedown in front of you.



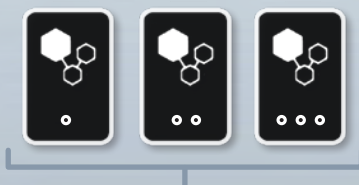
REMOVE A DESYNC TOKEN.

Choose any one of your desync tokens and discard it back into the box.



SPECIAL ACTION

This symbol has a different effect for each Assassin. Check the top left of your Player Board to see its effects.



RECALL MEMORY

Draw one, two, or three Memory cards (as shown by the symbol) from the Memory deck and choose one to play (see right). Any Memory cards not played are discarded into the Memory discard pile.

CARD LIMITS

After drawing cards for any reason, check to see if you have more than:

- Three Assassin cards in your hand
- Three Animus cards in your hand
- Three Equipment cards equipped (faceup in front of you)

If you do, you must discard the appropriate cards until you are within these limits.

UNIQUE ACTIONS

Many spaces have unique actions that do not correspond to a symbol. These actions are completed as written. For example, to resolve the viewpoint action below, simply follow the instructions in the boxout.



PLAY MEMORY CARDS

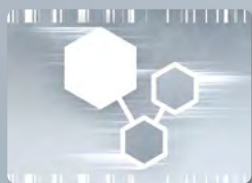
Cards from the Memory deck are never added to your hand, instead they are played onto the Player Board of the Assassin they belong to (this can be identified by looking at the icon in the bottom right corner).

If the card is a target (identified by the assassination symbol, see page 6) it is placed horizontally in any available location on the corresponding Assassin's Player Board. If there are one or more cards already in that location, the target is placed above the other cards in that location.

If the card is a memory block, it is placed in the same way as a target, except that it is not placed above other cards in that location. Instead, move every card up away from the player and place the memory block in the newly created slot.

EXAMPLE

Jenny is placing a memory block onto Altair's Player Board in Jerusalem, as she wants to make the assassination of Robert de Sablé more difficult for Altair. First she would move all cards in that location (Robert de Sablé and the Crossroads) up one step, then place the memory block (guards) in the newly created slot. Altair will now have to face the guards if he wants to get to Robert de Sablé.



Memory Block



CHALLENGES

When you land on a space containing a challenge but before resolving any of the actions, you must face that challenge by following these steps:

1. Declare challenge
2. Start of challenge
3. Equip
4. Play Animus cards
5. Reactions and readying
6. Outcome

1. DECLARE CHALLENGE

State the challenge's type and difficulty so the other players know what you are facing. There are three types of challenge: Stealth, Fight, and Assassination, and the difficulty is denoted by the number of pips next to its type.

STEALTH

Stealth (Difficulty 4)

FIGHT

Fight (Difficulty 2)

An Assassination challenge can be either a Stealth or Fight challenge, as specified on the card (some can also be multiple challenges resolved separately). In addition, successfully beating an Assassination challenge allows you to score the target (see assassination, page 11).



Stealth



Fight



Assassination



2. START OF CHALLENGE

Some effects take place "at the start of a challenge". Those happen now.

3. EQUIP

Equip any number of Equipment cards from your hand. If you have more than three Equipment cards equipped, you must discard cards until you have three Equipment cards equipped.

4. PLAY ANIMUS CARDS

Without discussion, each opposing player may choose an Animus card from their hand and place it facedown in front of them. Once all players have done so (or declined to do so), each reveals their chosen Animus card and resolves its effect. Then, each player who played an Animus card draws an Assassin card from their Draw deck.

Simultaneous resolution. Unless otherwise stated, Animus cards resolve simultaneously. If the order in which they are resolved would change the outcome of the challenge, the active player may choose the order

Two player. In a two player game, the opposing player may choose and reveal up to two Animus cards, rather than one.

5. REACTIONS & READYING

You may play one reaction card and resolve its effects.

You may also ready any equipment in front of you, so that it is counted toward your Fight or Stealth value during the next step. To ready a piece of equipment, turn it 45 degrees. Note that readied equipment applies its value to every challenge during your turn, not just the one in which it was first readied.



6. OUTCOME

Depending on the challenge type, count the Stealth or Fight value of the readied equipment in front of you, along with any bonuses from your last played action card.

If your Fight/Stealth value is equal to or higher than the challenge difficulty you successfully beat the challenge.

If your Fight/Stealth value is lower than the challenge difficulty, you may either successfully beat the challenge by gaining desync tokens equal to the difference between your Fight/Stealth value and the challenge difficulty or you may resync, as described on page 10.

If you successfully beat the challenge, you may continue your turn, completing any actions on the space.

Finally, remove all played Animus cards. Note that readied Equipment cards remain in play.

GLOSSARY

ACTIVE PLAYER

The active player is the player whose turn it currently is. If two or more effects would activate on the same trigger, the active player may decide the order in when they are resolved.

DESYNC POOL & TOKENS



The collection of desync tokens in the Animus Cloud is called the desync pool. Whenever you are asked to gain a desync token, take one randomly from the desync pool and place it in front of you. Desync tokens never return to the desync pool for any reason.

DISCARD & REMOVE

If an effect asks you to discard a card, it is placed in the appropriate discard pile for its type. Memory cards are placed into the Memory discard pile, Assassin cards into the owning Assassin's discard pile.

If an effect asks you to remove a card or desync token from the game, it is placed into the box. It will not be used for the rest of the game. This most commonly happens when scoring a target (see page 11) or removing a desync token (see page 12).

Animus cards are never discarded, always removed from the game!

DRAW

When drawing a card, unless otherwise specified, draw from your Draw deck and add the card to your hand.

DRAW DECK AND DISCARD

The deck of Assassin cards on the left of the Player Board is your Draw deck. When an Assassin card is discarded, it is placed to the right of the Player Board to form a discard pile. A player may look through their discard pile at any time.

If you would draw a card from your Draw deck and there are no cards left, you cannot draw any more cards until you have reset your deck (see right).

