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Ubisoft Entertainment
Assassin's Creed Revelations 1.03

Unlock Penrose portal as soon as the Subject16 DLC is detected
Prevent Desmond's Journey AFS Message to be displayed when collecting fragment.
New laser type: Yellow lasers that you can block
New block type: Impulse block
Title remains on a white screen when trying to load a saved game in specific situations
FIxed the Subject 16 menu disappearing after accessing a penrose Desmond chapter
Enable missing Animus Database entries
Fixed the situation when the outfits are locked after completing any Desmond mission.
Fixed the situation when the Desmond missions are locked after certain steps.
Added News menu to Single Player and changed Extras menu flow a little
Fixed some sound related problems in Subject 16 DLC
Fixed minor graphics issues.
[Artifact Assault] The barrier between the two bases pops up suddenly when the user is very close to it

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Ubisoft Entertainment
Assassin's Creed Revelations 1.02

STORY MODE
Bug Fix The icon for the hidden tomb Vlad's Prison disappears from Sophia's shop if the user uses the travel station
Bug Fix If the user starts and completes a mission while assassins are sent in a "Defend the City" mediterranean mission, the defense mission will be canceled and the assassins will be available again
Bug Fix Assassins guild challenges: counter stays at 11/12, preventing player from getting related achievement/trophies
Bug Fix If the fight with Tarik event triggers while Tarik is outside the circle made of janissaries, the user won't be able to kill him due to an invisible collision and he will remain stuck inside unless he has impact bombs in inventory
Crash Fix Fixed rare crash when the user is running from guards in a contested den district
Bug Fix If the user calls the fedayen and gets him killed, after interacting with the pidgeon coop to start " The little prince" he will remain stuck in the mediteranean defense screen, not being able to start the mission or get back to the game
Bug Fix After leveling up the master assassin to level 12, the mission cannot be complete afterwards.
Bug Fix Fix notoriety issues
Bug Fix Decrease the frequence of Den Defence triggering
Bug Fix The Armchair General achievement was not unlocked when the condition was completed while in replay
Bug Fix The user can get stuck in a building's dome if he lands with the parachute on it
Crash Fix Fixed rare crash after becoming anonymous while heading to Arcadius fast travel station.
Bug Fix The mission appears with 100% synch in DNA after completing it with 50% synch
Bug Fix User can access non playable areas in the Topkapi District.
Bug Fix Fond Memories achievement is not awarded when completing all sequences with 100% synch, after certain steps

Crash Fix Fixed rare crash on end-game credits

MULTIPLAYER
Functional Add a DLC Trial functionality support
Crash Fix The game may crash when using throwing knifes on a VIP while in open conflict
Crash Fix The game crashes when using smoke bomb ability on two players at the same time
Functional Bug Fix The user can use his throwable abilities without triggering their cooldowns
Functional Bug Fix Undefined string appears instead on ground finish during Artifact Assault after 5-6 rematches
Functional Bug Fix Chest Capture stop each time the host get killed
Functional Bug Fix News within the MP section doesn't display a body if it contains quotes (")
Functional Bug Fix A NPC won't change into a BODYGUARD if I lock him
Functional Bug Fix Rarely, the user may not spawn after he was killed under certain circumstances
Crash Fix A user could crash at rematch in Artifact Assault on Mont Saint Michel map
Crash Fix Four users could crash after the leader of a group chose to leave with his group
Crash Fix User crashes when he continuously spams the stun and kill buttons [3/5]
Crash Fix The game could crash in Galata for one player when chasing the target
Functional Bug Fix In Corruption game mode, if a player JOF a session exactly when the sudden death is triggered, his timer will be different and almost all players will be stuck in the end result screens
Functional Bug Fix On Corruption game mode, joining the session exactly when one of the two uncorrupted players is killed causes several issues
Functional Bug Fix Player gets stuck upon respawn after 2 pursuers try to kill him while hanging on a side of a building
Functional Bug Fix User could become untargetable after a grab-kill performed on him was interruped
Functional Bug Fix In artifact Assault, the "ESCORT" icon can blink continuously in certain conditions
Functional Bug Fix One of players can spawn as corrupted with the selected character (not Vlad) after he was killed during gameplay
Functional Bug Fix The user sometimes can remain stuck in a stun animation
Functional Bug Fix "Honorable death" sound is played twice when doing a narrow to narrow contested kill
Functional Bug Fix If one player push the kill button while there is no target in range, almost all players can hear the "cannot kill" sound
Crash Fix A user could crash when he quits muted by the ability.

