Collective YEARBOOK





YEARBOOK

THE YEAR OF ALL DANGERS.

We thought 2020 was the worst and we all were really looking forward to 2021. Giving us the hope and the strength in our lives to keep on moving forward.

For better or worse, the world in 2021 delivered another hard year for majority of us. It came back for more, setting the path before us to prove once more.

In this time where COVID was the favourite excuse for all world's struggles and issues, life still found a way to keep on going.

So we would like to think we've got it, this time and we



are fully prepared for what 2022 has in store for us.

With all the strong games that we had this year, and even more to come, we made sure to choose our weapons and battles for a better future to come.

As for us at the Collective, it is safe to say it has been the most proving and trying year for us all, with so many challenges to overcome every month, not only as a team but also as individuals.

That is why for 2022, we decided to go back to basics, providing this community with our most popular stock

in trade: **THEMES**; focusing more on Photography in this new year coming.

We cannot wait to see what unfolds in our big book of ideas we have had in mind for a very long time now. We want to show you the world. We want to see you greater than ever. We want to see what YOU have in store for this new year to come. And we hope to bring some kind of normality and peace in this world of madness. But most of all just to have fun.

Once again, thank you all for your support throughout this year!

Here's a compilation of what happened over at The Captured Collective in 2021!

May we meet again in 2022.

Play Safe. Stay True. Be Kind. EVERYONE IS WELCOME



collective



The Captured Collective was founded in 2016, as gamers ourselves we share the same passion for visual art and photography (Both real & virtual).

We wanted to create a sharing hub that features a large variety of visual arts, supporting and showcasing the community's beautiful work. Showing different techniques and ideas that help inspire artists to try new things and help them to grow. Since The Collective supports these mediums we feel it creates cross inspirations within these artforms.

As we continue to grow we expanded to Twitter. Supporting the community with retweets and features. This is when we introduce themes as a way to further inspire the community to try new things and help them grow and improve their skills.

The Collective is now a strong team all sharing the same passion for visual arts. We're all very proud of what we have achieved and we're very grateful to the community for their continued support.

Note: As some of you may have noticed, our themed page on Instagram is gone several weeks ago. From now on, find all our themes and features on our main page.

#TheCapturedCollective www.thecapturedcollective.art









Our first Yearbook, published same time last year, received a very warm welcome. Only then have we received the suggestion to make a monthly edition of it. Going from a crazy idea to another, what was just for fun became a huge challenge we are now very proud to set as **accomplished**.

As for 2022, we have a few ideas we are already working on. Stay tuned!













FIND ALL OUR 2021 MONTHLY ISSUES ON OUR WEBSITE.





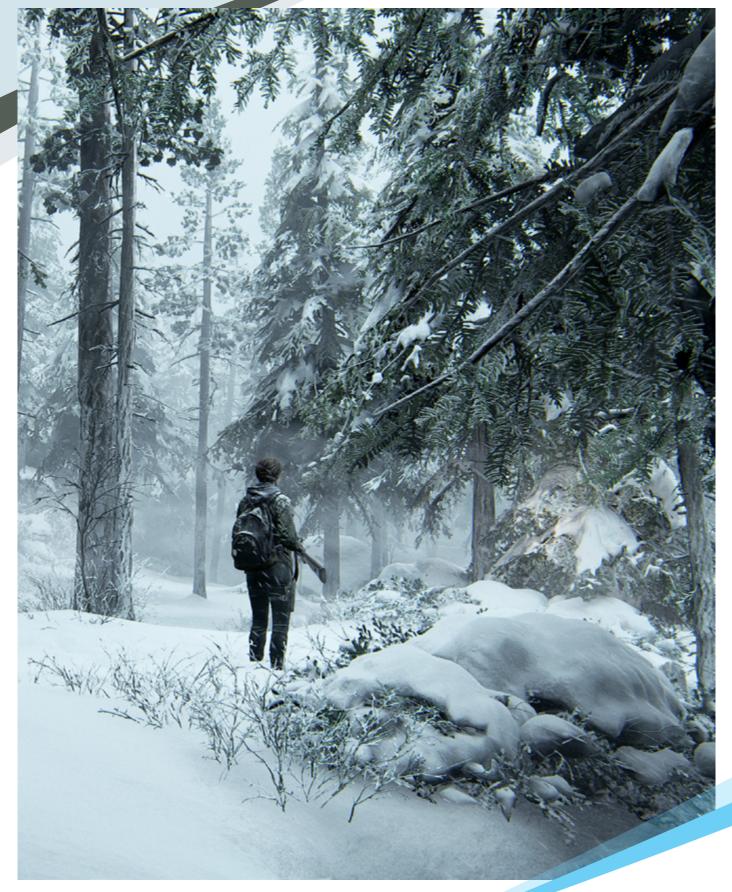




Marvel's Spider-Man New-York City Special









January is the beginning of a year under the sign of hope, the beginning of a new gaming generation and also a year in which we need to unite more than ever before.

In some ways this will be a fantastic year, with many long awaited sequels like God Of War & Horizon II: Forbidden West.

It's easy to fall down a pit of negativity in a time like this but we want to do our part in showing you the good and exciting this year will unfold by creating this monthly Mag, featuring our favorites entries in our themes, collecting news from our community and hopefully giving you something to look forward to.

We at The Captured Collective made the promise to support you & your art, always.

It sparkles joy in the world even if it's just a little smile or a chuckle at a funny caption. This is something the world will always need and this monthly issue is also our way of spreading your good vibes.

@PETEYREILLY



Agent 47 returns as a ruthless professional in HITMAN 3 for the most important contracts of his entire career. Embark on an intimate journey of darkness and hope in the dramatic conclusion to the World of Assassination trilogy. Experience a globetrotting adventure and visit exotic locations that are meticulously detailed and packed full of creative opportunities. IOI's awardwinning Glacier technology powers HITMAN 3's tactile and immersive game world to offer unparalleled player choice and replayability. **Death Awaits PUBLISHER &** DEVELOPER 10 Interactive RELEASED 20th January 2021



@Halkyris

Horizon Zero Dawn

"You ever feel like you're dead, but no one told you?" — Cole Train



@thegamereel

The Last of Us Part II

"What Is The Downside To Eating A Clock?"



Marvel's Spider-Man

"I will always be Spider-Man."



@Long__22

Demons Souls

"She goes close to the poor-offs in an extremely dirty place where people are waiting to die. Her existence is like a flower blooming in the mud."



@Arisen_Gaming

Final Fantasy VII Remake

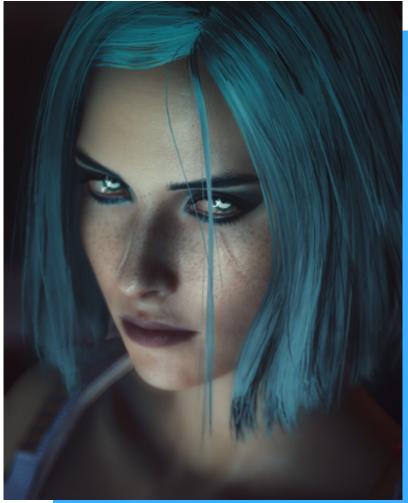
"Other than finding an answer, is anything else to be gained from a 'journey'....?" -Final Fantasy Tactics



@Garm79

Red Dead Redemption 2

"Be the best version of you."



@Spiggy_Smalls

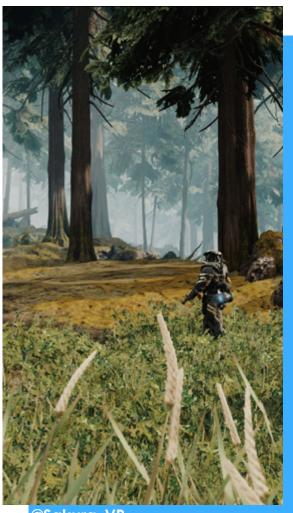
Cyberpunk 2077

"Failure will never overtake me if my determination to succeed is strong enough."



Assassin's Creed Valhalla

"Despite the ache, there's magic everywhere" — Poets of the fall



@Sakura VP

Death Stranding

"You don't need to look so far away for findin' peace but you just need to look closer and be happy with what you have." — Death Stranding



Guilty Gear Strive

"The only value that matters is how much effort you put in your work."



@dpruttz_vp

Assassin's Creed Odyssey

"The Hunters patience will always bring Rewards."



@DannyBoi_2077

Cyberpunk 2077

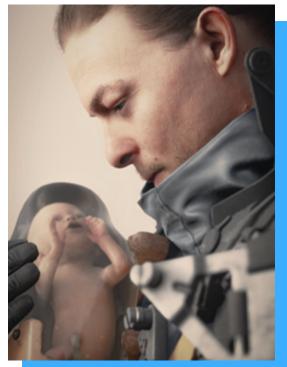
"I thought this was real life."



@theonlyjess_vp

Hellblade: Senua's Sacrifice

"Always facing demons. They may seem scary but we're always slicing through them and conquering."



@takachanGT

Death Stranding

"The world of humans will eventually break. Even if it breaks, we can repair it and try not to break it again if it becomes tattered. Even if it is first aid, it is to live."



@hunny_fly

No Man's Sky

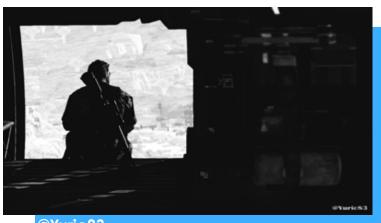
"All people equal."



@hdimit11

The Ascent

"There's a bit of every artist in their work." Dr. Ana Stelline



@Yuric83

Metal Gear Solid V: The Phantom Pain



encoav

Forza Horizon 3

"The greatest ideas are the simplest."



Red Dead Redemption 2

1.00 D 000 1.000 1.100 1.12

"I like being part of a community, both Arthur's gang or the VP Community."



@Fanolker

Uncharted 4: A Thief's End

"I haven't thought that far ahead." — Nathan Drake







25 years old may seem young, yet it's a quarter century. Within this quarter, we've played and watched over fifteen Tomb Raider games and three movies.

In an instant, Lara Croft rose up to be an icon, an idole, and a legend not only in the gaming industry but also in the pop culture, all across the globe. She inspired so many people to go on a big adventure and helped them overcoming their fears. These people dared to defy their own challenging dreams and desires. They became... who they were meant to be.

To celebrate the anniversary of such a great explorer we held a contest to win an original POP! figurine: our second Game of the Month.

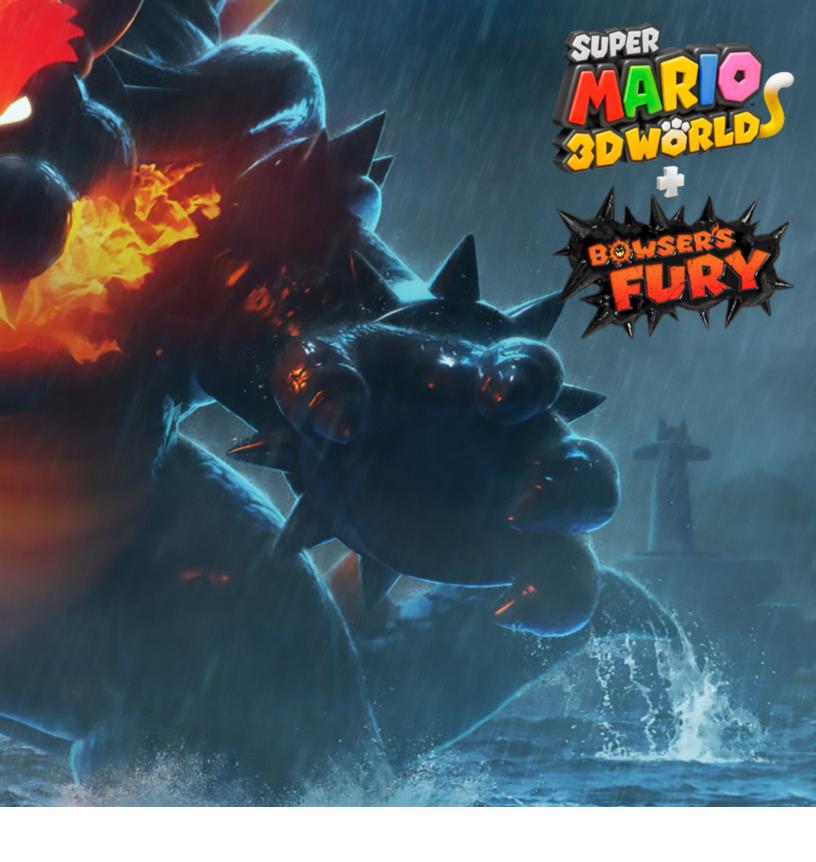
@HEDAKEEN

DIVE BACK TO SEE WHAT ALL THOSE LITTLE LARAS HAVE BECOME.



