

# ASSASSIN'S CREED

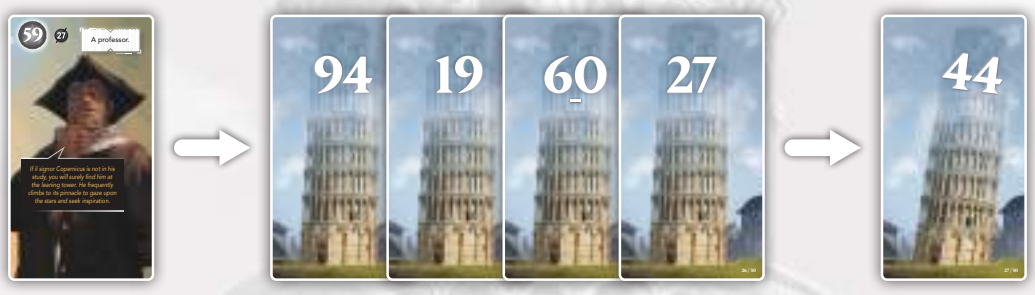
TRIAL OF THE INITIATE

Difficulty level:

## IN SEARCH OF COPERNICUS

▶ Copernicus is not in his office. In the lobby, a professor (59) tells you that Copernicus spends much of his time at the top of the Leaning Tower. Look at the backs of the cards, which depict the Leaning Tower of Pisa. On one of them (44), the Tower is leaning more noticeably.

Take card 44.

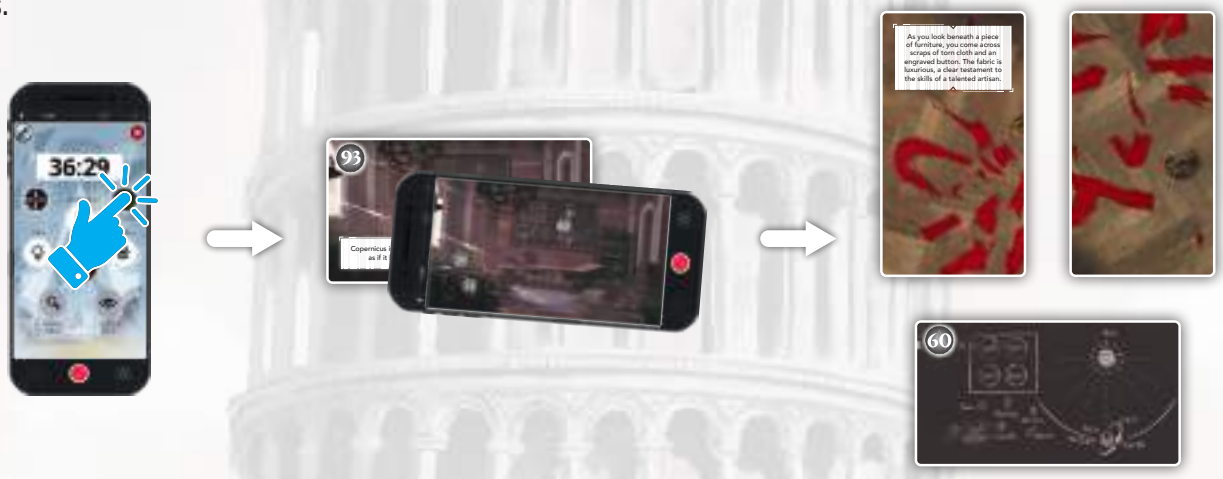



▶ You are standing at the base of the Leaning Tower of Pisa. You need to find a way to climb its facade to reach the top. The climbing vines and ladders attached to the wall enable you to get there. Follow the tendrils of ivy and the ladders from the ground up to the top. This path forms the shapes of the numbers 3, 5, and 1, in that order. A flag atop the Tower displays the Machine symbol.

Access Machine 351.




▶ After returning to the ground, you must look for clues in order to locate Copernicus. Using your Eagle Vision, you can thoroughly inspect Copernicus' office. Activate Eagle Vision in the app by pressing the dedicated button, and scan card 93 to reveal new numbers.



