

Assassin's Creed: Bloodlines Walkthrough PSP

CONTENTS:

1. The Story so far...
2. Legal Case
3. Characters
4. Introduction
5. Game
 - Memory Block 1: Acre (Maria)
 - Memory Block 2: Limassol (Fredrick "The Red")
 - Memory Block 3: Kyrenia (Moloch "The Bull")
 - Memory Block 4: Kyrenia (The Dark Oracle)
 - Memory Block 5: Kyrenia (Shalim and Shahar)
 - Memory Block 6: Limassol Again
 - Memory Block 7: Defeating Bouchart (Armand Bouchart)
6. Credits

1. THE STORY SO FAR...

It has been a month since the death of Altair's Grand Master – Al Mualim – a once feared Templar who was actually a Knight Templar. Now the templars are trying to recover the Apple of Eden, once possessed by Mualim, but now under the assassins.

Under Armand Bouchart, they have come on the Island of Cyprus, and are trying to get it from the assassins. But before they could strike, Altair takes the fight to them.....

2. LEGAL CASE

Note – This walkthrough is only meant for supercheats, neoseeker and IGN. You cannot print or name this walkthrough for yourself. You may copy it to the pc or the device you are using but not more than that. You can ask me if you want to go further than that.

3. CHARACTERS

There are different characters in this game –

- Altair Ibn la – Ahad - The leader of the Assassin's Creed, Altair has become more mature than he was before into a man of considerable patience, wisdom and skill. He is a sworn enemy of the Templars and has the Apple of Eden, an artifact which can be used to warp men's mind
- Maria – Born with taste of adventure, Maria free her native England and a failing marriage to seek her glory in another place. Disguising herself as a man, she joined the Templars and gained the confidence of Robert De Sable, the former templar grand master.
- Armand Bouchart – After the templars purchased Cyprus from Richard the "Lionheart", Armand Bouchart was appointed by Robert De Sable to control Cyprus. Accompanied by many trusted Templar Knights, Bouchart has turned Cyprus into a very strong military stronghold.
- Fredrick "The Red"- One of the "most trusted knights", Fredrick "The Red" is appointed to train the next generations of Templars Knights, to turn innocent people into warriors.
- Moloch "The Bull" – Father of Shalim, he is one of the most feared men in Cyprus. He is not with the Templars, but has been seen working with them to maintain order and to further his own ends.
- The Dark Oracle – A Cypriot noblewoman who has not been seen since the arrival of the templars. Little is known about her presence now, though many suspect that she lives in Buffavento castle.
- Shalim – Moloch's son, he is profited by his father's influence on Cyprus. He dreams to become a Templar himself. He has a very strange way of governing Cyprus – Abusing the population one day, and giving to charity the next.

4. INTRODUCTION

I am writing this walkthrough because I couldn't find one when I got this game. I will not include some things like-

- Explaining Cutscenes
- Upgrades
- Enemies that we find while going to our destinations
- The location of the Tampler coins
- The people which want to talk to you (for help)
- Explaining the tutorials

If you want to follow this walkthrough please don't follow the tutorials because I did not. And if you take the tutorials and don't find the enemies I have mentioned, then continue as the paths I mention are correct. I will mention every control so that you can survive without taking the tutorials. If you have any corrections (except spelling and language suggestions, thank you Prof. Bigbrains) about this game, mail it at saumyasingh2001@gmail.com.

The controls are-

- Move the analog stick to move
- Press square to attack
- Press square when the first attack hits to perform a combo
- Press O when you are fighting an enemy to grab him
- Press Triangle to Target or Disengage with an enemy
- Press the left button to switch weapon to short sword and throwing knives
- Press the right button to switch weapon to long sword.
- Press up button to switch weapon to the hidden blade
- Press down to switch weapon to fists
- Hold R + move analog stick to run.
- Hold R + press X to sprint
- Hold R + press X + move analog stick when touching a wall to wall – run
- Hold L + Move analog stick to rotate camera
- Press L to recenter camera
- Press Triangle to talk with civilians when a cloud appears over them
- Press X + move analog stick to blend. Blending is a less-noticeable behavior and makes enemies think of you as a scholar.

You can find more instructions on the game screen..

I am directly starting from where Altair performs the Leap of Hay: Saumya

5. GAME

MEMORY BLOCK 1: ACRE

After you fall down, get out of the hay by pointing the analog stick towards the pathway. Go towards the gate and you will see the enemy. Kill the enemy. Go down the hallway till there is a turn and you will fight enemies. Go into the door the enemies were standing near and go into the winding tunnel. Kill the two enemies. When you go to the end of the tunnel kill the enemies waiting there. Then climb up the stairs and go to end of the other tunnel. Kill the enemies. Go into the gate and up the stairs and there will be a cutscene.

BOSS FIGHT: MARIA

Now how have to fight Maria. You can easily defeat her by continuously attacking her till her Health finishes and another cutscene occurs.

END OF BOSS FIGHT

MEMORY BLOCK 2: LIMASSOL

In this mission you have to locate Alexander's safehouse.

After the cutscene go towards the gate for Limassol Cathedral (marked red). Run into it and go towards the red bird sign. The gate is locked. While standing in front of the locked door go towards the left and you will see two walls with five holes looking like doors. Run up a wall to catch its end. Move towards the bird sign and up the ledges till you come to the large bell. Shimmy around the right and climb up when you are on the ledge. Press triangle to synchronize and then press X to perform a leap of hay. Then return to Limassol Marketplace and go towards the red sign for your safe house.

In this mission you have to meet Osman without getting discovered.

