

GAMER GUIDE

ASSASSIN'S
CREED MIRAGE
EDITION



the need to know you didn't know you needed



WHAT IS IT?



Released in October 2023, Assassin's Creed Mirage is the 13th instalment in the Assassin's Creed series, developed by Ubisoft Bordeaux and published by Ubisoft. It launched on PlayStation 4, PlayStation 5, Windows, Xbox One, Xbox Series X/S, and an iOS version is slated for early 2024.



Serving as the successor to 2020's Assassin's Creed Valhalla, Mirage was initially meant to be an expansion for Valhalla but evolved into a standalone title. The game prioritises a return to the series' foundational aspects of stealth, parkour, and assassinations, steering away from the RPG approach of recent titles.

BREAKDOWN THE BASICS

The game immerses the player in 9th-century Baghdad during the Islamic Golden Age. The story follows protagonist Basim Ibn Ishaq, a former street thief turned Hidden One, battling against the Order of the Ancients for peace and freedom.

Mechanics

Assassin's Creed Mirage is an action-adventure stealth game with an emphasis on linear storytelling, stealth, and strategic combat. Progression is no longer XP (experience points) based, which allows players to truly immerse themselves in developing their own assassin playstyle.





Quests

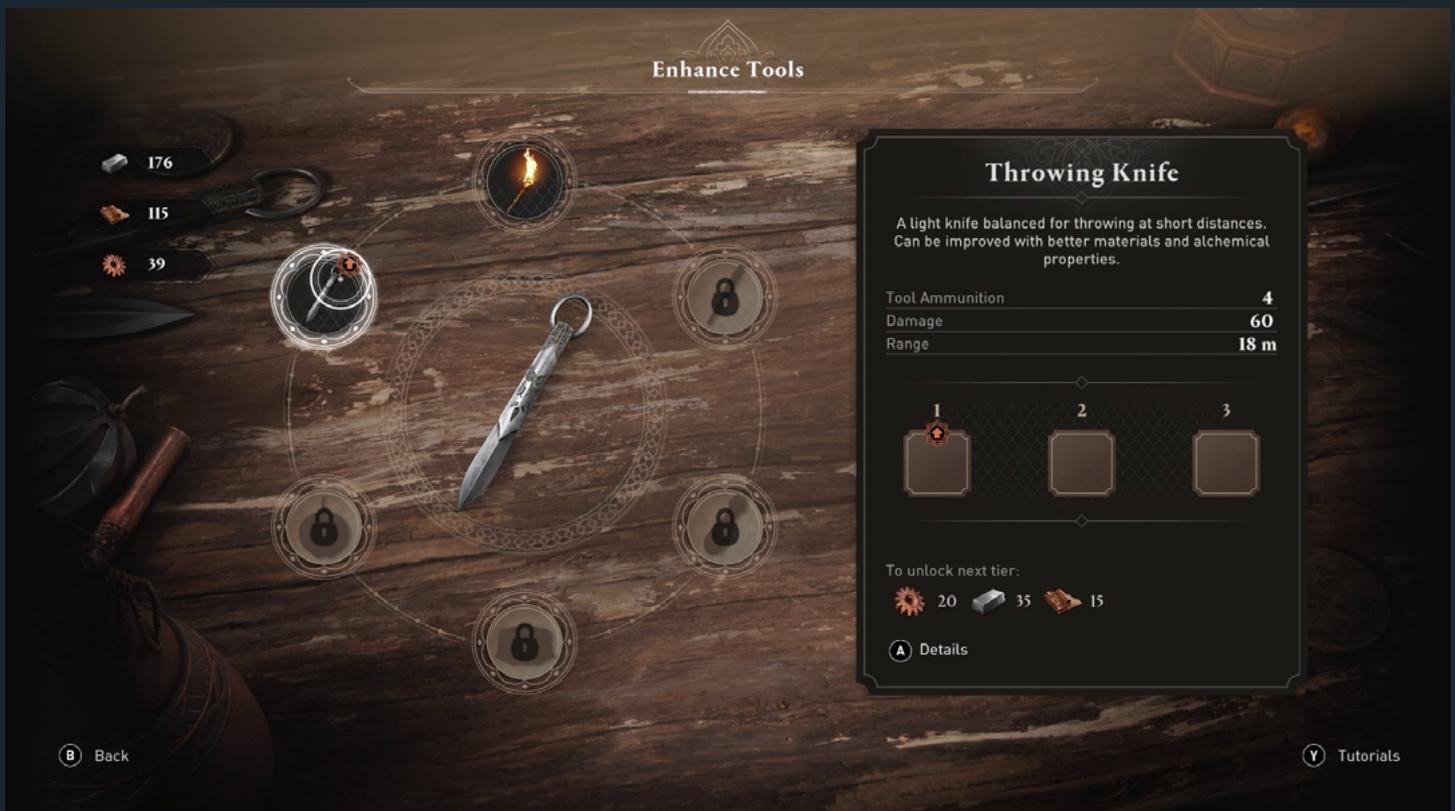
The game introduces players to fundamental gameplay aspects right from the initial mission, covering free-running, stealth, take-downs, and infiltration missions. Players are incentivised to explore Baghdad and its surroundings by the offering of various rewards including collectables, new gear, upgrade resources, redeemable tokens, and skill points. Beyond the main storyline, players can engage in side stories and missions for a comprehensive gaming experience:

