



PROTOCOL



Skull & Bonnes





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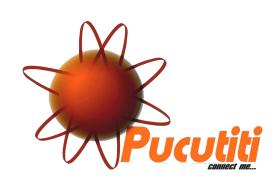
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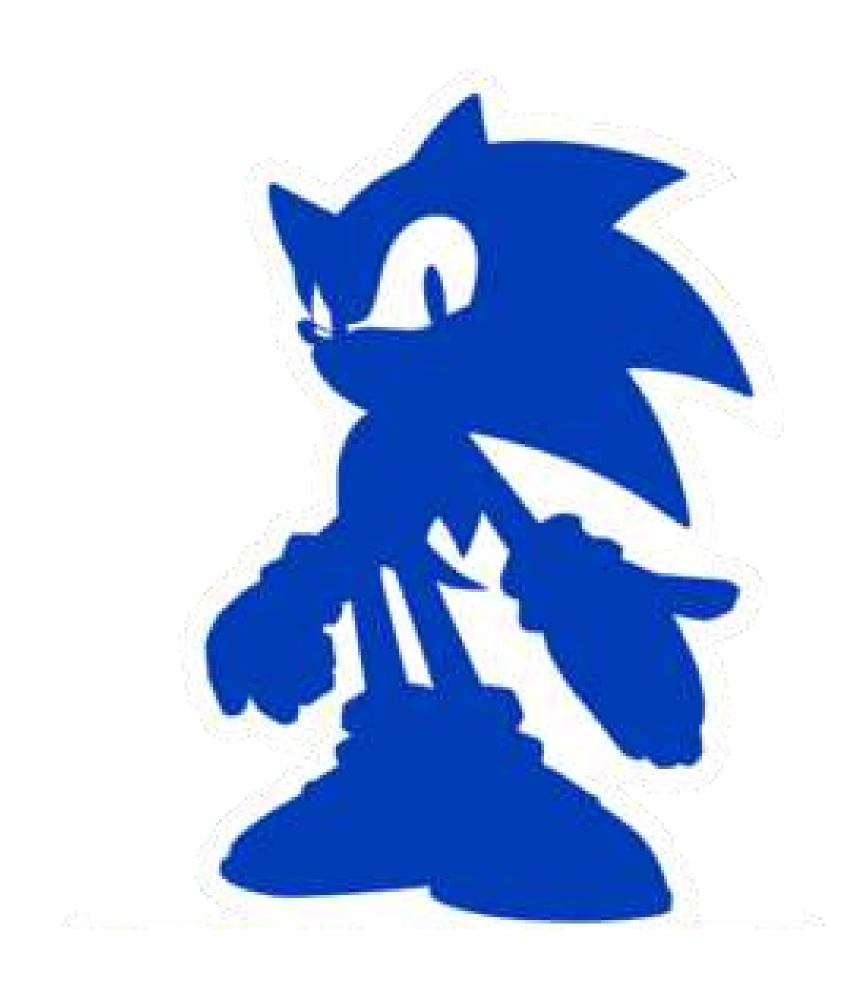
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# SONIC TO SONIERS

## Sonic Frontiers 🧈



Sonic Frontiers is an upcoming platform game developed by Sonic Team and published by Sega. As Sonic the Hedgehog, the player explores the mysterious Starfall Islands to collect the Chaos Emeralds after Sonic, Miles "Tails" Prower, and Amy Rose separate when falling through a wormhole. Frontiers integrates platforming and traditional Sonic elements—such as rings and grind rails—into the series' first open world, where the player solves puzzles to collect items and fights robot enemies.

Development began after the release of Sonic Forces (2017). Sonic Team head Takashi Iizuka wanted Frontiers to set a new template for Sonic games to follow, similar to Sonic Adventure (1998). Sonic Team settled on an open-ended design and focused on adapting Sonic's abilities to an open world. Frontiers is scheduled for release on Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S on November 8, 2022.

#### Gameplay

Sonic Frontiers is a 3D platformer and action-adventure game. The player, as Sonic, explores the Starfall Islands, which comprise various biomes including flowery fields, forests, ancient ruins, and deserts. The story begins when Sonic, Miles "Tails" Prower, Knuckles the Echidna, and Amy Rose are sucked through a wormhole and Sonic is lost on a mysterious island, separated from Tails and Amy. An artificial intelligence guides the player as they seek to collect the Chaos Emeralds and find Sonic's friends.

Sonic retains his abilities from previous Sonic the Hedgehog games: he runs at high speeds, collects rings, grinds on rails, and homes in on enemies to attack. The player can double jump, sidestep using their gamepad's shoulder buttons, and boost with the right trigger if they have enough energy. New abilities include combat attacks, running alongside walls, and using the Cyloop to create a circle of light around objects and interact with them.[4][8] The player can customize the controls and adjust Sonic's speed, turning, acceleration, and resistance, and can upgrade Sonic's speed, attacks, defense, and ring capacity as they progress.

The Starfall Islands act as the series' first open world, which writers compared to The Legend of Zelda: Breath of the Wild (2017). The open world retains traditional Sonic elements, such as springs, boost pads, and grind rails. The player explores the islands as they scale towers in platforming challenges to reveal parts of the map, and solve puzzles, including orienting statues and speedrunning, to collect items. Collectibles include Kocos, which upgrade Sonic's moveset, and Memory Tokens, which rescue Sonic's friends. The main quest takes 20–30 hours to finish, while finding all collectibles takes as much as 60 hours.

The player battles robots throughout the islands; Sonic can dodge and parry attacks and use the Cyloop to make enemies easier to strike. Defeating enemies grants the player experience points that allow them to purchase additional abilities. Alongside regular, small enemies, the player battles large bosses that they must scale to attack. Bosses provide the player with pieces of a portal that, when assembled, allow them to enter "Cyber Space"—short, linear levels similar to those from previous Sonic games. The linear levels, which shift between third-person and side-scrolling perspectives, contain multiple goals, including time attack and collecting red rings, and reward players with a key required to collect a Chaos Emerald. Some feature unique challenges, such as a fishing minigame hosted by Big the Cat.









#### **Development**

Following the release of Sonic Forces (2017), Sonic Team began exploring approaches for its next Sonic the Hedgehog game. In addition to celebrating the series' upcoming 30th anniversary, Sonic Team also sought to define what a modern Sonic game should be and solidify the series' direction for the next decade. Forces received criticism for its short length and level design, so its director, Morio Kishimoto, concluded that Sonic Team's method of designing levels that originated in Sonic Unleashed (2008) would no longer satisfy fans. Sonic Team ultimately determined that the series' traditional linear design contained "little room for evolution" and felt it could not progress in this direction. In particular, Sonic Team head and Sonic series producer Takashi lizuka felt 3D Sonic games were not giving players enough freedom and constrained them to linear paths.

lizuka felt the series needed to take an innovative direction that would inform future games, similar to how Sonic the Hedgehog (1991) and Sonic Adventure (1998) set templates used by later games. The idea to make an open-world Sonic game came from Kishimoto, who had enjoyed watching the evolution of the platform genre's world map concept since it was popularized by Super Mario Bros. 3 in 1988. Some Sonic games, such as Sonic Adventure, featured world maps, but Kishimoto felt his idea evolved the concept by combining it with the gameplay. He thought it would allow for more freedom and diverse gameplay.

Kishimoto returned to direct Frontiers, while Sonic Unleashed (2008), Generations (2011), and Forces art director Sachiko Kawamura produced it. Frontiers' development has lasted five years, much longer than previous Sonic games' development cycles. Iizuka attributed the length in part to Frontiers not building on previous Sonic gameplay. Determining the direction required trial-and-error refinement, and the development restarted from scratch at one point. Sonic Team began regularly holding external playtesting during Frontiers' development. The COVID-19 pandemic began halfway during production, necessitating Sonic Team to shift to remote work for the first time in its history. Iizuka noted that this made it difficult for individual developers to "get a sense of the big picture", but the benefit of digital communication "accelerated" other aspects of the development.

#### Design

The designers focused on transitioning Sonic's speed and abilities to an open-world design while remaining true to previous games, and opted for a mysterious tone to reflect Sonic exploring an unfamiliar landscape. Iizuka felt Sonic's essence as a 3D action game separated Frontiers from adventure and role-playing games such as The Legend of Zelda series. As such, he declined to call it an open-world game, preferring the term "open zone". Sonic Team applied lessons learned from developing Sonic Adventure's hub worlds when designing Frontiers and repeatedly tested how fast Sonic could race through the open world to determine how large it needed to be. Iizuka said the largest challenge was ensuring that fast-paced exploration would be fun. Sonic Team sought to address criticism that previous Sonic games were too short, and chose not to raise the difficulty level as the game progresses since the open world would provide plenty of content.

Sonic Team decided to prioritize combat to a greater extent, but despite the shift to open-world design, Sonic Team determined that Frontiers did not feel like a Sonic game without platforming elements. This presented the challenge of balancing platforming with exploration; Sonic Team's solution was to have the world open up as a reward for completing challenges. The developers wanted to ensure that players could choose between combat and platforming and would not be forced to fight enemies, so they included various methods to collect items outside platforming and combat, such as puzzles. The 2020 Sonic the Hedgehog feature film influenced the development; Kishimoto requested that Sonic Team incorporate Easter eggs referencing it and based the combat on the film's depiction of Sonic. With the Cyber Space levels, Kishimoto wanted Sonic to "once again... stand amongst the other 'stage-clear' action games" that he enjoyed, like the Sega Genesis-era Sonic games and the Super Mario, Donkey Kong, and Kirby series.





#### Writing

Ian Flynn, who wrote Sonic the Hedgehog comics published by Archie Comics and IDW Publishing and episodes of the Sonic Boom TV series, wrote the script. Iizuka decided to ask Flynn to write Frontiers after reading his work on the IDW comics. He felt Flynn understood the Sonic cast and would bring "a great improvement to the characters' emotions and dialogue." Iizuka noted that the story differs from previous Sonic games in that it is less humorous and does not make the player's goal obvious, instead challenging them to figure out how to solve the problems themselves.

Unlike prior Sonic media he had written, for which Flynn pitched stories himself, Sega dictated Frontiers's premise and which characters Flynn was allowed to use. Nonetheless, Flynn considered it "a dream come true" to write a major Sonic game, and he still got to present ideas for using more characters in the story to Sonic Team. Kishimoto said this created a "cooperative back and forth" between Sonic Team and Flynn concerning which characters would appear. Given the nonlinear approach, Flynn found pacing the story was "the biggest question" and "had to be massaged and revised as the game's structure took shape." Kishimoto did the Japanese localization himself using Flynn's script as a base, making changes to suit the

#### Music

Japanese market.

Series composers Tomoya Ohtani and Jun Senoue contributed to the score. In accordance with the tone, the Frontiers soundtrack is less upbeat and is "focused more on helping to create a mysterious feeling surrounding the islands."

#### Release

Sega planned to release Sonic Frontiers in 2021 to coincide with the franchise's 30th anniversary, but delayed it for a year for quality control. It is scheduled for release on November 8, 2022, for the Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S. The game will be offered in physical and digital versions, both offering in-game items as pre-order bonuses, as well as a Digital Deluxe edition which includes additional items and a digital soundtrack. In Japan, the game will feature various DLC items in collaboration with Hololive Production-affiliated VTuber Inugami Korone, offered by pre-ordering the game at different stores. These include DLC that replaces the ring sound effects with Korone's voice, gives Sonic Korone's shoes and gloves, and replaces the game's Koco characters with "Koronesukis".

#### Marketing

Sega unveiled a teaser trailer, featuring Sonic running through a forest, at the end of a 30th anniversary livestream on May 27, 2021. The title was not announced, but the trailer's metadata and a Sega press release were discovered to have titled the game Sonic Rangers. Iizuka later said that he felt the game was teased prematurely, but believed it was necessary given that it was the 30th anniversary and Sonic Team had not announced a game since Forces' release. Sega trademarked the name Sonic Frontiers in November 2021 and announced it the following month at The Game Awards 2021. Sega collaborated with the video game news website IGN to promote Frontiers throughout June 2022. A trailer was featured during the opening night of Gamescom on August 23, 2022. A promotional animated short, Sonic Frontiers: Prologue, will premiere before the game's release.

Nintendo Life characterized early Frontiers gameplay footage as divisive. Kotaku felt the game looked fine but derivative and bland, lacking the series' unique identity, and Polygon and Nintendo Life found the open world desolate. Some Sonic fans demanded that the game be delayed, and the hashtag #DelaySonicFrontiers briefly trended on Twitter. Iizuka said that Sonic Team expected early reactions to be polarized, as he felt the early footage was simple and thus would not give fans a good idea of what to expect.









# Splatoon 3



Splatoon 3 is an upcoming third-person shooter video game developed and published by Nintendo for the Nintendo Switch. Like its predecessors in the Splatoon series, the game consists of competitive online multiplayer (PvP and PvE) alongside a story-driven single-player mode. It was announced via Nintendo Direct on 17 February 2021, and more details were shared on 24 September 2021, with details on the co-op mode shared on 9 February 2022. Splatoon 3 is set to release on 9 September 2022.

#### **Gameplay**

Like its predecessors, Splatoon 3 is a third-person shooter. Players choose to be either an "Inkling" or "Octoling" as their player character. Both wield weaponry that shoots colored ink. Weapons are diverse in ability and imagery, with most resembling household objects. For example, Rollers are large paint rollers that can cover large amounts of area in ink but are generally limited to close-range combat. At the same time, Chargers are sniper rifle-like weapons with a long range for sniping opponents but are less effective at painting the ground. Splatoon 3 expands upon this by adding new main and special weapons to the game. Inklings and Octolings also have the ability to morph into squid or octopus form, referred to as the "swim form" which can be used to climb ink-covered walls or swim through ink faster than the humanoid forms can walk. Weapons have a finite amount of ink ammunition, and submerging in ink via the swim form replenishes it quicker than in humanoid form. All basic weapons from the prior Splatoon games have been confirmed to return in Splatoon 3.

