

# THE ANIMUS

ARCHIVES

JUNE 2019



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# WHAT'S INSIDE

Welcome to issue #2 of The Animus Archives, a quarterly Assassin's Creed fan magazine by The Ones Who Came Before.

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# The Liberation of Roma has begun



**Apologies for the delay!**

**The editor of the magazine (Ashlea) and myself (Col) have just got back from our holiday in Rome, where we visited many locations seen in AC Brotherhood.**

**Rome is an absolutely beautiful city, and we loved our time there. We're back on track now though with The Animus Archives, and you can expect #3 to drop in September!**

**(I also made Ezio proud by proposing outside the Colosseum.**

**She said yes  
thankfully!)**



A person with blonde hair and tattoos is swimming underwater in a vibrant coral reef. The scene is illuminated with blue and green light, creating a serene and mysterious atmosphere. The person is seen from behind, moving towards the right side of the frame. The coral reef is diverse, with various types of coral and sea anemones visible. Bubbles are rising from the person's breathing apparatus, adding to the underwater feel.

COMMUNITY

FUNDRAISER

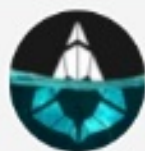
**The Assassin's Creed Community is fundraising for Ocean Conservancy, a movement dedicated to protecting the ocean.**

**We are aiming to raise £200, money which will help to fund programs which help ocean life and remove pollution which is hurting wildlife and the environment.**

**The crystal clear water we see in AC IV is now a thing of the past. By 2050, world oceans could contain more plastics than fish.**

**Make a difference today.**


**[www.justgiving.com/fundraising/assassinscreedcommunityfundraiser](http://www.justgiving.com/fundraising/assassinscreedcommunityfundraiser)**




The Ones  
Who Came  
Before .

## The Ones's Assassin's Creed Community Fundraiser page

Assassin's Creed Community Fundraiser for Ocean Conservancy Inc protect the Oceans

 Team members: Assassin's Creed United Kingdom and The Mentors Guild

 Event: Assassin's Creed Community Fundraiser



Alexios Display by  
Shirley Diane Marie



TOWCB COMMUNITY  
CORNER

# TOWCB COMMUNITY CORNER



KASSANDRA FAN ART BY @6BJONN

# TOWCB COMMUNITY CORNER



**EDWARD KENWAY FANART BY STAN DUMINSKY**

**SOURCE: [WWW.INSTAGRAM.COM/STAS\\_DUMINSKY](https://www.instagram.com/stas_duminsky)**

# TOWCB COMMUNITY CORNER



EZIO AUDITORE COSPLAY BY TUĞBA AYDINOĞLU.

SOURCE: [WWW.INSTAGRAM.COM/TUGBINA](https://www.instagram.com/tugbina)

# TOWCB COMMUNITY CORNER



**CHECK OUT THIS ASSASSIN'S CREED BODY ARMOUR TATTOO BY EMILY CRESS FROM TEMPLE ART STUDIO!**

**SOURCE: [WWW.INSTAGRAM.COM/ART\\_SCHOOLDROPOUT](https://www.instagram.com/art_schooldropout)**

# THE ONES WHO CAME BEFORE 5 YEAR ANNIVERSARY

August 10th 2019



Time flies when you're having fun!

The Ones Who Came Before will be marking five years as an Assassin's Creed Community in August!

To celebrate the anniversary, we will be running a number of giveaways for the Assassin's Creed Community, and reflecting on our journey so far.

If you would like to get involved, feel free to message us, as we will be working on a number of projects.

The anniversary is a celebration of the Assassin's Creed Community, and all the people around the world who make it so special. Although the franchise is forever shifting identity, the community remains at its core. This year, we're hoping to take our social media channels to the next level by running a variety of competitions on all of our platforms.

We will also be getting some new graphics to celebrate the event, created by our talented designer McHeisenburglar.

To follow our progress you can join our Facebook Event, which we will be using to post updates and collect feedback.

Add your voice to the celebrations, and help us to make the event as memorable as possible!