- **Contracts:** Contract Requests can be picked up from Contract Boards at Assassin Bureaus scattered throughout Baghdad. These missions vary from infiltrating fortresses to surveilling targets and earn you a variety of rewards.
- **Tales of Baghdad:** There are only 6 of these story missions, but they're essential to your progression and levelling. Each mission follows the tale of a citizen who needs your help in solving a problem and will reward you with a skill point.

Skills

Players can strengthen Basim by unlocking a range of skills. In contrast to the experience point-dependent trees in earlier Assassin's Creed games. Access to new skills and skill upgrades is linear and tied to story progression. The game features 3 distinct skill trees:

- **Phantom:** The Phantom skill tree focuses on combat. Phantom skills enhance stealth and specific combat abilities, ideal for players prioritising easier assassinations or playing higher difficulty levels.
- **Trickster:** Trickster skills enhance Tools and consumables. Some skills provide an extra Tool slot, expanding your options for dealing with enemies.
- **Predator:** The Predator skill tree upgrades Basim's eagle and enhances stealth, offering advantages in battles and boosting Enkidu's capabilities.



Tools

Situations often call for more than Basim's standard weaponry. As you progress through the game and join the Hidden Ones, the Tools tab becomes accessible in your menu. Initially only Throwing Knives and the Torch are available. Advancing in the main story allows you to unlock an extra Tool through Ibn Musa at the Assassin Bureau. Additional Tools can be acquired through the Trickster skill tree.

Once a Tool is unlocked, upgrading and adding new features can be done using upgrade resources. Ibn Musa provides the option to reset and choose new skills for the Tool at no additional cost, enabling players to customise their Tools based on playstyle or Contract requirements.

Torch:

- Casts light in dark areas.
- Can be held, dropped, and thrown.
- Acts as a distraction and can create a large explosion when used with the Flammable Smoke perk of the Smoke Bomb.

Throwing Knife:

- Lightweight knife for throwing at short distances.
- Essential for dispatching archers or distant enemies.
- Adding poison and armour-piercing properties makes it effective against heavy enemies and environmental obstructions.

Noisemaker:

- A small explosive that lures guards away.
- Can be weaponized.
- Useful for diverting attention and weakening groups of enemies.

Trap:

- Non-lethal proximity explosive that knocks down enemies.
- Can be made deadly.
- Ideal for quick escapes when surrounded.

Smoke Bomb:

- An alchemical vial that releases a thick smoke cloud.
- Modifiable for attack or defence.

