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## [Assassin's Creed Quick Summary - First Official Review.](#) **UPDATED**



*Magazine Famitsu 360 is not regular Famitsu. Remember that!*

Looks like Famitsu 360 have gotten their hands on [Assassin's Creed](#) and reviewed it. Straight from [Ubisoft](#) forums comes a quick summary of that particular review, featuring pluses and minuses found within the game. The magazine gave it a generous 37/40 and hopefully they're right about every aspect regarding this [Splinter Cell](#) set during the Crusades, because everyone's dying to try it out. The original Ubisoft forums post is right below: "Famitsu 360 (Not to be confused with regular Famitsu) [...]10,8,9,10 - 37/40 Quick summary: Story is totally engrossing, like a great movie; Feels like a real next-gen action game; One-button combat is somewhat unsatisfying, but will make the game accessible to more people; Story, worldview, presentation all top-notch. At times the map is hard to make out and there are bad camera angles. There are lots of little annoying things like that. (From the 8 review); The acrobatic play mechanics are totally addicting" And another plus every website could mention in their review...: the woman behind the whole project is totally hot! (Jade Raymond, Executive Producer of Assassin's Creed). Don't worry, we're not getting on top of that subject again, like all those out there that think with their d\*\*ks; but obviously, this is a small plus for the game too. Think of how many teenage gamers made the connections and now know more about Assassin's Creed than they do about Halo 3 and GTA IV put together. Oh and no, Famitsu 360 did not make such an observation, just so we're clear on that. Assassin's Creed sounds great. Can't wait to play it too and give you our impressions on Ubisoft's most ambitious project to date. But we hear more bad stuff about it lately. One thing worth mentioning is that the scenes where Altair has to jump and swing and do all that professional-assassin stuff involves little command input from the gamer. More than that, there seems to be no jump button. What's a game like Assassin's Creed doing without a jump button...? Whatever, this still doesn't add enough bad stuff to make it a poor game. Heck, I bet it kicks the living orbs out of God of War as far as the story goes. **UPDATE:** Apparently, blokes over at empireonline.com have removed their review on the game on the count of saying that it featured no jump button. Via CVG comes the following message, (recently posted on the Empire website): "Please note that the early review of Assassin's Creed that appeared here was published in error. The review contained misleading information about the game's control system which should be disregarded. Please wait for the final, full review, which will be published online on November 16th." Guess someone didn't get their Assassin's Creed copy, huh? Yet they reviewed it. Something's missing here but I just can't tell what it is...