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Continuing the story of Desmond, players will delve back n time to the American Revolution where they'll take control of Connor, a half Native Indian, half British Assassin who demands answers and seeks to protect his people.Well to start lets just say that Assassin's Creed 3 is big, and we mean really big. It's so gargantuan in size in fact that it makes your average Call of Duty campaign look like a side mission. However with scale comes the need to find perspective, and with Assassin's Creed 3 reaching a verdict has been very much about seeing the perspective.Assassin's Creed 3 plot:Don't worry we won't make your eyes bleed with spoilers, instead here are the basics: Assassin's Creed 3 essentially follows the same principles set down by AC2: in order to tell a truly engaging story you need to know as much as possible about the main character and their past. Without spoiling the plot, they do this fantastically well.In the present the Templars are closing fast, Desmond and co. are still on the run and are still looking to prevent the end of the world, so business as usual.In the past things are a little more volatile. Set during the American Revolution the game is constantly overshadowed with the fact that just around the corner there is some huge battle raging on as the Templar-controlled British forces close in on the Patriots.Let us be clear right now, this is not Templar vs Assassin, this is Templar vs Colonists. The Assassin's have their own agenda and that is your focus. That's not to say Ubisoft haven't done their utmost to blur every line of allegiance there is.In continuing the tradition of using famous faces to blur the line between reality and fiction you'll find George Washington and Samuel Adams both making appearances in your quest.Assassin's Creed 3 gameplay:Connor is the accumulation of all of Ubisoft's experience with Altair, Ezio and Desmond in creating a character which both feels challenging to control but also retains the fluidity for which the series has become so well known.Combat has also been given a serious work-around, and it may end up becoming a decision which divides people. Connor is noticeably harder to use in combat, the requirements to create combo moves and special kills have increased with speed and responsiveness being key.Personally we see this as an invigorating change. Ezio had reached the point where we never truly felt we deserved the eye-wateringly impressive kill combos.Weapons have also changed, don't worry, the hidden blades are still there. Connor's main weapon of choice is a Native Indian Tomahawk. Elsewhere there's the bow and arrow, perfect for long-distance silent kills. The most inventive however has to be the rope dart. Stand atop a tree, fire the rope dart down and then leap off effectively hanging your poor target.Finally, this is the first Assassin's Creed in which the main character can run through the trees. It's an inventive way of moving around the massive expanses of the Frontier and Ubisoft have gone for the safer option of letting the game do most of the hard work.Assassin's Creed 3 features:To aid you in your campaign you're given a homestead, some land and the opportunity to recruit, workers, carpenters and artisans to help improve your homestead and begin turning it into a business.Thanks again to the scale and the power of the new AnviNext engine you're not just given a house you're essentially given your own special part of the frontier, port included.The maps are as big as Ubisoft have claimed with Boston and New York both veritable playgrounds. Be warned however, the rooftops are no longer the safety net as troops are stationed on platforms with muskets ready to catch you unaware.Initially we found this an irritating addition but on reflection it certainly forces you to think of alternatives to simply climbing up a building.One of the most important changes to the game is the new addition of naval warfare. Connor can now take control of a ship and take on his enemies on the high-seas. The simple verdict on this is that it's brilliant. The controls are simple enough leaving you to focus on wind direction, attacking and then avoiding the inevitable barrage of hot lead that follows.Assassin's Creed 3 Multiplayer:Multiplayer for Assassin's Creed has always been a favourite in the office, its inventive use of the game mechanics in creating multiplayer has worked brilliantly.AC3 is no different, a notable addition that has been made is the surprisingly useful tutorial system in place to help you get started and then improve on the areas where you're weakest.Assassin's Creed 3 Verdict:At the beginning we pointed out that perspective was needed, and from reading thus far you're probably wondering why, it all looks great. Well the one negative we do have is sadly Connor himself.To a certain degree we can't blame Ubisoft entirely, Ezio is probably one of the best game creations we've seen in the last 10 years becoming iconic to the point that he's as recognisable as Master Chief.Trying to top that is virtually impossible and Connor is unfortunately a victim of his predecessor's success. He's just not a person you aspire to emulate. Sure you'll side with him, and start rooting for his cause but he's missing the key USP that makes him different.Luckily however the damage is actually pretty minimal because the game is so big, and the storyline is so immersive that in fact, you end up placing your own print on Connor, letting his actions do the talking instead.With this in mind it's hard to fault Assassin's Creed 3 overall, in fact after just 5-10 hours of gameplay you'll start wondering how Ubisoft will ever be able to top it. Yes it is that good.Prices - Assassin's Creed 3.▼After getting our first in-depth glimpse of Assassin's Creed Odyssey during Ubisoft's E3 2018 press conference, we've been itching to get our hands on a control and our eyes all over that Ancient Greek setting. Now, we've had the chance to play the game for an hour and we've had a good rummage around the islands of Delos and Mykonos, and we're ready to tell you some of the biggest and most important changes Odyssey will bring to the Assassin's Creed series.The series may have returned to its annual release cycle, but Odyssey doesn't feel like a simple re-hash of Origins set in a different time and place. Instead, it manages to takes the steps towards being an RPG that Origins first took even further. It could actually well be that Assassin's Creed will slide into the RPG space that's been left open by BioWare, which is focused on Anthem. But enough teasing, here are some of the biggest things you need to know about Assassin's Creed Odyssey (apart from its October 5 release date).It's set in Ancient Greece, hundreds of years before OriginsWhile Assassin's Creed Odyssey is ostensibly a sequel to Assassin's Creed Origins, it's actually set around 400 years before it. The year in Odyssey is 431 BCE and you'll find yourself in Ancient Greece during the time of the Peloponnesian War being fought between Athens and Sparta.This is the most intense Assassin's Creed setting yet and it actually pre-dates the formation of the Brotherhood as well as the Creed.You have two character optionsPrevious