

ASSASSIN'S CREED:  
VENDETTA

FRENCH-TO-ENGLISH  
TRANSLATION OF  
THE RULEBOOK & ALL CARDS

# ASSASSIN'S CREED: VENDETTA

## FRENCH TO ENGLISH TRANSLATION

### GAME BOOKLET

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#### ASSASSIN'S CREED: VENDETTA

In Assassin's Creed: Vendetta, each player belongs to a secret faction: the Order of the Templars or the Brotherhood of Assassins. It aims to eliminate members of the opposing faction. For this, he is equipped with an Eagle Vision power allowing him to spot his enemies, and an Item helping him in his mission. In order to remove his target, he must fulfill very specific conditions and strike at the right time, discreetly or in the middle of a crowd.

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#### MATERIALS

- 12 Card Holders
- 12 Faction Cards
- 12 Requiescat in Pace Cards
- 45 Disposal Method Cards
- 20 Eagle Vision Cards
- 25 Item Cards
- 1 Game Booklet

#### PURPOSE OF THE GAME

Assassin's Creed®: Vendetta is a killer game with secret identities. It is played on the occasion of an evening with friends, but is understood differently from a conventional board game. Nobody actually sits around a table or a board: the game is set up alongside other activities. All participants receive a secret identity, Assassin or Templar, and do everything to survive and flush out their opponents.

Assassins must eliminate the Templars and vice versa. To uncover the true identity of their friends, players must investigate using their Eagle Vision power. To eliminate a target, they must meet the conditions indicated on the Elimination Method card in their possession. They also have an Item card to

help them. You have to be clever, sometimes a fine strategist, in order to trap your opponents, or avoid being trapped by them during the game.

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The game ends when the players have acquired the conviction that all the members of the opposing faction have been eliminated. The faction still alive wins.

### **PLACEMENT**

For each player present, make a pile made up of the following cards:

- A Faction card (Assassin or Templar) to place in the card holder face down.
- A Disposal Method card (single use).
- An Eagle vision card (unlimited use).
- An Item card (single use).
- A Requiescat in pace card.

## **Pg.5**

When setting up, the number of Assassins and Templars must always be equivalent. For example:

If 4 Players: 2 Templars and 2 Assassins

If 6 Players: 3 Templars and 3 Assassins

### **ATTENTION**

If the number of players is odd, one of the faction's under-numbered stacks must receive the Item 25 card instead of a random Item.

Do not read the contents of the cards during installation.

If this is your first game, you can distribute each of the cards according to their number. Compose a first stack with:

- Elimination Method # 1
- Eagle Vision # 1

- Item # 1

Then a second stack with Elimination Method # 2, and so on. Each player must randomly choose one of these stacks and secretly look at their Faction card in order to...

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...find out which one he belongs to. He then places this card face down in his card holder (to mount the card holder, simply attach the clip to the plastic case).

### **RULES OF THE GAME**

Players must assassinate members of the opposing faction. To do this, they can use their Eagle Vision card to investigate the secret identity of other players and identify their target.

Eagle Vision cards can be used without moderation and are strictly personal.

A player can only kill one person at a time with his Elimination Method card.

Each Elimination Method card is unique and can only be used once during the game. If he succeeds in eliminating his target, the player must report it to the latter by showing him his Elimination Method card. In this way, the victim understands how he died.

## **Pg.7**

When a player has eliminated someone, he must announce them loud and clear by saying the word "Vendetta".

The victim must then replace his Faction card with a Requiescat in pace card to signal to the rest of the players that he is no longer in the game.

When a person has killed a player, he recovers his Item cards (if they have not been used), as well as his Method of elimination.

To remove his next victim, the player must then use the Elimination Method card he has just acquired, since the one he has just used is no longer valid. At

any time during the game, the player can use an Item card to gain an advantage at a decisive moment!

**Pg.8-9 is a great mural from AC:Brotherhood**

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## **THE BROTHERHOOD OF ASSASSINS**

**“WE WORK IN THE DARK TO SERVE THE LIGHT.”  
- NICOLAS MACHIAVELLI**

The Brotherhood of Assassins worked in secret since Antiquity to defeat their sworn enemy, the Order of the Templars. It is a merciless battle waged by the Assassins so that the freedom of human beings, peace and the dissemination of knowledge survive. If over the centuries the Templars have managed to take advantage little by little, the Brotherhood endures, ready to rage again to combat acts and ideologies which it judges tyrannical.