Get out of the safe house and go to the gate for Limassol Cathedral. Go towards the red sign. When you come to the big door you will see many enemies. Just climb on any roof and roof-jump till you reach Osman (the red sign). Jump down the roof and press triangle to talk to him. After the cutscene go back to your safe house.

In this mission you have to assassinate Fredrick "The Red"

Get out of your safe house and go to the gate to Limassol Castle Courtyard. (marked red). Some soldiers with shield are blocking the gates, so go to the left and into the last gate. Blend past the soldiers and into the gate. You will see stairs on your left. Climb these stairs till you reach the gate to Limassol Castle (marked red). Go into the gate.

There are enemies waiting for Altair. Kill them and go up the stairs on the right. Run along the wall to grab the gate's edge. Go up the bricks till you come to another ledge. Point the analog stick upwards and you will grab the wall's edge. Kill the enemies and go towards the red sign. Defeat the enemy(s). Don't go on the stairs. Instead go to your right and there will be a cutscene.

BOSS FIGHT: FREDRICK "THE RED"

To kill Fredrick "The Red", go towards him and kill him with the hidden blade when he has his back towards you. If you get discovered, simply attack him till his health bar finishes.

END OF BOSS FIGHT

After killing Fredrick "The Red" kill his students. Then go towards the other red sign. When you reach the walls from where you came there will be a cutscene. After the cutscene get out of the hay and kill the enemies guarding the way to the Limassol Castle

Courtyard. Get out of the Limassol Castle to the Limassol Castle Courtyard and go through the door leading to the safe house.

In this mission you have to save your safe house from the attackers.

Go to your safe house. You will see some tamplers fighting with a citizen. Kill them and there will be another cutscene.

In this mission you have to recapture Maria

After the cutscene go to Maria. I suggest you climb one wall and roof-jump till you reach her. By this method you can kill any archers on the way. When you reach Maria the soldiers push her in a corner and fight Altair. Kill them and another cutscene occurs.

In this mission you have to find a ship bound for Kyrenia

What you can do is climb on any roof and roof-jump till you reach the platform where the man you have to meet (Pasha) is standing). Then climb down the roof and go across the platform to talk to Pasha. After talking go to the red sign. Go across the platform and go onto the ship. Go to your right and you will see a square-shaped hole with a ladder attached to it. Run into that hole. Run forward till you come to a door. Go into the door and run forward till you get to the red sign. Go closer to it and press triangle to pick it up.

In this mission you have to return to Alexander

After the cutscene go forward and then left to get on the platform to escape the ship. Then Go back to Alexander (the red sign).

MEMORY BLOCK 3: KYRENIA

In this mission you have to find Maria

After the cutscene go to Maria (the red sign). It looks like Maria is very close to you, but in real she is far. When you reach her a cutscene will come. After the cutscene climb any wall and roof-jump till you come to the gate to Kyrenia Commons (marked red). By this method you can kill any archers waiting. Go into the gate and towards the red bird sign. When you reach there climb any roof and jump on the roof. of the church. Then go towards the red bird sign and climb up the ledges till you reach the wooden plank that is pointing out. Climb on it and press triangle to synchronize. After synchronizing go to your safe house (marked red).

In this mission you have to assassinate Jonas, the Merchant

Go to the red sign on the map (it is Jonas). You will see three guards protecting him. You can kill them by assassinating them when they come down. One of them, who is standing near Jonas will not come down, so you will have to go to him to kill him. If neither of them comes down, then assassinate them on their places. After you kill them Jonas will start running. Take your time to reach him, because he will stop running after he reaches a specific place. Start punching him and a cutscene will come.

In this mission you have to protect Maria

After the cutscene go to the gate to Kyrenia Harbor (marked red). Then climb any wall and roof-jump till you reach Maria, killing any archers on the way. When you reach her you will see that some pirates are fighting with Markos and her. Kill them and another cutscene will occur.

After the cutscene go to the gate for Kyrenia Commons (marked red). Then go to the other red sign for your safehouse.

