E3 2021 REVIEW & GAME INDUSTRY DIVERSITY & INCLUSION DEBATE #2:

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Gamescom 2021 Playlist **Gamescom 2020 Playlist**

E3 2021 Playlist

Day 3: Monday, June 14

- **Take-Two Interactive hosted an important panel on diversity, equity and inclusion that tackled many of the very real issues facing the video game industry today.**

Before I give my grade of Day 3, I have to discuss the biggest elephant in the room at E23 2021. And that was the Take-Two Interactive E3 Showcase being used not to talk about new updates for Borderlands 3, NBA 2K22 or Tiny Tina's Wonderlands or any other new 2K games. No, we just suddenly out of nowhere get a massive and long overdue Gaming Industry Diversity, Equity and Inclusion Panel hosted by Toni Ligons, director of diversity and inclusion at 2K. The all-star DEI panelists included: Gordon Bellamy, professor of the Practice of Cinematic Arts at USC, head of the USC Games Bridge incubator, and CEO of Gay Gaming Professionals; Jim Huntley, professor and head of marketing at the University of Southern California, executive producer for USC Games Expo, and one of the people behind the Gerald A. Lawson Endowment Fund ; Susanna Pollack, president of non-profit organization Games For Change, which pursues real-world impact through games and Laila Shabir, founder of Girls Make Games, which organizes workshops designed to inspire the next generation of women in games. This controversial DEI panel suddenly disrupted E3 2021.

This excellent and highly accomplished panel of diverse gaming professionals must have been hidden on the early E3 2021 press releases either intentionally or unintentionally. I am going to assume the former because everyone watching the first session of Day 3 of E3 2021 on Twitch or YouTube had no idea this panel was replacing or substituting the normal and predictable, flashy 2K game demos, trailers or announcements. E3 even had a diversity chat room and I seriously doubt anyone was posting or hyping up this DEI panel on Day 1, Day 2 or early morning on Day 3. There wasn't advance Tweets of the 2K DEI panel on the E3's Twitter page and there was definitely no description of this DEI panel on E3's agenda page. So, this was either a 2K decision, ESA decision or a joint 2K and ESA decision to blindside the E3 2021 virtual viewers by giving them a timely discussion on the importance of the gaming industry promoting, supporting and funding diversity, equity and inclusion. This DEI discussion is much overdue in the wake of the recent Riot Games and Ubisoft toxic "frat boy" culture debacle and the well investigated, highly outrageous, and disturbing racist and sexist Activision/Blizzard Entertainment Civil Rights And Equal Pay Complaint that was released after E3 2021. No one can doubt the real need for DEI in gaming.

Hello Blizzard –

I personally have a lot of emotions coming out of yesterday, and I know you do, too. The allegations and the hurt of current and former employees are extremely troubling.

I know many of you would like to receive more clarity. While I can't comment on the specifics of the case as it's an open investigation, what I can say is that the behavior detailed in the allegations is completely unacceptable.

- It goes – with saying – it is completely unacceptable for anyone in the company to face discrimination or harassment.
- It goes – with saying – that everyone should feel safe working here, whether we are on campus, at BlizzCon, or working from home.
- It goes – with saying – it takes courage to come forward, and all claims brought to the company are investigated by internal and (when needed) external investigators. We take these claims very seriously. Claims can be made without fear of retaliation, and many times, I attend to them personally, along with our other leaders.

Stepping back – when I talked with Bobby about taking this job, one of the first things I mentioned was a revered saint of the Brack household – Gloria Steinem. Growing up, the value of women as equals, understanding the work that had been done for equal treatment, and the fact that there was still much to do, were common themes. This is just one of the reasons why the fight for equality is incredibly important to me. People with different backgrounds, views, and experiences are essential for Blizzard, our teams, and our player community. I disdain "bro culture," and have spent my career fighting against it.

Iterating on our culture with the same intensity that we bring to our games is imperative, with our values acting as our north star. This is some of the most important work we do, both as professionals and human beings.

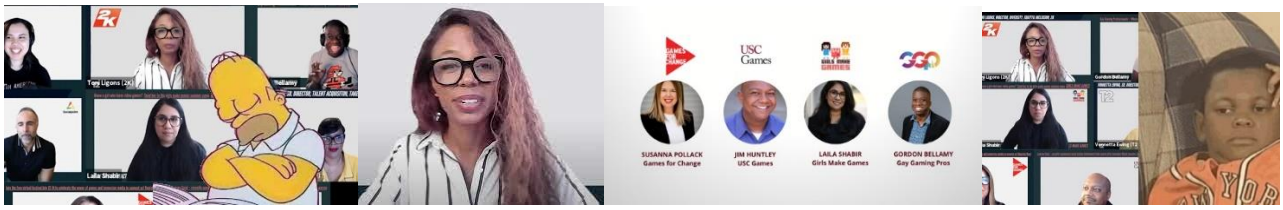
A company is more than a legal construct that exists as a piece of paper in a filing cabinet in Delaware. The people that work at the company make it what it is, through their actions and creations. Each of us plays a role in maintaining a place of safety for one other. And it is also up to each of us to continue to craft the Blizzard we want – and commit to doing our part in keeping Blizzard great but always aspiring for more.