EQUIPPING & READYING

Equipment cards are unique in that they can be equipped. An equipped card is placed faceup in front of you. You may only have three Equipment cards equipped at any time.

An equipped card can be readied at any time (though it is usually only worth doing so during step 5 of a challenge) by tilting the card by 45 degrees. Readied equipment can be used in challenges and may have special effects, but will be discarded at the end of your turn. Note that if you face multiple challenges in one turn, your readied equipment applies to each challenge, not just one.

If an effect would 're-equip' an Equipment card, it is returned to its unreadyed state and will not be discarded at the end of the turn.

LOCATIONS

On the Player Board there are three locations where cards may be placed. Any Memory cards placed onto or above a location are in that location. If an Assassin is on a space (see right) on a Memory card, they are also in the location.

MEMORY DECK & DISCARD

When a Memory card is discarded, place it faceup next to the Memory deck to form a discard pile. Players can look through the Memory discard pile at any time, and certain actions on Player Boards can retrieve cards from it.

If you would draw a card from the Memory deck and there are no cards left, it is the end of the game!

PATHS & SPACES

Assassins occupy spaces on the Player Board and Memory cards, and travel along paths between them. When an Assassin moves to a space, they must face the challenge on that space immediately (see actions on page 12).

RESETTING YOUR DECK.

To reset your deck, take all the cards in your discard pile and shuffle them into your Draw deck.

REVEAL

When a card is revealed from a deck or hand, show it to the other players. Unless otherwise specified the card is returned to the deck or hand it was revealed from. If multiple cards are revealed, they are returned in the same order.

SYNCHRONIZATION TRACK

The synchronization track in the center of the table keeps a track of each Assassin's score throughout the game. The Assassin furthest along this track at the end of the game wins!

EXAMPLE OF PLAY



Once you have set up your first game (see page 8) you are ready to play!

To help you get started, we suggest following the example of play on the following pages for your first game, detailing the first three moves of the game. After playing through the example you can continue play, using what you have learned throughout the rest of the game.

This example of play works equally well with two, three, or four players, simply ignore any instructions regarding Assassins not in play. It is suggested that you are sitting in the order used (Eivor, Altair, Ezio, Connor) in the example.

MEMORY CARDS

When placing Memory cards, you would normally be able to place them in any location on an Assassin's Player Board. However, in this example of play, avoid placing Memory cards on the following locations:

- ◇ Suthsexe (Eivor's Player Board)
- ◇ Boston (Connor's Player Board)
- ◇ Florence (Ezio's Player Board)
- ◇ Jerusalem (Altair's Player Board)

DRAWING CARDS

Normally when drawing Assassin cards from your Draw deck, you would draw them at random. However, in this example of play, we will sometimes instruct you to draw a specific card.

ROUND 1

EIVOR TURN 1

Eivor starts on the Animus space, and has two choices of where to go at the start of the game: Calibration, or the Longboat. Calibration would give us more cards, but slow us down. Move Eivor to the Longboat (fig1).



The Longboat space has an Assassin card icon and a Memory card icon. The number of dots at the bottom of the icon determine how many cards are drawn.

Next, draw one Assassin card from your Draw deck and one card from the Memory deck.

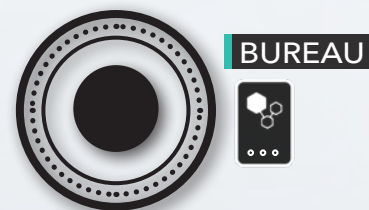


Assassin card. If you drew an Equipment card, place it faceup below your Player Board to equip it. Otherwise keep it in your hand for now.



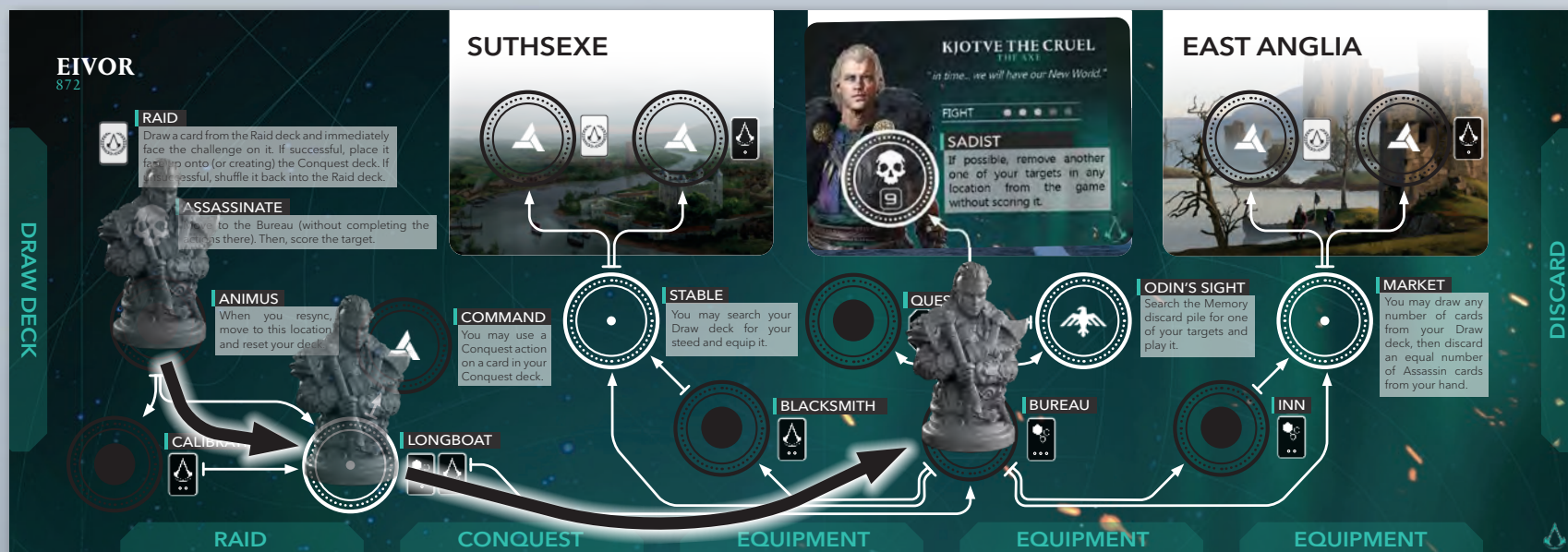
Memory card. Look at the symbol in the bottom right of the card to determine which Assassin the card corresponds to. Place it faceup onto any location on their Player Board. If there is already a card in the location, see page 12 for more information on playing Memory cards. For now we suggest you choose an empty location.

