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## Assassin's creed 2 dlc

Hace algunas semanas Ubisoft anunció el desarrollo del primer DLC para su exitoso título Assassin's Creed 2. Por aquel entonces apenas fue mostrado nada, y su contenido permanecía completamente oculto; sin embargo hace escasas horas la compañía francesa ha desvelado todos los detalles de la ampliación de las aventuras de Ezio, comenzando por el detalle de que no será un solo descargable, sino dos. Con apenas un mes de diferencia, los dos paquetes de contenido incorporarán cada uno una misión completa que ahondará más si cabe en el antiguo conflicto entre asesinos y templarios, así como nuevas zonas e incluso un movimiento especial para Ezio, el salto 'Spring'. La primera de las misiones, La Batalla de Forlì, saldrá a finales de enero a un precio de 3,99 dólares. En ella el protagonista deberá unir fuerzas con Maquiavelo y Catalina Sforza para defender Forlì de los temibles hermanos Orsi. Esta ampliación está orientada a expandir la historia principal del juego y ha centrado sus objetivos en el fortalecimiento de diversos puntos del guión original. El segundo descargable, La Hoguera de las Vanidades, llegará a finales de febrero a un precio de 4,99 dólares. El título no tiene nada que ver con la novela de Tom Wolfe, sino con los hechos reales ocurridos en Florencia en 1497. Ezio, junto con Maquiavelo, deberá enfrentarse con el monje loco Savonarola, responsable histórico de la 'hoguera original'. El DLC estará más orientado a los aspectos jugables, abriendo una nueva zona de la ciudad antes citada, incluyendo el salto 'Spring' y aportando una gran variedad de misiones de todo tipo, eso sí, sin descuidar un guión que, si bien está menos integrado en la trama que el anterior, te permitirá vivir uno de los sucesos más importantes de la historia del renacimiento italiano.
Assassin's Creed II Esta nueva entrega nos presenta a un nuevo protagonista, Ezio Auditore da Firenze, un joven noble italiano, y una nueva era, el Renacimiento. Assassin's Creed II es la épica historia de una familia, una historia de venganzas y conspiraciones en las que Ezio se enfrentará a algunas de las familias más poderosas de Florencia y recorrerá los canales de Venecia hasta convertirse en un Maestro Asesino.
in: View source Share Assassin's Creed II downloadable content refers to content released separately from Assassin's Creed II and implemented into the game at a later date. The following is a list of all additional content available for the game. The first DLC, entitled Battle of Forlì, was released on 28 January 2010, while the second DLC, titled Bonfire of the Vanities, was released on 18 February 2010. Both DLC expansions filled the previously missing memory sequences, which were originally cut from the game's development. While the Battle of Forlì included additional memories in the region of Romagna, the Bonfire of the Vanities included a new district in Florence, the "Sprint-jump" freerunning technique, as well as three Templar Lairs, allowing Ezio Auditore da Firenze to explore areas which were previously available only in special editions of the game. Downloadable content packs Battle of Forlì Bonfire of the Vanities Limited edition content Originally exclusive to the White, Black and Master Assassin's editions, three Templar lairs were included in the game. They are now included with the Complete, Game of the Year and Digital Deluxe editions. Additionally, they are included in the Ezio Trilogy (PS3 only), Anthology, and Ezio Collection anthologies versions of Assassin's Creed II. Multiplatform content The following contents are unlocked after successfully connecting Assassin's Creed: Bloodlines to a PlayStation 3 version of Assassins Creed II. They are also available from Ubisoft Club for the Ezio Collection as 'Foreign Supply Pack #1' and #2 respectively. Bonus skin The Bonus dye can be unlocked by entering a code obtained by buying the Assassin's Creed II mobile game from the Verizon App Store. It is also included in Game of the Year edition, Digital Deluxe edition of Assassin's Creed II and Ezio Collection. Ubisoft Club content Assassin's Creed II theme (FREE) - Download Uplay-exclusive Assassin's Creed II theme for your Xbox 360/PS3. Assassin's Creed II desktop wallpaper (FREE) - Download Uplay-exclusive Assassin's Creed II desktop wallpaper for your PC. Throwing knives capacity upgrade (20U) - After completing Sequence 4, visit any Tailor Shop to take possession of your Knife belt upgrade! Altair's outfit (30U) - You can take possession of the Altair's outfit by going to the outfit section of the Inventory. The Auditore Family Crypt located in Monteriggioni (40U) - Get access to the Auditore Family Crypt by visiting the Villa from Sequence 5 onward. Reference Community content is available under CC-BY-SA unless otherwise noted. Spoilers for the base game and DLC of Assassin's Creed 2. Let this be a formal notice to anyone reading this: this isn't a review. The two narrative DLC packs that Assassin's Creed 2 was graced with both came out in 2010, and so did the Deluxe Edition for PC. This