Confirmed by Nintendo to be returning as a playable online multiplayer game mode is Regular Battle, known as Turf War. In Regular Battles, two teams of four players compete to cover the most amount of the map's area in their respective ink color. Each team can cover over an area covered by the opponents with their color in return, and the opposing team's ink slows movement, gradually deals damage and prevents the use of the player's swim form. Each player is equipped with a weapon set, chosen before each match, and each set comes with additional secondary and special weapons in addition to its main weapon. Secondary weapons provide alternate forms of attacking the other team and inking the ground; for example, Splat Bombs that explode a second after contact with a surface and Burst Bombs that explode upon impact. When enough ground is covered in a player's ink, they may use a special weapon, which are primarily used to attack the opposing team. Weapons and other forms of attack can deal damage to opposing players; when enough damage is given, they will "splat" their opponent, forcing them to restart from their starting location. Matches last three minutes, and whichever team covers a higher percentage of the field at the end of the match is declared the winner.

The game also features monthly "Splatfests", where players choose to join one of three teams (compared to two in the previous two games) over a particular theme and over two days engage in matches to gain the most points for victory. The Salmon Run co-op mode is also returning, being titled "Salmon Run Next Wave".

The main hub of Splatoon 3 is known as "Splatsville", nicknamed "the city of chaos", and is located in a different region from the previous two games' hub of "Inkopolis" known as "the Splatlands".

The story mode of Splatoon 3, titled Return of the Mammalians will be set in a new location called "Alterna". It will focus on the reappearance of mammals, which have been long-extinct.





**Developer:** Nintendo EPD **Publisher:** Nintendo

**Directors:** Seita Inoue, Shintaro Sato

**Producer:** Hisashi Nogami

Series: Splatoon

Platform: Nintendo Switch
Release: 9 September 2022
Genre: Third-person shooter
Mode: Single-player, multiplayer

TiTi Rating: 8/10







#### **Development**

Splatoon 3 was first announced with a teaser trailer in a Nintendo Direct on 17 February 2021. The trailer revealed new items, weapons, and abilities, including an Ink Bow and a new apocalyptic design. More details were revealed later that year in September, including the name of Splatoon 3's single-player mode, Return of the Mammalians. The game is planned to release on the Nintendo Switch on 9 September 2022.

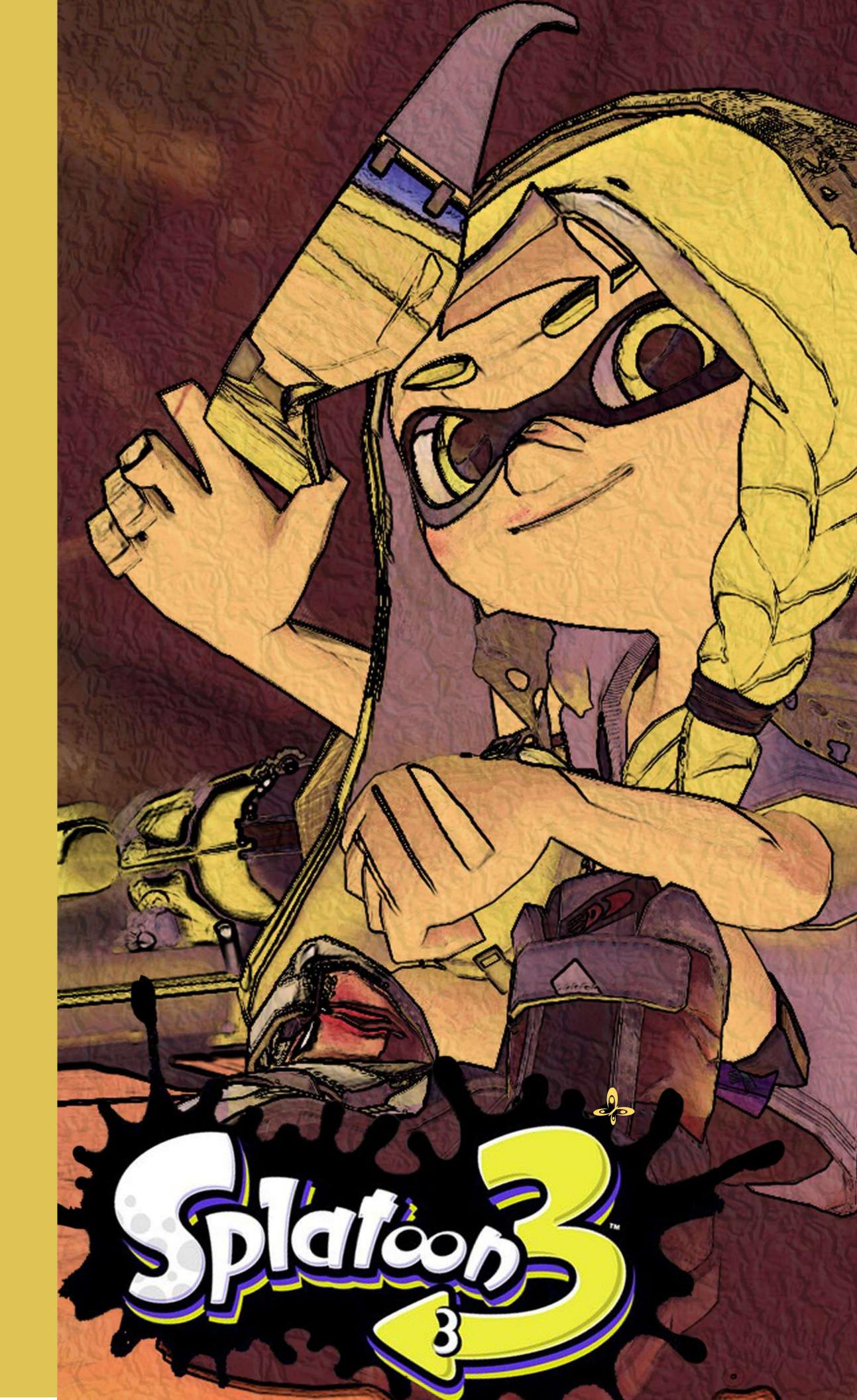
A trailer for Splatoon 3's co-op mode "Salmon Run" premiered at a Nintendo Direct on 9 February 2022.

On 22 April 2022, Nintendo uploaded a video to YouTube showing gameplay of the "Turf War" game mode, as well as providing an exact release date.

In July 2022, Nintendo announced a special edition Nintendo Switch OLED model themed on the game, with a release date of 26 August 2022. In addition, the company also announced a Splatoon 3-themed Pro Controller and carrying case, both of which will release alongside the game.

On 10 August 2022, Nintendo broadcast a Splatoon 3-focused Nintendo Direct, revealing the date for the game's Splatfest World Premiere. Nintendo also announced that the game will have amiibo support, with several new figurines that can be used to take photos with the characters in-game and receive special gear items, similar to past Splatoon titles. It also introduced 3 new "idol" characters (collectively known as Deep Cut) named Big Man, Shiver, and Frye. On 25 August 2022, a Nintendo Treehouse Presentation was broadcast which showcased the single-player story mode, the multiplayer lobby, alongside weapons, and multiplayer maps. The pre-launch Splatfest World Premiere event was held on 27 & 28 August 2022.







# THE C / L I S T P R O T O C O L

## The Callisto Protocol



The Callisto Protocol is an upcoming survival horror video game developed by Striking Distance Studios and published by Krafton. It is scheduled for release on December 2, 2022 and is directed by Glen Schofield, who had previously co-created the Dead Space series. The game will be available for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S.

#### Gameplay

The Callisto Protocol is set in 2320 at a prison colony called Black Iron, operated by the United Jupiter Company, and located on Jupiter's moon Callisto. The player takes the role of a prisoner Jacob Lee (Josh Duhamel) held at Black Iron, finding themselves in the midst of an alien invasion that appears to have been engineered by the prison's warden.

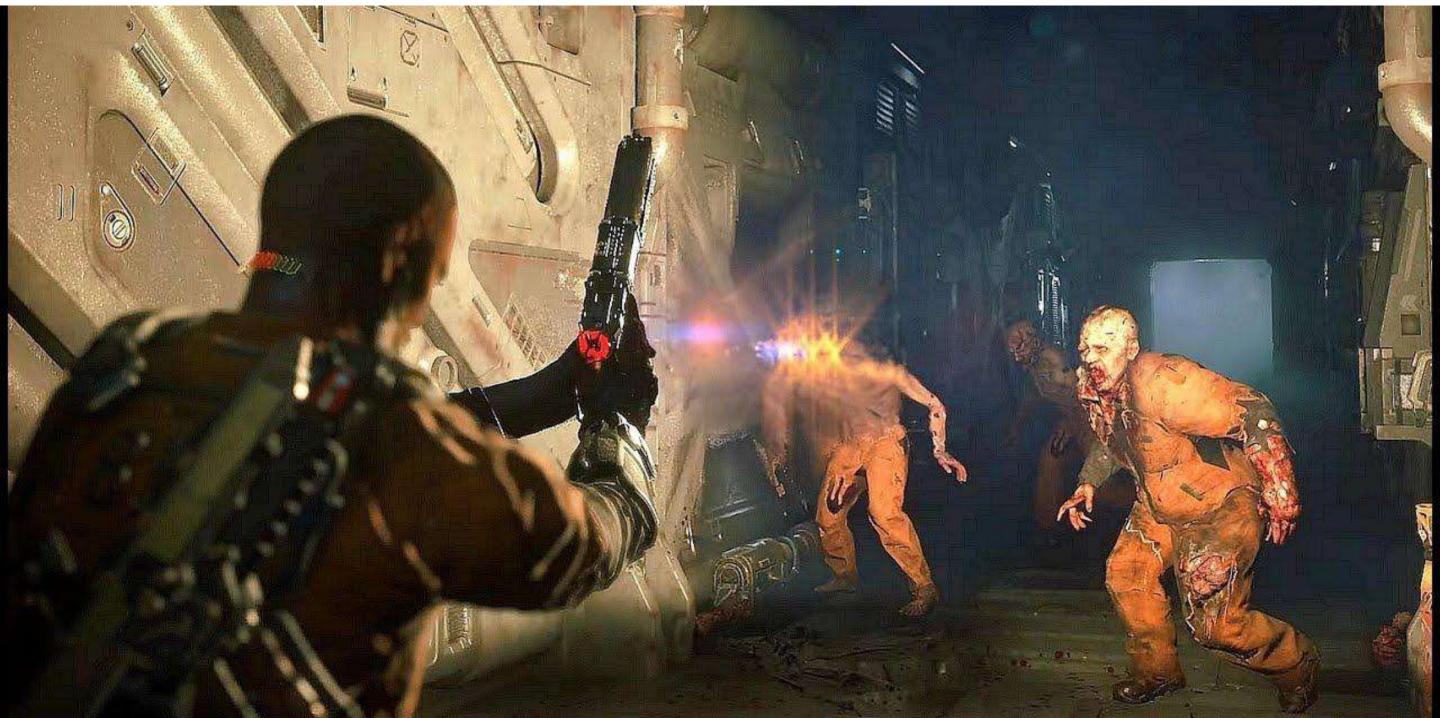
#### Development

The origins of The Callisto Protocol began with the formation of Striking Distance as a studio within PUBG Corporation (now PUBG Studios) in June 2019, helmed by Glen Schofield, who had previously co-created the Dead Space series at Visceral Games. The studio was created to expand the PUBG: Battlegrounds universe by creating a narrative driven game. Schofield said that when he met with PUBG Corporation where they explained their goal to expand the PUBG narrative, he already had the concept for The Callisto Protocol in mind and presented that to them and worked with them to fit his idea into their universe. However by May 26 2022, Schofield stated that the game had grown to be its own story and is no longer connected to PUBG, though there remain small nods to the latter.

Schofield wanted to keep the game grounded in reality to some degree, and thus selected a potentially human-colonizable location like Callisto as the setting. The moon has been theorized to have a subsurface ocean of water, which Schofield believed could offer a mystery to tie into the game.

Among others working on the game include Steve Papoutsis, who also co-developed the Dead Space series and led the series following Schofield's departure from Visceral; Scott Whitney, a designer on the Dead Space series; and Christopher Stone, the animation director for the former series. Of the 150 employees of Striking Distance, Schofield said that about 25 to 30 former coworkers from Visceral Games and Sledgehammer Games are part of Striking Distance working on The Callisto Protocol. Several journalists commented on thematic and gameplay similarities to the Dead Space series. Notably, the game appears to include the same type of diegetic interface that Dead Space had used by a holographic indicator on the back of the prisoner's neck that indicates their health status and other attributes to the player. Schofield said that the comparisons to Dead Space reflect on his style of game, and while he still wanted to create something different, the allusions and inspiration from Dead Space fell out naturally from his creative approach. It got announced that actor Josh Duhamel will provide the voice and motion capture for main protagonist Jacob Lee. At Comic-Con 2022, it was revealed that Karen Fukuhara and Sam Witwer would be joining the cast. Fukuhara will be playing Danny Nakamura, Leader of the resistance group, A Better Way, while Witwer will portraying Leon, the Captain of the Prison Guard.