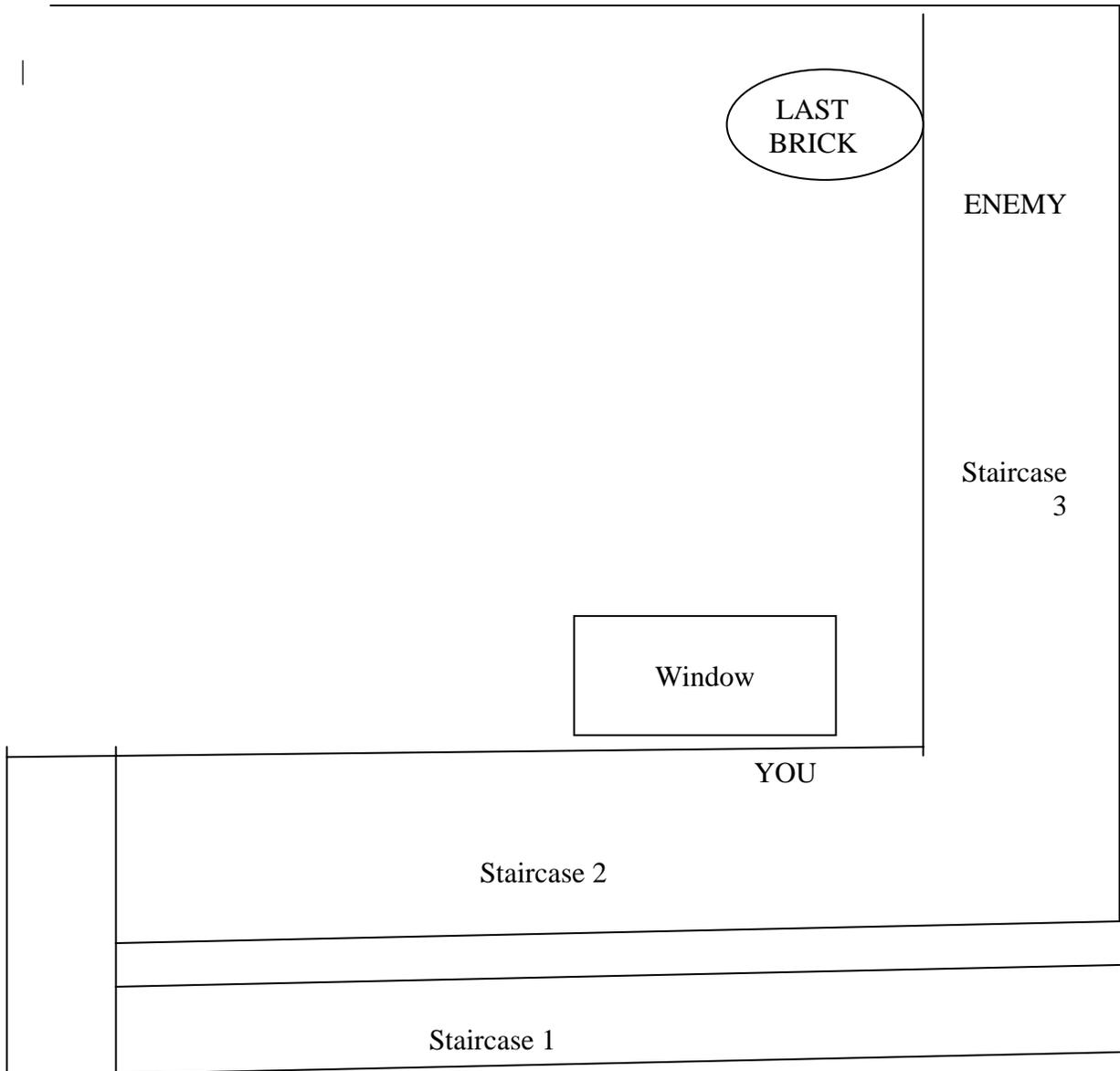
In this mission you have to stop the riots near Kyrenia Church.

Go to the Kyrenia Church (marked red). I suggest you roof-jump, because there are archers. When you reach close enough to the church (marked red), a cutscene will occur and you have to kill six men. Kill them and you have to kill archers. Climb any wall and roof-jump, killing all of them. Then after the cutscene go back to your safehouse.

In this mission you have to assassinate Moloch "The Bull"

Get out of your safehouse and go to the gate to Kantara castle (marked red). When you enter it a cutscene will come in which you will enter into the castle. Go towards the unsuspecting enemy and another cutscene will come. All the enemies are now alert. After the cutscene kill the first enemy and then kill the second one when he is walking with his back towards you. If you get discovered by him kill him and then quickly hide in the hay.

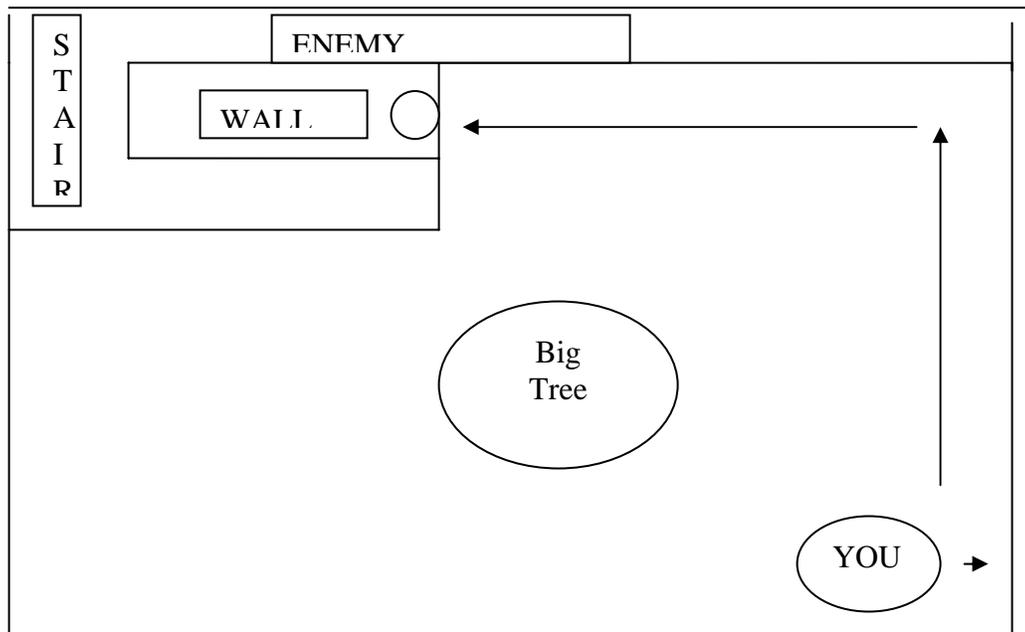
Then kill the enemies near the stairs. I will show you how you can kill the enemy ON the stairs without being discovered. Look at the picture down below



When you stand on the place marked YOU, you will see a window. Run up the wall to grab it. You will then see some bricks. Jump from brick to brick till you come to another window. Jump on it and then point the analog stick right to grab a brick. Jump on the other brick to the right and point the analog stick up to jump on the brick above. There is a ledge to the right, so point the analog stick right to grab it. Go to its end; Jump the three bricks and when there is no brick at the right of Altair (when you are on THE LAST BRICK), fall down. Quickly kill the ENEMY and run up the wall behind you. You will see one more enemy. If he sees you, then target him and throw a knife at him, otherwise

kill him with the hidden blade. When you come to a wall in front of you, run on it to grab some bricks. Brick-jump to the up till you grab a ledge. Jump on the bricks above till you reach the wall and climb on it. Then climb on the houses and climb on the plank of wood that is sticking out when you reach the top. Go to its end and perform a leap of hay. Get out of the hay and go into the gate marked red. Climb up the stairs. Kill the unsuspecting enemy. Climb up the next staircase and go across the path. When you come to the door you will see that there is an enemy. Kill him when he is walking with his back towards you. Then go into the gate marked red.

