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# Assassin's Creed: Liberation HD



8.5 Overall Score  
Graphics: 8/10  
Story: 8/10  
Gameplay: 6/10

Improved HD Graphics | Amazing Melee Combos | Good Storyline

Written by [Samuel Colunga](#) on January 22, 2014 in [PS3](#) [[Assassins Creed Liberation](#), [samuel colunga](#), [Ubisoft](#)]

*Assassin's Creed: Liberation* was released for the PlayStation Vita in 2012, alongside *Assassin's Creed III*. It was a well received game that took advantage of the PS Vita's touch screen, gyroscope, and rear touch pad. With the release of *Assassin's Creed IV: Black Flag*, Ubisoft has gone back and given *Liberation* an HD console upgrade for fans of the original game, or people who did not get to experience it the first time around. *Assassin's Creed: Liberation HD* is now available for download on the Xbox 360 and PlayStation 3. Ubisoft did an outstanding job upgrading the graphics and overall look of this game. Some of the gameplay had to be altered since it originally used some of the gimmicky features of the Vita version. The story, however, is still the same.

Abstergo, the evil Templar corporation, has put out home versions of their DNA hacking machine: The Animus. The Animus' prime function is to penetrate the user's genetic code so they can assume the role of an ancestor from long ago. The player has suddenly found his or herself taking control of Aveline de Grandpré, a young female assassin. Born of a successful French merchant father and a slave mother, Aveline has her feet set in two worlds during 18th century New Orleans. Even though she was raised in a life of privilege, Aveline cares deeply for the slaves and helps them escape whenever she can. After the French-Indian War, New Orleans was suddenly abandoned, and then taken over by harsh Spanish rule. While doing some investigating, Aveline uncovers a terrible Templar conspiracy involving slaves and members of the New Orleans government. With the aid of her allies, Aveline sets a plan in motion to stop the Templars and give the city of New Orleans back to its people.



*Assassin's Creed: Liberation* uses the rebuilt engine that Ubisoft made for *Assassin's Creed III*. While it is a huge step up from the old *Assassin's Creed* engine, it takes some adjustments for those long time fans of the series. The added gameplay elements such as chain kills and new melee combat techniques can be overwhelming at first. Aveline has the capability to use a whip in combat, as well as blow darts and a vicious curb stomp she can inflict on her downed enemies. She can also swim underwater and use her whip to swing her over ledges, as well as lure enemies into traps by whistling when they are near. The latter was first introduced in *Assassin's Creed III*, and is a useful technique for any stealthy assassin.

What sets this *Assassin's Creed* game apart from the others is Aveline's ability to change personas whenever the need arises. She can be the assassin, which gets recognized the easiest when walking throughout town. The Assassin has the most tools and weapons at her disposal, and is the deadliest. Aveline can become The Slave, who has limited tools, but can blend in on the streets of New Orleans, which is an ability that comes in handy during some situations. Aveline's final persona, the facade she puts on in front of friends, family and the general public, is that of The Lady. This persona is extremely limited. She cannot free-run, climb, or carry weapons aside from her hidden blades, and her rigged parasol. The Lady is used primarily to charm her way around town, and catch her enemies off guard. However, The Lady is prone to being a target for random muggers who appear in the streets. Aveline can change into any of these personas by utilizing changing rooms strewn throughout the city.



Where Assassin's Creed fails is when it finds itself landing in the same pitfalls that have plagued the series since the very first game. With a rebuilt engine and a fresh coat of paint slapped on, Assassin's Creed still manages to frustrate gamers in the same ways it always has. A lot of what the game has to offer are cheap trial and error challenges, chasing the enemy down, assassinating someone without being detected, and those annoyingly cliché open world trailing missions. Some of the timed missions are excruciatingly difficult, while the fun missions, such as taking out a gaggle of soldiers in melee combat are few and far between. Adding unnecessary difficulty to certain parts, such as escaping the mine, which should only entail Aveline free-running, can make anyone question their purchase. Running through the trees is an element that was introduced in *Assassin's Creed III*. In both games it felt forced and nothing more than a nuisance. This time Aveline is free-running from tree to tree through the swampy bayou. If she happens to fall it is very difficult to go back and start over. She then has to swim, canoe, or walk to her objective, running the risk of engaging in a Quicktime battle with a deadly gator.

Mini games make a return to the series. In *Assassin's Creed: Brotherhood*, Ezio was able to send his assassins to other countries to ward off evil. In *Assassin's Creed: Liberation*, Aveline maintains her father's business by sending trade ships to other countries for an exchange of goods. Aveline can rebuild fallen businesses around New Orleans, after running off scummy, shady owners. There are plenty of assassination missions sprinkled around the game world, as well.



The game's biggest boast is also its biggest disappointment. Aveline can play a mission alongside Connor, the protagonist from *Assassin's Creed III*. The appearance of Connor and the subsequent mission is vastly underwhelming. He even disappears at various points to clear the area ahead. Connor does offer Aveline some words of wisdom at the end of their encounter, helping move the plot along.

The strongest point in *Assassin's Creed: Liberation* is its story. Ubisoft once again did an excellent job with their narrative. As many headaches as these games have given fans, their stories are usually what keep people running back to retailers for the next game in the series. Much of the story is pretty simple. It is a reminder that this game was made for the handheld audience, the audience that plays these games in bits and pieces. There is almost no room for an elaborate or complex plot. It all wraps up and leads to a very satisfying ending that can give fans goosebumps, and makes them salivate for the next appearance of Mademoiselle Aveline de Grandpré.



Overall, [Assassin's Creed III: Liberation HD](#) is worth the small price tag. While the game isn't a true overhaul, it is an upgrade that Ubisoft can be proud of. Its strong points are the look of the game, the familiarity of the engine (except for a few minor changes), the different personas, and the story. The weak points are the gameplay, the unnecessary difficulty, and the cliched missions.

*A copy of **Assassin's Creed: Liberation HD** was provided to *The Married Gamers* for review.*

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