The Callisto Protocol is being designed for the newer home game consoles, the PlayStation 5 and the Xbox Series X and Series S, in addition to other platforms. Schofield stated his intent was "really trying to make the scariest game on next-gen platforms" in the same way that Dead Space had been considered on its release for the PlayStation 3 and Xbox 360. He stated that the game will take advantage of new lighting techniques and 3D audio systems offered by the new consoles, as well as haptic feedback that the PlayStation 5's DualSense controller provides, to create deep immersion for the player in the game. Krafton and Striking Distance have partnered with Skybound Entertainment for release of the game, as Skybound sees potential for additional multimedia opportunities beyond the video game for the concept.













# SHUND ONES,

## Skull and Bones 🐊



Skull and Bones is an upcoming action-adventure video game developed by Ubisoft Singapore and published by Ubisoft. The game is set to release in November 2022 for Windows, PlayStation 5, Stadia and Xbox Series X/S. The game revolves around piracy and naval warfare.

#### Gameplay

Skull and Bones is a tactical action game set in an open world environment and played from a third-person perspective. Players take control of a customizable pirate captain, and may choose to sail the Indian Ocean by themselves and set off on a single-player campaign, or gather up to five other players to ally in player versus player gameplay in Disputed Waters.

Wind positioning can be assessed to gain an advantage in battle. Players may collect additional ships throughout the game, such as sloops-of-war, frigates and brigantines, whose weapons include mortars, broadside cannons, and rockets. Ships can be charged into with brute force and boarded. The rate of inflicted damage is gauged by the health bar. A core component is the multiplayer mode Loot Hunt, where two groups of players are challenged in treasure hunting to further accumulate their riches. Each given ship's crow's nest is scalable for use as a lookout point and spyglasses can be availed of as well. Microtransactions will be an added feature.

#### **Development and release**

Skull and Bones is the first video game led by developer Ubisoft Singapore, which drew inspiration from the naval battles of Assassin's Creed IV: Black Flag. The game began development in 2013, being initially envisioned as an expansion, then an MMO spinoff title under the name Black Flag Infinite. It was then spun off as an independent project, in part due to its initial technology becoming outdated.

According to a Kotaku report, the game has undergone multiple changes in direction and scope during development, exceeding its budget multiple times. Initially set in the Caribbean, it was moved to the fantastical Hyperborea, then finally the Indian Ocean. Gameplay was redesigned multiple times, focusing variously on naval exploration and ship-to-ship combat, before both were scrapped in favour of land-based survival elements inspired by games like Rust. Developers contacted by journalist Ethan Gatch attributed these difficulties to conflicting ideas, management issues, and lack of consistent direction. The project reportedly cost Ubisoft more than \$120 million.

It was revealed during Ubisoft's press conference at the Electronic Entertainment Expo 2017. It was confirmed for Microsoft Windows, PlayStation 4 and Xbox One, with enhancements for PlayStation 4 Pro and Xbox One X. Alongside the game, Ubisoft Singapore announced the "Keepers of the Code" program, designed to allow players to aid in the fine-tuning of its live-service aspects.

Originally set to be released in Q3/Q4 2018, the game was later delayed into 2019, and again to sometime after March 2020. On a call with investors in October 2019, Ubisoft CEO Yves Guillemot confirmed that the game had been pushed back to at least the April 2021–March 2022 fiscal year. In May 2021, Ubisoft announced a subsequent delay to the April 2022–March 2023 fiscal year.

In September 2020, it was revealed that, while development was continuing, a "new vision" for the game had emerged, which resulted in the release delays as more development time was needed. As well, it was stated that additional Ubisoft Studios, such as Ubisoft Berlin, were codeveloping the game alongside Ubisoft Singapore.















# Bayonetta 3

Bayonetta 3 is an upcoming action-adventure game developed by PlatinumGames and published by Nintendo. It is the third installment of the Bayonetta series, acting as a sequel to Bayonetta (2009) and Bayonetta 2 (2014). It is directed by Yusuke Miyata and produced by Yuji Nakao, with series creator Hideki Kamiya acting as executive director. The game was jointly announced by Nintendo and PlatinumGames in December 2017. Like Bayonetta 2, the title character sports a unique design and hairstyle, in addition to having access to various new abilities.

Bayonetta 3 is scheduled to release for the Nintendo Switch on October 28, 2022.

#### Gameplay

Bayonetta 3, like its predecessors, is an action hack and slash game in which players control the eponymous protagonist Bayonetta as she combats various enemies using a combination of melee attacks and gunplay. Dodging enemy attacks at the last second triggers a state known as "Witch Time", during which time and enemies slow down, allowing Bayonetta to continually attack them without interruption, or traverse in real-time to solve environmental puzzles. Unique to this game are the "Demon Slave" and "Demon Masquerade" mechanics, the former of which differs from the preceding Climax Summon and Umbran Climax features in the first two titles, and instead allows players to take direct control of one of Bayonetta's Infernal Demons to perform various attacks and special abilities, some of which are advantageous to particular scenarios depending on the demon being controlled. The latter meanwhile, allows Bayonetta to directly fuse with a summoned Infernal Demon, granting her access to magic-based abilities.

In addition to the game's standard presentation, a new display mode known as the "Naive Angel Mode" is introduced. This mode conceals displays of nudity during gameplay and cinematics, such as Bayonetta's various dances to summon her Wicked Weaves using her clothing as a conduit, as well as the more graphic designs of certain enemies and demons.

#### **Premise**

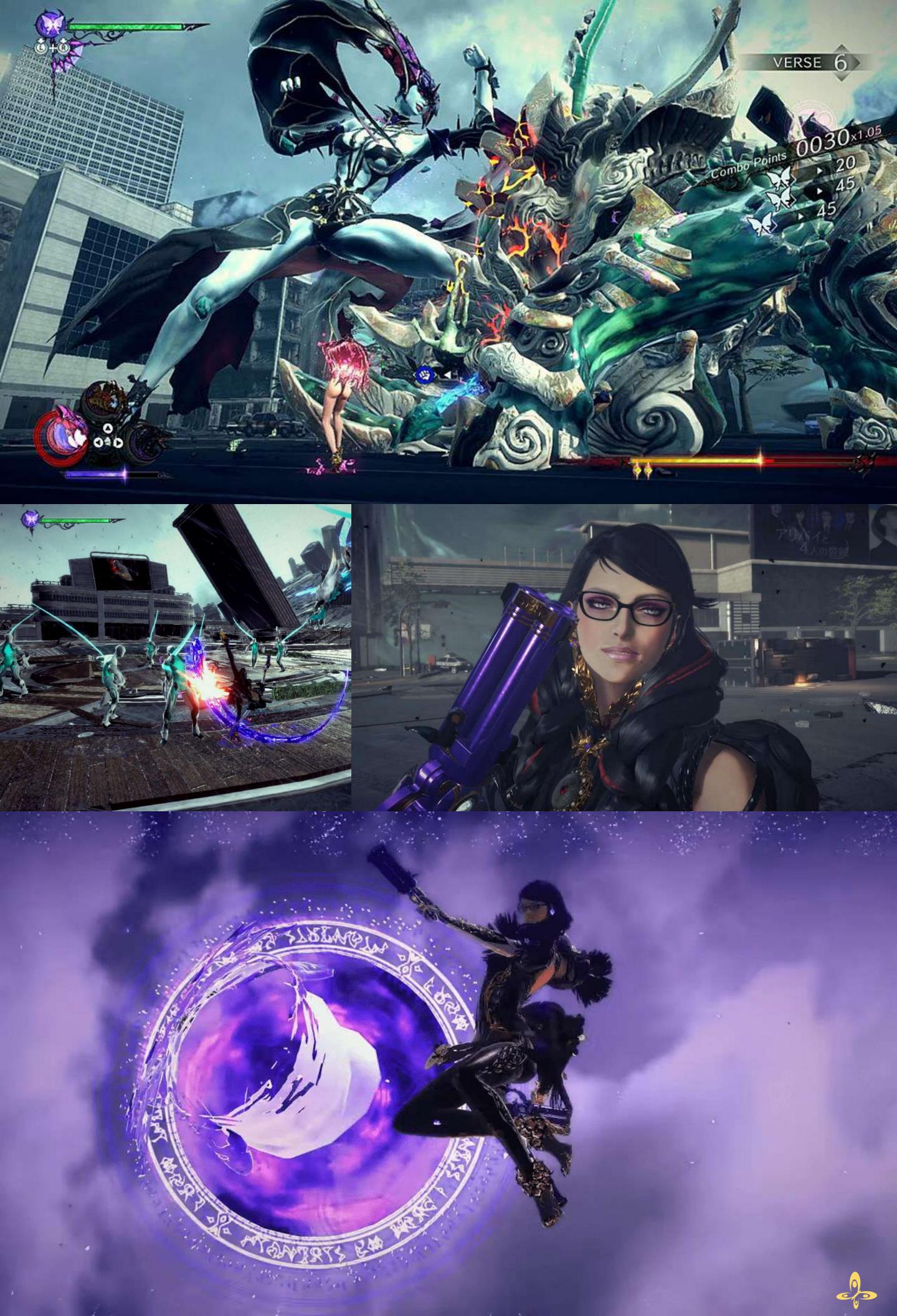
With the help of old and new allies, including her alternate selves and a witch-in-training named Viola, Bayonetta must confront and defeat myste-rious man-made threats known as "Homonculi" while travelling to the island of Thule, in order to prevent the destruction of various worlds by an evil entity known as the Singularity.

#### Development

In July 2013, PlatinumGames executive and series creator Hideki Kamiya responded to a fan question on Twitter regarding the likelihood of a third game in the Bayonetta series in the event the then-upcoming Bayonetta 2 was a success, stating, "I hope so".[8] Bayonetta 2 director Yusuke Hashimoto would later be interviewed by the magazine outlet GamesMaster, during which he would be asked about what game sequels he would like to work on, to which he answered that he had "all kinds of ideas" in mind for Bayonetta 3 in addition to a potential spin-off title.

In June 2015 following Bayonetta 2's release, Kamiya would again respond to a fan inquiry regarding the character Jeanne, and what potential new hairstyles she would look good in following her appearances in the first two games. Kamiya would thus reply, "The answer will be in Bayo 3". Bayonetta 3 was officially announced by Nintendo in December 2017 during that year's The Game Awards alongside Nintendo Switch versions of Bayonetta and Bayonetta 2, confirming the title as in development exclusively for the Switch in addition to Nintendo's involvement as its publisher. Then-President and COO of Nintendo of America Reggie Fils-Aimé remarked on the announcement as celebratory for "the fans who love what PlatinumGames does, and are thrilled to have PlatinumGames back on a Nintendo system".





**Developer:** PlatinumGames

Publisher: Nintendo
Director: Yusuke Miyata
Producer: Yuji Nakao
Artist: Mari Shimazaki
Series: Bayonetta

Platform: Nintendo Switch Release: October 28, 2022

**Genre:** Action-adventure, hack and slash

Mode: Single-player
TiTi Rating: 7/10



In April 2018, studio head Atsushi Inaba told Eurogamer at the Reboot Develop 2018 conference that Bayonetta 3 would mark a "turning point" for the developer, mentioning that the game would be a "linear core progression action game" in a similar vein to its predecessors. In February 2019 during an installment of Nintendo Direct, Nintendo would reveal Astral Chain (2019), another Switch-exclusive action-adventure title from PlatinumGames that would release later that August. Despite the reveal of an additional title in development at the studio however, Nintendo Switch general producer Yoshiaki Koizumi who presented the Direct, would reassure that the game wouldn't conflict with Bayonetta 3's development, stating that PlatinumGames were still "hard at work" on the title.