In this room you can get to the gate in two ways: You can fight the enemies and go, or you can jump the ledges to the gate. I will tell how to jump the ledges to reach the gate. When you are at the top of the stairs (from where the stairs are starting), climb on the railing and you will see a ledge. Drop down the railing onto the ledge and then go on the tilted ledge on your right to go on another ledge. Then jump to the lamp hanging from the roof. Then jump to another ledge in front on you, and then again jump on the lamp hanging from the ceiling. There is a wooden platform to your left, so jump on it and follow it to its end. Jump to the ledge in front of you, drop down and go into the door. There is an enemy near the stairs. Let him come near you and throw a knife on him to kill him. Now face the door from where you came in this area and go left. If there is an enemy, kill him. Look at the Image below for directions for now.



If you see closely, you will see an archer. So if you go up the stairs, the archer might spot you and you might have to a fight. Besides, there are two enemies guarding the stairs. Here you can do two things: Climb the stairs or follow my plan. To follow my plan you have to be on the place YOU and will have to face the direction the small arrow. Now go in the direction of the big pointed arrows and when you reach the WALL, you will see some bricks. Climb them and you will see the enemies. When the first one goes down,

kill the 2nd one. Go down and kill the 1st one. Then go up the stairs and there will be a cutscene in which you will be told what to do. Facing the large door, Go to your left or right and run up the wall to grab a ledge. Jump on the bricks above, go to the middle one and jump to the ledge above it. Jump to the bricks above, grab the ledge above, again jump to the bricks above it and again grab the ledge above. Again jump to the bricks above and grab the platform. Climb on the platform and run on the wall in front to grab some bricks. After you climb on the top of the castle there will be a cutscene.

BOSS FIGHT: MOLOCH “THE BULL”

To defeat Moloch, roll from under his attacks and hit him. If you are about to die, untarget him and run around to restore your health. Some he does a charged attack like a bull, dodge it and hit him on his back.

END OF BOSS FIGHT

After he dies, kill the enemies that enter. Go out through the now-open door. You will meet some enemies outside. Kill them and climb up the ledges on the right of the stairs. Climb the window and the bricks and Climb up the platform to kill the unsuspecting enemies. Go down the stairs and kill the archer. Go across the pathway towards the red sign and Altair will perform a leap of faith.

I suggest you climb one wall and roof-jump, as there are archers on the roofs now. When you reach Altair's safe house, go in.

MEMORY BLOCK 4: KYRENIA

In this mission you have to stop the execution in Kyrenia Market

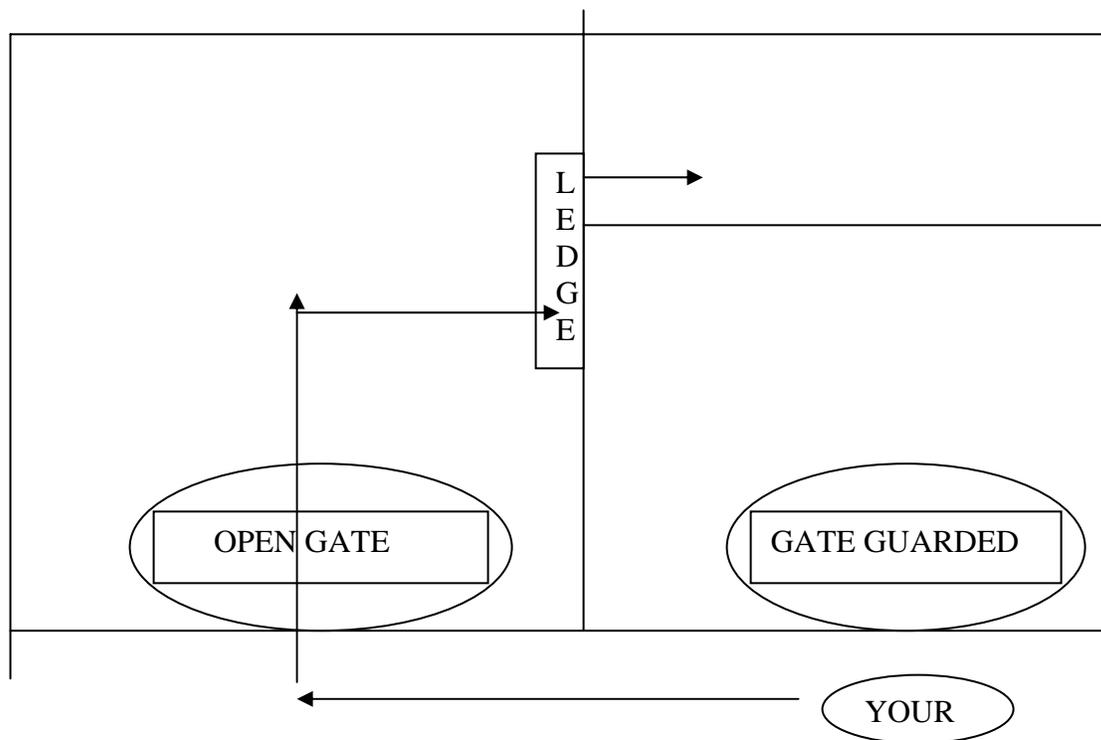
Go to the gate for Kyrenia market (marked red). I suggest you go by roof-jumping, as there are archers now. Go into the gate and go to the red sign. You will see a cutscene. After the cutscene kill the soldiers and their boss. Then go into the gate to Kyrenia Commons and into your safehouse.