[www.facebook.com/events/2381737092083685/](https://www.facebook.com/events/2381737092083685/)



# GAME TIME

## Locations

L	B	H	H	M	C	W	B	G	W	L	S	E	G	L
G	U	X	F	E	N	V	L	N	Q	X	S	C	D	V
R	P	B	X	P	P	N	O	J	K	M	W	I	L	I
W	S	T	N	K	A	D	I	B	K	M	U	N	K	J
O	E	W	P	A	N	Y	P	X	U	Y	R	E	S	J
P	K	N	T	O	T	C	A	W	L	O	M	V	Q	K
M	M	P	L	S	I	S	R	Z	M	Z	Z	G	G	R
C	U	G	Y	H	F	A	I	E	R	K	E	M	K	F
K	I	R	B	U	O	C	S	W	U	Q	V	B	A	P
F	G	Y	U	X	N	D	L	U	R	K	S	W	C	P
B	J	H	F	E	R	H	N	R	F	E	P	M	X	X
C	Y	T	A	V	G	V	D	C	H	Q	K	N	S	U
H	A	V	A	N	A	Y	B	J	B	H	Y	R	Q	O
T	V	L	I	X	J	J	P	F	I	U	C	G	Z	X
K	R	O	Y	P	M	G	E	T	T	K	S	M	F	A

EGYPT  
HAVANA  
ISTANBUL  
LONDON  
NEW  
PARIS  
ROME  
VENICE  
YORK



## Quiz

- 1) In what year were Jacob and Evie Frye born?
- 2) What is the name of the fake Abstergo Industries program based around the fate of Connor?
- 3) What is the name of the hacker group who once operated in opposition to Abstergo?
- 4) What was the name of the young girl who sadly drowned in Assassin's Creed Origins?
- 5) How was Malik Al-Sayf killed, and what happened to his body?
- 6) How many Masyaf Keys are needed to gain entry to the library of Altaïr Ibn-La'Ahad?
- 7) How many statues of legendary Assassins can be found in the Monteriggioni Sanctuary?