Move Eivor to the Bureau and draw three Memory cards. Take a look at the cards, then choose one to place (by matching the symbol in the bottom right to a player's Assassin and placing it in a location on their board). The other two cards are placed in the Memory discard pile.



You could have moved to command here, but since Eivor has not completed any raids, it is useless for now.

Since Eivor is on a combo space you can take a combo turn! Combo spaces are lighter than other spaces (see page 10).



ALTAIR TURN 1

Move Altair to the Calibration space and draw four Assassin cards from your Draw deck. If you drew four reaction cards, you will have to choose one to discard, otherwise place up to three of your drawn Equipment cards in front of you.

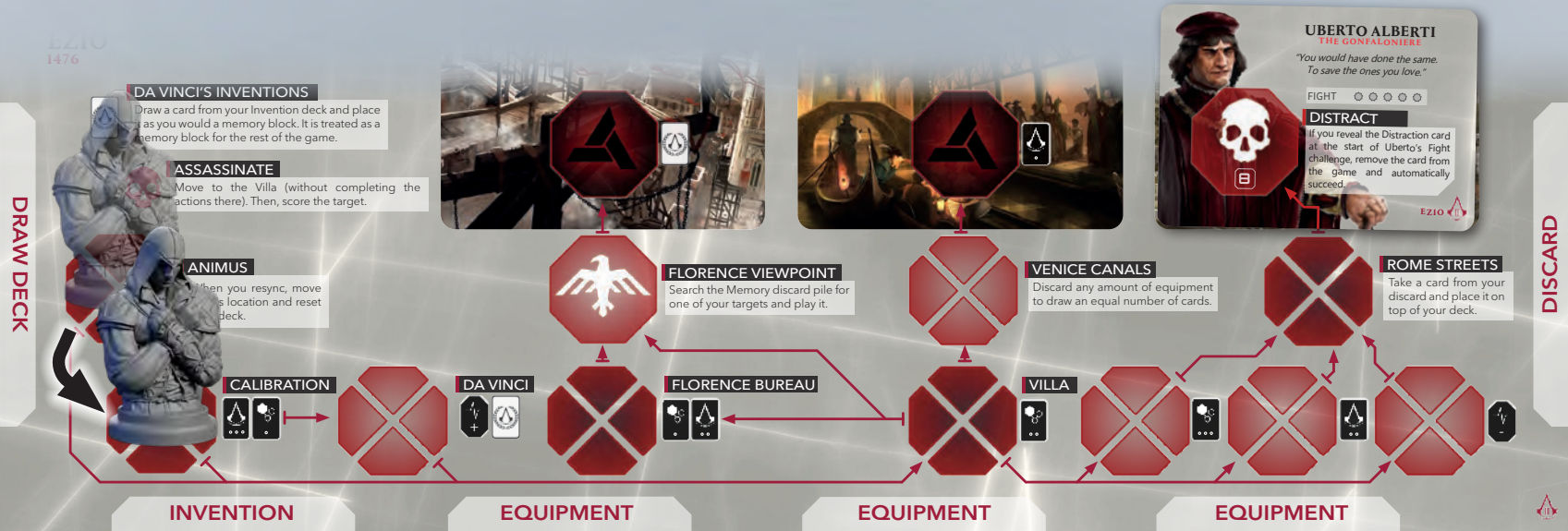
Altair has two choices here, go to Calibration, or straight to Masyaf. Since Calibration is more useful for Altair than other Assassins (giving four Assassin cards) we choose to move there.



EZIO TURN 1

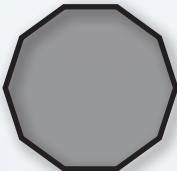
Move Ezio to the Calibration space and draw three Assassin cards from your Draw deck. Place any drawn Equipment cards in front of you.

Then, draw a Memory card. Look at the symbol in the bottom right of the card to determine which Assassin the card corresponds to. Place it onto any location on their playerboard.