In this mission you have to interrogate the Prison Guards at Kyrenia Harbor

Get out of your safehouse and roof-jump to the gate to Kyrenia Harbor, as there are archers on the roofs. Then go to the Prison Guard (red sign). After the cutscene follow him till there is no soldier nearby and beat him up. Then the cutscene will occur.

In this mission you have to steal the Jailor's Keys

Go to the gate for Kyrenia Crusader Outpost (marked red) and go to the red sign. The gate here is guarded. Look below for instructions.



Go the way the arrows are going. When you reach the ledge, climb on it and jump on the wall. Jump down then go towards the red sign and take the key after killing the guards.

In this mission you have to free the resistance prisoners

. After taking the key go to the gate to Kyrenia Harbor (marked red). Kill the enemies you see when you enter the gate. Go to the prisoners (marked red). Kill the soldiers marked red. What you can do is throw a knife on one of them. Go into the gate and then hit the soldiers on their back with the hidden blade. Then go to the jail and press triangle to open it. After the cutscene you have to kill five soldiers. Kill them and go to the gate to Kyrenia Crusader Outpost (marked red). Then go to Markos (marked red).

In this mission you have to assassinate the “Dark Oracle” in Buffavento Castle

Go to the gate to Buffavento Castle (marked red). After the cutscene kill the enemy in front of you. Then climb the ladder to your right and kill the archer. Climb the wall to the right from where the archer is standing and follow the ledge which is the longest. You will see an archer on the roof where the ledge is ending. Kill him and follow the other ledge on the same roof. Jump the ledges until you come to the last one and jump down. Kill the enemies inside the door. Kill the enemy on the stairs and jump the ledges till you come to the wooden platform. Run up the wall to grab a ledge. When the ledge ends, press X to jump while pressing R to jump on the ledge forward. Then jump on the wooden platform. Run up the wall to grab the bricks and jump upwards till you reach the stone platform. Run up the wall to grab the window and jump upwards till you reach a ledge. Go towards the right and jump down when you reach the land. Kill the archer and go into the door. Go across the hallway and towards the red sign.

Jump on the ledge in front of you. Drop down one ledge and onto the platform and run up the wall in front of you to grab a ledge. Jump on the bricks below the ledge. Till you reach another ledge. Jump towards the bricks and drop down to reach the floor. Kill the two enemies and when you reach the steel gate there will be a cutscene. After the cutscene go into the open door and jump a ledge to the stone platform, killing the unsuspecting enemies. Then jump two ledges and jump on the platform when the enemy walks in. Go into the door and you will see that the gate marked red is locked.

Go to the new red sign. Jump the ledges and on the hallway when you come to the pit. Go down the hallway and a cutscene will come.

After the cutscene kill the enemies that come in your way. Don't kill the Master Interrogator, because he will open a steel door. When he opens the steel door you can kill him. Go to the door which was earlier locked. When you will reach close to it, Altair will open it. Go down the stairs and there will be a cutscene.

BOSS FIGHT: THE DARK ORACLE

To kill her dodge her attacks and hit her. After you hit her number of times she will send two men to fight you. Defeat them quickly, or the Witch will throw nuts at you before you defeat them. You cannot hit her till you defeat the enemies and she will continue to hit you till you die. So kill them quickly and she will throw nuts at you (I don't know what they are so I am calling them nuts). Dodge them and she will pounce at you. Attack or dodge at the right timing to dodge her. Do this till she dies.

END OF BOSS FIGHT

Kill the enemies that come to kill you and go up the stairs. You will have to fight once again. Go to the balcony to the left and jump up the two ledges in front of you. After you land on the stone platform again jump one ledge on the balcony and there will be a cutscene.

Roof-jump to the gate to Kyrenia Harbor as there are archers on the roofs. Go to the gate leading to Kyrenia Commons. Go to your safehouse and jump into it.

MEMORY BLOCK 5: KYRENIA

In This Mission you have to tail Shalim

Go to the gate to Kyrenia Merchant District (marked red). Then go to Shalim (marked red). After the cutscene don't try to get too close or kill Shalim and his guards or you will get discovered. Just stay a safe distance and when Shalim's guard comes near you, kill him. Then go to the other guard marked red and kill him too. When you kill both of the guards try to go near Shalim; He will stop hitting the girl and pull on other man. Another of the guards will be marked red. Kill him and return near Shalim. He will kill the man and continue forward. Tail him and there will be a cutscene.

In this mission you have to stop the Duelists from Preying on the Citizens of Kyrenia