Mario, Luigi, Peach and Toad on a quest to save the Sprixie Kingdom in Super Mario 3D World + Bowser's Fury on Nintendo Switch! Rescue the Sprixie Princess and her followers by yourself or with three other players in this enhanced version of Super Mario 3D World.

Team up with Bowser Jr. in a free-roaming 3D adventure to stop his dad's rampage in the new game mode, Bowser's Fury! Run and jump across a series of islands to collect the mysterious Cat Shines, and battle against the colossal Fury Bowser whenever he emerges from the water to wreak havoc.



PUBLISHER & DEVELOPER NINTENDO

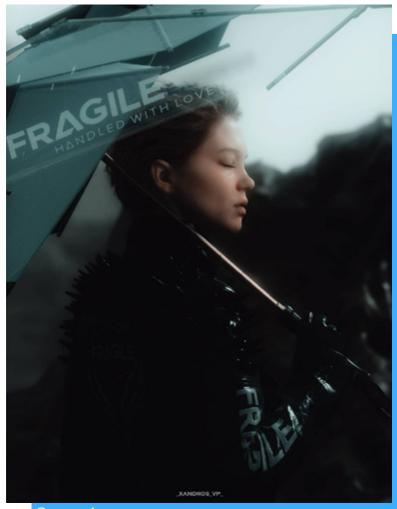
RELEASED
12th Febuary 2021



@madd_lass_pm

Uncharted 4: A Thief's End

"This was the first portrait image I ever took and is the reason I started taking more captures before finding the community."



@_xandros_vp

Death Stranding

"Softness on the surface, Fragile by heart but healing our soul..."



@KeenEyeVP

The Last of Us Part II

"2021 has been a year of growth, a year of expansion and experience.

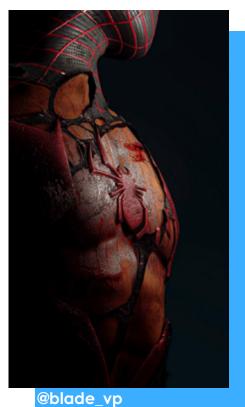
It's time to reload and come out firing in 2022."



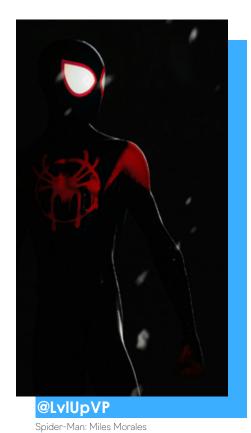
@r0gues_fr0ntier

Red Dead Online

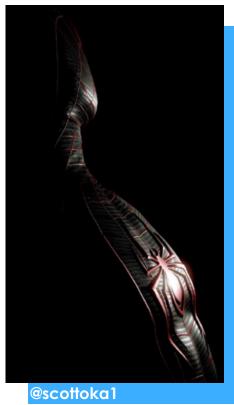
"The light can only shine through the darkness if you believe it can." $% \label{eq:canonical} % \label{eq:canoni$



Spider-Man: Miles Morales "I'm Not Gonna Let People Die Just To Save My Skin. You Underestimated Me."



"The Good in this world, shines through the darkness".

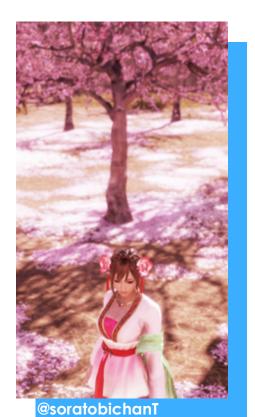


Spider-Man: Miles Morales "That's all it is Miles... a leap of faith"



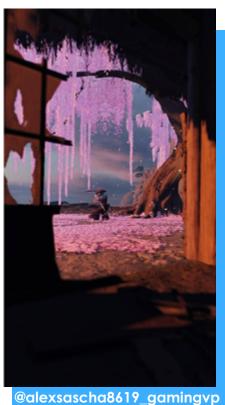
Assassin's Creed Valhalla

"I am better than Well. I am Present"



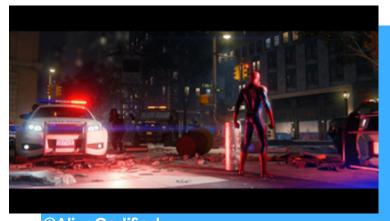
Dynasty Warriors 9

"You may only be a person in this world, but for someone you're the world." — García Márquez



Ghost of Tsushima

"Becoming one with the past..."



@AliveCertified

Marvel's Spider-Man

"A real struggle, mentally and physically as I'm sure alot of people have experienced. But we have gaming to help us escape for a while."



@Aquelyras

Cyberpunk 2077

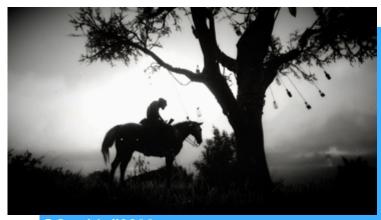
"You have to do your thing no matter what anyone says."



@coalabr14

God Of War

"Listen. Study. Try again. Repeat."



@Cocktail3311

Red Dead Redemption 2

"Courage is resistance to fear, mastery of fear-not absence of fear." — Mark Twain



@The_MrBeats

Cyberpunk 2077

"Enlightenment, joy and peace can never be given to you by another. The well is inside you." — Thich Nhat Hanh



@GeekNamedMike

DOOM Eternal

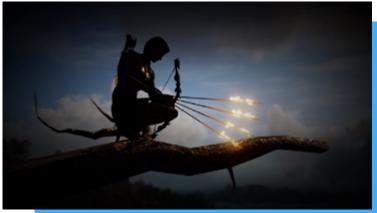
"2021 has been an absolutely unreal rollercoaster for me. I am still in shock and cannot wait to see where this journey takes me."



Odom207

Cyberpunk 2077

"Without a real companion, the journey of life seems impossible."



@AkillesDHero

Assassin's Creed Odyssey

"Firestarter."



@mksystem74

Ghost of Tsushima

"It is better to aim high and miss than to aim low and hit." — Les Brown



@FarAwayArtist

Horizon: Zero Dawn

"Don't listen to what others say. Go see."



@MostlyVp

Watch Dogs Legion

"You don't have to see the whole staircase, just take the first step."



@MavsChamp2011

Ghost of Tsushima

"I belong to the warrior in whom the old ways have joined the new."

— Katsumoto



VIRTUAL PHOTOGRAPHY CHALLENGES

TOMB RAIDER 25 CONTEST

Thank you everyone who entered our **Game of the Month** contest to celebrate 25 years of Tomb Raider!



WHAT A WAY TO CELEBRATE 25 YEARS! OF THE ONE AND ONLY TOMB RAIDER, LARA CROFT!

Firstly, I want to start by saying Thank You to everyone that took part in this amazing challenge! Each and every one of your photos were absolutely stunning! Bringing Lara, a determined Warrior to life. As she lights her beacon of light in the dark!

With that been said, she has finally set out and made her mark upon the hearts of many. But most of all to find adventure wherever she goes. Because all the best Heroes are ordinary people who make themselves Extraordinary!

The Adventure is within reach! So Rise Up! For the World is full of unanswered questions, beyond all limits or reason. The answers await for you to discover and find a way to fight!

For there is a Warrior within you!

When all seems lost, go out and find the truth. Even if there's no path to follow and the darkness surrounds you! Rise Up! And fight back! Because those moments define your character! So keep pushing and you will find the strength to keep on going, for there is a fire within your heart. That will uncover the truth as your light shines within the darkest of tombs! So that everything that was once lost can be found. Ultimately we all become who we're meant to be! Letting our invincible heats to be guided through the shadows without fear! As the Warriors you all are!

Now for the moment you have all been waiting for! The Big Reveal! Can I just say, it was a really hard decision to make with all these beautiful photos!

— **CARMO** @RAIDER_WARRIOR

Stay Strong! Make them wonder how you're still smiling! For the Spirit of her Invincible Heart guided her through the shadows!







THE CHOSEN ONE

The reason why I chose this specific photo at the end of the day, was because it showed me that even during our darkest moments, we must focus to see the light! Because Light can shine out of those darkest places. Extraordinarily beautiful and ready for adventure, she looks forward to facing her fears. As a soft light touches her face reassuring her that everything will be okay.

With a deep breath and a brave heart Lara is reminded, that even a beautiful flower must grow through the dirt to flourish! There is a softness to this photo that draws you in, as she stands still even if it's just for one moment in time, to capture her true inner beauty. Crowned as a warrior queen, with a wild heat that will never lose her wonder!

– CARMO @RAIDER_WARRIOR









THE SURVIVOR

Since the very beginning, when I saw this photo, I knew it was a powerful image! As a photographer and Tomb Raider player, I can see that there was a lot of effort put into this composition.

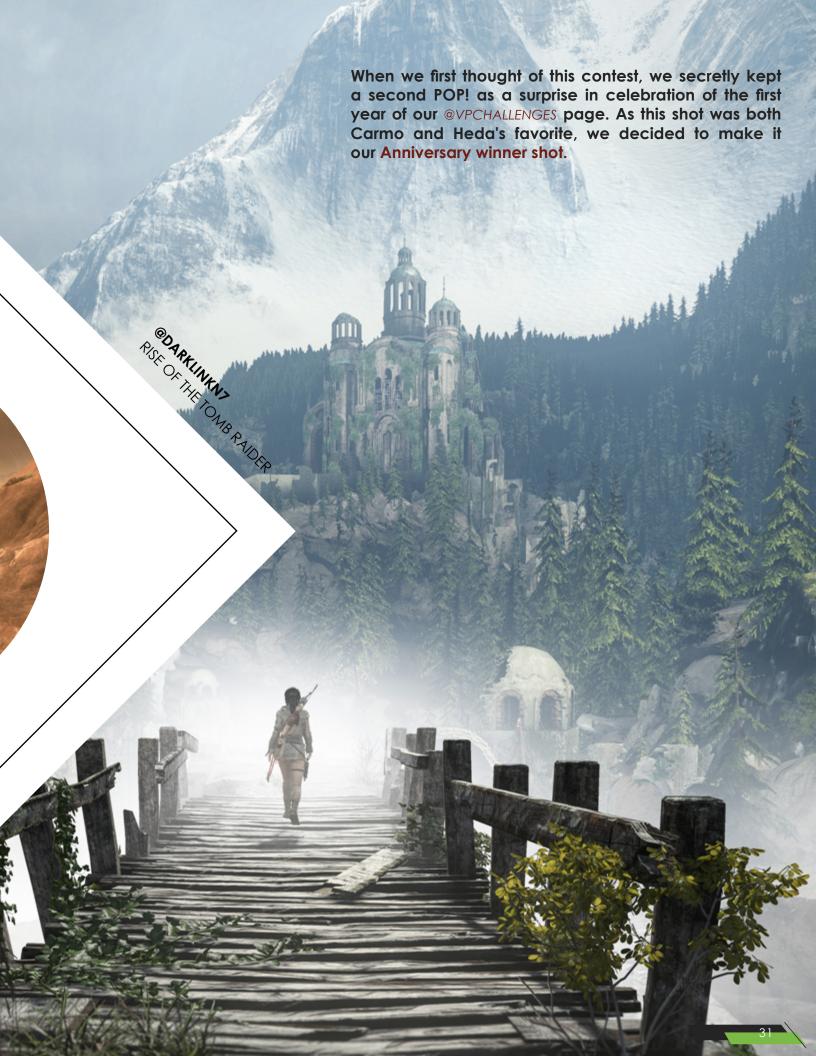
Ultimately it shows that Lara always focuses on where she wants to go and where she needs to be! For she has that strength from within to keep on going and uncover the truth.

She will go through any obstacle set before her, even if it's obstructing her from the path that was laid out before her. She will use every ounce of willpower! Even if it means going over bridges towards ruins and facing the highest mountains peaks. Lara will fight against the evil that is meant to destroy her. With bow and arrows, pick-axes, hand to hand combat and not to mention guns blazing! Lara is not afraid to fight like a warrior, looking back and learning from her past errors. But Focusing on present looking towards to her future.

– CARMO @RAIDER_WARRIOR









THE EDITOR'S PICK

This photo for me just lights up Hope! Light is everything in a photo and this one has it all! The way the light touches her to outlining and enhancing her silhouette, captured by the rays of sunlight as she stands upon the edge in that moment.

A Hero will Rise in the horizon, for there is a dream in every shadow of sunlight. The sun will always light up her life! Lara wasn't simply just born. She was forged through the challenges of life. With each new challenge she grows, moving forward into the light! And when life knocks her down she gets back up with her head held high and a strength that cannot be broken! She will Rise Again and Again!

As Lara lets her hopes shape her future by letting the light shine through her in the fullness of day! For she is extraordinary in all that she does, inspiring others to go out and find the mysteries of this beautiful world.

