

SUMMER GAME FEST 2022 REVIEW #1 & DEI GAMING INDUSTRY UPDATE:



7-10-2022 - Written By: [David L. \\$Money Train\\$ Watts](#) – Journalist/Web Host/Editor – [Dailymotion.com/FuTurXTV](#), [Rattle Radio](#) & [HHBMedia.com](#) – [David Velo Stewart](#) – Journalist/Editor – [HHBMedia.com](#)

[Gamescom 2021 Playlist](#)

[E3 2021 Playlist](#)

Summer Game Fest 2022

I want to say right off the top that the best displays of real and substantial Diversity, Equity and Inclusion in the multi-billion gaming industry was prominently displayed during the presentations for Summer Game Fest 2022. I want to say that at least half or more of the presenters, game executives, game designers, game directors, writers, artists, were women. And some of the women were paired with men counterparts, but there were some who did game demos by themselves. It was more refreshing and honest to see game industry DEI in a natural and unforced manner as opposed to a year ago at E3 2021. That's when 2K Games ditched their E3 2021 2K Games Showcase and replaced it with an impromptu [DEI panel](#) that was not appreciated by E3 2021 viewers on Day 3.



And this trend of featuring more women or people of color in game presentations extended not only to Summer Game Fest 2022, but to Day of the Devs 2022, Epic Games Summer Showcase and the Xbox & Bethesda Showcase 2022. So, I will give insights and direct quotes from the presenters at Summer Game Fest 2022. And where I don't have unique commentary I will show game screenshots and artwork as well as trailer links to World Premiere game trailers or gameplay previews. Geoffrey Knight was the energetic and highly competent video host of Summer Game Fest 2022 and was highly knowledgeable of every game featured. I started my game press coverage of #SummerGameFest by watching Capcom's [Street Fighter 6](#) character preview for their powerful and agile fighter Guile.

America's hero is back! As featured at the Summer Game Fest 2022 showcase, Guile arrives as the fifth character to be revealed for *Street Fighter™ 6*. Guile finds himself alongside legends and new faces like Chun-Li, Ryu, Luke and Jamie who were the first members of the *Street Fighter 6* roster revealed during last week's PlayStation State of Play broadcast. *Street Fighter 6* represents the next evolution of the *Street Fighter™* series and launches worldwide in 2023.



Tough as ever, Guile's move set in *Street Fighter 6* brings back some of his classic arsenal and introduces new attacks that continue his legacy of intensity and power. Challenge yourself to pull off each of the high-powered attacks with the Classic Control Type or jump straight into the action with the brand new, simplified Modern Control Type. His moves include:

- **Somersault Kick (Flash Kick)** – The classic backflip kick
- **Sonic Boom** – Guile's main projectile ability
- **Sonic Blade** – A stationary aerial slash
- **Sonic Hurricane** – A massive aerial slash that lands directly ahead or diagonally upwards
- **Solid Puncher** – Fires a flurry of small Sonic Boom projectiles
- **Crossfire Somersault** – A brand new Super Art that fires a massive aerial slash followed by a devastating Somersault Kick

About Street Fighter 6

Powered by Capcom's proprietary RE ENGINE *Street Fighter 6* spans three distinct game modes including Fighting Ground, World Tour and Battle Hub. The experience also includes innovative new gameplay features, plus enhanced visuals for every aspect of the game. With more ways than ever to play, *Street Fighter 6* has something for everyone – new and old fans alike – and will be ready to take on all contenders when it launches in 2023 on PlayStation®5, PlayStation®4, Xbox Series X|S and PC.



After *Street Fighter 6* we got developer Tindalos Interactive and publisher Focus Entertainment's [Aliens: Dark Descent](#) which really looks great, but I am bit perplexed because at Gamescom 2021 there was a big push to promote [Aliens: Fireteam Elite](#) from Focus Entertainment and Cold Iron Studios. And only a few years ago we were given Sega's [Aliens: Isolation](#). Sega has cracked out many Aliens games over the past decade, so it will be interesting if Focus can pick up the Aliens mantle and expand to Aliens vs Predator games for PS5, PS4 and Xbox Series, Xbox One and PC. But I will say that the World Premiere Reveal Trailer for *Aliens: Dark Descent* was dark, disturbing and extremely cinematic.



