



HOLLOW KNIGHT

ori
AND THE WILL OF THE WISPS

UNRAVEL

BEYOND
TWO SOULS™

SEA OF SOLITUDE

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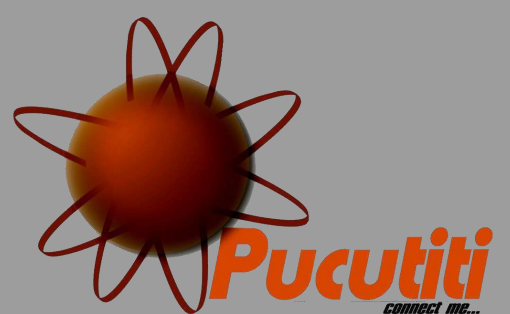
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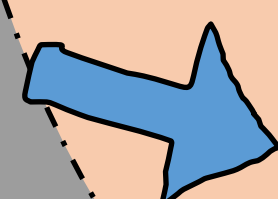
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GAMES

Ori and the Will of the Wisps

Ori and the Will of the Wisps is a platform-adventure Metroidvania video game developed by Moon Studios and published by Xbox Game Studios for Microsoft Windows, Xbox One, Xbox Series X/S and Iam8bit for Nintendo Switch. Announced during E3 2017, the title is a direct sequel to 2015's Ori and the Blind Forest, and was released on March 11, 2020 for Xbox One and Microsoft Windows. A Nintendo Switch version was released on September 17, 2020. Xbox Series X and Xbox Series S versions (the former getting an optimized version) are planned for release later in 2020. The game is a 4K UHD, Xbox One X Enhanced, and Xbox Play Anywhere title.

The game was developed by Moon Studios, a collective organization without a set location. The game's visuals were given an overhaul from the two-dimensional artwork in Blind Forest, to the three-dimensional models played in multilayered backgrounds in Will of the Wisps. The game maintains narrative continuity with Blind Forest and introduces new melee combat.

Upon release, the game received universal acclaim for the Xbox One and Nintendo Switch versions and favourable reviews for the Microsoft Windows version, with players and critics praising the game's visuals, improved combat, elements of exploration, environments, chase sequences, and soundtrack. However, criticism was aimed at technical issues such as frame rate issues and visual bugs, which were largely resolved with a day-one patch.

Gameplay

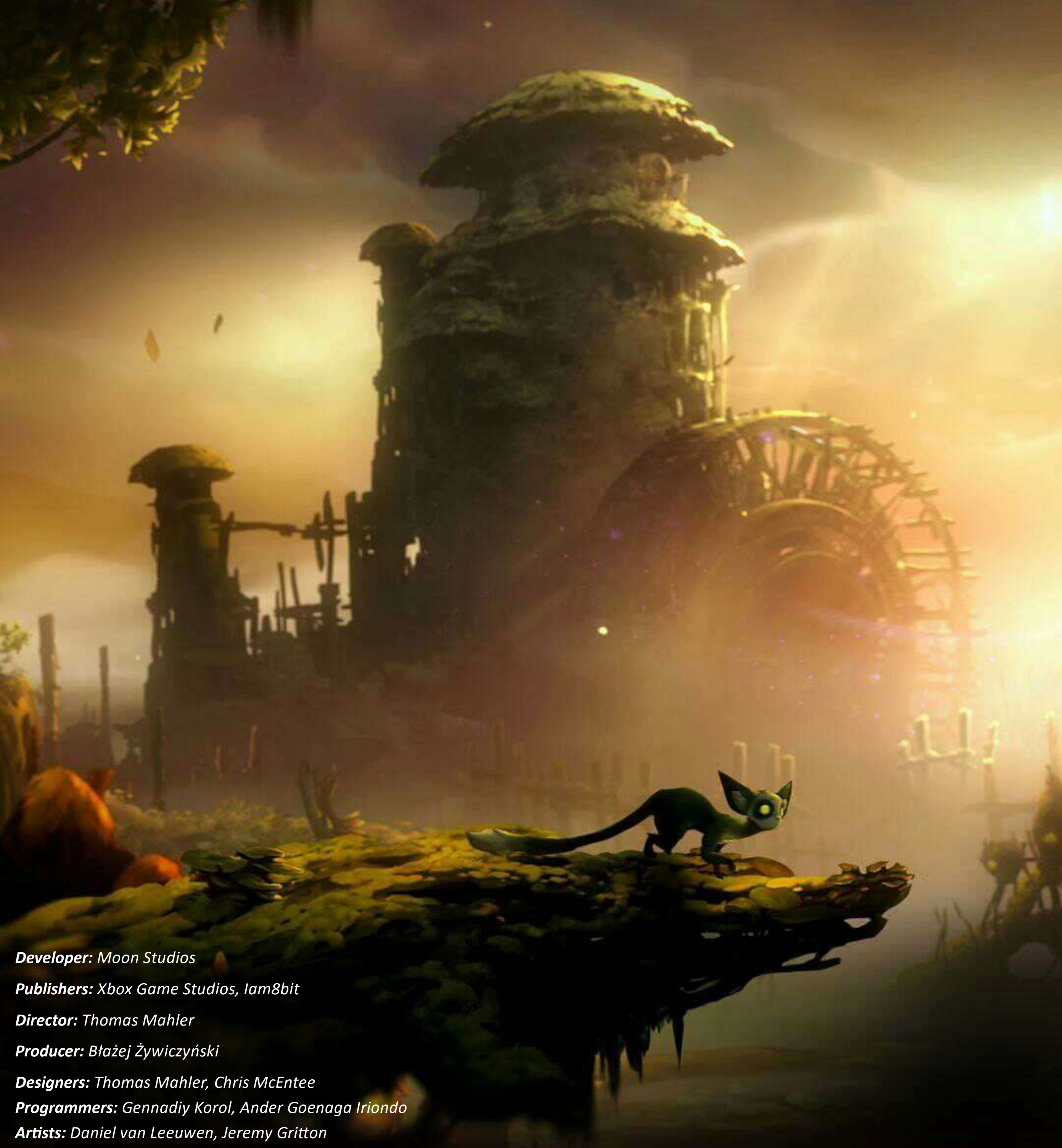
Players assume control of Ori, a white guardian spirit. As Ori, players must jump, climb, glide, and swim between various platforms to solve intricate puzzles. Gameplay unfolds in the form of a Metroidvania, with new abilities and upgrades allowing players to unlock previously inaccessible areas of the map. Some of the foundational gameplay elements were inspired by the Rayman and Metroid franchises.

Unlike its predecessor Blind Forest, Will of the Wisps relies on AutoSaving rather than manually placed "soul links." The sequential upgrade system of the first title has been abandoned for a system of “shards,” which can be purchased or found throughout the game to upgrade or modify Ori’s stats and attacks. Ori’s attacks can be managed via a convenient radial menu, and orbs to increase Ori’s health and energy can be found throughout the map.

A new mode called Spirit Trials was revealed at Gamescom 2018. The mode challenges players to race to a goal in the fastest time possible. To enhance competition and strategy, players can see the best times and the routes taken by other players. Will of the Wisps also introduces side quests from NPCs to earn collectible items such as Gorlek Ores, which are used to expand the game's hub area.







Developer: Moon Studios

Publishers: Xbox Game Studios, Iam8bit

Director: Thomas Mahler

Producer: Błażej Żywicznyński

Designers: Thomas Mahler, Chris McEntee

Programmers: Gennadiy Korol, Ander Goenaga Iriondo

Artists: Daniel van Leeuwen, Jeremy Gritton

Writers: Jeremy Gritton, Alexander O. Smith, Boris Hiestand, Franciska Csongrady, Chris McEntee

Composer: Gareth Coker

Engine: Moonity(fork of Unity)

Platforms: Microsoft Windows, Nintendo Switch, Xbox One, Xbox Series X/S

Release: Microsoft Windows, Xbox One March 11, 2020

Nintendo Switch September 17, 2020

Xbox Series X/S 2020

Genre: Platform-adventure, Metroidvania

Mode: Single-player

TiTi Rating: 7/10



Plot

The story takes place immediately after the events of Blind Forest and is narrated by the Spirit Tree in the forest of Niwen. Kuro's last egg hatches, giving birth to a baby owl whom Ori, Naru, and Gumo name Ku and raise as part of their family. Being born with a damaged wing, Ku is unable to fly until Gumo affixes Kuro's feather to it. Ku and Ori go on a flight that ends up taking them out of Nibel and into Niwen, where a storm separates them.

Ori's search for Ku eventually leads them to Kwolok, a toad looking over the Inkwater Marsh and some of the inhabitants of Niwen, the Moki. He tells Ori that Ku is in the Silent Woods, the Moki's former home now turned into a desolate graveyard of owls, but with the waters of Niwen unclean, Ori must set the wheels of The Wellspring back into motion to enter them. Kwolok also gives Ori a wisp, the Voice of the Forest, to guide them on their journey. Meanwhile, Naru and Gumo head off to Niwen via a raft to find Ori and Ku. Upon setting The Wellspring's wheels back into motion, clearing Niwen's water, Ori proceeds to enter the Silent Woods. There they reunite with Ku, but the pair encounters Shriek, a deformed, vicious owl ruling over the Silent Woods and terrorizing Niwen, who was an orphan at birth and rejected by the rest of her kind. Shriek attacks Ori and kills Ku.

After Ori mourns Ku's death, Kwolok explains that the Voice of the Forest is not at full power and is unable to bring Ku back in its current state. Due to the Spirit Willow's prior passing, the light that it carried was shattered into five wisps that scattered across Niwen, leaving the forest vulnerable to corruption and decay that killed the Willow's guardian spirits and Shriek's parents before her birth. Kwolok tasks Ori with seeking out the other four wisps of the Spirit Willow's light: the Memory, Eyes, Strength, and Heart of the Forest, and merge them with the Voice to reform the tree's light. Kwolok leaves his marsh to help Ori find one of the wisps, but his body is forcibly taken over by the Stink Spirit, a creature born out of the forest's decay whose body jamming the wheels of The Wellspring was the cause of its non-functionality. Ori breaks the spirit's control over Kwolok, allowing for him to kill it, but the fight leaves him mortally wounded. Before dying, Kwolok pleads to Ori to restore and protect Niwen in his place.

Ori eventually finds all five wisps and merges them together to reform Seir, the Golden Light. Ori and Seir head to the Spirit Willow and Seir revives it. However, the tree tells Ori that its time has passed and it can no longer carry Seir, asking Ori to merge with the light to restore Niwen, though they would have to leave their previous life behind. The Spirit Willow passes Seir onto Ori, but Shriek appears and snatches it. Ori defeats Shriek, who returns to the Silent Woods to nestle under the wings of her parents' corpses.

Ori merges with Seir, healing Niwen and reviving Ku with her damaged wing restored in the process, which Naru and Gumo arrive in time to witness. Ku, Naru, and Gumo find where Ori and Seir merged, and discover a Spirit Tree beginning to grow there. They help the tree flourish and continue their life as a family together, with the Spirit Tree revealing it was Ori all along, retelling the events leading up to when it merged with Seir. Eventually, the tree completely grows and life begins anew as a new spirit guardian falls from it.

Development and release

Moon Studios' first game Ori and the Blind Forest was both a critical and commercial success, but Daniel Smith observed that players asked for more Ori, as they were able to complete the game in about eight hours. Smith said their team looked at how they could expand the game both in scale and in scope, while maintaining narrative continuity. Lead developer Thomas Mahler said of this change of scope and scale: "The idea is that Will of the Wisps should be to Blind Forest what Super Mario Bros. 3 was to the original Super Mario Bros."





As *Blind Forest* ended with Ori returning Sein, an entity from the Spirit Tree that granted Ori several of their combat abilities, back to Nibel's Spirit Tree, the team was tasked with discovering a new type of melee-focused combat for Ori with projectile-aiming aspects, which informed the story's development. The original Ori was a game based only on two-dimensional artwork. Jeremy Gritton, an artist for Blizzard Entertainment at the time of *Blind Forest*'s release, was impressed with the game and left Blizzard to join Moon Studios to help lead the art development in *Will of the Wisps*, with a major shift of making all of the major character art into three-dimensional models played in multilayered backgrounds to make them look seamlessly integrated. This also was used to help with the programs used develop the more flexible and streamlined processes for the cinematics of the game. AM2R developer Milton Guasti joined the team for supporting level design, and part of the level design included recreating the original *Blind Forest* map within the *Will of the Wisps* world and wrapping more levels around it. Gareth Coker, who composed the first game's soundtrack, continued to do the music for the sequel, incorporating unique themes for each of the characters that Ori meets throughout the game.

Because of the various expansion of scope and scale, Mahler and fellow lead developer Gennadiy Korol said the team was "crazy iterative" throughout the course of development. For example, the E3 2017 trailer went through 2,000 iterations during polishing. The Moon Studios team, originally about 20 at the time of *Blind Forest*'s release, expanded to 80 by the time *Will of the Wisps* was completed, but as with the first game, the team remained highly decentralized across the globe with few members working in the same common location and most working from home offices.

Due to the increased scope, which Smith estimated was three times larger than *Blind Forest*, the game's development took longer than planned, resulting in a few delays. Smith said part of this is functionally tied to the nature of *Metroidvanias*: "Everything is so interconnected that if you change one aspect of the game, it's just inevitable that it's going to influence the rest. It just takes time to make an experience where we feel it's reached that polish that people want to enjoy." The sequel was first announced at E3 2017 with no set release date. A second trailer was revealed a year later at E3 2018 with a planned 2019 release date. By E3 2019, a new trailer affirmed that the game had been delayed but with a planned February 11, 2020 release date. A final delay of one month was announced with the game's final release trailer at The Game Awards 2019, setting the release date of March 11, 2020. Xbox Game Studios announced a Collector's Edition on the same day which includes a piano collections music CD, a steelbook, premium packaging, an art book and an original soundtrack music MP3 download alongside the game disc. *Ori and the Will of the Wisps* was confirmed to be released on the same day on Microsoft's Xbox Game Pass program for both Xbox One and Windows. Smith said that being included on Game Pass was a net benefit for them: "I think Game Pass is a great vehicle to get what we've created into more gamers' hands and, ultimately, I think it's really healthy for the Ori IP, it's really healthy for Moon, it's really healthy for Xbox, for more people to play Ori."

Ori and the Will of the Wisps was released for Xbox One and Windows 10 on March 11, 2020. During Microsoft's Xbox Games Showcase in July 2020, it was announced that the game would get an optimized version, running in 4k resolution at 120 fps, for the Xbox Series X, set for release sometime later in 2020. A version for the Nintendo Switch was announced during a Nintendo Direct Mini and was released on September 17, 2020.





ori

AND THE WILL OF THE WISPS





Abzû is an adventure video game developed by Giant Squid Studios and published by 505 Games for PlayStation 4, Xbox One, Nintendo Switch and Microsoft Windows. Initially released as a digital title in August 2016, a retail version for consoles was released in January 2017. Following the journey of a diver exploring the ocean and restoring life using magical springs, the gameplay allows the player to freely navigate underwater environments ranging from open water and natural caverns to ancient ruins.

Development lasted three years, involving a team of thirteen people. Several members, including director Matt Nava and composer Austin Wintory, had previously worked on the 2012 video game Journey—the ocean setting of Abzû was both a reaction to the desert setting of Journey and inspired by Nava's love of scuba diving. The setting and story drew from Sumerian mythology and the cosmic ocean myth. Reaching high positions in sales charts, Abzû was praised by journalists: the majority of praise went to its art style, with some critics comparing it to Journey.

Gameplay

In Abzû, the player takes on the role of a diver in a vast ocean—after waking up floating on the ocean's surface, the diver begins exploring the surrounding underwater environments filled with plant and animal life, in addition to uncovering ancient technology and submerged ruins. In a few areas, the diver is also able to explore land-based environments above the water. As the game progresses, the diver unlocks new areas and pursues the secrets behind the forces harming the local environment. The diver's course through the game follows a linear path through interconnected areas filled with marine life. The player directs the diver through the environments using full analogue control, able to interact with the environment to solve switch or item-based puzzles, and sit on pedestals within each area to observe the surrounding sea life. The diver can accelerate, and interact with marine life using sonar chimes. The diver can grab onto the bodies of larger marine animals and ride on them. Each area sports hidden collectables for the diver to find.

Synopsis

The narrative of Abzû is told wordlessly through gameplay and using cutscenes, taking place in a vast ocean. The player character, referred to as a female diver, awakens floating in the ocean and begins exploring the surrounding sea: ruins and ancient murals show that an ancient civilization which shared a symbiotic connection with the ocean. As she explores, she is led by a great white shark to wells that—when activated using an energy from within her—restore life to the local seas. That energy is being forcefully harvested by pyramid-like devices called Harvesters, the development of which disrupted the ocean's balance and brought about the civilization's downfall. Upon reaching the original Harvester known as the Great Harvester, the diver sees the great white shark attacking it, and the pyramid's counterattack damages the diver—revealing her to be mechanical and confirming her existence as a being connected to the pyramid and capable of restoring life to the ocean—and mortally wounds the great white shark, which dies as the diver comforts it. After activating the final well, the great white shark manifests and guides the repaired diver back to the Great Harvester which the diver destroys, causing life to return to the ocean. During the credits, the diver and great white shark swim together through the revitalized ocean.





Developer: Giant Squid Studios

Publisher: 505 Games

Director: Matt Nava

Programmer: Brian Balamut

Artist: Matt Nava

Composer: Austin Wintory

Engine: Unreal Engine 4

Platform: Microsoft Windows, PlayStation 4, Xbox One, Nintendo Switch

Release: Microsoft Windows, PlayStation 4-August 2, 2016

Xbox One-December 6, 2016

Nintendo Switch-November 29, 2018

Genre: Adventure, art game, simulation

Mode: Single-player

TiTi Rating: 5/10



Development

The origins of *Abzû* lay in the development of *Journey*, an independent video game developed by *Thatgamecompany* and released in 2012. *Abzû*'s creator, director and art director Matt Nava had previously worked as art director for *Journey* during its three-year development. Having worked in a game featuring a desert setting, Nava wanted to change to a more vibrant and populated setting for his next title. Nava began creating the pitch for *Abzû* before leaving *Thatgamecompany* and founding the game's developer *Giant Squid Studios*. One of the main elements Nava incorporated was his love for ancient cultures and their artwork, particularly relating to the myths surrounding the concept of *Abzu*. Nava's love of the ocean, which he explored through his hobby of scuba diving, also figured heavily in the design of *Abzû*. The team at *Giant Squid Studios* grew to ten developers from across the industry, mainly programmers who specialized in multiple aspects of game design from gameplay to graphics, in addition to a graphical and technical artist who helped create and animate the character models. The game was first announced at the 2014 Electronic Entertainment Expo (E3). It was later previewed at E3 2016. The game's initial digital release was on PlayStation 4 via PlayStation Network and Microsoft Windows through Steam on August 2, 2016. Later it was also released digitally on Xbox One through Xbox Live on December 6, 2016 and on Nintendo Switch through the Nintendo eShop on November 29, 2018. It was released in Japan on February 27, 2020. The game also received a physical release for PlayStation 4 and Xbox One on January 31, 2017. All versions were published by 505 Games.