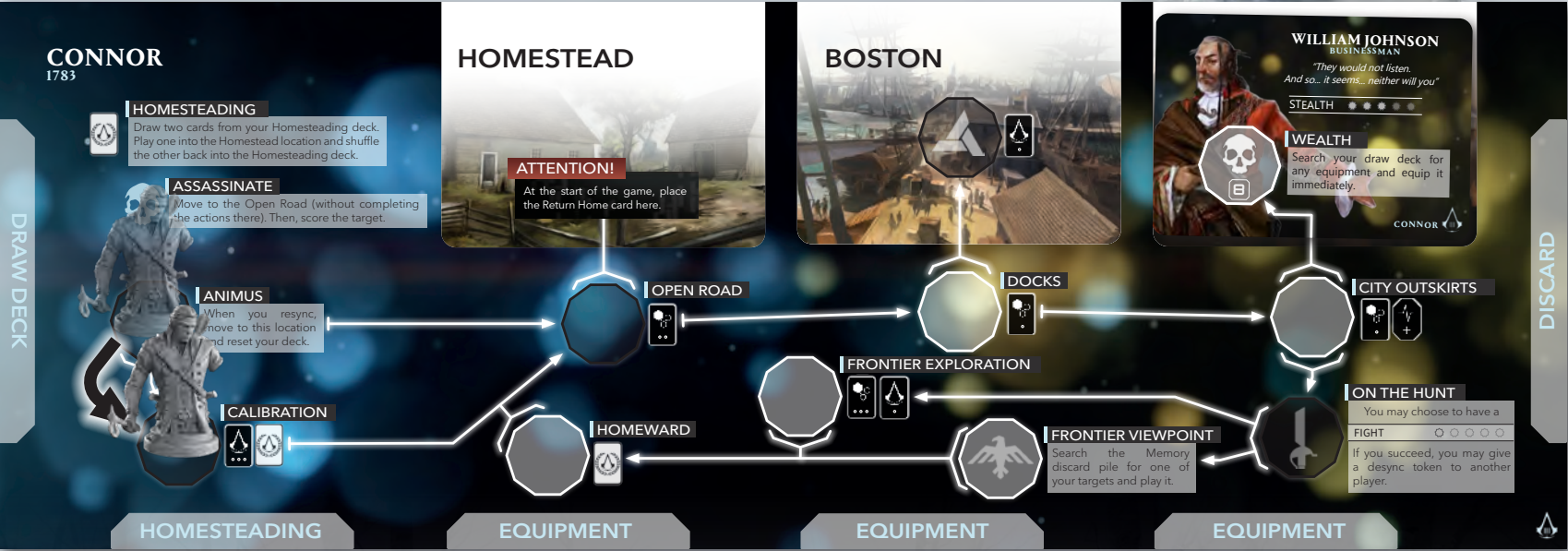
CONNOR TURN 1

Move Connor to the Calibration space and draw three Assassin cards from your Draw deck. Place any drawn Equipment cards in front of you. Then, draw two Homesteading cards from your Homesteading deck and place one in the homestead (sliding the return home card up one space before doing so).



CALIBRATION





ROUND 2

EIVOR TURN 2

Move Eivor to the stable. If you have not drawn it already, you may search your Draw deck for the Steed card and place faceup in front of you to equip it.

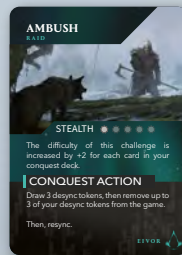


Since the stable is a combo space we take another turn. Move to the leftmost space in Suthsexe.

SUTHSEXE



An early raid with Eivor can be a risky move, but sets up a powerful conquest action you can use for the rest of the game.



Raids are a special action that only Eivor can take. Draw the Ambush card from your Raid deck (normally you would draw this at random). Resolve the challenge on the Raid card as follows:

Declare challenge. This is a Stealth challenge and its difficulty is 1. Let the other players know.

Start of challenge. No actions required.

Equip. No actions required.

Play Animus cards. No other players will have any Animus cards, so you can skip this step.

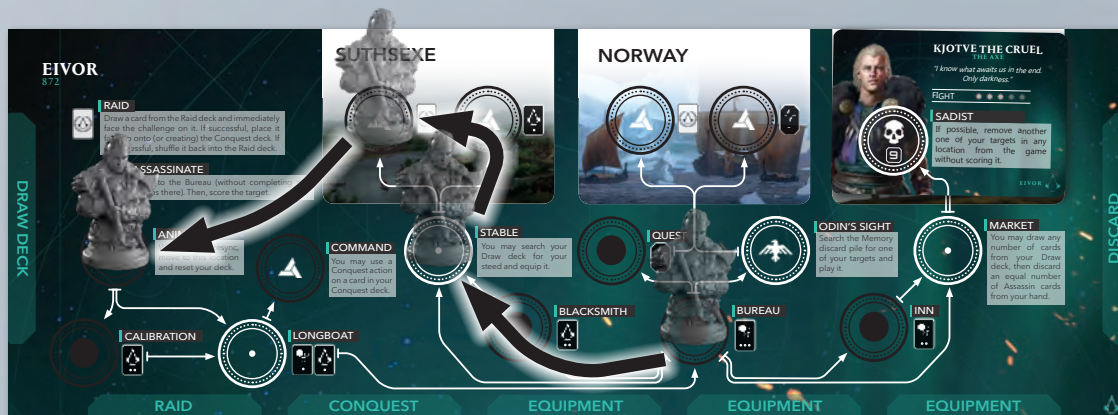
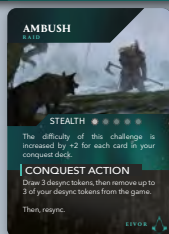
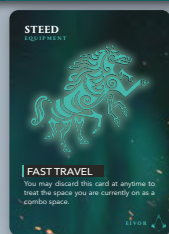
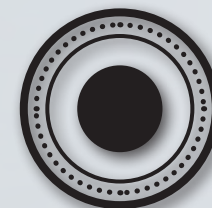
Reactions and readying. If you have equipment or reaction cards that would aid in this challenge, now would normally be the time to play or ready them. However, for this example turn we decide to not play any cards.

Outcome. We have no Stealth value (because we didn't ready any cards) and the difficulty of the challenge is 1. We can either choose to resync, or take one desync token and succeed with the challenge. We are going to take the desync token to beat the challenge. Successfully beating the raid means that we place the Raid card into our Conquest deck.

Failing a challenge by one is usually worth taking a desync token for.



Challenge complete, we continue our turn. This is not a combo space, but it is a resync space, so we return to the Animus space and reset our deck by shuffling any discarded cards back into our Draw deck.



ANIMUS

When you resync, move to this location and reset your deck.

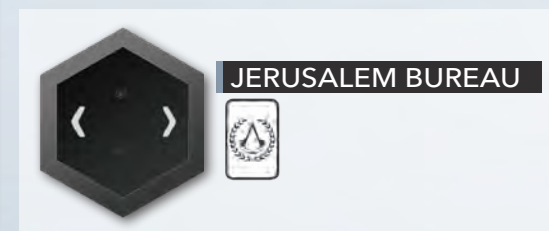
ALTAİR TURN 2

Move Altaïr to Masyaf and draw two Memory cards. Take a look at the cards, then choose one to resolve (by matching the symbol to a character's Assassin and placing it in a location there).