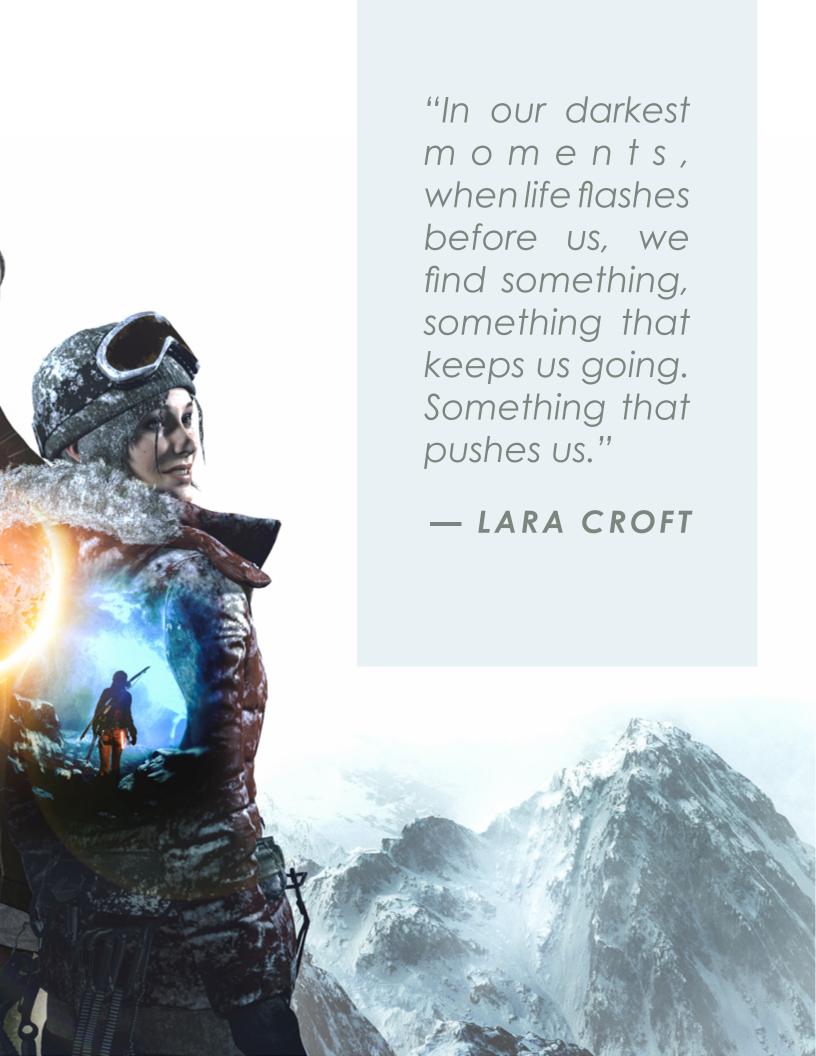
- CARMO @RAIDER_WARRIOR



A wonderful tribute to one of the greatest explorers.

That is why we decided to make it an unexpected winner shot. PSK OK PILLE TO ME RAIDER







Finally, spring was back and on that occasion, we have seen on The Captured Collective wonderful pictures and notably, some of these beautiful cherry blossoms, called sakura in Japanese, so characteristic of this season. Sakura will very soon appear again in the Nintendo Switch game Animal Crossing: New Horizons which celebrated its very first anniversary on March 20th. The launch was a huge success and it is now the best-selling episode of the franchise with over 30 million copies sold worldwide! In these difficult times, this game helped in many ways to feel less lonely and been a real oxygen bubble that allowed them to escape mentally. Further proof if any were needed that playing video games can be a positive thing.

Speaking of anniversaries, another game celebrated its own as well. Indeed, on March 1st, 2017 Horizon Zero Dawn was released in Europe on PlayStation 4. How can we not mention this game and its heroine Aloy, who has now become a true icon in the video game world? In addition to its undeniable success,

it was the first gateway to what is now called virtual photography for a lot of players thanks to its implemented photo mode, a feature that was still quite new at the time. For many, it became a passion that led them to take pictures in other games as well later on. But four years after its release, you can still see daily snapshots of Horizon Zero Dawn, which is something remarkable. We must also say that Guerilla Games, the studio behind it, is very committed to its community and is active regarding virtual photography field, regularly showcasing the creations from the players and having already organised photo mode competitions. For this, we can thank them greatly.

March has been a month of celebrations and revival in some way in this spring season. Continue to post wonderful photos of flowers, birds, nature in general. In real life or virtually. Or draw it, paint it, sculpt it... More than ever, let your creativity run free. For someone, somewhere, it will resonate in them.

@YGGDRAZILLA





Embark on the craziest journey of your life in It Takes Two, a genre-bending platform adventure created purely for co-op.

Play as the clashing couple Cody and May, two humans turned into dolls by a magic spell.

Trapped in a fantastical world, they're reluctantly challenged with saving their fractured relationship by the suave love guru

Dr. Hakim. A huge variety of gleefully disruptive gameplay challenges stand between them and their return to normal.

DEVELOPERHazelight Studios

PUBLISHER
Electronic Arts

RELEASED

26th March 2021



@natriumiushi

Assassin's Creed Valhalla

"A wounded deer leaps the highest." — Emily Dickinson



@PoachiiN

Horizon: Zero Dawn

"Thankful for another year in this fantastic community!"



@missxhuntress

The Last of Us Part II

"To the edge of the universe and back, endure and survive."



@BillyGunn_

Marvel's Spider-Man: Miles Morales

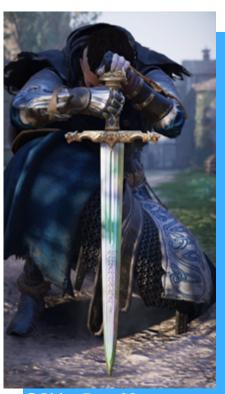
"You only live once, but if you do it right, once is enough." Black heart



@BaddestFemal

Cyberpunk 2077

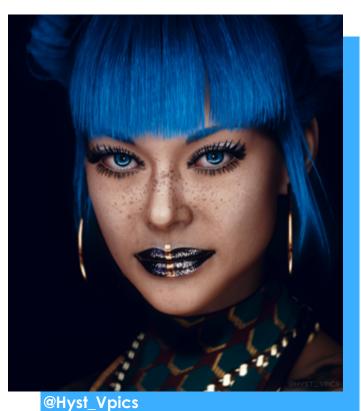
"Used to think I actually liked being one atom along many, anonymous and safe. I look at this city and feel alone."



@ChloeToye92

Assassin's Creed Valhalla

"We've all got both light and dark inside us. What matters is the part we choose to act on. That's who we really are."



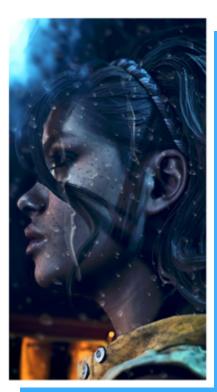
Cyberpunk 2077

"The soul that can speak through the eyes can also kiss with a gaze." Gustavo Adolfo Becquer



Cyberpunk 2077

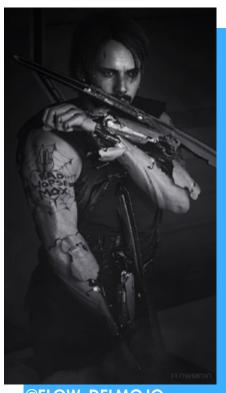
"The best and most beautiful things in the world cannot be seen or even touched — they must be felt with the heart." — Helen Keller



@LightlyLavender

Devil May Cry V

"Keep trying until you're happy with it!"



@ELOW_DELMOJO

Cyberpunk 2077

"Human after all."



ekuyjuy 1710

The Witcher 3: Wild Hunt

"If you don't have the best of everything, make the best of everything you have. Stay Away from negativity and always remember that no-one can make you feel inferior without your consent"



Demons Souls

'You may not like your own work sometimes, but others may love it.. so give it a chance."



@Rina_VP

Ghost of Tsushima

"Coming back to where you started is not the same as never leaving." — Terry Pratchett



@BetweenDPixels

Ghost of Tsushima

"To get through the hardest journey, we only need to take one step at a time, but we must keep on stepping."



@Virtualdotjpg

Marvel's Spider-Man: Miles Morales

"Sometimes our most simple shots can mean the most."



@PodToGo

Assassin's Creed Valhalla

"It doesn't matter how many likes you got, share the pictures you love."



Cyberpunk 2077

"Look up, take your time, but go there!"



@RETRO50281484

Grand Theft Auto V

"For my belief, even if I know I'm going to lose, I don't have that kind of spiritual nobility to stick to me, and I want to say what humans are." — $Tar\bar{o}$ Okamoto



@StormtheBard

God of War

"Nothing is impossible unless you make it." — Storm



@ConsoleVP

Cyberpunk 2077

"Why should there be only one sort of photography? I want to create images with elements of my choosing narrative or evocative... I give myself a literary frame, I tell a story." Sarah Moon



@NovA1990

Assassin's Creed Odyssey

"It's ok to take time out and rest."



@YamaHachiRoku

Grand Theft Auto V Online

"In search of abstraction."





With the flowers still blooming and displaying their beautiful vibrant colours. April has marked the beginning of the end of one great - if not the greatest - story of our world. A nearly 100 years era. Whether if we are young or old, wealthy or modest, healthy or ill, comes a day in our life so important that we feel that things are changing. We ask ourselves: Where are we going, now? Will things ever go back to normal?

One full year after the first worldwide lockdown restrictions, we are currently living History. Everything is happening at the same time, our lives are being torn upside down, so much we getting to the point in our lives where this is becoming our daily basic way of living.

A lot of uncertainty is in our future and what's to come next. Our hopes and dreams continue to be on hold for another year, we live one day at a time. We are losing hope, we are losing sight. But no matter the difficulties you faced, we believe it will now soon come to an end. If not tomorrow, the day after.

April was the beginning of the end... It is for certain that the end is near. And with it, we can only hope for the best and a better future. Stay strong and know we all in this together.

And on behalf of The Captured Collective, we always, be here to support you all, no matter what, stay strong, Stay safe and Stay kind.

"We should take comfort that while we may have more still to endure, better days will return. We will be with our friends again. We will be with our families again. We will meet again. But for now, I send my thanks and warmest good wishes to you all."

– Queen Elizabeth II April 5th 2020

@DARKLINKN7 & @HEDAKEEN

After crash-landing on this shape-shifting world, Selene must search through the barren landscape of an ancient civilization for her escape. Isolated and alone, she finds herself fighting tooth and nail for survival. Again and again, she's defeated — forced to restart her journey every time she dies.

Through relentless roguelike gameplay, you'll discover that just as the planet changes with every cycle, so do the items at your disposal. Every loop offers new combinations, forcing you to push your boundaries and approach combat with a different strategy each time.

Brought to life by stunning visual effects, the dark beauty of the decaying world around you is packed with explosive surprises. From high stakes, bullet hell-fuelled combat, to visceral twists and turns through stark and contrasting environments. You'll explore, discover and fight your way through an unforgiving journey, where mystery stalks your every move.

Designed for extreme replayability, the procedural world of Returnal invites you to dust yourself off in the face of defeat and take on new, evolving challenges with every rebirth.



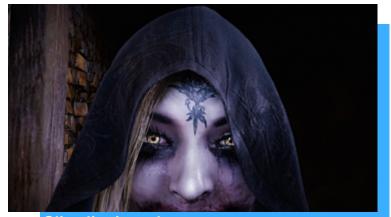
DEVELOPERHousemarque

PUBLISHER
Sony Interactive Entertainment

RELEASED 30th April 2021







@thesthrnlocust

Resident Evil Village

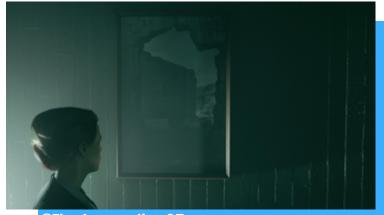
"I am always working to become more comfortable with the uncomfortable and push my own personal boundaries beyond what I thought possible. In 2021, I have achieved that in more ways than one."



@2ndKeeper

CONTROL

"Whatever you do, stay in the light."



@TheApprentice37

Control

< You are the Director now > < We expect Independence/Dependence > < You are Authority/Chosen One > < The Bureau/Game needs you >



@PhoenixRedVP

Red Dead Redemption 2

"You don't need to drown the darkness with light. You don't need to replace negativity with positivity. You bring the darkness to the light. Like an offering."



@CRiT3X

Ghost of Tsushima

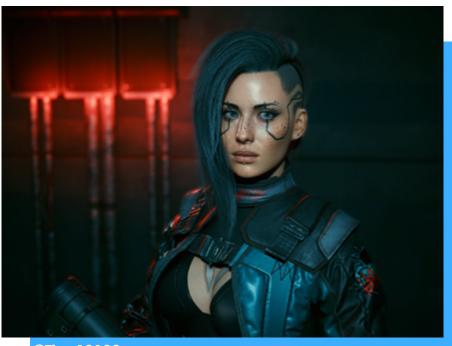
"On the wing's of death."