Design

The game's title stems from Sumerian mythology, particularly the myth of the ocean goddess Tiamat and the fresh water god Abzu uniting to form all life: a reason this was chosen was that myths surrounding land-based life and their supposed origins in a cosmic ocean were a recurring theme in multiple world mythologies. The title is made up of the words "Ab" (water) and "Zû" (to know), translated by the developers as "Ocean of Wisdom". The word provided difficulties early on, as the Sumerian spelling "Abzu" differed from the Akkadian spelling "Apsû". As a compromise, the team merged the two spellings into the game's title. The circumflex over the letter "u" caused problems for the team as hardly anyone knew how to type it and the computer programs had trouble handling it as part of the coding. The use of the word played into the game's focus on the ocean due to its mythic connections. The Middle Eastern influences extended to the game's architecture, and incorporated Nava's wish for structures to have meaning beyond being simple scenery or tools for player progression.

The aim from an early stage was not to simulate diving, but instead to capture the dream-like feeling of ocean exploration. As part of his research, Nava experimented with other ocean simulation games and found they were not "fun". By removing any time limit or air gauge, the team sought to promote a relaxing sense of exploration. One of the main issues was giving the player complete freedom to swim around, including doing a full loop—this effect was normally held back due to camera difficulties, but *Giant Squid* managed to resolve the issue and allow for greater range of movement. The meditation mechanic was added during later development from 2015 to 2016 as a means of allowing players a view of the surrounding marine life and environment. When choosing their game engine, Matt Nava was still the only staff member and so they needed an easy-to-use platform with tools and technology to create his vision. *Unreal Engine 4* was still quite new at this time, but it was chosen after the team had vetted other developer software available at the time. The team were able to use both *Unreal Engine 4*'s advanced developer tools and expand the engine's functionality to incorporate unique elements such as fish shoal behavior, vegetation animation, and underwater lighting. Using *Unreal Engine 4* allowed engineer Derek Cornish to construct unique systems for underwater lighting effects.



The artistic style was meant to portray a vibrant underwater world, but the team also needed to prevent activity on-screen from overwhelming the player, so a stylized look was chosen to both maintain the game's artistic style and reduce the amount of "visual noise". Environmental editing was a big issue for the team, with much of their early development dedicated to creating editing tools that could do small-scale edits to environments after they had been locked down. When creating the environments, Nava drew on his experience developing *Flower* for Thatgamecompany, creating sporadically scattered interaction points that triggered with player exploration and triggered new life or new elements within each environment. Since there was no dedicated animator, the team needed to use multiple techniques for animating the diver, fish and flexible vegetation: the diver used a skeletal animation run through a complex state machine, vegetation such as seaweed used rope physics, while fish mainly used mathematical motion in combination with morph target posing to remove the need of individual skeletal structures.

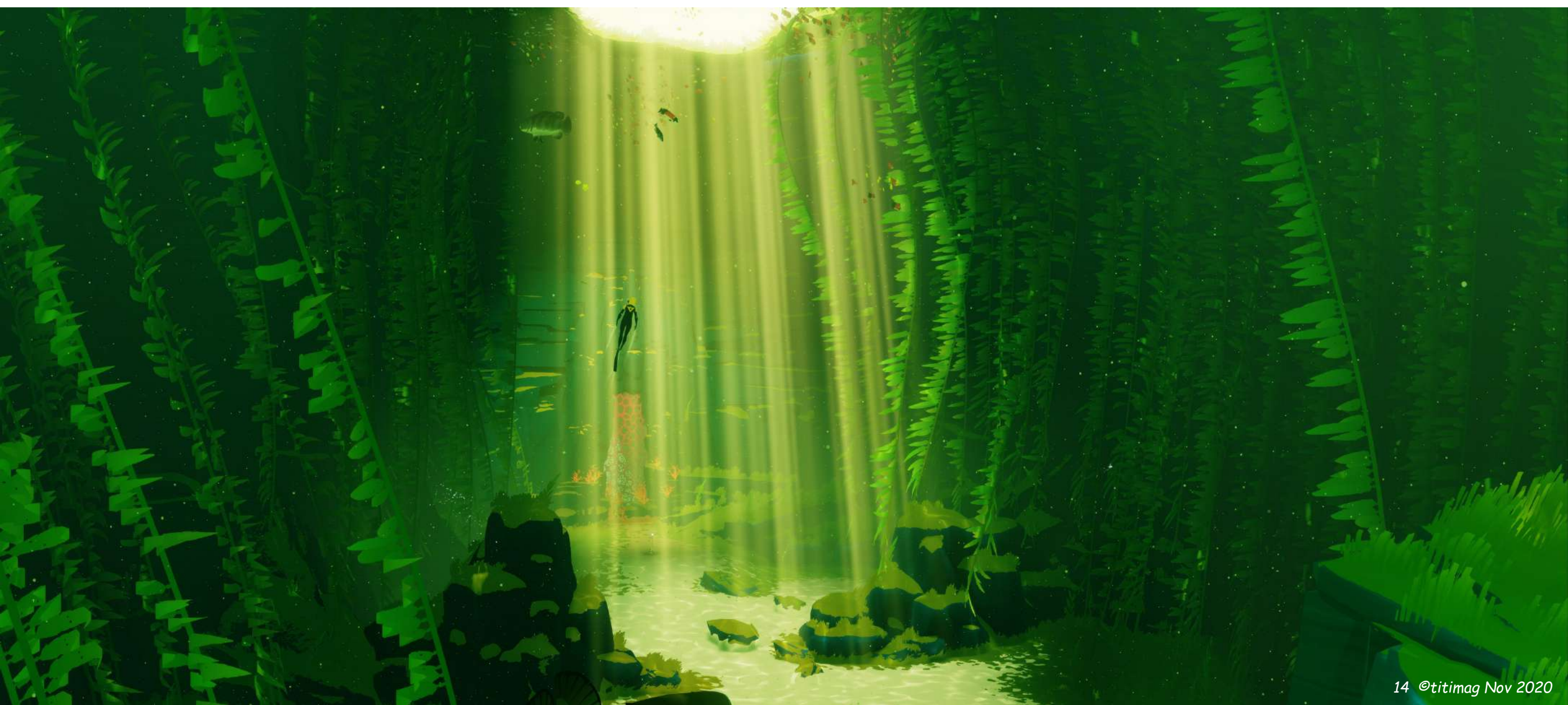
The types of fish seen in *Abzû* were based on real-life creatures from the oceans of Earth, and to fit them into the game each species was distilled down to its most distinctive traits. The team had "tens of thousands" of fish within the game. Their swimming styles were directly modeled on the behavior and physics of real fish movements. The number of fish presented problems with running the game, but the programming staff developed a method of simplifying each fish's animation without compromising the game's visuals, which "multiplied the number of fish possible on screens by 10". Each fish species had its own unique artificial intelligence that had cascading levels of awareness and interaction with other species and objects in the environment. The team started with getting the fish to swim without clipping through walls, then built upon that with further expansion on fish behavior and interaction. Their most challenging task was creating realistic bait balling effects for shoals of small fish, which was only achieved and finalized near the end of development. The developers did take liberties by grouping together types of fish from different parts of the globe which would normally not be able to interact, though this fell in line with the game's overall theme and the myths it referenced. Despite this, the developers emulated the zones that each fish would be found in, whether it be a coral reef or the deep ocean where sunlight does not reach. The amount of work and the team's dedication to creating a realistic and vibrant experience meant they were creating fish until development finished.

Music

The soundtrack for *Abzû* was composed, conducted, and produced by Austin Wintory, who had previously worked on *Journey* and *The Banner Saga*. Wintory was first shown concept art for the project by Nava before Giant Squid Studios was founded and development began. When the studio was founded, Wintory was invited on board the project. The music was written from the start to be interactive and dynamic rather than based on specific cues. To achieve this, Wintory had to play the game extensively and repeatedly to get a sense for what players would experience and what would best match the mood. Similar to Wintory's work on *Journey*, the first track written was the main theme "To Know, Water" and further tracks were created over the game's three year development based on that theme.

The score's instrumental element began with using a harp as its base, with a choir being used later. More instrumentation was needed, with a full orchestra eventually being incorporated. As with his work on *Journey* and *Assassin's Creed Syndicate*, he used a soloist alongside an ensemble orchestra: in this case, the solo instrument was an oboe. The oboe solos were performed by Kristin Naigus, whom Wintory had heard performing a cover of a track from *Journey* on YouTube. Wintory worked closely with *Abzû*'s sound designer Steve Green created a music-based story that flowed alongside and worked with the visual narrative of *Abzû*.

The official soundtrack was released as a digital album through Bandcamp and iTunes on August 2, 2016. A physical edition was released on October 22 through Varèse Sarabande. Music reviewers were generally positive about the soundtrack album. The soundtrack later won the 2017 Game Audio Network Guild's "Best Original Soundtrack Album" award. The soundtrack was also nominated at the 2017 BAFTA Games Awards in the "Music" category, but lost to *Virginia*. For his work on *Abzû*, Wintory won the 2016 International Film Music Critics Association award for "Best Original Score for a Video Game or Interactive Media", making his second win in a row. The score was also nominated at the Hollywood Music in Media Awards in the "Original Score – Video Game" category. Reviewers of the game also gave unanimous praise to the soundtrack, positively comparing it to that of *Journey*.





Sea of Solitude

Sea of Solitude is an adventure video game developed by Germa studio Jo-Mei Games and published by Electronic Arts. The player controls a young woman named Kay who suffers from such strong loneliness that her inner feelings of hopelessness, anger and worthlessness turn to the outside and she becomes a monster. As Kay the player explores a seemingly empty, flooded city and its scaly red-eyed creatures in order to reveal why Kay herself has turned into a monster. The emotions of her manifest into giant monsters standing in her way, trying to help but also destroy her. Kay needs to interact with and understand their underlying intentions in order to overcome the negative effects of those emotions. The game is in the core an inner dialogue of a person trying to come to terms with their own shortcomings.

The quarrels between her parents, the emotional isolation of a friend and the terrible experiences of her brother being bullied are presented on a metaphorical level - the experiences hunt her as enormous monsters she now has to face, representing feelings like loneliness, depression, as well as fear and loss of attachment. The city where the game takes place is based on Berlin. The developers announced the game online in February 2015. Its creative director, Cornelia Geppert, described the project, even though several parts of the game are not from her own past, as her most personal and artistic, in how it led her to probe her own fears and emotions following an emotional abusive relationship from 2014 to 2017.

In March 2019, The New York Times highlighted the game as part of a growing trend in the video game industry towards tackling mental health issues. Sea of Solitude is not meant to be fun in the classical meaning, its focus is on letting players experience what it feels like to be affected by loneliness, bullying, toxic relationships, depression and a troubling past. Gamers are put in the midst of the conflict, with a call to not only feel the effects but also to influence and change the actions.

Electronic Arts published the game under its indie game program EA Originals. The game's release was postponed from spring to summer of 2019 before having a set release date of July 5, 2019.







Developer: Jo-Mei Games

Publisher: Electronic Arts

Director: Cornelia Geppert

Engine: Unity

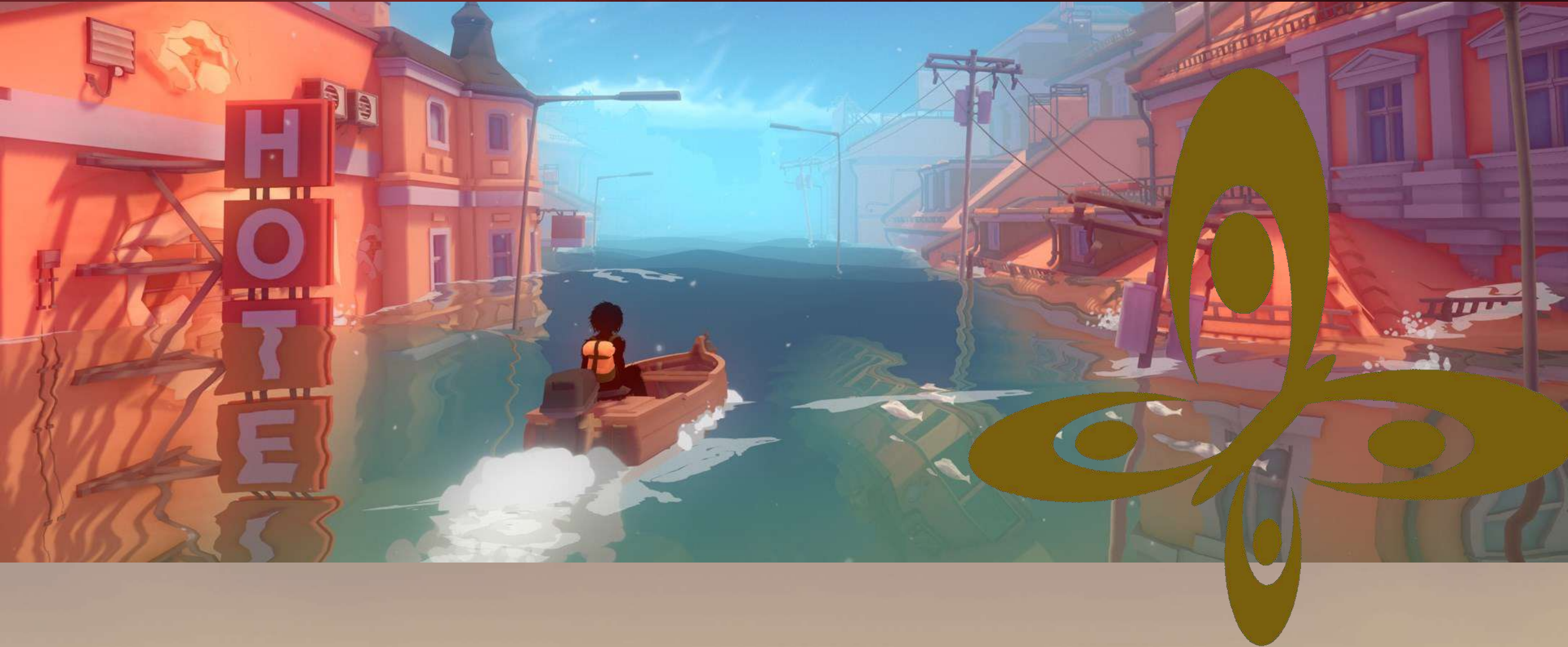
Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: July 5, 2019

Genre: Adventure

Mode: Single-player

TiTi Rating: 9/10



Unravel is a puzzle platform video game developed by the Swedish company Coldwood Interactive and published by Electronic Arts. It was announced on 15 June 2015 and released in February 2016 for PlayStation 4, Xbox One, and Microsoft Windows. The game centers on Yarny, a small anthropomorphic creature made of yarn the player navigates through the environment, utilizing the unraveling yarn which makes up Yarny to solve puzzles, avoid dangerous creatures, and traverse obstacles.

Unravel received a favorable reception upon release, with many critics in agreement that the game's visuals, protagonist, soundtrack, and overall tone were among its strong suits. Some raised criticisms concerning the controls, variety of puzzles, and platforming. A sequel, Unravel Two, was released in June 2018.

Gameplay

The game centers around its protagonist Yarny, an apple-sized creature made of red yarn. He explores the world around him that makes small everyday things look large due to his size. By using the yarn from his body, Yarny creates rope to form bridges, pull things, and swing from items. Yarn is the main medium used to solve complex puzzles. As Yarny moves, the twine which he is made of unravels, creating lines that the player must use to solve puzzles to progress. It also serves as a challenge because walking Yarny too far will unravel him into a slim frame, unable to reach further. This frame can be re-filled by interacting with balls of red yarn in the game environment. On this mechanic, Sahlin has stated, "It's always fun to play with physics. It's not just about solving puzzles. It's also a big part of how you move. Sometimes it's just traversing, navigating. Since you always leave this trail behind you, you can always grab it and climb on it and swing on it. You can do these really cool things when you combine stuff."

Story

During the game's introduction, an old woman is seen looking out her window, before she adjusts a picture of a baby and picks up a ball of yarn. As she proceeds upstairs, a lone ball of yarn rolls out of shot. Yarny, an anthropomorphic creature made of red yarn, and the game's protagonist, then walks into shot, and is looking around in wonder at the environment. Through various picture frames in the house, Yarny can visit environments that were significant in the home owners' lives, and discover their memories about the places; the initial memories are happy, such as visiting the sea shore, or hiking in the mountains, but eventually darker memories are revealed: the rural forest area is industrialized, which in turn causes accidents with toxic waste, and people start moving to the city. A memory also reveals that the old woman's husband died from a heart attack.

At the end of each level, Yarny finds a red yarn badge it collects on the cover of a photo album in the house, which then fills with photos of the memories encountered along the way. On the final two levels, however, Yarny only finds one half each of a heart-shaped badge. On the final level, played in a cemetery, Yarny struggles its way through a snow storm to find the final half of the badge, but it slips from its hands, and jumping after it, Yarny unravels completely, with only a red thread of yarn remaining in its place. The badge piece is then picked up by a human hand.

Yarny awakens in a camping backpack, holding the missing piece; it quickly runs home to place it on the photo album. Startled by a child entering the room, Yarny feigns to be inanimate again, and once the child leaves, it places the missing piece on to its final place on the photo album cover, which it then opens up to reveal the final passage and the end credits.

According to Sahlin, the yarn that makes up Yarny represents love, and that the character unravels as they travel away from what they love.







Developer: Coldwood Interactive

Publisher: Electronic Arts

Director: Martin Sahlin

Producers: Michael Gill, Henrik Oja

Designers: Håkan Dalsfelt, Martin Sahlin

Programmer: Jakob Marklund

Artist: Dick Adolfsson

Writer: Martin Sahlin

Composers: Frida Johansson, Henrik Oja

Engine: PhyreEngine

Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: 9 February 2016

Genre: Puzzle-platformer

Mode: Single-player

TiTi Rating: 7/10





Development and release

Although developer Coldwood's previous works received unfavorable critical reception, *Unravel* reportedly showed enough promise for EA's DICE to arrange a publishing deal with EA. Subsequently, *Unravel* was announced at EA's E3 2015 conference by the game's developer and creative director, Martin Sahlin. During the game's presentation, Sahlin was noted to have "reacted to his on-stage appearance like most of us would: with shaking hands and a warbling voice." Sahlin's nervous and excited presentation of *Unravel* was met with a positive reception from the conference's audience. Following the announcement, Sahlin became the focus of well-circulated appreciative posts and fan art on social media website such as Twitter and Tumblr.

The game itself, especially its aesthetic, was also well received after its announcement; VG247 claimed *Unravel* was, "the most visually-impressive game EA showed". Initial reactions to the game also drew comparisons to *Limbo* and Sony's *LittleBigPlanet* series. On 14 December 2015, EA announced that the game would launch worldwide on 9 February 2016.