The leadership team and I will be meeting with many of you to answer questions and discuss how we can move forward. In the meantime, I want you to know that you can talk to any manager, any HR partner, any member of the legal team, or to any one on the executive team [including, Hey J]. If you feel more comfortable talking to someone outside of Blizzard, or prefer to be anonymous, you can contact the Way2Play Integrity Line([redacted].

I feel angry, sad, and a host of other emotions, but I also feel grateful to work alongside a set of leaders and thousands of employees who join me in their commitment to continuous improvement.

Thank you Blizzard.

JAB



"Uhm, whenever you may be on your path as a GBTQ person or an ally. Right. Because I think that's all that we've all discovered. And I think, uhm, whatever population you are part of, whether it be across gender or race or expression identity. Is that you don't have to be a member to care. Okay? You don't gotta be a member to say this is an important issue. And in fact, a lot of the work that we do at a corporate level is saying, 'Hey, you don't have to do all the work. You don't have to push the rock that's sitting on you. We're going to help you push that rock that's on you. It's not on me, but I can push. Right. Cause I can see it. It's on you.' And, so, I'm asking these questions. Uhm, corporate supports time. Right? Time, talent and treasure"…Gordon Bellamy, GGP, E3 20212K DEI Panel, 6/14/2021

"Oh, so, I mean to add to that. I think the, uhm, something that a few of us have touched on earlier is. Uhm, an old ad adage from, from the business world, 'You can't manage what you can't measure.' Uhm, if you don't have a way to see how your progress is, is evolving over a continuum. You kind of just go, 'Well, I think something's working. Let's just keep doing that'. And business people, me myself being one of them don't respond well to that. It's just that, 'Okay, let's just keep investing in a thing, but I don't know the results of.' We need to be able to go back and say, 'Hey, this year we were here, this following year, we were here.'…The positive feedback is to be able to say, 'Here's data that shows that what we're doing is having an impact on our objectives and rewarding that partner or those partners for that investment of that support.' That's really key to building a positive feedback loop around, investing in diversity equity inclusion."…Jim Huntley, executive producer for USC Games Expo, E3 2021 2K DEI Panel, 6/14/2021

"So, the first camp in 2014, we literally like marched into a Maker Faire with flyers, just going around and being like, 'You look like you would love video games. Cause you're playing with the robots right now, come back to camp.' But I think it's, um, it's pretty much primarily been word of mouth originally. Bhut then when we ended up partnering with the game studios and game companies that really helped elevate, uhm, the program and the PR. I think Susanna touched on that. It's like it actually legitimized us and then kind of made us really cool. Like, 'Hey, you can go make games at, you know, these game studios and actually make a name at Xbox. PlayStation, Nintendo. Take-Two. You can go into their offices meet the developers and make new teams. And I think that cool factor has kind of really helped us out when it comes to speakers and people who want to mentor and be involved that's been a lot easier."…Laila Shabir, GMG, E3 2021 2K DEI Panel, 6/14/2021

So, the E3 2021 2K DEI Panel was greatly needed and I have to assume much appreciated by Black, Hispanic, AAPI, POC, LGBQT, indigenous gamers, game students, developers. All the 2K DEI panelists are all doing exemplary efforts to make the gaming industry a more welcoming social and accommodating space for all who want to earn a living making unique indie, mobile or console games.

But what I question is, why was such an important topic like DEI in gaming, not openly and widely promoted by 2K and ESA months, weeks or days ago leading up to the start of E3 2021? And maybe the move to hide or obscure the fact that the 2K E3 2021 showcase, which was the first major publisher session of Day 3, was not going to feature any cool 2K game clips helped get a larger audience to watch the 2K DEI panel instead of them ignoring it or watching *Loki* until it was over? Also, I can't skip the most perplexing fact when I was watching the Twitch live stream of the 2K E3 DEI panel. And that was the barrage of sleeping, tired and boring emojis while DEI panelists were talking. There was a fast and furious backlash of E3 2021 viewers who thought they had been ambushed and tricked into talking about diversity, equity and inclusion. And I think by not widely alerting everyone who was intensely or vaguely interested in E3 2021 that this major DEI discussion was happening on Day 3 it did not help alert many Black, Hispanic, AAPI, POC, LGBQT, indigenous gamers, game developers and professionals to tune in to support and learn from the E3 2021 2K DEI panel.

What I would have preferred that Take-Two Interactive at E3 2021 do is show trailers or demos of their upcoming 2021/2022 games, and then do something really radical by having E3 2021 viewers see clips of 2K Games' non-white male staff, writers, designers, composers, producers or artists, that worked on those same new 2K game titles. That way the random E3 2021 viewers or hardcore 2K game enthusiasts, who were breaking their hands posting sleeping emojis and boring DEI memes, might discover that 2K Games' most profitable and popular franchises have lots of diverse creators and contributors. Sometimes you have to show many vocal and passionate gamers, who might deny the existence of racism, sexism and toxic "frat boy" culture in the highest, middle and lowest levels of the gaming biz, that they have nothing to fear and only something to gain by DEI. I am certain 2K was serious about supporting diversity, equity and inclusion at E3 2021 because they gave a sizeable donation to USC Interactive Media & Games' Gerald A. Lawson Endowment Fund for Black and Indigenous Students. But I seriously doubt Take-Two Interactive is going to use their possible and expensive 2K presentation time at Gamescom 2021 to repeat having a secret DEI panel. Nope! Gamescom 2021 is virtual again this year, but it is far too important for any Triple-A publisher to waste that opportunity not promoting their best games to millions of global gamers and the media. E3 is now a poor man's Gamescom.

