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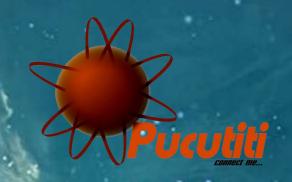


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DayZ



DayZ is a survival video game developed and published by Bohemia Interactive. It is the standalone successor of the mod of the same name. Following a five-year long early access period for Windows, the game was officially released in December 2018, and was released for the Xbox One and PlayStation 4 in 2019.

The game places the player in the fictional post-Soviet Republic of Chernarus, where a mysterious plague has turned most of the population into violent "infected". As a survivor, the player must scavenge the world for food, water, weapons, and medicine, while killing or avoiding the infected, and killing, avoiding, or cooperating with other players in an effort to survive the outbreak.

DayZ began development in 2012 when the mod's creator, Dean Hall, joined Bohemia Interactive to commence work on the standalone version of the game. The development has been focused on altering the engine to suit the game's needs, developing a working client-server architecture, and introducing new features like diseases and a better inventory system. The game sold over three million copies during its early access phase.

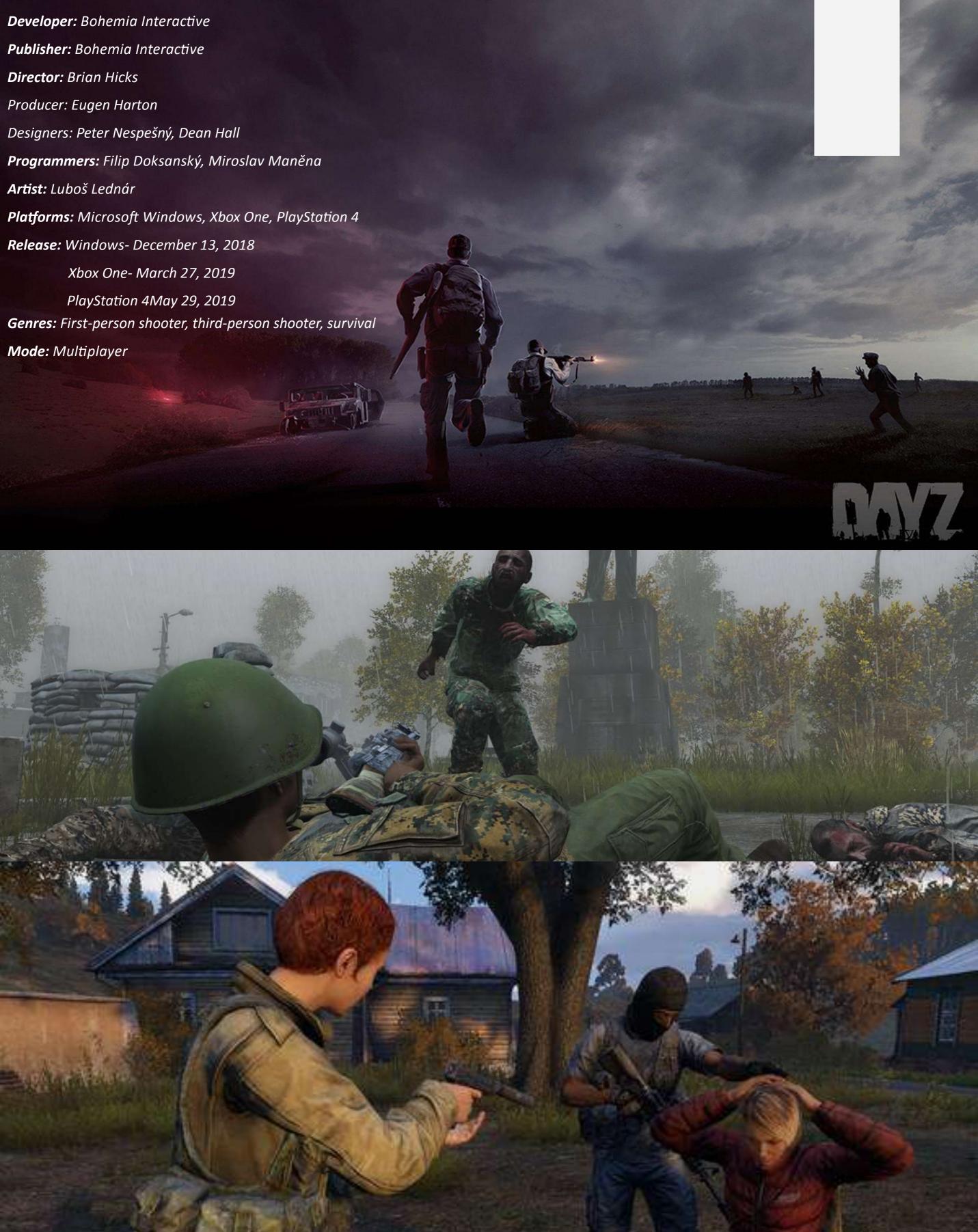
Gameplay

The goal of DayZ is to stay alive and healthy during the conditions of the zombie outbreak that have befallen the in-game world. The player begins equipped with only simple clothes, a road flare and a rag, and must begin exploring the large 225 km2 landscape of the fictional former Soviet Republic of Chernarus to investigate locations such as houses, barns, and apartments to scavenge supplies. These supplies include food and water, which are basic keys to prolonging the player's life. Beyond the bare bones of survival, players can find various forms of clothing, which not only allow the player to customize their character, but can bring the benefit of extra storage space for supplies and warmth. Also scattered around the map are a variety of weapons, allowing players to protect themselves from Zombies or other players if necessary. These are largely focused on a range of melee weapons, but a small number of firearms (more are to be implemented with future updates) are present, as well as various attachments such as bipods and telescopic sights. Player interaction is a major part of DayZ gameplay. The game provides in-game voice chat which allows players to communicate with each other within a certain distance. Text chat is also provided for those players who lack any means of voice communication. DayZ also provides in game actions such as the ability to wave to other players and allowing players to put their hands up in order to show that they surrender.

While travelling around the game, players can also find various medical supplies as the environment poses a range of threats to their character. Planned features include diseases such as cholera, dysentery and hepatitis, which can be caught by ingesting dirty water or rotten food and must be cured with the appropriate medicine. If a player is shot or otherwise hurt, items on their person may be damaged. The player may also start bleeding and must be bandaged quickly to minimize blood loss; excessive damage or blood loss will result in serious deterioration of vision for the player and can render them unconscious. The game also includes hundreds of public domain books throughout the map for players to read, including titles such as War of the Worlds and Moby-Dick.

Planned features of the game include being able to build bases in the world in which players can keep their items safe, with the possibility of security systems and programmable computers having been considered. The standalone game will build on the text and close range voice chat of the mod version by including a new whisper channel, which will allow players to communicate over a very short distance without players nearby hearing, as well as radios (based off the "ACRE" mod for ARMA 2), which will allow longer range communication, including the possibility of encrypted two-way radios and player-run radio stations. A number of features which have been added to the release are hunting animals and cooking.





Development

Following the huge successes of the DayZ mod, Dean Hall announced in August 2012, via a new development blog, that DayZ would begin development as a standalone game with himself as project lead, in conjunction with Bohemia Interactive. He said that the game needed to be released before the end of the year "in order to achieve what we have to do", also stating that he wanted an initial release around November 2012. The game will be running on a branch of the Take On Helicopters engine (part of the Real Virtuality engine), and the main areas of developmental focus were to be "critical issues", such as bug fixing, hacking, and security.

"I hope I implement a lot of bad ideas... So that then, we know they are bad. Then we can remove them and move on... If we stick to safe ideas, this isn't going to become a great game over the next few months – it will just be a cool idea and I'll try and spend the next ten years going around conventions talking about how cool it was. I'd rather follow all the dead ends so I know what works and what doesn't."

—Dean Hall, lead designer of DayZ

One of the developmental focuses was making the world feel more realistic by increasing the number of enterable buildings. Hall stated that he hopes to implement bad ideas into the game, in order to find what players enjoy, rather than taking no risks at all. The game will be based on a client-server architecture, similar to that used in many massively multiplayer online games where functions such as item and NPC spawning are decided on the server rather than on the player's machine (the ARMA 2 architecture had a large proportion of these tasks performed on the client). The main aims of this change are to reduce the number of hacks and exploits available, and to remove any unnecessary functions of the previous engine (such as AI flanking). It was announced in November that the game would be released via digital distribution software Steam, allowing use of the Steam server browser and patching functionality.

Following the troubled release of similar game The War Z, Hall stated in a post on Reddit that the "whole 'saga' of the development made me seriously question if I wanted to be involved in the industry" and that he had considered leaving the DayZ standalone project. The game missed its original 2012 release date, with a development update coming in January 2013 saying that the game was not yet released because the developers "had the chance to go from making a game that was just the mod improved slightly... to actually redeveloping the engine and making the game the way we all dreamed it could be." The release date was rescheduled and an internal closed test began on the game, with it being announced that public testing would not be taking place until the server architecture was finalized.

Development screenshot showing items (axes and cans of beans), in locations the player would expect to find them inside an abandoned building.