The game's backgrounds and puzzles are inspired by the landscape of Umeå, Sweden; Sahlin drew inspiration for the game after creating a Yarny doll out of tire wire and yarn during a family camping trip in northern Sweden. Sahlin has elaborated, "We live in the sticks. It's a very small town, very far north, close to the Arctic circle. There's not a lot of people, but a whole lot of countryside. I wanted to share some of that, some of the places that I love. I think you don't really see enough of that in video games. You tend to see more fantastical stuff." The game was developed on Sony's *PhyreEngine*.

On 21 January 2016, EA abandoned the *Unravel* trademark after their application was rejected by the United States Patent Office. Despite this, the company confirmed that the game would retain the title *Unravel*.

Soundtrack

The *Unravel* soundtrack was composed by Frida Johansson and Henrik Oja. It was inspired by folk music and traditional instruments. It was released on June 24, 2016.



UNRAVEL



Beyond: Two Souls

PS4/PS5: 1MO 20112

Beyond: Two Souls is an interactive drama and action-adventure game for the PlayStation 3, PlayStation 4 and Windows, developed by Quantic Dream and published by Sony Computer Entertainment. It was originally released on 8 October 2013, later being re-released for the PlayStation 4 on 24 November 2015. The game features Jodie Holmes, one of two player characters. The other is an incorporeal entity named Aiden: a separate soul linked to Jodie since birth. Jodie, who is portrayed by actress Ellen Page, possesses supernatural powers through her psychic link to Aiden, growing from adolescence to adulthood while learning to control Aiden and the powers they share. Willem Dafoe co-stars as Nathan Dawkins, a researcher in the Department of Paranormal Activity and Jodie's surrogate-father-figure. The actors in the game worked during the year-long project in Quantic Dream's Paris studio to perform on-set voice acting and motion-capture acting.

Despite being a video game, Beyond: Two Souls premiered at the 2013 Tribeca Film Festival, marking only the second time the film festival recognised a video game. David Cage, writer and director of the game, explained that game development studios should provide "interactive storytelling" that can be played by everyone, including non-gamers. The game received polarised critical reception upon its release. Sales reached over one million copies two months after its worldwide release by the end of 2013. Two years later, a PlayStation 4 version was released, both as a standalone game and then in the Quantic Dream Collection with the 2010 game Heavy Rain. A version for Windows was released on 22 July 2019.

Gameplay

Beyond: Two Souls is an interactive drama and action-adventure game, requiring the player to move and guide the character into interactions with objects and other non-player characters in the scene to progress the story. The player primarily controls Jodie through the in-game environments. At almost any time, however, the player (or second player during a two-player game) can switch to control Aiden instead. Aiden, as an incorporeal entity, exists permanently in noclip mode and can move through walls, ceilings, and other obstacles; however, he is limited to moving only within a certain radius around Jodie due to their spiritual tethering.

While playing as Jodie, the game includes interactive objects marked with a white dot, which can be interacted with by tilting the controller stick in its direction. If Jodie must perform a specific action, icons pop up on the screen to prompt the player to press and/or hold certain controller buttons. Conversation prompts float in the air, defaulting to a certain choice if too much time passes before selection. During action sequences, like chases or hand-to-hand combat, the cinematography moves into slow motion whilst Jodie performs the physical manoeuvre; during this time, the player must determine the direction Jodie is moving and push the controller stick in that direction to complete the action. Other sequences require real-time stealth, which has the player sneak Jodie through environments while coordinating certain actions with Aiden. Failing certain action sequences will alter the course of a chapter (and sometimes later chapters) and in some cases lead to the death of a non-playable character.

While playing as Aiden, the game becomes monochromatic. Amongst the shades of greys, interactive objects are highlighted by an aura shining in one of several colours, with the colour of the aura indicating his potential interaction: orange characters can be possessed, red characters strangled, blue objects (or characters with environmental effects) knocked around, and green characters healed. Jodie frequently calls upon Aiden to provide different abilities, such as form a protective shield around her, allow the dead to speak to the living through her, grant her an ability to see events of the recent past, and enable her to heal a character's wounds.

As the player makes choices throughout the game, the gameplay's plot is revealed. Besides affecting dialogue and story developments, the outcome of entire scenes (and in some cases, the outcome of scenes several chapters later) can be manipulated to a certain extent based on player choices. These choices are typically moral decisions made through Jodie's dialogue options, interventions with various characters, success or failure in her combat scenes, or psychic actions that the player chooses to have Aiden perform.[4] Examples of choice-based outcomes are the chapter titled The Party, where the player is given the choice of unleashing brutal revenge toward a group of bullies or simply running away, and the chapter titled The Embassy, where the player can either engage in psychic information retrieval or can jeopardise the mission by forcing one of the guards to commit suicide. Choices also determine the finale of Beyond: Two Souls, as any number of possible plot endings can be experienced by the player.



Developer: Quantic Dream

Publishers: Sony Computer Entertainment, Quantic Dream (PC)

Director: David Cage

Producer: Charles Coutier

Designer: Sophie Buhl

Programmer: Damien Castelltort

Artist: Christophe Brusseaux

Writer: David Cage

Composer: Lorne Balfe

Platforms: PlayStation 3, PlayStation 4, Microsoft Windows

Release: PlayStation 3—8 October 2013

NA: 8 October 2013PAL: 9 October 2013

UK: 11 October 2013

PlayStation 4—WW: 24 November 2015

Microsoft Windows—WW: 22 July 2019

Genre: Interactive drama, action-adventure

Modes: Single-player, multiplayer

TiTi Rating:9/10



Young Jodie Holmes (Caroline Wolfson) lives with her foster parents in a suburban home. Since birth, Jodie has had a psychic connection with a mysterious entity named Aiden, with whom she can communicate and perform telepathic acts, such as possessing people's minds and manipulating certain objects. After an incident with some neighborhood kids results in Aiden almost killing one of them, Jodie's foster parents seek help to care for her condition, permanently leaving her under the custody of doctors Nathan Dawkins (Willem Dafoe) and Cole Freeman (Kadeem Hardison) of the United States Department of Paranormal Activity.

Under the two doctors' care, Jodie slowly learns to control Aiden and the powers they share. During this time, Nathan and Cole are building the condenser, a portal that connects the world of the living with the world of the dead—the Infraworld. One night, Nathan learns that his wife and daughter were killed in a car accident. While trying to comfort him, Jodie discovers that she can channel spirits of the dead from the Infraworld; she helps the spirits speak to the living through a psychic link created by her physical contact. As the years pass, a teenage Jodie (Ellen Page) seeks her independence, both from the doctors and from Aiden, and tries several times to live a normal life. At each attempt, Aiden intervenes, ending in disaster. At one point, Nathan asks for Jodie's help with the condenser, which has broken open. After braving hostile entities from the Infraworld, Jodie manages to shut down the condenser and warns Nathan not to build another. This gets the attention of the CIA, who send agent Ryan Clayton (Eric Winter) to forcibly recruit Jodie. After training, the now-adult Jodie goes on multiple missions as a field agent, often with Ryan, to whom she slowly becomes attracted. On one such mission in Somalia, Jodie is assigned to kill a warlord, only to realize afterwards that the target she killed was not a warlord, but the country's benign president. Enraged, Jodie flees in disgust, despite Ryan's pleas. Branded a traitor, Jodie becomes a fugitive, evading pursuing CIA forces. Along the way, she befriends a small group of homeless people, one of whom she helps give birth to a girl named Zoey, and she lives with a family of Native Americans, during which she saves them from a malevolent entity. The CIA eventually recaptures Jodie after she attempts to reconnect with her catatonic biological mother, who has been held and forcibly drugged for decades in a military hospital.

The CIA hands Jodie over to Nathan, now executive director of the DPA, overseeing the DPA's newest condenser, code-named the Black Sun. He reveals that the CIA is willing to let Jodie go if she agrees to a final mission. Jodie and a CIA team led by Ryan destroy an underwater facility housing a Chinese-developed condenser before it is used to attack the United States. Jodie then learns that Nathan built a miniature condenser to speak exclusively to his family, but without success. After showing Nathan that his refusal to let them go is only making them suffer, Jodie tries to leave, only to be held in captivity by the CIA—the organization has deemed her too dangerous to be free and intends to subject her to the same fate as her mother. Nathan informs Jodie that he intends to shut down the containment field to the Black Sun, merging the two worlds together and making death meaningless. Too weak to free Jodie, Aiden contacts Ryan and Cole, leading them to her. After Nathan shuts down the containment field, the three chase after him into the heart of the Black Sun, with the intent of destroying it.

During the trek towards the Black Sun, Cole is injured by entities and Ryan sacrifices his own safety to keep Jodie alive. Eventually, Jodie confronts Nathan near the Black Sun. Nathan is either killed by Aiden or commits suicide to reunite with his family. As Jodie shuts down the condenser, she has a vision—Aiden is her stillborn twin brother. Jodie must make a choice: go back to the world of the living, or go on to the Infraworld and be reunited with everyone she has lost. If Jodie chooses Life, her connection to Aiden is severed and she is no longer useful to the CIA. Jodie must choose how to live her life, either alone or with Ryan, Jay, or Zoey and her family. If Jodie chooses Beyond, she joins Aiden and other lost ones in the Infraworld, dying in the process. She continues to watch over those who remain in the living world, warning the now-teenage Zoey of the coming danger. By the story's end, the Infraworld has become a widespread threat in the not-so-distant future. Jodie prepares to confront the threat.

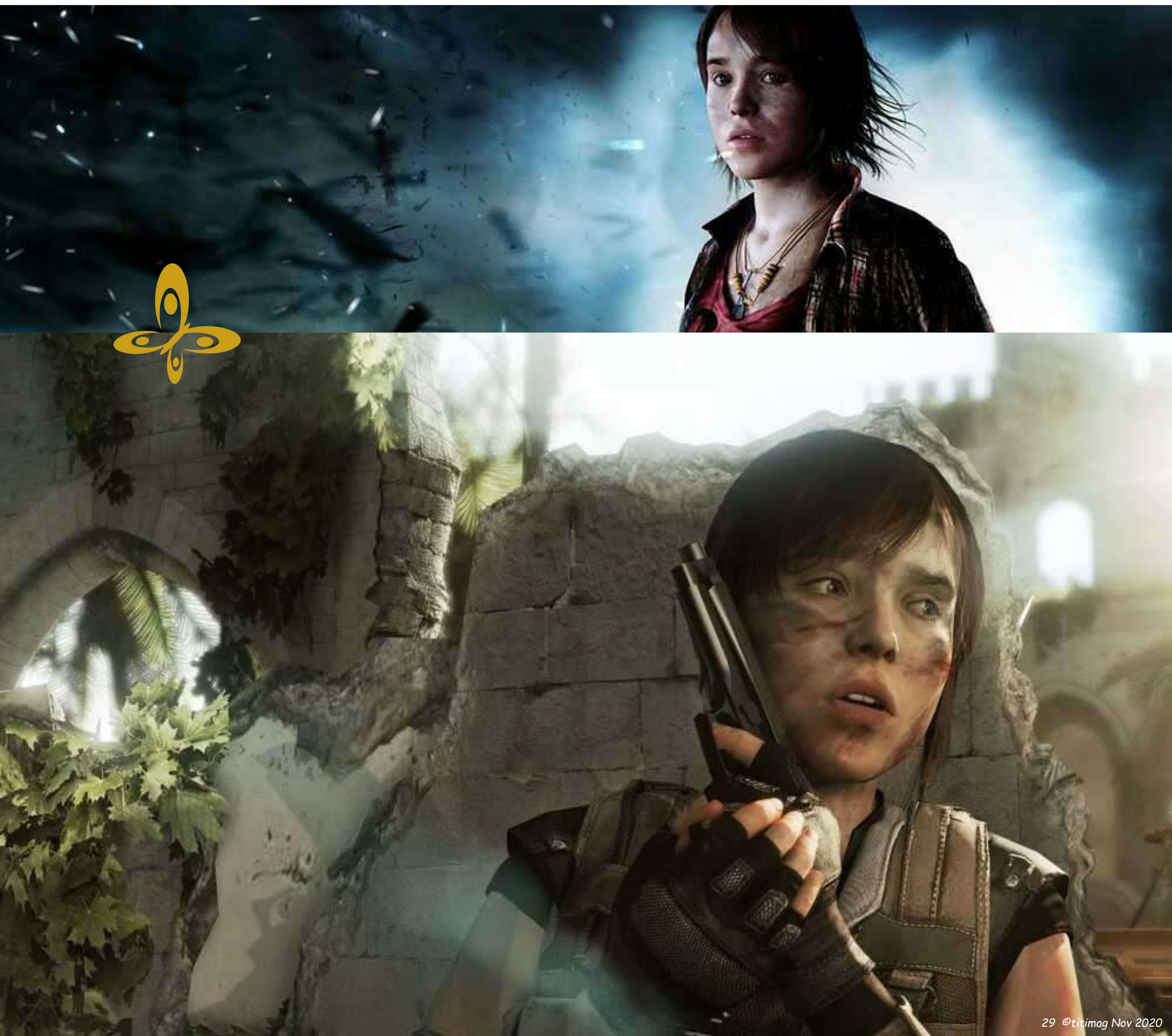


Development

David Cage, founder and CEO of Quantic Dream, announced *Beyond: Two Souls* at Sony's press conference during the Electronic Entertainment Expo 2012. He showed the crowd a debut trailer featuring the game's in-game graphics. When he was asked to compare *Beyond: Two Souls* to Quantic Dream's previous game *Heavy Rain*, Cage described *Beyond* as a "more action-driven experience" that offers "much more direct control" and "much more spectacular action" than the 2010 thriller. Cage has called his games "fully controllable" while admitting "when there is an action sequence, yes we integrate these quick time event sequences ... in a new way." Unlike Quantic Dream's previous game, *Beyond* was not to be PlayStation Move compatible. Earlier games created by Cage, which have been called "wrought psychological thrillers", demonstrate that emotional narrative is a critical element in a Quantic Dream game's development. In an interview, actress Ellen Page noted that the script for the game was around 2,000 pages long (an average screenplay is between 95 and 125 pages long; each page is approximately one minute of screen time). Page stated that she recorded 30–40 pages daily.

Quantic Dream, an advanced motion capture studio as well as video game developer, required the *Beyond: Two Souls* actors to perform motion-capture acting as well as on-set voice acting. Ellen Page, Willem Dafoe, Kadeem Hardison, Eric Winter, Caroline Wolfson, and other actors cast in the game worked during the year-long project in the Paris studio to perform the physical actions seen onscreen as performed by their fully realised video game graphic characters. Meanwhile, Quantic Dream programmers, artists, and animators, led by art director Christophe Brusseaux, designed the computer-generated imagery seen in the game. David Cage provided writing and direction and Guillaume de Fondaumière was the executive producer.

Beyond: Two Souls is dedicated to composer Normand Corbeil, who died of pancreatic cancer on 25 January 2013. Corbeil had worked on Quantic Dream's *Heavy Rain* and its predecessor *Fahrenheit* and was unable to finish his work on *Beyond*. Lorne Balfe, who wrote the score for *Assassin's Creed III*, replaced Corbeil as the game's composer after Corbeil's death. Balfe's collaborator Hans Zimmer joined him as producer in August 2013. On 27 April 2013, five months before the game's debut, Quantic Dream released a new trailer and demonstrated 35 minutes of the game at the 2013 Tribeca Film Festival, with both Page and Cage in attendance. This marks only the second time the film festival recognized a video game, the first being 2011's *L.A. Noire*. In interviews conducted immediately prior to the game's worldwide release, Cage explained that development studios like Quantic Dream have an obligation to provide "interactive storytelling" that can be played by everyone, including non-gamers.



Release

On 5 September 2013, the PlayStation Blog announced that a demo for *Beyond: Two Souls* would be released 1 October 2013 in the United States, 2 October for Europe, and 3 October for Japan, about a week prior to the full game's worldwide release. Despite the demo's official release date, a few users of the paid subscription service PlayStation Plus were allowed to receive the demo a week earlier, on 24 September 2013. GameStop also gave out a limited number of beta keys on that day. The full game was released on 8 October 2013 in North America, 9 October 2013 in Europe, Australia and New Zealand, and 11 October 2013 in the UK.

The European version of the game is censored to keep the PEGI rating at 16 instead of 18. Two changes were made amounting to 5–10 seconds of gameplay.

Immediately after the game was released, nude images of Jodie (actress Ellen Page) surfaced on the Reddit online community. Jodie appears nude in a shower scene in the game, but is not fully visible. Industry analysts deduced that a person in possession of a developer PlayStation 3 that allowed quality assurance features such as "free camera" mode had created and uploaded the images. Sony immediately took steps to remove them, asking for the community's assistance. They explained that the images were of a digital model and not of Page, who had a "no nudity" policy. The images were removed from the website.

In June 2015, Quantic Dream announced a PlayStation 4 version of *Beyond: Two Souls* for North America, Europe, and the PAL region alongside *Heavy Rain*. The PlayStation 4 version of *Beyond: Two Souls* was released on 24 November, with the remaster of *Heavy Rain* following on 1 March 2016. A package containing both games was then released physically on a Blu-ray disc.

During the 2019 Game Developers Conference in March, Epic Games announced that Quantic Dream would publish *Heavy Rain*, *Beyond: Two Souls* and *Detroit: Become Human* for computers running Microsoft Windows, with the releases occurring throughout 2019. The games will be exclusively available through the Epic Games Store for the duration of a year following their release before they appear on other storefronts. On 16 May 2019, the date of release for *Beyond: Two Souls*, which was to be self-published by Quantic Dream, was revealed as 22 July 2019, with a demo made available on 27 June 2019.





Hollow Knight

Hollow Knight is a 2017 action-adventure game developed and published by Team Cherry, and was released for Microsoft Windows, macOS, and Linux in 2017, and for the Nintendo Switch, PlayStation 4, and Xbox One in 2018. Development was partially funded through a Kickstarter crowdfunding campaign, raising over A\$57,000 by the end of 2014.

The game follows a nameless knight, as they traverse an ancient plague-infested kingdom inhabited by various insects, known as Hallownest. The Knight must travel through Hallownest, fighting bosses and unlocking new abilities to progress, as they uncover the mysteries of the kingdom. Hollow Knight was well received by critics and has sold over 2.8 million copies as of February 2019. A sequel is in development, called Hollow Knight: Silksong.

Gameplay

Hollow Knight is a 2D Metroidvania action-adventure game, and takes place in Hallownest, a fictional ancient kingdom. The player controls an insect-like, silent, and nameless knight while exploring the underground world. The knight wields a nail, which is a cone-shaped sword, used both in combat and environmental interaction.

In most areas of the game players encounter hostile bugs and other creatures. Melee combat involves using the nail to strike enemies from a short distance. The player can learn spells, allowing for long-range attacks. Defeated enemies drop currency called Geo. The knight starts with a limited number of masks, which represent hit points of the character. "Mask shards" can be collected throughout the game to increase the player's maximum health. When the knight takes damage from an enemy or from the environment, a mask is reduced. By striking enemies, the knight gains Soul, which is stored in the Soul Vessel. If all masks are lost, the knight dies and a Shade appears at that place. The player loses all Geo and can hold a reduced amount of Soul. Players need to defeat the Shade to recover the lost currency and to carry the normal amount of Soul. The game continues from the last visited bench they sat on which are scattered throughout the game world and act as save points. Initially the player can only use Soul to "Focus" and regenerate masks, but as the game progresses players unlock several offensive spells, which consume Soul.