Accessibility in Gaming panel addressed gaming for people with disabilities, with voices from Able Gamers, TRIPP and Ubisoft.

- **Verizon showcased how 5G is fueling innovations for developers, esports teams and fans with partners EA, Dignitas, Riot Games and Team Liquid. They also announced a $1 million commitment to increase female representation in the gaming industry.**
- **Intellivision revealed more Amico launch details.**
- **Mythical Games launched early access for *Blankos Block Party*, which merges the worlds of art and video games with their unique NFT-authenticated game characters.**

- **The Indie Games Showcase highlighted a handful of new indie games.**

Alliance of the Sacred Suns is a space strategy game that combines elements from 4X, grand strategy, and role-playing games. The player is the newly crowned ruler of an interstellar empire on the brink of collapse, and must rule through political maneuvering and grand strategy rather than micromanagement. Alliance of the Sacred Suns is set to release in 2021 for PC.

Falling Frontier is a sci-fi real-time strategy game developed by Stutter Fox Studios and published by Hooded Horse. Players explore and conquer a vast procedurally generated star system where intel and logistics are decisive factors. Falling Frontier is set for a late 2021 release on PC and can be found on Steam.

Terra Invicta (sci-fi grand strategy game developed by the Long War mod creators Pavonis Interactive) is revealing details about its fully modelled Solar System using real-life scientific astronomical data. With over 300 asteroids, moons, and planets all orbiting exactly as they do in our real world, Terra Invicta creates a strategic map that is in constant motion. We are also showing the new Solar System view, including orbit trails to better plan journeys across the Solar System.

Carefully crafted by some of the minds behind *Shovel Knight*, *Contra 4*, and *A Boy and His Blob*, B.ARK feels like a Saturday-morning cartoon for the whole family. When a cybernetic army of sea creatures known as the Dark Tide threatens the universe, humanity's only hope is Team Bio-Interstellar ARK (B.ARK), an awesome crew of animal pilots!

ExtraGalatica is about a college football fight to defend his rival's planet from the rogue villain in his Professor's favorite arcade game. Slow time using Retro Dash as you pilot Super G Machine through waves of enemy's, defeat huge bosses, and explore Celestro with Captain Flerp and his team's mascot, Nova.

Fallen Aces is a crime noir FPS that plays right out of the 90s and looks right out of the comics. The A.C.E.S. are watchful guardians of Switchblade City and they are being taken down, one by one. Now it's up to one man with two fists, to get to the bottom of it all.

Larcenauts is the first team-based, 6v6 multiplayer, hero shooter for VR. Players choose from a diverse cast of 8 playable Specialists with larger-than-life personalities such as the Grenadier, the Infiltrator, and even a sentient Mushroom. They are led by their fearless leader, Captain Kas, who doubles as the in-game announcer and is voiced by the inimitable Jane Lynch (Glee,

Wreck-It Ralph, American Dad!). Each Specialist features fully customizable weapon loadouts and unique skills that can be grown over time via the deep progression system along with earning stylish new cosmetic upgrades to add personal swagger. Players assemble their crew and battle online through the Tern System with full cross-play support across major VR devices.

Lifeslide is an atmospheric paper plane flight adventure through life. Master an engineless flight mechanic as you travel through an ever-changing landscape towards your destination. No narration, no texts. The story is implicitly told through the environment - this is your journey, and you decide what to make of it. The game is releasing on Steam on August 6th.

Moo Lander is a 2D adventure platformer from Bulgarian developer The Sixth Hammer. You are assigned the monumental task of saving your ancient race, the Landers, from impending doom by locating the infinite source of powerful resource fueling your galactic empire. Forget fusion reactors, Dyson spheres, and antimatter - you're looking for the Milk.

Neko Ghost, Jump! is a puzzle-platformer that utilizes the unique mechanic of switching between a side-scrolling 2D perspective and a full 3D one. Traversal in Nekoworld will require players to utilize each perspective wisely and challenge their reflexes to quickly change between 2D and 3D to solve puzzles.

Toy Soldiers HD is a multi-genre action-strategy game in which players command antique WWI toy soldiers vying for control of the trench-filled diorama battlefields of Europe. The original classic has been overhauled and upgraded with new content, skins, gameplay, expanded game modes, improved controls and graphical upgrades. We've also included all the original DLC and a few new levels as well!

Tunguska: The Visitation is a top-down survival horror that brings you to the perilous Tunguska Exclusion Zone, where you'll face deadly traps, infectious mutants, bandits, and well-armed rogue military. Will you survive and thrive, or will you become Lost To The Zone?

- **Freedom Games revealed release dates, console versions and more.**

A first-of-its-kind "sky city builder," Airborne Kingdom finds players in control of their own civilization in the clouds – at first a small propellor-borne platform that will grow in population and scale into a vast, bustling kingdom.

Anuchard is an awesome retro-inspired Action RPG title, where you play as the fabled Bellwielder to rescue fallen souls from your hometown and restore the world's fallen civilization.