Captured by Community Member  
@RaffGN7



# ASSASSIN'S CREED ODYSSEY



Rick Boer from RBF Productions as Altaïr Ibn-La'Ahad

**E3**™

2019



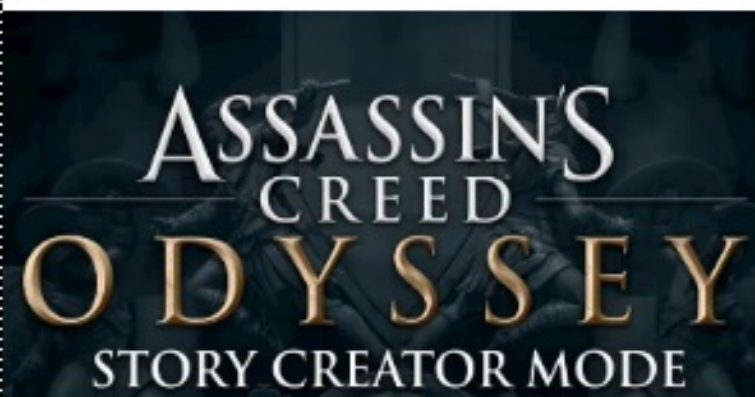
**UBISOFT**



Image by Ubisoft

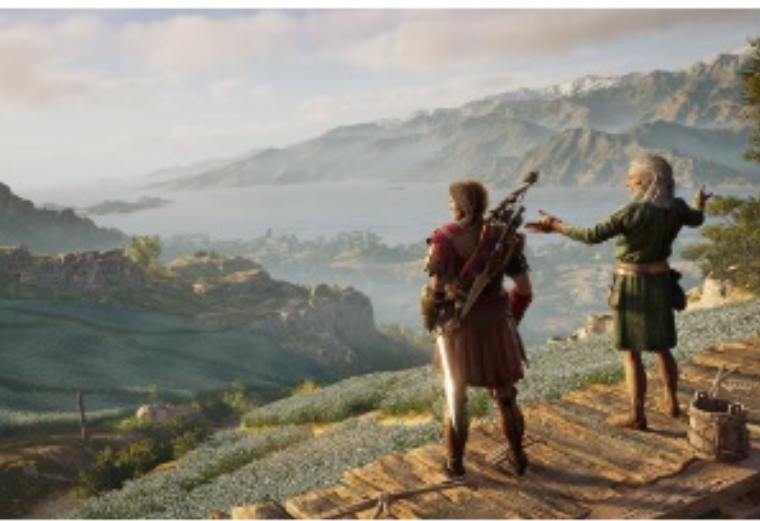
# E3 2019

## The Game Changer



E3 saw the reveal of Assassin's Creed Odyssey: Story Creator Mode, a tool which allows you to create your own narratives.

Featuring a quest editor and branching dialogue system, the new addition allows you to play other users' creations and experience new narratives told by the community themselves.



Write your own stories with beloved historical and fictional characters from Assassin's Creed Odyssey and accompany them with gameplay, handwritten dialogue and a mixture of quest objectives. Choose from a selection of familiar quest objectives to build fun and challenging Stories. The Story Creator's interface is available only in English.

Create unique Stories for players from all around the world!

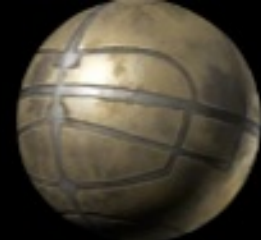
The Story Creator is a toolset based on our own quest editor used it includes for example elements of the interactive dialogue system used in the main game, allowing users to create their own interactive branching dialogues.

The perfect tool for those wishing to start a career in video game design.



## share your story

# THE HALL OF EDEN



**AN ASSASSIN'S CREED ODYSSEY STORY BY COLUM BLACKETT.  
COMMUNITY ADMIN FOR THE ONES WHO CAME BEFORE**

## Synopsis

The Misthios learns of an ancient vault hidden deep beneath the land known as The Hall of Eden. It is said that a precursor race once used the hall to house the Pieces of Eden. After freeing a man known as Nero Septimus from a bandit camp, the Misthios discovers that a member of The First Civilisation is reaching out through time to manipulate events. Can the Eagle Bearer stop the return of an ancient enemy, or will humanity kneel once more.

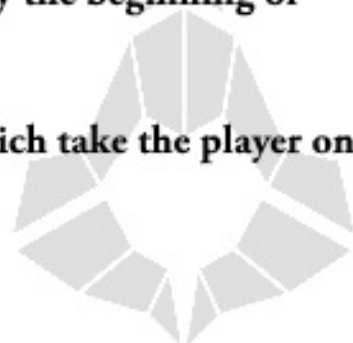
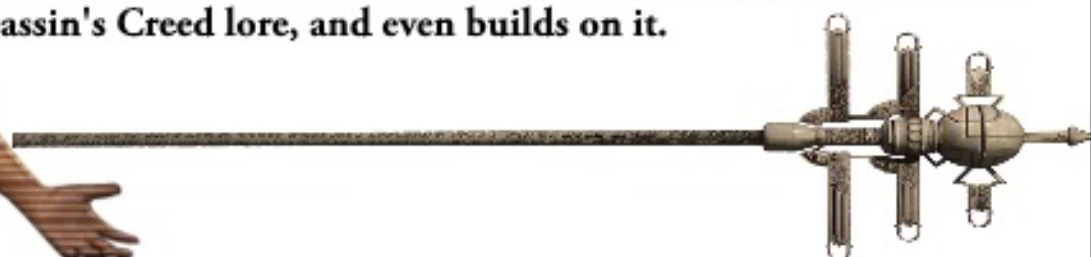
I've always been fascinated with Assassin's Creed lore and The First Civilisation, so when Ubisoft announced Story Creator Mode, I picked up my pen and began to write a story. One thing which I felt was missing in AC Odyssey were missions which really added to the lore of the series. Instead, the lore which has previously been established was either mistreated or changed entirely.

The story I am trying to tell is respectful to previously established Assassin's Creed lore, and even builds on it.