Since Altaïr is on a combo space (we can tell since the location is lighter than the others), you can take a combo turn!

Move Altaïr to the Jerusalem Bureau, and draw an Assassin card from your Upgrade deck (note, this is not the same as your Draw deck). This card is kept in your hand and treated like a normal Assassin card for the rest of the game.



EZIO TURN 2

Move Ezio to Da Vinci, then gain a desync token (looking at it secretly and placing it in front of you). Draw a card from your Invention deck and place it horizontally in Rome.



Since Ezio is on a combo space (we can tell since the location is lighter than the others), you can take a combo turn!

Move Ezio to the Villa and draw two Memory cards. Take a look at the cards, then choose one to resolve (by matching the symbol to a character's Assassin and placing it in a location there).



CONNOR TURN 2

Move Connor to the Open Road, and draw two Memory cards. Take a look at the cards, then choose one to resolve (by matching the symbol to a character's Assassin and placing it in a location there).



ROUND 3

EIVOR TURN 3

Move Eivor to the Longboat, then draw one Assassin card from your Draw deck, and one card from the Memory deck.



The Longboat space has an Assassin card icon and a Memory card icon. The number of dots at the bottom of the icon determine how many cards are drawn.



Assassin card. If you drew an Equipment card, place it faceup below your Player Board to equip it.

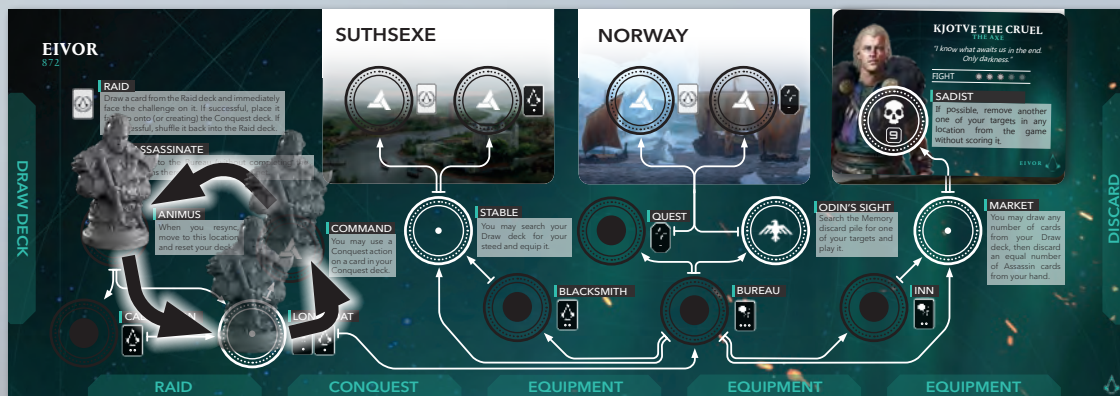


Memory card. Look at the symbol in the bottom right of the card to determine which Assassin the card corresponds to. Place it faceup onto any location on their playerboard.



COMMAND

You may use a conquest action on a card in your Conquest deck.



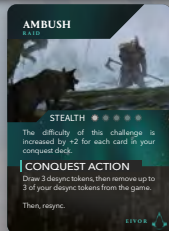
When removing desync tokens from the game, you should choose those with the highest value, and return them to the box. Desync tokens are worth negative points at the end of the game.

Finally, resync: return to the Animus space and reset your deck (though you have not discarded any cards, so this will require no action).



ANIMUS

When you resync, move to this location and reset your deck.

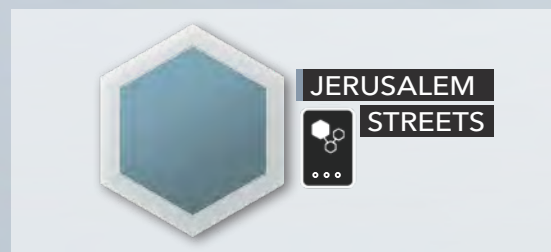


ALTAİR TURN 3

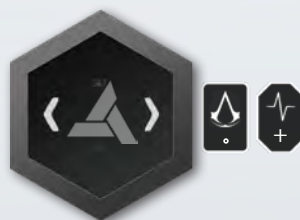
Move Altaïr to the Jerusalem Streets and draw three Memory cards. Take a look at the cards, then choose one to resolve (by matching the symbol to a character's Assassin and placing it in a location there).

Then (since we are in a combo space) move Altaïr to Jerusalem and draw one Assassin card from your Draw deck, then gain a desync token from the desync pool.

Finally resync: return to the Animus space and reset your deck by shuffling any discarded cards back into your Draw deck.



JERUSALEM



ANIMUS

When you resync, move to this location and reset your deck.



EZIO TURN 3

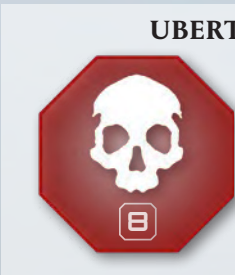
Move Ezio to the Florence Viewpoint, and follow the instructions. If you have a target (identifiable by the artwork) in the Memory discard, place it in Rome above your invention card, otherwise ignore this step.



FLORENCE VIEWPOINT

Search the Memory discard pile for one of your targets and play it.

Then (since we are in a combo space) move Ezio to Uberto Alberti, in Florence.



UBERTO ALBERTI

FIGHT ● ● ● ● ●

DISTRACT

If you reveal the Distraction card at the start of Uberto's Fight Challenge, remove the card from the game and automatically succeed.

Since the space contains a challenge (identified from the skull on the target card) we follow these steps:

Declare challenge. This is a Fight challenge and its difficulty is 5. Let other players know.

Start of challenge. If you have the distraction card in your hand, you may reveal it to immediately succeed in this challenge (as described on Uberto's target card). Otherwise skip this step.