In order to better target its enemies and ensure that its actions benefit the greatest number, the Brotherhood of Assassins has complete control over the political spectrum of the societies in which it operates. Informed by its numerous informants, it is on the lookout for the slightest sign of corruption or interference on the part of the Templars. Acting knowingly, the Assassins are acutely aware of the world in which they evolve, of the forces involved and of the consequences of their actions.

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There are only two ways to become a member of the Brotherhood: by birth or by cooptation. For those who are part of the lineage - this is the case with Altair -, training begins from childhood. They are thus taught to observe their surroundings, to analyze, to fight, but above all to be of unfailing discretion. This training also includes free running, a practice similar to parkour which allows each member of the Brotherhood to escape if spotted. Recruits must undergo intensive learning provided by their future colleagues and taught by the Altair Ibn-La'Ahad Codex.

New members must prove their worth indefinitely before being officially inducted. From their initiation until their death, the Assassins must follow the "Credo", a set of values and principles that summarize three precepts:

**STAY YOUR BLADE FROM THE FLESH OF THE INNOCENT  
HIDE IN PLAIN SIGHT  
NEVER COMPROMISE THE BROTHERHOOD**

This is the Creed.

## Pg.12

### THE ORDER OF THE TEMPLARS

**"MAY THE FATHER OF UNDERSTANDING GUIDE US"  
- TEMPLAR MOTTO**

The history of the Templar Order goes back several millennia. The origin of this secret organization has long since been forgotten, but some people like to think that Cain, who murdered his brother Abel, was one of its founders. It is alleged that this murder was aimed at recovering a Fragment of Eden, thus refuting the pattern of jealousy presented in the Old Testament. The Order's mission is to ensure that humanity reaches the best of its capacities through

skillful manipulation of the population, the use of science and technology. The Templars are therefore convinced to work for the good of men.

Legend has it that the Assassins and the Templars once had much in common and shared their ideals and their vision of the world. This agreement has long since passed. The Brotherhood and the Order now wage a bloody war...

## **Pg.13**

...in order to impose their ambitions for the future of humanity. If at first glance a proximity appears between the missions pursued by these two organizations, their methods are categorically opposed. The Templars actually consider the notion of free will as secondary in the development they wish to initiate.

The Templars began to influence the world political order long before the birth of Christ. It is claimed that they played an essential role in the conquest of the empire of Alexander the Great. By giving him a Staff of Eden, a very powerful relic, they allowed him to become one of the greatest conquerors in history. Likewise, they helped Emperor Qin Shi Huang of the Qi Dynasty to undertake incredible projects, such as the construction of the Great Wall of China. The Order was extremely active during the Roman era. Today, the Templars work through Abstergo Industries, a multinational corporation founded in 1937 by Henry Ford and resulting from the "Plan" imagined by the leaders of the Order in 1910. They hope to take advantage of the resources of the company and the scientific advances of the 20th century in order to continue their fight for the progress of civilization.

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### **THE ANIMUS**

The Animus is a machine developed by Abstergo Industries. It is this which gives access to the genetic memory of subjects such as Desmond Miles, the descendant of Altair Ibn-La'Ahad, Ezio Auditore and Connor. It searches for the

memories inscribed in the DNA of the subject and projects them into an exploitable three-dimensional virtual reality. The Animus is the tool of the Animus Project, which allows the Templars to obtain crucial information about the Fragments of Eden left by an ancient civilization known under the name of Isu or Precursors and have now disappeared.

A connected subject is projected into the three-dimensional materialization of the memories of its ancestors. The Animus thus acts as a projector and simulator, which allows you to evolve in memory sequences. The more the connected person's performance acts in accordance with his ancestor, the more synchronization becomes stronger. The machine reacts effectively according to the actions performed by the subject in the projected elements. Before any navigation within the genetic memories, an airlock allowing one to familiarize with the Animus is created called the White Room, a virtual zone disconnected from any representation. This place makes it possible to synchronize better between the ancestral memory...