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Ubisoft Entertainment
Assassin's Creed Revelations 1.01

#Fixed issue when in some situations smoke bombs didn’t trigger properly
#Fixed issue with a Dares being displayed incorrectly
#Fixed various text overlaps caused by the localized representation of Keyboard buttons
#Multiple graphic improvements related to NVidia 3D vision (Added sky rendering options to game menu)
#Various small camera related fixes, like camera now follows a fresh respawned user if he spams the "Center Camera" action key
#Fixed some issues that sometimes occurred when switching between executables
#Eyefinity optimizations for superwide resolutions
#Various tweaks and fixes in Multiplayer related to Friends system

#Voice chat icon is now properly displayed when it’s turned off
#Fixed problems with running game in offline mode

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Ubisoft Entertainment
Assassin's Creed Revelations
README.TXT 1.00

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##

1. Installation Instructions

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1.1. System Requirements

Minimum Configuration:
Supported OS: Windows 7® (64 bit) / Windows 8® (64 bit) / Windows 10® (64 bit)
Processor: Intel Core®2 Duo E4400 @ 2.0GHz or AMD Athlon64 X2 4000+ @ 2.1GHz
RAM: 2 GB
Video Card: 256 MB DirectX® 9.0 – compliant card with Shader Model 4.0 or higher (see supported list)
Sound Card: DirectX 9.0 – compliant sound card
DirectX Version: DirectX® June2010 or newer (libraries included on disc)
DVD-ROM: DVD-ROM dual-layer drive
Hard Drive Space: 12 GB
Peripherals Supported: Keyboard, mouse, optional controller

* This product does not support Windows® 98/ME/2000/NT4.0

Recommended Configuration:
Processor: Intel Core®2 Duo E6700 @ 2.6GHz or AMD Athlon64 X2 6000+ @ 3.0 GHz or better
RAM: 2 GB

Video Card: 512 MB DirectX® 9.0 - compliant card with Shader Model 5.0 or higher (see supported list)
Sound Card: Surround Sound 5.1 capable sound card
Peripherals: Keyboard/mouse or Xbox 360® Controller for Windows

Supported Video Cards at Time of Release:
AMD® Radeon® HD2600XT or better/3000/4000/5000/6000 desktop series
nVidia GeForce® 8600GTS or better/9/GT200/GT400/GT500 desktop series

Laptop versions of these cards may work but are NOT officially supported. These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at http://support.ubi.com.

1.2. Language Selection

he language selected at the start of the installation is the language that will be used in-game. To change the language, uninstall and reinstall the game, or go to the option menu for the spoken and subtitles languages.

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2. Installing Graphics and Motherboard Drivers

If you experience any graphical problems, please install the latest video and motherboard drivers available for your Graphics Card. Links to the most popular Graphics Card and motherboard manufacturers are available at the bottom of this document.

2.1. Installing Sound Drivers

If you experience any sound problems, please install the latest sound drivers available for your sound card. Links to the most popular sound card manufacturers are available at the bottom of this document.

2.2. Installing DirectX

Assassin's Creed Revelation requires DirectX runtime DLLs from August 2009 or later to run properly. To get the latest version of DirectX, please visit:
http://www.microsoft.com/download/en/details.aspx?displaylang=en&id=8109

DirectX is also provided on the install disc in the folder Support\DirectX.

If you receive an error message about missing DLL files, reinstall DirectX from

the install disc to correct the problem.

You may experience low performance issues with the DirectX June 2010 Redistributable.
If the beta version was previously installed, the file d3d9d.dll is a debug version, which will run slower than the retail version.
If it’s the case, install DX June 2010 from this address:
http://www.microsoft.com/downloads/en/details.aspx?displaylang=en&FamilyID=3b170b25-abab-4bc3-ae91-50ceb6d8fa8d

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2.3. Known Issues

* It is _not_ advisable to install the game into the Windows folder (usually C:\Windows), a subfolder of the Windows folder, nor the root of the system drive (usually C:\).

* It is recommended to close all other running programs before installing the game, to reduce the risk of software conflicts.

* Low overall performance when playing the game on a system containing an AMD Phenom (I) processor and an above average GPU (HD5770)

* Mobile Solutions laptops are not yet fully supported and should be considered supported “as is” with the limitations that they impose

* Game may crash on Intel Sandy Bridge platforms when using the integrated HD 3000 Graphics. Try increasing the aperture size to 512 MB in the BIOS should this happen.