@JLvanderwalt

Marvel's Spider-Man

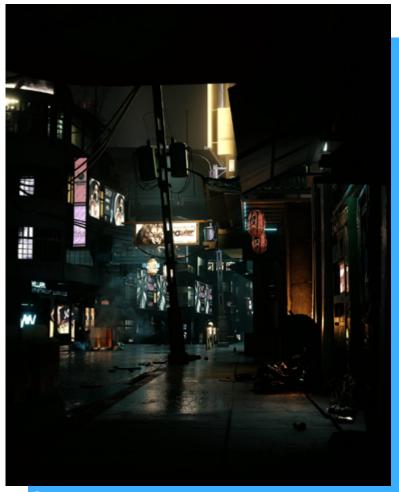
"2021 is the year I learned about virtual photography. My goal was to capture an image that is so real you can't tell it's from a videogame. I think I achieved that goal with this one."



@Tina13132

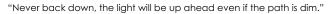
Cyberpunk 2077

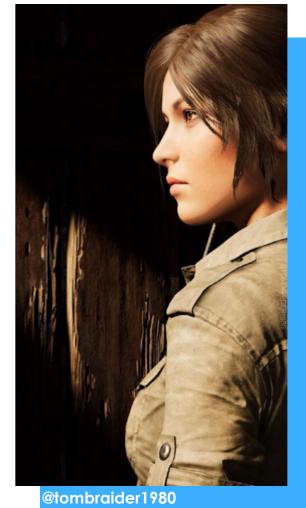
"The mind is the limit. As long as the mind can envision the fact that you can do something, you can do it, as long as you really believe it 100%," — Arnold Schwarzenegger



@nxccra

Cyberpunk 2077





Shadow Of The Tomb Raider

"Still here."



CONTROL

"Never give up."



@jmpd_gta5

Grand Theft Auto V Online

"We die as often as we lose a friend." — Publilius Syrus



Lago Di Braies

"...the experience — still silent — to the pure expression of its own meaning..."

- Maurice Merleau-Ponty



Dynastywarriors 9

"Be happy with this moment. This moment is your life" -Omar Khayyam



@kaz142kh

Grand Theft Auto V

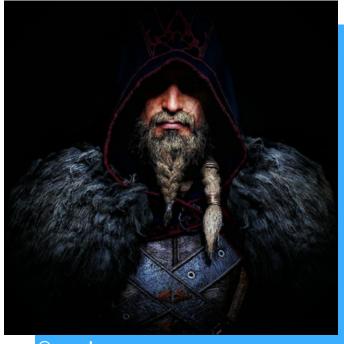
"There are no facts, only interpretations." — F. W. Nietzsche



@kennsyn

Ghost of Tsushima

"Even in the midst of fierce flames, the Golden Lotus may be planted." — Wu Ch'Eng-En



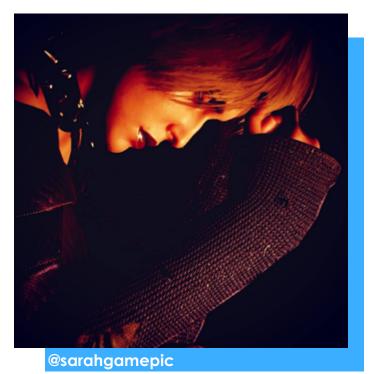
@capsbyarno

Assassin's Creed Valhalla "Hide in plain sight."



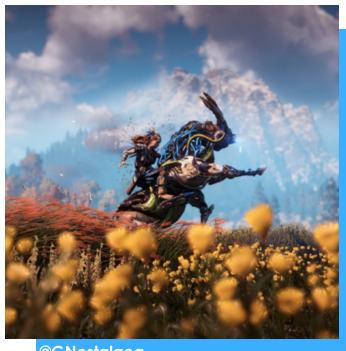
Punishing: Grey Raven

"Let others celebrate your gifts. For what is ordinary to you is a miracle to another." ~Chronicler Zahra, Anthem



Cyberpunk 2077

"It's only with one's heart that one can see clearly. What is essential is invisible to the eye." — The Little Prince



@GNostalgea

Horizon: Zero Dawn

"When you keep staring at the stars, don't forget the beauty of the place you're staring from"



This month shows again what humans are capable of and how important it is not to forget our responsibility, which is to help each other when in need. It also proved what a positive effect Social Media can have if used correctly & how connected we truly can be if we put our minds to it.

This community was always a good example of how we can support & show each other kindness. There will always be people who won't see eye to eye, as well as some who don't care but there are also so many of you who constantly spread kindness, joy & honest positivity, these are things that we should never forget, no matter how dark things can seem. I firmly believe that we all have the power to continue giving this exact kindness, which also makes it our responsibility to not give up & continue to work on a better future for us & upcoming generations.

Whatever comes our way, whatever battle we have raging inside us, we always have a choice. It's the choices that make us who we are, and we can always choose to do what's right.

@PETEYREILLY



The next generation of survival horror rises in Resident Evil Village,
the 8th major entry in the Resident Evil series.

Fight for survival as danger lurks around every corner.

Set a few years after the horrifying events in the critically acclaimed Resident Evil 7 biohazard, the all-new storyline begins with Ethan Winters and his wife Mia living peacefully in a new location, free from their past nightmares.

Just as they are building their new life together, tragedy befalls
them once again. When BSAA captain Chris
Redfield attacks their home, Ethan must once again head into hell
to get his kidnapped daughter back.

PUBLISHER & DEVELOPER Capcom

RELEASED
7th May 2021



Ghost of Tsushima

"Nothing ever begins. There is no first moment; no single word or place from which this or any story springs." — Clive Barker



@The_Vboy

Battlefield V

"Traumatized."



@maerks_kevin

Red Dead Redemption 2

"Virtual Photography can really be such a escape therapy, especially when you don't have the real photography kit."



@GohanMISOsoup

The Last of Us Part II

"That's one small step for (a) man, one giant leap for mankind." — Neil Alden Armstrong



@wounddhartwithn

Ghost of Tsushima

"Don't limit yourself. Push boundaries and make your own rules. If you can think it, you can create it. And if it sucks, well, that's the only way to learn. Forgive yourself and try again."



@Lloydm_85

Ghost of Tsushima

"True courage is about being honest with yourself. Especially when it's difficult." — Mr. Robot



@Longleglens

The Last of Us Part II

"Imagination will often carry us to worlds that never were. But without it we go nowhere" — Carl Sagan



@adamc_vp

Red Dead Redemption 2

"Photography is the story I fail to put into words."



@EliteGamingP

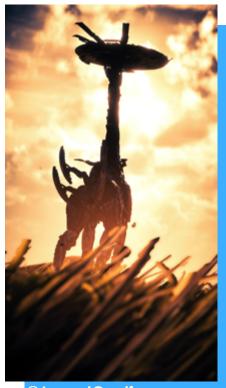
Marvel's Spider-man

"With great power comes great portrait wallpapers."



Immortals Fenyx Rising

"Look, up at the sky. There is a light, a beauty up there, that no shadow can touch."



@JorundCoalforge

Horizon: Zero Dawn

"Why is it, every time something terrible happens, everyone tells you the worst thing that ever happened to them, as though that makes it easier?" — Erend



@F1mBu1V1nT3r

Shadow Of The Tomb Raider

"Darkness cannot drive out darkness: only light can do that. Hate cannot drive out hate: only love can do that." — Martin Luther King Jr.



@pixl_frames

Ghost of Tsushima

"Courage doesn't always roar. Sometimes courage is the little voice at the end of the day that says I'll try again tomorrow." Mary Anne Radmacher



Death Stranding

"There are no accidents, my dear traveler. Merely a collection of moments captured at the right time, at the place, and at the right angle..."



@timetorshots

Horizon: Zero Dawn

"Keep moving forward with your dreams"



@UVioletra

Days Gone

"If your are not willing to rish the unusual, you will have to settle for the ordinary." — $\operatorname{Jim}\nolimits$ Rohn



@JackDeekFox

CONTROL

"Progress comes from the unexpected."



@RobRagiel

Assassin's Creed Odyssey

"The sea appears all golden. Beneath the sunlight sky." — Heinrich Heine.



@CCOCAS2

Forza Horizon 4

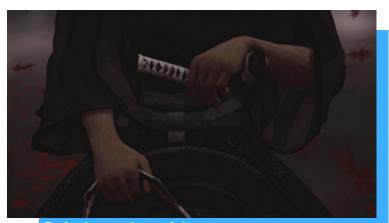
"In our life we are always focused on so much that we end up forgetting small details that are so simple and equally important."



@Toringtino

Red Dead Redemption 2

"Life isn't about finding yourself; Life is about creating yourself."



@photomodepurist

Ghost of Tsushima

"I understand now that the boundaries between noise and sound are conventions. All boundaries are conventions, waiting to be transcended."



@xBraveHeartssx

Assassin's Creed Valhalla

"Earth... you don't have to be crazy to live here, but it helps."



@SP Al3xis01

Horizon: Zero Dawn

"I'm okay with this. I want to go home." — Elisabeth Sobeck



Horizon: Zero Dawn

"When everything goes to hell, the people who stand by you without flinching — they are your family." — Jim Butcher

— D A R K L I N K N 7 -

"Let your hopes, not your hurts, shape your future."





THE LAST OF US PARTI



The month of the first anniversary of the multi-awarded post-apocalyptic game, *The Last Of Us Part II*. A story about an angry girl wanting revenge and how to let go. When the first title was announced back in... Woh 2011, it was depicting a world not so distant from ours. But when a year ago, Part II was finally released after two major delays because of an actual worldwide breakout, it became more powerful and... real. Leaving questions running through our minds: in that said situation of this story.... What would you do? What would you be willing to sacrifice in order to endure and survive? Would Days Gone just be bygones, a distant memory from a dream? Would you be ready? Questions that can ultimately challenge you and come down to the basics of "Who you really are".

The Unbreakable Kimmy Schmidt used to say: "You can stand anything for ten seconds. Then you just start another ten seconds.", until you're actually done, one thing at a time. So, what keeps us going? What makes us hold on? And to what? Whether it's family or friends, or our dreams for the future, we do must endure and survive.

To all the people out there who recently experienced hardship and are still going through difficult times, I would like to say to you: This is not the end, you are not forsaken and left in the dark alone. Don't let the sadness of the swamps get to you. You have to try. Don't ever let the fires of fury consume you. Never let the darkness surround and overtake your heart. You can do this. Just breathe, count to ten and repeat. Until the skies are clear again.

I'm not a religious person, I don't believe there's a God up there, yet I'm convinced Earth is a living being and that karma has a playbook. But karma is a two-faced coin and it can never remain on tail forever. There will come a day when it will flip and give you another deck of cards. Don't ever look back, Keep moving on. And when that day comes, make every shot count, strengthened by everything you've learned from your experiences, to make every shot count! Because after all we've been through, everything that we've done... It can't be for nothing!

So remember....

Play nice.

Play true.

Play safe.

AND KEEP BEING STRONG! FOR EVERYONE IS WELCOME.

@HEDAKEEN & @RAIDER_WARRIOR



The intergalactic adventurers are back with a bang in Ratchet & Clank: Rift Apart. Help them stop a robotic emperor intent on conquering cross-dimensional worlds, with their own universe next in the firing line.

Built from the ground up by acclaimed studio Insomniac Games, go above and beyond with the mind-blowing speed and immersive features of the PS5 console.

Brand-new haptic feedback and adaptive trigger technology creates physical sensations, bringing in-game actions to life in your hands via the DualSense wireless controller.

Enjoy a visually dazzling, interdimensional adventure, complete with familiar faces and some new allies.

DEVELOPERInsomniac Games

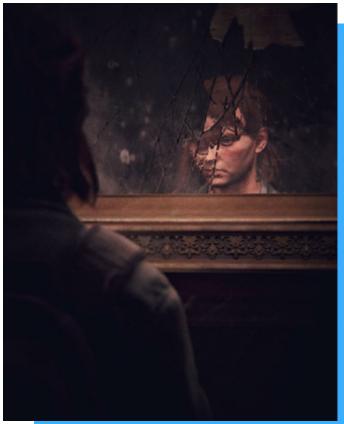
PUBLISHER

Sony Interactive Entertainment

RELEASED
11th June 2021



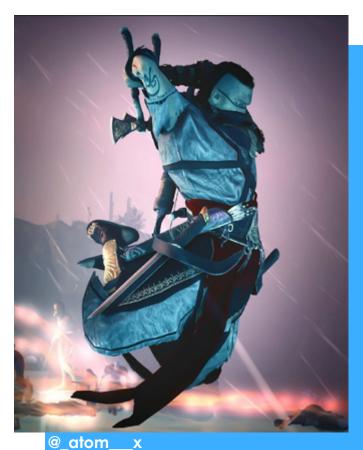




@eos_vp

The Last of Us Part II

"Broken."