▶ You find torn pieces of fabric. Note that cards 20 and 34 have cuts in them. Combine them by fitting one into the other, using the button as a reference point, to reveal a red number 42.



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▶ Access the city map in the app using the dedicated button. You should go to the market to find someone who can provide information about the fabric and the coat of arms visible on the button. Click on the market.




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▶ The different stalls at the market display blue modifiers. The 42 you found earlier is red. Add the **42** to the **+10** from the fabric stall.

**42** + **10** = 52

Take card 52.




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▶ The fabric merchant informs you that one of the Bartolli brothers, to whom the recovered pieces of fabric belong, is returning today from a long journey. She also indicates that he will most likely not be disembarking at the commercial port. Access the city map and click on the marina located in the bottom left corner.

Take card 12.



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▶ Access Machine 12. The port buzzes with activity. You must tune out the background noise. As you touch the screen, the background noise fades, allowing you to hear specific sounds in the area you are focusing on. Press your finger against the screen, and when you focus your attention near the large sailboat, you catch faint whispers. Hold your position for a moment to overhear an intriguing conversation.

Take cards 68 and 32.



▶ You discover that Dario's brother, a patron of the university and of Copernicus himself, has his portrait hanging in the lobby. Access the city map and head back to the university. Take card 27 from the discard pile. Activate your Eagle Vision to scan card 27 to reveal number 26.

Take card 26.




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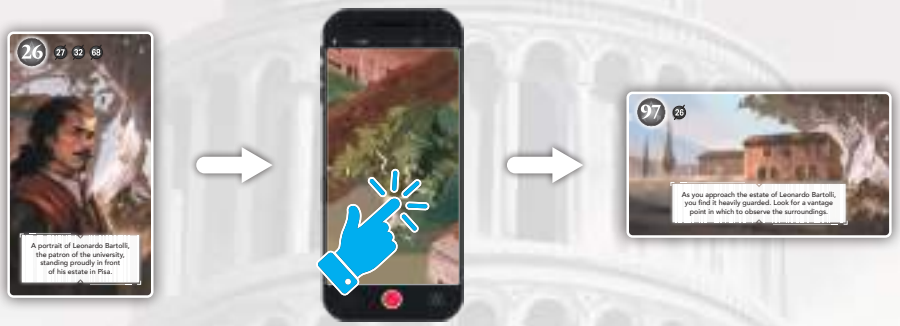
▶ You discover the portrait of Leonardo Bartolli. His initials, L.B., suggest that he might be the one who had threatened Copernicus (19). In the painting, he is standing in front of his palace in Pisa. A large white tree stands prominently in the foreground of the estate. Access the map of Pisa and look for the large white tree. You will find Leonardo's estate located right next to it.

Take card 97.

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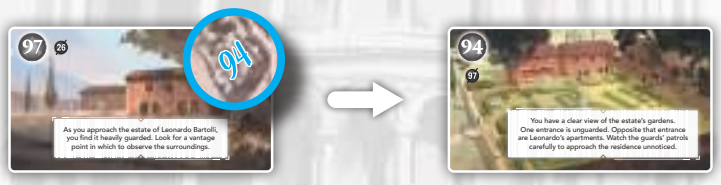
▶ Making your way to the front of Leonardo's estate, you climb the tree to gain a better vantage point. As you examine the branches on the right, you notice that the number 94 is hidden among the leaves.

Take card 94.

