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[Assassin's Creed Co-Op Mode?](#)

Two Altairs behaving as natural as if they knew each other from birth

Hadn't [Ubisoft](#) rolled out the game already, we'd be somewhat tempted to believe a rumor saying that [Assassin's Creed](#) featured a two player co-op mode. But since the game is well out and has been reviewed by numerous publications, including us, we can't possibly see the action within the two videos below as more than a kick-a*s glitch. And when we say kick a*s, we mean it. Check this. Not only the main guy divides like a cell, but the Altair twins behave like they're real brothers, pulling fast ones on each other and then going into battle as allies. No, actually, that's the player doing everything on screen - the whole brother-like behavior is actually a scenario on our behalf. But it would be nice, wouldn't it? The glitch can be used to inflict more damage, giving the player twice as much power. Neat huh? Too bad the guys making this video didn't try mounting the horse, to see whether the rules of physics apply to this situation as well. You see, something very interesting happens when this glitch occurs (the second video). Each of the two Altairs has its own physical properties. When the player jumps into the fight, you can see how one Altair falls a second later than the other, landing in a different location too. From that point on, Altair's powers are literally doubled as each and every one of the enemies take as much damage from one Altair, as from the other. It is however, inevitable for the two main guys not to hit each other every once in a while during the fight, so the glitch doesn't offer that big of an advantage. Also, saving your game while a bug is occurring is certainly not a wise choice, as the savegame file may become corrupted, but as [xboxic.com](#) reports, "apparently this glitch happens towards the end of the game, and it prevents you from advancing..." so saving the game should be impossible. Jeez, imagine what processing power is needed to have two main characters sporting the same textures, physics, and the possibility of interaction with the environment. I'd say those guys experiencing the glitch are lucky not to experience the red ring of death too. **Video #1** **Video #2**