Assassin's Creed Valhalla

"You just have to live and life gives you pictures."



@Sparbuck47

Assassin's Creed Odyssey

"Take whatever the game has to offer and make it your own."



@threeM333

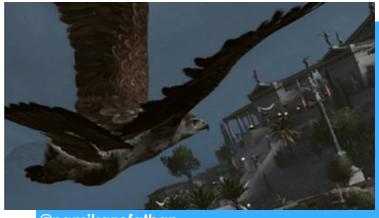
Death Stranding

"Life beats down and crushes the soul and art reminds you that you have one." — Stella Adler $\label{eq:control}$



Red Dead Redemption 2

"You're not dying, you just can't think of anything good to do."



@namikazefathan

Assassin's Creed Origins

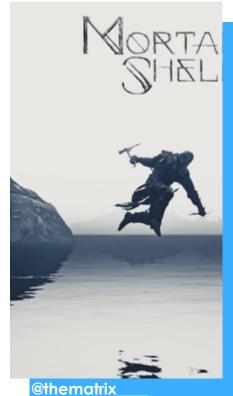
"Still observing..."



@CaliOcelot

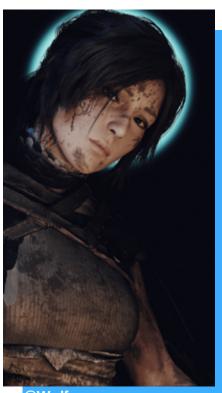
Horizon: Zero Dawn

"What would life be if we had no courage to attempt anything"



Mortal Shell

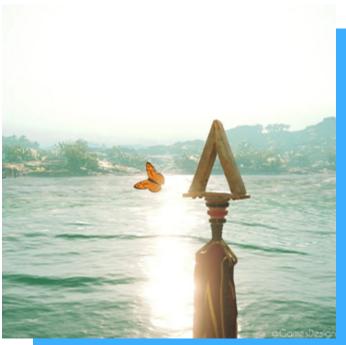
"If I, this mortal shell, am going to die, let me at least live on through my creations."



@Wolf_awoooo

Shadow Of The Tomb Raider

"In our darkest moments, when life flashes before us, we find something; Something that keeps us going. Something that pushes us." — Lara Croft



@gamesdesign

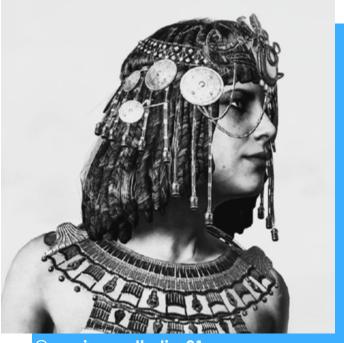
Assassin's Creed Odyssey

"I'm fragile but not that fragile."



Forza Horizon 4

"Heading forward by driving past!"



@gamingaesthetics21

Assassin's Creed Origins

"I am Queen until a sword plunges through my heart. And even then, my blood will stay on my throne."



@videogametourguide

Sekiro: Shadows die twice

"Give me that fire."



The Last of Us Part II

"It seems so long since you've been gone."



@umbrashots

Ghost of Tsushima

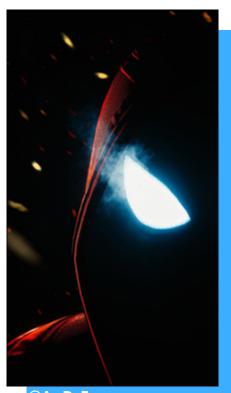
"The strength we need is all around us".



@vvr03264268

Horizon: Zero Dawn

"Whatever you are, be a good one."



@AoD_Taco

Marvel's Spider-Man: Miles Morales "If you set your mind to it you can do anything."



@SuperJayMP7693

Horizon: Zero Dawn

"Don't just live life, love it."





VII JULY 2021



Over halfway through 2021, there may still be a lot of uncertainty in our daily lives. But not knowing what will come, doesn't mean we can't be hopeful.

And if there's one thing we can hold on to, it's that video games offer us a comforting getaway, when we're seeking a way to leave this world behind for a moment. Your ever-growing backlog? A wonderful well for new adventures to embark on! That game coming out in few months? A potential fantastic journey ahead!

We dedicate this month issue to one of the most beloved PlayStation exclusives: **Ghost of Tsushima**.

Developed by Sucker Punch, Ghost of Tsushima plays in an authentic and beautiful to look -and shoot in- at world, a love letter to the japanese culture, the era of samurai and asian influences.

To celebrate its first anniversary this month, we will showcase your great work and its impact on the community and virtual photography in general.

New stories have yet to be revealed, new places have yet to be explored and new characters have yet to be met!

And because your creativity flourishes every day, never stop following your curiosity.

@NEOFULCRUM & @PETEYREILLY

THE COLLECTIVE

THE CAPTURED COLLECTIVE YEAR BOOK — #THECAPTUREDCOLLECTIVE

Take to the skies, draw your sword, and experience the earliest story in the Legend of Zelda series.



Join Link in his high-flying quest to save Zelda, a childhood friend who must confront her destiny. Soar between floating islands and descend to the treacherous surface world in this updated HD version of the Legend of Zelda: Skyward Sword game.

Master realistic swordplay that corresponds to your movements

Gently swing your sword and angle your slashes to uncover and break through opponents' defenses using intuitive motion controls. Link's ingame movements will correspond to the angle of each strike you make with the Joy-Con controller, creating immersive swordplay that relies on strategy and accuracy. Movements feel smoother and more immediate thanks to the Nintendo Switch system's increased processing power and

THE COLLECTIVE

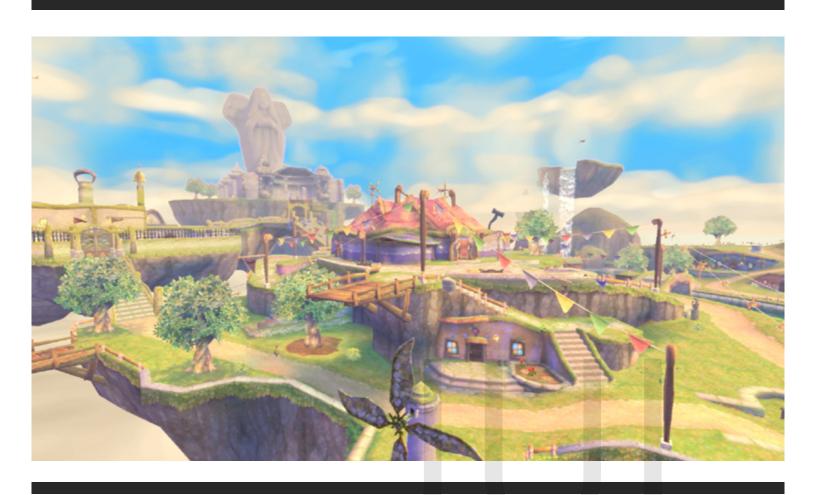
THE CAPTURED COLLECTIVE YEAR BOOK — #THECAPTUREDCOLLECTIVE

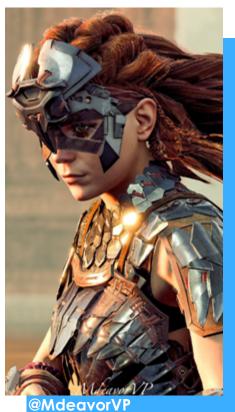
HD graphics. Take advantage of the newly-added button only control scheme—perfect for playing in handheld mode or on the Nintendo Switch Lite system.

PUBLISHER & DEVELOPER
NINTENDO

RELEASED
16th July 2021







U : 7 D

Horizon: Zero Dawn

"No down from zero, Don't you ever count me $\label{eq:count} \mbox{out."} \mbox{$-$ Anberlin}$



@El_K_ma2um0

Ghost of Tsushima

"Without hope, when also mixing and doing to seem, there is often a thing it'll be."

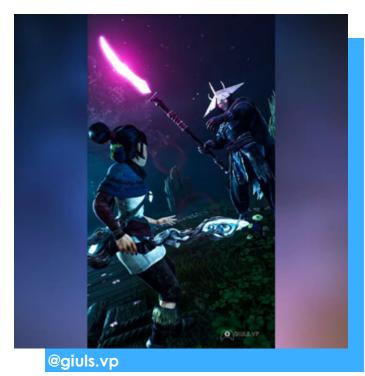
— Shakespeare



@nemo76284457

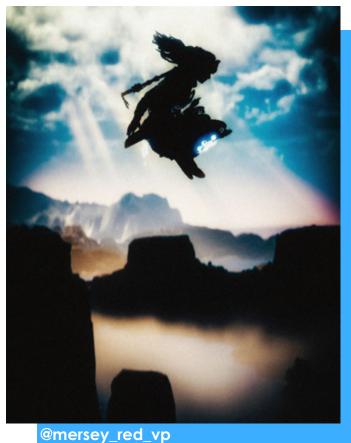
The Last of Us

"The good in the evil, The light in the dark, Be Different."



Kena: Bridge of Spirits

"He will win who knows when to fight and when not to fight." — Sun Tzu

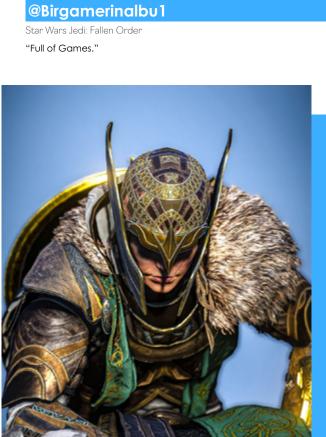


Horizon: Zero Dawn

IOI IZOII. Zei O Dawi i

"Make my way back home when I learn to fly high."





@bookieandbrookie

Assassin's Creed Valhalla

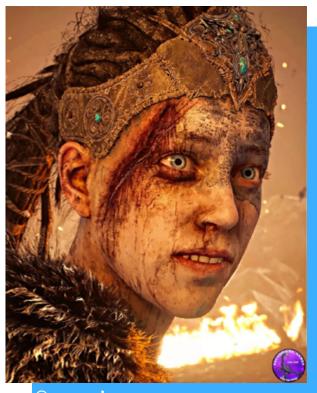
"All the beauty of life is made up of light and shadow."



@borges.vp

Ghost of Tsushima

"Alone again."



@escorpiana_gamer

Hellblade: Senua's Sacrifice

"We only heal from suffering after having endured it to the end."



@Razz_Reanimated

Cyberpunk 2077

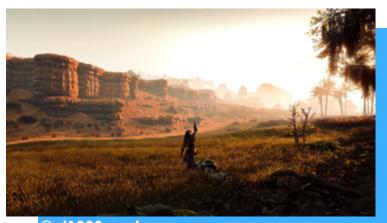
"I'm an artist but nobody sees my artwork, a poet but nobody hears my lyrics, just another voice in the void but I wish it mattered..."



@p0nsy_gc

Battlefield V

"Take me down."



@ai1209_various

Horizon: Zero Dawn

"Hope creates humans. With great hope."

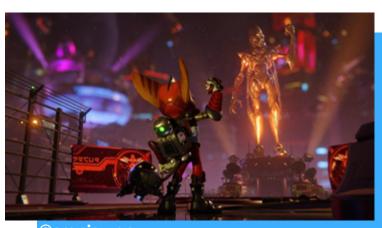


@SpecterOwl

Mortal Shell

"Great adversity has a beauty — it is the fire that tempers the blade."

— Darkest Dungeon's narrator



@craniax.gg.

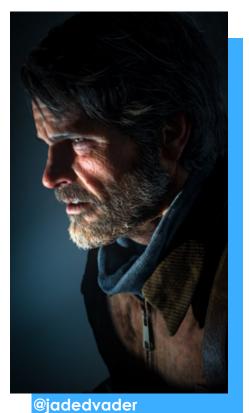
Ratchet & Clank: Rift Apart

"We gotta get up no matter what the world throws at us!"



Mass Effect Legendary Edition

"The Earth is the mother of all people, and all people should have equal rights upon it." — Chief Joseph.



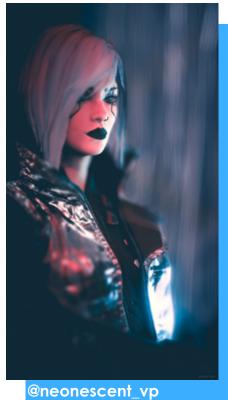
The Last of Us Part II
"Don't you wait for me. I won't be comin'
home."



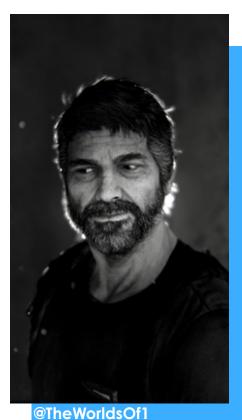
Assassin's Creed Valhalla

"Never be afraid to express your inner self.

