

Assassin's Creed 2 - Patch 1.0 released

Contributed by Nick56
Wednesday, 09 December 2009

The first real patch for Assassin's Creed 2 was released today via the PSN (PlayStation Network) by Ubisoft. It was released in order to fix a bug after Sequence 11 which avoided proceeding to Sequence 14. The patch will also be available on XboxLive Marketplace (for free, of course) on Friday as they release patches and downloadable content usually on Fridays. The patch fixes also some minor bugs, the complete fix list can be read on the second page of this news. In this case, we only have a German reference from the official German Ubiforums. The fix list is written in English.

- Ubisoft releases Patch 1.0 for Assassin's Creed 2

Here is the official fixlist of the Patch 1.0 for Assassin's Creed 2:
Fixed: Situation specific bugs

- Glyph

After he has resolved a glyph (when the unlock code message appears), if user press A and B (for 360, X and O on PS3) in repeat and quite fast, the video will appear in full screen, and he will get stuck in "the truth menu".

- Fast Travel

A few feedback states that Ezio cannot use the interaction with the fast travel anymore.

- Free roaming/Parkour

In extremely rare occasions a bug could allow Ezio is able to walk on air.

- Auditore Cape

When first equipping or reequipping the Auditore cape while in villa the user becomes notorious even if the cape description says otherwise.

- Altaïr's armor

While wearing Altair's armor the game crashes when performing multiple consecutive double assassinations.

- Toscana

Under really specific condition the game may crashed on Toscana, while desynchronizing on a fall damage.

- Water

Ezio and NPCs may get stuck beneath map if pushed in water.

- Animus Loading area

A few report said that the game crashed while the player is in the animus loading area.

Fixed: Mission specific issues

- Sequence 05 Mission 01

The game froze after completing the mission and following certain steps.

- Sequence 06 Mission 02

An extremely rare issue could make the game freezes when Ezio is fighting the guards.

- Sequence 07 Mission 02

Sometimes the civilians knocked down by Rosa could "float".

- Sequence 07 Mission 07

When the user is in an open conflict, under specific situation the game may crashed.

- Sequence 08 "Venezia"

The spawn point is incorrect, user should spawn on the tower shown at the end of the flyby, and instead he spawns near Leo's workshop.

- Secret Location: "Vizitatione"

The user remains stuck after locking the agile guard with the gun.

- Sequence 11 Mission 05

The user cannot continue gameplay after quitting and loading the game

- Sequence 14 Mission 02

The user falls through the texture if he is hit with rocks by the guards while climbing

Miscellaneous

- Sound enhancement

5.1 LPCM support