## **Pg.15**

...and the subject, thus limiting compatible memories and avoiding perilous or traumatic sequences.

It was at the end of the 20th century that the Animus was designed using First Civilization technology. Doctor Warren Vidic, a true pioneer in the field of genetic memory, led the Animus Project from its conception to its implementation on many subjects. The machine, unstable, is improved in 1985 and will undergo modifications until its improvement in 2012.

Quickly, the Brotherhood of the Assassins became aware of the project of the Order of the Templars and, in 1977, William Miles, an American Assassin, managed to steal a copy of the Animus plans from Abstergo. This allowed the Brotherhood to build its own version of the machine in Protvino, Russia. Rebecca Crane, a technician in the organization, made successive improvements to the Animus, thus offering a considerable advantage to the Assassins in the search for Fragments of Eden.

## CARD TRANSLATIONS

### FACTION CARDS

- 6 Assassin Cards
- 6 Templar Cards

### REQUIESCAT IN PACE CARDS

- 12 Double-Sided Cards

### DISPOSAL METHOD CARDS

#1

To eliminate your target:

You must get your victim to give his opinion on a film or video game.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#2

To eliminate your target:

You have to make your victim feel 3 different things.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#3

To eliminate your target:

You need to make a phone call to your victim.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#4

To eliminate your target:

You have to make your victim sing a song.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#5

To eliminate your target:

You must get a quote from a movie from your victim.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#6

To eliminate your target:

You have to get your victim to compliment on your hairstyle.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#7

To eliminate your target:

You have to get your victim to talk about politics.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#8

To eliminate your target:

You must get your victim to kiss you 4 times.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#9

To eliminate your target:

You have to get your victim to give you a cooking recipe.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#10

To eliminate your target:

You must be gallant with your victim 3 times (opening a door, pulling the chair, carrying a heavy object, serving it before oneself, etc.) without being suspected of murder.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination

Method and Item cards from your victim.

### #11

To eliminate your target:

You have to get your victim to tell you the time 3 times in less than two hours.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #12

To eliminate your target:

You must have your victim's photo taken and show them.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #13

To eliminate your target:

You have to get your victim to taste something and get their approval.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable.

You can collect your Elimination Method and Item cards from your victim.

### #14

To eliminate your target:

You have to speak with a foreign accent to your victim.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #15

To eliminate your target:

You must get a true laugh from your victim (a smile is not enough).

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #16

To eliminate your target:

You must get an appointment with your victim in the near future ("we need to see each other again ...").

You can only kill one target with this card. If you succeed in your

assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #17

To eliminate your target:  
You must have your victim do an Internet search.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #18

To eliminate your target:  
You must have your victim listen to a piece of music and obtain approval for its quality.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #19

To eliminate your target:  
You have to tell your victim a joke. You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #20

To eliminate your target:  
You must have your victim open and taste a drink. You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #21

To eliminate your target:  
You must have someone else's clothing worn by your victim. You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

## #22

To eliminate your target:

You need to get your victim to tell you what studies they did and what their first jobs were.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

## #23

To eliminate your target:

You must have your victim say 3 words in a foreign language.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

## #24

To eliminate your target:

You must steal an object belonging to your victim (without being caught) and keep it on you for fifteen minutes.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination

Method and Item cards from your victim.

## #25

To eliminate your target:

You must convince your victim to follow you to another area.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

## #26

To eliminate your target:

You must arrange for your victim to give you the name of their first pet or the maiden name of their mother.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

## #27

To eliminate your target:

You must get your victim to give their opinion on a video game.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable.

You can collect your Elimination Method and Item cards from your victim.

**#28**

To eliminate your target:

You must make your victim drink from your glass.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

**#29**

To eliminate your target:

You must have your victim imitate an animal.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

**#30**

To eliminate your target:

You have to get your victim to do some housework.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable.

You can collect your Elimination Method and Item cards from your victim.

**#31**

To eliminate your target:

You must have your victim tell you the first names of 3 members of his immediate family (parents, children, siblings and spouses).

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

**#32**

To eliminate your target:

You must have your victim remove a piece of clothing or jewelry.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #33

To eliminate your target:

You must bring 2 items food or drink to your victim, who must accept what you give him.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #34

To eliminate your target:

You must have your victim read a text aloud.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #35

To eliminate your target:

You must have clothing or an electronic device loaned by your victim.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination

Method and Item cards from your victim.