In June 2013, Hall commented that the alpha release of the game would be a "very bare-bones" alpha in which the development team want a relatively low number of players providing bug reports and feedback. The secondary aim of the initial alpha release is to keep the project funded for further development until the full release. Hall has stated that he expects the beta release to be at least a year after that of the alpha. The last tasks prior to the alpha release were network optimizations, referred to as a 'network bubble', which would reduce network load on the player by only loading events which occur within their vicinity. In October, Hall stated that the development team was on the final lap of development and that the team was "100 percent focused on getting the alpha out the door." After release the developers are focusing on server performance and stability, adding extra features such as animals and vehicles, and improving the controls and animations, among other things.



Throughout the game's development Hall has posted development blogs, attended video game conventions, and uploaded gameplay videos, keeping the community up to date with the development progress. The second development video showed the animation team in a motion capture session recording new animations, as well as some interviews with the development team and the third contained a large amount of in-game footage, showing new clothing items and a new area of the map.

Hall said that a console release of DayZ is "almost certain" and that he had been in talks with both Sony and Microsoft about PlayStation 4 and Xbox One versions. He commented that he was happy for DayZ to be released on any console that is "indie-friendly," but that he was put off by Microsoft's ban on self-publishing and their history of charging money for game updates though the development team was not counting the Xbox One out. The development team will not be considering the console version further until the game has been released fully on PC.

In March 2014, Dean Hall revealed that Bohemia Interactive had purchased a new development team, Cauldron Studios, whose 25 developers would be added to the DayZ development team. At Gamescom 2014, DayZ was confirmed for the PS4 console with a release date to be determined. During E3 2015, the Xbox One version of the game was announced. Steam Workshop support, which grants players access to host servers, and a single-player mode of the game was also announced and will be added to the game in the future.

Release

The first publicly available development build was released on December 16, 2013 during the alpha development stage through Steam's Early Access program at a cheaper price than when it is finally released. The price will increase as development continues until reaching the full release price.[50] This alpha release is an early access build with a large amount of the features still in progress and the development team is targeting the release at an audience who want to be involved in what Hall called a "very barebones experience that is a platform for future development." At Gamescom 2018, it was revealed that game would be released on the Xbox One's Xbox Game Preview on August 29, 2018. DayZ was officially released out of early access for Windows on December 13, 2018, and for the PlayStation 4 and Xbox One in early 2019.



Sea of Thieves



Sea of Thieves is an action-adventure game developed by Rare and published by Microsoft Studios for Windows and Xbox One, released on 20 March 2018. The game allows players to take the role of a pirate sailing the seas of a fantastical world either solo or as part of a crew of up to four players, with gameplay presented from a first-person perspective. The game features both co-operative and player versus player combat, and includes cross-platform play between Xbox One and Windows.

Upon release, Sea of Thieves received mixed responses from critics. Critics praised the game's gameplay and style, with particular focus on the game's sailing mechanics. However, the majority of critics found the game to be lacking in content at launch, and criticized the full-price tag. Additional criticism was directed towards repetitive quest design and performance issues.

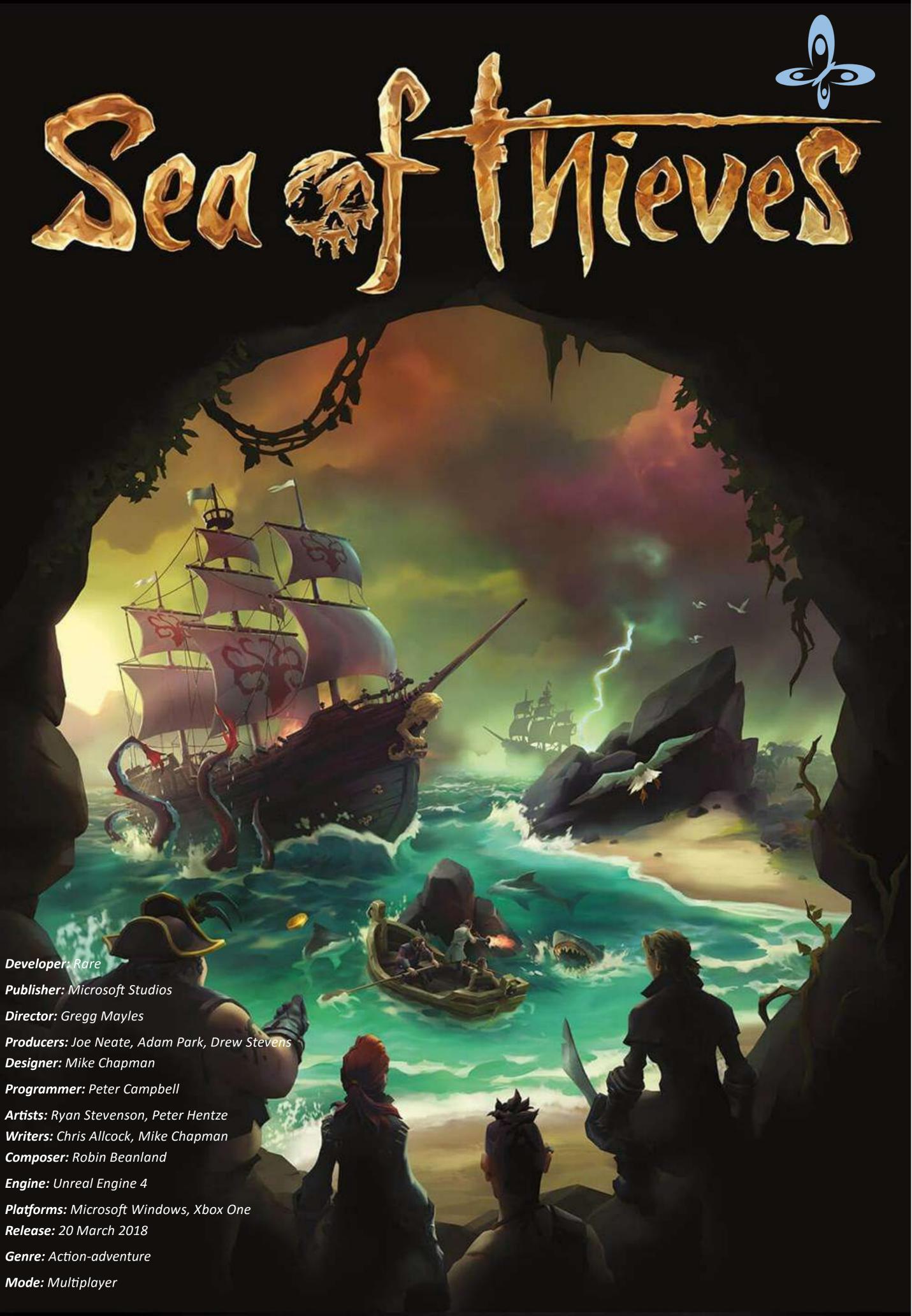
Gameplay

Sea of Thieves is a pirate-themed action-adventure cooperative multiplayer game played from a first-person perspective. The game features cross-platform play between Windows-based personal computers and Xbox One video game consoles. A group of players travel and explore an open world via a pirate ship and assume different roles such as steering, hoisting sails, navigation, and firing cannons. Players embark on quests, collect loot and engage in combat with other players. Sea of Thieves is a shared game world, which means groups of players will encounter each other regularly throughout their adventures. The game has a cartoonish art style and an exaggerated physics engine that allow players to perform stunts, like being shot out of ship cannons.

Players can collect coins by completing missions called voyages, taking loot from other ships, or raiding a skeleton fort that contains large amounts of gold. The player aims to become a pirate legend. The gold can be used for purchasing everything from re-skinned weapons to new hulls and sails for the ship. These items are cosmetic and do not affect combat. The weapons are given to the player at the start of the game, and have five rounds of ammo before needing to find an ammo box to restock. The four usable weapons are a flintlock pistol, a blunderbuss, a sniper rifle, and a cutlass. Two weapons can be carried at once.