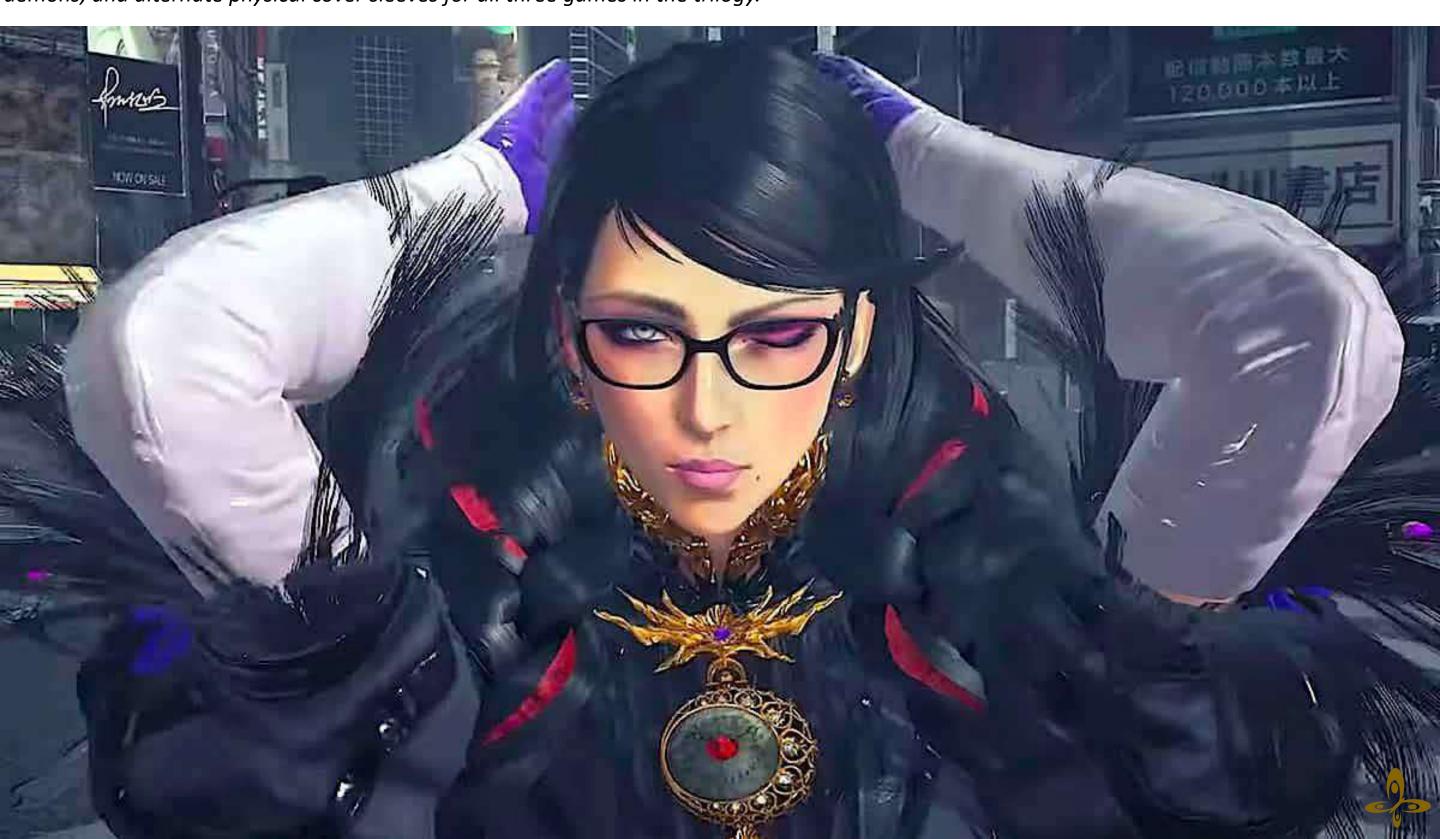
Inaba was then interviewed by Video Games Chronicle in May 2019, and described the game's production as an "orthodox development process", additionally remarking that players would be able to easily observe the shifts in the studio's production mentality during gameplay, yet refusing to elaborate further. Inaba would again be interviewed by the publication during E3 2019, clarifying the game's status as "going quite well". Bayonetta 3 was officially unveiled by Nintendo during a Direct presentation in September 2021, revealing the first look at gameplay and its 2022 release window. The trailer would additionally confirm Yusuke Miyata as the game's director while Hideki Kamiya will be Executive Director. Miyata's involvement prompted speculation that a mechanic revolving around individually controlling Bayonetta's Infernal Demon summons in combat, was in fact derived from a previously cancelled PlatinumGames project, Scalebound, an action role-playing game published by Microsoft Studios intended to release exclusively for Xbox One and Microsoft Windows, as Miyata previously served as that game's lead designer. Fans additionally noted the resemblance between a new character masked in shadow during the end of the trailer, and Scalebound's intended playable protagonist, Drew. A blog post on PlatinumGames' website confirmed additional staff involved in the game, including cinematic supervisors Yuji Shimomura and Masaki Suzumura, as well as artist Mari Shimazaki, all reprising their respective roles from the previous two games.

Just prior to the game's reveal, Bayonetta's English voice actress, Hellena Taylor, expressed her doubt as to whether she would reprise the role in the game, lamenting that fans might have to imagine the character under a new voice direction, yet being unable to definitively confirm whether she had been replaced or not. In June 2022, Hideki Kamiya reiterated his recommendation that newcomers play the preceding two games in preparation for Bayonetta 3, as despite there being "no reason why you won't be able to follow the story and enjoy it if you start with Bayonetta 3", he was convinced that having prior experience with the first two games would help players find the third game to be "more interesting".

A second trailer for the game was released on July 13, 2022, confirming the game's October 28 launch date, and key story and character details, notably unveiling the new character Viola, the presence of alternate versions of Bayonetta herself, and the return of supporting characters Luka, Enzo, Jeanne and Rodin from the first two entries. In commemoration of the game's launch, Nintendo also announced that a physical edition for the original Bayonetta on Nintendo Switch would be available in limited quantities on September 30, 2022 via select retailers and the My Nintendo Store. This would be the first time the game was available in a standalone physical format outside the Special Edition box set collecting the first game and its sequel, which released in 2018.

#### Release

Bayonetta 3 is scheduled to be released exclusively for Nintendo Switch on October 28, 2022. Alongside the standard physical and digital releases of the game, a special edition box set known as the "Trinity Masquerade Edition" will also be available at select retailers, or online through the My Nintendo Store. It will feature a copy of the game, accompanied by a 200-page, full color artbook with concept illustrations of the game's various demons, and alternate physical cover sleeves for all three games in the trilogy.

















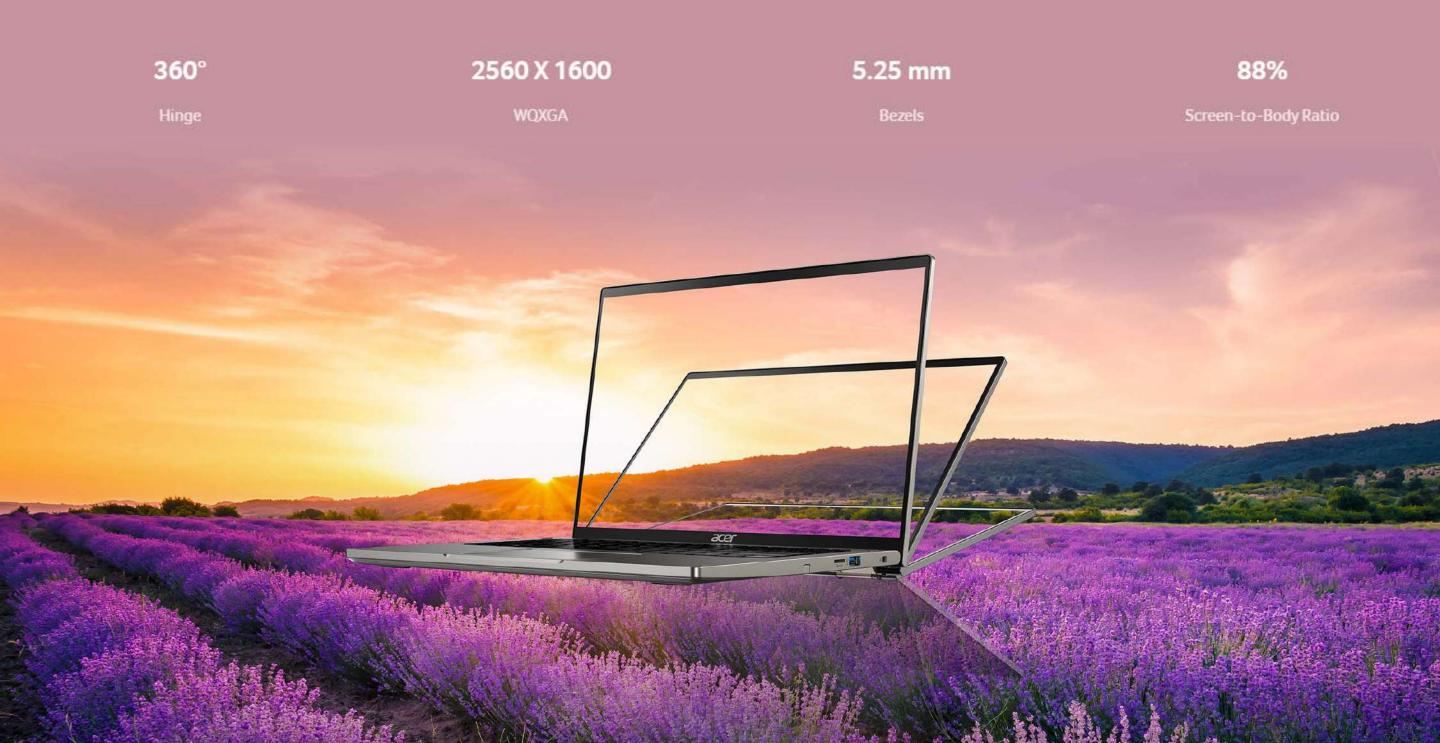






### Brilliant 14" Touchscreen Display

Whether you're using the screen to read, take notes, sketch, or share your work – it rotates with complete ease and feels easy on the eyes thanks to the low-blue-light TÜV Certified<sup>2</sup> display.



#### **Ready for Any Task**

Built on the Intel<sup>®</sup> Evo™ platform for high standards in performance and battery life. Intel processors and graphics accelerate your productivity and editing needs, giving you confidence for those everyday tasks.

12th Gen Intel<sup>®</sup> Core™ i7

Windows 11 Home

**Operating System** 

Up to 16GB<sup>1</sup>

Up to 1TB<sup>1</sup>

PCle Gen4 SSD

Processors<sup>1</sup>

LPDDR5 Memory



#### Visualize New Ideas With a Precision Stylus

When an idea strikes, you can rely on the Acer Active Stylus with Wacom AES 2.0 to portray your concepts precisely as you imagined.

4,096 Pressure Levels

Tilt Detection

266Hz RPS

Increased sensitivity for more accurate, responsive input from the stylus.

Write comfortably and accurately at angles of up to 55°.

At 266Hz, this report rate is 2X faster than AES 1.0



#### **Cooled to Perform**

The TwinAir system is designed with Vortex Flow architecture which increases system performance by up to 75%. Dual D6 copper heat pipes help maintain optimal temperature for the best performance experience.



#### The Smarts

With Acer PurifiedVoice™ with AI Noise Reduction and DTS audio, video calling has never sounded so good. And get high-quality imagery in low-light conditions with the FHD camera featuring Acer's TNR (Temporal Noise Reduction) technology⁴.









# CoreBook X

All the power to satisfy your mobile needs.

\$550





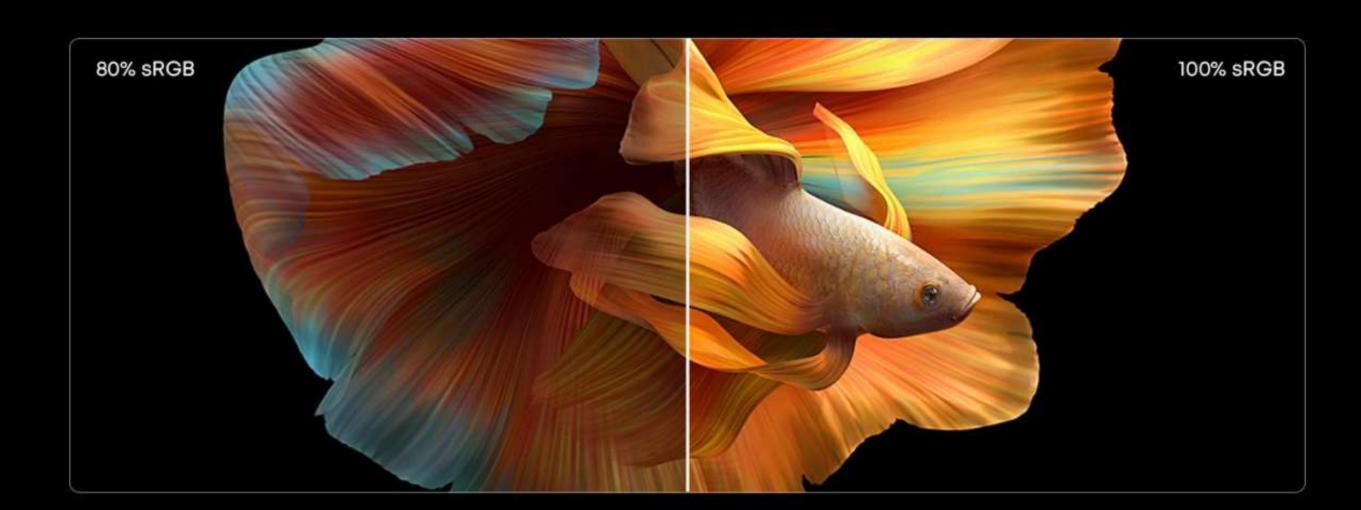
## Unbounded vision with the ultraslim bezel display

The three-sided ultraslim bezels display is simply breathtaking: incredibly immersive viewing experiences. The ultraslim bezels are just 5.8mm thin at the sides for a near-borderless experience. The 2K display with a 100% sRGB colour gamut enables crisp, vibrant details. And the 3:2 aspect ratio is perfect for reading or writing.



14" Ultraslim bezel display

85% Screen-to-body ratio 2160\*1440 Retinal resolution 3:2 Aspect ratio



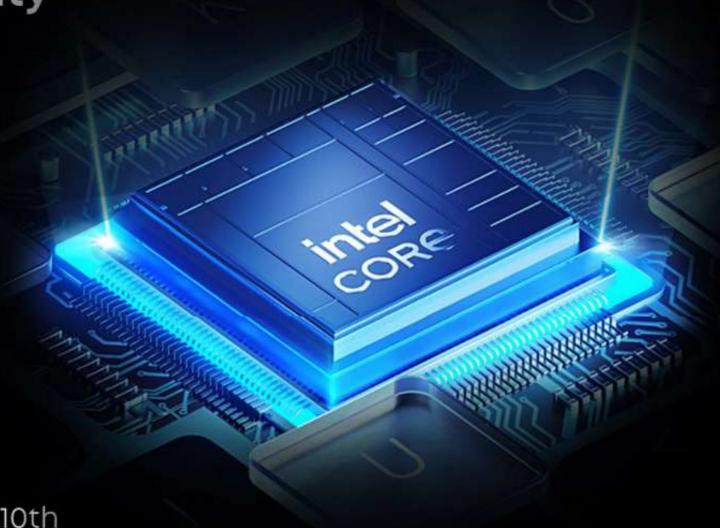
## The 13" laptop with a 14" display

Chuwi CoreBook X is not only slim and light, but the ultraslim bezels design gives it an ultracompact footprint, so you can enjoy all the benefits of a 14-inch FHD display in a chassis that's as small as many 13-inch laptops.