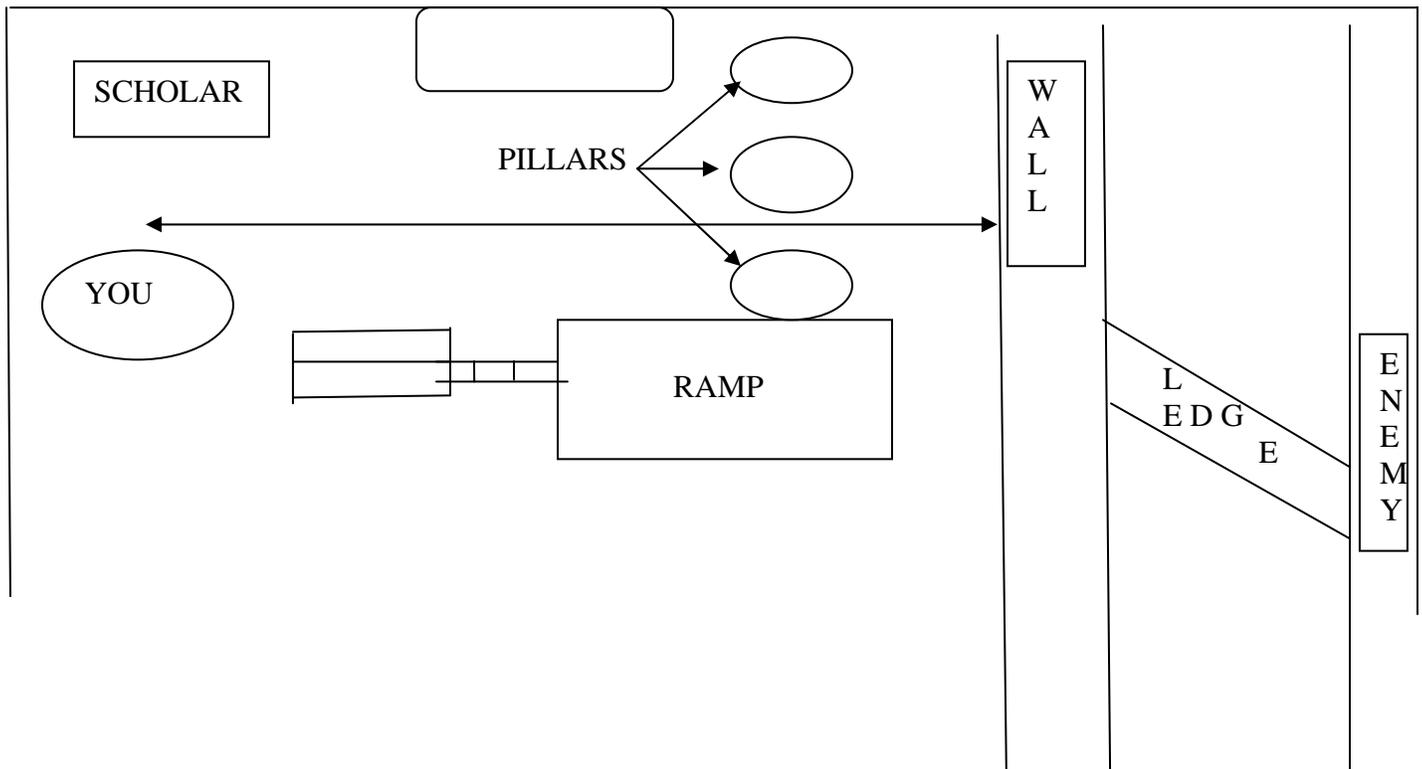
You can defeat the duelists in any order. When you defeat both the groups go into the gate to Kyrenia Market (marked red). Kill the duelists there. Then go into the gate to Kyrenia Commons and defeat the duelists there. Then go to Markos in Kyrenia Market

In this Mission you have to learn more about Shalim from the scholars

Go to the gate for Kyrenia Crusader Outpost. Talk to the scholar marked red and there will be a cutscene. Then go near the other scholar and there will be a cutscene.

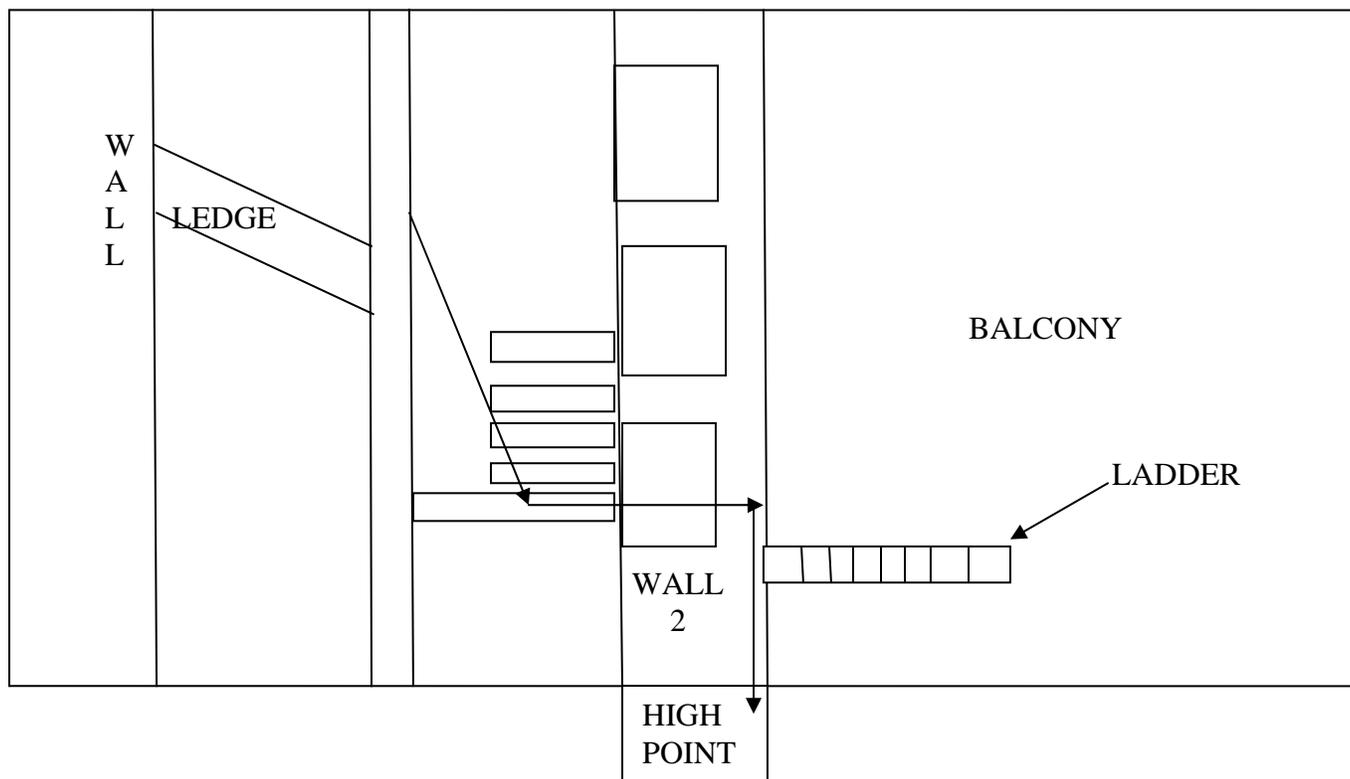
In this mission you have to chase the mysterious figure