Cat Café Manager is a charming sim from Roost Games about restoring a family's feline-focused bistro. So, you're the cat café's new owner? Nice meeting you! Hope you can fix this old place up. Plenty of stray cats around who deserve a proper home! Reckon the townsfolk could use a wee pick-me-up, as well. Lots of talk about a mysterious black cat stalking the streets.

Coromon is a modern monster taming game with retro pixel art. Coromon brings an immersive storyline, strategic turn-based combat and challenging puzzles to a classic genre. Tame eclectic creatures and battle against trainers in Coromon, the modern monster-taming RPG from TRAGsoft, capturing PC and Nintendo Switch fans' hearts in Q1 2022.

Dark Deity, the turn-based tactical RPG inspired by the genre's classics from developer Sword and Axe, lands a critical hit today by surprise launching for Windows PC on Steam, as revealed during publisher Freedom Games' E3 2021 showcase.

Dreamscaper is a journey through twisted dream realms conjured by the subconscious mind of Cassidy, a young woman wrestling with her inner demons. Trapped in a traumatic loop where restless slumber brings forth dungeons teeming

with nightmares and challenges to overcome, her only defense against the darkness is the power of lucid dreaming. Fortify Cassidy's psychic abilities in the waking world by forging friendships, then strike back against her nocturnal foes in intense hack-and-slash combat.

Godstrike, the boss rush bullet-hell shooter where time is everything from publisher Freedom Games and developer OverPowered Team, is now available on Nintendo Switch and Steam for Windows PC.

Guardians of Hyelore (Tower Rush) is an action-packed unit recruitment game pitting your units and strategies against an onslaught of enemies. Hire units, improve your troops, earn achievements, and spawn your Guardian to flight 150+ unique enemies in this exciting take on the army-spawning action genre.

Monster Outbreak, a retro-inspired 2D tower defense survival game from developer GameMunchers, also received its first public gameplay reveal, in addition to announcing a 2022 launch window for PC.

Then voyage to a distant planet to sow a frontier farm in Aurian Studios' One Lonely Outpost, sprouting up on Steam Early Access in Q1 2021 ahead of the Nintendo Switch, PlayStation 5, and Xbox Series X|S launches.

Ruin Raiders is a turn-based tactical roguelike in which you command military squads on a no return journey into the ruins of an ancient civilization. Master turn-based combat, craft new technologies and deepen yourself further into the ever-shuffling ruins to unveil the past!

Sands of Aura is an open-world action adventure with a fantasy setting of a realm in its twilight—a world buried beneath a sea of sand. Sail across the sand seas to return life to a dying world in an unforgettable experience that is equal parts engaging story and unrelenting, souls-like combat.

Slaughter League lets one risk it all and become the world's greatest. Survive an Onslaught of twisted obstacles in the world's most brutal game show, competing in a wide array of lethal online or local multiplayer modes.

To The Rescue! is a charming dog shelter simulator. Take care of unique dogs and find the right homes for as many of them as you can. Upgrade your shelter, control disease outbreaks, learn each dog's preferences and make tough decisions, all while helping support real-world animal shelters.

- **Capcom confirmed additional *Resident Evil Village DLC* is in development, revealed updates for the *Monster Hunter* franchise, and showed off new gameplay and features for *The Great Ace Attorney Chronicles*.**

- **Razer unveiled Razer Blade 14, a new laptop that the company calls the world's most powerful 14-inch gaming laptop.**
- **Special appearances from Deadmau5, Soulja Boy, the cast of *Mythic Quest* and more.**

E3 2021 Day 3 - GRADE: C

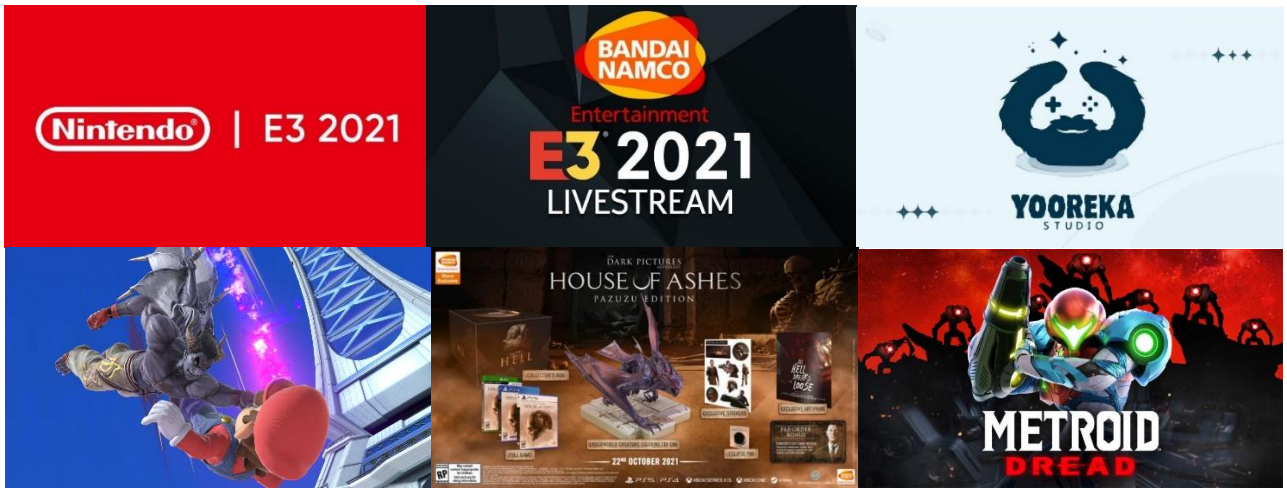
I am giving Day 3 a Grade of C which might sound highly surprising because the morning started out with the 2K DEI Panel. My primary reason for the Grade of C is because the sudden 2K DEI Panel was forced upon the E3 2021 virtual viewers. That chaotic decision just showed why E3 has become less about premiering breakout and awesome new Triple-A and indie games, but whatever a publisher, developer or other gaming entity wants to showcase at the moment.