Blow Dart:

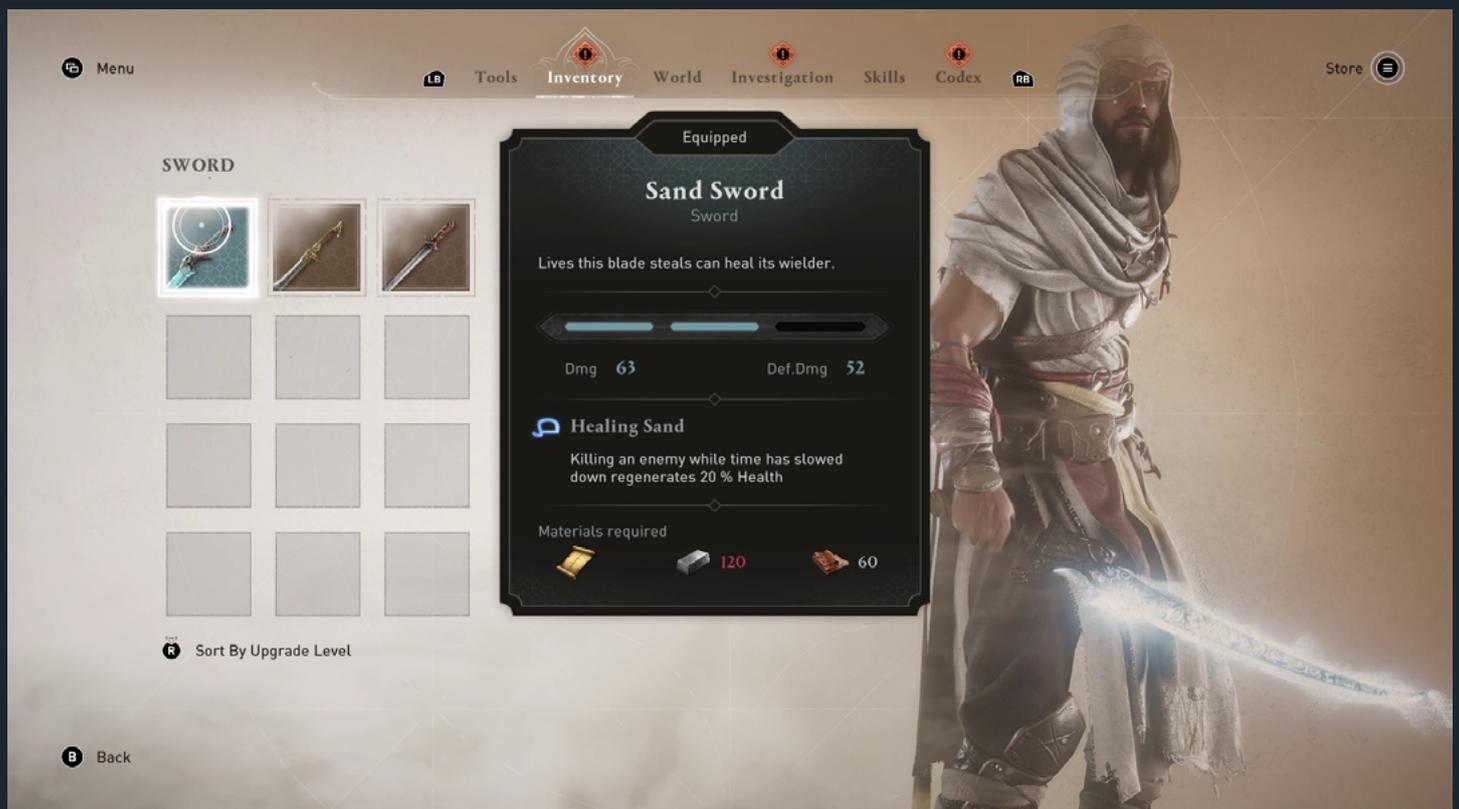
- Silent projectile for putting targets to sleep.
- Modifiable for poison or inducing rage.
- Effective against all enemies, including strong Order members as well as heavily armoured ones.



