



Assassin's Creed: Black Flag

Oliver Bowden, Andrew Holmes

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It's the Golden Age of Piracy — a time when greed, ambition, and corruption overcome all loyalties — and a brash young captain, Edward Kenway, is making his name known for being one of the greatest pirates of his time.

In the brilliant new novel, *Assassin's Creed: Black Flag*, discover the story of how Edward, a young privateer, became one of the world's most deadly pirates and was drawn into the centuries-old battle between the Templars and the Assassins.

Assassin's Creed: Black Flag Details

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Author : Oliver Bowden , Andrew Holmes

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From Reader Review Assassin's Creed: Black Flag for online ebook

Aera says

A painful book to read. Even the audiobook was painful, although the narrator at least tried to make it interesting.

Edward is an extremely unlikeable character. When he's not getting drunk/actually drunk/passed out, he's perving on women, being a total hypocrite, or 'engaging his blade' to stab people.

The writing itself was kind of sloppy, and there were many spelling and grammar mistakes. What I assume are boss battles in the game were poorly and briefly described action scenes in the book.

For those who have not played the Assassin's Creed games, this was a poor attempt at drawing people in, as Edward spends more time scoffing about the lunacy of this secret society than actually attempting to learn more about them and allowing the reader to understand what's going on. He doesn't seem to care, which makes the reader also not want to care.

Tristan Rocha says

Loved it. Honestly, it was better than the game. All the books are. Oliver Bowden converts the admittedly enjoyable yet occasionally dull or repetitive games into a truly fantastic story. While some people love Assassin's Creed for the gameplay and stunning visuals and mechanics, I personally love it for the story it tells. In fact, I would be fine if there were no games and it was just the book series only.

Black Flag tells the story of Edward Kenway, a brash, arrogant merchant's son from Bristol with a taste for women and beer. His pugilistic tendencies have led him to many a tavern brawl, but he soon gets on the wrong side of a very powerful organization: the Templars. The night before he departs to become a privateer in the West Indies, the Templars launch an attack on his home, burning it to the ground and leaving his family in ruins. Little does he know that their control reaches across oceans, and he is pulled into the age-old battle between the Templars and an even more mysterious group known only as the Assassins. Along his journey full of twists and turns he meets famous pirates such as Calico Jack, Mary Read, and even Blackbeard.

C.T. Phipps says

I recently read (and reviewed) Assassin's Creed: Forsaken and enjoyed the novel tremendously. While I was hoping for a review of Connor Kenway's adventures, what I got was even better with the complete history of Assassin-child turned Templar Haytham Kenway. Assassin's Creed: Black Flag is my favorite of the Assassin's Creed games and it was my hope that its novelization would expand upon Edward Kenway's life in the same way Forsaken expanded on his son's.

Sadly, this is not the case.

I wouldn't say Assassin's Creed IV: Black Flag's novelization is bad, but it's certainly underwhelming. Edward Kenway is a multi-faceted character who undergoes a large number of changes both morally as well as spiritually throughout the titular game.

Unfortunately, the novelization simplifies these changes and introduces a number of unnecessary subplots and justifications which muddy an already excellent story. In short, Oliver Bowden's story does not add to the story of Edward Kenway but takes from it.

Which is terrible.

The novelization begins with Edward Kenway's origins in the town of Bristol. The novelization takes pains to establish Edward Kenway is "technically" English as opposed to Welsh--something I automatically reduced the book's total score for. Edward's status as a Welshman not only has historical resonance but is a major part of his characterization.

Furthermore, Oliver Bowden adds a completely unnecessary revenge element to Edward Kenway's backstory. This version of Black Flag's protagonist is opposed to the Templars before he even knows what one is. Finally, I felt the game's unromanticized and surprisingly real relationship between him and Caroline Scott was made needlessly sentimental.

Really, the book comes at Edward Kenway's life with an apologetic tone. It treats the protagonist of the game, which is unflinching about the fact he's a complete bastard, with a series of excuses and half-measures.

Edward Kenway, who practically jumped at the chance to become a privateer, is forced into it at literal swordpoint in the book. Given Edward Kenway is on a road to redemption, it undermines his story arc by making it so there's very little for him to atone for.

There's some decent parts to the novel, particularly in the relationship of Edward Kenway to Mary Read and Anne Bonny but I can't say any other characters benefited. Edward's relationship to Ben Horningold is undermined and his partnership with Blackbeard is altered, making the protagonist more of a subordinate. It just doesn't feel like the game and that's tragic when the game was awesome.

I won't spoil the novelization's ending but I actually had to stop myself from throwing the book against a wall. Oliver Bowden undermines Edward Kenway's final decision in the game and ties the novelization with Forsaken in an extremely heavy-handed way. For those who are fans of both the video game and Forsaken, this is the worst of both worlds.

I suggest readers save their money.

5/10

Almas says

Ugh to think I'd be giving something related to Assassin's Creed only two stars. That book was written

terribly - the writing style in general was pretty weak, not to mention that the book was filled with errors and inconsistencies. Certain changes, understandably, had to be made from the game in order for this to work as a book, but this was done poorly and disrupted the flow of the story. It was also much too fast paced for my liking, again probably an issue with the translation from game to book (although without considerably increasing the length of the book I can't really see how this could have been avoided).

The one good feature would be the plot (where the changes didn't punch it full of holes) but of course that's more due to the writers of the game than the writer of the book. I did however like the beginning chapters that showed us Edward's life prior to the game. On the other hand I thought the ending (post-game) was weak and didn't make a lot of sense (view spoiler)

Rebekah says

Really great book, I've always been cautious with 'video game book's but this was surprisingly good too read. It sticks very closely to the game, even more so in its dialogue. Conversations are literally taken right out the game, which is great. Although I would say it does hop through the story quite quickly, but I like that it doesn't linger or drag out too long. I guess playing the game is going to seem a longer story than reading the book.