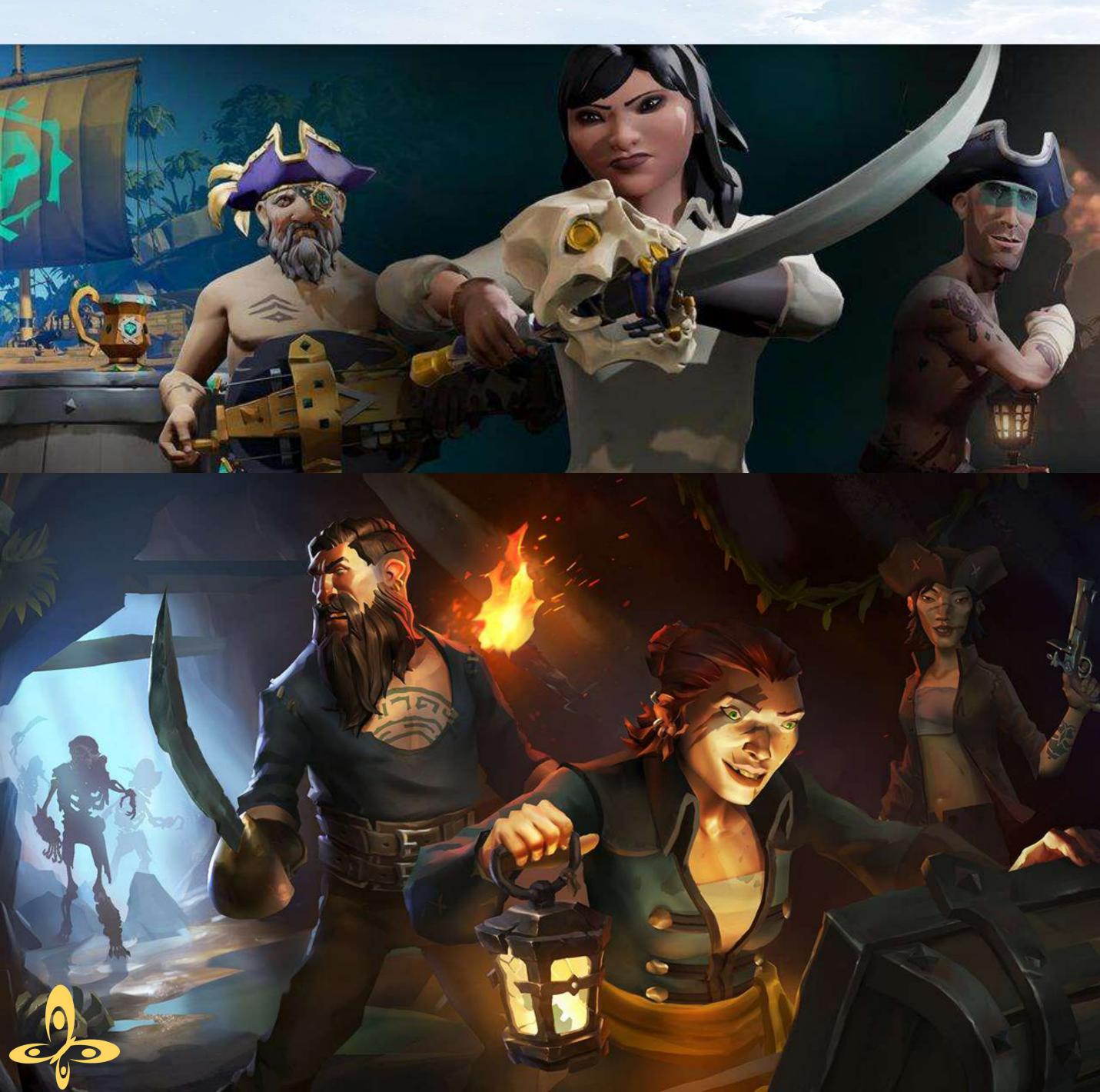
Development

Sea of Thieves was developed by Rare. Its pirate themes can be traced back to Rare's Project Dream, another pirate-themed video game in the 1990s that eventually became Banjo-Kazooie. However, pirate themes in Rare's projects have existed as far back as the original Donkey Kong Country in 1994.

Sea of Thieves was developed using Epic Games' Unreal Engine 4. Development started in 2014 with the idea of "Group Shaped Narrative", which game director Gregg Mayles described as "a clumsily titled concept envisaged a different type of multiplayer game where players would create 'experiences that are entertaining to watch'". The game, code-named "Athena", did not originally focus on pirates at the time. Instead of a regular character creator, the game features an "infinite pirate generator", that randomly generates a carousel of eight pirates with various body types and faces; players can pick one to play, look at eight more, or can lock one appearance in place while the others change. In November 2016, Rare launched the Insider Programme to give select members access to an in-development version of the game. Rare used the Insider Programme for testing purposes and to get feedback from players.

In June 2015, Rare announced Sea of Thieves at Microsoft's Xbox press conference at the Electronic Entertainment Expo 2015 (E3) alongside a compilation of thirty previous games, Rare Replay. Gameplay was first shown at E3 2016. The game was scheduled to launch on Windows and Xbox One in 2017, but it was delayed until 20 March 2018. The game is part of Microsoft's Xbox Play Anywhere cross-buy program, meaning that purchasers of the downloadable version of the game can play the game on both a Windows 10 computer and an Xbox One. Additionally, the game is playable at launch for those subscribed to Xbox Game Pass.

An "Anniversary Update" was released in April 2019, adding a large amount of new content to the game, including a story component and a standalone player versus player mode. In September 2019, the game added a micro transaction store allowing players to purchase virtual coins that can be used to buy in-game cosmetics.



Gears 5



Gears 5 is a third-person shooter video game developed by The Coalition and published by Xbox Game Studios for Microsoft Windows and Xbox One. It is the sixth installment of the Gears of War series, and is the second Gears of War game not to be developed by Epic Games. The ultimate edition was released on September 6, 2019. The standard edition of the game was released worldwide on September 10, 2019 to generally favourable reviews.

Gameplay

In addition to single-player gameplay, the game supports three-player local split screen or online cooperative gameplay.

Synopsis

Gears 5 focuses on Kait Diaz (Laura Bailey), an Outsider of Locust descent. As Kait, the player must uncover the origins of the Locust and Kait's family. Gears of War 4 protagonist James Dominic "JD" Fenix (Liam McIntyre), his best friend Delmont "Del" Walker (Eugene Byrd), and JD's father Marcus Fenix (John DiMaggio) also return.

Plot

Following the events of the previous game, JD, Del, and Marcus are officially reinstated in the COG Army along with Kait, who is given the rank of corporal. Reformed as the new Delta Squad, they travel to the ruins of Azura at Damon Baird's request in order to launch a Hammer of Dawn satellite in an effort to restore the Hammer of Dawn network. After doing this, they return to the COG capital, New Ephyra, but Baird informs them that he still cannot locate the other satellites. First Minister Jinn finds out about the launch and orders them not to restore the network, since it would go against the wishes of the late Anya Stroud, who had decided to permanently decommission the Hammer of Dawn.

Jinn receives word that Settlement 2 is under attack by the Swarm and sends JD's squad to assist the evacuation. Accompanying them in defending the settlement are Augustus Cole, Clayton Carmine, his niece Lizzie, and Fahz Chutani, JD and Del's former squadmate. It is revealed during the battle that JD, Del, and Fahz had previously been deployed in Settlement 2 to quell a riot which resulted in the death of civilians and prompted JD and Del to go AWOL. During a heated argument with Del, Fahz reveals that JD gave him the order to open fire on the civilians, causing Del and Kait to lose trust in JD. As the Swarm attacks intensify and threaten to destroy the evacuation convoy, JD orders Baird to fire the Hammer of Dawn prematurely. While the Swarm forces are annihilated, the Hammer of Dawn malfunctions and begins firing wildly. JD saves a group of civilians but is badly injured after failing to save Lizzie from being killed by the Hammer strikes.

Four months later, Kait and Del arrive at an Outsider village situated in the skeleton of the Riftworm to try convince them to join the COG. The village chief, Kait's uncle Oscar, refuses to join, but the village is suddenly attacked by the Swarm. During the battle, Kait is captured by a Snatcher and begins experiencing vivid visions of controlling the Swarm forces. She escapes the Snatcher, but is unable to prevent Oscar's death. COG reinforcements led by JD (who is now a captain) and Fahz then arrive to evacuate the village. Kait tells everybody about her visions, and Marcus recommends she head to a secret lab at New Hope to the north to find answers, with Del deciding to accompany her against JD's objections. As they reach the lab, Marcus explains that the chief scientist, Niles Samson, had been experimenting on the children of humans suffering from Imulsion poisoning. They find clues leading them to Mount Kadar, a former Locust stronghold.





Kait and Del continue on to Mount Kadar, where they find another secret COG lab hidden beneath the ice. There, they find Niles still alive as an AI construct and uncover the frozen remains of COG personnel and Locust. Niles explains to them that the Locust were the result of his secret genetic experiments, by manipulating the DNA of children infected with Imulsion and hybridizing them with the indigenous creatures of the Hollow. He also reveals that Queen Myrrah was originally a human who possessed a complete immunity to Imulsion and could control the Locust due to her genetics being used to create them. However, when her new-born daughter Reyna, Kait's dead mother, was spirited out of the lab by her father, Myrrah led the Locust to rebel against the scientists and gain their independence.