Equip. If you have any equipment in your hand, place it faceup in front of you (to a maximum of three cards).

Play Animus cards. No other players will have any Animus cards, so you can skip this step.

Reactions and readying. If you have equipment in front of you that has a Fight value, tilt it 45 degrees to mark it as readied.

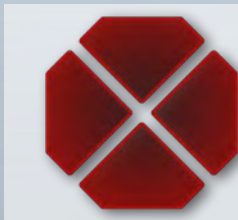
Outcome. If you readied one or more Equipment cards, count up their combined Fight value. If your value is 5 or more, you succeeded without needing to take any desync tokens! Otherwise, take desync tokens equal to the difference between your Fight value and the difficulty of the challenge (5).

You have succeeded at the Assassination challenge, so increase your synchronisation score on the Animus Cloud by 8 (Uberto's assassination value as shown beneath the skull symbol on his target card) and remove Uberto from the game.

Note that you cannot outright fail a challenge, only choose to take desync tokens to succeed or resync to try again later. We are not here to change history, but to make it.

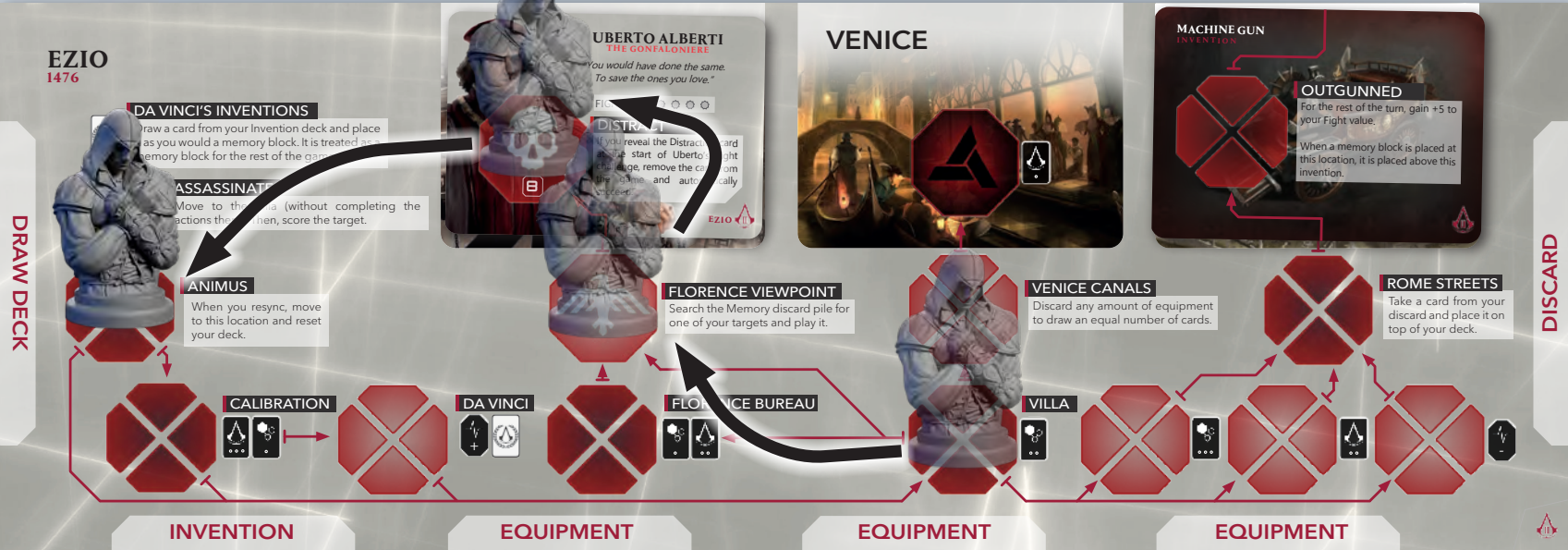
Next, the player to your right draws three cards from the Animus deck in the middle of the play area. This will be Altaïr's player, if you are sat in the suggested order.

Finally, resync: return to the Villa space and reset your deck by shuffling any discarded cards back into our Draw deck.



ANIMUS

When you resync, move to this location and reset your deck.



CONNOR TURN 3

Move Connor to the Docks, then, draw a Memory card. Look at the symbol in the bottom right of the card to determine which Assassin the card corresponds to. Place it onto any location on their Player Board.



Then (since we are in a combo space) move Connor to William Johnson, in Boston.

Since the space contains a challenge (identified from the skull on the target card) we follow these steps:

WILLIAM JOHNSON

STEALTH

WEALTH

Search your Draw deck for any equipment and equip it immediately.

Declare challenge. This is a Stealth challenge and its difficulty is 3. Let other players know.

Start of challenge. Skip this step.

Equip. If you have any equipment in your hand, place it faceup in front of you (to a maximum of three cards).

Play Animus cards. If Ezio completed an assassination last turn, a player may have Animus cards. They may play one now, reading the effect then drawing an Assassin card.