Many areas feature more challenging enemies and bosses which the player may need to defeat in order to progress further. Defeating some bosses grants the player new abilities. Later in the game, players acquire a "dream nail", a legendary blade that can "cut through the veil between dreams and waking". It enables the player to face more challenging versions of some bosses, and to break what is sealing the path to the final boss.

During the game, the player encounters non-player characters (NPCs) with whom they can interact. These characters provide information about the game's plot or lore, offer aid, and sell items or services. The player can upgrade the knight's nail to deal more damage or find Soul Vessels to carry more Soul. During the course of the game, players acquire items that provide new movement abilities including an additional mid-air jump (Monarch Wings), adhering to walls and jumping off them (Mantis Claw), and a quick dash (Mothwing Cloak). The player can learn other combat abilities, known as nail arts, and the aforementioned spells. To further customize the knight, players can equip various Charms, which can be found or purchased from NPCs. Some of their effects include improved combat abilities or skills, more masks or their regeneration, better movement skills, easier collecting of currency or of Soul, and transformation. Equipping a Charm takes up a certain number of limited slots, called notches. Wearing a Charm that requires more than the available number of notches is possible, but it results in being "overcharmed", causing the knight to receive double damage from all sources.

HOLLOW KNIGHT





HOLLOW KNIGHT



Developer: Team Cherry

Publisher: Team Cherry

Designers: Ari Gibson, William Pellen

Programmer: David Kazi

Artist: Ari Gibson

Composer: Christopher Larkin

Engine: Unity

Platforms: Microsoft Windows, macOS, Linux, Nintendo Switch, PlayStation 4, Xbox One

Release: Microsoft Windows—24 February 2017

macOS, Linux—11 April 2017

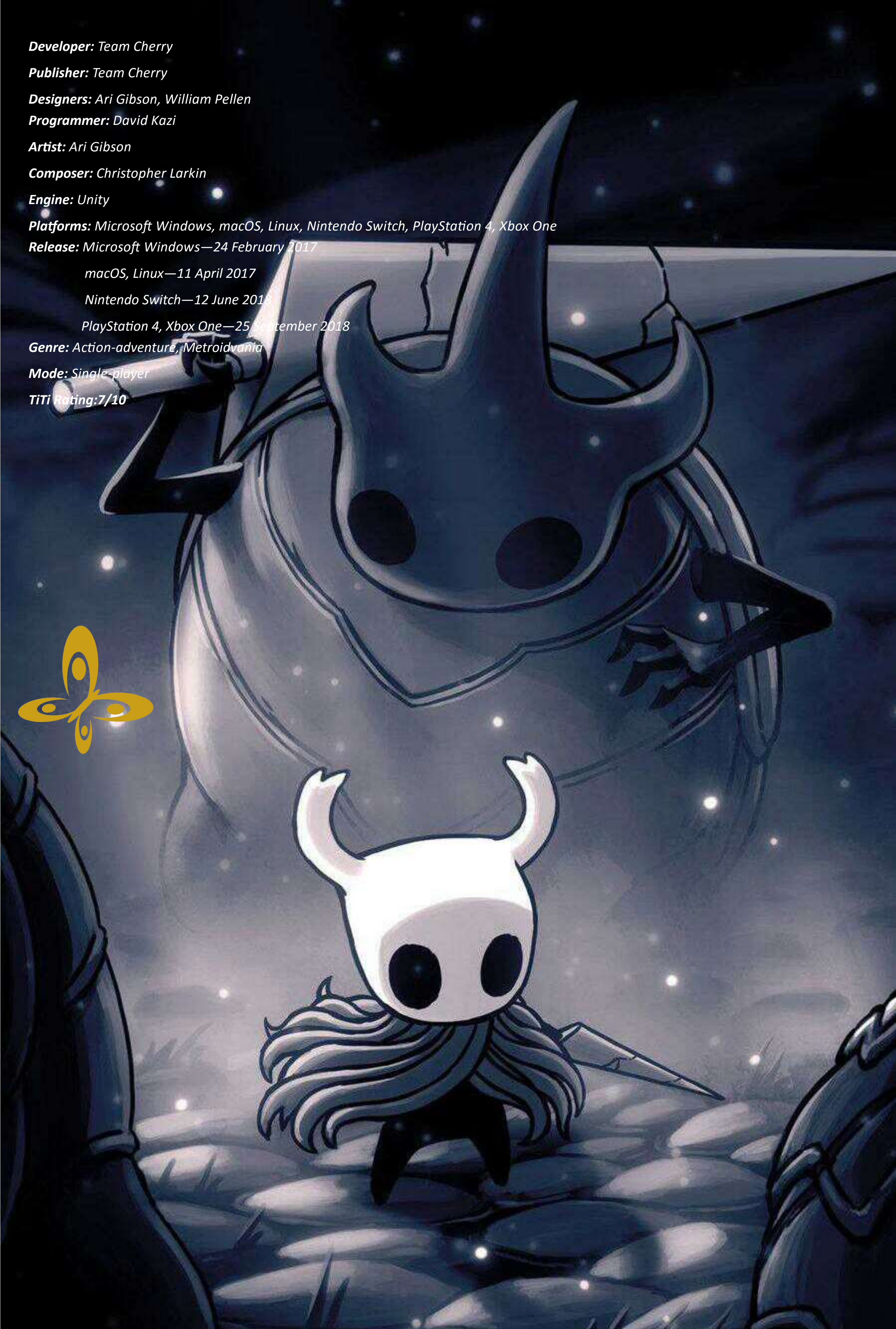
Nintendo Switch—12 June 2018

PlayStation 4, Xbox One—25 September 2018

Genre: Action-adventure, Metroidvania

Mode: Single-player

TiTi Rating: 7/10



Hallownest consists of several large, inter-connected areas with unique themes. With its nonlinear gameplay design, Hollow Knight does not bind the player to one path through the game nor require them to explore the whole world, though there are obstacles that limit the player's access to an area. The player may need to progress in the story of the game, or acquire a specific movement ability, skill, or item to progress further. To fast travel through the game's world, the player can utilise Stag Stations, terminals of a network of tunnels; players can only travel to previously visited and unlocked stations. Other fast travel methods, such as trams, lifts, and "Dreamgate", are encountered later in the game. As the player enters a new area, they do not have access to the map of their surroundings. They must find Cornifer, the cartographer, in order to buy a rough map. As the player explores an area, the map becomes more accurate and complete, although it is updated only when sitting on a bench. The player will need to buy specific items to complete maps, to see points of interest, and to place markers. The knight's position on the map can only be seen if the player is carrying a specific Charm.

Plot

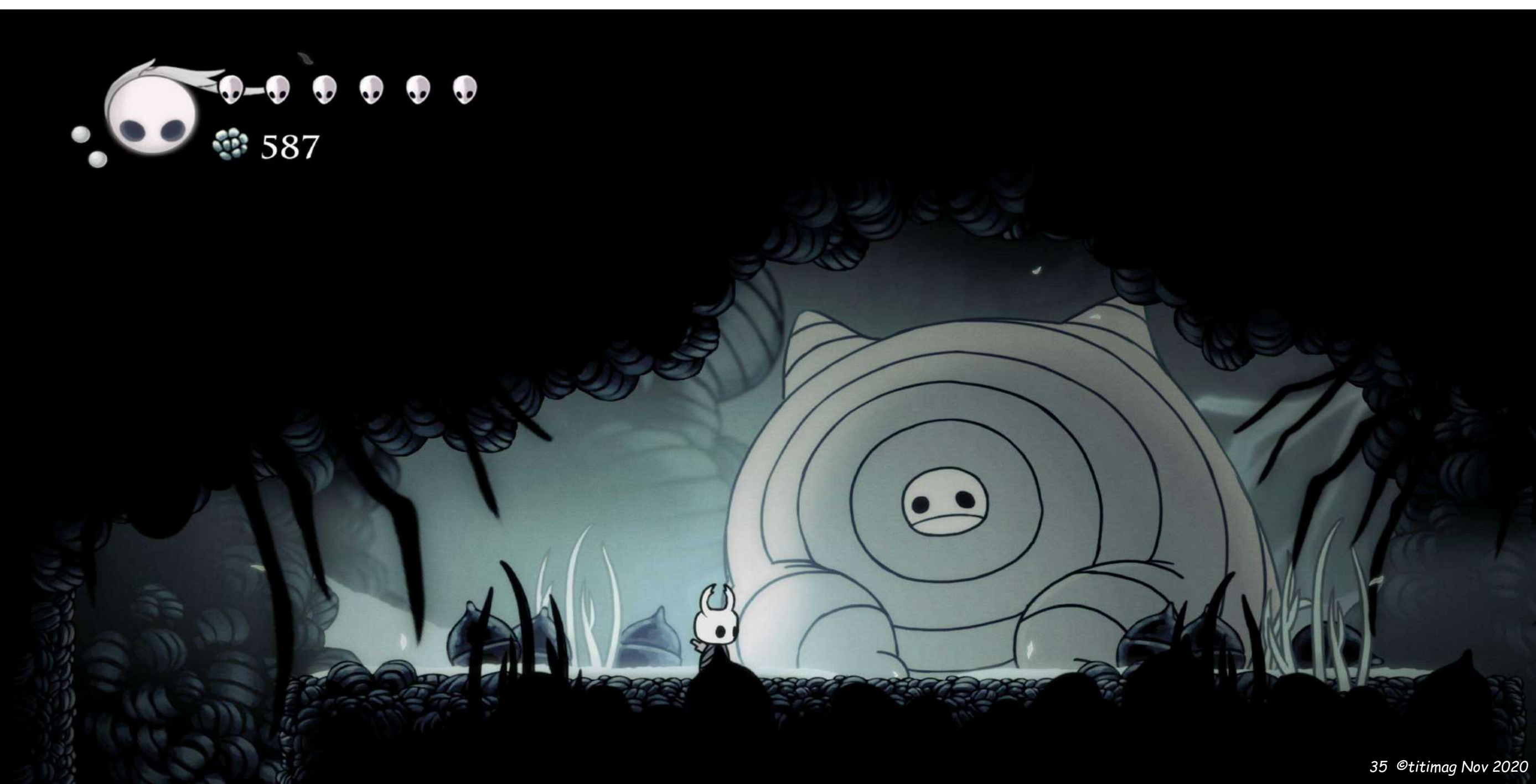
At the outset of the game, the Knight (the player character) arrives at the ruins of Hallownest, and makes camp at the small town of Dirtmouth just above its entrance. As the Knight ventures through the ruins, they discover that Hallownest was once a flourishing kingdom which fell to ruin after becoming overrun with "The Infection", which drove its citizens to madness and undeath. The last ruler of Hallownest, the Pale King, attempted to seal away the Infection; however, it becomes increasingly clear that the seal is failing. The Knight is granted the power to enter the dreams of certain powerful entities; this allows the Knight to find and kill the three Dreamers who act as living locks to the seal. This quest brings the Knight into conflict with "Hornet", a female warrior who acts as the "protector" of Hallownest and who tests the Knight's resolve in several battles.

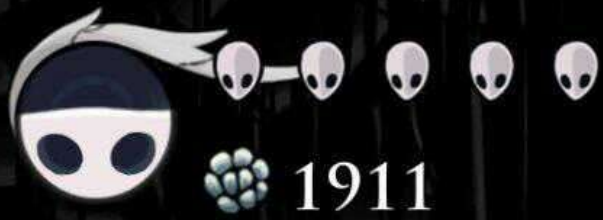
Through dialogue with certain characters as well as cutscenes, the Knight receives insight into the origin of the Infection and itself. In ancient times, the bugs of Hallownest worshiped a higher being called the Radiance: a primordial, god-like moth whose mere presence could sway the denizens of Hallownest to mindless obedience. One day, another higher being called The Wyrms arrived at Hallownest, and transformed into the Pale King so that it could establish a grand kingdom. The Pale King "expanded" the minds of the bugs of Hallownest, granting them intelligence and self-awareness, and eliminated The Radiance by destroying all memory of it; devoid of worship, the Radiance faded away. This lasted until an ancient statue of The Radiance was accidentally unearthed during an excavation, reviving her memory: enraged, The Radiance began invading the dreams of Hallownest's citizens and driving them to madness, an affliction known as The Infection.

In an attempt to contain the spreading Infection, the Pale King used the power of Void (a type of living darkness) to create the Vessels: living yet empty beings that would hypothetically lack a will which could be corrupted by The Infection. After many attempts, he created a suitable Vessel (the Hollow Knight) and used it to contain the Infection, then sealed the Hollow Knight within the Black Egg Temple with the aid of the three Dreamers. Yet because the Pale King had bonded with The Hollow Knight as a parent and child (respectively), the Hollow Knight developed a "wish" that was used by The Radiance as a foothold for corruption, compromising the seal.

As the story progresses, the Knight discovers that they are a failed Vessel: one of hundreds who failed to be chosen as the Hollow Knight, yet had the strength to escape The Abyss from which all Void originates. Depending on the player's actions, Hollow Knight has multiple endings. In the first ending, "Hollow Knight", the Knight defeats the Hollow Knight and takes its place, though the Infection still survives. The second ending, "Sealed Siblings", occurs if the player collects the Void Heart charm before fighting the Hollow Knight: this is roughly similar to the first ending, except Hornet arrives to help during the final battle and is sealed with the Knight, becoming the Dreamer that locks the door.

The third ending, "Dream No More", occurs if the player collects the Void Heart and uses the Awakened Dream Nail ability to enter the Hollow Knight's dreams when Hornet arrives to help. This allows the Knight to challenge the Radiance directly. The battle ends when the Knight commands the complete power of the Void and the remaining Vessels to consume the Radiance utterly and thus end the threat of the Infection, though the Knight mysteriously disappears from the chamber thereafter.





The Grimm Troupe expansion

In the second expansion to Hollow Knight, the Knight lights a "Nightmare Lantern" found hidden in the Howling Cliffs, after which a mysterious group of circus performers known as the Grimm Troupe arrives in Dirtmouth. Their leader, Troupe Master Grimm, gives the Knight a quest to collect magic flames throughout Hallownest in order to take part in a "twisted ritual". He gives the player the Grimmchild charm, which absorbs the flames into itself, progressing the ritual. Eventually, the Knight must choose to either complete the ritual by fighting Nightmare King Grimm, or banish the Troupe from Hallownest with the help of Brumm, a traitor of the Grimm Troupe. The former fully upgrades the Grimmchild, while the latter replaces the charm with Carefree Melody, which, rarely, prevents the Knight from taking damage.

Godmaster expansion

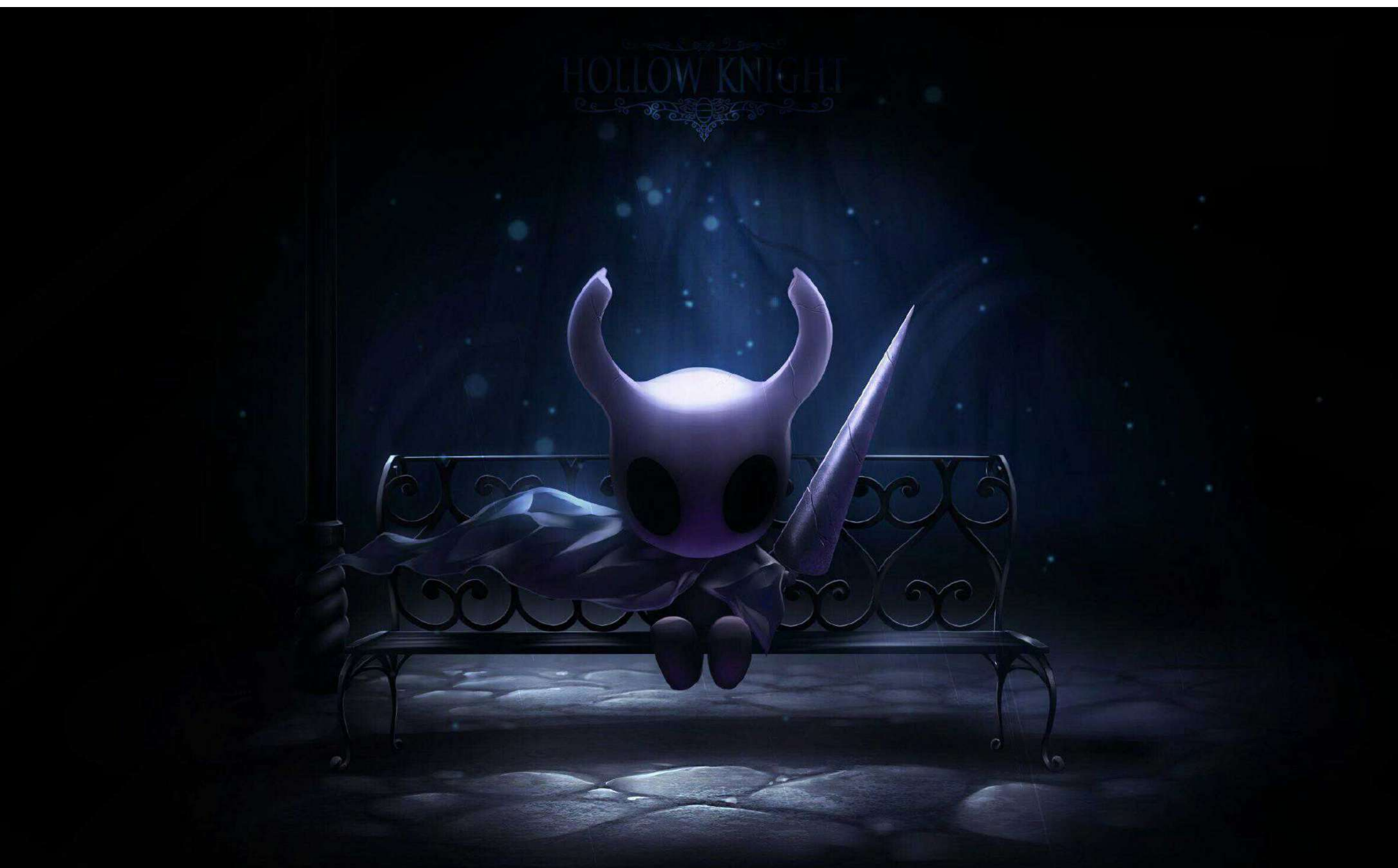
Two additional endings were added with the Godmaster content update, in which the Knight can battle harder versions of all of the bosses in the game in a series of challenges set by a being called the Godseeker. If the Knight completes these challenges and battles Absolute Radiance as the final boss, upon defeating her, it transforms into a massive Void creature and completely destroys Absolute Radiance. Godhome is consumed by darkness as the Godseeker begins oozing Void, which eventually erupts and destroys her as well before appearing to spread out into Hallownest. Hornet is seen standing by the Temple as the tendrils of Infection turn black. A chained creature, implied to be the freed Hollow Knight, moves to confront Hornet. The fifth ending is unlocked if the Knight has given the Godseeker a Delicate Flower item before defeating the Absolute Radiance. The ending is identical to the fourth, but the void starts glowing and the Godseeker and the Void vanish, leaving only the flower behind.

