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ASSASSIN'S
CREED
VALHALLA

THE OFFICIAL NOVEL

MATTHEW J. KIRBY

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ASSASSIN'S CREED II
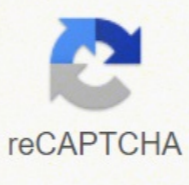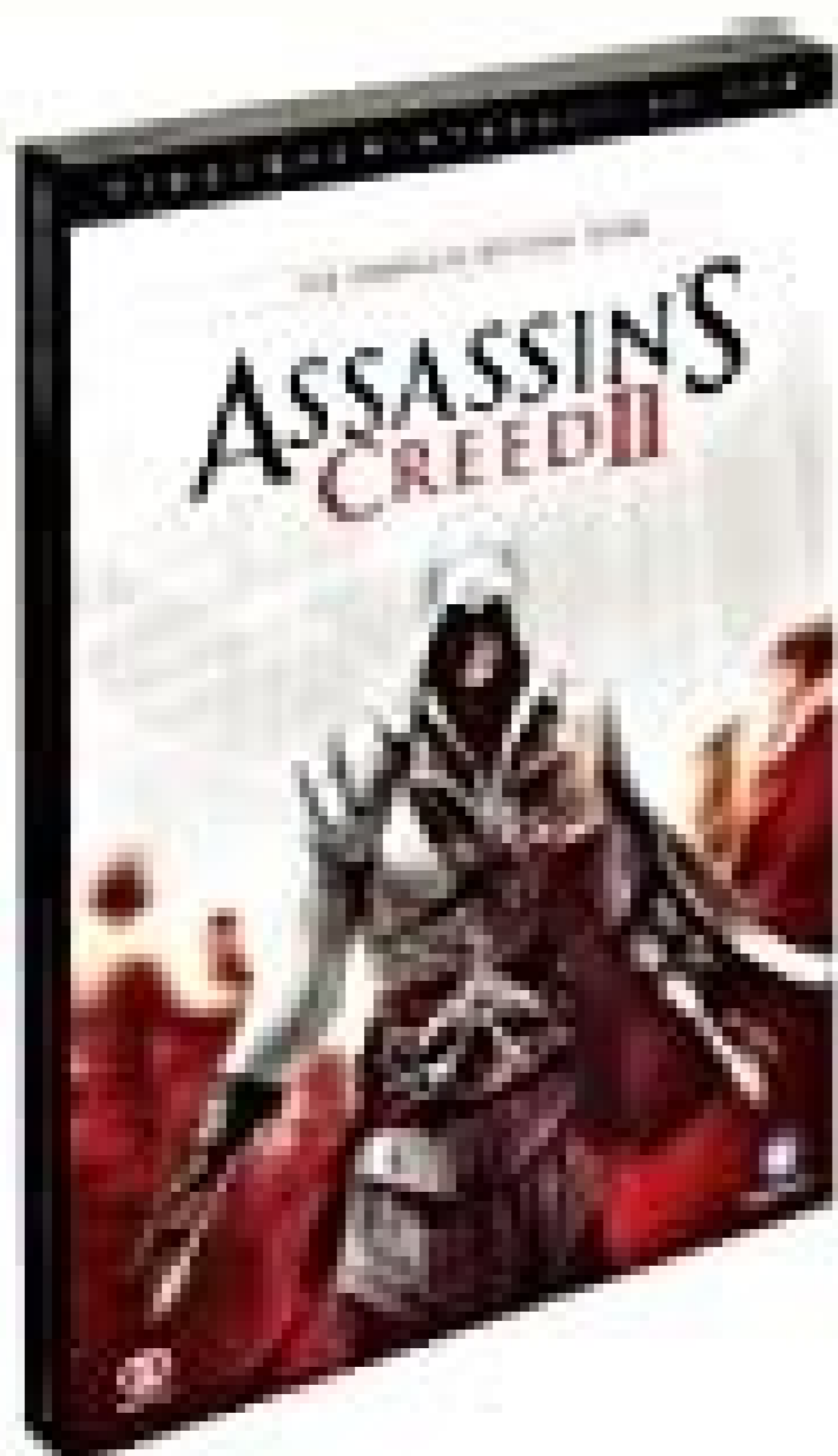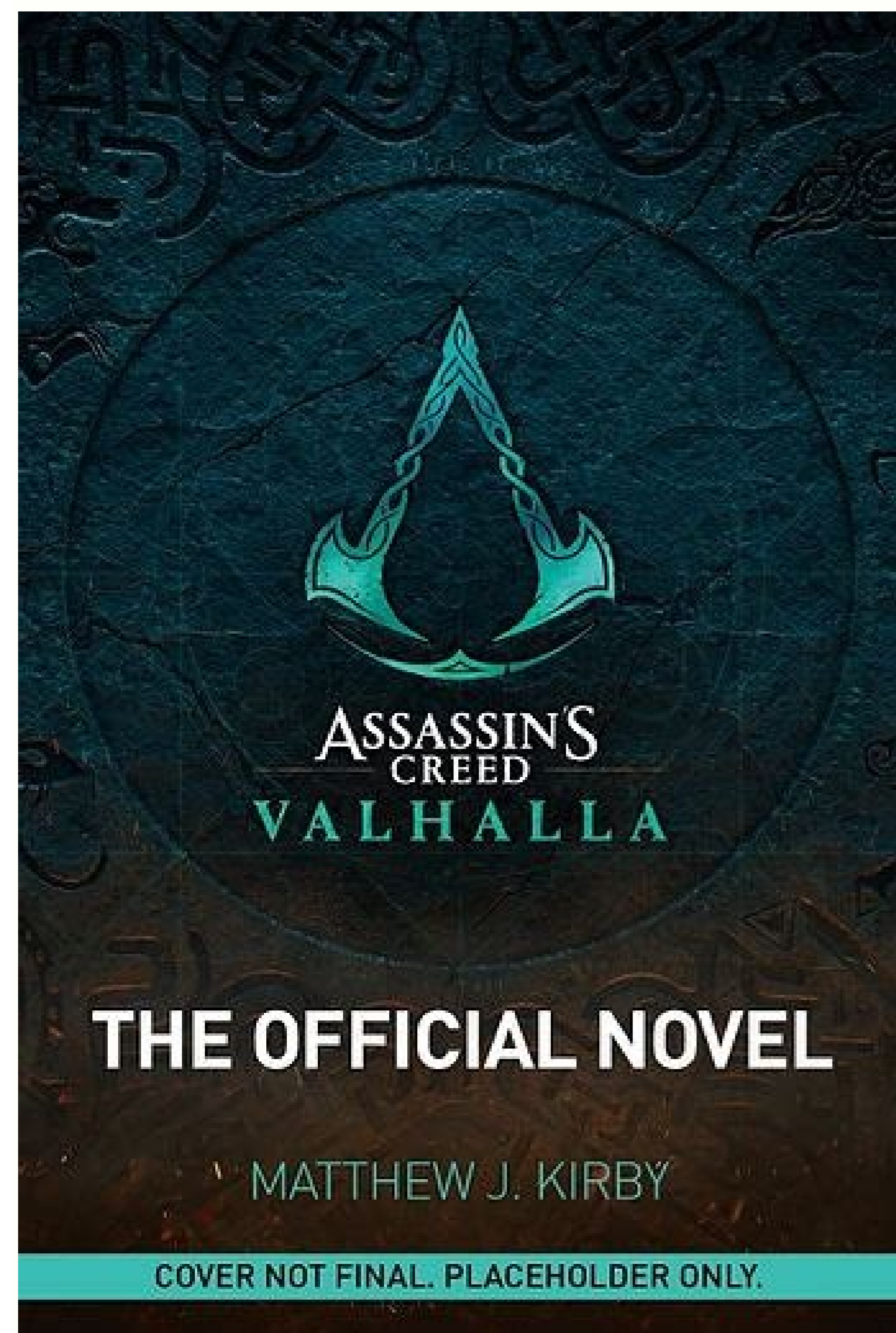
The ACII reroutings here. For the character set, see ASCII. 2009 Video game 2009 Video GameasSassin's Creed Iideveloper (s) Ubisoft Montro © Alpubublisher (s) UbisoftDirector (S) Patrice D © Siletsproducer (s) © Bastien Pueljamal Rgiguivincent PontbriandDesigner (s) Beno ® t Lambertpatrick Plourdeolivier PalmieriProgrammer (s) James Therienartist(s) Mohamed gambouzwriter corey mayjoshua rubinjeffrey yohalemcomposer (s) jesper kydseriesassin's creedengineanvilplatform (s) PlayStation 3xBox 360Microsoft Windowsos XprationStation 4xBox OnereleaseplayStation 3, Xbox 360NA: 17 November 2009au: November 19, 2009EU: 20 November 2009 Microsoft Windowsau: March Microsoft Windows 4, 2010EU: 5 March 2010na: 9 March 2010os Xeu: 1 October 2010na: 6 January 2011PlayStation 4, Xbox ONEWW: 15 November 2016Genre (s) Action-adventure, adventure waiting (i) Player Assassin's Creed II is an action-adventure video game 2009 developed by Ubisoft Montro © s and published by ubisoft. [1] It is the second main point in the Creed series of Assassin, and the sequel to the Creed of Assassin of 2007. The game was first released on PlayStation 3 and Xbox 360 in November 2009, and was then made available on Microsoft Windows in March 2010 and OS X in October 2010. Several minor features related to the game could be redeemed on uplay and three downloadable expansion packages were released on Xbox Live. The plot is set in an imaginary history of events in the real world and follows the millennium struggle between the Assassins, who fight to preserve peace and free will, and the Templars, who desire peace through control. The shooting story is located in the 21st century and follows Desmond Miles as he relives the genetic memories of his ancestor Ezio Auditor from Florence to discover the mysteries left behind by an ancient race known as the first civilization in the hope of ending the Assassin-Templar conflict. Main narrative takes place at the height of the Renaissance in Italy from 1476 to 1499 and follows the journey of Ezio as a murderer while while while Revenge against those responsible for the death of his father and brothers. The game features an open world that includes Florence, Venice, Monteriggioni, San Gimignano and ForlÃ¬, and focuses on using Ezioâs combat, stealth and parkour skills to defeat enemies and explore the surrounding environment. Assassins Creed II began development of Assassinâs Creed II shortly after the release of Assassinâs Creed. The game has received praise from video game releases for its Renaissance setting, storytelling, characters, graphics and graphics, as well as improvements over its predecessor. It has sold more than nine million copies and is considered one of the best video games ever made. The PC version has met with some criticism in relation to the digital rights management system, and thus has permanently removed the DRM always online. The game has generated two direct sequels: Assassinâs Creed: Brotherhood (2010) and Assassinâs Creed: Revelations (2011) and a spin-off, Assassinâs Creed II: Discovery (2009). Remastered versions of Assassinâs Creed II, Brotherhood and Revelations were released as part of the Assassinâs Creed: The Ezio Collection compilation on November 15, 2016 for PlayStation 4 and Xbox One. Gameplay Players directly control the character on the screen through a third-person perspective and can control the camera, allowing a 360° view of their surroundings. The game takes place in an open world environment with non-linear gameplay, allowing the player to move freely within different regions of late 15th century Italy such as Venice, Florence, Monteriggioni, ForlÃ¬, San Gimignano, and the Tuscan countryside. Animus 2.0, a new version of the Assassinâs Creed machine of the same name, provides a game context for changes and additions to various game elements. A database is also available, which provides information additional on