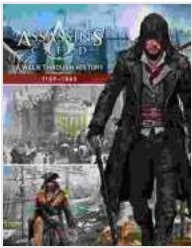


# Assassin's Creed: A Walk Through History (1189-1868)



## Assassin's Creed: A Walk Through History (1189-1868)

by Rick Barba

★★★★☆ 4.6 out of 5

Language : English

File size : 113042 KB

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Print length : 128 pages

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Assassin's Creed is a popular video game franchise that has been praised for its historical accuracy. The games allow players to experience different time periods and cultures through the eyes of an assassin. In this article, we will take a look at the historical settings of the Assassin's Creed games, and how they have been recreated in the games.

### Assassin's Creed (2007)

The first Assassin's Creed game was set in the Holy Land during the Third Crusade. Players took on the role of Altair Ibn-La'Ahad, a member of the Assassin Order. The game's setting was meticulously recreated, with accurate depictions of the cities of Jerusalem, Acre, and Damascus. Players could explore these cities and interact with historical figures such as Richard the Lionheart and Saladin.



## **Assassin's Creed II (2009)**

The second Assassin's Creed game was set in Renaissance Italy. Players took on the role of Ezio Auditore da Firenze, a young nobleman who becomes an assassin after his family is killed. The game's setting was just as impressive as the first game's, with detailed recreations of the cities of Florence, Venice, and Rome. Players could explore these cities and interact with historical figures such as Leonardo da Vinci and Niccolò Machiavelli.



Assassin's Creed II (2009)

### **Assassin's Creed: Brotherhood (2010)**

The third Assassin's Creed game was set in Rome during the Renaissance. Players took on the role of Ezio Auditore da Firenze once again, as he leads the Assassin Order against the Templar Order. The game's setting

was even more impressive than the previous games, with a detailed recreation of Rome that included the Colosseum, the Pantheon, and the Vatican City. Players could explore these landmarks and interact with historical figures such as Julius II and Cesare Borgia.



### **Assassin's Creed: Revelations (2011)**

The fourth Assassin's Creed game was set in Constantinople during the Ottoman Empire. Players took on the role of Ezio Auditore da Firenze one last time, as he searches for the library of Altaïr Ibn-La'Ahad. The game's setting was just as impressive as the previous games, with a detailed recreation of Constantinople that included the Hagia Sophia, the Topkapi Palace, and the Grand Bazaar. Players could explore these landmarks and interact with historical figures such as Suleiman the Magnificent and Tarik Bey.



Assassin's Creed: Revelations (2011)