### #36

To eliminate your target:

You have to get your victim to make a promise.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #37

To eliminate your target:

You must get your victim to give their opinion on a music group.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #38

To eliminate your target:

You need to add a pinch of sugar or salt to your victim's glass and have them drink it.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable.

You can collect your Elimination Method and Item cards from your victim.

### #39

To eliminate your target:

You must have your victim touch your nose or chin.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #40

To eliminate your target:

You need to get a compliment from your victim on your clothes or part of your body.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #41

To eliminate your target:

You must hold both of your victim's hands and look them in the eye for ten seconds.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #42

To eliminate your target:

You must toast/take a shot with your victim.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

### #43

To eliminate your target:

You have to make your victim dance.

You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#44

To eliminate your target:  
You have to make your victim imitate another person.  
You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

#45

To eliminate your target:  
You have to get a compliment from your victim on one of your jewelry or on your ears.  
You can only kill one target with this card. If you succeed in your assassination, it becomes unusable. You can collect your Elimination Method and Item cards from your victim.

## EAGLE VISION CARDS

#1

Show this card to a target:  
If you are an Assassin, quietly run your hand over your chin. If not, bite your lips discreetly.  
The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#3

Show this card to a target:  
If you are an Assassin, give me a discreet smile. If not, shrug sadly.  
The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#2

Show this card to a target:  
If you are an Assassin, run your hand quietly through your hair. If not, roll your eyes and sigh.  
The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#4

Show this card to a target: If you are an Assassin, quietly run your hand over one ear. If not, run your hand discreetly over your neck.  
The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#5

Show this card to a target:

If you are an Assassin, discreetly touch the tip of your nose. If not, give me a wink.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#6

Show this card to a target:

If you're an Assassin, wink at me. If not, run your hand discreetly over your chin.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#7

Show this card to a target:

If you are an Assassin, pass your hand discreetly over your neck. If not, run your hand quietly through your hair.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#8

Show this card to a target:

If you are an Assassin, shrug sadly. If not, give me a discreet smile.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#9

Show this card to a target:

If you are an Assassin, roll your eyes and sigh. If not, discreetly run your hand over one ear.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#10

Show this card to a target:

If you are an Assassin, bite your lips discreetly. If not, discreetly touch the tip of your nose.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

### #11

Show this card to a target:

If you are a Templar, discreetly run your hand over your chin. If not, give me a discreet smile.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

### #12

Show this card to a target:

If you are a Templar, discreetly run your hand through your hair. If not, discreetly touch the tip of your nose.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

### #13

Show this card to a target:

If you are a Templar, give me a discreet smile. If not, discreetly run your hand over one ear.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

### #14

Show this card to a target:

If you are a Templar, discreetly run your hand over one ear. If not, run your hand quietly through your hair.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

### #15

Show this card to a target:

If you are a Templar, discreetly touch the tip of your nose. If not, give me a wink.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

### #16

Show this card to a target:

If you're a Templar, wink at me. If not, run your hand discreetly over your chin.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#17

Show this card to a target:

If you are a Templar, discreetly run your hand over your neck. If not, shrug sadly.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#18

Show this card to a target:

If you are a Templar, shrug sadly. If not, roll your eyes and sigh.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#19

Show this card to a target:

If you are a Templar, roll your eyes and sigh. If not, bite your lips discreetly.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

#20

Show this card to a target:

If you are a Templar, bite your lips discreetly. If not, run your hand discreetly over your neck.

The Eagle Vision is strictly personal. Recover this card after showing it to a target. Its use is unlimited.

## ITEM CARDS

### #1 - INITIATION CHALICE

If you are asked about your identity, you are allowed to lie in your answer, but you are not obliged to do so...

You must nevertheless show this card to the person who questioned you.

This card can only be used once. It is destroyed after use.

### #2 - CRYSTAL SKULL

If you are asked about your identity, you can force the player who is asking you to reveal his own.

He must then wear his Faction card face up for fifteen minutes.

This card can only be used once. It is destroyed after use.