Assassin's Creed games have allowed you to play as a woman, but it's always been part of a story that has you jumping between controlling a male and a female assassin. This time you choose one or the other - Alexios or Kassandra - and you play the entire game just as them. It doesn't matter which of them you choose - you'll be able to access the same abilities and skill trees. The choice is really just for looks and it won't change the way you play. Your chosen protagonist is an ambitious mercenary in the game - not on either side of the war at first. We played as Kassandra in our demo and definitely would do so again. She's a likeable protagonist and, not only that, she genuinely looks like she could be a capable mercenary.The hidden blade has always felt like such a staple of the Assassin's Creed games that this may surprise you. Just because the traditional hidden blade isn't in the game, however, doesn't mean you have absolutely nothing like it. Instead, you have the broken Spear of Leonidas, the historic Spartan King. Whether you choose to play Alexios or Kassandra, you are a descendant of Leonidas and the spear is gifted to you at the start of the game. Largely it works in a similar manner to the hidden blade - you can still stealth assassinate enemies, for example - and you can upgrade and improve it as the game goes along. But, being an artifact of the First Civilization this is a pretty powerful weapon to have in your arsenal from the beginning, and your connection to it is important. Oh, and it's good for one hit stealth assassinations on enemies that are either on your level or sitting just one above it. There's multi-choice dialogueAnother of many big changes - for the first time Assassin's Creed will have dialogue options. In the style of BioWare games, players will be able to engage in conversations with other characters and choose what they want to say from a range of pre-set options. The choices you make in conversations can change the course of the story as well as your relationship with the NPCs you're conversing with. We weren't one hundred percent sure on this before we played the game - voice acting and scripts haven't always been the high point of Assassin's Creed games - but Odyssey really pulls it off. We didn't converse with every character in the game in our short time with it, of course, but the voice acting we did encounter was solid, faces were expressive and the script felt much sharper than usual. We even exhaled through our nose in appreciation at some humor at one point! There's romanceSpeaking of dialogue and big changes, there are now romance options in Assassin's Creed. It doesn't matter whether you play as Alexios or Kassandra, you can pursue a relationship with any of the eligible characters. The NPCs you're free to romance don't just exist as mannequins for your pursuit, though. Two of the romance options we encountered were rounded characters with their own aims, lives and complexities, and getting to know them is a process.Abilities and skills have evolvedCombat in Odyssey also goes down slightly more of an RPG path than Origins did. The skill tree introduced in the last game has returned, although this time the separation between assassin, warrior and hunter combat is a little more distinct and less overlapping. This means you can really focus on one particular playstyle and raise your skills in it to a really high level, or take a more balanced approach. What's really useful, though, is that when you unlock abilities on your skill tree you can map them to your controller buttons. We mapped a nice mix of abilities - a flaming sword, healing, the Leonidas kick and a shield grab. This meant that when we were being overwhelmed in battle we simply had to hold down a bumper and tap the relevant button to seize an enemies' shield from them and throw it at them to give us the chance to turn around and slash at someone else. Or, we could gain a little bit of health back.You do need to have some adrenaline in your shiny new bar to use these moves so they're not available to you constantly in battle, but building up your adrenaline levels is simply a matter of continuing to fight as normal. These changes to combat are a definite positive for Assassin's Creed Odyssey and we enjoyed fights a lot more than we did in Origins. It adds a diversity to your options and you feel like you've really got a chance when you're backed up against a wall.There are new animalsRemember how delightful yet detrimental to you Bayek's health was when the Egypt of Origins was populated with living, breathing creatures such as crocodiles, hippos and cats? Well, there are all new creatures in Odyssey and you can still hunt them. There are bears, sharks, dolphins and even whales to see. It was genuinely thrilling to be sailing our ship (actually we were directing the dozens of our men rowing it) and see dolphins leap up out of the bright blue waves alongside us. Sharks we'd be less keen to see, but we were told when a ship sinks in the water they'll draw in to eat the unfortunate soldiers who fall in. As if you needed any more of an incentive to win your sea battles.You can fight everyone but there are consequencesGiven you're not strictly an assassin this time around you're not restricted by the Creed. That means you can fight and kill pretty much anyone you want. But don't think there's no consequences for this. Breaking the law will result in a bounty being placed on your head and other mercenaries will come for you. Just how many of them seek you out will depend entirely on how bad you've been. It's not permanent, though, and you can deal with the problem yourself or simply pay off the bounty on your head.There are big, big battlesThere's a big war going on and you can't avoid it completely. Assassin's Creed Odyssey will feature huge 300 soldier-strong battles and throw you into the thick of it. Some of these battles will be necessary as part of the game's narrative and sometimes taking part in them will be totally optional. They're a real test of your combat skills and the one we experienced was extremely fun, if slightly stressful. You'll find yourself surrounded by those with you and against you and even though you may set your sights on one enemy you'd really like to take down, you always have to be aware of others who have their heart on stabbing you in the back or leveling the back of your skull with their shield. We found using our abilities and being quick on our feet was absolutely essential to success when fighting these battles. There's still a modern day plotThough Bayek and Aya from Origins are nowhere to be found here, the modern day story which follows Layla continues. Now, we don't know anything about where this storyline will be going (and, as usual, it seems like you can probably ignore it if you're not interested) but we're looking forward to finding out. E3 is the world's largest exhibition for the games industry, stuffed full of the latest and greatest games, consoles, and gaming hardware. TechRadar is reporting live from Los Angeles all week to bring you the very latest from the show floor. Head to our dedicated E3 2018 hub to see all the new releases, along with TechRadar's world-class analysis and buying advice about the next year in gaming.