* AMD Turion X2 DualCore @ 2.2GHz processor is unable to achieve a playable performance level
* Menus might not be displayed correctly when using AMD Eyefinity

* If using the Saitek P2600 Rumble Force Pad, it is recommended to use the drivers published by Saitek (see section 3.2) instead of the drivers that come with Windows. With the Windows drivers, you may need to remap the Up/Down axis of the right stick through the in-game options menu for it to work properly.

* AMD Eyefinity
  This video mode is supported in the singleplayer mode but not in multiplayer.

* MadCatz Modern Warfare controller
  To use this pad, install the madcatz, saitek software. Then use the pad in-game with a mouse/keyboard configuration. (the madcatz, saitek software emulates a mouse and keyboard)
  http://www.madcatz.com/Default.asp?Page=213
  It works as a keyboard mouse emulator instead of native gamepad controls.

* Generic controllers display problem in Hud and Menu
  On some controllers with letter buttons, the game will display them as numbers using

DirectInput.

* If using Realtek High Definition Audio, Soundmax HD Audio, or nForce Audio, you may experience sound anomalies. To work around the problem, reduce the Hardware acceleration slider to 'Basic' in the Windows Control Panel -> Sounds and Audio Devices -> Audio tab -> Advanced -> Performance tab.

* Some SFX are playing too loud when the sfx setting is at 1.

* If using an AMD dual-core processor, you may experience fast flickering of the in-game menu items. To work around this problem, install the AMD Dual-Core Optimizer available on the AMD web site (see section 3.2).

* If you experience graphical corruption, make sure your graphics driver's control panel is _not_ configured to override application settings.

* Full vibration support is only available if using the Xbox 360 controller.

##

3. Important Web Sites, Contact Information and Technical Support

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3.1. Technical Support

Before contacting Ubisoft’s Technical Support Department, please read through this manual and the README file (on the game CD). You will also want to ensure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria. Finally, browse through our FAQ or search our support database at http://support.ubi.com. Here you will find the most recently updated information since the game’s release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

-Complete product title (including version number)
-Exact error message reported (if applicable) and a brief description of the problem you're encountering
-Processor speed and manufacturer
-Amount of RAM
-Operating system
-Graphics Card that you are using and amount of RAM it has
-Make and speed of your CD-ROM or DVD-ROM drive
-Type of sound card you are using

Support Over the Internet

This is the best way to find answers to common issues

seen with our games. Our Frequently Asked Questions list is available 24 / 7 and contains the most up-to-date Technical Support information available, including patches for all of our games. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com.

Contact Us by Webmail

We no longer offer support via standard email, but we do provide support through webmail. By taking your questions directly through our website, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at http://support.ubi.com.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the Ask a Question feature. Most webmail contacts are responded to within two business days.

Contact Us by Phone

Contact Us by Phone: You can also contact us by phone by calling (919) 460-9778. Please note that this number is for technical assistance only. When calling our Technical Support line, please make sure you are in front of your computer.

Our Technical Support representatives are available to help you Monday through Friday from 9am–9pm Eastern Time (excluding holidays).
While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions or send us a webmail.

Pour du service en français, veuillez contacter: (866) 824 6515.
Para la ayuda en español llame: (866) 824-6515.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support
2000 Centre Green Way
Suite 300
Cary, NC 27513

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have

a damaged or scratched game disk, please visit the FAQ listing for your game
and get the latest replacement policy and pricing. We will not accept
unsolicited returns/exchanges without prior approval and an RMA
(Return Materials Authorization) number from a support representative.

3.2. Important Websites

Assassin's Creed Revelations official Web site:
    http://assassinscreed.ubi.com/revelations/en-GB/home/

DirectX End-User Redistributable June 2010:
http://www.microsoft.com/download/en/details.aspx?displaylang=en&id=8109

Latest AMD Video Drivers:
http://support.amd.com/us/gpudownload/Pages/index.aspx

Latest AMD Processor Drivers:
http://support.amd.com/us/Pages/AMDSupportHub.aspx

Latest nVidia Drivers:
http://www.nvidia.com/Download/index.aspx

Latest Creative Labs Drivers:
    http://us.creative.com/support/downloads/

Latest Intel Drivers:
    http://downloadcenter.intel.com/

Latest Saitek Drivers:
    http://www.saitek.com/uk/down/drivers.php