

AERIAL KNIGHT'S WE NEVER YIELD PLAYSTATION 5 PRESS RELEASE



9-25-2024 - Written By: [David L. \\$Money Train\\$ Watts](#) – Journalist/Podcaster/Editor – [FuTurXTV](#), [Rattle Radio](#) & [HHBMedia.com](#) – [David Velo Stewart](#) – Journalist/Editor – [HHBMedia.com](#)

It was around exactly this time four years ago apart of our Gamescom 2020 press coverage that I got to [interview](#) highly impressive and innovative game designer Neil Jones who at the time was just launching his new runner action game [Aerial Knight's Never Yield](#). Fast forward to now and Neil has vastly expanded his Aerial Knight's gaming franchise with German game publisher Headup by releasing Aerial_Knight's We Never Yield for Playstation 5. We at [FuTurXTV](#) and [HHBMedia.com](#) are all in on promoting Neil and his gaming ambitions, so you can read his game's press release below. Also, we have included Aerial_Knight's We Never Yield artwork, screenshots and trailers in this article and at [www.hhbmedia.com](#) and at [www.dailymotion/futurxty](#). Furthermore, we look forward soon to catch up with Neil for our Money Train's 2 Cents Podcast that we stream live on Facebook and later on VOD on [www.trillvision](#) and the Trillvision app. I can't wait to ask Neil his thoughts on his recent TED Talk, the Tokyo Game Show, the importance or lack of importance of game shows and his highly controversial view Neil tweeted or "X'd" about that there is an actual "game publisher blacklist". The gaming biz is hard enough with industry wide layoffs and DEI backlash. And now game designers of color gotta deal with publishers blacklisting them is another difficulty they must endure and overcome. Can't wait to talk to Neil soon and learn what's next in the highly successful Aerial_Knight's gaming franchise.

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Press release

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Amazing Action and Awesome Beats Combine in Aerial_Knight's We Never Yield for PlayStation 5 - Available Now

Today, developer [Aerial Knight](#) and their partner [BetaJester](#), along with publisher Headup, have released [Aerial Knight's We Never Yield](#) for PlayStation 5. Featuring single- and local multiplayer cooperative action,

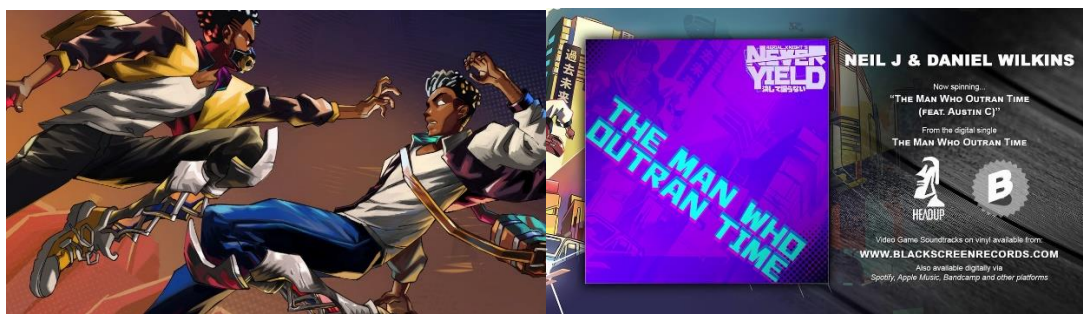
Afro-medieval visuals, and powerful beats, the game challenges players to run, jump, slide, and ride through an expansive in-game world as they take on the role of two brothers fighting to take back their kingdom.

Aerial_Knight's We Never Yield is a pulse-pounding stylized action game that challenges players to run, jump, and slide over obstacles and attack enemies in an intense two-player local cooperative mode. Players can control both characters simultaneously in single-player mode for an extra challenge! Heart-racing beats guide the heroic brothers through the game's dangerous and challenging environments as they race through intense episodes with immense boss battles throughout.

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Features of *Aerial_Knight's We Never Yield* include:

- An all-new story featuring two brothers, Wally & Lone, and their fight against a misguided Queen
- A visually striking Afro-medieval aesthetic brings the dynamic kingdom to life
- Powerful voice acting performed by Black performers and artists, including Blessing Adeoye Jr., Belsheber Rusape Jr., and BlackKrystel
- Same-screen multiplayer cooperative mode: Each player controls a brother as they race through the levels
- Single-player split-control play option: Play as the two brothers on one keyboard or while sharing a controller
- Fast-paced action: Take control of twin brothers Wally and Lone — running, jumping, and smashing through obstacles and enemies with style
- A pulse-pounding orchestral Hip Hop soundtrack created by Detroit artist Danime-Sama & Aerial_Knight himself
- Additional challenge levels to overcome after the main story
- Safe zones filled with outfits and weapons to change up your look



NEIL JONES BIO:

My name is Neil Jones, also known as Aerial Knight, online. I'm a solo game developer and creator of "Aerial Knight's_ Never Yield" and its sequel, "Aerial Knight's_ We Never Yield". My journey in game development began in 2012, working on various projects like phone apps and medical devices at small tech studios. I even had the opportunity to teach 3D modeling and tech art at a college for a while. Despite struggling to find my place in the industry, I decided to take a leap of faith and start my own studio. I wanted to create games that stand out, featuring black characters and unique stylized designs. I've been fortunate enough to have my story shared by outlets like IGN, The New York Times, and Kotaku. My goal is to contribute to a more inclusive gaming industry and hopefully pave the way for other black developers to follow in my footsteps.

My main skills: 3D modeling, texturing, Retopology 2D art (for marketing), VFX (Rendering), assets implementation in game engine (Unity), 3D animation, game design

My main tools: Photoshop, 3DS max, Unity, Marmoset Tool bag, After Effects





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