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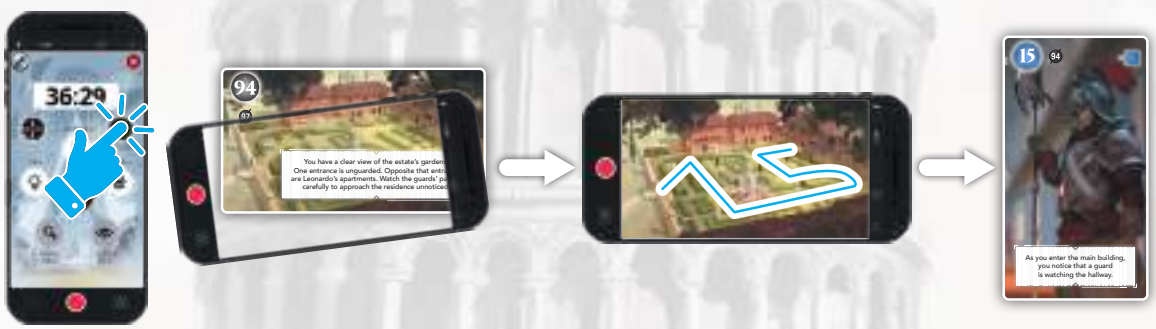
▶ Activate your Eagle Vision to scan card 94 and reveal the guards. Follow the path to the building's entrance, steering clear of the guards. Tracing this movement forms the number 15.

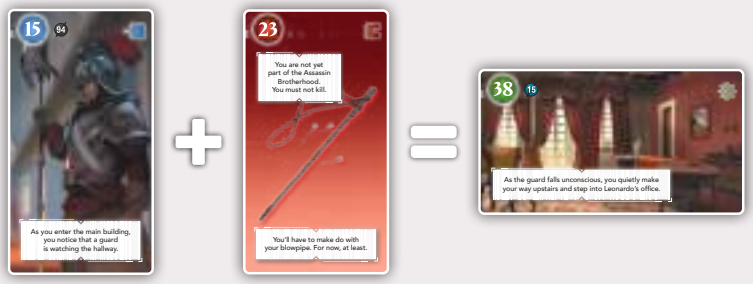
Take card 15.



▶ A guard 15 is patrolling the lobby. Use your blowpipe 23 to neutralize him.

15 + 23 = 38.

Take card 38.

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▶ Access Machine 38. As you enter the office, you hear footsteps behind you. Tap on the curtains to hide behind them.



▶ Leonardo enters the office. You won't be able to do anything without him noticing you. To divert his attention, you can either whistle or click on the statuette to knock it off the windowsill. In response, he walks toward the curtains.



▶ You can knock him out by tapping on him. He then drops a key +9. His desk drawer displays the number 77. Use the key to unlock it. 77 + 9 = 86.

Take card 86.




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▶ The hastily-written instructions on card 86 indicate that the hideout where Copernicus is likely being detained is near the tower. Access the map of Pisa in the app and click on the tower.

Take card 66.



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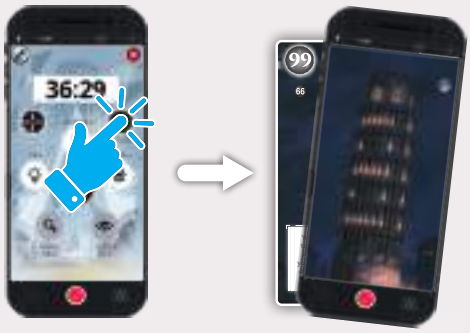
▶ Bartolli's guards won't make any moves during the day. You need to wait until nightfall to track and follow them. According to the blackboard in Copernicus' office, the Earth must complete a 180° rotation to transition from day to night. Wait at the tower and rotate card 66 by 180°. (Another diagram on the blackboard demonstrates how to rotate the card.) Now, the card displays the number 99.

Take card 99.



▶ Once night has fallen, you examine your surroundings. Activate Eagle Vision and scan card 99. Some of the tower's lights are extinguished, while the remaining ones form the number 81.

Take card 81.

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▶ As you waited, you carefully observed the guards' patrols to determine their schedules. Wait for the best moment to try to enter - specifically, when you'll have the most time to act. Reviewing the schedule:

Between patrols **A** and **C**, you'd have **6 minutes** to act (from 9:25 PM to 9:31 PM).

Between patrols **C** and **E**, you'd have **18 minutes** to act (from 11:25 PM to 11:43 PM).

Between patrols **E** and **G**, you'd have **13 minutes** to act (from 1:58 AM to 2:11 AM).

Between patrols **G** and **I**, you'd have **8 minutes** to act (from 4:25 AM to 4:33 AM).

Therefore, the best window of time in which to act is between patrols **C** and **E**, giving you a full **18 minutes**.