the reference points, the characters and services the player meets. The health system hasRendered more dynamic, with synchronization with the Animus and causing the character to recover only by minor wounds. [2] The most serious lesions require a visit to a street doctor or use of medicines (which can be purchased by doctors or found on the bodies). The player can now swim in the water, and Eagle Vision Ã ¢ â € Ã "; The ability to identify specific people and reference points ~ â € â € Ã "can now be used in the third person view and during movement. [2] A young Leonardo da Vinci is present in the game, helping the player creating new weapons from "Codex Pages" translated that Alta7 175R, the main character of the original game, left behind for the analysis and intuition of future Assassins . [2] Inside the game, the player will be able to use the Leonardo flying machine (based on Leonardo's royal planes) during a mission. The player also has the ability to control a transport in a level, and can open gondolas, as well as riding horses anywhere in the game where they are easily available between cities and city. [2] The setting of the various places where the player can go was made more detailed and in-depth; civilians sometimes cough or snarnuttoo. Furthermore, the player can take on different NPC groups, such as mercenaries, courtesan or thieves; These groups can be used to fight, distract or attract the guards, respectively. At the game has been added a day and night cycle, giving more sense of time to the game, in addition to setting missions and events at certain times of the day. [2] There are many ways to interact with the PNCs. The money can be thrown to the ground, or a corpse transported and then deposited on the ground, can also serve from distraction both for the guards and for the peasants. There are also different types of enemies, some more agile or stronger than others, and some of which will actively seek hiding places where Ezio was seen the last The player can also make fun of an enemy during the fight. Ezio steals a gondola from a small pier The combat system is more complex than that of its predecessor, with the To disarm your opponents using counter-attacks while unemployed. If the player steals the weapon of an enemy, it is possible to follow with an attack that instantly kills the enemy. [2] Da Vinci provides the specialized weapons player, such as blades, poisonous blade, and miniature firearm, which are based on patterns found in AltaÃ¯ration codex pages. Generic swords, cutlasses, maci, axes and daggers can all be purchased from sellers in every city. The player can also collect any weapon or use improvised weapons, as a broom or half of a spear. These weapons are used as normal winding weapons. Furthermore, players are able to buy works of art for their villa, get new armor as the game progresses, and also color Ezio's clothing with a number of different colors. Other equipment includes larger bags to carry more launching knives and medicine. Six additional weapons can be unlocked by connecting a PSP with the Creed of Assassin: Bloodlines for the PS3. [3] The country villa of the Auditore family, located in Monteriggioni, serves as a headquarters of Ezio: the surrounding property can be updated, revealing income for the use of the player. There are several sales outlets for the use of currency, with sellers selling items such as medicine, poison, weapons, repairs, updates, paintings and colorings of clothing. When these stores are renewed, Ezio receives discounts at the shops on the goods selling. The purchase of weapons, armor and works of art also contribute to increasing the total value of the villa, in turn generating more income for monteriggioni. Now there is a wide range of methods to hide or mix in the area. You can dive underwater to break the sight line of the guards, and mixing can be performed with any group of people, rather than just a specific type (as in the first Creed. [2] The game has a system of notoriety, with the guards most alert to the presence of Ezio depending on his current behavior, position and mission. This is it. This. It can be reduced through corruption, the removal of sophisticated posters or the murder of