Development

The idea that prompted the creation of Hollow Knight originated in a game jam, Ludum Dare 2013, in which two of the game's developers, Ari Gibson and William Pellen, developed a game called Hungry Knight, in which the character that would later become the Knight kills bugs to stave off starvation. The game, considered "not very good", only holds a 1/5 star rating on Newgrounds. The developers decided to work on another game jam with the theme "Beneath the Surface", but missed the deadline. However, the concept gave them the idea to create a game with an underground setting, a "deep, old kingdom", and insect characters.

Believing that control of the character was most important for the player's enjoyment of the game, the developers based the Knight's movement on Mega Man X. They gave the character no acceleration or deceleration when moving horizontally, as well as a large amount of aerial control and the ability to interrupt one's jump with a dash. This was meant to make the player feel that any hit they took could have been avoided right up until the last second.

To create the game's art, Gibson's hand-drawn sketches were scanned directly into the game engine, creating a "vivid sense of place". The developers decided to "keep it simple" in order to prevent the development time from becoming extremely protracted. The complexity of the world was based on Metroid, which allows players to become disorientated and lost, focusing on the enjoyment of finding one's way. Only basic signs are placed throughout the world to direct players to important locations. The largest design challenge for the game was creating the mapping system and finding a balance between not divulging the world's secrets while not being too player-unfriendly.



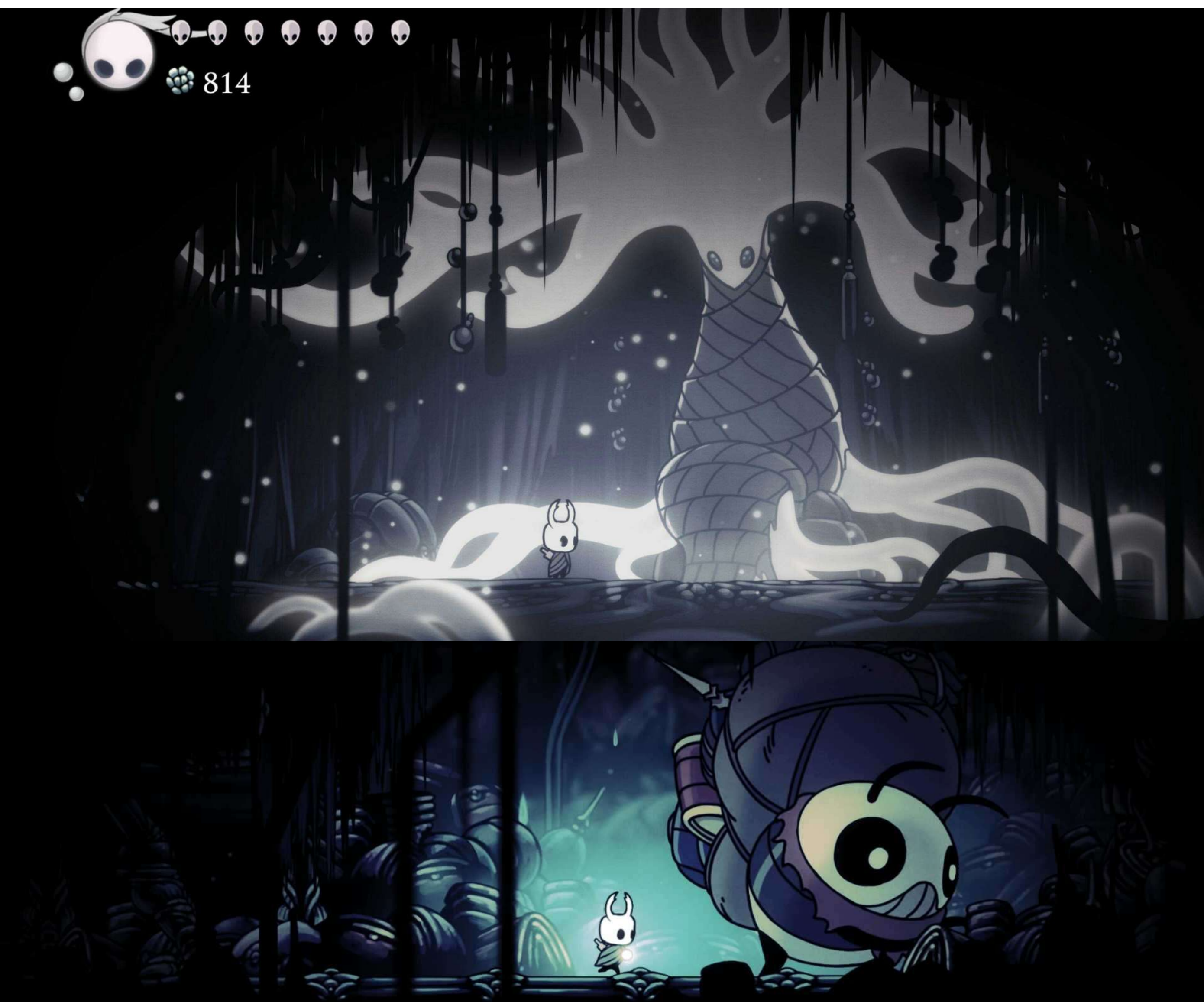
Hollow Knight was revealed on Kickstarter in November 2014, seeking a "modest" sum of A \$35,000. The game passed this goal, raising more than A\$57,000 from 2,158 backers, allowing its scope to be expanded and another developer to be hired - technical director David Kazi - as well as composer Christopher Larkin. The game reached a beta state in September 2015 and continued to achieve numerous stretch goals to add in more content after an engine switch from Stencyl to Unity. Some of the stretch goal content, such as The Abyss, still made it into the game despite those goals not having been attained, albeit in heavily truncated form.

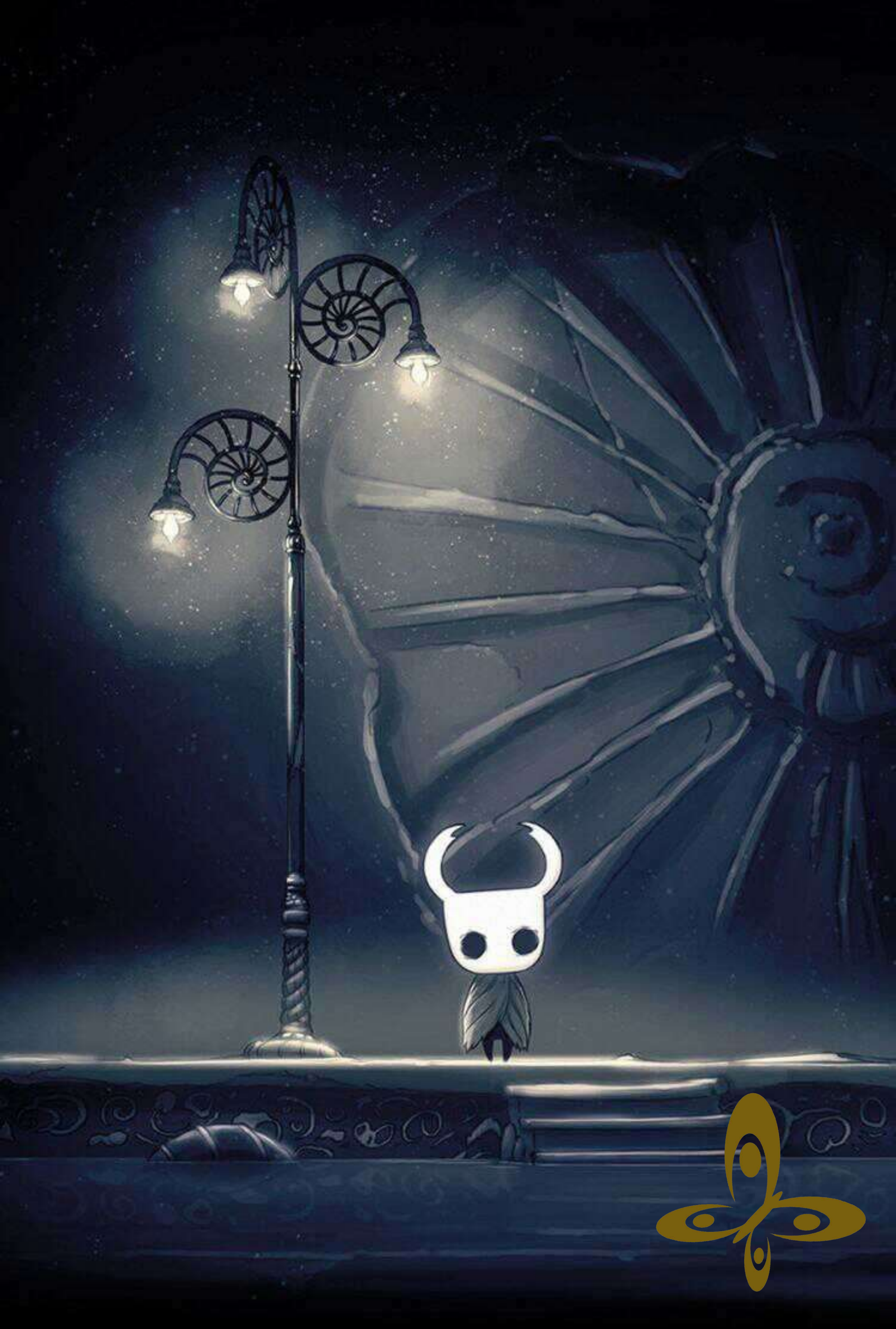
Team Cherry were interviewed by Kirk Hamilton on the 30 August 2018 edition of Kotaku's Splitscreen podcast. The interview covered many aspects of the game's development, ranging from its game jam genesis to its influences. Among those influences were Faxanadu, Metroid, Zelda II, and Mega Man X. It was noted that Hallownest was in some ways the inverse of the world tree setting in Faxanadu. William Pellen stated that they wanted to replicate the sense of wonder and discovery of games from their childhood, such as Zelda II and Faxanadu, in which "there could be any crazy secret or weird creature."

Release

The Nintendo Switch version of Hollow Knight was announced in January 2017 and released on 12 June 2018. Team Cherry originally planned to make their game available on the Wii U. Development of the Wii U version began in 2016, alongside the PC version, and it eventually shifted to Switch. The creators of Hollow Knight worked with another Australian developer, Shark Jump Studios, to speed up the porting process. Initially, Team Cherry planned the Switch version to arrive "not too long after the platform's launch", subsequently they delayed it to early 2018. A release date was not announced until the Nintendo Direct presentation at E3 2018 on 12 June 2018, when it was unveiled the game would be available later that day via Nintendo eShop.

On 3 August 2017, the "Hidden Dreams" DLC was released, featuring two new optional boss encounters, two new songs in the soundtrack, a new fast travel system, and a new Stag Station to discover. On 26 October 2017, "The Grimm Troupe" was released, adding new major quests, new boss fights, new charms, new enemies, and other content. The update also added support for Russian, Portuguese, and Japanese languages. On 20 April 2018, "Lifeblood" was released, bringing various optimizations, changes to the color palette, bug fixes, minor additions as well as a new boss fight. On 23 August 2018, the final DLC, "Godmaster" was released, containing new characters, boss fights, music, a new game mode as well as two new endings. It was renamed from its former title of "Gods and Glory" due to trademark concerns.







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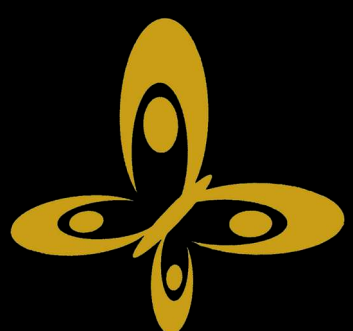


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Water Drinking Reminder

SPECIFICATIONS

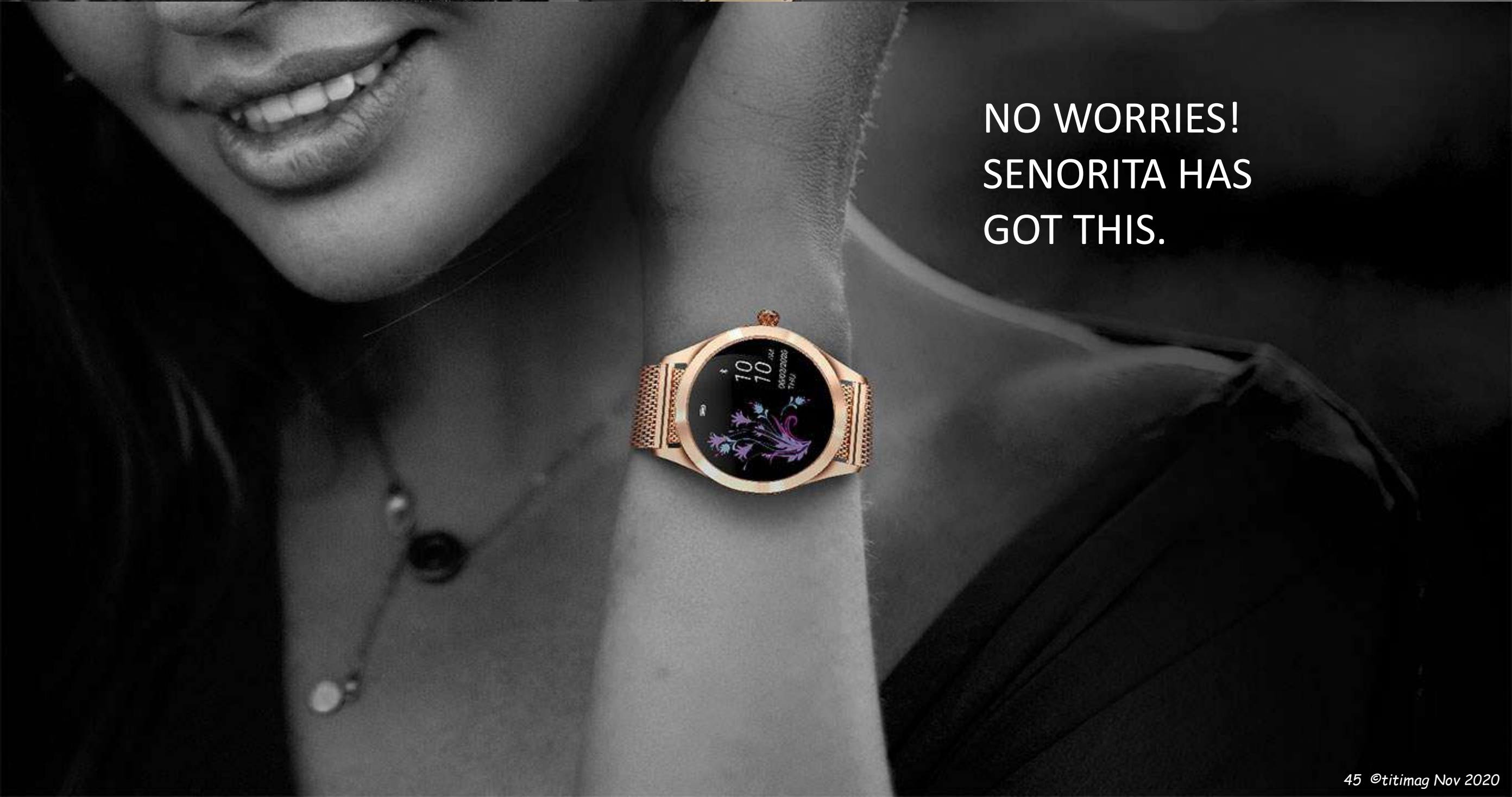
Gionee Smartwatch 3

Model No.	GSW3
Screen Size/Type	2.6cm (1.04) TFT LCD
Standby Time	10-12 Days*
Use Time	3 Days*
Battery Capacity	130mAh
System Requirements	iOS 9.0 or Above/Android 5.1 or Above
Sports Mode	Outdoor/Indoor Walking, Outdoor/Indoor Running, Cycling, Climbing, Swimming.





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Full View Dewdrop Display



GET THE EDGE YOU NEED

2.5D Curved Glass

GO ALL DAY EVERY DAY

5000mAh Battery
Up to 28 Days Standby Time (2G Network)



SHARE THE POWER

Supports Reverse Charging



GET THE MAX
OUT OF EVERYTHING


28* DAYS
Standby

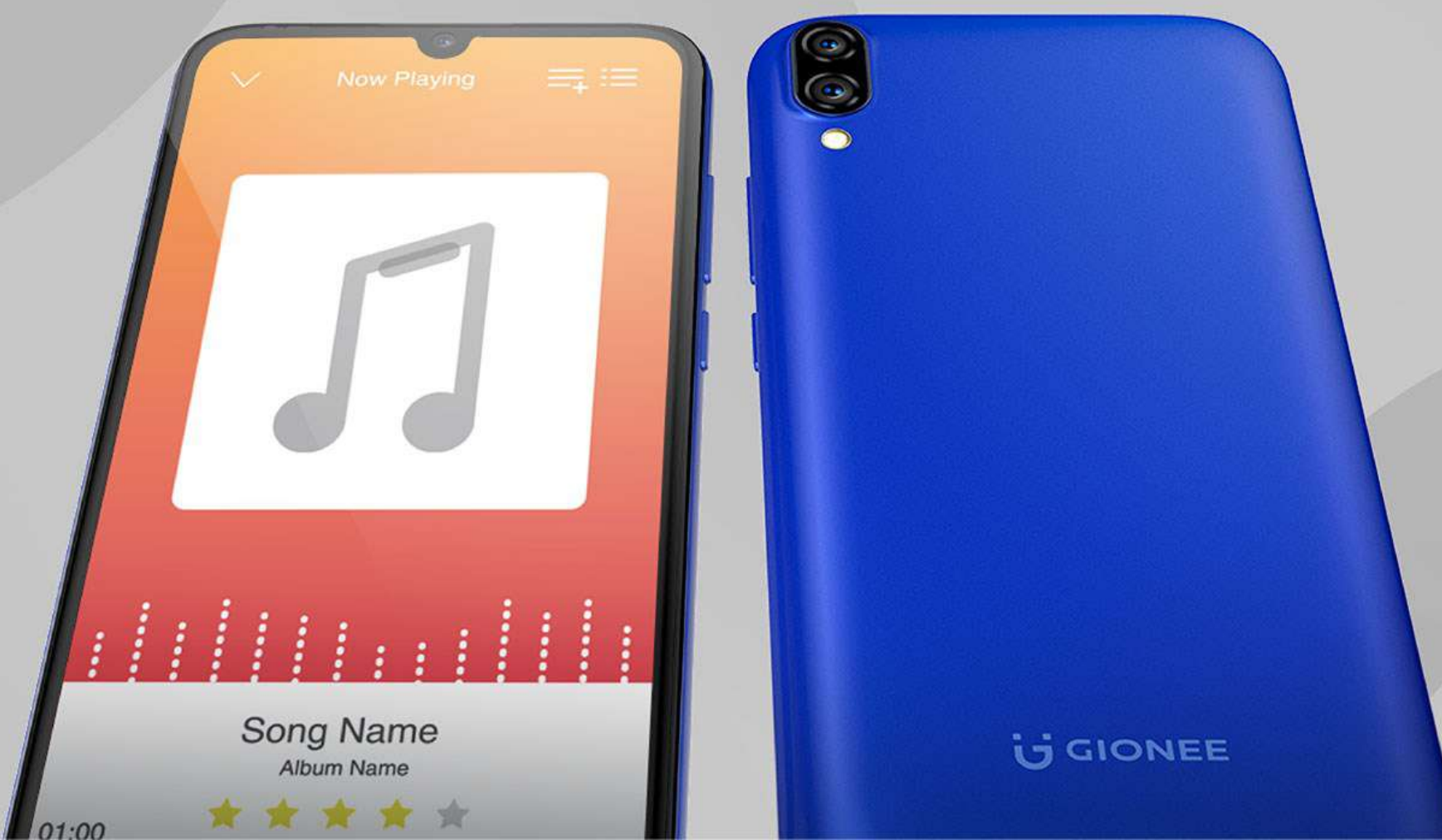

24* HOURS
Music


9*+ HOURS
Movie


42* HOURS
Calling


12 HOURS**
Gaming

*Test results are subject to the test environment and conditions.
**If the levels of audio and brightness are reduced. At maximum values, it lasts for 7 hours.