### **Assassin's Creed III (2012)**

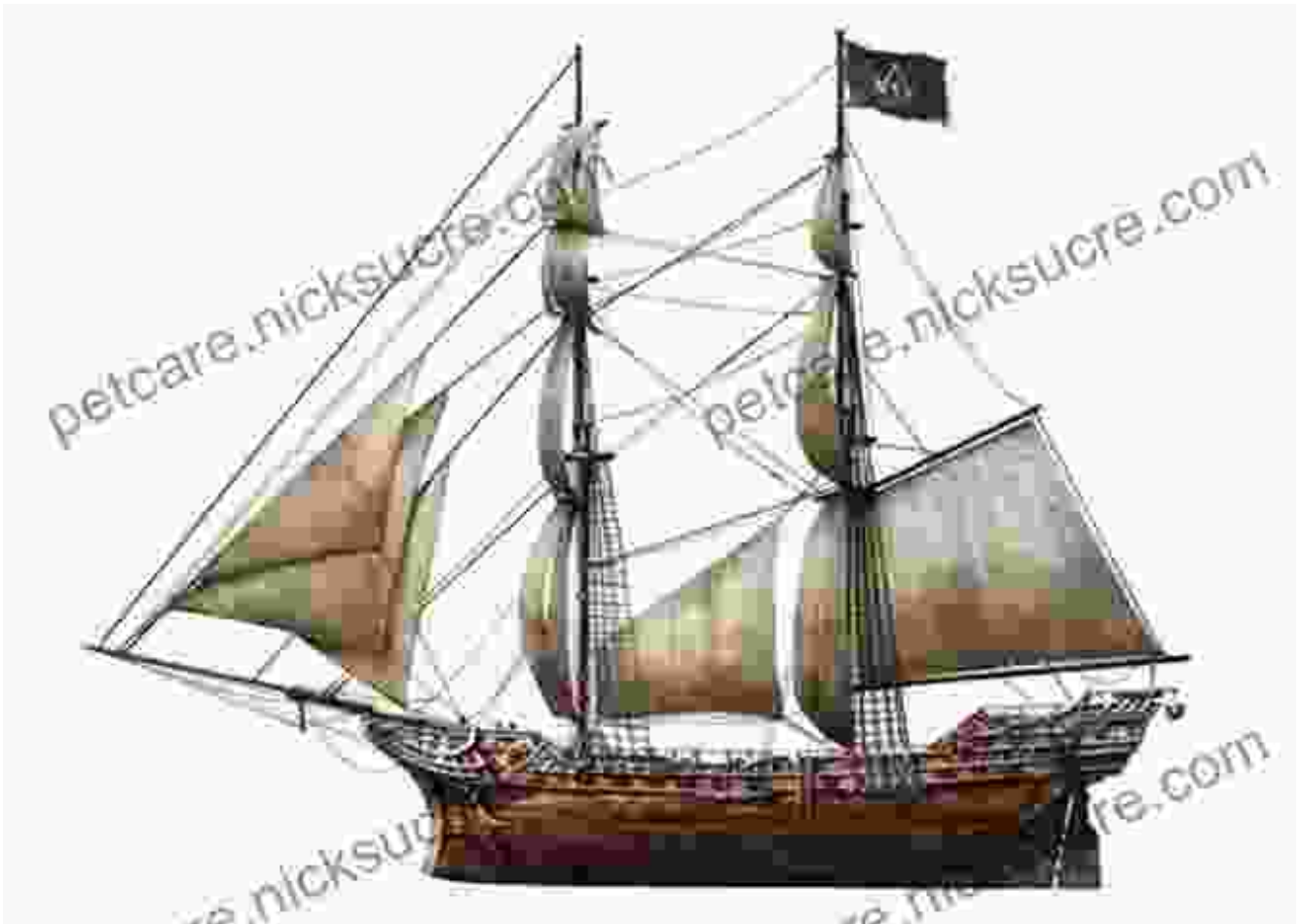
The fifth Assassin's Creed game was set in the American colonies during the American Revolution. Players took on the role of Connor Kenway, a half-Native American, half-British assassin. The game's setting was just as impressive as the previous games, with a detailed recreation of the American colonies that included Boston, New York City, and Philadelphia. Players could explore these cities and interact with historical figures such as George Washington, Benjamin Franklin, and Thomas Jefferson.



### **Assassin's Creed IV: Black Flag (2013)**

The sixth Assassin's Creed game was set in the Caribbean during the Golden Age of Piracy. Players took on the role of Edward Kenway, a Welsh pirate who becomes an assassin. The game's setting was just as impressive as the previous games, with a detailed recreation of the Caribbean that included Havana, Nassau, and Kingston. Players could

explore these cities and interact with historical figures such as Blackbeard, Mary Read, and Anne Bonny.



Assassin's Creed IV: Black Flag (2013)

### **Assassin's Creed: Rogue (2014)**

The seventh Assassin's Creed game was set in North America during the French and Indian War. Players took on the role of Shay Patrick Cormac, an Irish-American assassin who turns against the Assassin Order and joins the Templar Order. The game's setting was just as impressive as the previous games, with a detailed recreation of North America that included New York City, Boston, and the Great Lakes. Players could explore these

cities and interact with historical figures such as George Washington, Benjamin Franklin, and Thomas Jefferson.



## Assassin'



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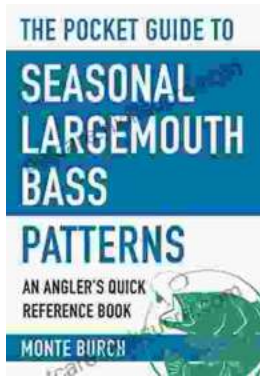
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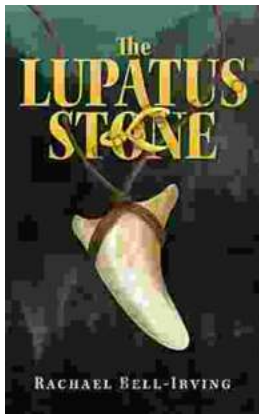






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