corrupt officials. [2] The game missions now have a expanded variety, with a different structuring. For example, a mission can have the goal of escorting someone, but can be transformed into a chase and murder. A survey is less explicit, and instead the missions can follow people and / or a narration. There are about 200 missions in the game; About half is part of the main texture, while the rest are secondary missions that must not be completed to complete the main texture of the game. The cities also contain hidden places such as catacombs and caves (whose design was compared to developers at the Prince of Persia series, where the goal is to browse in the area). The exploration of these places rewards the player with a murderer seal; The collection of all and six seals allows the player to unlock the armor of AltaÃ¯ "R, in a hidden section of the villa. As the I believe of Assassin, characters based on historical figures are present in the game, including Leonardo da Vinci, Niccolò Machiavelli, Caterina Sforza, Bartolomeo Dâ€™ Alviano, the Medici family, the Pazzi family, the Barbarigo family and Pope Alessandro VI. [4] Game settings include the Tuscan region [2] (Florence, Monteriggioni and San Gimignano), [5] The Apennines, Romagna (ForlÃÂ¬), [5] Venice and the Vatican. [6] Among the points of reference we report the Basilica of San Marco, the Grand Canal, the small Canal, the Rialto Bridge, Santa Maria del Fiore, the Sistine Chapel, Santa Croce, Palazzo Vecchio, Ponte Vecchio and Santa Maria Novella. Plot after the events of the first game, Desmond Miles (Nolan North) is saved by Abstergo from Agent under Cover Assassin Lucy Stillman (Kristen Bell) and brought to a safe retreat, where he meets his team, composed by historian and analyst Shaun Hastings (Danny Wallace) From the technique Rebecca Crane (Eliza Schneider). They built their own Animus, which they intend to use to train Desmond as an Assassin through the "bleeding effect", which allows the user to quickly learn the skills of their ancestor. Desmond was commissioned to relive the memories of his ancestor Ezio Auditore from Florence (Roger Craig Smith), born into a wealthy Florentine family in 1459, during the Italian Renaissance. In 1476, Ezio grew up into a charismatic but reckless young man. After his father Giovanni (Romano Orzari) and his brothers Federico (Elias Toufexis) and Petruccio are framed for treason and executed by the corrupt magistrate Uberto Alberti (Michel Perron), Ezio kills Uberto for revenge. Ezio and his family e mother Maria (Ellen David) and sister Claudia (Angela Galuppo) è flee Florence and head for their ancestral home in Monteriggioni. There Ezio's uncle Mario (Fred Tatasciore) explains the role of their family as members of the old Brotherhood of Assassins and trains Ezio to be an Assassin. In the puzzles of "The Truth" some historical paintings are used, such as the first depiction of a firearm.For the next decade, Ezio kills those responsible for his father's death, including politicians, bankers, mercenaries and merchants aligned with the Pazzi and Barbarigo families. During his journey, Ezio squeezed several allies, such as statesman Lorenzo de' Medici (Alex Ivanovici), after foiling the Pazzi bombing, and inventor Leonardo da Vinci (Carlos Ferro), who provided him with equipment based on information left by the AltaÃ¯r Ibn-La Assassin. 4Ahad. Eventually, Ezio discovers the identity of the Templar Grand Master, Rodrigo Borgia (Manuel Tadros), who was plotting to secure Italy to the Templar Order by uniting influential families under his leadership. Ezio disguises himself as a soldier carrying an Apple of Eden to Rome and confronts Rodrigo, who reveals his intention to unlock "La Volta", which he believes contains a power. They fight, and Ezio is almost defeated, but his own uncle Mario, formally induces him into the Brotherhood. In the present, Desmond suffers side effects from the bleeding effect, experiencing a memory of AltaÃ¯r. He also finds glyphs similar to the drawings he found in his cell, which, when deciphered, reveal a vision of two human slaves stealing an Apple. The view ends with ASCII codes for "EDEN." The team theorizes that the two humans may be Adam