Weapons

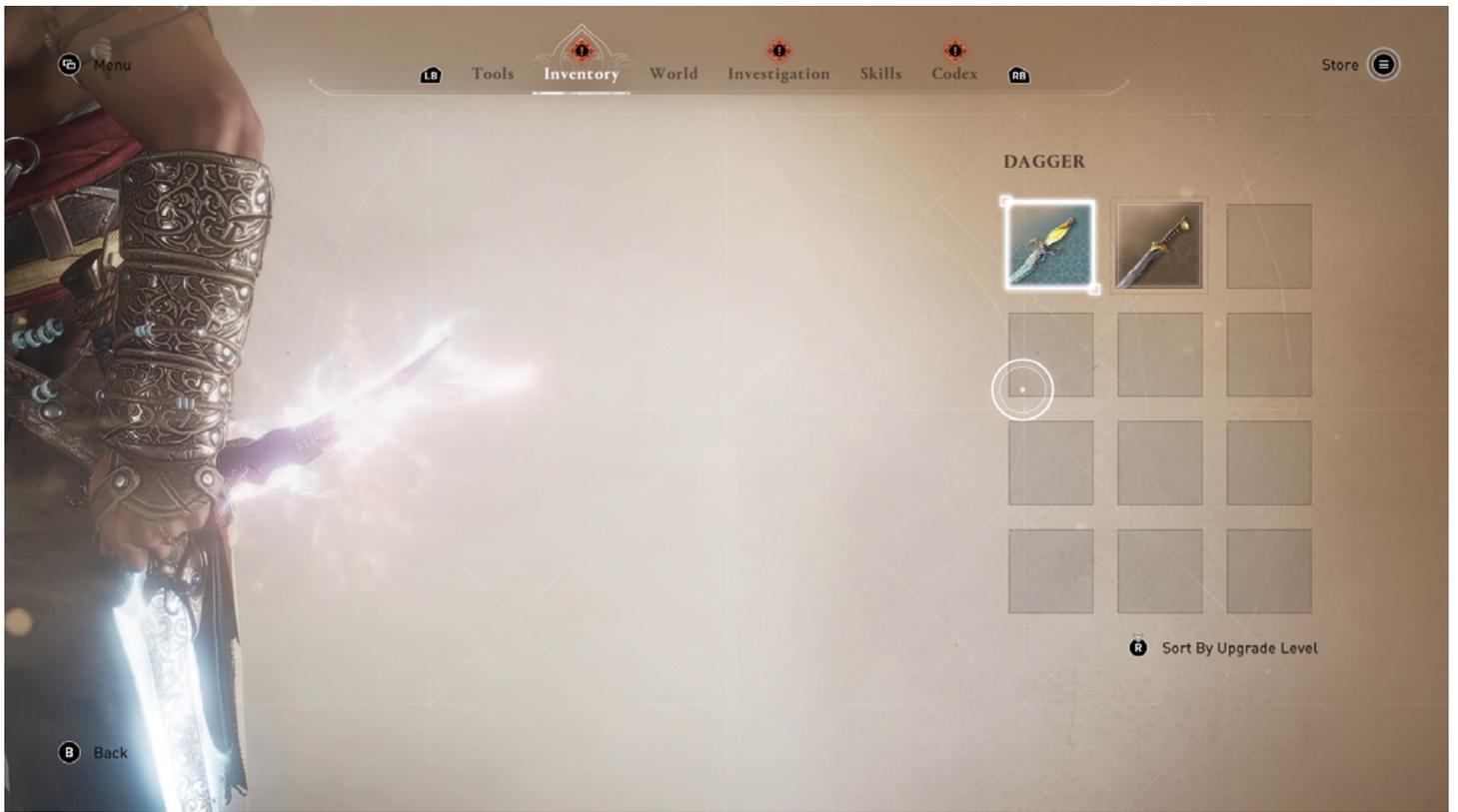
Weapons in Assassin's Creed Mirage depart from recent stat-based systems, embracing unique properties and linear upgrade paths instead. Basim's arsenal comprises a Hidden Blade, Sword, and Dagger. Although the Hidden Blade remains unalterable, new Swords and Daggers can be acquired through side quests, story progression, and special Gear Chests across Baghdad's regions.

The emphasis shifts from quantity to quality, with each weapon tailored to specific builds and gameplay styles. The limited weapon selection encourages players to focus on their preferred approach, ensuring that each weapon serves a distinct purpose in enhancing the lethality of the assassin.



Outfits

In Assassin's Creed Mirage, Outfits serve as armour, each with a unique ability ranging from noise reduction to health regeneration. While Outfits don't affect damage resistance, their special abilities can be upgraded. Most Outfits, found in Gear Chests throughout Baghdad, come with upgrade Schematics. Some, like the Initiate of Alamut Outfit, are acquired through the main story progression.