edition shipped with both of these packs fully implemented. As far as my limited research has told me, the same is true of the version of the game included in The Ezio Trilogy bundle for PlayStation 4 and Xbox One. Near as I can tell, any version of this game that you can feasibly get in 2019 comes with these things pre-installed, and even if you somehow manage to get a 2009 launch copy without them, I don't think it's even possible for you to buy these packs separately. So nobody's going to read this to decide if they want these DLCs. In all likelihood most people could play through Assassin's Creed 2 from beginning to end without even being aware that there was DLC in the first place. Why is this? It's because the bundles - The Battle of Forlì and Bonfire of the Vanities - are not accessible from the main menu, as may be reasonably expected of such things. Instead, they are spliced into the existing story of the game side-by-side, filling in sequences 12 and 13, which were missing at launch. If this game were released today for the first time, this would no doubt have caused outcry on all sorts of gaming forums across the internet, but hey, Assassin's Creed 2 certainly doesn't seem to suffer for it. It's considered a classic, and with good reason - the game's fantastic, and the story flows nicely even with the five-odd years missing from the tail end of it. Ezio rescues Caterina Sforza from the horrific dangers of dirty Italian water. Our first DLC, The Battle of Forlì, sends Ezio on a quest for a special map that leads to magical artifacts, which haven't been especially significant so far in the plot but are nonetheless spoken of as though they have been. The map is held in the Rocca di Ravaldino, a fortress in the walled city of Forlì, which served as Ezio's gateway to Venice in the base game. Also returning from the base game is Caterina Sforza, the Countess of Forlì, who originally appeared only in a brief scene where Ezio rescued her from shallow, brown water, says "damn, I'd like to engage in sexual relations with her", and then immediately leaves on a boat, where he is chastised by his gay best friend. The Battle of Forlì is mostly inoffensive. Sure it totally breaks the flow of the story so you can spend some time with two characters you've only briefly been introduced to, and yeah it depicts events that turn out to be largely trivial in the overarching plot, but it's otherwise just more Assassin's Creed 2. You'll run across marshy fields on a horse, kill hundreds of people in what's meant to be a stealth mission, and just generally do the stuff you usually do. I guess the big problem with this particular one is that the DLCs take place after all the major players have been introduced, and after a very conspicuous scene in which all the major players get together and say "we're all the major players, and we've been introduced!" Maybe it's a writing issue, maybe it's just an issue with the type of writing that's forced to bend unnaturally around having two acts of the story not written until after the game's already come out. I guess we'll never know. Sounds good, moving on: at the end of The Battle of Forlì, a key MacGuffin is stolen by a seemingly random character you've never seen before and doesn't seem to have any grand plans or actual involvement in the plot. Here's where the game awkwardly fast-forwards if you somehow have only one of the DLCs, but having Bonfire of the Vanities installed Seeking this MacGuffin you'll return to Florence, where the Oltarrno District over the river is now accessible. At last, we can cross those bridges and see... more of mostly the same buildings. But au contraire! It's 1497, which means it's time for the Bonfire of the Vanities, in which a really enthusiastic Dominican monk somehow brainwashed the entire republic into burning everything from art to... well just art mostly, if this DLC is to be believed. We meet a good chum (who we just met) in Oltarno and go on a quest together to depose Girolamo Savonarola, the de facto ruler of Florence and aforementioned enthusiastic monk. We do this by killing all of Savonarola's lieutenants, who are mostly just normal guys mind-controlled into becoming mega-Nazis. There are nine of these boys, sprinkled lightly around Florence in some of the most bizarre places. Take, for instance, a crazy priest who sings constantly from the roof of Santa Maria del Fiore, one of Florence's most famous cathedrals. Sounds fine, very normal religious nutjob behaviour, right? You could be forgiven for thinking it so, but the Santa Maria del Fiore is fucking massive. So big, in fact, that in Assassin's Creed 2's scaled-down world, Brunelleschi's Dome (from which the guy sings) is the highest point in the entire game, and you can't hear him singing until you've almost reached the top. Silly, but not a dealbreaker. What might very well be the dealbreaker, though, is that mission itself. Assassin's Creed 2 rarely gives you a game over for being spotted in a stealth scenario. Instead, it punishes you for forcing you to fight the guys rather than avoid them. Combat, as I've said many times, is