And before 2K's DEI Panel, there was a well-produced presentation by Verizon promoting its new advancements in its 5G network that will expand and enhance game developers and gamers with low latency, faster game uploads and truly real-time immersive experiences. Verizon also announced a major diversity initiative by launching their Verizon Game Forward Scholarship for female students at HBCUs and by providing new tech centers on those Black campuses. Verizon also had 5G endorsers like Aerial Powers, member of the Minnesota Lynx and streamer with Team Liquid, Anna Donlon, Executive Producer of Valorant with Riot Games, artStar, Content Creator for Dignitas, Derwin James, safety for the LA Chargers and Madden NFL player, EMUHLEET, Pro Gamer for Dignitas. Overall 5G will be a huge benefit to the gaming biz.

Intellivision was hoping for an 80's nostalgia branding miracle to get anyone under 35 watching their E3 2021 presentation to actually want their new family friendly and tepid Amico gaming system instead of waiting a few more months for Valve's Steam Deck. Amico should concentrate on doing a deal with Roblox, so its games could come from the Roblox community and gain instant popularity. Also, some impatient Twitch E3 2021 viewers after the 2K's DEI Panel may have been on edge waiting for Mythical Games to finish hyping up NFTs in their cute Blankos Block Party Showcase. The Indie Games Showcase and Freedom Games Showcase did have some truly interesting, unique and amusing indie games worth playing and buying on Steam. And Capcom smartly highlighted some of its best game franchises The Great Ace Attorney Chronicles, Resident Evil Village and Monster Hunter. But my C Grade of Day 3 is justified because the Razer Showcase/Informercial after Capcom was slow, technical and boring.

Day 4: Tuesday, June 15

- **Nintendo made several announcements, including all-new info and trailers for the reveal of *Tekken*'s Kazuya Mishima coming to *Super Smash Bros. Ultimate*, the first new 2D entry in the *Metroid* saga in more than 19 years, a new trailer for the still-untitled upcoming sequel to The Legend of *Zelda: Breath of the Wild*, and more. Watch here.**
- **BANDAI NAMCO focused on *The Dark Pictures Anthology* via an interview with one of the developers behind House of Ashes. Watch here.**
- **Yooreka Studio unveiled eight new games, many of which are playable right now as free demos on Steam.**



Extremely Realistic Siege Warfare Simulator (ERSWS) is a physics-based tactics RPG game which you leading your own force in fantasy medieval world. Build your army and siege equipment.

Loopmancer is a 3D platformer rogue elite action game with realistic graphics that takes place in a cyberpunk universe. Players play as a detective who comes back to life after an unexpected death, and battle in this lifelike and futuristic city of the east.

In Metal Mind, we fuse transforming Mecha and Roguelite gameplay elements and combine game mechanics, such as weight, armor pieces, heat, and power for you to forge a unique weapon of war to fuel your killing spree!

Mohism: Battle of Words is a detective game set in the world of Wuxia. The game follows Zhang Xiaochen investigates unsolved cases and comes into his own as a hero. He must rely on his wits and razor-sharp tongue to best his opponents, find the culprit and ensure justice prevails!

Reshaping Mars is a colony simulation game on Mars, you will start by gathering resources, storing food accepting immigrants, and building a better colony together. Develop powerful technologies for Reshaping Mars.

Tales of Wild is a multi-person online survival competitive online game. You can experience gathering manufacturing, hunting harvesting, building, researching, and you need to challenge survival. There are other invaders who need you to show courage and look directly at them!

The Immortal Mayor is a construction and management sim game where you play as a local deity that watches over the land. Befriend other gods and use magic to help your residents build the town, thereby earning the offerings of your people and growing your town.

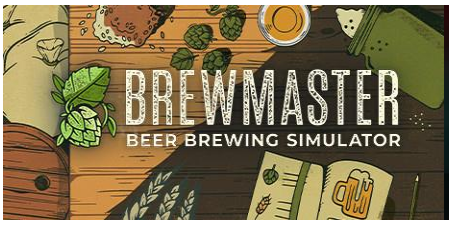
The Swordsmen X: Survival is a martial art open world adventure game that combines survival and crafting. Built with Unreal 4 engine makes it perfect to collect, create, explore and manufacture in a world covering an area of 256 square kilometers. Fight back enemies and eventually become a well-known martial art hero.

- **The GameSpot Play For All showcase highlighted indie games and developers.**
- **Special appearances by Ninja, T Pain and more.**

Brewmaster: Beer Brewing Simulator lets one discover, learn, and master the art of homebrewing in the ultimate celebration of craft beer. From perfecting authentic, chemistry-driven brewing techniques to bottling and labelling, become an ultimate brewmaster in the first ever realistic beer brewing experience.

