

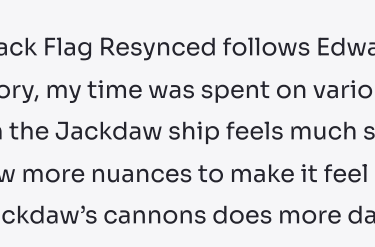


RAISE THE SAILS

Assassin's Creed Black Flag Resynced Will Please Old and New Fans Alike | Hands-On Preview

We recently played three-hours of the remake and spoke to game director Richard Knight to learn about its development.

George Yang
 Posted 05/21/26



Assassin's Creed Black Flag Resynced

Release Date: July 9, 2026
 Platforms: PC, PlayStation 5, and Xbox Series

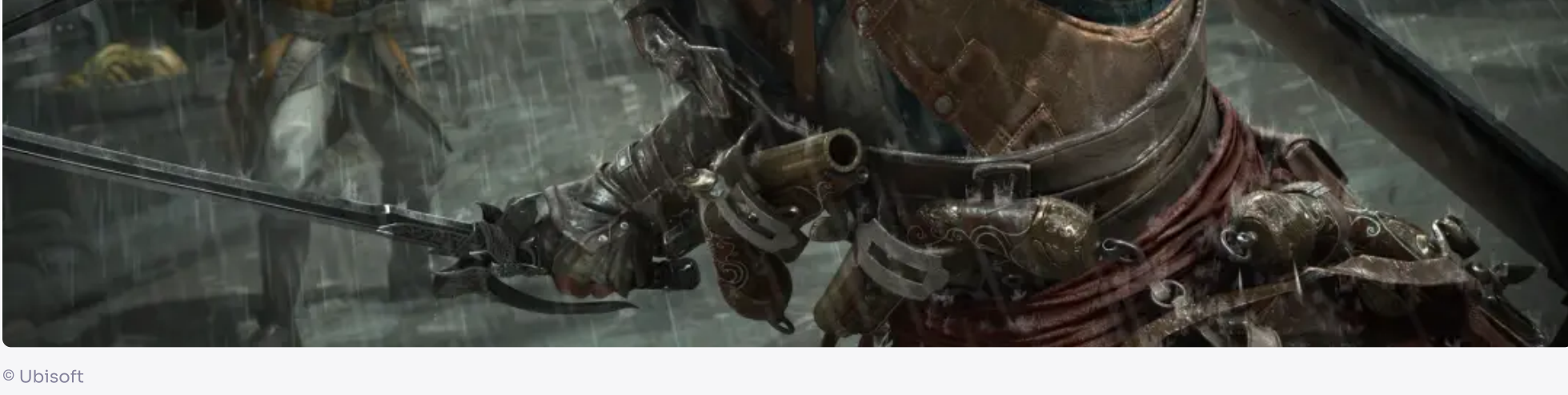


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I played three hours of Black Flag Resynced and Restart.run spoke with game director Richard Knight for insight on the remake, including what makes it different from the original, and what new things players can expect from it.

Black Flag Resynced follows Edward Kenway as he journeys across the West Indies and western Africa. While I didn't get through much of the story, my time was spent on various side activities, such as naval combat. Not only do the ocean graphics look incredible, the actual sailing on the Jackdaw ship feels much smoother than in the original. The combat on the high seas was already pretty solid too, but Resynced adds a few more nuances to make it feel up to date. The biggest example is the new alternative fire options. For example, the heated shot from the Jackdaw's cannons does more damage, but it has a shorter range. So you'll need to weigh the pros and cons of getting up close and risking potential damage.

"The original system was really good, and we didn't want to break it. So we rebuilt that first," Knight says. "The approach we took on top of that was not to change the power scale, or to do anything crazy, but it was just to add new tactical options, like new ways to think about combat."