Look below for directions.





Don't climb the RAMP. Go in the direction of the double-sided pointed arrow and run up the WALL. Quickly go across the LEDGE towards the ENEMY and you will get a time bonus. Now look at the image on the next page for instructions.



Jump the 5 ledges in front of you and run up the WALL 2. Then run up the HIGH POINT. After the cutscene go to the evidence (red sign) and pick it up. Go into the gate to Kyrenia Market and go to Markos (red sign).

In this mission you have to find the consort palanquin in Kyrenia Harbor

Go into the gate for Kyrenia Harbor and go to the palanquin (red sign). To protect the palanquin kill the enemies marked red. After you kill them go back to the palanquin.

Then go near the gate to Kyrenia Market. After the palanquin is gone go into it. Kill the enemies here. If you go too far from the palanquin, enemies will stop the palanquin and you will have to defeat extra enemies. So stay close to the palanquin and defeat the soldiers which are nearest. After you defeat all the enemies the palanquin will go into the gate to Kyrenia Merchant District. Go into it and defeat the enemies there. Just forget to stay close to the palanquin and go defeat the enemies which are far from the palanquin because there are many enemies at the same place. After you defeat all of them there will be a cutscene.

In this mission you have to assassinate Shalim at St. Hilarion Castle

After the cutscene drop down the roof and go into the door the palanquin is standing near. Kill the enemies which are standing near the door. Go down the hallway and kill the enemies with shield, if there are any. Then go up the large stairs and into the gate marked red. Kill the enemies with shields when the enemy who is walking goes into the door. After killing go into the door which the enemies-with-shields were guarding. Kill the enemies in the balcony and run up the wall near the bale of hay. You will grab a ledge. There are some bricks above. Jump on them till you grab a ledge. Jump on the ledge above and jump on the large windows above. Point the analog stick above to grab a narrow ledge. Then jump to get on the top of the windows. Run up the wall onto get hold of the railing and kill the enemies on the balcony. Run up the wall in front of the balcony to grab some bricks. Jump up the bricks to grab a ledge. Jump up the bricks to grab some bricks again and jump up the bricks to grab a platform where an archer is waiting. Kill him and run up the wall in the front of the platform to grab a windowsill. Jump up the windowsill to grab a ledge and jump into the high point. Go across the wooden plank and perform a leap of hay. Kill the enemies on the stairs and go into the door. First kill the enemy that is walking in the balcony. Stand on the railing of the balcony and run up the wall to grab some bricks. Jump up the bricks and jump into the balcony. Kill the enemies and go down the way you came. If you try to jump directly, you will get caught. So go the way you came. You can't stay in this room for a long time, because soldiers will come every 2nd minute. Kill the guards guarding the door and go across the stairs, killing the other guards. Go into the gate marked red and there will be a cutscene.

BOSS FIGHT: SHALIM AND SHAHAR

To defeat them, roll under their attacks to kill them. Don't try a combo, because they are two; Shahar can always hit you when you do a combo on Shalim. You can also hit them when they try to jump towards you. After you kill them there will be a cutscene.

END OF BOSS FIGHT

Go into the gate to Kyrenia Commons and go into your safe house (marked red)

MEMORY BLOCK 6: LIMASSOL AGAIN

In this mission you have to locate the new Cypriot Safehouse

Go to the gate to Limassol Marketplace (marked red). Then go to the high synchronize point (red bird sign). Climb up the roof on which it is located. Run up its wall to grab a narrow ledge. Jump up to grab a windowsill and jump up again to grab a ledge. Climb two ledges to reach the railing. Get on the platform and run up the wall to grab two ledges before you reach the railing. Climb on the wooden plank to synchronize. After synchronizing go to your safehouse (marked red).

In this mission you have to kill the duelist captain in Limassol Marketplace

Go to the Duelist Captain (marked red). Kill him with the help of the hidden blade.

In this mission you have to kill the Pirate Captain in Limassol Port

Go into the gate to Limassol Port (marked red). Then go into the large ship. Go into the gate marked red and kill the pirate captain along with his guards.

In this mission you have to kill the Templar captain in Limassol Cathedral Square

Go out of the gate marked red. Then get out of the ship through the ramp and go to the gate to Limassol Cathedral Square. Go to the Captain and kill him.

In this mission you have to interrogate the Port Watchman in Limassol Port

Go into the gate to Limassol Port (marked red). Then go to the watchman and there will be a cutscene. After the cutscene climb any roof and roof-jump till he is alone. Then beat him up and there will be another cutscene.