and Eve, the first man and woman. With several memory sequences too corrupt to access (later made available as DLC), the team sends Desmond to the final memory in 1499. With Rodrigo now secure in his position as Pope Alexander VI, Ezio infiltrates Vatican City and defeats him, but chooses to spare him. Combining the apple and the papal staff (another piece of Eden), Ezio opens the entrance to the Vault under the Vatican Palace. Inside, he is contacted by a woman named Minerva (Margaret Easley). Aware that Desmond is listening, Minerva explains how her people, the First Civilization, created humanity to serve them, but were destroyed by a great catastrophe. The survivors joined humanity, building a network of vaults to preserve their technology and prevent future disaster. Before disappearing, he tells Desmond that he alone has the power to fulfill the "prophecy", leaving Desmond and Ezio confused. At present, Abstergo agents led by Dr. Warren Vidic (Philip Proctor) attack the hideout, forcing the team to evacuate. As she moves to a new location, Lucy informs Desmond that the Assassins have detected strange events in the Earth's magnetic field. In a few months a solar flare is expected to occur, which will probably trigger the same event that ended the First Civilization. Desmond prepares to reinstate leading to the events of the Assassin Creed: Brotherhood. Development Ubisoft Yves Guillemot has officially confirmed that Creed II was in development on November 26, 2008, during the company's financial performance report. [7] This was followed by Michael Pachter speculating in GameTrailers' "Bonus Round" that the game would change its approach to the events of the French Revolution, which turned out to be false. [8] A promotional video was released by Ubisoft on April 6 showing a skull, some hidden blade designs, and Leonardo's flying machine on a parchment. [9] On April 16, Game Informer released details of the game, including images of Ezio,[10] a new teaser trailer[11] was released, and the game was "officially" announced by Ubisoft. [12] In an interview, in May 2009, Sebastien Puel stated that the development team working on the Assassin Creed II had increased to 450 members, and the size of the development team was tripled from the first game. [13] On June 1, 2009, Ubisoft released a four-minute film trailer for Creed II.[14] On June 2, 2009, Ubisoft revealed the first live demo of gameplay, lasting 6 minutes, at the Sony Press Conference. [15] GameTrailers offers an exclusive stage developer from E3 2009. In an interview with GameTrailers's Assistant Montreal Creative Director Patrice Desilets stated that Desmond would do more than walk and discover clues. [16] It was announced at the Assassin's Creed panel in Comic-Con 2009 that a three-episode mini-series, Assassin's Creed: Lineage, would be released showing the events leading to the game and the story of Ezio and his father John. It was also revealed that humor Danny Wallace would have undo a new character in the Assassin II Creed: Shaun Hastings, a sarcastic historian who assists Desmond. The character's face would have been modeled after him. [17] Actress Kristen Bell reprised her role as Lucy Stillman. [18] The game was originally duereleased at the same time on all three platforms, but Ubisoft announced on September 24, 2009, that the PC version would be delayed to the first of 2010 in order to have "a little more time for the development team to provide the best quality game". [19] On June 1st, the online service for the game was closed. [20] Music The score by Assassin's Creed II was composed by Jesper Kyd. It was recorded at Capitol Records with a 35-piece string ensemble and a 13-person chorus, with the voice of Melissa Kaplan. [22] A soundtrack was released for download on November 16th 2009. [23] 14 tracks of the soundtrack were published on the available game disc with the special Black Preorder of Murder Creed II. [24] In the marketing, "Genesis" of Justice was used in the trailer of "Visions of Venice. The first of December 2009, Ubisoft announced the first of a series of downloadable content (DLC) for PlayStation 3 and Xbox 360 versions of Assassins Creed II. The first, entitled The Battle of