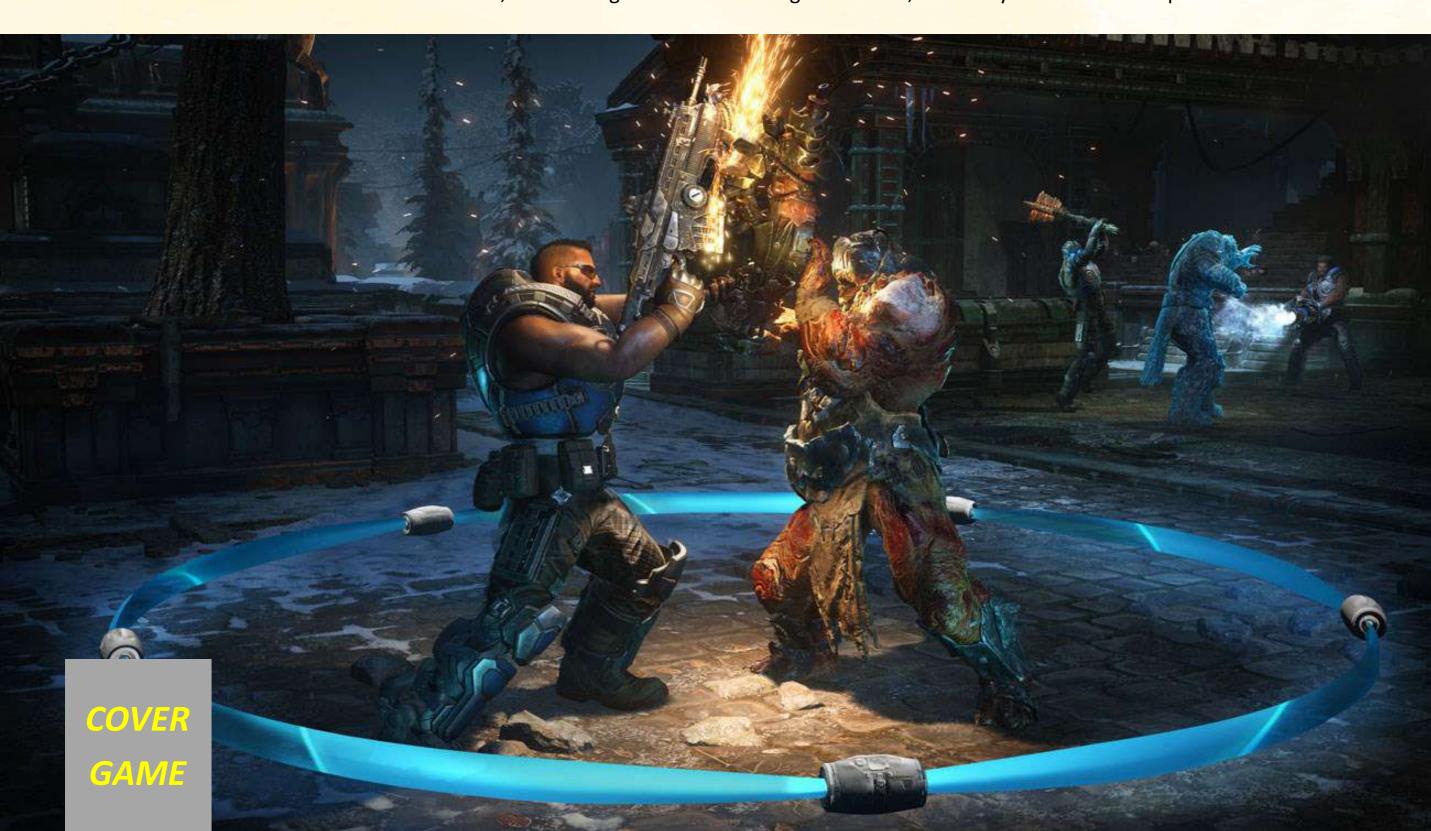
Kait panics when she realizes she is the next queen, and demands that she be separated from the Swarm's hivemind. Niles puts Kait in a special brain scanning machine connected to a dormant Berserker called the Matriarch, which successfully severs Kait from the hivemind but also resurrects Reyna in the process as her consciousness still resides in the hivemind. Niles then flees, revealing that he has intentionally revived Reyna to let the Swarm finish what the Locust started. Niles is soon destroyed by the revived Matriarch and Kait and Del kill it before escaping the facility. Realizing Reyna is now the new Swarm queen, Kait reaffirms the COG's need to reactivate the Hammer of Dawn.

Sometime later, Baird takes the group to Vasgar, where the Union of Independent Republics' secret space program was located. Baird reunites with his former squadmate Garron Paduk, who is now the leader of a group of nomads surviving in the desert. Paduk reveals that the UIR had a rocket loaded with Hammer of Dawn satellites ready to launch, a fact both the COG and UIR kept secret from the public. He also reveals that the Swarm have recently become more organized and have developed new weapons and armor. Realizing that the Swarm's increased intelligence is the result of Reyna's resurrection, Kait, Del, and Baird resolve to reactivate the Hammer of Dawn as soon as possible. JD and Fahz also arrive to help Kait, with JD apologizing to Del and Kait for his previous deception. The squad manage to assemble and launch the rocket and acquire targeting beacons to help control the Hammer of Dawn, though they are soon confronted by a massive Swarm creature called the Kraken. The group barely manages to escape it when Paduk picks them up in a helicopter to fly them home.

Upon returning to New Ephyra, the group makes plans to launch the Hammer of Dawn. Jinn attempts to arrest Kait, intending to forcibly connect her to the hivemind to control the Swarm. Before she can do this, however, the Swarm attacks New Ephyra. The Gears attempt to set up UIR targeting beacons to provide targeting data to the Hammer of Dawn, but the Kraken destroys them. Reyna, now transformed into the Swarm's queen, appears and attacks Kait, JD, and Del, forcing Kait to choose to save either JD or Del, leaving Reyna to kill the other. Kait and the survivor fight their way back to their friends but are attacked by the Kraken. The remaining soldiers fall back to New Ephyra's outer wall to fight off the Kraken and are soon overwhelmed until the squad's robotic companion, Jack, kills the Kraken by sacrificing itself as a targeting beacon for the Hammer of Dawn. In the aftermath, Marcus warns Kait that Reyna will return, with Kait remarking that they will find her first before discarding her mother's Locust necklace.

Development

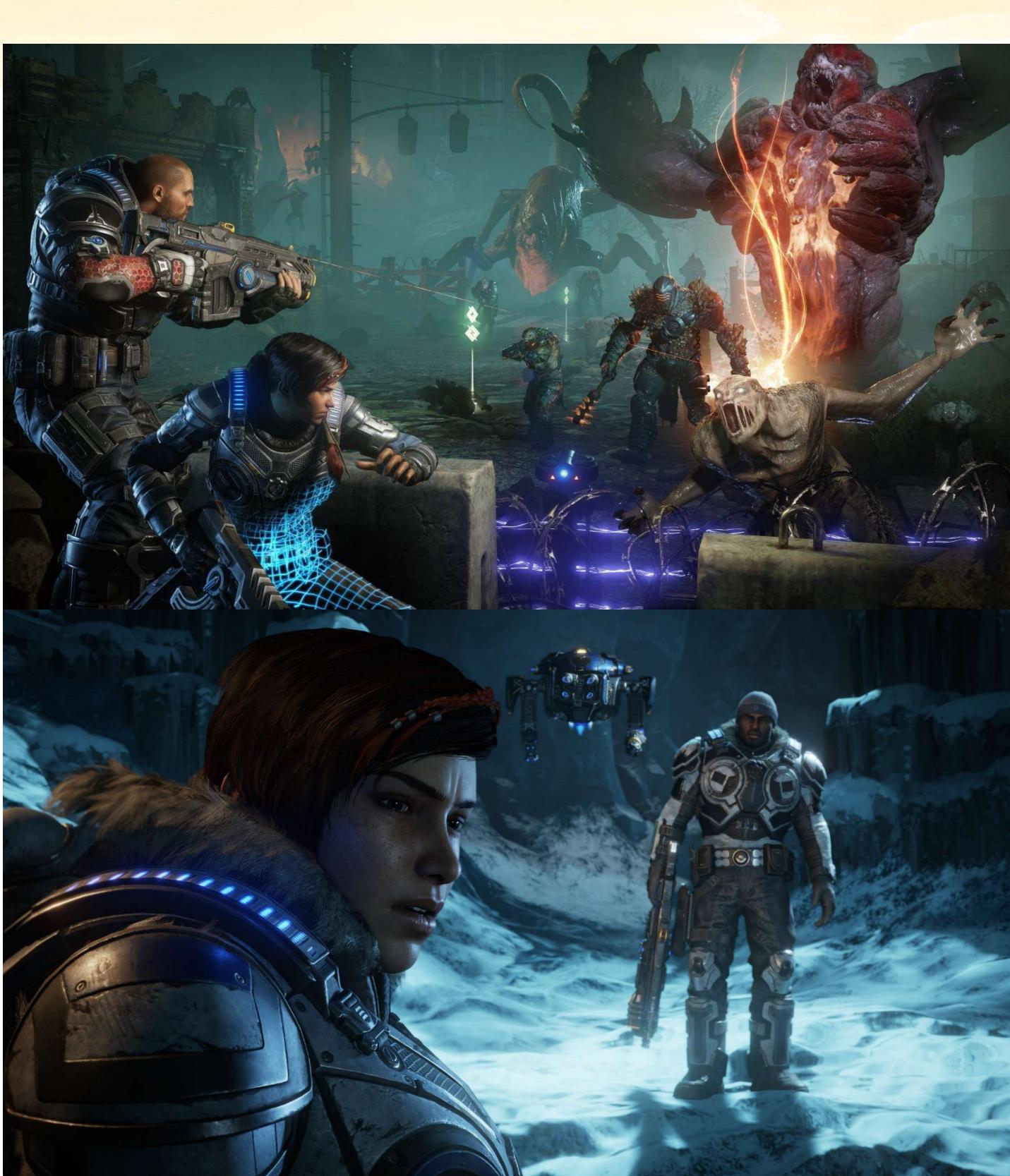
Gears 5 is developed by The Coalition as a sequel to Gears of War 4. Unlike previous games in the Gears of War series, the game is simply titled Gears 5 (without "of War" included in the title). Xbox marketing boss Aaron Greenberg explained that the new title was "cleaner" and that it was a natural change because most people had been ignoring "of War" for years. For Gears 5, The Coalition decided to shift player focus from JD Fenix to Kait Diaz. According to studio head Rod Fergusson, "It was a natural choice. When you play through Gears 4, think of it as Mad Max: Fury Road. It was really Furiosa's story, and Max was the side kick. That's how it felt in Gears 4, the whole game is about saving Kait's mom, and really JD is there to help her."