### #3 - APPLE OF EDEN

This card allows you to force the player of your choice to attempt to kill a target that you designate him among the players.

This card can only be used once. It is destroyed after use.

### #4 - LEAP OF FAITH

This card cancels the effect of an Item card of which you are the target.

Please note, this card does not immunize you from Alternative Disposal Methods.

This card can only be used once. It is destroyed after use.

### #5 - PICKPOCKETING

You force the target player to give you their Item card.

However, it must not have been used already.

This card can only be used once. It is destroyed after use.

### #6 - DISAPPEAR IN THE SHADOWS

Wear this card instead of your Faction card for fifteen minutes.

No one can murder you during this time.

This card can only be used once. It is destroyed after use.

### **#7 - SWORD OF EDEN**

Wear this card instead of your Faction card for 30 minutes.

During this period, no one can use an Eagle Vision card against you.

This card can only be used once. It is destroyed after use.

### **#8 - ALTERNATIVE ELIMINATION METHOD**

You need to tell a shameful memory to your victim.

This card adds an additional Elimination Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#9 - ALTERNATIVE ELIMINATION METHOD**

You must make your victim recall a "first time" memory.

This card adds an additional Elimination Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#10 - ALTERNATIVE ELIMINATION METHOD**

You must hide this card from your victim without being caught and ask them to return it to you.

This card adds an additional Elimination Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#11 - INITIATION CHALICE**

If you are asked about your identity, you are allowed to lie in your answer, but you are not obliged to do so...

You must nevertheless show this card to the person who questioned you.

This card can only be used once. It is destroyed after use.

### **#12 - CRYSTAL SKULL**

If you are asked about your identity, you can force the player who is asking you to reveal his own.

He must then wear his Faction card face up for fifteen minutes.

This card can only be used once. It is destroyed after use.

### **#13 - ALTERNATIVE ELIMINATION METHOD**

You must have your victim open and close the window in less than fifteen minutes.

This card adds an additional Elimination Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#14 - ALTERNATIVE ELIMINATION METHOD**

You must have your victim wear a piece of jewelry belonging to someone else.

This card adds an additional Elimination Method to your arsenal. It works the same as a Classic Elimination Method card and your same consequences.

### **#15 - APPLE OF EDEN**

This card allows you to force the player of your choice to attempt to kill a target that you designate him among the players.

This card can only be used once. It is destroyed after use.

### **#16 - ALTERNATIVE ELIMINATION METHOD**

You must have your victim exercise (push-ups or abs or squat).

This card adds an additional Elimination Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#17 - LEAP OF FAITH**

This card cancels the effect of an Item card of which you are the target.

Please note, this card does not immunize you from Alternative Disposal Methods.

This card can only be used once. It is destroyed after use.

### **#18 - ALTERNATIVE ELIMINATION METHOD**

You have to have your victim put something in the fridge. (If there is no fridge, it may be in a cupboard or drawer.)

This card adds an additional Disposal Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#19 - PICKPOCKETING**

You force the target player to give you their Item card.

However, it must not have been used already.

This card can only be used once. It is destroyed after use.

### **#20 - ALTERNATIVE ELIMINATION METHOD**

You have to lay your victim on the ground.

This card adds an additional Elimination Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#21 - DISAPPEAR IN THE SHADOWS**

Wear this card instead of your Faction card for fifteen minutes.

No one can murder you during this time.

This card can only be used once. It is destroyed after use.

### **#22 - ALTERNATIVE ELIMINATION METHOD**

You must have your victim hold a knife and use it.

This card adds an additional Elimination Method to your arsenal.

It works the same way as a classic Elimination Method card and has the same consequences.

### **#23 - SWORD OF EDEN**

Wear this card instead of your Faction card for 30 minutes.

During this period, no one can use an Eagle Vision card against you.

This card can only be used once. It is destroyed after use.

### **#24 - ALTERNATIVE ELIMINATION METHOD**

You must make sure that your victim wins a game or a sports activity (even if there are only two of you playing).

This card adds an additional Elimination Method to your arsenal. It works the same way as a classic Elimination Method card and has the same consequences.

### **#25 - SHROUD OF EDEN**

This card gives you a second life. You have just escaped near death and your assassin draws another Method of Elimination card.

This card can only be used once. It is destroyed after use.