Take card D, since D is between C and E.




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▶ Access Machine 120. You are now in front of the hideout's door.

Above it are symbols that correspond to the planets depicted on the blackboard shown on card 60.

You must follow the instructions on card 86 to open the door.

First, click on the Sun symbol ☉ *(the one that is at the center of everything)*.

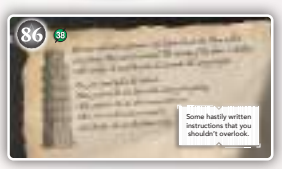
Next, click on the Earth symbol ⊕ *(the one that accommodates us)*.

Then, click on the Moon symbol ☽ *(the one that moves around it)*.

Finally, click on the Saturn symbol ♄ *(the one that bears a ring)*. Its symbol has been erased from the blackboard. Eliminate the symbols for Mars ♂ and Venus ♀ to deduce which symbol has been erased.



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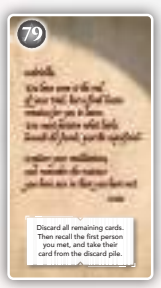
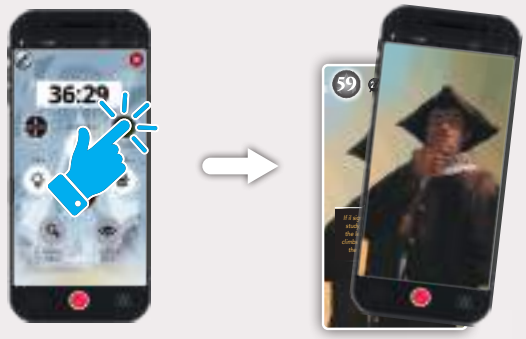
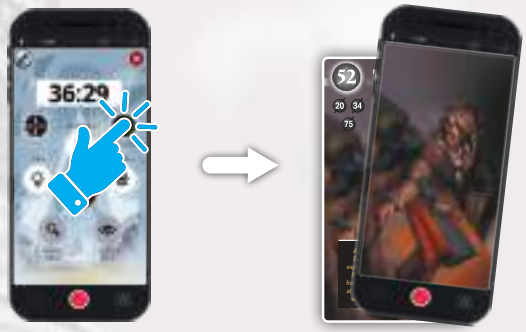
▶ You managed to open the door and free Copernicus. You return to his office to open the safe (101), but to your disappointment, inside you find only a letter (79) instead of your Hidden Blade. However, your mentor, Ezio, encourages you to recall the details of the people who have helped you by providing clues.



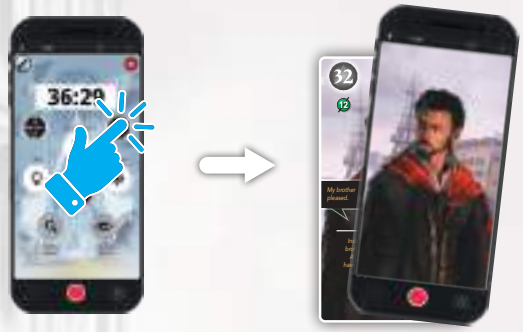
- You must search through your memories (the discard pile) to recall the first person who helped you: the professor. Take card 59 from the discard pile. Activate Eagle Vision to scan card 59. You discover that the professor is wearing the symbol of the Assassin Brotherhood.




- You must then remember the person you met next: the merchant. Take card 52 from the discard pile. Activate Eagle Vision to scan that card. She, too, wears the symbol of the Assassin Brotherhood.




- Finally, remember the person who helped you progress in your investigation: Dario Bartolli. Take card 32 from the discard pile. Activate Eagle Vision to scan that card. He, too, wears the symbol of the Assassin Brotherhood.






**As realization sets in, it becomes clear that everything was meticulously orchestrated to test your resolve and skills. Just then, Dario strides into the office, a triumphant smile on his lips. He extends his hand, offering you a symbol of your new identity - a Hidden Blade. With warmth in his voice, he congratulates you on conquering the final trial. A feeling of accomplishment washes over you as you embrace your role as a full-fledged Assassin.**