AND CAPTURE EVERY
MOMENT IN MAX DETAIL

13MP + Bokeh Lens
Dual Rear Camera
5 MP Front Camera



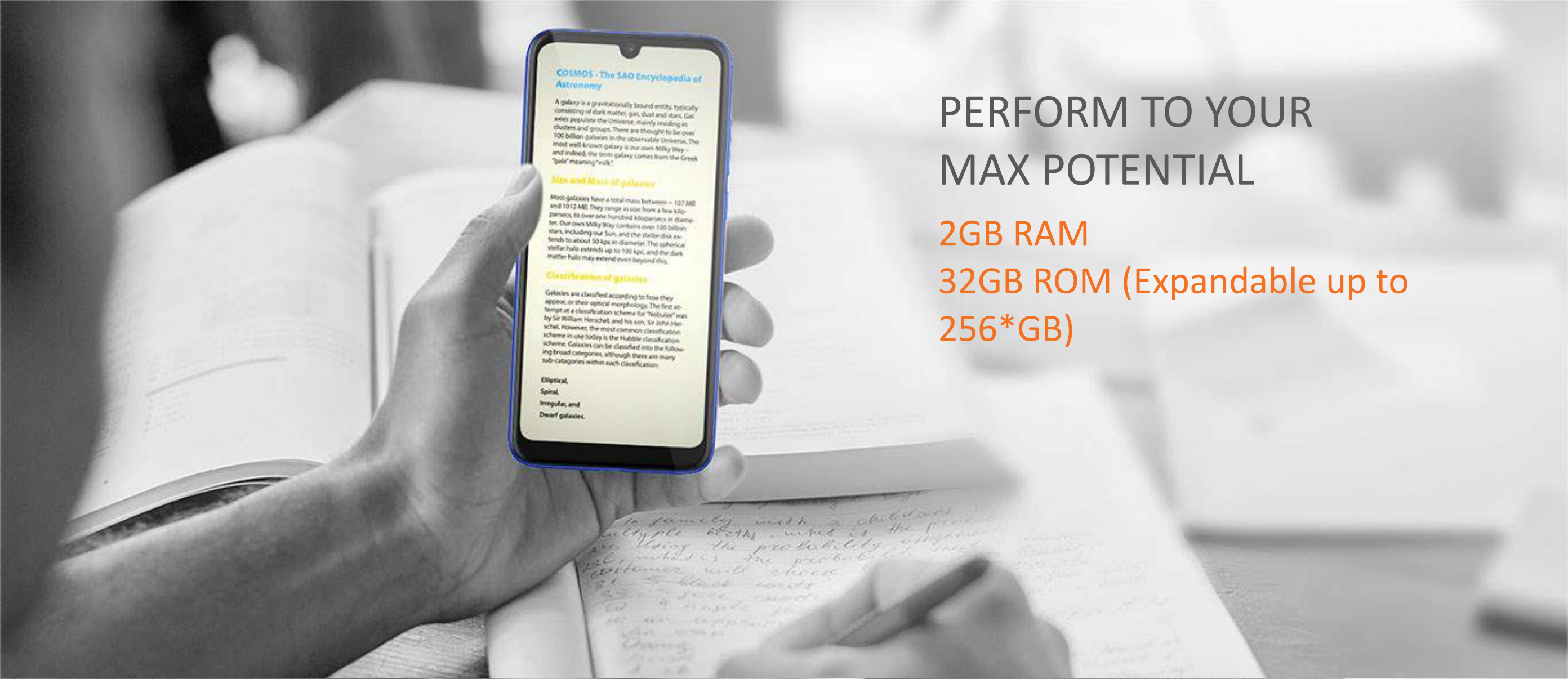
GO FOR
MAX IMPACT IN
EVERY FRAME

Slow-motion
Audio Note
Time Lapse

Face Beauty
HDR Mode
Bokeh Mode



GET SECURITY
THAT CAN BE TAKEN
AT FACE VALUE
Face Unlock



PERFORM TO YOUR
MAX POTENTIAL

2GB RAM
32GB ROM (Expandable up to
256*GB)



MAX OUT YOUR PRODUCTIVITY

2+1 Slots for Dual Nano SIM Cards
Micro SD Card



DON'T LET PRESSURE
BRING YOU DOWN

Octa-Core Processor (up to 1.6 GHz)



TESTED TO THE MAX

- Free Drop Test
- Keypad Life Test
- Temperature Charging Test
- Micro Drop Test
- Side Key Life Test
- Humidity Storage Test
- Ball Drop Test
- Connector Life Test
- Sweat Test
- Roller Test
- Vibration Test
- Thermal Shock Test
- Dust Test
- Speaker Burn Out Test
- With more than 3000 additional tests done, the list goes on

AND DO IT ALL IN MAX STYLE

Available in vibrant colours:
Black, Blue, Red



SPECIFICATIONS

SCREEN		CAMERA	
Screen size	15.46 cm [6.1]	Rear Camera	13MP + Bokeh Lens Dual Rear Camera
Screen Resolution	HD+	Front Camera	5MP
Display	Dewdrop	Flash	Yes
PROCESSOR		CONNECTIVITY	
RAM	2GB	VoLTE and ViLTE	Yes
ROM	32GB	Wi-Fi Details	802.11b/g/n
Expandable Storage	Up to 256GB*		
Core	Octa-Core	BODY	
Clock Speed	4 X 1.6GHz + 4 X 1.2GHz	Battery	5000mAh Battery
Android Version	Android™ 10	Number of SIMs	Dual + Micro SD
		Bluetooth	v4.2
		Other Features	Gravity & Proximity Sensor, Bokeh Effect, Face Unlock



 steelseries





F8 neo

\$73.76



**WIN OVER EVERY
OPPORTUNITY LIKE A PRO**

**2GB RAM
32GB ROM (Expandable up to 256GB)**



**WITH ITS
CUTTING-EDGE
TECHNOLOGY**

GEM EDGE Design





SEE THE WORLD
THROUGH A MAGIC LENS

AI Camera



IMMERSE YOURSELF INTO WHAT
YOU LOVE DOING THE MOST

13.84cm (5.45) HD+ Full View Display

LIVE, EXPLORE,CAPTURE
EVERY MOMENT IN ALL ITS GLORY

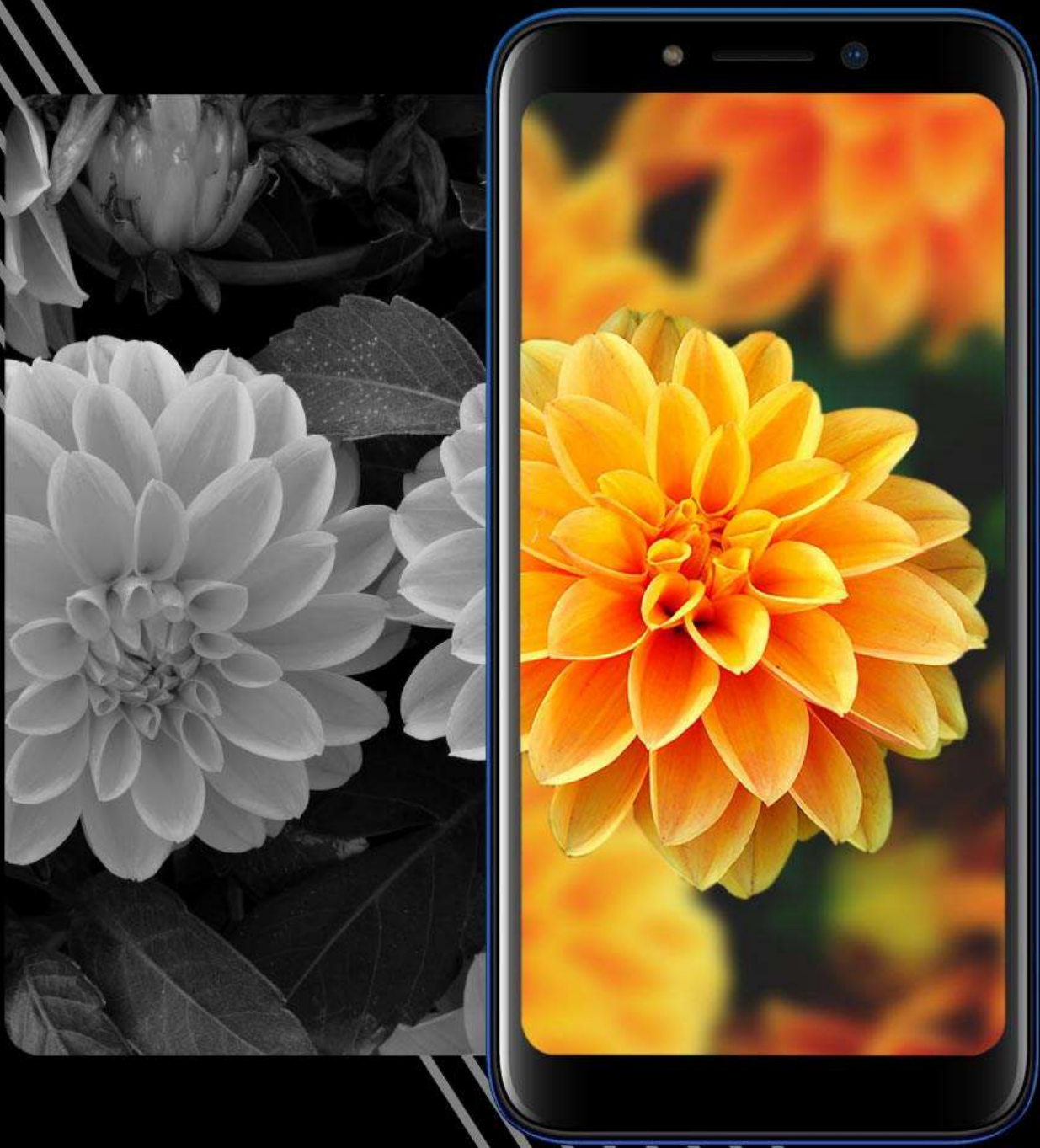


8MP AI Rear Camera | 5MP Selfie Camera

ENJOY EVERY SHADE
OF YOUR LIFE

Slow Motion
Panorama
Night Mode

Time Lapse
Burst Mode
Face Beauty



QUANTUM LEAP INTO
SUPERPOWERFUL ENERGY

3000mAh Battery

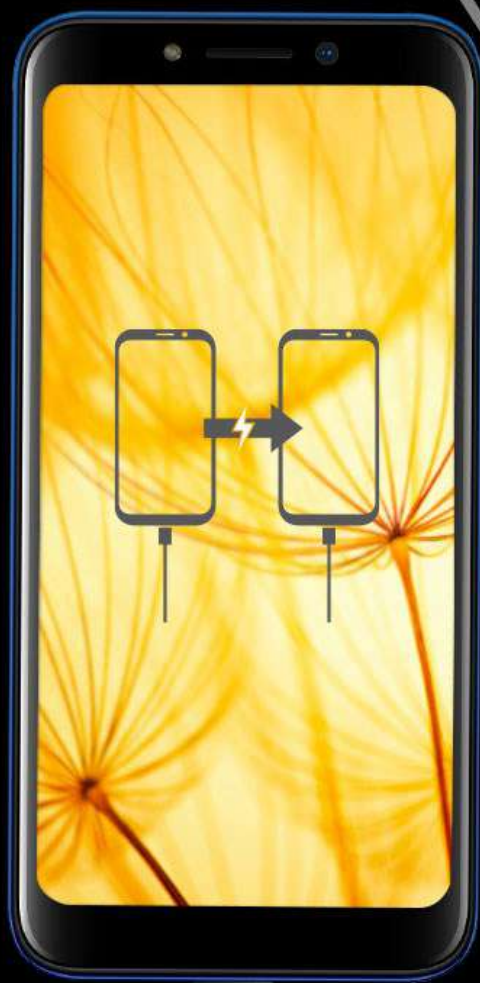
3000mAh

STRENGTHEN
YOUR CORE

Octa-core Processor
Up to 1.6GHz

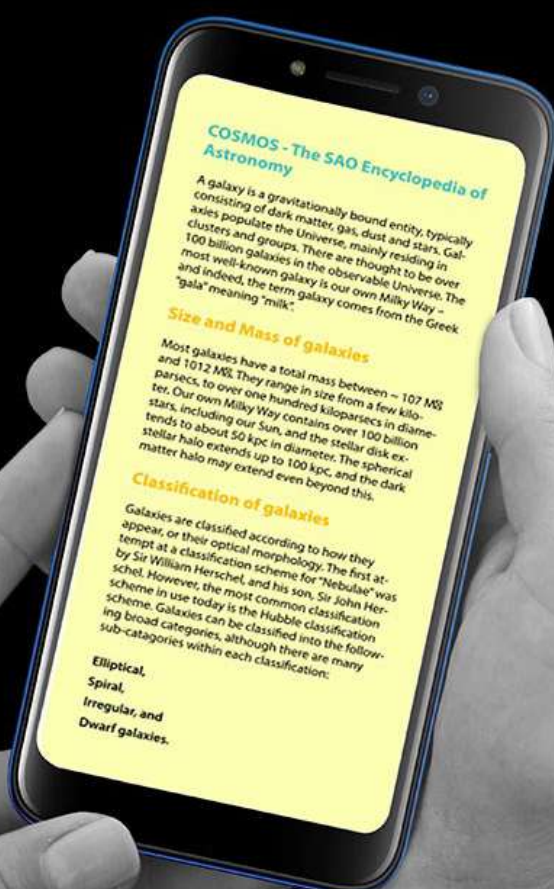
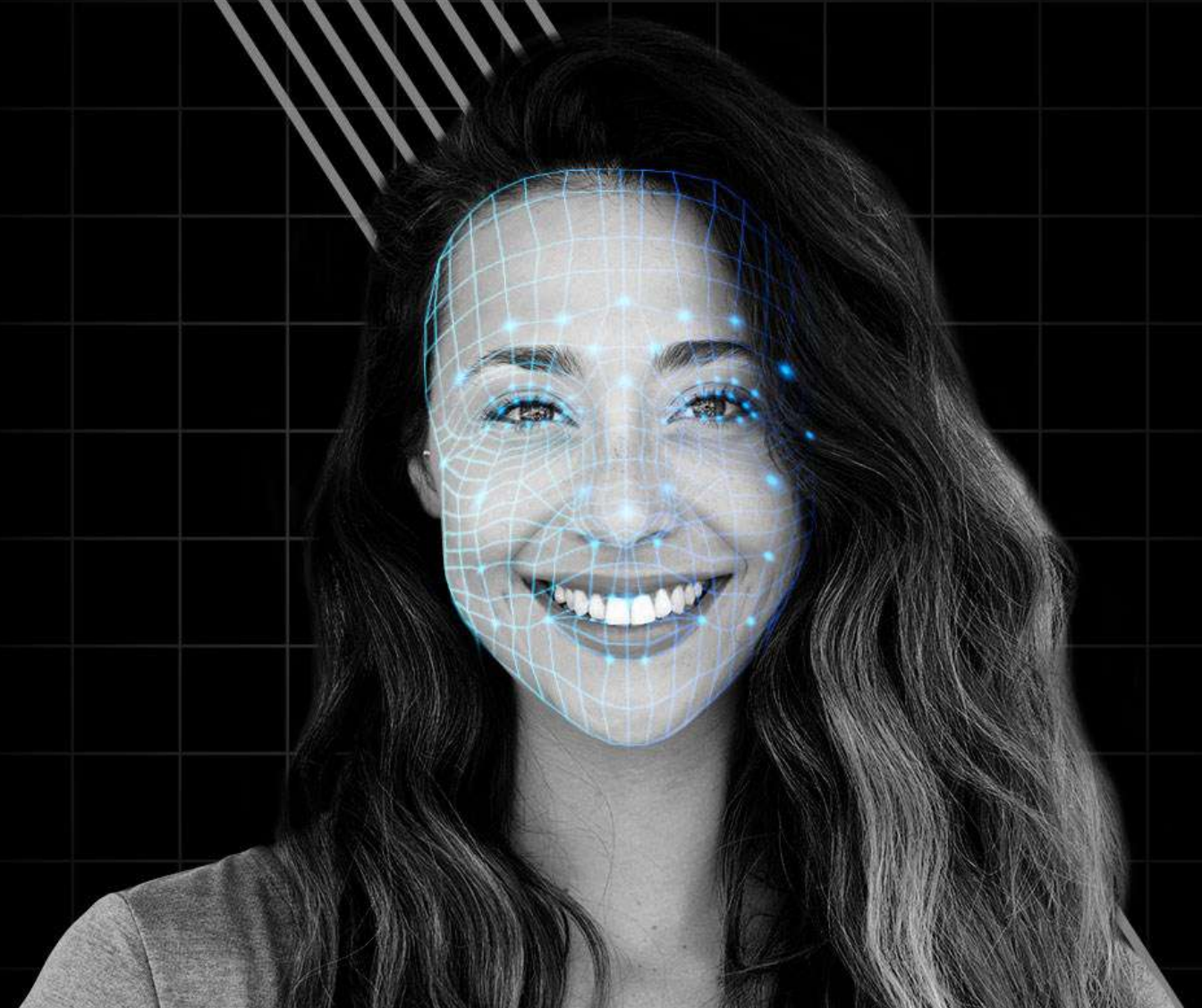
OCTA
CORE





SHARE POWER
ON-THE-GO
Supports Reverse Charging and OTG

FACE THE WORLD
WITH A SMILE
Face Unlock



STAY ACTIVE
ALL DAY EVERY DAY
Less Eye Fatigue | Smart Gestures

COLOUR YOUR LIFE
THE WAY YOU WANT TO
Lively Blue | Bold Black | Dynamic Red



SPECIFICATIONS

SCREEN

Screen size	13.84cm (5.45)
Screen Resolution	HD+ Full View Display

CAMERA

Rear Camera	8MP AI Rear Camera
Front Camera	5MP Selfie Camera
Flash	Yes

PROCESSOR

RAM	2GB
ROM	32GB
Expandable Storage	Up to 256GB*
Core	Octa-core, Up to 1.6GHz
Android Version	Android™ 10

BODY

Battery	3000mAh
Number of SIMs	Dual SIM (Dual Nano + Micro SD)
BT	v4.2
Other Features	Face Unlock, Eye Comfort Smart Gestures and QR Code Scanner

CONNECTIVITY

Network	GSM/WCDMA/TDD/FDD (VoLTE)
Wi-Fi Details	802.11b/g/n

*T&C Apply



no,
I don't
want to
listen to
you



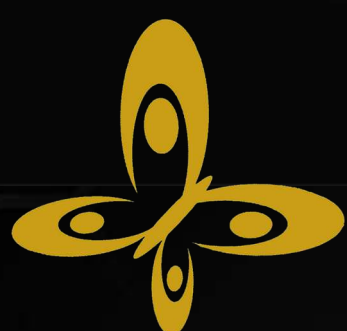
beats bullshit
noise cancelling headphones



GSW4

SMART 'LIFE' WATCH

\$61.69



TRANSFLECTIVE DISPLAY

The First in its Class to Offer
'Always-on' Display



FOLLOWS YOUR HEART

24X7 Real-Time Heart Rate Monitoring



EACH MOMENT COUNTS

Monitors Workouts, Sleep Quality, Step Count and Calorie Count

TRIED AND TESTED!