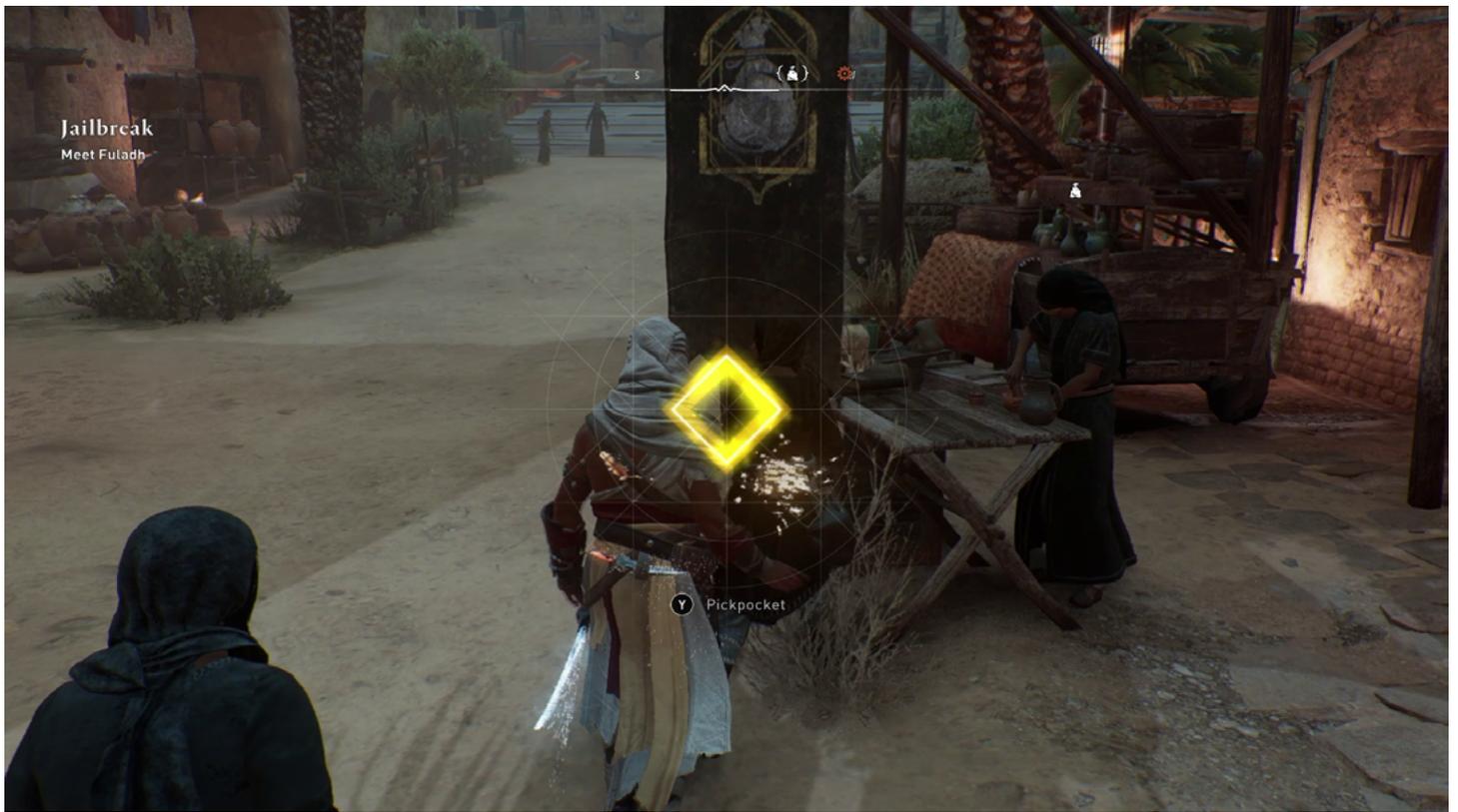
Stealth & Combat

In Assassin's Creed Mirage, combat is a fundamental aspect, but strategic use of stealth can be more effective than facing stronger enemies directly. The Parry skill is a key mechanic, enabling you to counter enemy attacks effectively. Recognising the glow indicating enemy attacks allows for timely Parries, stunning the attacker for potential instant kills or follow-up hits.

Dodging is effective for avoiding most damage, while the Roll provides more significant distance from enemies, especially those highlighted red which indicates aggression. Objects in the environment, like wooden scaffoldings and red powder bags, can be utilised strategically to take out pursuers or enable stealthy escapes.