Marketing and release

Gears 5 was announced at E3 2018, along with Gears Pop and Gears Tactics. The game was released for Windows 10 and Xbox One on September 10, 2019 as part of Xbox Play Anywhere. It was revealed at E3 2019 that for the game, a crossover with the upcoming film Terminator: Dark Fate will have players control either Sarah Connor with Linda Hamilton voicing her character or a T-800 Terminator model as either a pre-order bonus or with Xbox Game Pass and Xbox Game Pass Ultimate. Moreover, action movie actor Batista appears as a playable character in a limited release where he uses his gimmick as a WWE professional wrestler after expressing interest in portraying Marcus Fenix in a potential film adaptation of Gears of War, where Goldberg's likeness was also used for Damon Baird, another major character of the series. In addition to the standard and the ultimate editions, a Gears 5 Limited Edition Xbox One X Console bundle was announced to be released the same day as the game's release. The bundle includes the Ultimate Edition of the game, a Limited Edition Xbox One X console, controller, headset, wireless keyboard, mouse from Razer (for console and PC), external hard drives from Seagate, Gears of War: Ultimate Edition, and the standard versions of Gears of War 2, Gears of War 3, and Gears of War 4. The console is designed to look frozen, with the Crimson Omen appearing through a crack in the ice, with the other devices matching this special design.





Forza Horizon 4



Forza Horizon 4 is an open world racing video game developed by Playground Games and published by Microsoft Studios. It was released on 2 October 2018 on Xbox One and Microsoft Windows after being announced at Xbox's E3 2018 conference. The game is set in a fictionalized representation of areas of Great Britain. It is the fourth Forza Horizon title and eleventh instalment in the Forza series. The game is noted for its introduction of changing seasons to the series.

Gameplay

Forza Horizon 4 is a racing video game set in an open world environment based in a fictionalized Great Britain, with regions that include condensed representations of Edinburgh, the Lake District (including Derwentwater), and the Cotswolds (including Broadway), among others, and features over 450 licensed cars. The game features a route creator which enables players to create their own races. The game takes place in a synchronised shared world, compared to the AI-driven 'drivatars' from its predecessors, with each server supporting up to 72 players. The game is also playable in offline mode.

Players have the opportunity to buy in-game houses which unlock new items, cars and game-play perks. The game features a dynamic weather system that also depicts the change of seasons. The environment in the world will change depending on the season: for example, Derwentwater would freeze over in winter and allow players the ability to drive on the ice to reach areas of the game world that would be inaccessible during all the other seasons. The seasons are fixed across the game's servers, meaning that all players will experience the same conditions at the same time. After completing a prologue series of events which introduce players to all four seasons, the shared-world seasons will change every week, with the changes happening on Thursdays at 2:30PM GMT. The season changes are forewarned to players in the game with a countdown clock, which, when finished, will trigger a short cinematic cut scene showing the previous season changing to the new one, although the cinematic will be delayed for players who are in the middle of an event or activity.

Returning from Forza Horizon 3, Wheelspins are prize spins with random rewards ranging from cars, Credits (in-game currency), emotes, horns, and clothing. Wheelspins are rewarded from progressing through the story and completing certain seasonal challenges. These can also be bought in the #Forzathon shop. Super Wheelspins, enhanced versions of Wheelspins with better prizes, are also given for completing parts of the story and seasonal challenges. Super Wheelspins can also be bought in the #Forzathon Shop. Also returning from the past two games, British drum & bass label Hospital Records provided a soundtrack composed of 20 original tracks from various label artists, as well as an unreleased track by Fred V & Grafix titled "Sunrise", made for the game's opening cinematic. The soundtrack album was released on 26 October 2018.

Owing to licensing issues, vehicles from Mitsubishi Motors and Toyota (including Lexus marque with the exception of some offroad racing and precustomized trucks and Subaru BRZ) were not present in the base game, but updates released in 2019 re-introduced these brands; Mitsubishi returned on 15 January 2019 with the release of the Free Mitsubishi Motors Car Pack DLC. That same day, however, two dancing emotes ("Carlton" and "Floss") were removed from the game due to lawsuits filed by those dances' creators against Epic Games for their use of the dances as emotes in their game Fortnite Battle Royale. On 19 November 2019, the official Forza Motorsport Twitter account announced that Toyota cars would be returning to the Forza series in the Series 17 update of Forza Horizon 4 on 12 December with the release of the 1998 Toyota Supra RZ.









Content and gameplay updates

There are two downloadable content expansions for the game. The first of these, Fortune Island, was released in December 2018. It includes a new map, a range of additional cars and adds extreme weather conditions to the game, along with a treasure hunting campaign in which players find treasure chests to earn up to ten million Credits. The second, Lego Speed Champions, was announced at E3 2019 and released on 13 June 2019. Similar to the Forza Horizon 3: Hot Wheels expansion, it is based on the Lego brand featuring Lego toy versions of real cars, a map "built" with various Lego pieces, and its own separate campaign. It also added a new in-game radio station, Radio Awesome, which is dedicated solely to playing The Lego Movie theme song "Everything Is Awesome" by Tegan and Sara featuring The Lonely Island.

The Series 5 update in January introduced the Free DLC Mitsubishi Motors Car Pack. It included 7 new cars and added a new 10-mission campaign called Isha's Taxis.

Three car packs have also been released as of 9 April 2019, one including cars from the James Bond films, the other being a collection of Formula Drift cars and another pack of cars from the Barrett-Jackson Car Pack from Forza Motorsport 7.

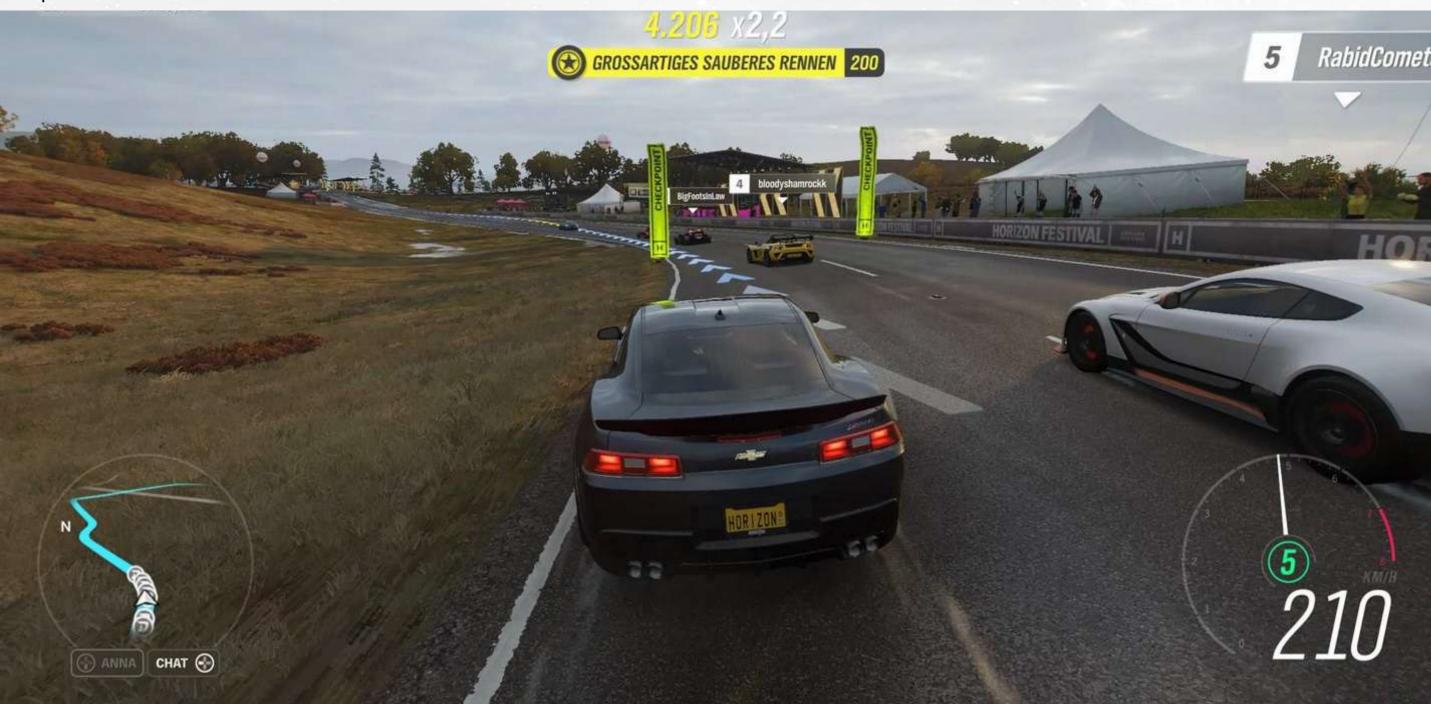
Every four weeks, at the end of every Spring season, a new update for the game is released introducing new gameplay content, cars, and cosmetic items. The first of these updates, at the end of October 2018, saw the addition of the Route Creator tool and a new Horizon Story, British Racing Green.