Have fun, Mess up!"



Cyberpunk 2077
"You forfeited your right to be by my side."



The Last of Us Part II
"I'd like that."



Uncharted: The Lost Legacy
"The sky is the limit"



The Last of Us Part II
"Time is everything we have and don't."



I'm bad at writing stuff like this, but the folks at The Captured Collective think I have something to say that is at least partly worth reading so here goes nothing.

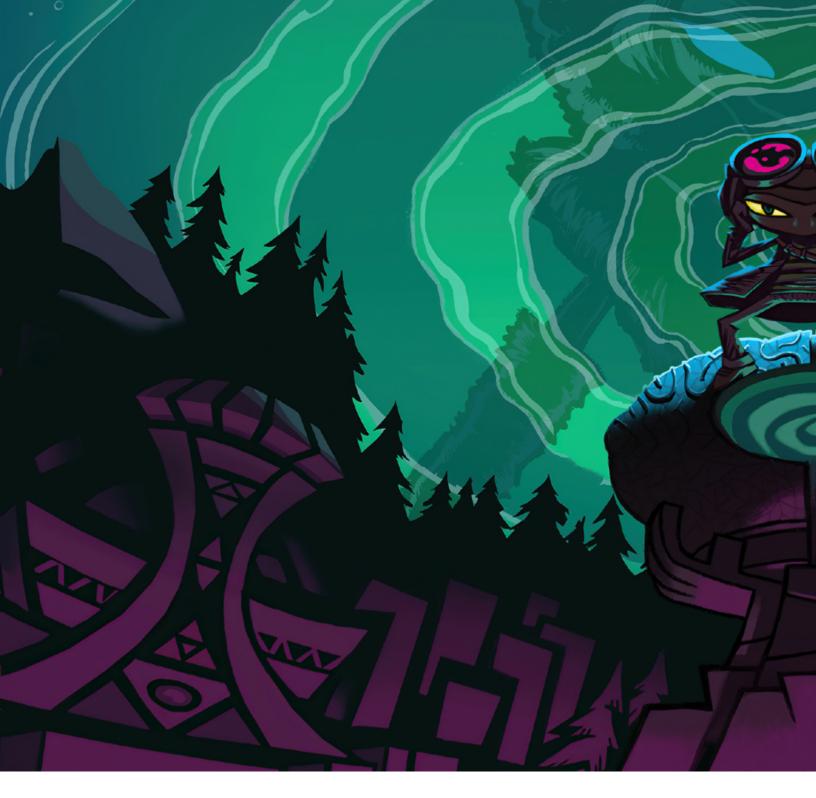
This issue was special for me as the August theme was "Photography", something that is way too rare in our little community. I don't want to call it "real" photography, as Virtual Photography is just as real, just taking place in a different world, but everything you as creative do is real and just the same. I like to advertise more for exactly that fact. Real world and virtual photography need to connect more. We all are creatives, we need inspiration and can a little more inspiration really be something bad?

I think both areas need to become more open to accept the other to benefit from creative input and sharing inspiration.

Video Games are not "just for kids" or "a waste of time". They are art and more creatives in other fields need to see that. Photography is not exclusive to high-end gear, and it is definitely not something better just because you (mostly) have to leave your house for it. More people need to see that. We need more communication and appreciation between these two in both communities.

This is why The Collective has a dear place in my heart, because they stand by their motto: EVERYONE IS WELCOME.

@AMAZINGDRLAMA



DEVELOPER

Double Fine

PUBLISHER

Xbox Game Studios

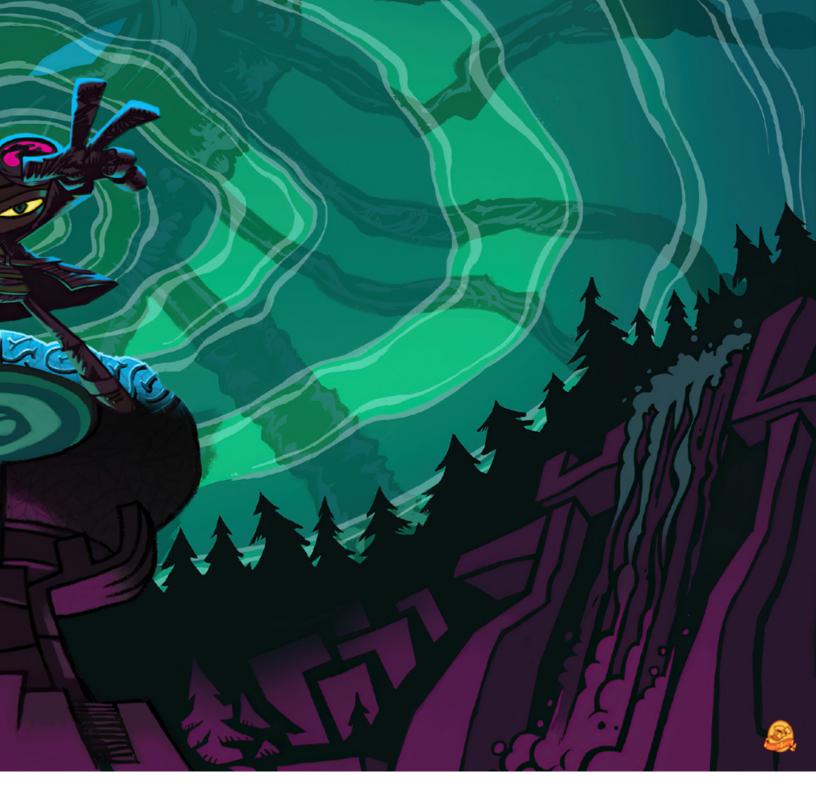
RELEASED

25th August 2021

Razputin Aquato, trained acrobat and powerful young psychic, has realized his life long dream of joining the international psychic espionage organization known as the Psychonauts!

But these psychic super spies are in trouble. Their leader hasn't been the same since he was kidnapped, and what's worse, there's a mole hiding in headquarters. Raz must use his powers to stop the mole before they execute their secret plan--to bring the murderous psychic villain, Maligula, back from the dead!







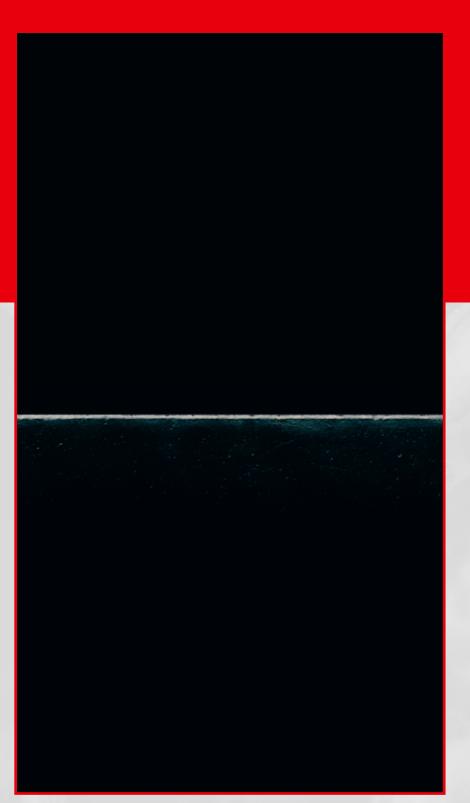
MEET THE WINERS

Commented by Elmeri Raitanen
Lead VFX Artist at Remedy Entertainement



SECOND RUNNER-UP

CONTROL Core-tee



While skimming through all the entries to the competition, I noticed I always stopped on this image for a long time. To me, it somehow perfectly represents some of the bold, artistic choices we had to make while working on Control.

Sometimes it's better to show restraint and leave things out. It takes guts to proceed with a very simplistic but well-executed idea – specifically when it's about something as subjective as "art".

Thank you for submitting this entry to the contest.

@_VIRTUALTOURISM



FIRST RUNNER-UP

CONTROL snapback cap

This entry was one of my absolute favourite ones.

It's weird and mundane at the same time, and the setup – while it's essentially quite simple – leads to a mind-bending result. Immediately after seeing this shot, I had to jump into the Investigations Sector and find out "how the trick was done".

A very strong original idea, and great use of photomode controls!

@BARRYPAUST



WINNER

Official Art and Making of CONTROL book

@MINOZUM



Picking *one clear winner* from the numerous gorgeous screenshots we received was tricky, but to me, this candidate embodies "virtual photography" the best.

We are very proud of the real-time ray tracing features in Control, and this shot uses the reflection from the glass in Jesse's portrait in a clever way. It's exciting to think we can now approach cinematography in cut-scenes this way, so thank you for inspiring us!

The framing of the shot is very well thought-out, and – while I don't know if it was deliberate or a happy accident – without knocking down Jesse's picture from the wall first, you can't recreate this composition.

Enabling depth of field with the photomode feature adds a nice finishing touch to the piece, making sure the viewer's eye is drawn to Jesse's gaze first, and from there into the peculiar things happening in the reflection.



No Man's Sky

"By replacing fear of the unknown with curiosity we open ourselves up to an infinite stream of possibility." — Alan Watts



@AndrewHMorris

No Man's Sky

"To conquer oneself is a greater victory than to conquer thousands in $\boldsymbol{\alpha}$ battle." — The Dalai Lama



Batman Arkham Knight

"Fear is a tool. When that light hits the sky, it's not just a call. It's a warning."



@Reinegan_GG

Red Dead Redemption 2

"Keep your face to the sun and you will never see the shadows." — Helen Keller



@cyber_shapes

Cyberpunk 2077

I love walking the streets of Night City.



@SindyJ_B

Red Dead Redemption 2

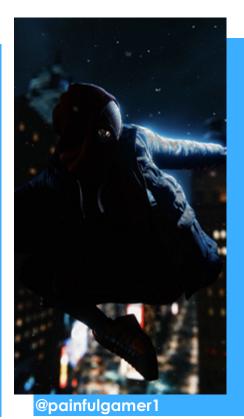
"We can't change what's done, we can only move on."



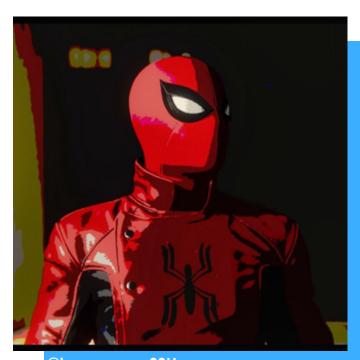
The Last of Us Part II
"To the edge of the universe and back.
Endure and survive."



Ghost of Tsushima
"It's not about how good or bad your technique is.
The heart moves people." — Seiji Ozawa

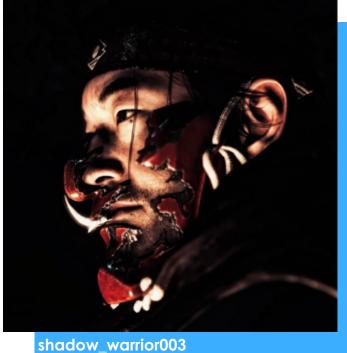


Marvel's Spider-Man: Miles Morales
"Whenever you say 'Spider-Man', you always
mean the other one. You're Spider-Man. You
can fix this. Your way."



@kemonemoSSHMarvel's Spider-Man

"Strive for excellence, success will strive twords you."



Ghost of Tsushima

"The part which is human."



@lwalk0nLegos

Forza Horizon 4

"Is all that we see or seem. But a dream within a dream?" — Edgar Allan Poe



@CarrotsCaptures

Shadow of the Colossus

"Set fire to the broken pieces; start anew." — Lauren DeStefano



Mass Effect Legendary Edition

"And if I'm up there in that bar and you're not — I'll be looking down. You'll never be alone." — Commander Shepard



@horace0816

Red Dead Redemption 2

"The moving moment is like you finish a painting."



@ZeroX_85

Ghost of Tsushima

"That person who helps others simply because it should or must be done, and because it is the right thing to do, is indeed without a doubt, a real superhero."



@MissMisthios

Assassin's Creed Odyssey

"Look forward, life goes on. Hold on tight, live the present. Breathe."



@agent00wuschel

Horizon: Zero Dawn

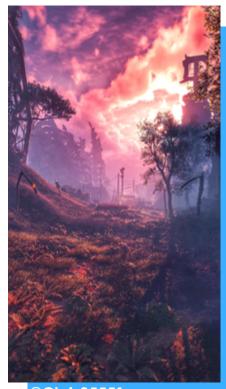
"Give a girl the right shoes, and she can conquer the world." — Marilyn Monroe



@hami030

Ghost of Tsushima

"You are now, please cherish what you are hooked. It is because what you are looking for truly." — Ralph Waldo Emerson



@Chris25551

Horizon: Zero Dawn

"When the sun calls, you simply answer."



@montblan7

Cyberpunk 2077

"Wonder is the beginning of wisdom."

