

Assassin's Creed: Lineage. Part I

The three parts are being developed by Ubisoft's Hybride Technologies who have previously worked on the films 300 and Sin City

October 30, 2009 - 09:48

The Lineage films are a mixture of live-action and computer generated imagery. They are intended to focus upon Ezio's father, Giovanni Auditore da Firenze. The game picks off immediately after the events of Assassin's Creed. Desmond and a fellow assassin Lucy Stillman escape from the lab to a nearby warehouse where Stillman reveals she and a new team have been working on a new device, the Animus 2.0. Desmond will view the memories of Ezio through the new machine. The hands-on also revealed that Ezio owns a small villa, which will act as a home space, but can be upgraded to include churches, shops and brothels. As well as Ezio and his family, non-player characters can pay taxes to reside at the villa.

The game takes place in 15th century, Italy during the Renaissance, approximately three hundred years after the first game. Like Assassin's Creed, characters based on historical figures will be present in the game including Leonardo da Vinci, Niccol Machiavelli, Caterina Sforza and Lorenzo de' Medici. Unlike Altair, whose ring finger was amputated in order to accommodate use of his hidden blade, Ezio has not; bearing a ring displaying his family crest. This was made possible by just one of numerous technical advances made by his close friend Leonardo da Vinci who helps Ezio throughout the course of the game.

More Information at www.assassinscreed.com. Image and Video Courtesy of Ubisoft Entertainment