Unlike earlier titles, enemies attack simultaneously, increasing the challenge. The game follows a linear offensive combat system, and certain skills, like the Counter Roll, can significantly alter combat difficulty.

Various hiding spots such as rooftop gardens, hay bales, piles of flower petals, and tall grass allow players to avoid detection. These spots are highlighted with a white light when using Eagle Vision. Not only useful for sneaking, they can be used strategically to take down multiple enemies. Just whistle from a hiding spot near guards to attract their attention. Be careful, only strike an investigating guard when you're out of sight from the others or your cover will be blown.



Notoriety

In Assassin's Creed Mirage, the Notoriety system penalises players engaging in unlawful acts in public. This includes pickpocketing, trespassing on restricted grounds, or killing people in broad daylight. The more Notoriety accumulated, the higher the risk of facing consequences from the law. There are 3 levels of threat:

- Level 1: City folk can identify Basim and summon the guards.
- Level 2: Archers are stationed on rooftops, and guards actively search for Basim.
- Level 3: An elite Shakiriyya joins the other enemies already pursuing Basim.

If your Notoriety level is making progression difficult, there are ways to reduce or remove it entirely:

- Wanted Posters: Tear down Wanted Posters to reduce your Notoriety by 1 level. Scattered throughout the city, nearby Wanted Posters show up with a unique icon on the compass.
- Munadi: For the price of 1 Power Token you can use the services of town criers to wipe out all your Notoriety.
- Shakiriyya: Take down this elite enemy to remove all your Notoriety. This is not an easy battle though; they're fast and utilise both ranged and melee attacks. Before you take them on, be sure you're well-equipped.



Eagle

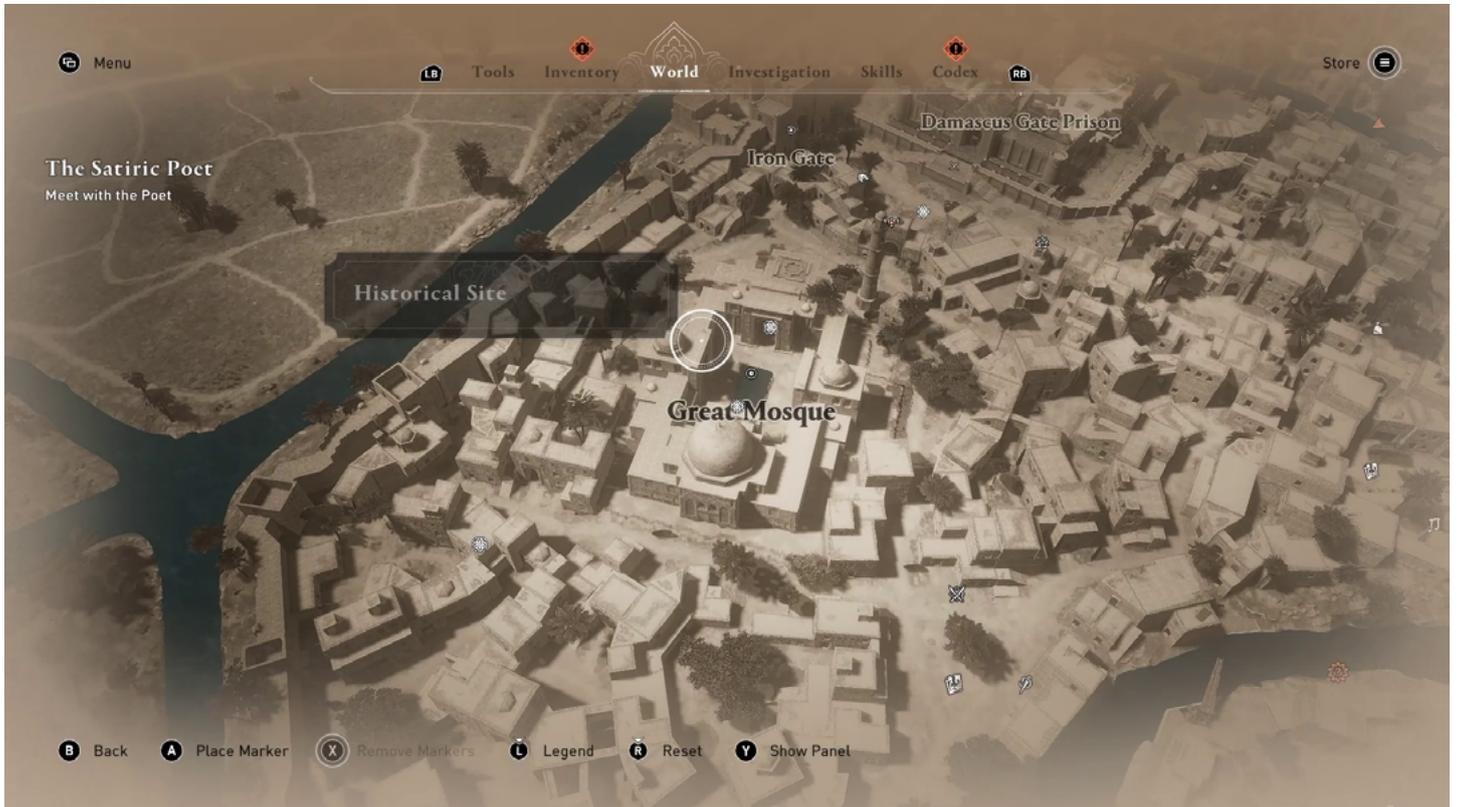
A staple mechanic of the franchise is an aerial companion. In this game, Basim's eagle Enkidu can be used to explore the surroundings and unveil hidden clues or mark objectives.