Focus Entertainment and Tindalos Interactive, in collaboration with 20th Century Studios, revealed *Aliens: Dark Descent*, an enthralling single player squad-based action game set within the iconic Alien franchise for PS5, PS4, Xbox Series, Xbox One and PC. Drop into an original Alien story where players will

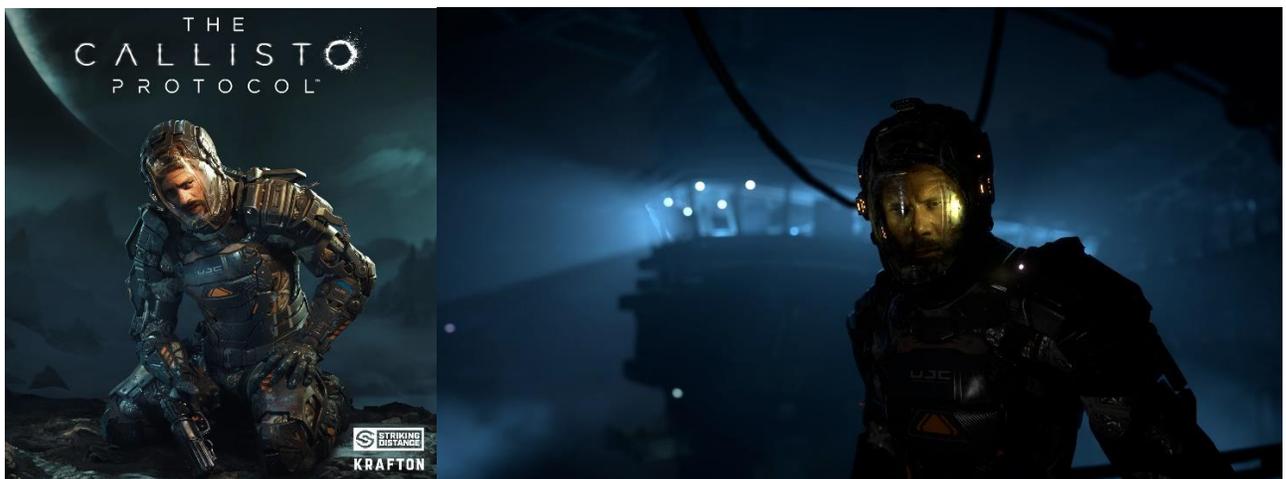
lead a squad of marines in real-time combat against the deadliest creature mankind has ever faced. Get a first look at the Aliens: Dark Descent experience awaiting you on Moon Lethe with this unnerving World Premiere Reveal Trailer, as we follow a squad of Colonial Marines during a recon mission.

“We are honored to partner with 20th Century Studio and Disney to work on a new project from this emblematic franchise, and to team up with our excellent partners at Tindalos Interactive. Their expertise, talent and passion for the license will make Aliens: Dark Descent an iconic new chapter in the Alien series.” John Bert, Managing Director at Focus Entertainment.



“The entire team at Tindalos is dedicated to delivering a gaming experience faithful to the spirit of the Alien franchise, and adding its own, never-seen-before elements to this iconic universe. The gameplay we have developed is unique, inspired from our favorite tactical and CRPG games and packaged in nerve-wracking, real-time action. Translating from film to our game the sheer terror caused by the deadliest species known to man was quite a challenge, but I'm confident most of you will end up in strung-out shape - as Hicks himself would say.” Romain Clavier, CEO & Creative Director at Tindalos Interactive

“We're excited to continue expanding upon the beloved Alien franchise with a deeper single-player story experience thanks to the bright minds from our friends at Focus and Tindalos” said Luigi PrioreReal-time, squad-based tactical combat.