really fucking easy, so this is a markedly easier way of doing things. The motivation to do things stealthily comes from fun rather than force. If I want to be a canon-friendly Ezio who sneaks into palaces undetected, only killing his target, I can, and it's fun! However, if I want to be an asshole Ezio, who never uses weapons and prefers to pound his enemies to a pulp with his steel-clad fists before hefting their writhing bodies unceremoniously into the Grand Canal, I can. The game even provides the cestus as a weapon! Bonfire of the Vanities doesn't abide by this philosophy. In many of its missions, you get game over for being spotted before killing your target. It doesn't matter if you're spotted during your target's death animation. It doesn't matter if you're spotted as you're falling blade-first onto his head from a nearby roof. You have to be totally undetected up until the moment the guy dies. The best part is, killing the target alerts all the guards, so you get to fight your way out anyway! It's such an arbitrary distinction that just makes a potentially fun mission into a bland slowly-walking-between-groups-of-prostitutes-fest, and it's even worse in the aforementioned 'guy singing on a dome' mission, where it takes about three minutes to climb the dome from street level. You're forced to restart from the ground if you're seen at all, and the guards are perfectly positioned to always spot you unless you follow a very precise route. "We're gathered here today to discuss our major roles in the story of this computer game." Like I said, not a review, but if it was, I'd give a gentle 'no' to The Battle of Forlì and a hard 'fuck no' to Bonfire of the Vanities, but that's not the point. The point is, hacking bits off your game to sell them two months later as extras is bad, but it's not bad because I love to complain about corporations. It's not bad because it's 'anti-consumer' either. It's bad because it has a lasting negative effect on the finished product. As I said, these missions being omitted didn't actually hurt the base game, because whilst the vanilla story shaved a few years off the timeline, you wouldn't actually notice unless you're paying an uncommon amount of attention to the dates that appear on screen every now and then. Without the add-ons, Assassin's Creed 2 flows directly from that 'major players introduce their introductions' scene into the climactic act, and it's great. You've liberated the major cities of Italia from the corrupt rule of various Templars, and now you're travelling to a whole new location to finish the job. It feels like the end of the journey, and these DLCs just kill that flow. The PC release of Batman: Arkham City would later do the same thing, by chopping up its preorder bonus campaign and splicing individual bits of it into the main story, killing the pacing and bringing any tension to a grinding halt. This isn't necessarily Assassin's Creed 2's major issue. The problem here isn't just that the pacing is broken by slipping two mostly unrelated missions between parts of the climactic final act. Ironically, just because Ubisoft cut them from the main game and then repackaged and sold them doesn't mean they feel like they're in any way 'completing' the story of the base game. It's a bizarre situation where the DLCs, which are very much unrelated episodes featuring the same characters and locations, were actually marketed as though they were cut content from the base game. Why would Ubisoft do this? I don't know! Maybe they were trying to pioneer new ways of starting angry circlejerks on Reddit, but none really ever happened. Maybe I move in the wrong circles, or maybe it's just that everyone's forgotten since this game came out a decade ago, but it really seems like nobody noticed the weird shit that was going on here. It's like nobody cares. Maybe everyone's moved on. It's crazy that I'm the only one talking about this weird piece of bad design from ten years ago. Hello? Sign in to follow this 1½ Hours 1½ Hours 2 Hours 1½ Hours 70% Rating Low1.8% Retirement 10% 20% 30% 40% 50% 60% 70% 80% 90% 100% Unique: 5 Total: 245 The broadcast visibility is not public. Only friends of the broadcaster can see the live stream. Broadcaster can update setting here The next piece of Assassin's Creed II DLC, "Bonfire of the Vanities," is set hit PSN and Xbox LIVE rather soon — February 18th, soon, according to a recent official tweet blasted over the Inter Webs by the publisher.This piece of content will plug the hole that Sequence 13 left in our hearts and minds by adding, of all things, Sequence 13. Cut into ten Memory chunks, you'll be tasked with mucking up Savonarola's plans by running around and doing your assassin-thing in places like the Palazzo Medici and the "Arsenal Shipyard." Word has always been that this offering will be much more meaningful than the last bit of content, and we're going to believe it. Ezio is bearded in this one, after all. Bearded.Assassin's Creed 2 'Bonfire of the Vanities' DLC comes Feb. 18 [joystiq] [image cred] Filed under... #Assassins Creed

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