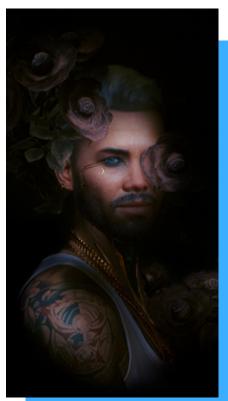
— Plato



@Emanuele_Liali

Death Stranding

"Everything must change for everything to remain the same." — Giuseppe Tomasi di Lampedusa



@xjqxz66

Cyberpunk 2077

"An essential aspect of creativity is not being afraid to fail and don't forget having fun."



"Pizza time!"

PETEYREILLY



SEPTEMBER

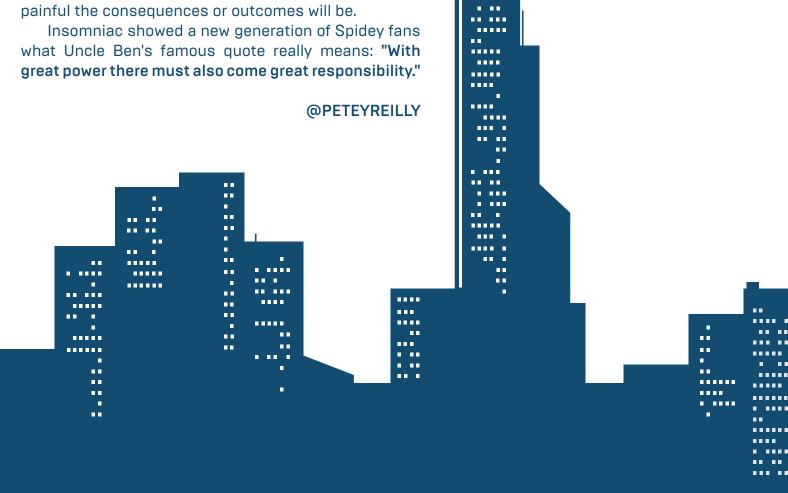


This month we celebrate the 3rd anniversary of Insomniac Games highly anticipated first title of Spider-Man, that was released back in September 7th 2018. This game went on to become an instant classic, a must play and experience for all fans of the webslinger.

It not only provided a huge step for Virtual Photography, but it has also managed to gift us with one of the best Photomodes. It just quickly goes to show you that single player games are still as relevant as they always have been from the very beginning, if not even more.

In a time where Spidey's popularity started to slowly fade and fans divided in little groups, they managed to remind us why this tiny spider is one of the most beloved superheroes of all times. Showing us what great dedication, hard work, time and care can achieve if used right. Insomniac's Spider-Man (re)taught us some important life lessons, within a heartbreaking story, an action packed yet fun-filled gameplay and this presented within a breathtaking New York.

What we should learn from this game is that we should always try to do the right thing. No matter how painful the consequences or outcomes will be.





"DEATHLOOP"



DEATHLOOP is an innovative first person shooter launching for PlayStation 5 and PC, the award-winning studio behind the critically acclaimed Dishonored franchise.

The studio's new IP will continue Arkane's signature gameplay design, challenging gamers to play their own way.

As Colt, players are trapped in a time loop on the enigmatic island of Blackreef, doomed to repeat the same day for eternity. The only chance for escape is to break the loop by unearthing information and assassinating eight key targets before the day resets.

However, lurking in the shadows is rival assassin Julianna, equipped with her own equally powerful abilities and weapons, on a mission to protect the loop by assassinating Colt, and restarting the cycle.

Players can also choose to take control of Julianna, turning DEATHLOOP into a deadly game of hunter-vs-hunted.

RELEASED
14 September 2021

DEVELOPERArkane Studios

PUBLISHER
Bethesda Softworks



@rpg.shots

Tom Clancy's Ghost Recon Wildlands

"In the end, the best things in life are the people we love, the places we've seen and the memories we made along the way."



@HellaParadoxial

Marvel's Spider-Man: Miles Morales

"Okay, let's do this one last time, yeah?"



@VP_Senna

The Last of Us Part II

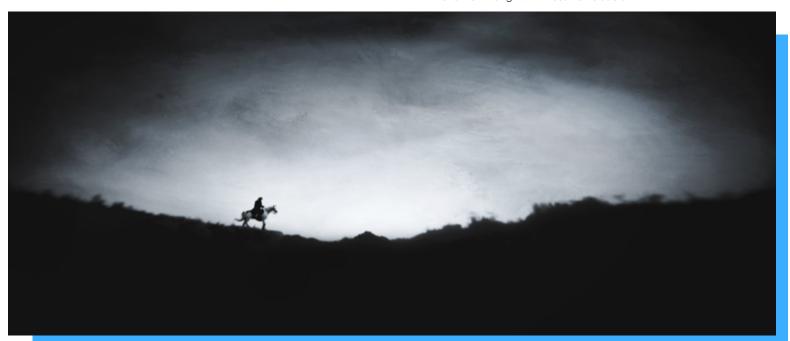
"Revenge... is like a rolling stone, which, when a man hath forced up a hill, will return upon him with a greater violence, and break those bones whose sinews gave it motion." — Jeremy Taylor



@CrazyAsian303

The Last of Us Part II

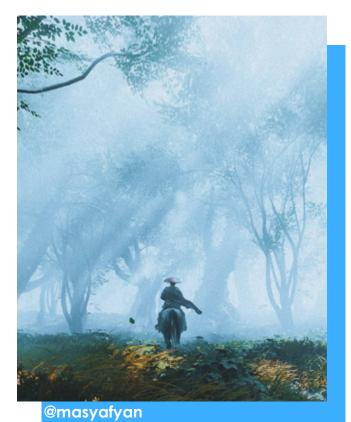
"Happiness can be found even in the darkest of times, if one only remembers to turn on the light." — Albus Dumbledore



@Gingerbread_94

Red Dead Redemption 2

"Beauty fades, dumb is forever." — Bianca Del Rio



Ghost of Tsushima

"The only times I ever look back, is to see how far I've come."



Red Dead Redemption 2

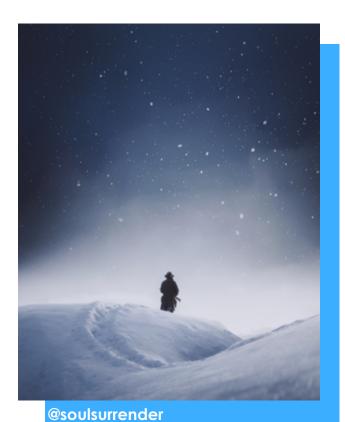
"It seems like everything sleeps in winter, but it's really a time of renewal and reflection."



@mightyvoompah

Red Dead Redemption 2

"2021 has been a weird year."



Red Dead Redemption 2

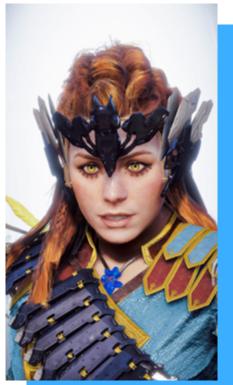
"The whole point of taking pictures is so that you don't have to $\hbox{explain things with words."} -- \hbox{Elliott Erwitt} \\$



@PandaCayke

Marvel's Spider-Man

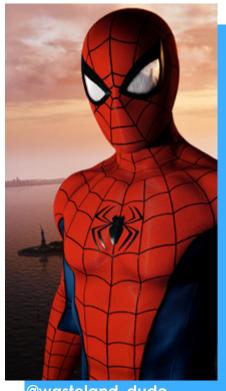
"Beauty isn't always visible, sometimes you have to find it." — PandaCayke



@virt_jl_photo

Horizon: Zero Dawn

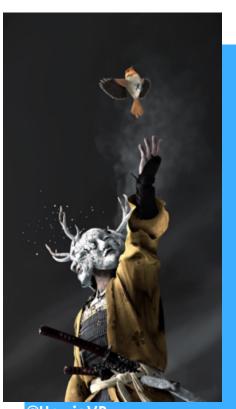
"Nothing is permanent. So don't stress yourself too much because no matter how bad the situation seems now, it will change."



@wasteland_dude

Marvel's Spider-Man

"No one can win every battle but no one should fall without a struggle." — Peter Parker



@Howie VP

Ghost of Tsushima

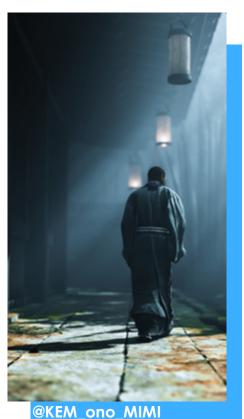
"My favorite thing about virtual photography is seeing a video game through someone else's eyes."



@yuxi_noir

Assassin's Creed Valhalla

"When there's will, there's a way."



Ghost of Tsushima

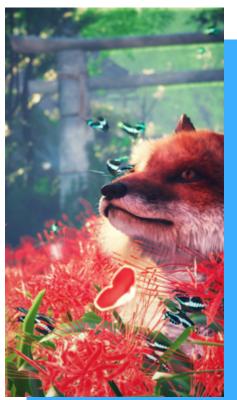
"There is more to life than increasing its speed." — Mahatma Gandhi



@JesseMcgreg

Death Stranding

Can't say how happy I was when one of my favorite developer and his team retweet my shot. This shot definitely be the highlight of my first VP year.



@kitten_theChips

Ghost of Tsushima

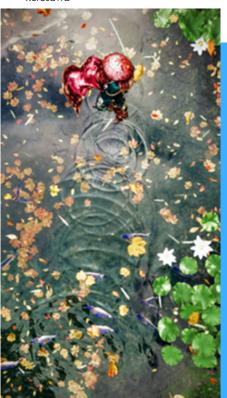
"We are a minority of giants stumbling around in a world of beautiful little things."



@tulippooh3

Ghost of Tsushima

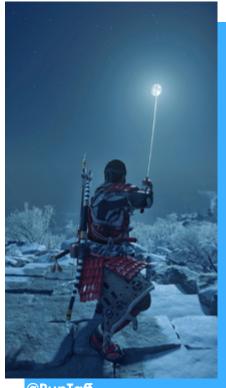
"Find what you really like. If you find one, work for that important thing. You guys should have something you want to work on. I'm sure it will be a good job with your heart." — Akira Kurosawa



@LiEVENGreG

Ghost of Tsushima

"It matters not if you look down. For what your deeds are, Miss Fortune will follow."



@RunTaff

Ghost of Tsushima

"Knowing your own ignorance is the first step to enlightenment" Patrick Rothfuss, The Wise Man's Fear.



@SaraAtwoodGamin

Ghost of Tsushima

"I just want to lie on the beach and eat hotdogs. That's all I've ever wanted." — Kevin Malone



These were the words that welcomed me to one of the darkest, sickest and most twisted tales in my gaming adventures one late October, 22 years ago and as the antecedent serpent in our little parable, I bid you welcome, weary traveler, to the pages of this month's issue.

October. A month of orange, yellow and red. A month of pumpkins, candies and remembrance. A month of fear.

Ah, yes. Fear.

A feeling as old as time itself. The only feeling that sharpens up all your senses, stretches the strings of self-control to their limit and tearing them apart, plays the final chords of madness.

For some, it is the fear of the unknown. For others – the fear of the known. And there is always the fear of one self. Of what you can do and of what lurks in the darkest corners of your mind.

Imagine, dear friend, a lonely building. Imagine tall, dark buildings, a sea of black silhouettes stretching as far as eyes can see. Darkness and fog. So much fog.

Do you see? All those lights in the buildings? Like a starry night sky sinking in the fog's embrace. Each star – a person. Each star – a family. Hopes, dreams, nightmares, laughter and cries. Can you see through the ghostly veil how those black silhouettes stand tall against that thick white allure? Protecting their tenants from the sticky scent, that brings life into the animals they hide?

And down there, somewhere – a river. A river spanning all the way down to eternity. A river made of past hopes, dreams, laughter and cries. A river made of souls that have now come to admire those beautiful lights, glittering like thousands of

diamonds in the pale moonlight. Some of them are remembered and are welcome in the warm, orange light. Some of them are forgotten and continue their journey down the river. All the way to its end. All the way to eternity.

Imagine, dear friend, a figure. Imagine black, lonely figures, an all-encompassing mosaic of figures, going down the stream, swinging in soft rhythms.

Singing figures, whispering in the eternity of time...

...waiting for the clockwork mechanism of seasons...

It is morning and I wake up. It was a dream. It was all a dream...

I spread this dream in front of you and ask you to tread softly. Be careful, be safe, remember the people you lost, love the people you have and embrace the people that come.

And of course, I sincerely hope you enjoy the works of our super-talented community, each and every one of them gifting us with a piece of themselves. A silent expression spilled across the upcoming pages, screaming in so many voices. So many different languages. Cherish those moments, friends, for together, we are stronger!

Thank you, dear friend for being with us again, in this dreamy orangish-yellow, slightly red in taste month of October.