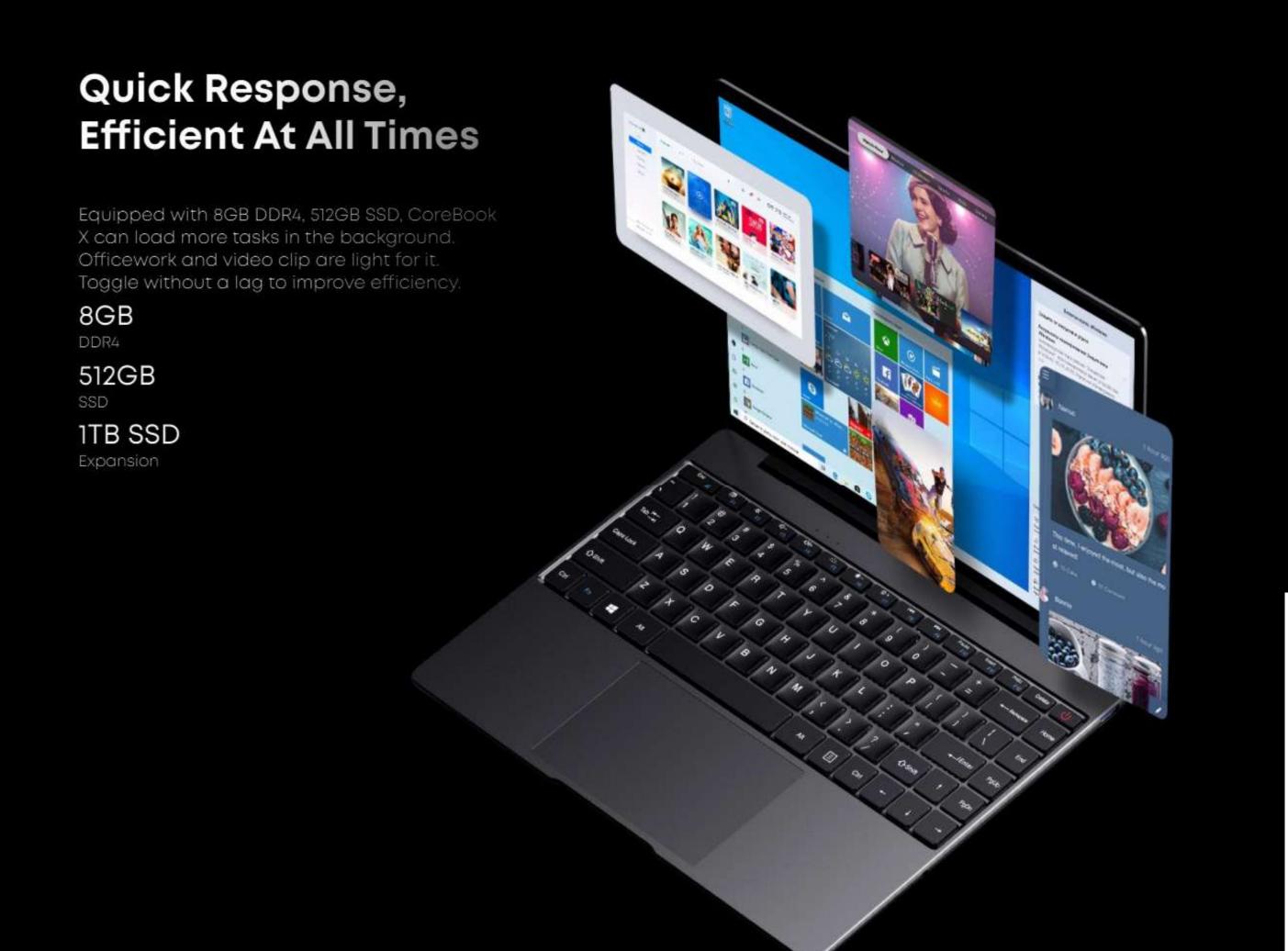


# Core 10th Processor The Secret to Productivity

Equipped with the latest 10th Gen. Intel® Core™ i3-10110U processor, the CoreBook X delivers faster performance up to 4.1GHz dual core turbo frequency. The new generation is designed for multitasking and pro-level processing tasks. The CoreBook X gives you a smoother workflow, saving time to develop more ideas.



**i3-10110**U Intel\* Core™ 2.1-4.1GHz Main Frequency Intel® 10th
UHD Graphics



## Travel light, with less effort

The compact, light and thin metal design of Chuwi CoreBook X makes it the ideal traveling companion, with a highly portable lightweight design and an outstanding battery life that frees you to concentrate fully on tasks. An ultralight 2.99lbs chassis—so you can enjoy outstanding portability wherever you are.



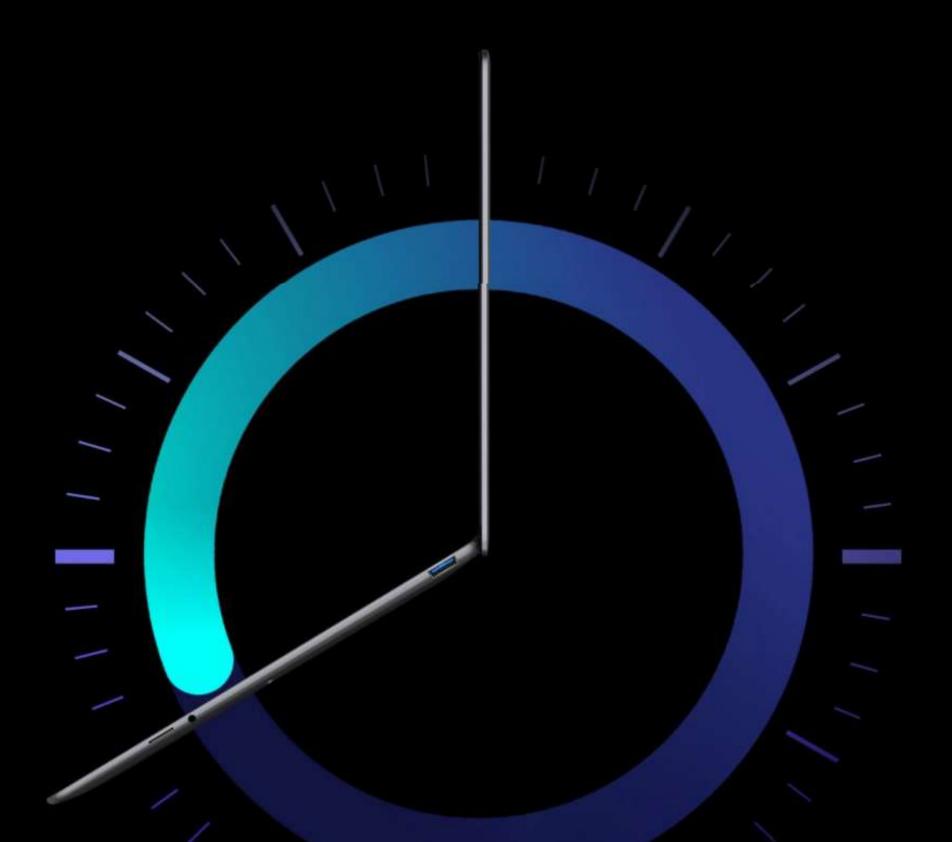
### The Golden Key at Your Fingertips

From keyboard to touchpad, typing and pointer control on CoreBook X is a pleasant experience. An extra-large PTP touchpad provides ample touch area and a silky surface to help you navigate smoothly, with a host of features and improvements that enhance both productivity and comfort.



### Monstrous 46.2Wh Battery, Lasts All Day

It adopts 46.2WH high-capacity lithium-ion battery, and has excellent system-level power management. The battery life is up to 8 hours, which is enough for a whole day's use.



## Fast, stable connections

Intel AX201 WiFi6 Wireless chip more responsive performance, with enhanced security and reliability, especially in dense environments. Benefits include fast uploads and downloads, lower latency and longer battery life compared to solutions supporting 802.11ac. so you can enjoy fast, high-quality connections from anywhere!



### Full-featured USB-C And Full Interface

Equipped with full function USB-C interface, it supports audio, video and data transmission, it also supports PD2.0 fast charging, one hour can be full of 60% of the power.In addition, there are many interfaces such as USB-A 3.0\*1, 3.5mm headphone jack, M.2 SSD extension, Micro-SD, etc.

USB-C PD2.0 Full-Function Fast Charge









#### 13-inch 2k IPS Display

3:2 screen ratio high resolution touchscreen





#### Intel Core-i7 CPU

1.3GHz ~ 3.6GHz



1000MHz



#### **On-screen Camera**

2MP front camera 5MP rear camera



#### 38Wh/5000mAh Battery

support PD charge











H7 Stylus Pen, 4096 Level of Pressure Sensitivity

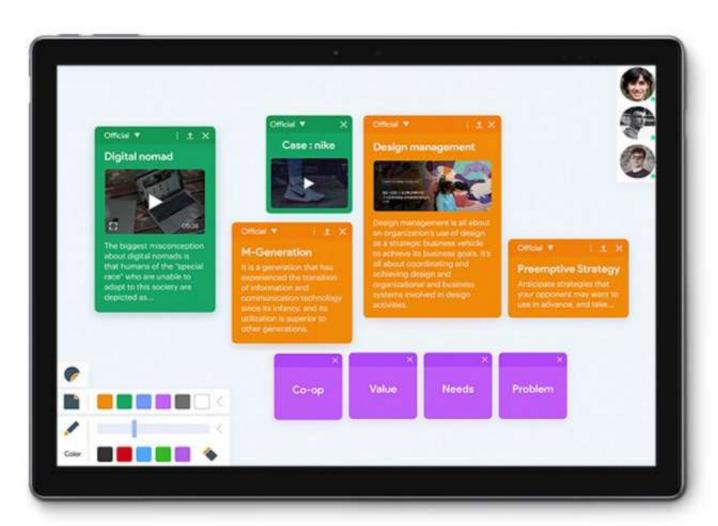
4096 Level of Pressure Sensitivity

Ultra-low Notebook Mode

Fast Response

Write Smoothly







# Powerful Intel Core-i7 CPU & Intel HD Graphics 615 GPU

Armed with an Intel Core-i7 processor with main frequency of 1.3GHz and turbo frequency of up to 3.6GHz, plus Intel HD Graphics 615 GPU, 300MHz-1050MHz, UBook XPro allows to easily complete daily tasks and multitasking with ease, and is ideally suitable for content creation, entertainment, documents editing, basic video production, multiple applications running, playing games, etc. UBook XPro is definitely your best choice for working and entertainment.

Core-i7

3.6GHz Turbo Frequency Graphics 615

# 8GB+256GB SSD Sufficient Storage Space Combo



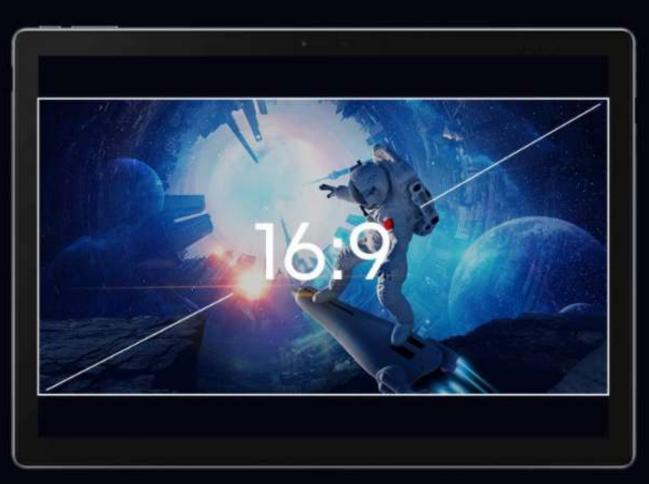
With 8GB large-capacity high-speed RAM memory, UBook XPro smoothly runs your games and photoand video-editing applications, as well as multiple programs and browser tabs all at once. Built-in 256GB SSD for faster start-up and data access, and offers ample room to store your photos, favourite songs, videos, video clips, video projects, apps, ebooks, etc, and best for portable office if you have some files need to deal with. UBook XPro supports TF card expansion up to 256GB.

> 8GB RAM

256GB SSD Fast Start-up and Data Access

1TB SSD Expansion









Iron gray appearance and sandblasting oxidation process surface treatment brings soft and smooth texture, classic business style. UBook XPro comes with an adjustable angle kickstand, which magically easily adjusts to your desired position and is quite convenient for you to easily use anytime anywhere under different scenarios.

9.2mm Thickness Business Style Kickstand Design Free to Adjust the Angle

# 2MP Front Camera and 5MP Rear Camera



2MP Front Camera 5MP Rear Camera

# Business Style Appearance & Unique Adjustable Kickstand Design



## 38Wh/5000mAh Long-lasting Battery Life



This 2-in-1 laptop is powered with a 5000mAh battery, and ensures a long battery life, no worry about battery dead during your trip or going outside. UBook XPro weights only about 925g, convenient for you to put it in your backpack or handbags for easy carrying.

5000mAh Battery 925g Weights



Type-C Full-Function Port PD Fast Charge



UBook XPro is designed with a detachable magnetic keyboard, which allows to switch easily between the tablet mode and laptop mode, meeting your different needs in multiple conditions and improving work efficiency. Enjoy a pleasant typing experience whether standing or sitting, and type or view web pages from a comfortable angle.

Note: The magnetic keyboard needs to purchase separately.