Look for a large reticle with an arrow, pointing in the direction of the objective. Enter stationary mode and focus on the indicated direction. The reticle shrinks as you get closer and a sound effect signals when the objective is discovered. The reticle is yellow for mission objectives and points of interest, and white for guards. Players can mark these points of interest and create custom markers. Marked beacons will show parentheses and are visible on both the map and compass.



Environment

The game is set in the city of Baghdad which is divided into 4 districts. Smaller towns like Anbar exist on the city's outskirts, while Alamut (the fortress headquarters of the Hidden Ones) is showcased in certain storyline missions.



Districts

- Harbiyah: Basim's initial venture into Baghdad takes him to Harbiyah, marking the starting point of his formal investigation into The Order of the Ancients.
- Abbasiyah: Functioning as the intellectual nucleus of Baghdad, Abbasiyah is the central region dedicated to the pursuit of knowledge, encompassing fields such as language, astronomy, and astrology.
- Karkh: At the heart of commerce in Baghdad, Karkh stands as a hub for trade, export activities, and discussions around taxation.
- Round City: Serving as the seat of power for the Caliph, it is a realm of art and pleasure that caters exclusively to the social elite.
- Wilderness: The expansive Wilderness encircling Baghdad narrates a story of forgotten monuments in the Arab world, with some unveiling the remarkable wonders of the past.

Mounts

While the city is fairly easy to traverse, the wilderness is a bit trickier. Travelling by foot is tedious so players are provided with a mount. Players can upgrade from the basic camel mount at the nearest stable owner. Their shops offer a variety of horses and other mounts for a price.

TIPS & TRICKS



Dispose of the evidence

It's always smart to stash a body if you have the chance, especially if someone might see it. Alert guards will leave their spot to check out the scene of the crime. Use nearby hiding spots to hide the evidence.

Don't lose out on loot

Always keep a couple of Green Merchant tokens on you. Merchant Loot Chests have more resources, and although they look like regular loot chests, they give a unique prompt when you're close.

Flight not fight

Combat in Assassin's Creed Mirage is less forgiving than in Origins, Odyssey, and Valhalla. You're more vulnerable, withstand fewer hits, and deal less damage. Assassination is the most effective method, but it's only possible when undetected. If you encounter groups of enemies, it's advisable to run, hide, and strategize rather than engage in direct combat.



CONCLUSION

Assassin's Creed Mirage takes the approach of a shorter game, a more focused map, and a streamlined combat experience. The beauty of Baghdad and the detailed world design creates a rich and historically immersive experience. For those seeking a back-to-basics approach reminiscent of the earlier Assassin's Creed games, Mirage serves as a successful reintroduction to the series.