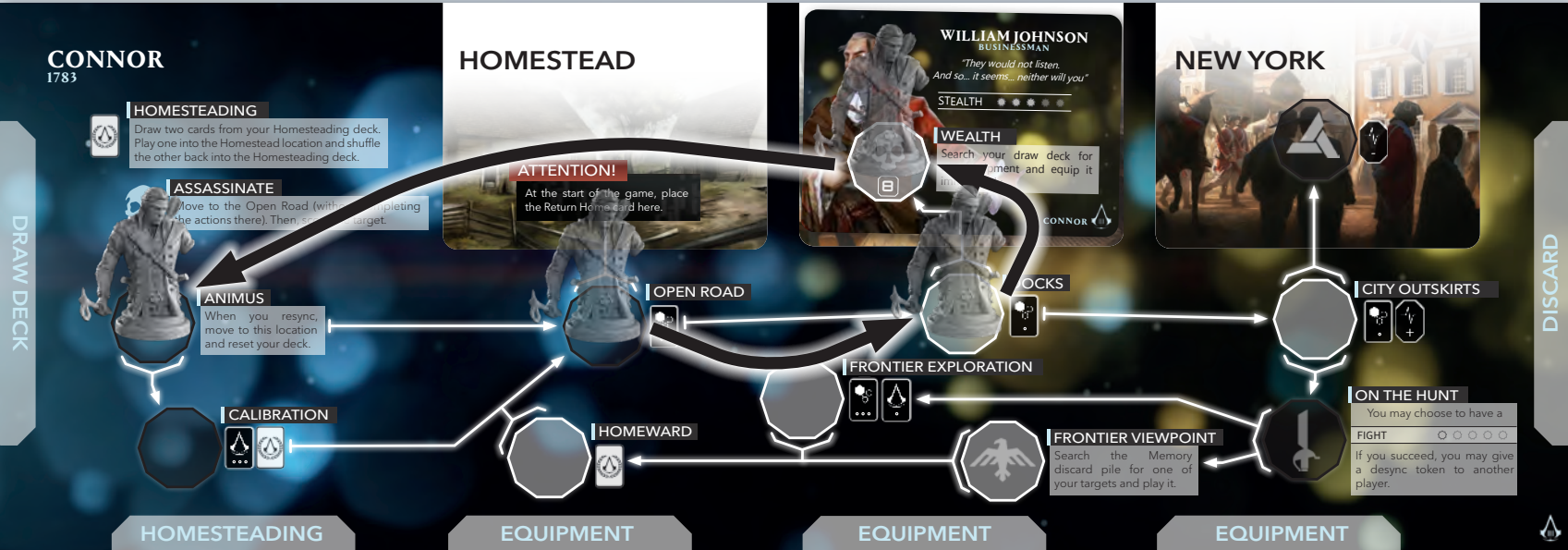
Reactions and readying. You will not play any cards or ready any equipment for this challenge.

Outcome. We have no Stealth value (because we didn't ready any cards) and the difficulty of the challenge is 3, or higher (depending on if Animus cards were played). We can either choose to resync, or take desync tokens equal to the difficulty of the challenge.

We are going to resync: return to the Animus space and reset your deck by shuffling any discarded cards back into your Draw deck.

ANIMUS

When you resync, move to this location and reset your deck.



SOLO PLAY

To play *Assassin's Creed® Animus: The Board Game* as a solo challenge, play the game as normal with a modified set up and a few special rules, as shown below. Rather than winning by having the highest score at the end of the game, solo play is centered around achieving a high score.

GAME SET UP

To set up the game for solo mode, follow these steps:

1. Place the Animus Cloud in the center of the play space.
2. Place all the desync tokens into the desync pool.
3. Choose which Assassin you'd like to play as and take the corresponding Player Board (or you can choose randomly, if you prefer). Then, place your Player Board folded in front of you with the setup side faceup.
4. Take the Memory cards for your Assassin and shuffle them together with the Animus cards to form a Memory deck. Since the backs of the two card types are different, make sure you are looking away as you shuffle!

Note: this is the only step that deviates from multiplayer setup: instead of having separate Memory and Animus decks, the Animus deck begins shuffled with the Memory deck and will be separated out.

5. Follows the setup instructions described on your chosen board (see right).
6. You are now ready to play!



PLAYER SETUP

The personal setup for each Assassin generally follows the same process:

- ◇ Take your Assassin cards from the box, and shuffle them into a face down deck to the left of your Player Board to form your Draw deck.
- ◇ Take your special cards (unique to each player) from the box, and shuffle them into a face down deck below to form a special deck.
- ◇ Place your score marker on space 00 of the synchronization track.
- ◇ Unfold your Player Board.
- ◇ Place your Assassin figure onto the Animus space (unique to each player).
- ◇ Place your starting target onto your Player Board (unique to each player).

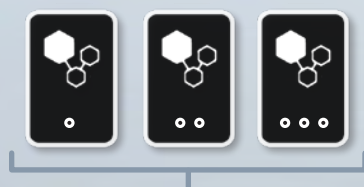
SOLO SPECIAL RULES



END OF GAME

The game does not end by assassinating four targets, nor by depleting the Animus deck. The only way the game can end is by gaining a desync token when the desync pool is empty or, more commonly, by attempting to draw a Memory card when there are no more cards in the Memory deck.

After the game ends, it's time to check your high score (see right)



DRAWING MEMORY CARDS

Whenever you draw cards from the Memory deck, immediately put any drawn Animus cards on top of the Animus deck without looking at them. If all of the cards drawn were Animus cards, no Memory card is played.

CHALLENGES

Whenever other players would play Animus cards during a challenge (see page 14), look at the Animus deck and draw two cards (if there are not enough cards, draw as many as you can). These cards are played into the challenge as if another player had played them.

CHOICES

Whenever a card allows another player to make a choice, you may choose instead.

START OF TURN

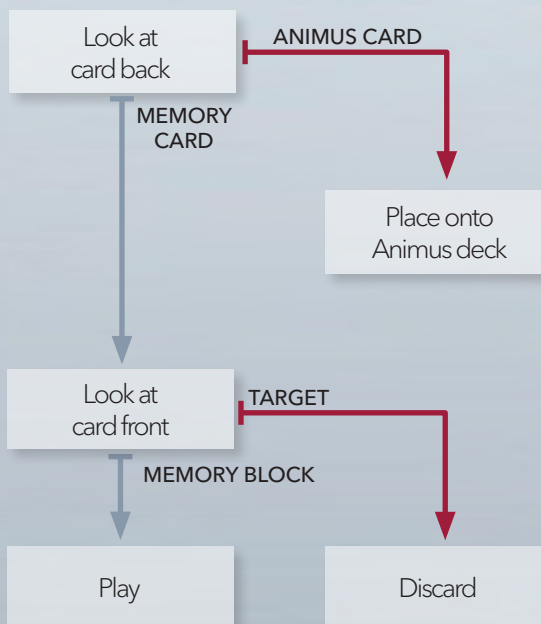
At the start of each of your turns, draw the top card of the Memory deck and look at the card back.

