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r/patientgamers • 9 mo. ago

zZTheEdgeZz



Assassin's Creed Valhalla: The best and worst AC game I've played in a while

I have been playing Assassin's Creed since the beginning. With the exception of the most recent game and Rogue, I've played and beaten them all. From the highest highs to the lowest lows. After finishing Odyssey I decided to jump right into Valhalla, which was a mistake as I got a good chunk into it and then stopped playing because I was just tired of open world games, but after a good long wait I finally jumped back in with mixed results.

Assassin's Creed: Valhalla is a 2020 action roleplaying game developed and published by Ubisoft, known for their open world games. The story follow Evior, a viking who leads their clan from Norway to England to make a new home. At the same time as finding a new home, Evior must deal with the order of ancients and Isu mysteries (the people who came before).

Valhalla somehow gave me some of the best vibes of the series along with some of the most annoying aspects I can ever remember. Story wise, I think this is one of the better entries in the series. I liked Evior's story, I liked the Norse Gods story (even if it gave me flashbacks to the Odyssey DLC), I like Layla's modern day story which is

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pwishall • 9mo ago

Too much time spent out in the forest and sparsely populated settlements. I like the big bustling cities. I didn't get very far on this one.



58

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zZTheEdgeZz **OP** • 9mo ago

Yeah, that was a problem with a lot of the games honestly. AC3 felt like that at points, Black Flags lacked major cities, Origins I felt like that, Odyssey. It sucks for older fans who got the whole big city treatment with most of the games.



19



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Origins was slightly too long. By the time it starts to overstay its welcome, you're at the final set of missions.

Odyssey reaches that point like 2/3rds of the way through, partly because it's that much longer.

Valhalla gets there less than halfway through.

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**PawPawPanda** • 9mo ago

I didn't mind Odyssey as much because I got to meet all those famous people like my boy Socrates, and the environments are absolutely gorgeous.

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**zZTheEdgeZz** [OP](#) • 9mo ago

I found Odyssey felt way longer where by the end I was over the whole ordeal. I think Valhalla has a lulled middle, but did pick up towards the end where I was invested again.

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**AbsoluteScenes7** • 9mo ago

It's got all the same problems as every AC game (and pretty much every Ubisoft game) of having a tediously repetitive gameplay loop. But much like Black Flag was saved by the pirate theme, Valhalla is a lot more tolerable because playing as a Viking is generally good fun. The first few times you raid a monastery is awesome.

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**ilovebeetrootalot** • 9mo ago

I loved Odyssey and Origins simply because I'm a sucker for ancient history. Exploring ancient Greece and Egypt was a blast. All the temples, ruins, pyramids, tombs was awesome. Viking era England just sounds very...boring.

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mimic • 9mo ago

Ugh some of the cairn stones were such a ballache. I didn't find them necessary to achieve all the upgrades, but if you're a completionist they'll annoy you.

However everything else was a lot of fun and some minor bugs aside, I had a really good time with it. Could've done with the meta plot coming in a bit earlier - the beginning of the game is extremely slow - but the ending was really good and I enjoyed the DLC.

The mythological elements were really good and integrated well, with interesting implications for the story. As with the other new AC games, it could've done with NG+ as otherwise I feel a lot of the kit you collect goes unused.

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I keep going back to "Dying Light"(2014), it's amazing how good this game is.

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r/assassinscreed • 7 yr. ago

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Dreamlight Valley is seriously one of the best games I've ever played

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r/patientgamers • 14 days ago

Days Gone: Starts off a bit rough, but by the end I was invested and loving it

240 upvotes · 77 comments



r/patientgamers • 7 days ago

Callisto Protocol: basically wish.com Dead Space

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