Original Magnetic Keyboard Detachable Design

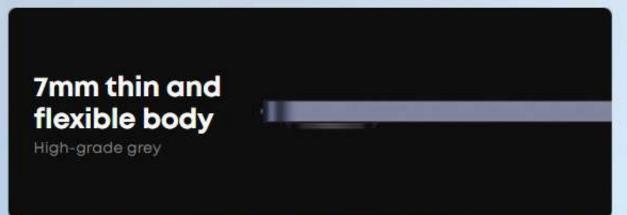




# HiPad Air Tablets

+ Entertainment for everyone

\$229.89



























## 10.3" FullView Display



Enjoy a wide 10.3 inch IPS screen with full fit technology, 1920 x 1200 pixel resolution, 16:10 field of view ratio, and vivid and brilliant high color gamut display. Enjoy videos, gaming, internet browsing and pictures on your crystal-clear, edge-to-edge display.

DCI-P3
Full color gamut

1920 x 1200 FHD resolution 10.3 inch

Incell

# Unisoc tiger T618 octa-core processor

**Powerful performance** 

HiPad Air runs on a Unisoc Tiger T618 processor with 8core CPU design, high-speed 2.0GHz stable main frequency, 12nm process for lower energy consumption, Achieves higher speeds, processing performance, multi-tasking ability, and all-around better mobile productivity than similar tablets.

CPU

Unisoc Tiger T618

12nm Process

2\*A75 + 6\*A55 large Cortex Small Cortex

enhancements



# Mali G52 gaming-grade for mobile gaming



## 7mm all-metal body

Thin and elegant, comfortable and flexible

Custom-designed CNC all-metal body with a high-grade gray tone color that's both sensible and elegant. Streamlined back cover created using sandblasting and oxidation techniques give the HiPad Air a warm and inviting feel. Next generation structural design and precision manufacturing reduces the thickness of the entire tablet to 7mm, making it light and thin with a smart sense of style.

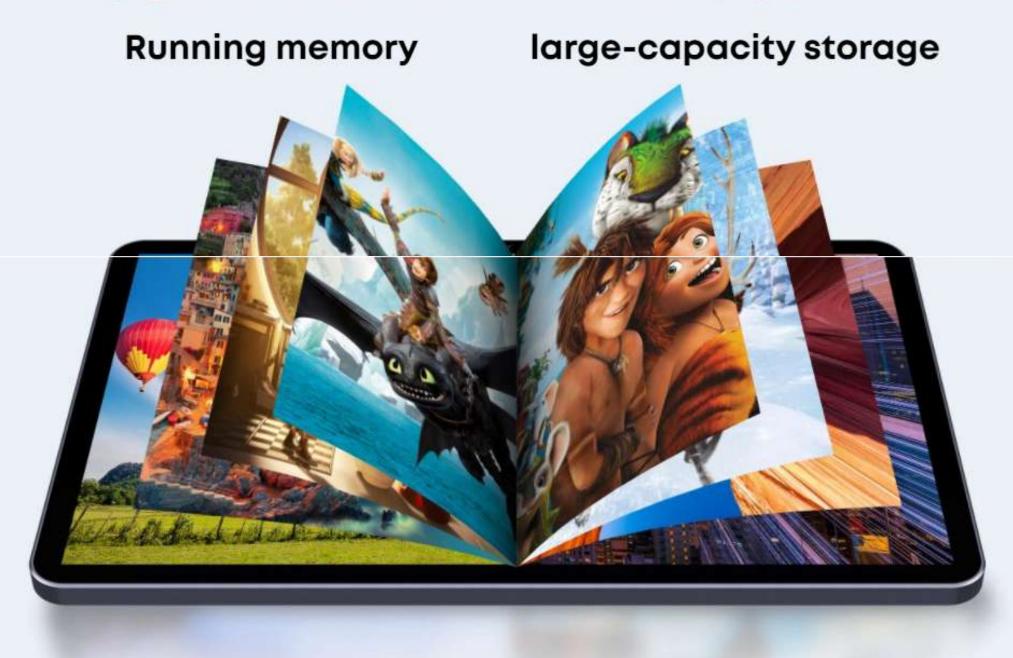


# Bluetooth keyboard multi-angled display



**6GB LPDDR4** 

128**GB** 



6GB LPDDR4 RAM allows smooth transition between apps. 128GB storage gives ample space for games, photos, and videos. Add a micro SD card for additional storage, keeping everything you need in one place.

# 2.4 & 5G Dual-band wireless WiFi connection

seamlessly stream games and entertainment

HiPad Air supports Bluetooth 5.0 and 2.4G & 5G WIFI bands with a lower latency and better network connectivity to always ensure a stable connection for high-definition movies, online videos and playing games with friends.

802.11ac WiFi5 specification

5.0 Bluetooth 2.4 & 5G Dual-band WiFi



5MP front and 5MP autofocus rear cameras

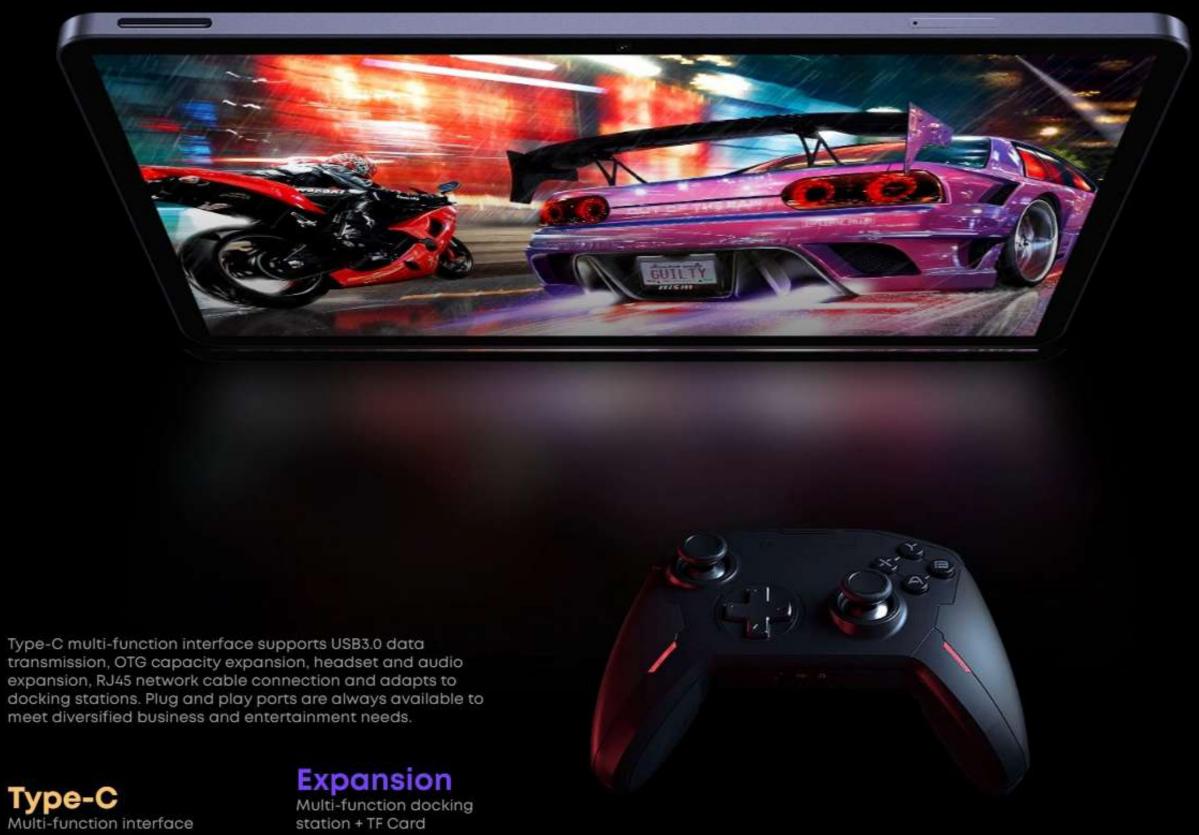
Face recognition technology



Built-in 5MP front camera supports Face ID facial recognition to unlock tablet and to protect private data. Rear-mounted 5MP lens with smart Al enhances creative photography and video recording, and dual internal microphones provide clear and worry-free video meetings.

# Type C

## Interface and rich expansion







BROTHERHOOD OF MUSCLE



DODGE CHARGER

\$77,000



























## **2022 BENTLEY FLYING SPUR**

\$204,500



























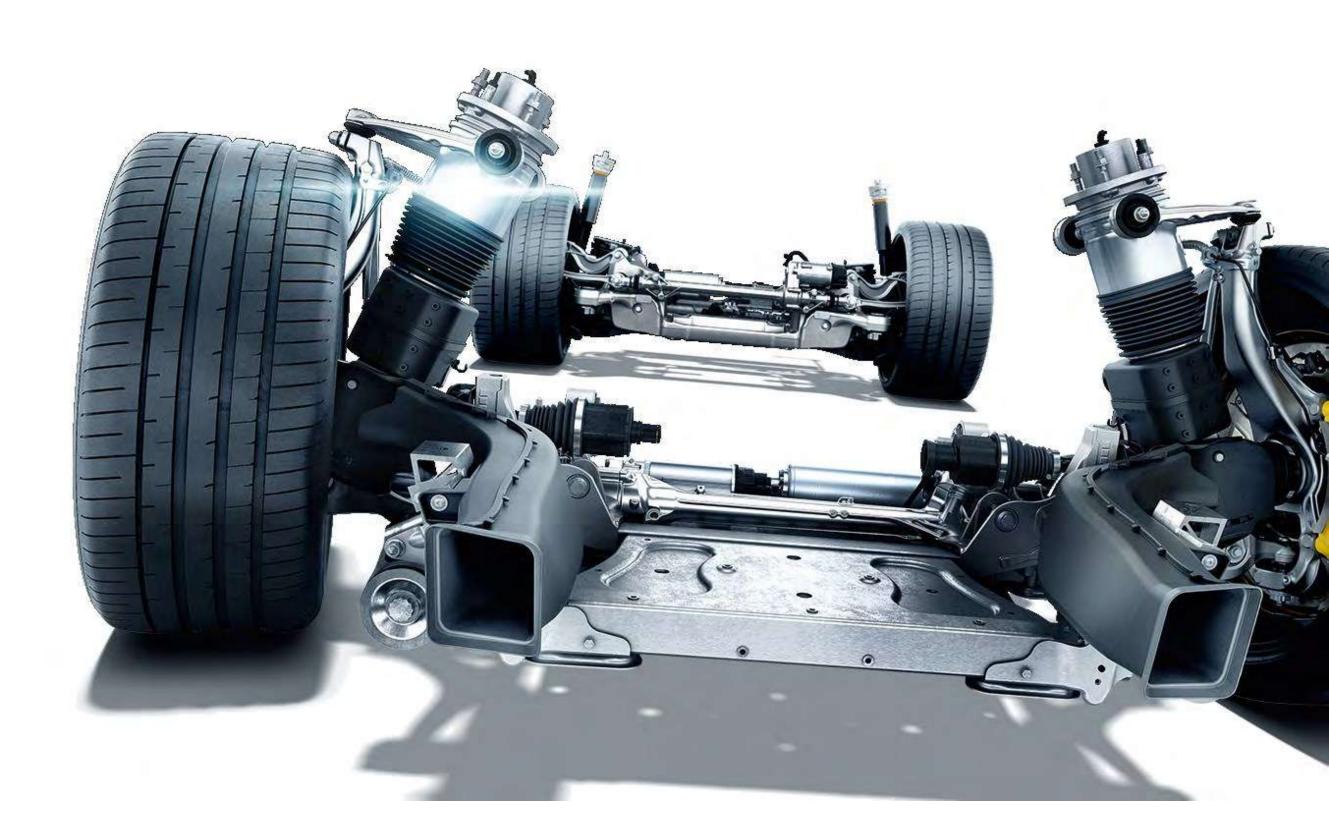




















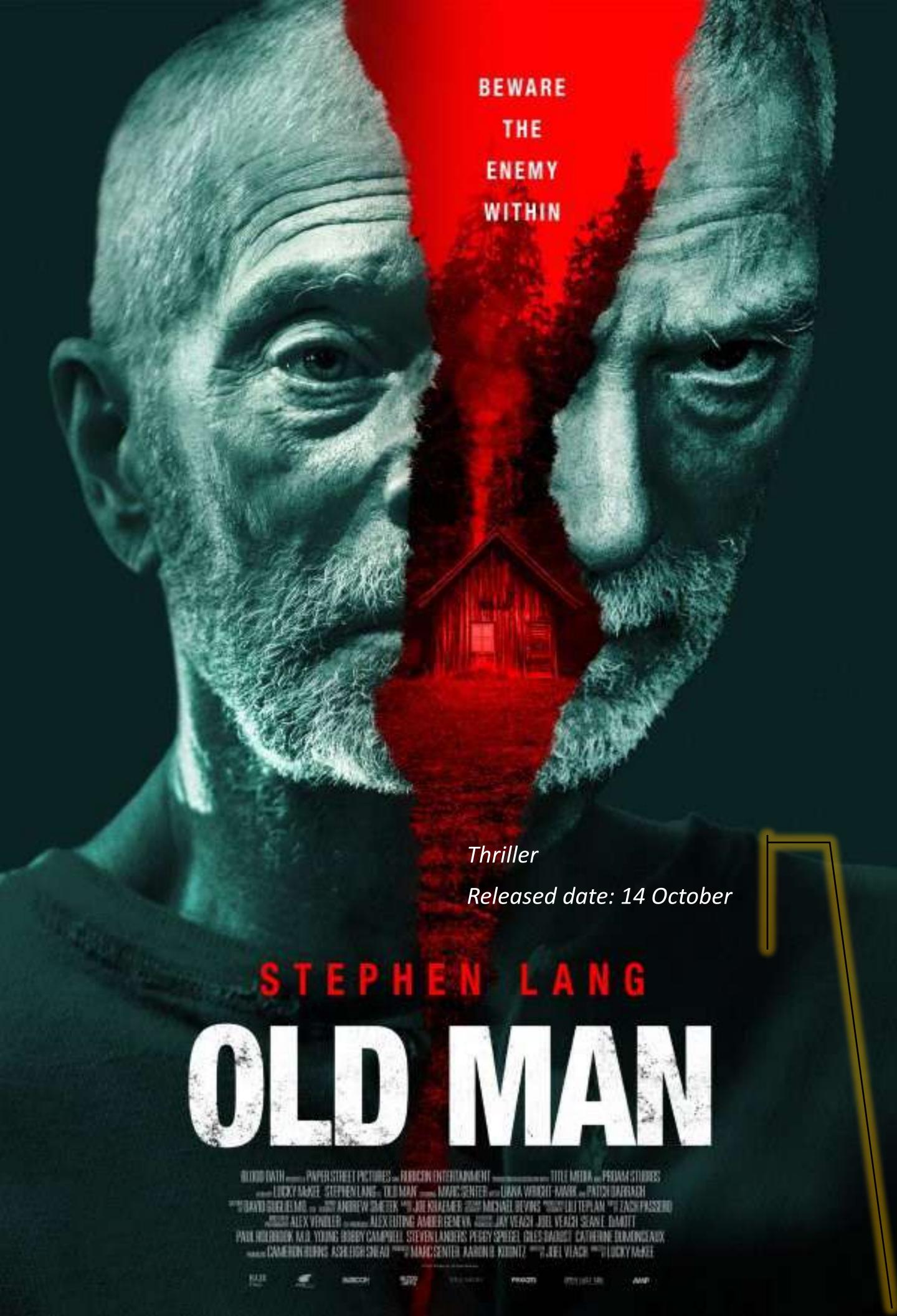












DOLPHLUNDGREN

Drama, Action.