Blind Fate: Edo no Yami from the Spanish studio Troglobytes Games lets one walk the path of a blind cyber samurai in this action sidescroller filled with robotic Japanese folktales. Together with Yami, embark on a journey of revenge to face the dangers of a sci-fi Edo Period, discover a forgotten past, and unveil its lost mechanical lore.

Block'Em! is an action-filled block-building party game for 2 to 4 players. The controls are simple but the road to victory is complex: be the first to reach the goal or be the last one standing! Block'Em! mixes platforming and puzzles in the most exciting way.



Chinatown Detective Agency: Day One is the free prologue to the neon-drenched, cybernoir mystery adventure Chinatown Detective Agency, coming to PC, Mac and Nintendo Switch in 2021. From your base in the Lion City of Singapore, you'll solve cases with real-world research, travel the globe in pursuit of clues and criminals while managing both your time and your team, without forgetting to grab a bite of the local delicacies at the nearest hawker's market.

Derpy Conga is a physics-based puzzle-platformer about the importance of friendship! Gather your friends in a conga line and help them save their endangered planet, but beware: the longer the chain, the harder to control! On the other hand (haha), journeys are better with friends on your side.

El Paso, Elsewhere is a supernatural neo-noir third-person shooter. Hunt werewolves, fallen angels, and other damned creatures in vivid slow motion. Fight your way through a reality-shifting motel, floor by bloody floor. Save the victims of Draculae, lord of the vampires. And destroy the villain you loved--even if it means dying yourself.

Fractured Veil, the survival game set in a future Hawaii ravaged by time, technology, and mutants from Paddle Creek Games, embraces the apocalypse with an Aloha state of mind. One hundred years after a teleportation system fractured reality and caused a global apocalypse, Maui's not much of a tourist destination anymore. Horrific mutants roam the Valley Isle's breathtaking beaches and tropical forests. The only non-mutated humans on the deserted island awaken in a facility created by a shadowy tech company. The good news: each time they die, they resurrect as a new clone. The bad news: being killed by mutants still hurts!

Freshly Frosted is a cute, relaxing, complex puzzle game that requires patience and the right amount of thinking to beat. The player is brought into a world filled with adorable factory-style machines requiring you to make the best donut. Each level is a stand-alone instance of gameplay, with the player placing conveyor belts to deliver donuts. Frost donuts, whipped cream, top with sprinkles and a cherry your way to the end. Freshly Frosted is made by The Quantum Astrophysicists Guild.

Lab Rat is a hand-crafted narrative puzzler masquerading as a machine-generated puzzle game. This satirical adventure stars a metrics-obsessed AI who will monitor, profile, and taunt you as you progress through more than eighty puzzles. Over time the AI will develop its hilariously-misguided understanding of humanity based on your puzzle performance and survey response data.

Lost Eidolons is a classic, turn-based tactical RPG and the Kickstarter is an important part of the team's "open development," process. Lost Eidolons welcomes players to the fantasy world of Artemesia, where they help the mercenary Eden, and his compatriots overthrow a tyrannical despot to return peace to the empire. Players will need strategic planning through the title's deep unit management systems to accompany savvy tactical gameplay if they are going to conquer the game's tactical turn-based grid combat.

Minds Beneath Us is an adventure about a guy and a data ghost who lived in his head and controlled his body. After society has become fully automated with AI, a new industry has emerged that replaces the hardware needed to operate the internet with linked human brains. As a result, the most disadvantaged of citizens have had no choice but to put in their bid to sign u, one after another. Against the stage of this mad society, a mysterious conspiracy gradually unveils.

Onsen Master is a hot spring customer management game where players must create ingredients to match the various customer ailments, across the fantasy island of Izalima!

Rainbow Billy: The Curse of the Leviathan is all about exploration, whether through the world, your own self identity, or the dozens of good-hearted creatures you'll meet along the way. When the evil Leviathan curses the World of Imagination with monochrome misery, its residents are left joyless, anxiety-ridden husks of their former selves. Armed with kindness, a talking fishing rod, and countless friends, the shy, cheerful Billy must travel the land and inspire others to find the courage to be themselves and show their true colors once more. Use compassion and conversation to befriend a variety of creatures in non-violent, turn-based encounters, then invite them to your team, adding to your collection of helpful creatures.

Rain on Your Parade is a slapstick comedy game where you play as a mischievous cloud. Travel the world as a cute cardboard cloud set to rain on everyone's parade! Help Cloudy the Cloud on its adventure to the mythical rain paradise: Seattle. Along the journey, you'll face an array of unique settings, challenges, spoofs, and satire. Unlock new powers, meet quirky characters, draw custom cloud faces, collect cool hats, accessories, and so much more!

She Dreams Elsewhere is a surreal adventure RPG that explores dreams and the extent to which they can mirror reality. Players will explore the surreal world as Thalia, an anxiety-ridden, comatose woman who plunged into her dreams and must confront her inner nightmares in order to finally wake up. Unfortunately, some nightmares are harder to confront than others... It's a deeply personal narrative dealing with real world themes such as mental health and self-identity combined with strategic turn-based combat, mind-bending levels, and a surreal, visually-striking world ripe for exploration. Welcome to your nightmare - enjoy your stay!

