

New Assassin's Creed Revelation Details

Written by Liam Smith

Monday, 09 May 2011 05:48 - Last Updated Monday, 09 May 2011 06:16



On May 5th 2011 Ubisoft revealed the details on their new game Assassin's Creed: Revelations. You once again play as Ezio Auditore, the protagonist of Assassin's Creed 2 and Assassin's Creed: Brotherhood.

Ezio now in his 50's travels to Constantinople, Turkey in the footsteps of his ancestor Altair (the protagonist for AC1), to unravel the mysteries of the Templars and the Assassins. Revelations brings back the multiplayer experience that was introduced in AC:Brotherhood and is improved upon with *"more characters, more maps and more modes"* told on the official announcement.

A new addition to Ezio's arsenal is the hook blade which Ezio can use to zip line across the city, making navigation faster and easier. The hook blade can also be used as a combat tool where Ezio can pull enemies back in for combos, how the combo system works is still unknown. Revelations will also feature seals which allow Ezio to look back in Altair memories, when the player finds these seals he/she will play as Altair for the seal sequence. New to the series is a crafting system which allows Ezio to make bombs, according to Ubisoft there are over 300 hundred bomb types.

Assassins apprentice's will return and their level cap has increased from ten to fifteen. In order to make the world more immersive side missions have been scrapped in order for random events to occur, such as the capacity to give back items stolen from a merchant. Ubisoft has expanded on the Borgia towers concept and have come up with Assassins dens, the user will have to complete various assault scenarios in order to take down the Templar presence, once the user takes them down not only the shops can be reopen like previously seen in Assassin's Creed:Brotherhood you can also place zip lines across the area for faster travel.

Article via [Game Informer](#) Magazine

Assassin's Creed: Revelations Video Trailer Teaser 1

{jcomments on}