Assassin's Creed Brotherhood 2.0 #42

Hank Plays Assassin's Creed: Brotherhood
https://youtube.com/watch?v=jX9zcUf5Ryc
https://nerdfighteria.info/v/jX9zcUf5Ryc

Hank: Last time on Hank Green plays Assassins Creed Brotherhood 2.0 I had to infiltrate this place, um, and now I have to get to the top of that tower to get the bomber and use it on these people. Do we- woah, you can't see me! No thanks! Because they need mean things to be done to them because they're annoying! Especially the lute guy! Hopefully I'll get to shoot him from the bomber.

And uh, yeah, so headed over there, got 4 crossbow bolts left- not ideal, should've filled up, have 6 guns, 5 throwing knives, some money, and some poison stabbies. And that guy apparently still somehow sees me. (0:44)

Just gonna jump off this- oh no, too far. Geez. Oh geez, everybody sees me. Okay. That should throw them off my scent... or not. They seem to still be following me. Get up, Ezio. Jump onto this. Jump onto this, this, okay now no one is following me anymore. Okay, good. Phew, alright, alright. Where is that red dot? Red dot... right around me somewhere. Okay, um- climbing and hoping and praying and climbing is what I'm doing. There's a lot of people right behind me somehow not seeing me. They're watching the view. Not the television show. Not *The View* itself.

This guy... wish I could kill him from this position but I can't- how should I kill him? Gonna turn around? That's good. Thank you. Don't fall off the building- thank you. Geez, okay, alright. Am I correctly assuming that my job is to walk to the end of this pole and jump off? Because that is a really long way, and I am having a hard time believing that I am going to catch that thing, but here I go. Ohhh I did it. I did it. I did the thing I didn't do- *weird noise* -too high up. Can't climb. Keep feeling like I'm gonna fall again. Ooh- nope- do there. Oh, I can just assassinate him. *weird noise* Cut scene! Death!

Well that was awesome. I kick ass. Alright. Anybody in here? Doesn't seem to be anyone in here. Wow. You're going to make me do some crazy assassins jumping around stuff to get to where I need to go? Because does everybody who comes to the bomber have to do this too? Huh? Is that it? Because that makes perfect sense to me. Oh I'm gonna fall and it's gonna be annoying. I can't wait till the part where I fall and I make the noise, uh, that hurts everyone's ears.

Is it getting dark? Fantastic, love it. Much-much bet- I'm so glad that the game engine recognizes darkness. Right out to the edge. Alright, so dark. So dark and annoying. *singing* Get up up off the dance floor, get up up what you asking for?

normal voice Okay how, how high am I? Pretty high. Can I shoot those guys from here? Nope. Okay, good job Ezio. Uh, I remain scared out of my mind. This, *sings* ah its a long way down, oh my god. *normal voice* Where is the actual- oh I have to go to that window. Headed to that window! That shouldn't be too hard. If I fall though, it will be very, very disappointing.

sings Oh god, oh god, oh, oh, it's so scary, I'm really high up. *normal voice* That guy's got a treasure chest but I don't think it's worth trying to get it. Oh my god this is scary. So high up. Okay. Aww I didn't- for a second there I thought I... The first designs were defective. Everyone who piloted one died. Several even exploded. Okay. Well then I will have no prob- Uh.. What? Ezio? You might want to drop again. Oh, they're not going to notice me? Sparkly interaction! *laughs* Oh, I'm so sorry you guys had to end your lives that way. Alright, well, I'm gonna put some health in me, and I'm gonna climb into this thing and it's gonna be awesome! Um, yeah I still have time, I still have time this episode to finish what I started and get into the bomber. Do it!

I do, make them stop! Oh I have to get this thing? Yes, yes you're so- *weird noise* I'm gonna be scared! John Green would be bad at this game. Oh, I forgot how this works. Press RT to fire. Oh geez, no stop with the down! Oh, desynchroniz-ized death. Shoot workshops twice to destroy them, okay. This is fun, uh, don't get me wrong, but, uh, my first attempt at flying the bomber was a catastrophe! That is clear.

Oh. I see, so I have to shoot those things. They get me higher. Shoot at ground to ignite it. Okay I'm shooting this thing. Nope, nope. Shoot workshops twice to destroy them. I ignite the ground- let me shoot this bridge out- so that's so smart. See, before, I had to fly a certain place, now I don't have to do that anymore, I can just shoot in front of me and make fire! Oh geez, yeah, so much fun. Just the fire ensue, good job. Geez, oh geez, ah, where's the fire? Where's the fire? Go fire. Ohh- goodness gracious me, that was almost quite bad. Oooh- so fun. Oh my goodness, I'm not gonna d- I am taking my time with this one. Clearly. Aw, you're all burning to death. Here I come fire. Oh, me. Yeah, you're on fire. Let's get- let's get going. Ooh I almost, I almost lit myself on fire. Maybe did a little bit. *laughs* Okay, alright.

Uh, I'm going to end this episode of Hank Green Plays Assassin's Creed Brotherhood 2.0 right here because obviously, there needs to be lots of things, uh, because obviously, it's best if we split the bomber mission up into two episodes because it's just so fun! I'm looking forward to doing it more, next time, on Hank Green Plays Assassin's Creed Brotherhood 2.0. Goodbye!