Soup Pot from Chikon Club, an independent game development studio featuring a collective of talent from Southeast Asia, is a cooking game with a focus on creativity. Players will use beautifully stylized 3D renders of ingredients to create these dishes however they like, offering a fun yet challenging experience. Players will even be able to choose their own plating styles, to make sure the dishes look as pretty and delicious as possible. *Soup Pot*'s kitchen is a welcoming place, whether you're a seasoned cook or don't know which end of the whisk to hold. You're free to experiment and try new things without having to worry about the pressure of failing.

Spiral is a third-person narratively driven exploration game sharing a poetic vision of cognitive degeneration seen from inside. It tells the story of Bernard, a man who wished goodbye one last time to the memories that built him from his early childhood to who he is today. You accompany him on this journey, bearing witness to his life and remembering for him as his mind slowly unravels into the void.

SUPER DRINK BROS. is juice cans that hit each other??? A powerful and high speed 3D action game that decides the best drink in the world!

Tandem: A Tale of Shadows gives fans of puzzle platformers and action and adventure games will be able to peel back the curtain enshrouding five beautiful Victorian-inspired worlds. Players will alternate between Emma's top-down view and Fenton's horizontal side-scroller view, using the former's lantern to cast shadows the teddy bear can cross. Intelligent obstacles and clever gameplay mechanics will force players to constantly remain on their toes.

UNSIGHTED is after a long war with the humans, the few androids that remain in Arcadia are running out of Anima, the energy that gives all robots consciousness. It's up to you, Alma, to find a way to recover your memories and save your friends from becoming. Explore the vast ruins of Arcadia, using every tool you can find. Time is ticking. They need you, Alma.

What the Duck is an Adventure / Action RPG settled in a world that some people can summon their spiritual animal. Among all kinds of cool and strong animals, you are the guy who has a Duckling as your own.

"Uhm, so that's one thing like both from the consumer and players and developers' perspective, like if there's a business, you see so many innovative games come out and like kinder, uh, just more fun games coming from the West. That people in Southeast Asia or any other region that doesn't have the similar access, they do also have those ideas, but they're not exposed to funding over extremities. There not exposed to the right people. And Twitter does help, but at the same time you have to have a strong heart and thick skin to delay get to a point you feel like you deserve it"...Gwen Foster, Technical Director, Soup Pot, Chikon Club, Gamespot & The Mix, E3 2021 Play For All Showcase, 6/15/2021

"And what are the challenges day-today that people might not know because they just see a game that looks cool and it's like, oh, one person development team, what is the true human cost of a one person development team"?...Tamoor Hussain, Managing Editor, Gamespot, E3 2021 Play For All Showcase, 6/15/2021

“It's a blessing and a curse because on one hand. Like I pretty much been able to do exactly what I wanted to do with this game. Uhm, and I'm like a weird guy with like a lot of like weird ideas. Uhm, so let's just kinda like do that like unfiltered and just like, do me. Where normally in like a bigger development team. It'd be like, you know, it had to be like pass, like, you know, X amount of approvals. Get past the marketing department. You know, all this stuff. Uhm, so having that freedom has been like super liberating. It's a little lonely sometimes. Uhm, but it is fun, and I would, there's very few things I'd rather want to be doing right now. Uhm, so I'm very thankful for it, but also I'm very, very tired.”…Davionne Gooden, Indie Game Developer, She Dreams Elsewhere, Studio Zevere, E3 2021 Play For All, 6/15/2021

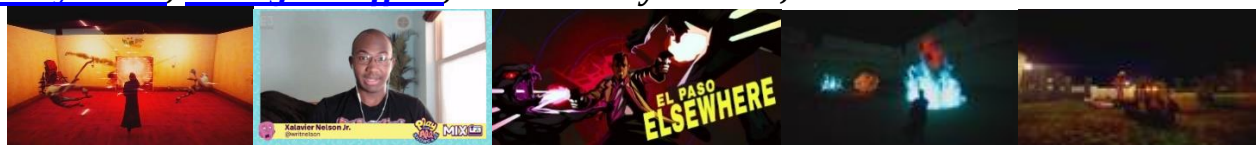
So, you kind of described yourself as a BIPOC [Black Indigenous People Of Color] studio. Can you talk a little bit about what that means and also what impact that has Onsen Master as you created it?...Tamoor Hussain, Play For All, 6/15/2021

One of the things that I didn't necessarily have growing up were games that included characters that were, that were black and brown, it was always interacting with a protagonist that didn't necessarily look like me. And, so, I would love to add into the games that are now being represented in media that do have people that look like us. Uhm, and be a part of that space…Derrick Fields, Onsen Master, WakingOni Games, E3 2021 Play For All, 6/15/2021

Do you think we're getting better? Do you think it's kind of being led by the industry in the indies in the industry?...Tamoor Hussain, Play For All, 6/15/2021

Uhm, yes. And yes. I think things are absolutely getting better. I think there are certainly more games out there that are including people that look like, uhm, that look like each of us having this conversation now…Uhm, I think absolutely indie games are championing this inclusion and this representation that needs to be seen across the industry as a whole. And because of that, there are certainly more kind of Triple-A level games that are including more, uhm, BIPOC characters and some very notable games too. And, so, I hope. I, you know, uhm, optimistic me. I don't want that to stop. I want to see more. I want it to continue happening…Derrick Fields, Onsen Master, WakingOni Games, E3 2021 Play For All, 6/15/2021