The Series 7 update in March 2019 introduced the Festival Playlist.[20] Players complete daily, weekly, and monthly challenges, including, but not limited to, Seasonal Championships, Playground Games, Ranked Adventure, and Seasonal PR Stunts. While completing these tasks alone earns players rewards, they also contribute to weekly and monthly rewards. 50% and 80% completion of both the Series and the current season rewards drivers with an exclusive car or cosmetic item, usually of the Epic or Legendary rarity. The Festival Playlist has continued to be a part of each series since its introduction.

With the Series 9 update in May 2019, the developers implemented a system to prevent wallriding—the practice of driving into a curved wall on the outside of a corner instead of braking and steering, thus allowing the player to carry more speed through a corner—and high speed collisions in online multiplayer. The system predicts the occurrence of a collision between two cars with a large difference in speed and ghosts the faster vehicle, preventing rammings (both intentional and accidental). The anti-wallriding measures include slowing down a car in contact with the wall for an extended period of time, depending on speed and the predicted distance the player would have travelled if they did not hit the wall.

In July 2019, as part of the Series 11 update, a special Horizon Story was added in collaboration with BBC's Top Gear. The missions, narrated by presenter Chris Harris, provided players with rewards including the "Track-tor" (a race-modified tractor featured in Series 25 of the show) and the Mercedes-Benz G63 AMG 6x6. The update also saw the return of class-based Rivals modes from previous games in the series, and the ability to track progress in the Horizon Life menu, as well as several new unlockable cars in the game's Festival Playlist feature.

In December 2019, as part of the Series 17 update, a new 72-player battle royale-style mode called The Eliminator was added to the game. In this mode, players start by driving around the game world in a fairly slow, weak car such as a 1965 Mini Cooper. As players roam the safe zone, they can acquire car drops that contain more powerful vehicles that randomly appear on the map. Players can also challenge other players to head-to-head races to specific points on the map by pointing their camera at the other's vehicle and honking their horn. Players are eliminated from the event if they drive out of the safe zone (which shrinks over time like in other battle royale games) or lose a head-to-head race, where the winner of such as the option to drive the opponent's car or receive an upgrade. Eventually, when the safe zone shrinks to a certain point, the remaining players will then race to one final point on the map to determine the winner.





eFootball Pro Evolution Soccer 2020



eFootball Pro Evolution Soccer 2020 (abbreviated eFootball PES2020) is a football simulation video game developed by PES Productions and published by Konami for Microsoft Windows, PlayStation 4, Xbox One, Android and IOS. The game is the 19th installment in the Pro Evolution Soccer series and was launched worldwide on 10 September 2019, and was launched in Asia on 12 September 2019. The new game features a name change with the addition of 'eFootball' within the title, symbolizing a push in the online gaming space with a focus on eFootball Pro tournaments. Lionel Messi returns as the cover star of the standard edition, since his last appearance on the Pro Evolution Soccer 2011 cover, alongside Pro Evolution Soccer ambassadors Serge Gnabry, Miralem Pjanić and Scott McTominay, each representing one of the game's partner clubs. Ronaldinho will feature on the cover of the legend edition.

Game modes

Included for the first time in the PES series, there is a new game mode called Matchday Mode. Players around the world will help their team to glory one match at a time in the new Matchday mode. Konami will choose an important match or derby game each week, players will then be able to decide which team they want to represent on Matchday.

Master League has also received a number of revamps, most notably containing a story-like progression, with all-new cutscenes taking place in staff meetings, training sessions or press conferences, as well as objectives to be accomplished based on replies given by the player on those cutscenes.



Team

Competitions

Eighteen leagues are fully licensed in the game. All the teams in these leagues feature real players, kits and logos, although a minority of the players in the Brazilian leagues still appear with generic names. Three new league licenses were obtained: the Italian Serie A, Italian Serie B (unlicensed at launch), and the Brazilian Campeonato Brasileiro Série B.

Konami have retained the licence for the AFC Champions League, remaining in the game since its introduction in PES 2014. With this, debutants for 2019 AFC Champions League, Gyeongnam, Daegu and Johor Darul Ta'zim also appear for the first time in this franchise.

The English Premier League (with the exceptions of Manchester United and Arsenal), EFL Championship, Spanish La Liga (except for Barcelona and Mallorca) and Segunda División will appear as unlicensed leagues in the game. These leagues will, however, feature real players. Serie A have all clubs licensed, except Brescia.





Club partnerships

Barcelona

A renewed agreement between Konami and Barcelona, was announced signalling a continued relationship with the Spanish football club. Together with this announcement it was also confirmed that a special Barcelona edition will be released.

Manchester United

Manchester United and Konami announced an agreement which would see the club, its stadiums and players recreated within the game. The current squad have also been created using a full-body 3D scanning process, providing players of the game with ultra-realistic avatars.

Bayern Munich

After the announcement of the demo — which came out on 30 July 2019, FC Bayern Munich was announced as an official partner club. Players will have the full experience with authentic kits, full 3D scanned players and, exclusively, Bayern's home ground, Allianz Arena.

Juventus

Juventus signed an exclusive partnership with the game, which will see it includes the club kits, player names and stadium with realistic likeness in game and also making it the first time in 25 years that the FIFA series will not hold the licence for the club.

Arsenal

On 28 June 2019, Arsenal announced a 3-year extension to their partnership with Konami, which would see a highly detailed recreation of Emirates Stadium, as well as access to club legends and first-team players.





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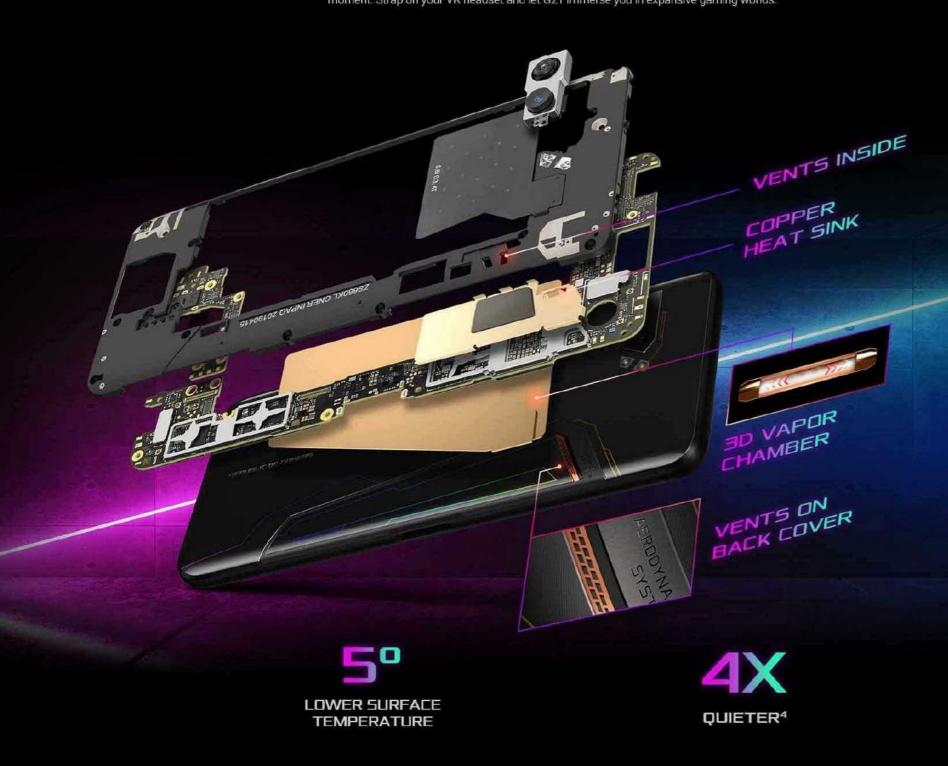