Forla, was published on 28January 2010. It takes place before the final memory of the basic game, and continues the story of Catherine Sforza, who was only briefly present in the main plot. The DLC also includes a special memory that allows players to fly Leonardo da Vinci's flying machine over Forli. The second expansion, titled Bonfire of the Vanity, was released on February 18th 2010. It serves as a continuation of the first DLC, and represents the mass combustion of sinful objects in Florence. [26] The events described in the two extensions were initially scheduled to be included in the base game, but were later cut due to time constraints; [27] This problem was written in the history of the game as Animus corrupting different memory sequences. Both the retail and the digital versions of Deluxe PC include these DLC packages as part of the main plot, without the possibility of ignoring them. [28] Uplay content The Uplay system of allows additional in-game improvements that can be redeemed with points awarded during the game. The prizes available are an Assassinâs Creed II theme or or For PC and PlayStation 3, five other launch knives, the complete altar and the exclusive Auditore Family Crypt map. [29] The battle of ForlÃÂ¬ The first of the two history expansions, the battle of Forl19552; adds one of the corrupt memory sequences, which Rebecca has managed to repair with a computer patch. [30] Sequence 12, "ForlÃƒ172; under attack", it is set in 1488, just after Ezio recovered Eden's Apple from Rodrigo Borgia. Ezio, Mario, Leonardo and NiccolÃƒÂ² Machiavelli meet to discuss what to do to protect the apple, and decide to send it to Forl195; â¬, to defend by Caterina Sforza. When Ezio arrives, however, finds the city under siege from an army of mercenaries guided by Checco and Ludovico Orsi, who were hired by Borgia to get a map made from the deceased husband of Catherine showing the places of the Codex pages of the Alta1955 ; 175R, which in turn leads to a time. In an attempt to force Caterina to deliver the map, the Brothers bears kidnapper her sons. Ezio leaves the Apple with Caternia and saves the children, killing Ludovico in the process, but discovers that the kidnapping was just a distraction that

allowed Checco to steal the Apple. Ezio manages to kill Checco and recover Apple, but he is then stabbed and collapsed as the culprit takes the Apple. After being treated healthy by Catherine, Ezio gets the map from her and prepares to recover the apple. Suspecting that the thief is a monk, he goes to a nearby monastery and questions the local abbot, which reveals that the man who stolen the apple is Girolamo Savonarola. This DLC also includes a bonus memory in which Ezio can pilot the Leonardo flying machine on the For1195; 172; area. [31] Unlike regular memories, the player is able to play this memory an unlimited number of times. The bonfire of the vanity the second of the two expansions, the bonfire of the vanity, adds the rest of the sequences Corrupt memory. Sequence 13, "Bonfire of the Vanities", takes place in 1497, nine years after the Sequence Sequence And two years before the final memory of the game, Sequence 14. [32] After the events of the Creed II of Assassin: Discovery, Ezio traced Savonarola and the Apple in Florence, where the player can now explore the southern district of the city. After the meeting with Machiavelli, Ezio devised a plan to bring Savonarola out of hidden assassinating all nine the lieutenants who preach in the city. [33] In this way, the people becomes furious and forms a mafia, pushing Savonarola to go out and preach them. When this fails to deter the crowd angry, he tries to use the Apple on them, but Ezio disarms him with a launch knife and retrieves the artifact. The mafia proceeds to bring Savonarola to Piazza della Signoria, where they try to burn it on the stake. Ezio, believing that no one deserves a pain so painful, the life of the Monaco quickly ends with his hidden blade. He is then in front of the confused crowd and declares that everyone should follow his journey, as he was taught by the mentors of him. Lairs Templar These three dungeons - Palazzo Medici, Basilica of Santa Maria Gloriosa of the Frari and Arsenale