**Review: ‘Assassin’s Creed II’ surpasses original’s success**

By Alex Carlson

The first ‘Assassin’s Creed’ was a gorgeous, though flawed, experience that built the foundations for the near-unprecedented sequel. But the origins of the game can be traced back to the creation of an enormous game engine that a team of developers who had previously worked on the Unreal Engine.

The original ‘Assassin’s Creed’ was a game about a character called Ezio Auditore, who was played by Italian actor Stefano Accorsi. The game was set in Renaissance Italy and focused on Ezio’s journey through the city of Florence, where he was able to use the skills he learned from his father, a member of the Assassin Brotherhood. The game was praised for its beautiful world and engaging storyline, but it was also criticized for its technical issues and long loading times.

The sequel, ‘Assassin’s Creed II’, builds on the success of the original by expanding the world and adding new features. The game takes place in the same period as the first, but moves the setting to Venice. Ezio now travels through the city and travels to other parts of Italy, including Rome and Milan. The gameplay is similar to the first game, but with improved graphics and more detailed environments.

The story follows Ezio as he becomes involved in the politics of the Italian Renaissance, where he is tasked with tracking down a group of Templars who are attempting to seize control of the Papacy. The game features a number of new characters, including a young woman named Altair, who plays a key role in the story. The game also introduces a new system for exploring the world, which allows players to take on missions in any order and return to them later.

‘Assassin’s Creed II’ was released in 2009 and was well-received by critics and players alike. It was praised for its improved graphics, engaging storyline, and innovative gameplay. The game was nominated for a number of awards at the Game Awards, including Game of the Year. It was also a commercial success, with over 3 million copies sold worldwide.

Overall, ‘Assassin’s Creed II’ was a successful sequel that built on the strengths of the original game while improving upon it in a number of ways. It remains one of the most successful games in the series and is seen as a key moment in the development of the Assassin’s Creed franchise.