

Viking is not an assassin, so is it worth looking forward to Assassin's Creed Valhalla?

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Ubisoft has just officially announced the next game in the Assassin's Creed series will be named Assassin's Creed: Valhalla, set in Northern Europe and Viking warriors exactly as the previous rumors, though not named Ragnarok as expected. The game was announced in a fairly new way during a long stream . 8 hours, when Kode Abdo - a Ubisoft artist - drew the artwork that you can see below:



Apart from the picture above and the name of the game, we still do not know anything about the content of the game by Ubisoft appointment until 10 pm 30/4 Vietnam time to announce the first trailer of the game. However, the picture above shows that the main character of the game will not be an Ezio-type assassin, but a bearded warrior in the style of a Viking, with the main weapon. sharp hammer.

Ubisoft has not yet announced the release date or the platform of the game, but it is likely that the game will be released on PC with the next-gen Xbox Series X and PS5 systems, plus Stadia because Ubisoft has signed a contract to bring the new game. to my cloud gaming platform from Google before.

Predict gameplay

And for Boi tu, the picture almost ended the hope that the Assassin's Creed series will return to the sneaky, smooth and gentle assassin game. Despite rumors that the new game will be named Ragnarok and takes place in the Viking scene that has been around for a long time, many gamers (including the author) still hope that after the two versions of Origins and Odyssey, the fantasy smells to the gods. Spirit and magic, Ubisoft will favor the classic assassin play. Now we all know that it won't happen - you can't expect a brute with biceps bigger than a player's thighs and such an oversized battle ax to respect tranquility. I have never heard of anyone calling the Vikings the Nordic Ninja, so now you can put aside the secret Assassin's Creed dream.



'Viking' is often synonymous with burning looting, not stealthily .

In return for gamers who love the navy from Black Flag and role-playing . The Witcher 3 can put a lot of hope into the game. The gameplay of the two recent versions of Assassin's Creed has changed a lot - I don't call them 'improvements' because they actually go too far from the origin of the series and cause a lot of discontent for gamers, but it must be said that the That change is interesting. New elements have been added to Origins and developed in Odyssey, making the main characters no longer bound to normal sneaky gameplay, while the game's mission structure has also been improved to become more attractive. . In fact, if not using the Assassin's Creed brand and creating a brand new to exploit this gameplay, Ubisoft can completely create a new golden egg.

Indeed, for me, the Cultist system in Assassin's Creed Odyssey is an example of the potential to become a game no less than the classic The Witcher 3. Despite being called a 'sub-series,' but actually the Cultist hunting missions in Assassin's Creed Odyssey are more attractive than the main task line of the game and make many gamers . forget about the journey. Search Cassandra's family / Aphelios. If Ubisoft improved this Cultist system and put it into Assassin's Creed Valhalla in some way, such as adding long-term sequences that affect the outcome of the game and the protagonist, maybe Assassin's Creed Odyssey will be a classic RPG title no less than The Witcher 3.



Symbols are many, but who is free to look for?

The only thing I want to complain about the gameplay of Assassin's Creed Odyssey is in its world. Not only once did the author open the map and feel that the world was too large, but it was too empty despite all the symbols scattered everywhere. The collectibles that Ubisoft places throughout the map really have no value or meaning other than extending the playing time and forcing gamers who love collecting to go crazy. I dare to say that for the majority of gamers, they ignore perhaps up to 1/3 of Odyssey's map because they were bored with so many options. So I hope that in Assassin's Creed Valhalla, Ubisoft will learn from The Witcher 3 and shrink the world of the game if needed to focus its efforts on creating more meaningful side quests, helping the game players better understand the world in the game and integrate into it.



The 'beautiful boys' missing in Resident Evil - Part 1: Billy Coen

Billy and Rebecca Chambers appear in Resident Evil Zero, but only Rebecca is reappeared, while Billy disappears completely.

In addition, the failure of Ghost Recon Breakpoint at the end of 2019 can also be considered a good news for world gamers in general and Assassin's Creed fans in particular. That failure forced Ubisoft to rethink its game-making and reorganize its 'game editing' division, adding new human resources and enabling innovations to be born instead of letting them all The series of the game is in the palm of only one person. Perhaps from now on

we will see less Ubisoft launched copy - paste games, but are able to play the games with distinct differences and distinct charisma. Although Assassin's Creed Valhalla was developed before Ubisoft reformed, the game can still benefit from that change.

Please wait!

All that is said above is just my feeling and speculation about Assassin's Creed Valhalla, because Ubisoft has not released any information about its gameplay. Luckily, we won't have to wait too long to get the first gameplay details, because just a few hours after this article 'aired' A game, the first trailer of the game will be announced. By then, we will have more information and bases to continue discussing (and guessing) about the game. See you in the next posts!

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