of Venice - similar to the tombs of the murderer, but without special rewards other than the treasure, they were originally included in the "Black Edition" (European and Australian Release) , and an included in the "White Edition" and two in the North American "Master Assassin's Edition". Subsequently Ubisoft offered you as DLC via PlayStation Network and Xbox Live. Since then they were included in the "Game of the Year Edition", "Complete Edition" and "Deluxe Edition". Bonus leather This costume dye is unlocked by entering a code obtained after buying the Mobile Assassin Creed II 3D game from the Verizon App Store. Also, this bonus skin is included in the "Game of the Year Edition", "Complete Edition" and "Deluxe Edition". Marketing promotion on 20 October 2009, Ubisoft announced a series of to transmit via YouTube, whichprovide additional back story and introduction of some of the characters found in the game. The short films, collectively called Assassin's Creed: Lineage, were developed by Ubisoft's Hybride Technologies, who had previously worked on films 300 and Sin City. The series was focused on Ezio's father, Giovanni Auditore, and contained live-action images and generated on the computer. The first film was released on 27 October 2009, while the other two were released on 13 November 2009. On November 12, 2009, Ubisoft published virtual Assassin's Creed II on PlayStation Home to promote the game's release, as well as the game Assassin's Creed: Bloodlines for PSP.[34] Assassin's Creed II virtual objects and an Ezio costume were also published on the Xbox Live Marketplace for Xbox 360 avatars. On November 19, 2009, other virtual objects of Assassin's Creed II were published on Home, along with a costume for Ezio, Assassin's Creed II on November 26, 2009, in which the player could procure and spin on PlayStation Home.[36] On December 3, 2009, other Italian Renaissance objects from the 15th century were published on Home.[37] The Ezio costume "Purple Assassin" is available for download on LittleBigPlanet, from December 8, 2009, on PlayStation Network. Assassin's Creed II is the first game to be connected to the Uplay function of Ubisoft.[38] The progression through the game allows Uplay members to acquire points that can be redeemed to get bonuses to use in the game, including a new crypt to explore and a AltaÃ¯r costume.[39] A novel based on the game, Assassin's Creed: Renaissance (by Oliver Bowden), was published by Penguin Books in November 2009.[40] Ubisoft announced a Play Your Part campaign, Play At Home during the COVID-19 pandemic. As part of this campaign, PC users could redeem a free digital copyAssassinâs Creed II (among other games) via the Ubisoft website.[41] Editions There are several limited limited limited by Assassin's Creed II. The Black Edition contains an Ezio garbed figurine in a black dress and was released in Europe and Australia. There are also three bonus areas and missions, an art book, a DVD with part of the game's soundtrack, a premium PS3/Xbox 360, behind the video scenes, and 2 desktop backgrounds. The White Edition contains an area/release bonus and an Ezio figurine in its white outfit. [42] The Master Assassin's Edition is the limited North American edition, which contains an Ezio figurine, two bonus areas, an art book and a Blu-ray with music and behind the scenes video. [43] After many complaints from Assassin Creed II fans who were unable to complete the game due to the need to complete the three Lair Templars (available only on white or black editions) to gain 100% synchronization, Ubisoft released Assassin's Creed II: The Complete Edition. Included in the package are the download codes for the two DLC, Battle of Forli and Bonfire of the Vanities and the three Templars Lairs. The Creed of Assassin II: The game of the year was released, containing the extra content embedded on the game disk. Both versions also have the Skin Bonus, however, it needs to be unlocked through the game code. In the end, a "Deluxe Edition" was released, containing the three bonus areas and missions and the downloadable content Battle of Forli and Bonfire of the Vanities. This edition, however, is only available through Digital Download. The "Deluxe