Assassin's Creed Brotherhood 2.0 #43

Hank Plays Assassin's Creed: Brotherhood
https://youtube.com/watch?v=xNJROf919ts
https://nerdfighteria.info/v/xNJROf919ts

Last time on Hank Green plays Assassin's Creed Brotherhood 2.0, I was flying a machine. Flying machine 2.0 to be exact and I was shooting at stuff and so far not dying and I did a bunch of stuff and it was great and now we are going to start flying the machine again. Hopefully I will not crash it.

Whoosh. That is hard! Alright, come here, come here you. You. Did we hit it? Hit it. Sound like I got it that time. Yes. I did! I did, I did, I did. Okay, no, no I don't need the... Maybe I do, let me get some speed. Don't want to stall, that's bad. Shoot it, shoot it, shoot it! Yes!

Let me use your fire to raise me to the heavens. Nope, I need to use your fire. Let me use your fire. There we go. Well, that was a start. Fire, need to use it. Okay, good, good, got a good draft there, got a good draft.

Alright, where are we going? There is only one more, it appears. It appears as there is only one more. There seems to be a unlimited amount, a seemingly unlimited amount of firepower on this thing. Which is nice. (1:44) Alright let me grab this. Yes! If I die now I am going to be very upset with myself. Whoosh! Oh I am so good at this. I did get shot though, so I didn't get 100% full sync because Ezio Auditore is, after all, better at this than I am. (2:16)

Alright, what do we got here? I get to shoot something else? I have to shoot something else. Yeah?

Destroy the bomber construction carts before they reach the fortress. Yes, sir. *mimics screaming noise* (2:29)

No, what, no, turn around Ezio. Good god. Okay, whoosh, I'm so fast. Get this, whoosh, yeah, I'm good at this. Oh geez, what happened? What happened there? That is what you call destroyed. Your turn friend. Yeah? Oh, that was me just trying to kill a horse which is just embarrassing. Okay there's more construction carts. 2 construction carts remaining. I don't actually- *weird noise* Whoosh. Yeah, I'm good at this game! I love this bomber. I want to use it all the time.

Alright, here I come. That was a significant lead- it was too much of a lead. (4:09) That was right spot on though. Because I'm awesome at this game, oh my god. Yeah, is that me leaving? Oh, you're gonna let Cesare know? Well, know you, we both trampled at least. Oh I have to stop the Cesare-must-know-of-this' guy. That was close. (4:48) Woah- no- noo, the messenger escaped. I am not as good as I thought I was. Okay, okay, okay, it'll be just fine, it'll be fine. No worries! Hopefully I don't have to play it all over again just the messenger part. Right? Please tell me that that is the case. (5:21)

It's taking an awful long time to load... just to load the pink and blue fail screen. Okay. Messenger. Messenger? Shoot the messenger. Ah, that was awesome, but I don't think I accomplished much. So, come here messenger. Ah, come on. He totally is getting away. I can't- I can't change- I can't move my crosshairs any more forward! Ugh- okay? So that was a fail. That was a significant fail. (6:12)

I got really close that time though. My thing went right next to his head. I almost hit him with my flying machine. That would have been awesome. Inventive way to kill- the arm of a flying machine. Okay, this time. *snaps* This time. *snaps* No problems.

This guy is really fast! Cesare must know of this! *sings* Infinite grid of pink and blue fail.

Okay, where you at? (6:44) Where are you at? Where are you at?! I know that you're around! Okay, any second now. If only I could slow down a little. Oh, way bad. Get it! Oh, come on! That one was going to hit him and it would have been fine! Ugh, hard to control this thing. (7:27) It was much easier when my target was not moving so fast! Okay, this time. This time we got it.

Together, we can do anything! We are nerds! We can making flying machines, we can make flying machines that shoot things, and we can use those flying machines to shoot things. That's all we need. And now we will do it!

Why do they always start me out not looking in the right direction? See that? That's how you do it. You just- right down on the face of that dude. (8:05) And shoot him point blank with your flying-machine-murdering-mach-flying-thing. Yes. Okay, we've done it.

And that, my friends, is the end. Wait, we'll watch this cut scene together. Oh Ezio, oh you destroyed it! I guess that's what you wanted to do, but I liked it! (8:29) Oh, well geez, you are, you're just- you're lucky that you didn't get impaled in the back of the head by that flying piece of thing.

Achievement unlocked: 'Boom!' I believe I've already done 'Boom!'... maybe it was 'Bang' before.

Anyway, and that my friends is the end of this episode of Hank Green Plays Assassin's Creed Brotherhood 2.0 because I wanted to show you more bomber, and I showed you more bomber. And all this episode was was bomber and I enjoyed it. And I hope you enjoyed it. Next time you will not see me and I will not see you but you will hear me on Hank Green Plays Assassin's Creed Brotherhood 2.0. Goodbye!