I see people mentioning that it only mentions him as an assassin at the end but this is pretty much the exact story of the game. and truth be said Kenway isn't really an assassin anyway, not like Ezio or Altair. which did disappoint me a little... but I won't get into that now.

Anyway it's a good read, it's very quick to get through everything and keeps you interested. I couldn't put it down, bravo to Oliver Bowden for studying the game storyline and creating such a great book on it. Can't wait for the next Assassin tale.

Chloë Jans says

I really enjoyed the narrator style. It was good coming back to the assassins creed world. I love these books and the way they tell stories. Also, pirates are badass

Ahmad Sharabiani says

Assassin's Creed: Black Flag (Assassin's Creed, #6), Oliver Bowden

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So this book was kind of a prequel to the previous book as it talks about Edward Kennway, Haytham's father and his years when he became a pirate and how did he become an Assassin in the end
it was a nice pirate book and it gave me the real feeling of becoming a pirate, it is a nasty business indeed, Edward has a grey moral compass and that what made him interesting to me .. but he hurt a lot of innocent people who really cared about him and I was really annoyed by that .. the ending was abrupt as if the writer was trying to finish the book as soon as possible
but in the end it was a nice sea adventure but I can't count it as a part of the Assassin's Creed world because we didn't see much of the Assassin's or the Templars

Monique Snyman says

When it comes to books that are based on video games, I am reluctant and overly cautious. Let's face it, Paul W.S. Anderson didn't exactly stick to the game's plot with the Resident Evil franchise, but at least it's better than Prince of Persia: The Sands of Time, which failed miserably in my opinion. Of course, those are movies based on games, but you get the idea, right? In the past, I've read quite a few books that were based on video games though (mostly the Magic: The Gathering books), and most of the time I was left feeling slightly deflated in the end. So when I got Assassin's Creed: Black Flag by Oliver Bowden I rolled my eyes and sighed melodramatically, because I thought it would be pretty much the same as any other game-related novel. I was wrong.

Oliver Bowden, a veteran author and apparently a gamer too, has written six novelizations of the Assassin's Creed game thus far (Black Flag being the newest one of the lot) and from what I gather, the books are quite close to following the game's plot. Now, I've not played Assassin's Creed, so I'm not really sure about whether this is true or not, but according to what I've read in Assassin's Creed: Black Flag, I must admit that I'm curious about the game and I would really like to get my hands on the other books in the series.

What I found particularly surprising was how quickly the book drew me in. The beautiful descriptions and action-packed scenes will definitely attract a lot of readers, but it's the adventure that sold me at the end of the day. You see, when it's all been done before it's difficult to keep your readership entertained from the beginning to the end and stick to a predetermined plot, but somehow Oliver Bowden did it and he was able to gain a new reader in the process. In fact, I'm starting to think that with the right director, even the Assassin's Creed film (which is currently in the works) may not be too shabby either. Not that I'm holding my breath just yet, but if the books are this good, maybe the film won't let gamers down as much as we thought.

So, yes. Assassin's Creed: Black Flag was definitely worth a read, but it's hard for me to recommend it to people, because some gamers may enjoy it whereas others will probably hate it. However, if you're in the mood for a good adventure and just a cool read, then maybe this will be right up your alley. Forget that the book is based on a game and just read it for the hell of it and you'll enjoy it, that much I am certain of...

(review originally posted on www.killeraphrodite.com)

Aaron Golding says

I really liked the story, but I found this book so difficult to read.

The sentence structure was terrible, and the whole book was full of errors (repeated sentences; spelling mistakes; grammatical errors etc.), it's almost as if there was never any input from an editor.

It is safe to say that I will never read another book by Oliver Bowden/Anton Gill, based on the woeful writing of this novel.

Subaru8mysox says

This book felt like a chore to read. I enjoyed the parts that didn't overlap with the game. Overall it felt rushed.

I also don't generally enjoy this authors writing style. I tried reading some of the previous books, but couldn't get through them. The only one I enjoyed was Forsaken, and I have a feeling that was because it focused on Haytham and wasn't just a rehashing of the game. Not sure I will read another Assassins Creed book from this author.

Heidi says

These just seem to be getting worse as time goes on. We're definitely a long way from Renaissance which I thought was extremely enjoyable. I very much like Black Flag as a video game but this book was barely readable. The writing was amateur and the plot was boring. Stealth missions from the game felt awkward and clumsy in writing. Edward Kenway was not a likeable character. The whole thing fell flat. I've definitely read worse books than this, hence the two star rating but I didn't really enjoy it much.

Crystal Bensley says

A nice novel to read after finishing the game as some story and characters get filled in and explained.

Robert Palmer says

The book was a serviceable adventure but it left a lot to be desired. In many places the judicial application of diligent editing was required but failed to appear. Sentences--nearly identical ones--appeared just a paragraph or two below their doppelgangers. Also, the latter portion of the story skips by so fast that all of the character growth is force-fed rather than natural.

And, because this is a video game franchise tie-in, the author had to deal with somethings that don't translate well (or were missing from the source material) such as how a drunkedn pirate can pass himself off as a skilled assasin withno training what-so-ever.

I wanted this to be good but it fell below. Still, I finished it. That counts for something.

Mohamed Shoaib says

In a world without gold, we might have been heroes! "Blackbeard"

For years I've been rushing around, taking whatever I fancied, not giving a tinker's curse for those I hurt. Yet here I am... with riches and reputation, feeling no wiser than when I left home. Yet when I turn around, and look at the course I've run... there's not a man or woman that I love left standing beside me.