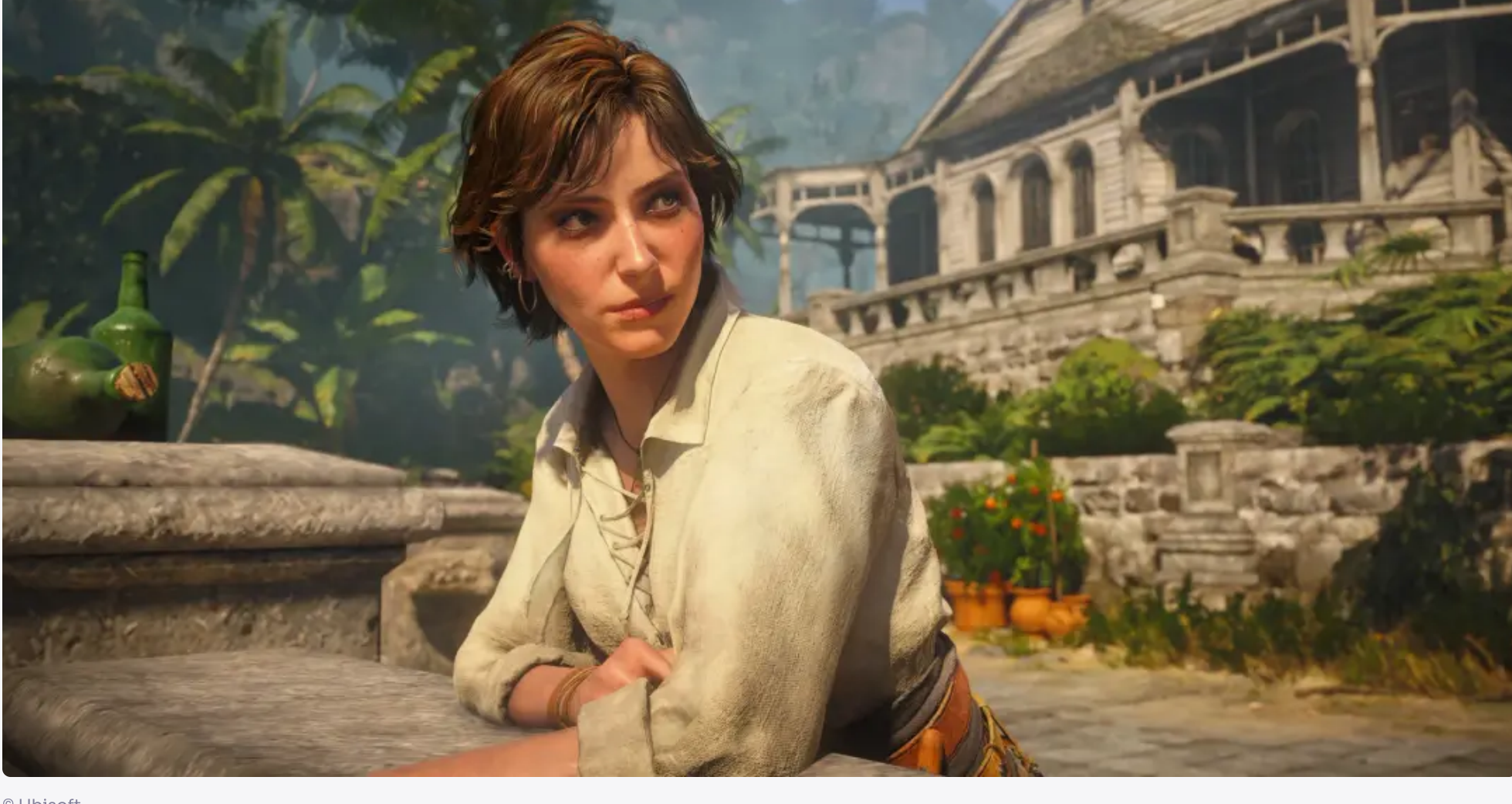
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In direct confrontations, the hand-to-hand combat feels more fluid too, and surprisingly balanced. Enemies will weave, dodge, and block Edward's sword strikes, as well as return hits of their own. Combat isn't as simple as mashing the attack button, as you'll also need to avoid getting hit, too. Additionally, you'll need to deplete a shield bar in order to open the enemies up for a takedown, where Edward performs a satisfying cinematic finish to cut them down. The viscerality gives the gameplay an extra bit of flair.

Ubisoft has also emphasized that Black Flag Resynced is not an RPG, but an action-adventure game just like the original was. Thus, there aren't any gear levels or skill points like last year's [Assassin's Creed Shadows](#).

"We do have features like upgrading the Jackdaw, like you could in the original. You can find different costumes and weapons, you can find little trinkets that give you abilities, but it was just important for us that we have that same action adventure experience of the original," Knight explains.

He also says that while he loves the more RPG-centric entries, including Shadows and others like Valhalla, there's room for many different kinds of experiences within Assassin's Creed. "Black Flag, in particular, is suited best to that action adventure game that you're constantly pushing forward in, and that's why we say it's not an RPG," he continues.



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But enough about what Resynced keeps from the original. What about new content? Resynced introduces three new officers for Edward to recruit onto the Jackdaw's crew: Lucy Baldwin, The Padre, and Deadman Smith. During my time with the game, I was able to encounter Lucy, who acts as the Jackdaw's shipwright responsible for maintaining the vessel.

After rescuing her from an enemy ship, she added a lot more personality to Edward's otherwise faceless NPC crew. She provides a sarcastic yet steadfast vibe. As an heir to her dead grandfather's fortune, she agrees to join Edward if he helps her find it, and even cut him a portion of it. Like a shipwright should be, she's dependable and trustworthy. The officers even have special abilities for the Jackdaw too. For example, with Lucy, bracing for impact at the last second before an attack hits greatly reduces the amount of damage taken. So it's definitely worth seeking these officers out, even if they are optional.