In this mission you have to Interrogate the Patrol Sergeant at the Cathedral Square

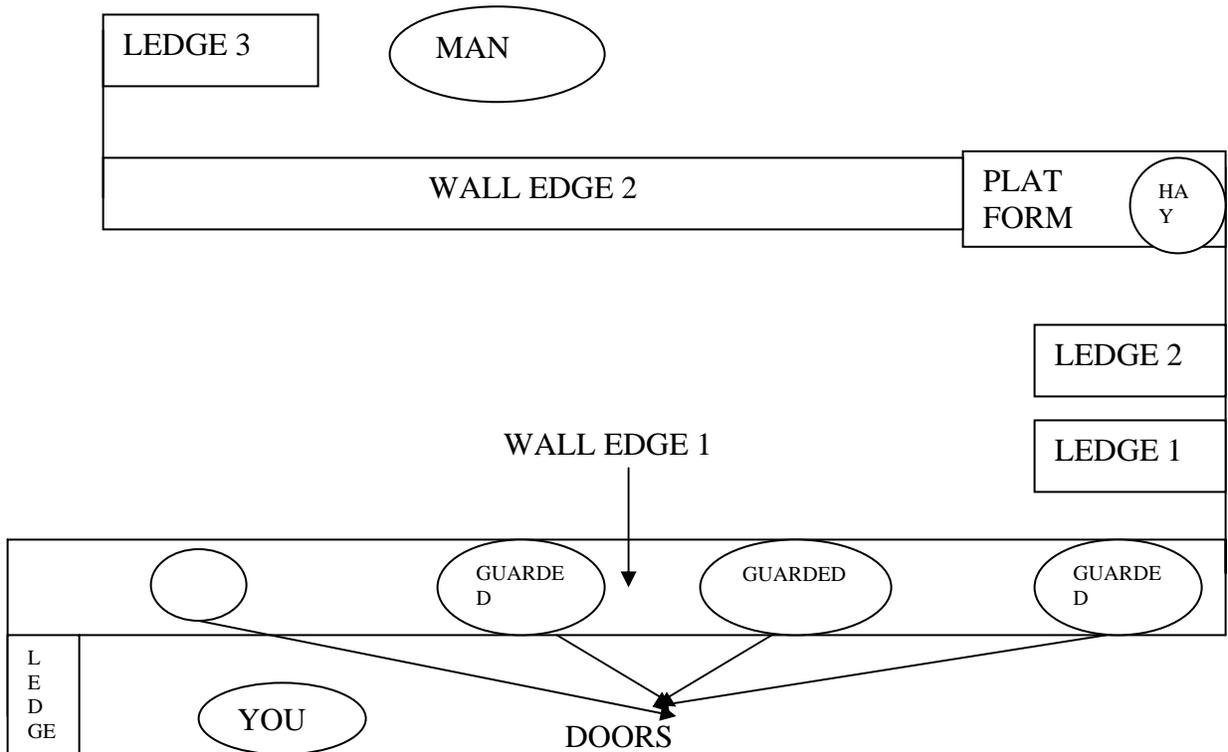
Go into the gate to Limassol Cathedral (marked red). Then go to the red sign. When you reach him there will be a cutscene. After the cutscene kill the enemies that have come. After you defeat them there will be another cutscene.

In this mission you have to Interrogate Demetris, the Cypriot Traitor

Go into the gate to Limassol Marketplace. Then go to Demetris' home (marked red). There are guards and archers, so roof-jump all your way, killing any archers on the way. Go into Demetris' house and there will be a cutscene.

In this mission you have to Speak to Alexander

Roof-jump to your safe house, killing archers on the way. Then go into your safe house and there will be a cutscene. After the cutscene go into the gate to Limassol Castle Courtyard. Don't go into the open door (the gate to the left). There is a ledge near the door. Run up the wall to grab that ledge. Jump up the wall with the help of the bricks and jump towards your right when there are no bricks above. Finally jump down on WALL EDGE 1. Run across the WALL EDGE 1 till it ends and jump LEDGE 1 and LEDGE 2, onto the PLATFORM. Climb on the WALL 2's EDGE in front of HAY and you will see a MAN lying on the ground. Run across WALL EDGE 2 and jump down after jumping LEDGE.3 Go to the MAN and there will be a cutscene.



After the cutscene kill the soldiers till you kill all 25 of them. Then go to the large curtain Maria went near.

MEMORY BLOCK 7: DEFEATING BOUCHART

In this mission you have to kill Bouchart

Go down the spiral staircase and kill the enemies at the end of the stairs. Go down the curving path and kill the enemies that are walking. Then go down the other curving path and kill the enemies in the large room. Go up the stairs and into the door to the left. Jump the ledges and go into the door to the right. Go into the door to the left and kill the enemies there. Then go after Bouchart into the white gate and there will be a cutscene.

BOSS FIGHT: ARMAND BOUCHART

Roll under his attacks and hit him. Don't try to block; he will break your block. When you see his hand moving after he attacks, DON'T hit him; he will do a combo on you. Do this till he dies and there will be a cutscene.

END OF BOSS FIGHT

After the cutscene back track your way. If you don't know the way, follow Maria. Be careful, because the rocks might hit you. Be sure to sprint all the way and don't stop anywhere, because there a time limit also. After you reach your destination there will be a cutscene.

6. CREDITS

ME. Nobody was there with me when I was writing this walkthrough. There is no walkthrough on the Internet also, so I had to write this walkthrough by playing the game and then writing. Why is there no walkthrough in audio? Then everyone will just listen and play. If these type of walkthroughs are uploaded, then why will anyone waste there time in reading? It looks like that is why audio walkthroughs are not there. Anyways, thank you for reading this walkthrough. Please write to me if you can not understand anything in this walkthrough. I will explain it to you in a mail.

Thank You Again

Saumya