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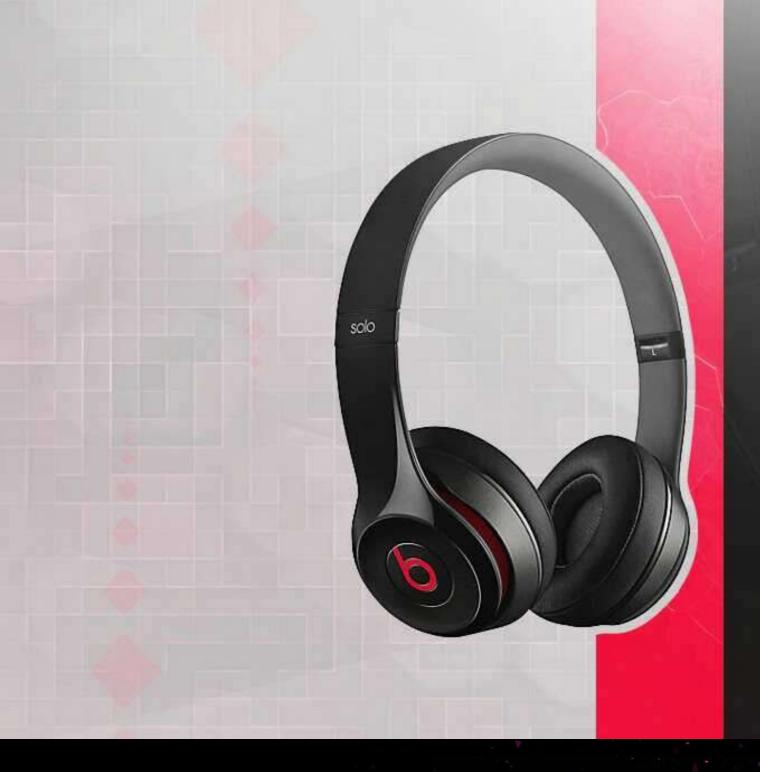






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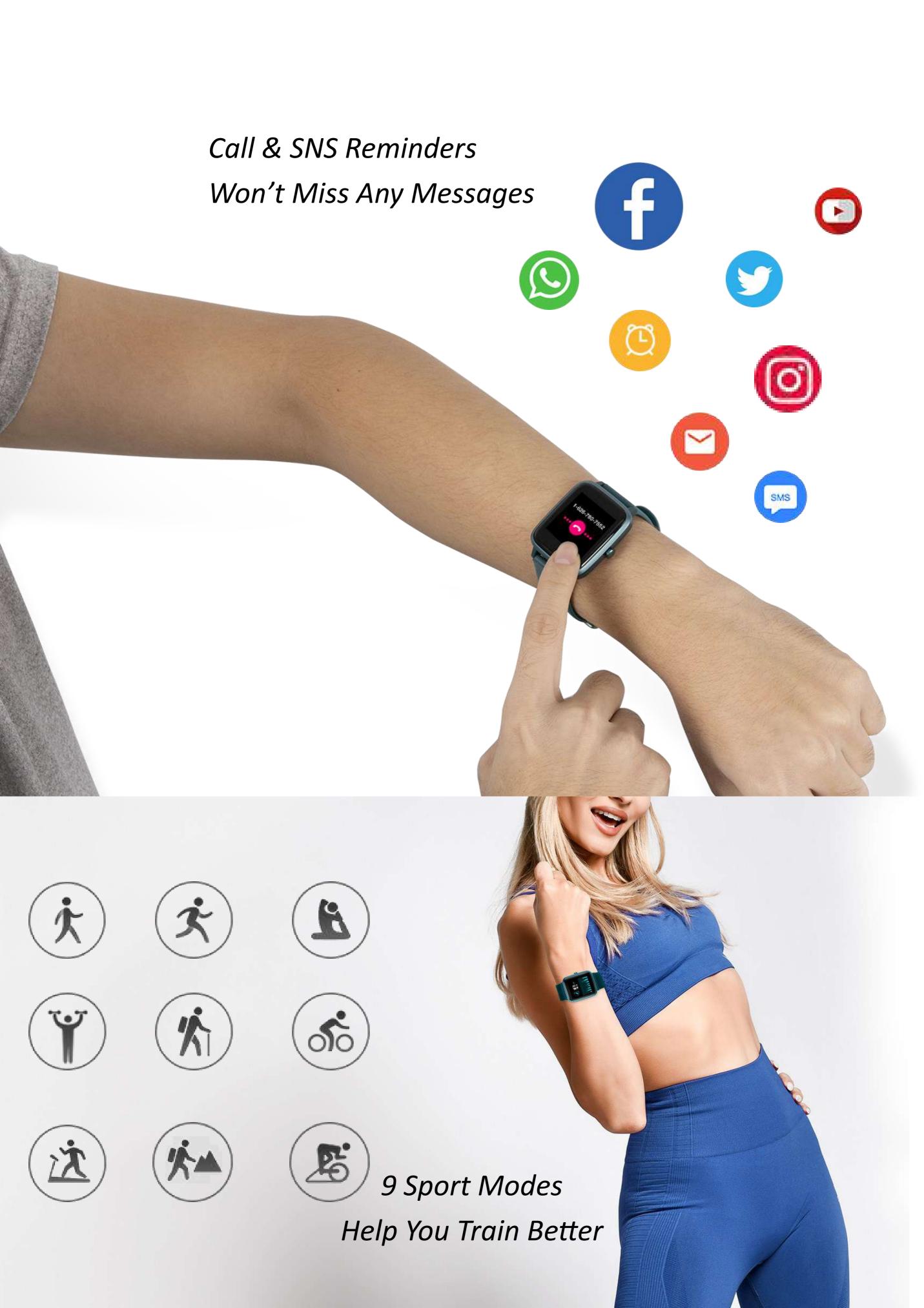
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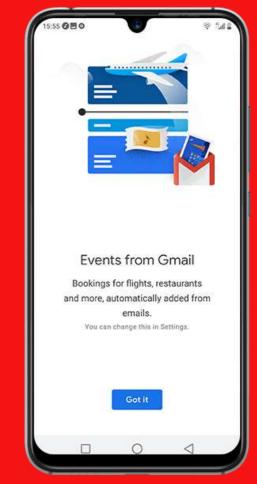
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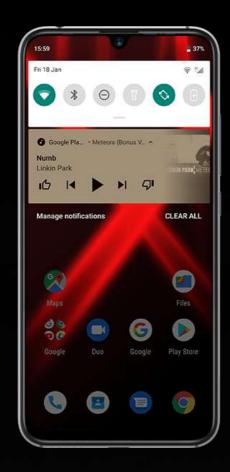
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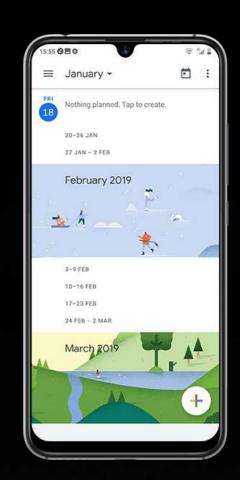
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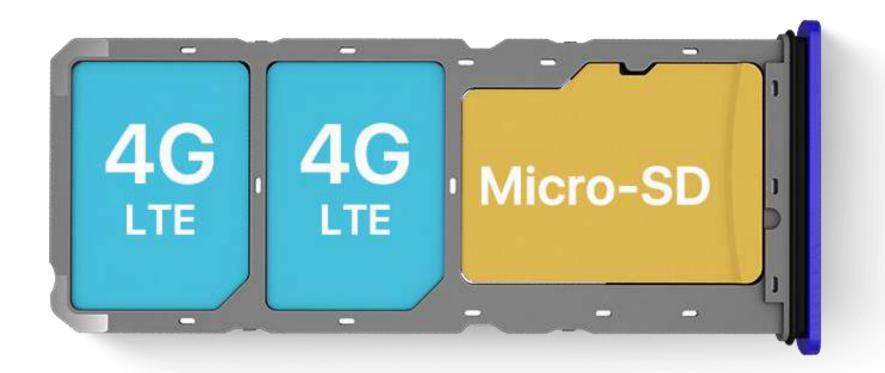
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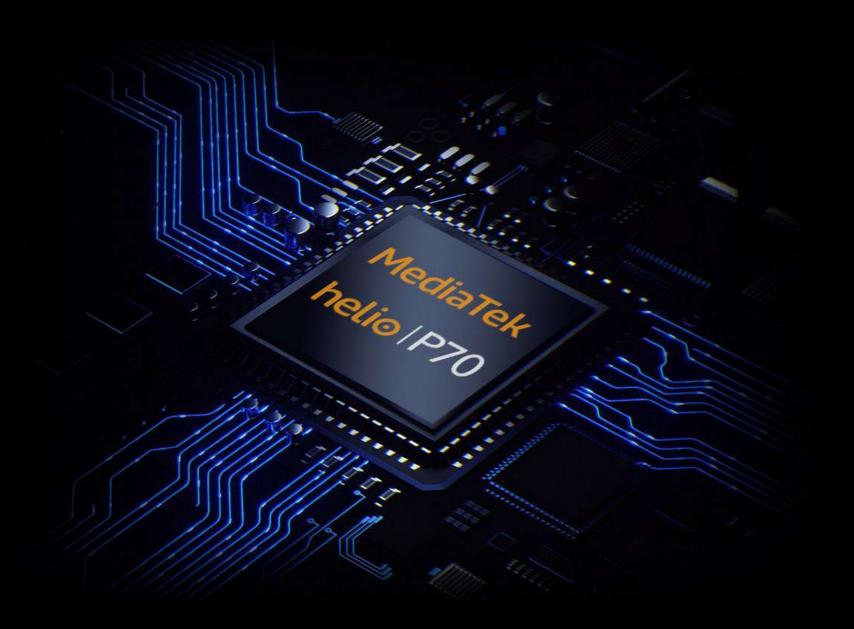
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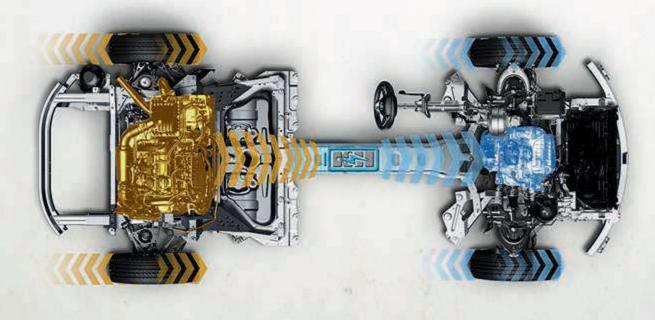
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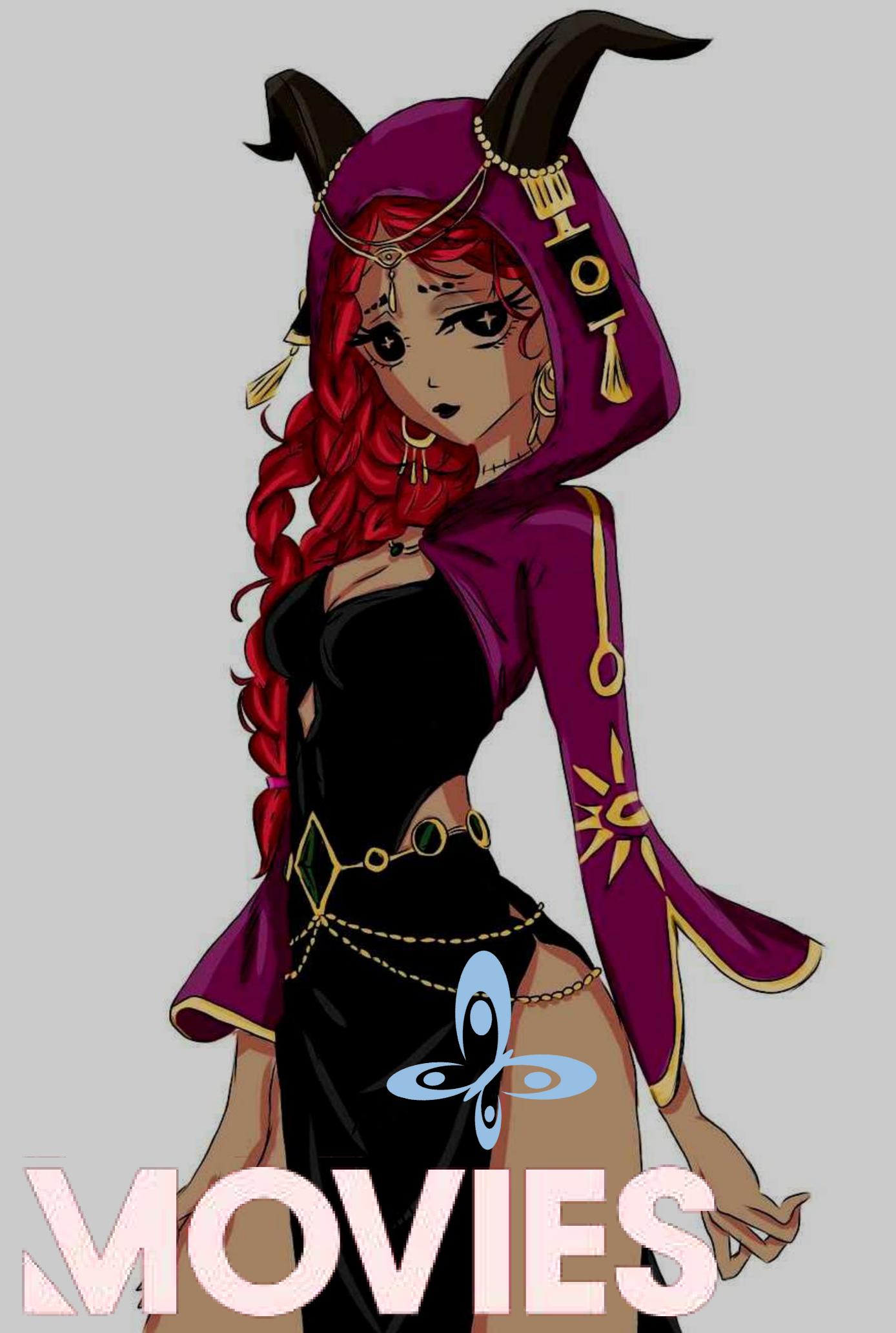