Edition" is only available on PlayStation 3 via PlayStation Network and Uplay from Ubisoft Store and Steam. It also has the Dye Bonus for the Ezio dress, although it is unlocked from the start of the game and is available free of charge in Monteriggioni. Windows version now requires online activation once, after which the game, its activation key, and the Uplay account will be tied together and the game can be played offline,with Forced Forced Launcher Uplay run in Offline mode in the Settings menu. Even in Offline mode, users can access Uplay, as long as they already logged in online with a legitimate email account when they first started using the software. Users who already own the Retail Edition via Steam can upgrade to the "Deluxe Edition". Critical welcome WelcomeAggregatorAggregatorScoreMetacriticalPS3: 91/100[44]X360: 90/100[45]PC: 86/100[46]Review scoresPublicationScore1Up.comA-[47]CVG9.4/10[48]Edge8/10[49]GamePro50[GameSpotPS3/X360: 9/10[51]PC: 8/10GameSpy[52]GamesRadar+[53]GameTrailers9.2/10[54]IGN9.2/10[55]TeamXbox9.5/10[56]Al At the time of release, WelcomAssassin Creed II received universal acclaim on PlayStation 3 and Xbox 360 with generally favorable reviews. on PC. Site aggregator review Metacritic gave the PlayStation 3 version a score of 91 and the Xbox 360 version a score of 90, making it the most voted game of the series on the site. In an exclusive review of Official Xbox Magazine, Assassinâs Creed II scored 9/10.[45] His second review scored a perfect score from the US Official PlayStation Magazine, while the UK Official PlayStation Magazine scored 9/10,[44] German magazine Computer Bild Spiele reported that he and his team received a score of 9/10. Game publishers offered to provide a pre-release copy of the game if the magazine had guaranteed a score of "very good". The magazine declined the request and decided to postpone their review.[57][58] GameSpot, who reviewed the PC version of the game, said that although the game was "funny and beautiful", it was hard to justify the higher price. It was also said that the game was hampered by Ubisoft's DRM and the game "deserved better". According to pre-official estimates, Ubisoft announced that Assassinâs Creed II has sold 1.6 million copies throughout the During his first week of sale, an increase of 32% compared to the first week of sales. Sales. Assassing's Creed original. [61] Since May 2010, the game has sold nine million copies. [62] At the 2009 Spike Video Game Awards, Assassin's Creed II was called Best Action Adventure Game, and IGN called it the Action Game of the Year for Xbox 360 and Xbox Game. Game Informer also called it the Xbox 360 Game of the Year. He also received Game of the Year from GamePro, Eurogamer and The New York Times. Assassing's Creed II has been nominated for "Outstanding Achievement in Animation", "Outstanding Achievement in Art Direction", "Outstanding Achievement in Visual Engineering", "Outstanding Achievement in Gameplay Engineering", "Outstanding Achievement in Original Story", "Outstanding Achievement in Original Music Composition", "Outstanding Achievement in Sound Design", "Outstanding Achievement in Game Direction", "Adventure Game of the Year" and "Game of the Year" at the Interactive Achievement Awards (now known as the D.I.C.E. Awards) of the Academy of Interactive Arts &Sciences. [63] The game has also been nominated for several Game Developers Choice Awards including "Best Game Design", "Best Visual Art", "Best Technology" and "Game of the Year". [64] The game is included in the book for 1001 Video Games You Must Play Before You Die. [65] In April 2020, Game Informer classifies the game as the fifth best game in the Assassin's Creed series to date. [66] DRM Criticism The Windows version of the game uses the Ubisoft Uplay platform, which includes a digital rights management system (DRM) that initially required all users to stay connected to the Internet during playback. In the original version in detail, al l the progress made after the last checkpoint was lost if the Internet connection was interrupted. Ubisoft stated that if the disconnect was temporary, the game would stop. Moreover, the company argued that there were numerous blockages scattered during Creed II of Assassin. [67] The company has also been criticized by overseas members of the United States of Americathat they could not play while they were in places with sporadic and expensive connections.