Released date: 7 October

# OPERATION SEAWOIT

LAST MISSION TO WIN THE WAR

EDDIE REDMAYNE

JESSICA CHASTAIN



#### THE GOOD NURSE

BASED ON THE UNTHINKABLE TRUE STORY

NETFLIX PRESENTS A PROTOZOA PICTURES / FILMNATION ENTERTAINMENT PRODUCTION A TOBIAS LINDHOLM FILM "THE GOOD NURSE" JESSICA CHASTAIN EDDIE REDMAYNE NNAMDI ASOMUGHA KIM DICKENS AND NOAH EMMERICH CASTING MARY VERNIEU, C.S.A. AND LINDSAY GRAHAM AHANONU, C.S.A. MUSEY BIOSPHERE RESIGNER AMY WESTCOTT EDITOR ADAM NIELSEN PRODUCED SCOTT FRANKLIN DARREN ABONDESKY MICHAEL A JACKMAN BASEDON THE BOOK CHARLES GRAFRER SCREENPLAY KRYSTY WILSON-CAIRNS DIRECTED TOBIAS LINDHOLM

PROTOZ A

FILMMATION

IN SELECT THEATERS OCTOBER

(Jahr 17)

LANGUAGE

NETFLIX

### Silent River

A FILM BY CHRIS CHAN LEE

Drama, Suspense.

Released date: 14 October

A CURIOUS POTATO PRODUCTION IN ASSOCIATION WITH DEFECTOR FILMS KEPLER MEDIA AND HIGHWAY ROBBERY A FILM BY CHRIS CHAN LEE "SILENT RIVER"

WEST LIANG AMY TSANG MAX FAUGNO FEATURING DAKOTA LOESCH CINDY CHANG WITH CHANDRA ANDERSON

WEST LIANG PRODUCTION IN ASSOCIATION WITH DEFECTOR FILMS MAX FAUGNO FEATURING DAKOTA LOESCH CINDY CHANG WITH CHANDRA ANDERSON

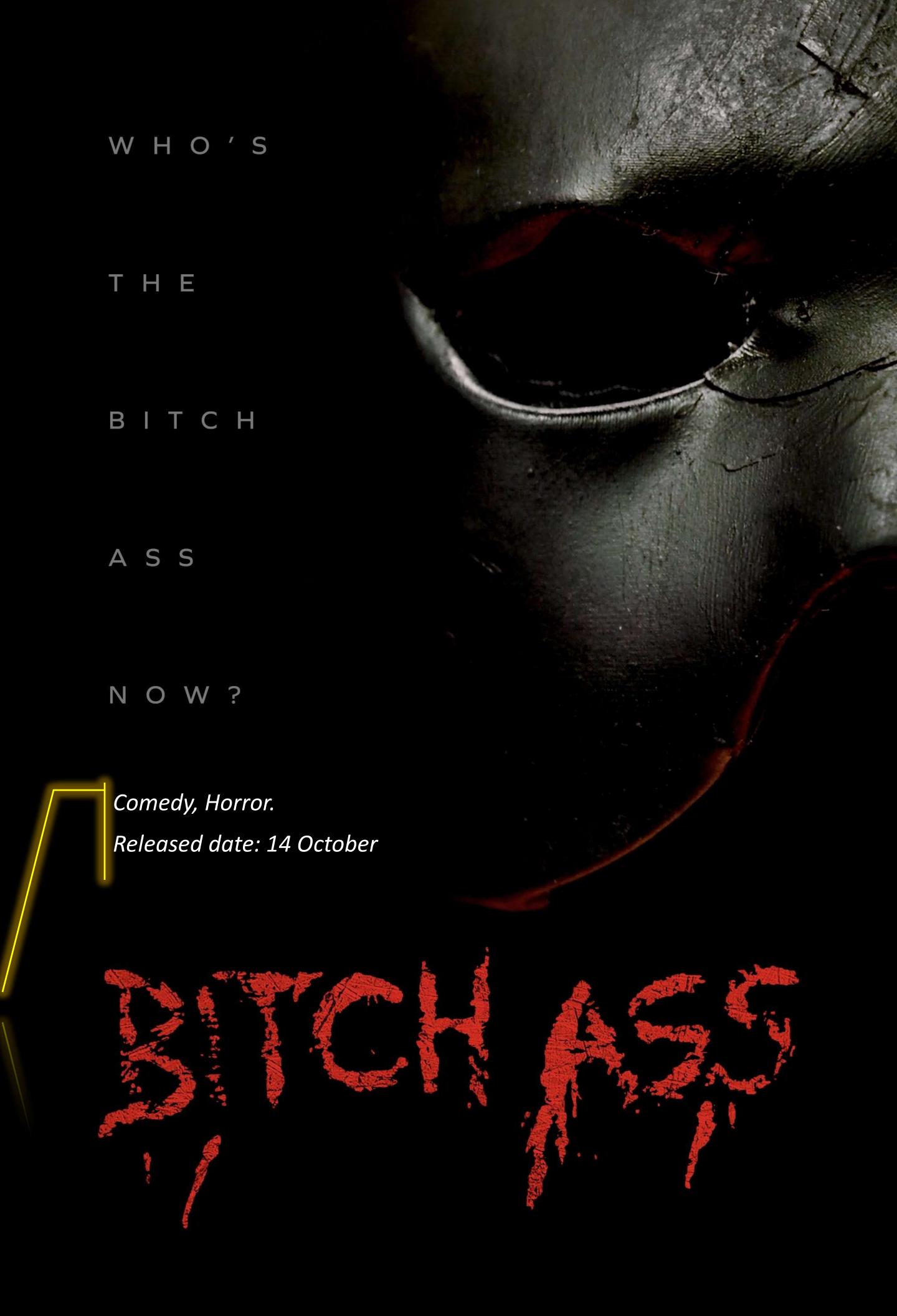
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WEST LIANG WITH CHANDRA AND LEE WITH BRILLIAN FOR WITH CHANDRA AND LEE W

SILENTRIVERMOVIE.COM







#### THE END OF AN ERA. THE BEGINNING OF EVERYTHING.

#### ANNE HATHAWAY

JEREMY STRONG

BANKS REPETA

JAYLIN WEBB

AND ANTHONY HOPKINS



Drama.

Released date: 28 October

Mila Kunis

BASED ON THE NEW YORK TIMES BEST-SELLER

Thriller, Drama, Adaptation
Released date: 7 October

#### Luckiest Girl Alixo

SCREENPLAY JESSICA KNOET PROTECTED MIKE BARKER

ONLY ON NETFLIX | 7 OCT

## MONSTER HIGH The Movie —

Adventure, Musical, Teen.

Released date: 6 October

SKULL'S IN SESSION OCTOBER 6

nickelodeon Paramount+

#### MARLONWAYANS

HALLOWEEN COMES TO LIFE



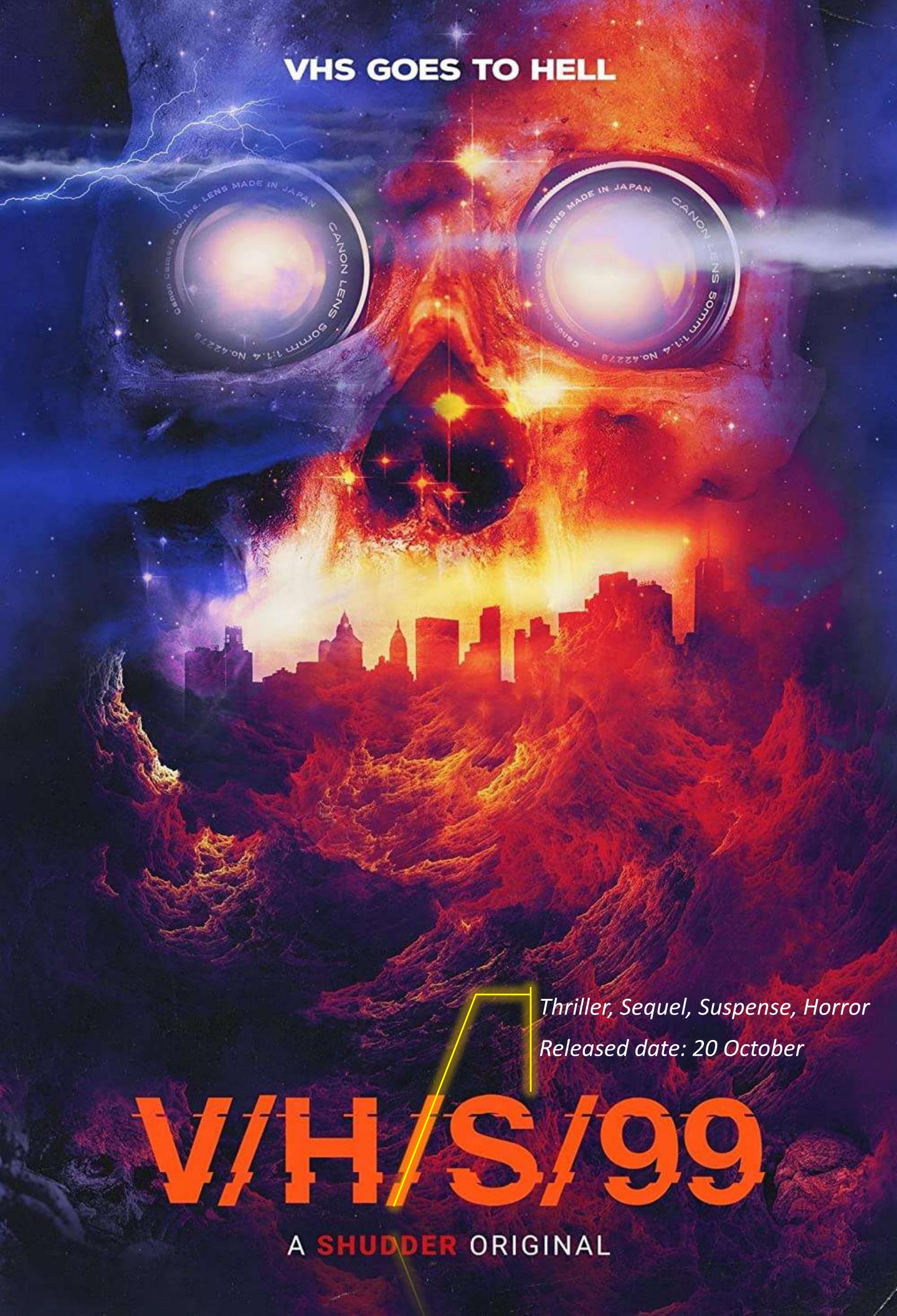
NETFLIX PRISONS AN UGLY BABY PRODUCTION A JEFF WADLOW RIM MARLON WAYANS "THE CURSE OF BRIDGE HOLLOW" PRIAH FERGUSON KELLY ROWLAND

"ASSESSES MARRY VERNIEU CS A AND RAYLIN SABO, CS A SUPERISE TRYGGE TOVEN MISS CHRISTOPHER LENNERTZ SPEARS CAROL RAMSEY (MICH SEAN ALBERTSON ACK MISSESSES MICHAEL T. PERRY