If it is an Animus card, place it facedown onto the Animus deck without looking at it.

If it is a Memory card, look at the card's front. If it is a target, discard it. Otherwise, play it.

See the start of turn summary below for a quick reference.

START OF TURN SUMMARY



ASSASSINATION

After you assassinate a target, no player draws any Animus cards.

HIGH SCORE

After the game ends, record your high score and compare it with the table below to see how you did!

Less than 10. Desynchronous

11 - 20. Common

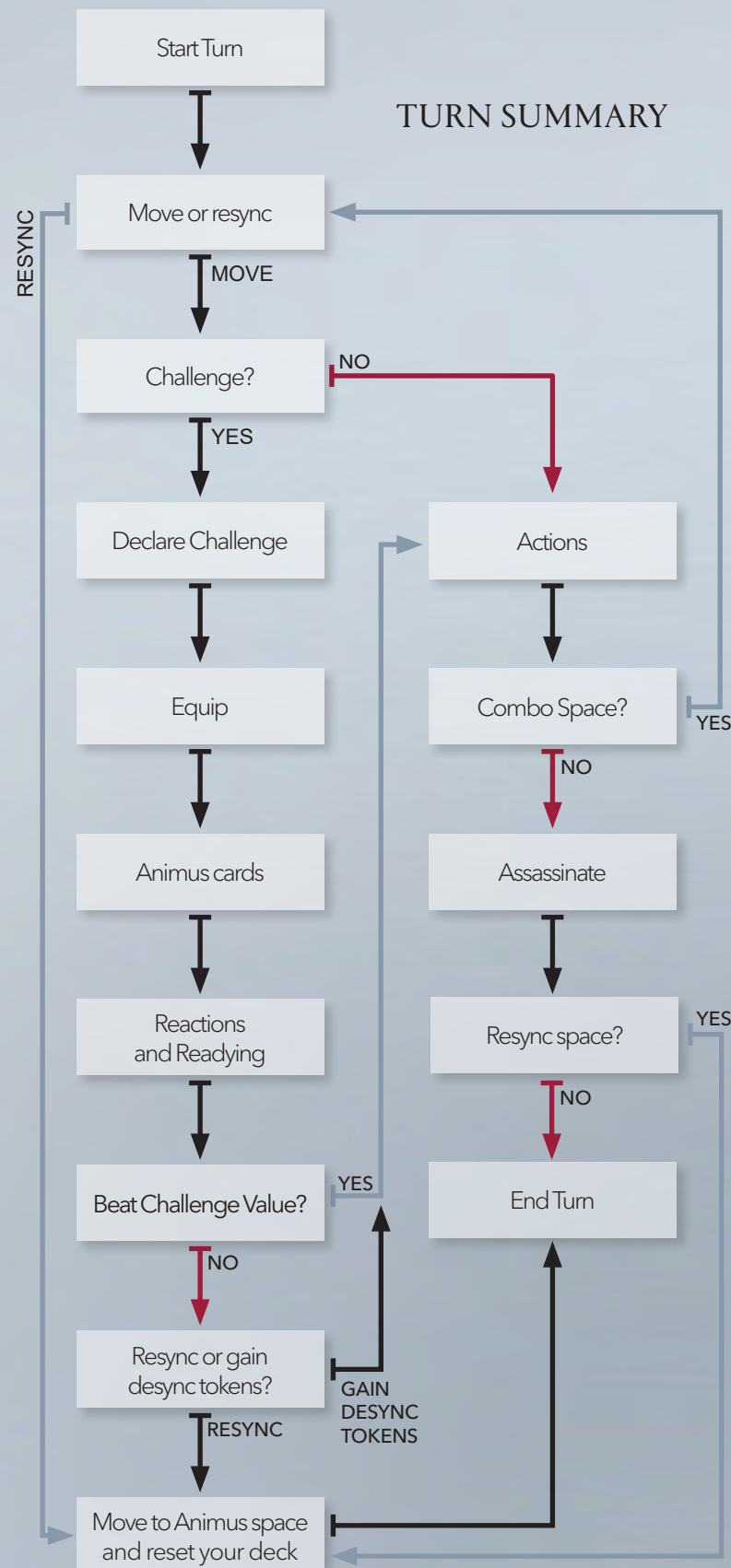
21 - 30. Uncommon

31 - 40. Rare

41 - 50. Epic

51+ Legendary





ACTION SYMBOLS

The action symbols next to the space you land on have different effects, as summarized below.



DRAW ASSASSIN CARDS

Draw the number of Assassin cards matching the pips on the icon from your Draw deck.



DRAW MEMORY CARDS

Draw the number of Memory cards matching the pips on the icon from your Draw deck, play one of them and discard the rest.



PERFORM SPECIAL ACTION

The details of your special action can be found on your Player Board.



GAIN A DESYNC TOKEN



REMOVE A DESYNC TOKEN

You may remove one of your desync tokens from the game.



ASSASSINATION CHALLENGE

Assassinate. If you successfully beat an Assassination challenge, move to the space specified on your Player Board, then score the target:

1. Add the synchronization value of the target to your score on the synchronization track.
2. Player to the right draws up to 3 Animus cards.
3. Remove memory blocks in location.
4. End Turn.

ENDING THE GAME

The game ends when:

- ◇ A player assassinates their fourth target (or fifth in a two player game).
- ◇ A player would gain a desync token when the desync pool is empty.
- ◇ A player would draw from the Memory deck when it is empty.
- ◇ A player would draw from the Animus deck when it is empty.

Each player reveals their desync tokens and moves their score marker back a number of spaces on the synchronization track equal to the revealed amount.

Once all the points have been calculated, the player furthest along the synchronization track wins the game!