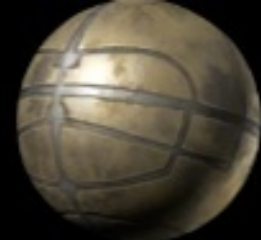
I am currently slowly entering my stories in to the Story Creator platform, and believe I can have it ready by the beginning of August.

I am looking at creating 5 quests, all of which take the player on a journey in to the heart of the franchise.

Back to The Ones Who Came Before



# THE HALL OF EDEN



COMING SUMMER 2019



# *AC Partnership Program*

Recently, we launched the AC Partnership Program, a community initiative which aims to promote and share content. The program is a great way for content creators to gain recognition within the community, and expand to a wider audience. The Program will host a whole range of projects, and share content created by members of the community.

## **OUR PARTNERS**



UbiCentral

One of the biggest and best Youtube channels for Ubisoft/Assassin's Creed content, UbiCentral has been a partner of TOWCB since 2016. Our affiliation has led to many collaborative community projects, all of which you can find online.

The introduction of the program means that we will be actively promoting Brett's content on our social media channels, and once again collaborating on future projects.

### **The Memory Corridor Podcast**



Gargudon

An Assassin's Creed podcast established by Community member Gustav Poulsen (Gargudon) back in 2016 which managed to successfully establish itself as a popular platform for discussion and debate surrounding the franchise.

By joining the program, all past and future episodes of the podcast can be found on our Youtube channel. The partnership has also helped to revive the series, which has been offline for nearly a year.

# AC Partnership Program



The Bleeding Effect Podcast

A brand new podcast created by Community members Jarrett and Tiffany, the series recaps on key moments of the franchise, and analyses events that took place in past games.

It's a healthy dose of nostalgia, something which is much needed with the constant changing identity of the franchise. All past and future episodes of the podcast can be found on our Youtube channel.

By joining the program, the podcast can now begin to attract a regular following, and increase the number of listeners per episode.



Lisa Zaman Art

Lisa Zaman is a talented portrait artist specialising in graphite work. Back in May, she turned her attentions to the world of Assassin's Creed art, and began creating lifelike portraits of key characters

By joining the program, Lisa's work will be viewed by a larger number of AC fans, allowing her to build a captive audience.

The partnership also means that we will be working with Lisa for upcoming giveaways and art competitions for the community.

[www.instagram.com/lisazamanart](http://www.instagram.com/lisazamanart)

# *AC Partnership Program*



Andrew Hall

Andrew Hall is a freelance writer who recently helped our admin team to cover E3. During the event, Andrew created several articles regarding the Assassin's Creed franchise, and even helped to run the Facebook Live Discussion.

By joining the program, Andrew's work will be viewed by a larger audience, and he will be able to share content on a regular basis.

Andrew's work has a real personality to it, making it extremely accessible and easy to read.

Keep an eye on our website for more.

## **The Future of the Program**

Right now the program is small, but we're hoping to encourage more content creators to join, and help make it a success. Eventually, we would like to have a huge range of community run projects available on our Youtube channel, making it the home of community content.

To make this happen, we will be carefully monitoring our social media channels, and contacting potential partners.

One day, you will be able to find art demos, cosplay guides, podcasts, blogs, walkthrough videos and more on our channel!

The future is bright, and we would love for more people to get involved!

Feel free to contact us if you feel that this program could benefit you.

# NEXT TIME

- Return of Quick-Fire Community Questions
- TOWCB 5 Year Anniversary Highlights
- Assassin's Creed Travel Guide - by Sofijako
- Merchandise Review
- Introducing new members of the AC Partnership Program
- Extended Game Time (Bigger and Better)
- Debut article by Andrew Hall, member of the AC Partnership Program.
- Hall of Eden: Community Feedback



Thank you for taking the time to read issue #2 of The Animus Archives.

## Contributors:

Colum Blackett

Ashlea Buckley

Snowfire

Irakli (McHeisenburglar)

SofijaKo



# ASSASSIN'S CREED ODYSSEY

THE FATE OF ATLANTIS

EPISODE 2