The Callisto Protocol is a next-generation take on survival horror that fuses brutal combat with a deeply human story in a terrifying sci-fi world. Set on Jupiter's dead moon Callisto in the year 2320, *The Callisto Protocol* challenges players to escape the maximum security Black Iron Prison and uncover the terrifying secrets of the United Jupiter Company. Players will need to search their surroundings and adapt their tactics, using a unique blend of shooting and close-quarters combat to survive a mysterious outbreak that has thrown Callisto into chaos.



Call of Duty Modern Warfare 2 from Infinity Ward is the latest in the highly popular Activision Blizzard Call of Duty series. It will be released on PS5, PS4, Xbox One and Steam on October 28, 2022. The MWII presentation was given by Johanna Faries, General Manager of Call of Duty and Jeff Negus, Cinematics Lead, Infinity Ward. They showed a highly impressive gameplay preview that feature cutting-edge in-game mechanics that were incredible and highly realistic. Jeff walked through the gameplay preview footage and pointed out how a MWII player can go on a team raid on a ship and the player in real-time must react to the ship's changing environment as physical objects the on ship moving with the motion of the water. For example, Jeff said a player might be hiding behind a cargo container on the ship and suddenly a big wave moves the container which now leaves you the player exposed. Jeff was proud the of the game's reactive AI water technology in the Dark Water level which creates new emergent gameplay.



Johanna said, “We’re so excited for October 28th. It is such a big moment not just for Modern Warfare 2 and everything that Jeff and the team at Infinity Ward built. But it really marks a step change in what we are calling a transformational moment for the entire franchise. You’re going to see incredible rendering. Incredible graphics. All the things just within the game itself. Built on all one shared engine now. Across Warzone and Modern Warfare 2 going forward. Of course, there is a lot of chatter and interest about the new Warzone experience. We are affectionately calling it Warzone 2.0. There will be, uhm, a standalone experience for Warzone for current, existing players as well. So, we will sort of feed the entire community there. But all eyes on the 28th. And the collaboration has been just incredible. Everyone is excited for Task Force 141. Warzone coming to mobile as well for players on the go. We’re coming to Steam as you know. Just a big moment. And just a lot to come with the months that follow.”





Microids is delighted to unveil the very first gameplay teaser for [Flashback 2](#). Three decades after the first adventures of Conrad B. Hart, Paul Cuisset and Microids Studio Lyon are eager to invite all players to enjoy this new chapter in the Flashback franchise! After defeating the Master Brain in the previous episode, Conrad and his allies are once again facing the Morphs species, threatening all civilizations. Adding insult to injury, Conrad's best friend Ian is being kidnapped in front of him.. Another dirty trick from the Morphs? It will be up to you to find out who did it and their motivations.

Developed in close collaboration between Paul Cuisset's team and Microids Studio Lyon, Flashback 2 will welcome players to discover a brand new story blending action, puzzle and infiltration. This adventure will take you to familiar places like Neo Washington or the Jungle, as well as new locations like Neo Tokyo or a mysterious space station. Flashback was praised for its innovative animation in the early 90's, the team wanted to keep that tradition going for this new episode. To achieve their goal, the world renown stuntman Jamel Blissat (Marvel's Moon Knight Oscar Isaac body double) was hired to do Conrad B. Hart's motion capture. Flashback 2 will be released in 12/2022 on all platforms.



We are a small independent game developer located in Warsaw, Poland. Before *The Astronauts*, some of us worked on games like *Painkiller* and *Bulletstorm*. Our latest project is [Witchfire](#), a dark fantasy first person shooter set in an alternative world in which witches are real and very dangerous – but so are you, witchhunter.



Our first game was a weird fiction mystery titled [The Vanishing of Ethan Carter](#). The game has won many awards, including BAFTA, and we sold over one million copies. It's available on PC, PS4 and Xbox One.