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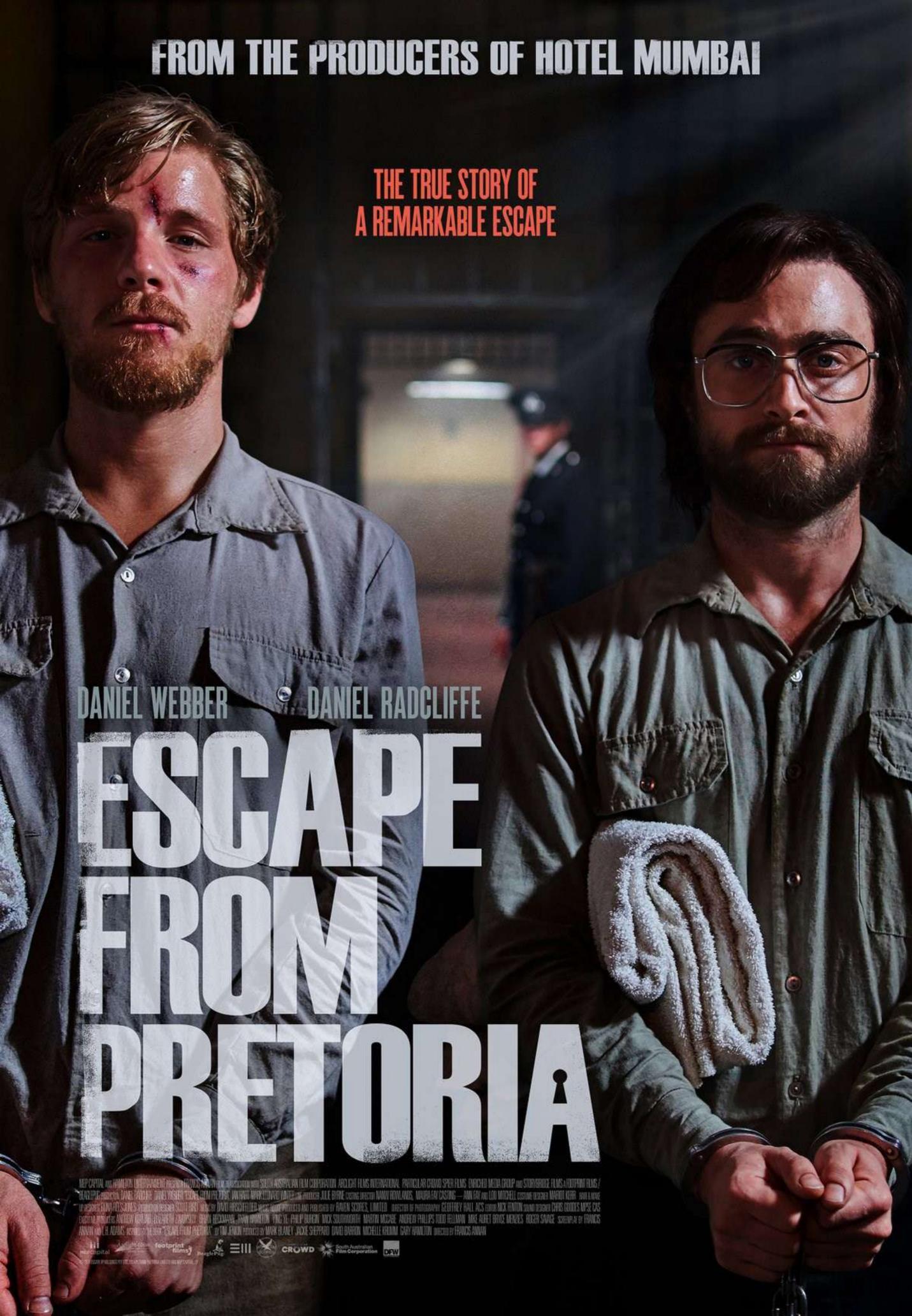






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