"ASSESSES DAVID HENNINGS ASSESSES JEFF WADLOW ANDREA AJEMIAN "MOREY AND TOOD BERGER

"ADVINORY AND TOOD BERGER AND ROBERT RUGAN DISECTOR JEFF WADLOW

ONLY ON NETFLIX OCT 14





WHERE HE GOES, DEATH FOLLOWS

#### THE VISITOR

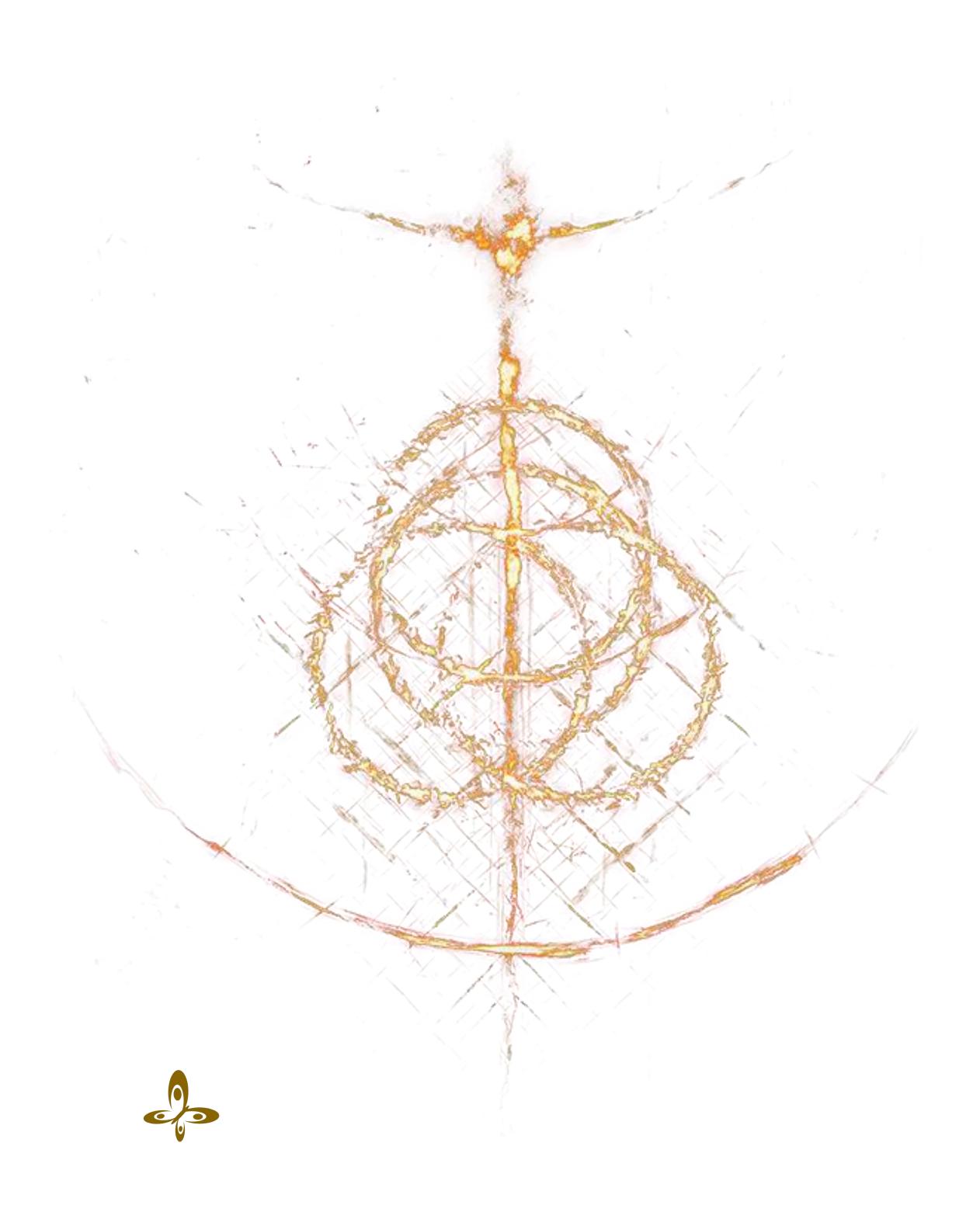
Thriller, Horror.

Released date: 7 October











Action, Adventure, Superhero, Sci-fi, Comic book. Released date: 21 October MUST SEE POWER BORN FROM RAGE OCTOBER 21 ONLY IN THEATERS Soundtrack WATERTOWER WARNER BROS. NEW LINE CINEMA OC DOIDO Cinema EXPERIENCE IT IN IMAX

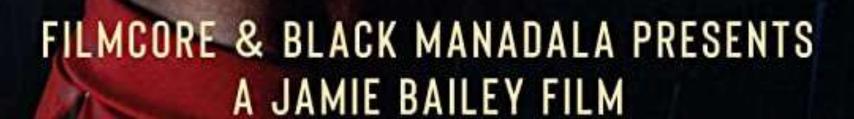
## MASKING THRESHOLD JOHANNES GRENZFURTHNER Thriller, Horror. Released date: 7 October



#### TREND OR DIE TRYING



Released date: 1 October



MARIE LUCIANI-GRIMALDI CAYLIN TURNER

MARIE LUCIANI-GRIMALDI CAYLIN TURNER
ANNE-CAROLYNE BINETTE AND SIMON PHILLIPS
PRODUCED BY MEM FERDA WRITTEN BY SIMON PHILLIPS & JAMIE BAILEY
EXECUTIVE PRODUCED BY MICHAEL KRAETZER NICOLAS ONETTI
DIRECTOR OF PHOTOGRAPHY JAMIE BAILEY DIRECTED BY JAMIE BAILEY

2022

# PRE FOR THE DEVI

WANTS

IN

Thriller, Horror, Supernatural.

Released date: 28 October









DONALD 'COWBOY' CERRONE

Thriller, Action.

Released date: 7 October

LOCKING YOUR DOOR

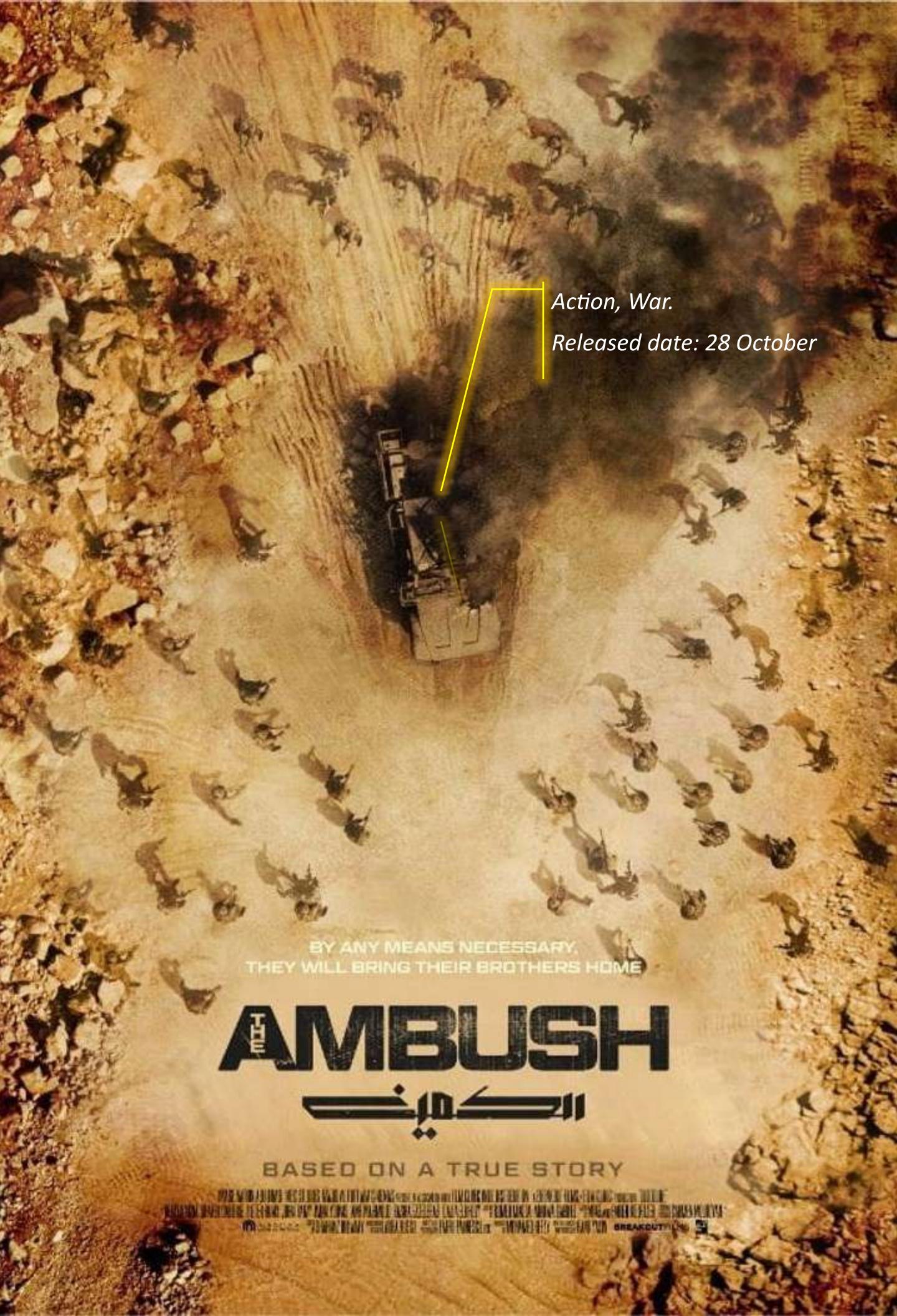
WON'T KEEP

THEM OUT

## 

PRECIERE

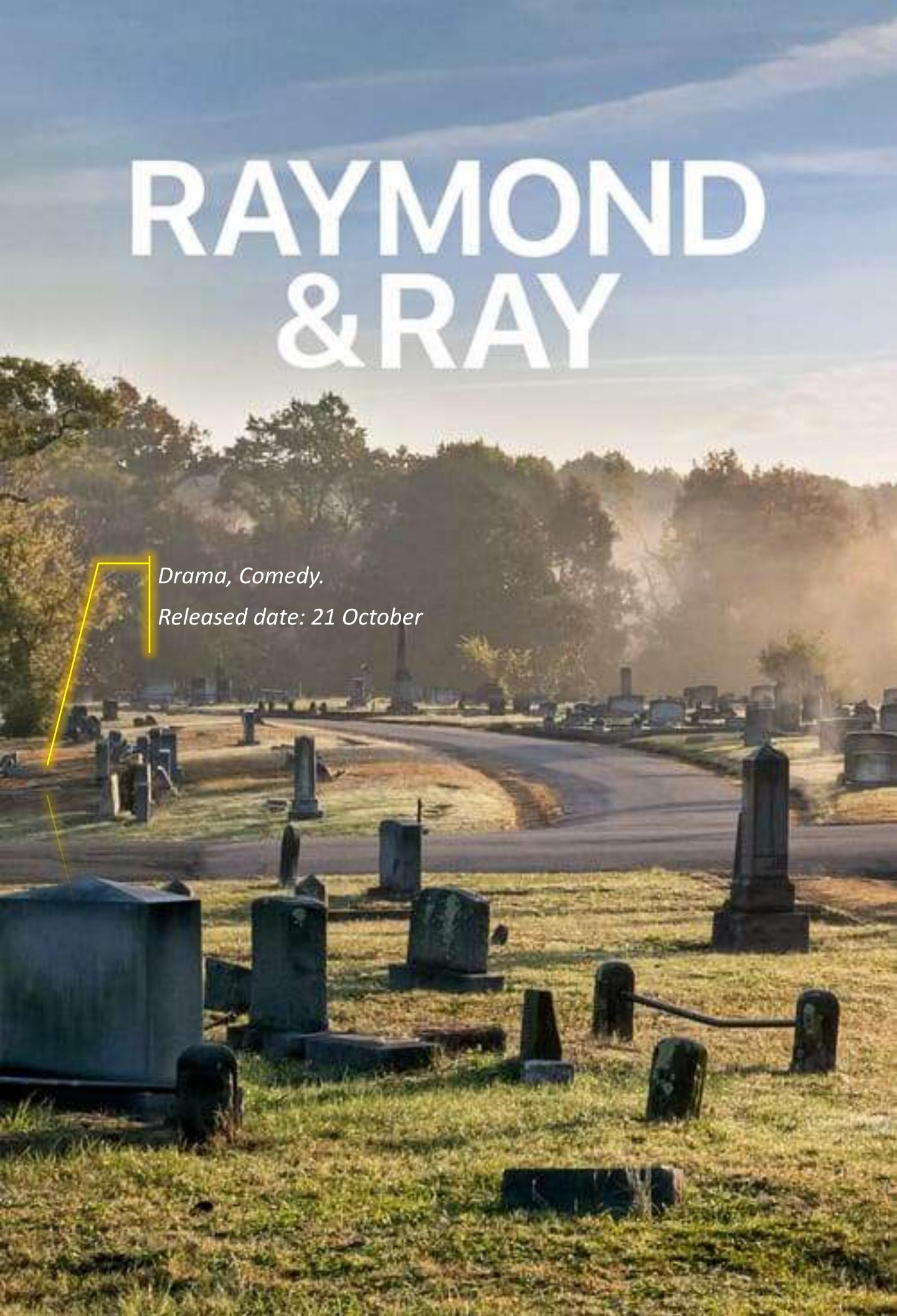




GUARDIANS

ACE ENTERTAINMENT FILMS
PRESENTS

THE WAR OF TIME WILL BEGIN











Colin Farrell Brendan Gleeson

#### The BANSHEES OF INISHERIN

From the Writer/Director of Three Billboards and In Bruges Martin McDonagh





Drama.

Released date: 21 October

Everything Was Fine Yesterday.



Produced Broadbent Pete Czernin Martin McDonagh Written and Martin McDonagh birected by Martin McDonagh





ONLY IN THEATERS





A NETFLIX FILM

## ALL QUIET ON THE WESTERNFRONT

Drama, War, Period.

Released date: 7 October

28 OCTOBER