In addition to gameplay benefits, recruiting them also lets players see new facets of Edward's personality. "We still want you to have that classic experience, so it's up to you if you really want to add them," Knight says. "In recruiting them, it also reflects a little bit on Edward as a captain, so you get to see him more as Pirate Captain Edward, whereas normally you see more of his assassin side."



Assassin's Creed Black Flag Resynced: Official Game Overview Trailer

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Another big change to Resynced is that the modern-day segments featuring the Abstergo Industries and protagonist Desmond Miles are pretty much gone. Basically, the first several historical adventures up until Assassin's Creed III were the result of Desmond relieving his ancestors' memories through the Animus, a computer simulation system.

This aspect of the series is divisive, with certain fans thinking that it makes Assassin's Creed unique while others think it adds dead weight. Ubisoft itself has flip-flopped on its inclusion too. Entries like Origins and Valhalla integrated it heavily, while Odyssey and Shadows have those parts either completely optional or almost negligible, choosing to focus on the actual time period instead. Resynced is going the latter route.

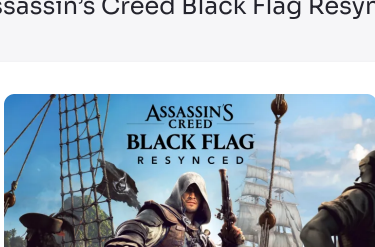


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In place of that, players can seek out Animus rifts that give more background on Edward's character. "We had to approach it from a fresh direction this time, because we've already told Desmond's story – we don't need to retell that part," Knight explains. "So instead, what we had were these two goals – one of them is to continue the modern day stories that were started to be told in Shadows, and then the second thing is that we really wanted something that ties to Edwards' journey."

Assassin's Creed Black Flag Resynced looks to have a satisfying balance between pleasing fans of the original while adding just enough new material to reintroduce the shipfaring adventure to existing and unfamiliar audiences. I can't wait to experience the entire journey when Assassin's Creed Black Flag Resynced sets sail on July 9, 2026 for PC, PlayStation 5, and Xbox Series X/S.

Assassin's Creed Black Flag Resynced is available to preorder at [Walmart](#).



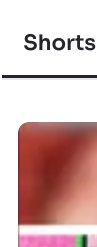
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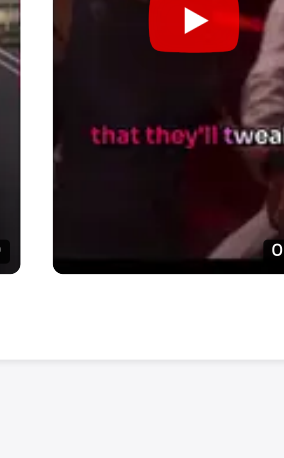
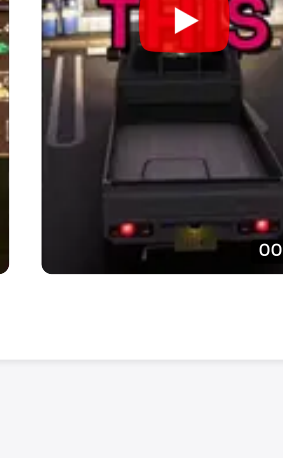
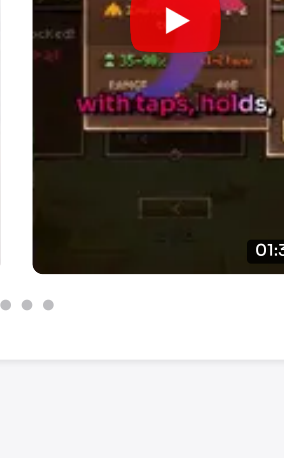
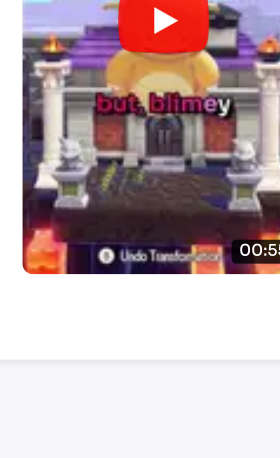
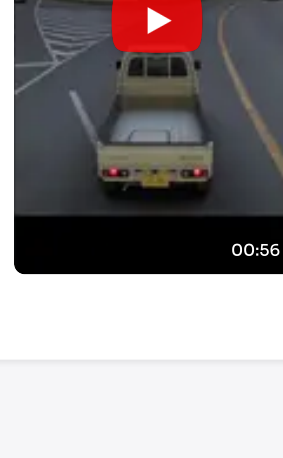
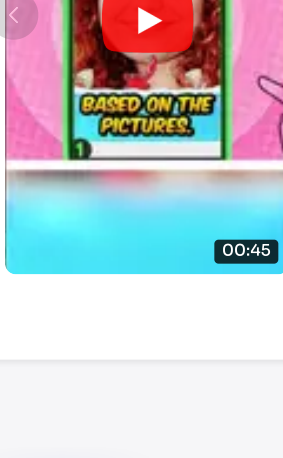
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