Alloy Metal Body for Extra Strength, Ruggedness
and Better Overall Performance



SWIM OR SWEAT.
NO PROBLEM!

Get the Benefits of Complete Waterproofing
up to 1.5M, IP68 Waterproof



A NEW PLACE FOR NOTIFICATIONS

Get Notified about New Calls, SMS, Facebook, Whatsapp and E-mails



NAVIGATING THE FITNESS WORLD? EASY.

Superior Walking, Running, Cycling and Swimming Workouts with In-built Compass and Gravity Sensor.



SPECIFICATIONS

Gionee Smartwatch 4	
Model No.	GSW4
Screen Size/Type	3.04cm (1.2), Transflective Always-on Display
Standby Time	20 Days*
Use Time	12 Days*
Battery Capacity	350mAh
System Requirements	iOS 9.0 or Above/Android 5.1 or Above
Sports Mode	Walking, Outdoor Running, Indoor Running, Cycling, Climbing, Swimming and more.



VICTRIX™

GSW5

SMART 'LIFE' WATCH

\$33.52



WEAR YOUR HEARTBEAT
ON YOUR SLEEVE

24-hours Heart Rate Monitor

HAVE TIME?
LET'S TAKE A SELFIE!

Now click selfies with a single tap on your Gionee
Smartwatch!





DOES ALL THAT YOU DO

IP68 Waterproof

Performs in All Weather and Terrain

SPECIFICATIONS

Gionee Smartwatch 5	
Model No.	GSW5
Screen Size/Type	3.3cm (1.3) TFT
Standby Time	15 Days*
Use Time	5 Days*
Battery Capacity	160mAh
System Requirements	iOS 9.0 or Above/Android 5.1 or Above
Sports Mode	Outdoor/Indoor Walking, Outdoor/Indoor Running, Cycling, Climbing, Swimming
Colours Available	<div><div></div> Perfect Black</div> <div><div></div> Matte Grey</div> <div><div></div> Vivid Blue</div> <div><div></div> Rose Pink</div>



TRACK YOUR LIFE

ALL DAY

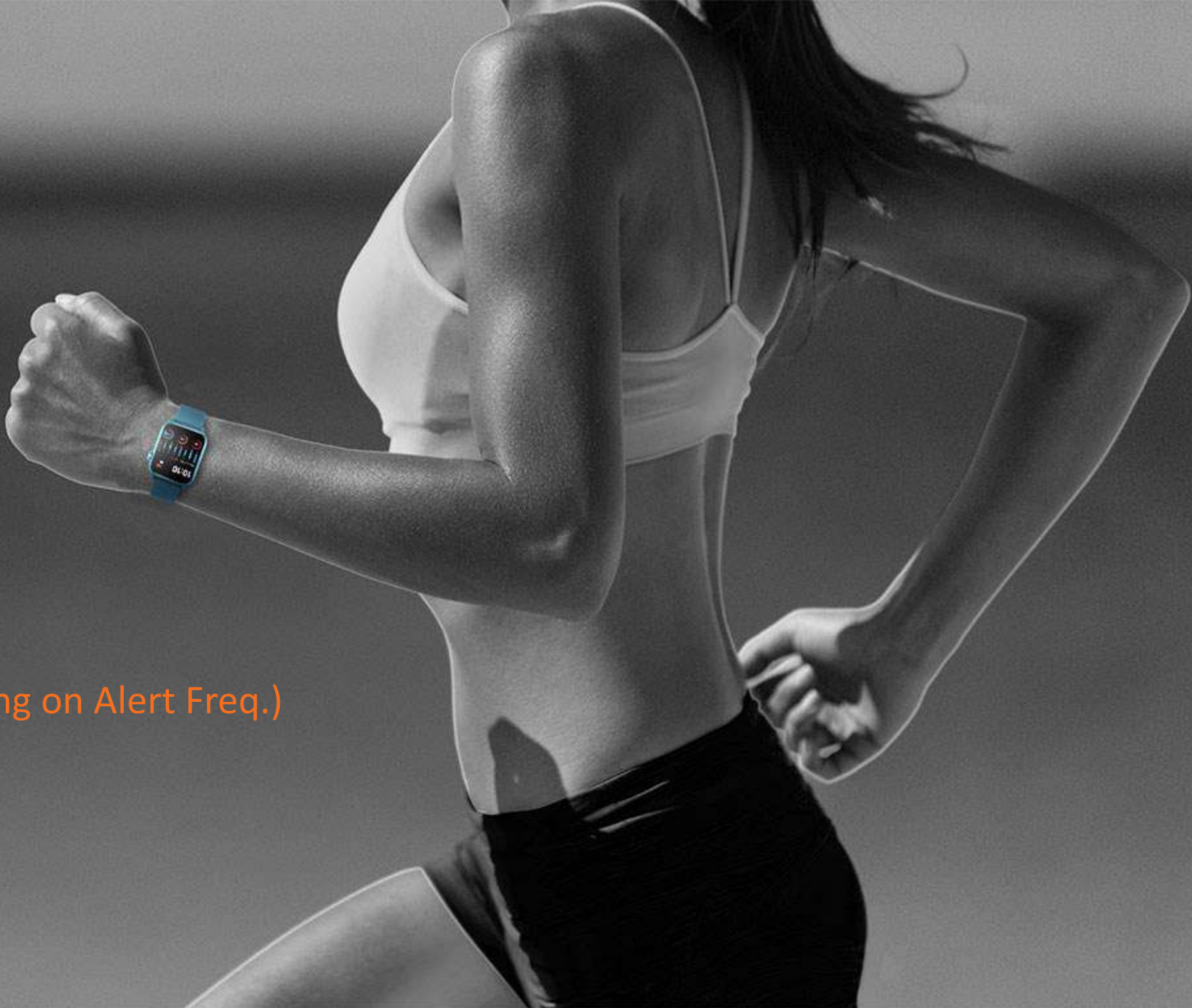
Calorie Meter

Step Count

Sleep Monitoring

MATCHES
YOUR STAMINA

160mAh Battery
5 Days Battery Life (Depending on Alert Freq.)
Standby Time: 15 Days*

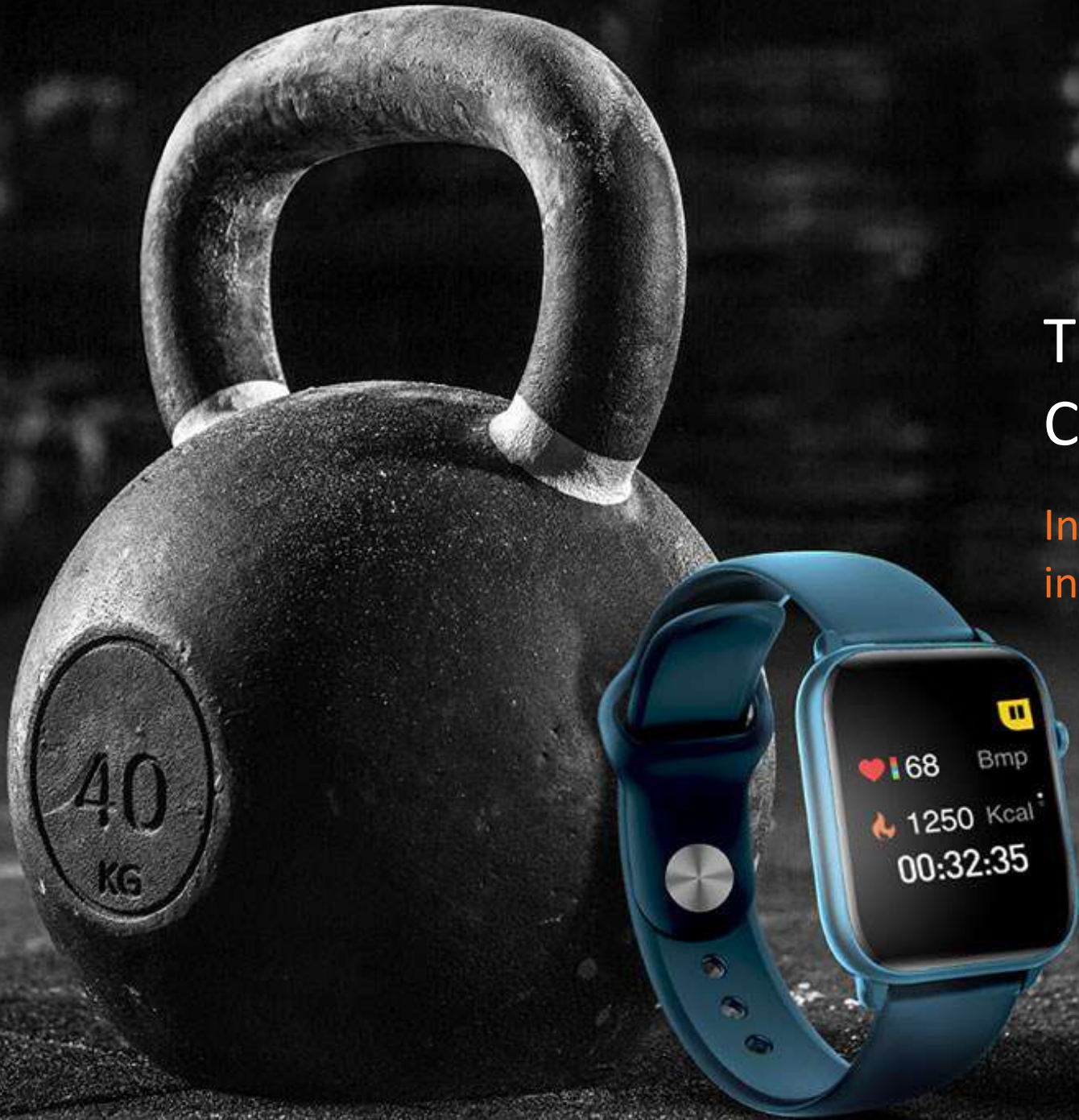


STYLE STATEMENT
ON YOUR WRIST



THE ONLY WORKOUT
COMPANION YOU NEED

In-built Walking, Running, Cycling and Swimming Tracking with Sport Mode.



TAKE NO PRESSURE

Check Your Blood Pressure on the Go

WHEN BLOOD PUMPS JUST RIGHT!

Take a Quick Test to Check Oxygen in Your Blood Anytime, Anywhere.

A WATCH DOES IT ALL

Smart Notifications – Call, SMS, WhatsApp, Facebook, Mail

exercise
workout

120.



MORE FEATURES. MORE FASHION.

- 15 Days* Battery Life (Depending on Alert Freq.)
- IP68 Waterproof
- Heart Rate Monitor
- Calorie Meter
- Alerts – Call, SMS, WhatsApp, Facebook, Mail
- Sports & Activity Tracking



PLEXTONE

GAMING HEADSET
EVERYTHING
FOR
GAMER
MAXIMIZE YOUR EXPERIENCE

GameDAC

G600+GameDAC

OVER-EAR

Neckband



LED
luminous



Skin cover
ear mask



50mm dynamic
loudspeaker



Tuning
controller



Retractable
Microphone



USB + 3.5mm
Interface



Switch
Microphone
On/Off



Switch LED
On/Off

 steelseries

ARCTIS

Lag-Free Wireless Gaming Headset

SEVEN





Automobile







The image is a vertical split composition. The top half features a close-up of the rear of a red Jaguar XE sedan, focusing on the taillight and the rear window. The bottom half features a close-up of the front of a dark grey Jaguar XE Sport sedan, focusing on the headlight and grille. The text is overlaid on the right side of the image.

THE NEW JAGUAR XE

SEDAN,
MEET
SPORT

DESIGNED TO SHINE



CONNECT FROM YOUR
PHONE TO YOUR CAR







PERFORMANCE.

POWERED BY INGENUITY

DESIGN.

**EVEN STANDING STILL,
IT LOOKS FAST**



**SMARTER WAYS
TO DRIVE BETTER**



**DRIVE LIKE
AN ECO WARRIOR**





ENGINEERED FOR EMOTION





**WELCOME TO
YOUR XE WORLD**





HOW DOES MUSIC
MAKE YOU FEEL?



TECHNOLOGY.

**TAKE YOUR
LIFE WITH YOU**



WITH MERIDIAN™,
YOU' LL FEEL MORE



THE WORLD OF JAGUAR



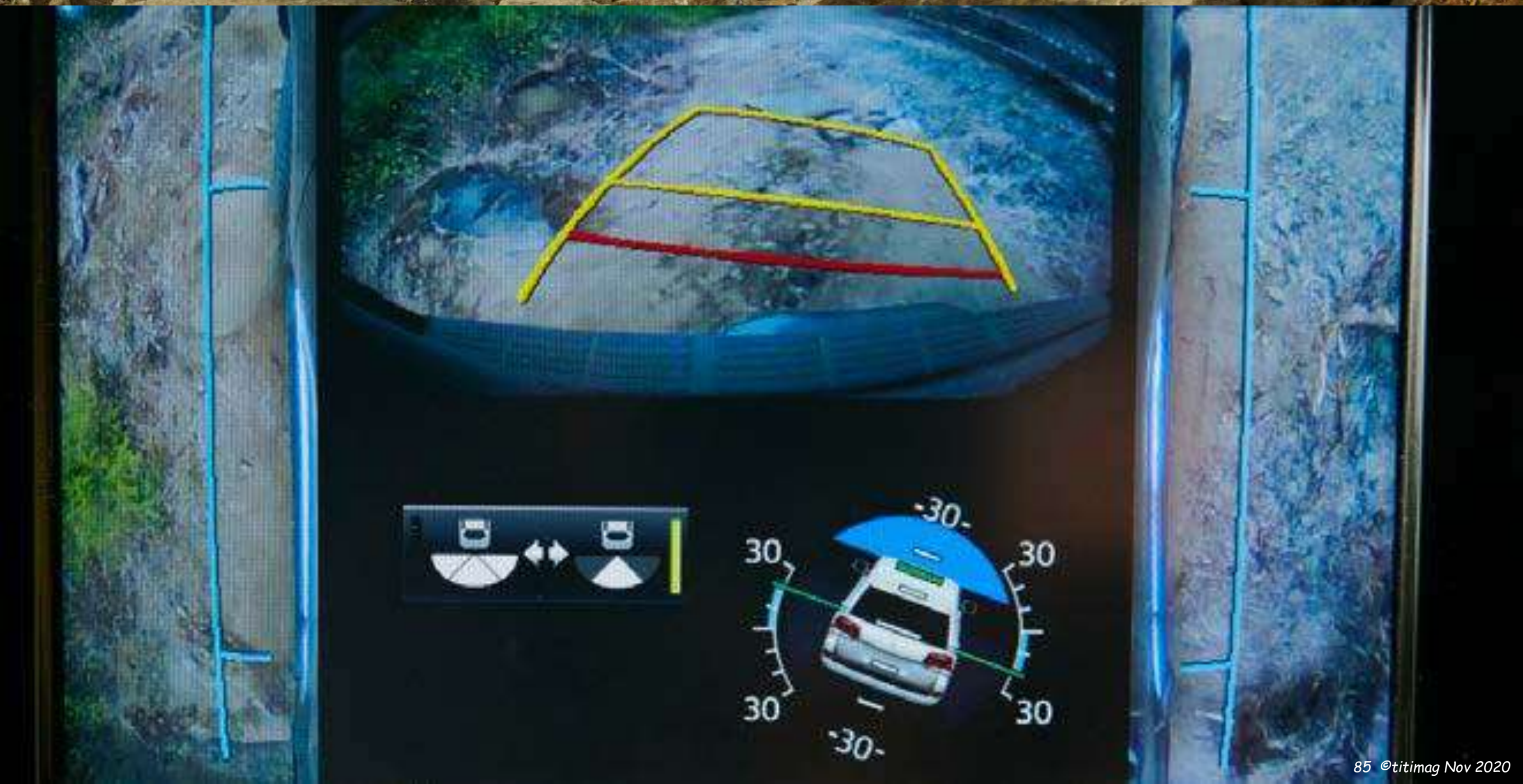


2020 Land

\$85,315



Elevate your status,
figuratively and
literally.



An upgrade in
presence.





Versatile enough
for the extended adventure.



Go where most
SUVs
simply can't.





A suite of active
features
to help keep you



The legend
lives on.







Safety that nev-



Define “need”.

The all new SL 63 AMG.