[68] Shortly after the release of the version for Windows, Ubisoft claimed that no cracked version of the game had been created, and was confirmed by at least one website. During the next weekend, Silent Hunter 5 and Assassin's Creed II DRM servers were, according to Ubisoft, affected by a denial-of-service attack. Ubisoft then stated that " 95% of the players were not hit, but a small group of players trying to open a game session received denial of service errors.[69][70][71] A server emulator has been developed to exceed the DRM. At the end of April, a library of dynamic links was released that completely bypassed the connection requirements.[72][73][74] After the server breaks series, Ubisoft offered the owners of the Windows version all the DLC of the Assassin's Creed II Black Edition (although already having the DLC of Battle of Forli and Bonfire of the Vanities incorporated in the history mode from or a free copy of Heroes Over Europe, EndWar of Tom Clancy, H.A.W.X of Tom Clancy, or Prince of Persia (2008). DRM was modified in December 2010. From that moment the game no longer required a constant internet connection during the game. Instead, the player had to be connected to the Internet whenever the game was launched. [76] In 2012, Ubisoft announced that it would change the game to remove internet access as a requirement to play, and would no longer require internet access for DRMs. The Windows version now requires a one-time online activation, after which the game, its activation key and Uplay account will be connected and the game can be played offline, even with Uplay Launcher forced to function in Offline mode in the Settings Menu. The game can then be infinitely activated on the machineor new if the game is reinstalled for some reason, and it can still be played offline. [77] Same rule rule Assassin's Creed II on PC that once required a persistent online connection. [77] However, none of these changes have affected the Mac OS X version of the game that still requires a constant Internet connection and players still lose progress if the Internet connection is interrupted. The sequel discussions on the details of the Creed III of Assassin III were already present before the release of the Creed II of Assassin, with the notion of the game staff having a female descendant in England during the Second World War. [78] However, co-writer Corey may have stated that the series will never take place at that time, as an important goal should take players to settings not normally visited in games. [79] Philippe Bergeron of Ubisoft said that potential settings could include England in the Middle Ages, during the era of King Arthur, and Feudal Japan, which had been a "personal favorite" of many in the staff. However, on March 1st, the setting for Assassin's belief III was revealed to be colonial Boston during the American Revolution, with a Native American protagonist named Ratonhnaki© : Tone. [80] This game was released at the end of October 2012. To games by Assassin's Creed were released at the same time as Assassin's Creed II: Assassin's Creed: Bloodsins and Assassin's Creed II: Discovery. The discovery is set during the missing chapters in II and presents Ezio Auditor. [81] A direct sequel, Assassin's Creed: Brotherhood was released on November 16th for Playstation 3 and Xbox 360, [82] continuing directly with the events of Assassin's Creed II. The game once again featured Ezio Auditor from Florence as the main player and included a new online multiplayer mode. [83] The game takes place mainly in Rome, seat of power for the Borgia family and the Knights Templar. [84] The main opponent of the game is Cesare Borgia, son of Rodrigo Borgia. References ^ to b Miller, Matt (17 November 2009). "Ubisoft gets the right sequel... Creed II — PlayStation 3>. Gameinformer. Archived from the original on 6 January 2010. Retrieved 11 January 2010. ^ a b c d e f g i j k "Assassin's Creed II It cost $20" (Fe required). 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