Through the gameplay through the narrative and through our audio layers, we are delivering the same sense of freedom of expression. And, uhm, critically feeling bad ass even if you're just sitting in your room in your underwear…I was going to say, when you're talking to people who don't understand like a song like "F-The Police", isn't like, 'Hey, we're going to Jack up the police'. It is an expression of, I cannot do anything against this overwhelming fascist force…But I can rap and you're going to hear every amount of this, this justified fury and rage expressed, uhm, through music…Xalavier Nelson, Indie Game Developer, El Paso, Everywhere, Strange Scaffold, E3 2021Play For All, 6/15/2021



- **The first-ever all virtual E3 2021 culminated with the Official E3 2021 Awards Show, as *Forza Horizon 5* from Xbox Game Studios was named the *Most Anticipated Game of E3* 2021. View the full list of winners.**

E3 2021 Day 4 - GRADE: B

For me I was actually happy E3 2021 had come to an end. It is all consuming as being press for E3 to watch and take notes on all the nonstop game demos, game trailers, updates, presentations, interviews and Triple-A and indie showcases. I mean even the last Day 4 started at 9:00 am with Nintendo and the Official E3 2021 Awards Show started around 4:45 pm. That is a long, long damn day of E3 programs with no breaks in the middle. It is easy to get cynical and burnout waiting for just two or three Triple-A publisher showcases like Nintendo and BADAI NAMCO to justify sitting for hours supporting an all-virtual E3. What didn't happen at E3 2021 was being overwhelmed with hours and hours of awesome, cutting edge and mind blowing exclusive Triple-A and indie game premieres and demo footage like what will happen during Gamescom 2021.

I do want to single out Gamespot & The Mix Play For All Showcase that was hosted by Tamoor Hussain and Justin Woodward. This showcase was, to me, the best example of Diversity, Equity and Inclusion at E3 2021 because it featured three BIPOC and one AAPI female indie game developers talking about the challenges of creating their games as well as the topic of DEI in the gaming industry. Also, Saverio Caporusso, the only white male indie developer during Play For All, was also unique because his indie game Blind Fate: Edo no Yami lets one play a disabled character. But overall, I think E3 will have a hard time coming back as a live event in 2022 because Gamescom is just so much better.

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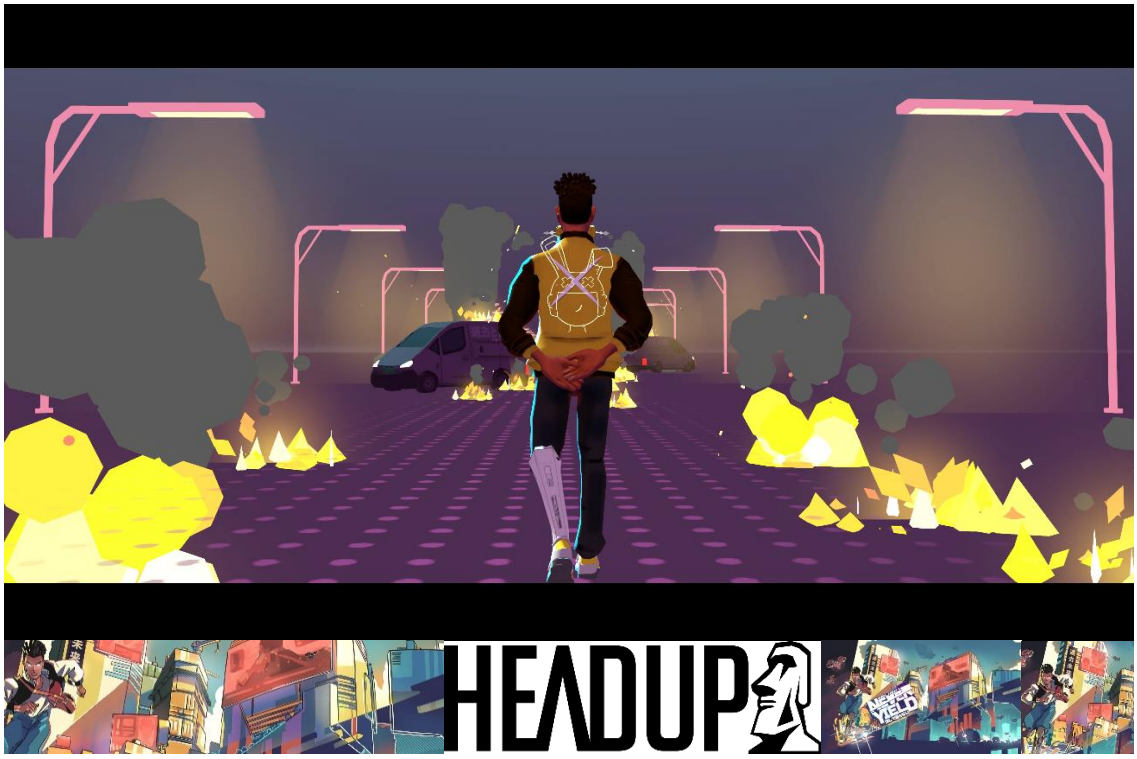

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