Put simply, it's the ultimate roadster. The pinnacle of open top performance with a full aluminium body and an exhilarating V8 biturbo engine that delivers 395 kW of power and 800 Nm of torque. Needless to say, the all new SL 63 AMG is not for the faint hearted. Find out more at www.mercedes-benz.co.nz/amg



AMG
DRIVING PERFORMANCE

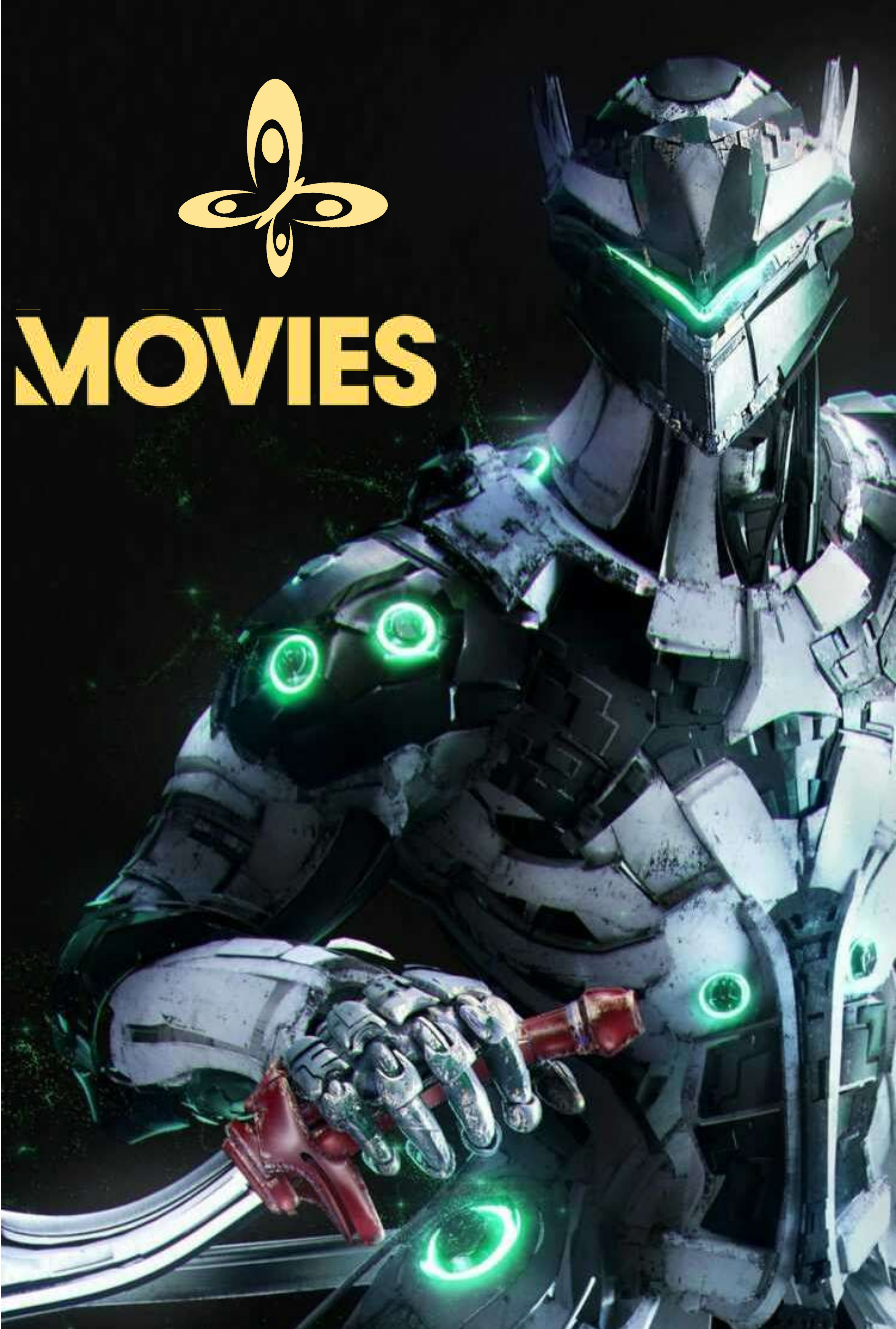


Mercedes-Benz





MOVIES





**MUST
SEE**



FATE/STAY NIGHT: HEAVEN'S FEEL III SPRING SONG

ANIMATION, ANIME, ACTION, FANTASY, SCIENCE-FICTION

NOV 18, 2020





NOV 13 , 2020

ROMANCE, DRAMA

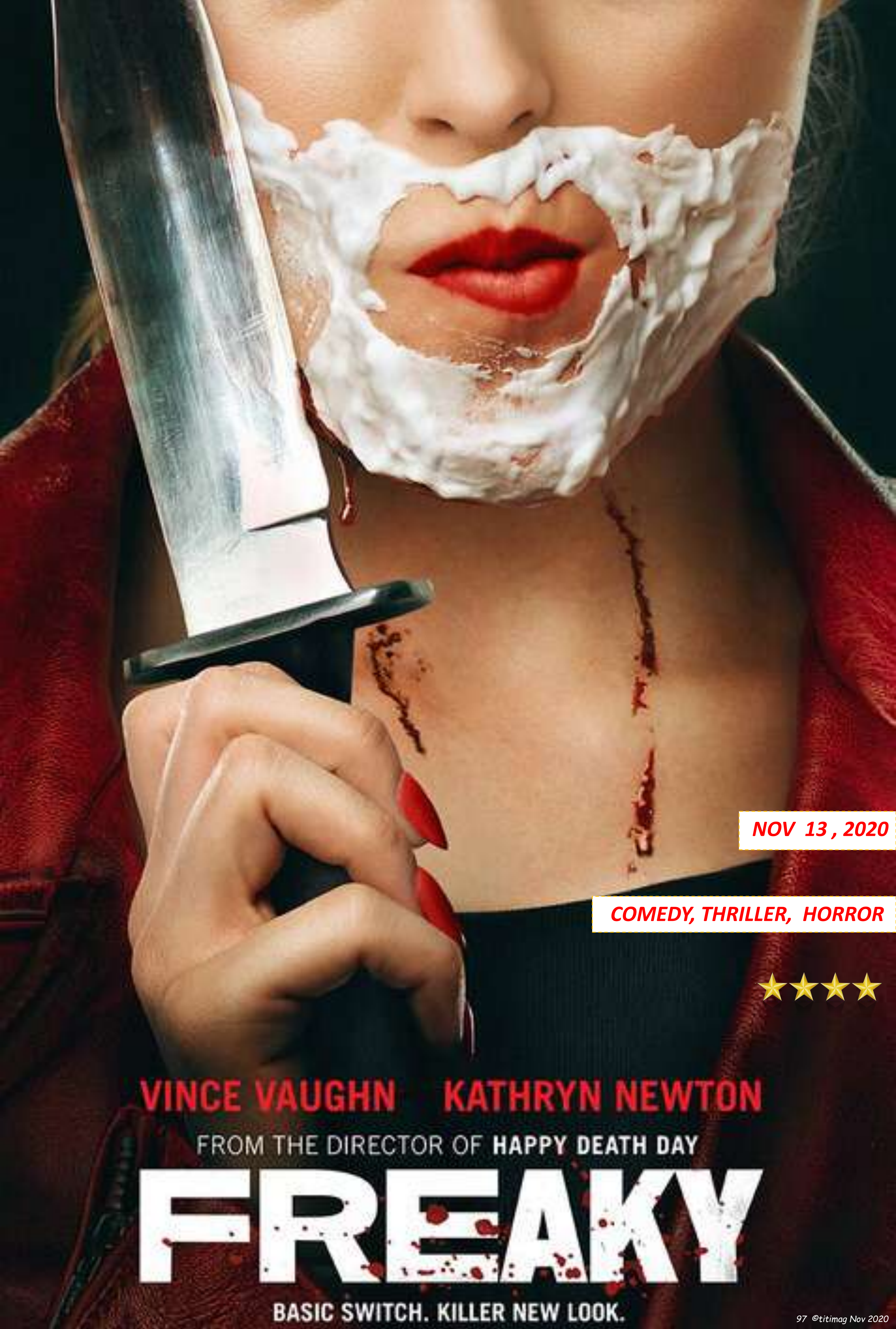


Kate Winslet Saoirse Ronan

A Film by FRANCIS LEE

Ammonite

NEON, BBC FILMS AND BFI PRESENT IN ASSOCIATION WITH CROSS CITY FILMS A SEE-SAW FILMS PRODUCTION
KATE WINSLET SAOIRSE RONAN "AMMONITE" GEMMA JONES JAMES McARDLE ALEC SECAREANU AND FIONA SHAW COSTUME DESIGNER FIONA WEIR COMPOSER DUSTIN O'HALLORAN
EXECUTIVE PRODUCERS SIMON GILLIS MARY BURKE ROSE GARNETT ZYGI KAMASA PRODUCED BY IAIN CANNING, p.g.a. EMILE SHERMAN, p.g.a. EDITOR CHRIS WYATT
DIRECTOR OF PHOTOGRAPHY STÉPHANE FONTAINE
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DIRECTOR OF PHOTOGRAPHY STÉPHANE FONTAINE



NOV 13 , 2020

COMEDY, THRILLER, HORROR



VINCE VAUGHN KATHRYN NEWTON

FROM THE DIRECTOR OF HAPPY DEATH DAY

FREAKY

BASIC SWITCH. KILLER NEW LOOK.



PET

FICTION, ANIME, ACTION, MYSTERY

WATCH ON AMAZON PRIME

**MUST
SEE**



FROM THE PEOPLE THAT BROUGHT YOU
HARRY POTTER AND THE SORCERER'S STONE
AND **HOME ALONE**

KURT RUSSELL

THE A NETFLIX FILM


CHRISTMAS CHRONICLES

SANTA'S IN TOWN EARLY THIS YEAR

NOV 25, 2020

ADVENTURE, FAMILY, FANTASY





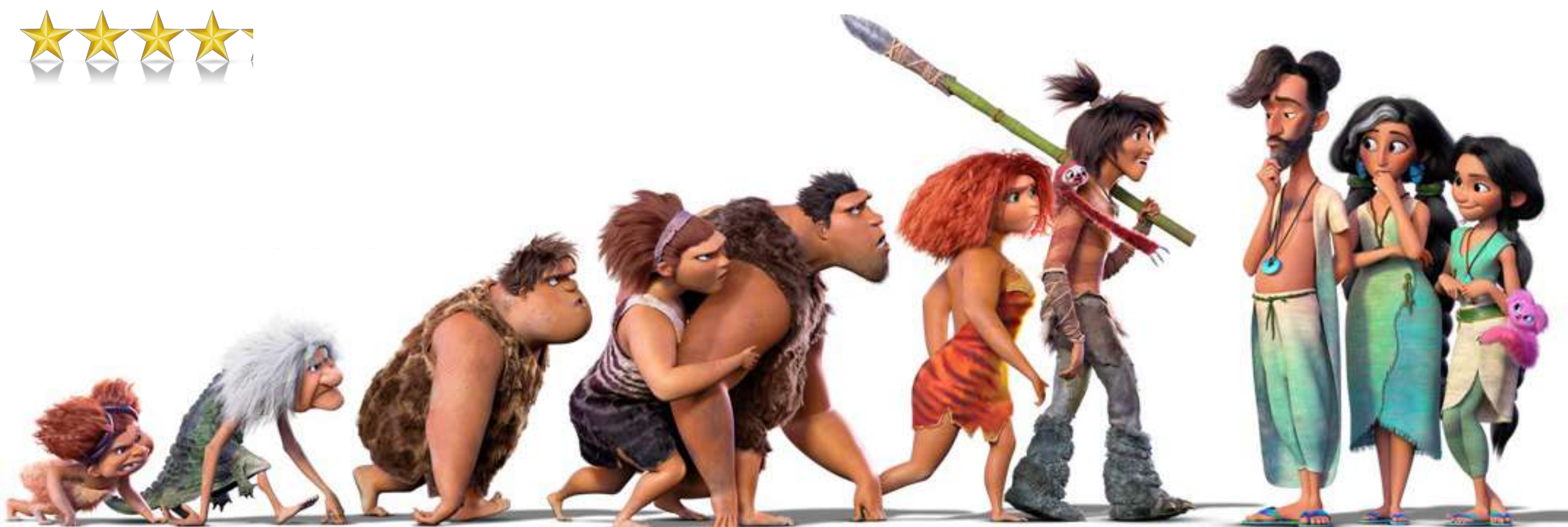
THE CROODS

DREAMWORKS

A NEW AGE

NOV 25, 2020

ANIMATION, ADVENTURE, FAMILY, FANTASY



FROM THE WRITERS, PRODUCERS, AND DIRECTOR OF **SEARCHING**



THIS MOTHER'S DAY...

RUN

YOU CAN'T ESCAPE A MOTHER'S LOVE.

NOV 20, 2020

HORROR, THRILLER, MYSTERY



LIONSGATE
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DIANE LANE
KEVIN COSTNER

LET HIM GO

FIGHT FOR FAMILY

NOV 6, 2020

CRIME, DRAMA, THRILLER

FOCUS FEATURES PRESENTS A MAZUR KAPLAN PRODUCTION A THOMAS BEZUCHA FILM "LET HIM GO" DIANE LANE KEVIN COSTNER AND LESLEY MANVILLE
CASTING BY AVY KAUFMAN, CSA MUSIC BY MICHAEL GIACCHINO COSTUME DESIGNER CAROL CASE EDITED BY JEFFREY FORD, ACE MEG RETICKER PRODUCTION DESIGNER TREVOR SMITH DIRECTOR OF PHOTOGRAPHY GUY GODFREY
EXECUTIVE PRODUCERS JEFFREY LAMPERT JOSH McLAUGHLIN KIM ARMSTRONG STEIN KEVIN COSTNER PRODUCED BY PAULA MAZUR MITCHELL KAPLAN THOMAS BEZUCHA
BASED ON THE NOVEL BY LARRY WATSON WRITTEN FOR THE SCREEN AND DIRECTED BY THOMAS BEZUCHA

R VIOLENCE

FOCUS FEATURES
A CORNERSTONE COMPANY

NOVEMBER





ソマリと 森の神様

Somali and
the Forest Spirit

SOMALI AND THE FOREST SPIRIT

FANTASY, ANIME, DRAMA, FICTION

WATCH ON CRUNCHYROLL



**MUST
SEE**





NOV 6, 2020

ACTION, SUSPENSE



MICKEY
ROURKE

JAMES
RUSSO

MICHAEL
JAI WHITE

GILLIAN
WHITE

TAKE BACK

INSPIRED BY TRUE EVENTS

YOUR PAST WILL CATCH UP WITH YOU



FESTIVAL DE CANNES
OFFICIAL SELECTION
2020

ESCAPE THE APOCALYPSE

MUST
SEE

TRAIN TO BUSAN PRESENTS

PENINSULA

GANG DONG WON

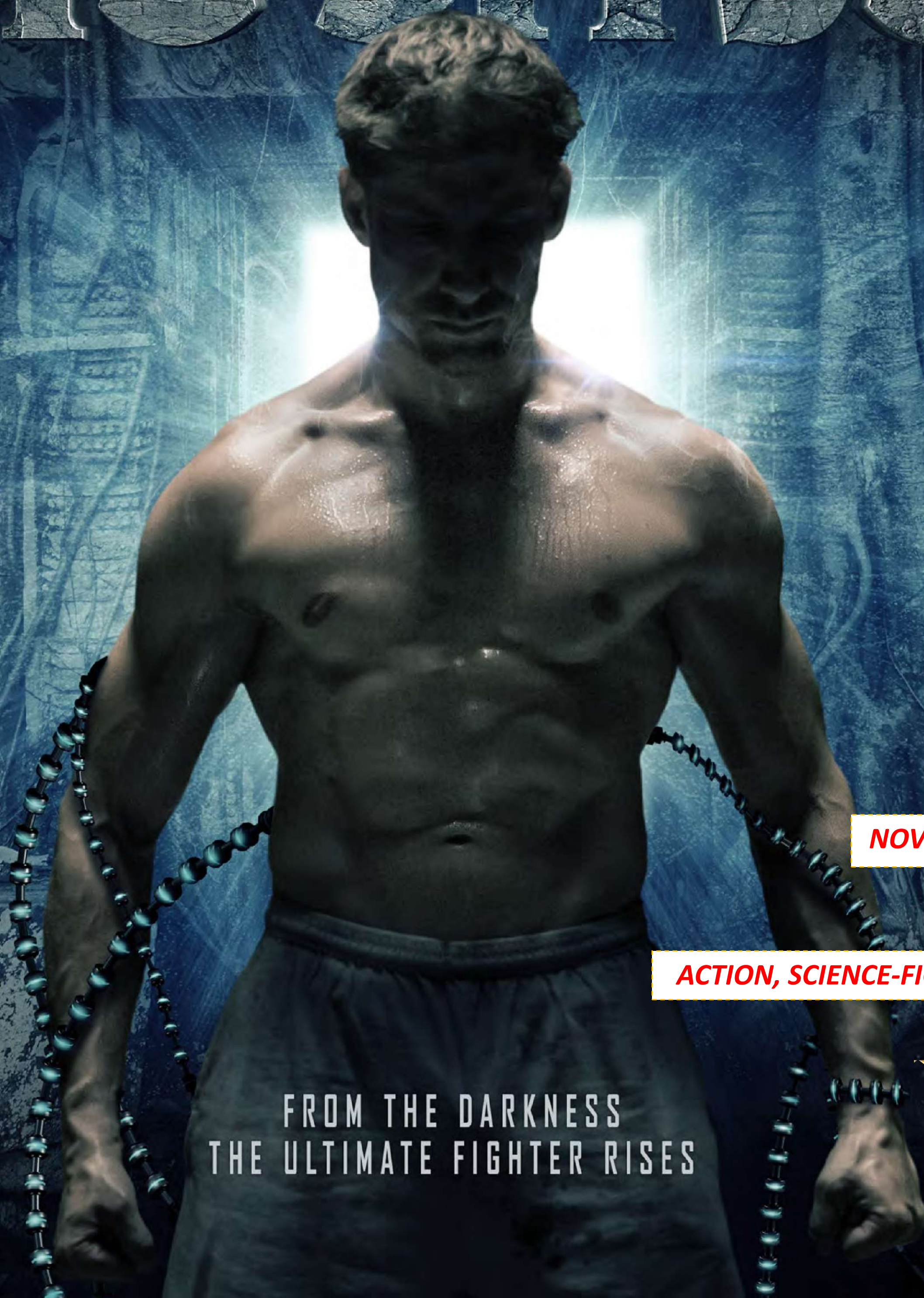
NEXT ENTERTAINMENT WORLD PRESENTS A REDPETER FILMS PRODUCTION A YEON SANG HO FILM

LEE JUNG HYUN



THRILLER, HORROR, APOCALIPTIC, SUSPENSE

JUJITSU



NOV 20, 2020

ACTION, SCIENCE-FICTION



FROM THE DARKNESS
THE ULTIMATE FIGHTER RISES



★★★★★

HORROR, SUSPENSE

NOV 10, 2020

Return to SPLATTER FARM



**MUST
SEE**

DAWIN'S GAME

ANIME, THRILLER, ACTION, DRAMA

WATCH ON CRUNCHYROLL, FUNIMATION



FOREST WHITAKER
KEEGAN-MICHAEL KEY
HUGH BONNEVILLE
ANIKA NONI ROSE
INTRODUCING
MADALEN MILLS
WITH
PHYLICIA RASHAD
AND
RICKY MARTIN
WITH ORIGINAL SONGS BY
PHILIP LAWRENCE AND JOHN LEGEND
"THIS DAY"
PERFORMED BY USHER FEATURING KIANA LEDÉ
WRITTEN AND DIRECTED BY
DAVID E. TALBERT



NOV 13, 2020

FAMILY, FANTASY, MUSIC





TIME
MAGAZINE