The first time in my life I am really confused. Watch Dogs Legion is one of my top games of the year, but from the other side is my big disappointment. The big feature of the series - Play as anyone - is not what we expected to be. Of course you can play anyone and just it. Not a simulation rebelion like in Middle of Earth where your orc can betray you or help you in most needed time. I would prefer one very good character, well written and good stuff to play, then what we get. But let’s start from the beginning.

After we start the game we are in the middle of operation. As former agent MI6 we need to eliminate the terrorists and defuse the bomb. Operation is successful, but meanwhile HQ of DedSec was attacked by ZeroDay forces, other bombs explode in London and our agent is killed by ZeroDay - a powerful hacker who wants to destroy London, to change London. I know that doesn't make any sense, but it's a cool writed villain, better then Dušan Nemec from Watch Dogs 2. So after attacks people are terrifying. Government decided to give Nigel Cass (Albion) control of the city and in deep Merry Kelley (Clan Kelley) are murdering people and taking control of the streets. Yeah, that is a shitty situation. And now we are coming to stop this madness and return peace to London.

Story in this game is cool. It’s much better from Watch Dogs 2 because of darkness. If we are fitting with Clan Kelley, we are fighting with black market, selling people as slaves. If we are fighting with Nigel Cass, we are fighting for freedom of living and privacy. Hell yeah, there is even a story of uploading humans brains to the cloud and creating truly AI (Artificial Intelligence). Most of the characters are interesting. They have clear motivation and reasons why they are doing that’s things. Especially for me the story of SIRS where you could feel as agent 007, was the best. But it can’t be so cool. Villains are interesting, but our main character isn’t interesting. Because of that “You can play as anyone” you can’t connect with any playable character. Look at the films. Joker was amazing because of Batman and that difference between them. Sauron was terrifying because our champions weren’t so empowered. Marcus Holloway from Watch Dogs 2 was cool because he didn’t look at people as walking money as Dušan Nemec. Story is interesting but without a cool main character it can’t pull you in.

Now let’s talk some more about gameplay, because it's a game yeah. Is it better from Watch Dogs 2? Yes… and no. Core gameplay hasn't changed. Still you are able to shoot, hide and hack things in the world, like drones, or cameras, or enemy headphones etc. But can you be as powerful as Marcus at the end of the game? Nope. Every character is specially designed for types of playstyle. Killer - shooting playstyle. Hacker - hacking playstyle. Driver - driving mission (but they are so boring that drivers are useless). And that would be cool if missions were designed with different segments and which segment plays which character. Then you should really feel that you are playing as a rebellion, not a single character, where you must find new recruits because of hard segments of mission. But reality is that you recruit new members of DedSec only if an old one has died on mission. Another thing about gameplay is hacking, the key thing in games about hackers. It’s not perfect, ha, it’s worse than Watch Dogs 2. There if you maximise your character you could hack everything in your side, you could feel as an unstoppable hacker. Still you have to think because you have resource for hacking (some kind of mana) but with good scouting and planning you could do whatever you want. Here… you have cooldown on hacking. So imagine you want to ride a drone to the opposite side of the room. You hack your first enemy to distract him and that’s it. You must wait for the next hack. It’s tiring. In Watch Dogs 2 you could do that, but the consequences were that you didn’t have enough mana to do more hack, so you should find some source and continue playing (planning your move). In Watch Dogs Legion you just can’t do. So after a few hours I started just shooting from guns and using hacks only in a few moments. I felt like I was playing GTA or Mafia, not Watch Dogs.

Next thing I want to talk about is “Recruit everyone” and “Living London” which sounds great, but it’s the next most disappointing thing in Watch Dogs Legion. This whole system is only about profile random person on the street, check his skills, do one mission for him and wow, now he is your playable character. There can be more complicated situations where to recruit someone you must do some stuff for him, but it isn’t clearly said what stuffs, so you must look for a profile. What he is doing, who is threatening him, what problems he has. After solving that, you can do a mission for him and then he will be your character to play. After recruiting someone he cannot leave DedSec. He can be killed or kidnapped (which is really rare, what is sad), but if you recruit a pacifist and you start killing as him, he just stopped being a pacifist. If you kill someone from the recruit family, he will not leave you. What here just happened? You are telling me that you created a living city but people in it have such a small IQ as snails. I have a few questions for developers: Why can’t you upgrade your characters? Why they don’t have personal enemies, which could fight with them or make them unable to play. Why can’t they leave DedSec from personal problems? Why can’t they get addicted to alkochol or hazard because of stress from missions? This system has such big potencial which isn’t very used.

Missions in Watch Dogs Legion are the next thing I have a problem with. From one side they have great design, cool background and give players an opportunity to have some fun. But on the other side, they just force players to play in a direct way, they are boring and just not fun. Because how can I understand why after cool stealth action I am detected by enemies and game changing from Watch Dogs to Gears of War, where enemies appear ways, ways and ways and you must kill them all. One, two, three times I can bear, but in every second mission?! It’s looking like developers just don’t have any idea how to extend playing time, not necessarily adding new missions. And we are not talking about side quests, but about the main story line. I’ve seen that developers must put more action into an open game, because the player can be bored by the methodical clearlying room (which he himself decided playing that way).

Let’s now talk about the audiovisual side of the game. London is beautiful. Full of neons, lights, big apartments and small houses. Full of contrast and big monuments like Goldeneye, Tower of London, Buckingham Palace and many more. It's the first game where technology ray tracing isn’t only super expensive bajer but an integral part of the experience. My small problem with visuals is the animation of faces. In times of Wither 3, Cyberpunk 2077, The Last of Us 2, God of War and many other games, it’s just terrible. Bigger problem is with audio. Which is great, but you can only listen to i t in cars. So you remember those moments from Watch Dogs 2, where you just open aka spotify app, choosing your best playlist and just hacking on chill? Now you can do this in silence. Which isn’t great. I have on my playlist many songs from Watch Dogs Legion, but I found them by listing OST, not in actual game. Which is just sad.

Fast point. Optimization of the game. Is okay. I have some times when frame rate just dropped from 50/45 to 30/10 for no big reasons, but it wasn’t so often. I have some bugs but I’ve played on the premiere of the game so it’s normal. But it wasn’t game breaking bugs so next plus. I’ve seen some shots from PS4 and XBOX One where the situation was worse.

With Watch Dogs Legion I am really confused. This was a missed advertising and tons of unfilled potensial. But from the other side it’s still Watch Dogs, with a beautiful city, great story and theme of being a hacker who is rescuing a city. I will give the game seven out of ten. If you are just looking for a Ubisoft open world game, it's a game for you. If you as me wanted a better Watch Dogs 2, just play the previous game once more and you will not be disappointed.