Thank you for your support and for seeing something in us that we may not always see ourselves. Be it good or bad.

Thank you.

@HDIMIT



ESCAPE A DEADLY ALIEN WECHANICAL MENACE

A mysterious transmission draws bounty hunter Samus Aran to planet ZDR, where she soon learns this remote planet has been overrun by vicious alien lifeforms and murderous robots called E.M.M.I.

Hunt and be hunted as you make your way through a deadly world in Samus' most intense adventure yet—and the long-awaited next entry in the 2D Metroid saga.



PUBLISHER & DEVELOPER NINTENDO

RELEASED
8th October 2021



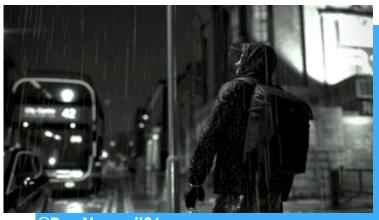




@jules_vp_

Ghost of Tsushima

"But I know, somehow, that only when it is dark enough can you see the stars." — Martin Luther King, Jr.



@DagNammit86

Watch Dogs Legion

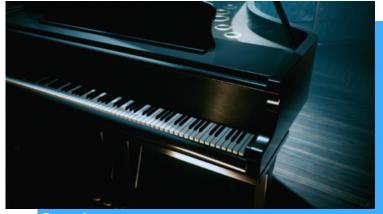
"Morning's gone, Echoes of dawn, Shaking my soul."



@leg_0412

Marvel's Spider-Man

"Just trust yourself, then you will know how to live." — Johann Wolfgang von Goethe



@marka_game

Cyberpunk 2077

"Here's to the fools who dream." — La La Land



@_YHARNAMITE_

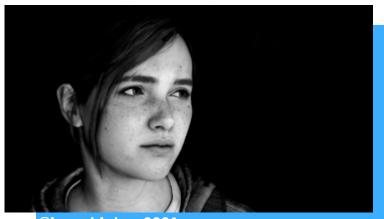
Ghost of Tsushima

"The world is always a decisive moment." — Daido $\label{eq:moment.} \mbox{Moriyama}$



HITMAN 3

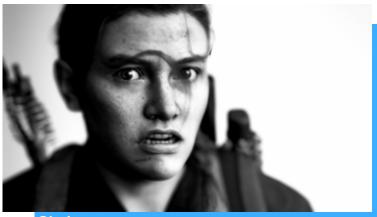
"I'll Seek Justice For Myself. I'll Choose The Truth I Like." — Agent 47



@imachicken2001

The Last of Us Part II

"Rise up, start fresh, see the bright opportunity in each new day."

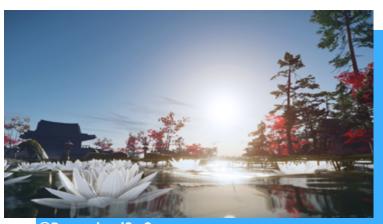


@issinn

The Last of Us Part II

"The question isn't who is going to let me; it's who is going to stop me?" $\,$

— Ayn Rand



@PerpetualSp0nge

Ghost of Tsushima

 $\hbox{``Find peace.''} - \hbox{Jin Sakai}$



@TheUndeadLens

Horizon Zero Dawn

"Believe in yourself and the rest will follow."



@Dande_Lion55

Ghost of Tsushima

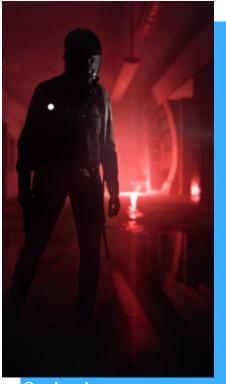
"Snap what makes you happy"



@Gabysnapt

Steep

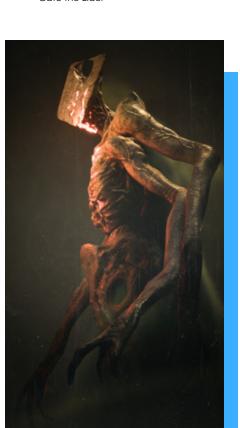
"I wish I could stay in this moment forever, but... then it wouldn't be a moment." — Max, Life Is Strange



@vpbypics

The Last of Us Part II

- "Grasp the subject, the words will follow"
- Cato the Elder



@Noobiablos

Returnal

"Seasons don't fear the reaper" — Blue Öyster Cult



@StefanieMcMaken

A Plague Tale: Innocence

"I must not fear. Fear is the mind-killer. Fear is the little death that brings total obliteration. I will face my fear. I will permit it to pass over & through me." — Dune



@Ao_sly

Assassin's Creed Valhalla

"We work in the dark to serve the light."

— Assassin's creed.



@calisarah1998

Days Gone

"Do you know why we keep going? Because what the hell else are we gonna do?"

— Deacon



@ccf_photomode

Ghost of Tsushima

"The world is indeed full of peril, and in it there are many dark places; but still there is much that is fair, and though in all lands love is now mingled with grief, it grows perhaps the greater" — Haldir



@erguotou_wr

Cyberpunk 2077

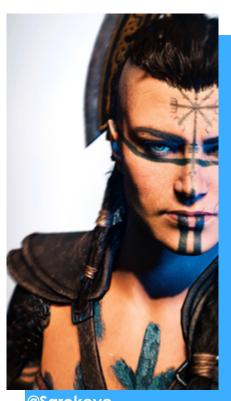
"All cities are mad: but the madness is gallant. All cities are beautiful, but the beauty is grim." — Christopher Morley



@ladiesman127

Cyberpunk 2077

Always take it to the Edge. It's the Cyberpunk way." — Johnny Silverhand



@Sarokeye

Assassin's Creed Valhalla

"Throw me to the wolves and I'll return leading the leading the pack"



@Simons_Frame

Horizon Zero Dawn

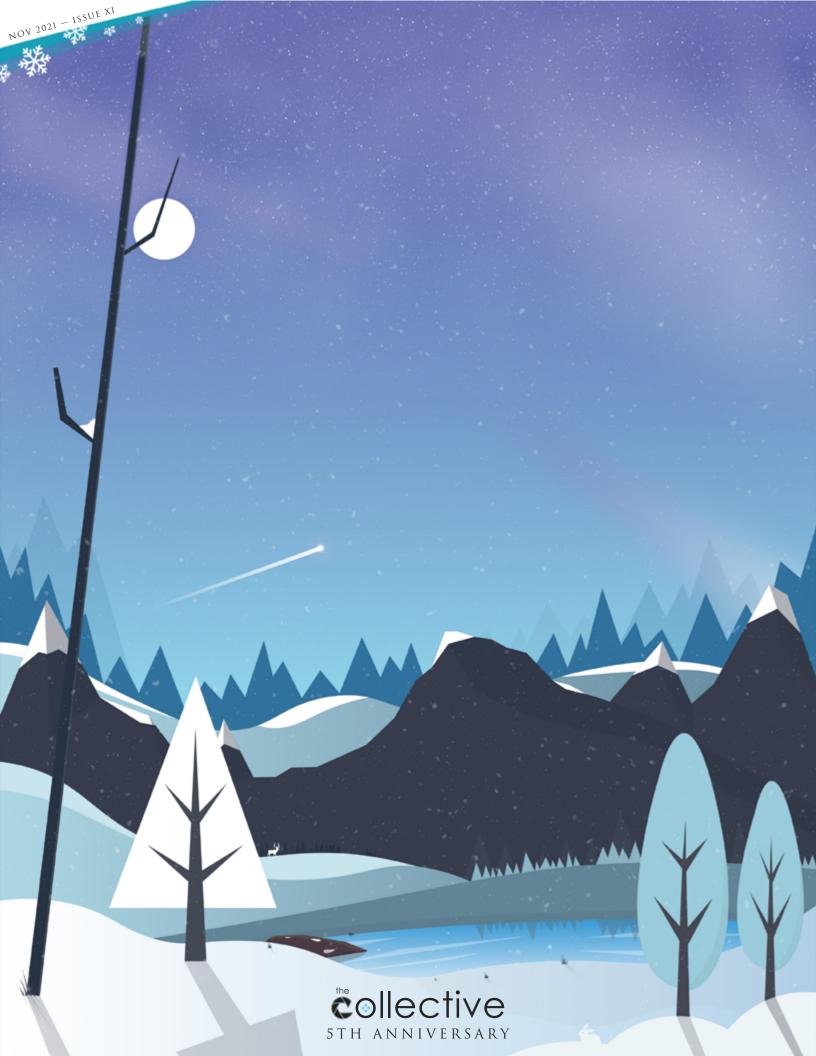
"Vision is the art of seeing what is invisible to others" — Jonathan Swift

-THE.ART.OF.VIRTUAL.WORLDS -

"There's usually always a way, especially through creative determination."







This year is finally coming to an end and we are very happy to publish our very last The Captured Collective issue on such a festive note.

As we celebrated our 5th anniversary of existence, you filled our hearts with so many warm comments and some of you really moved us. On behalf of all of us, I would like to give you a hugely enormous **THANK YOU**. You all made us so proud this month, we couldn't be more grateful.

November issue will not only be our last issue of the year before the Yeabook, but it will as well be our very last ever. Thank you for reading us all year long. You all truly inspired us to **BE GREATER!**

May we meet again... in 2022.

@HEDAKEEN

Lead breathtaking expeditions across the vibrant and ever-evolving open world landscapes of Mexico with limitless, fun driving action in hundreds of the world's greatest cars

This is a diverse open world

Explore a world of striking contrast and beauty. Discover living deserts, lush jungles, historic cities, hidden ruins, pristine beaches, vast canyons, and a towering snow-capped volcano.

This is an adventurous open world

Immerse yourself in a deep campaign with hundreds of challenges that reward you for engaging in the activities you love. Meet new characters and choose the outcomes of their Horizon Story missions.

This is an evolving open world

Take on awe-inspiring weather events such as towering dust storms and intense tropical storms as Mexico's unique, dynamic seasons change the world every week. Keep coming back for new events, challenges, collectibles, and rewards, and new areas to explore. No two seasons will ever be the same.

This is a social open world

Team up with other players and enter the Horizon Arcade for a continuing series of fun, over-the-top challenges that keep you and your friends in the action and having fun with no menus, loading screens, or lobbies. Meet new friends in Horizon Open and Tours and share your creations with new community gift sharing. (On console requires Xbox Game Pass Ultimate or Xbox Live Gold, memberships sold separately.)

This is your open world

Create your own expressions of fun with the powerful new EventLab gameplay toolset including custom races, challenges, stunts, and entirely new game modes. Customize your cars in more ways than ever before with new options such as the ability open and close convertible tops, paint brake calipers, and more. Use the new Gift Drops feature to share your custom creations with the community.

RELEASED
5th November 2021

DEVELOPERPlayground Games

PUBLISHER

Xbox Game Studios





@Fo0zy

Assassin's Creed Origins

"All of us have a hero and a villain in us."



@larribas12

Red Dead Redemption 2

"We can't change what's done, we can only move on" — Arthur Morgan $\label{eq:move_eq} % \begin{subarray}{ll} \end{subarray} \begin{subar$



@QuelBia94

Final Fantasy 7 Remake

"Words aren't the only thing that tell people what you're thinking."



@voidoutbt

Death Stranding

But I wonder, when you look Death in the eye, will you blink?' — Higgs Monaghan



@TheFourthFocus

Kena: Bridge of Spirits

"there is power in your hands, just imagine all of the things that can happen when you release it..."



@Gamer7Pj

Ghost of Tsushima

"To become the enemy, see yourself as the enemy of the enemy."

— Miyamoto Musashi



@railbeam

Death Stranding

"The sound of the rain needs no translation." — Alan Watts.



@MisthosLiving

Assassin's Creed Valhalla

"I want to be light and frolicsome. I want to be improbable and beautiful and afraid of nothing as though I had wings." — Mary Oliver



@Ulysses_Jack16

Assassin's Creed Valhalla

"No matter how bad your day has been, always strive to make the next day better."



@chalz86

Death Stranding

"Keep gaming and keep enjoying videogames!"



Ghost of Tsushima

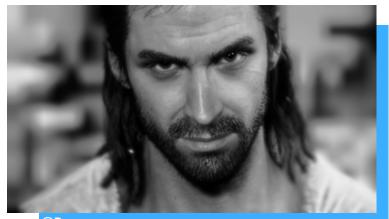
"Heaven is under our feet as well as over our heads." — Henry David Thoreau



@record_photo

Cyberpunk 2077

"I see you."



@Rosapexa

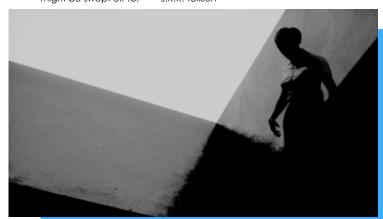
Assassin's Creed Odyssey



@mnaxer

Final Fantasy 7 Remake

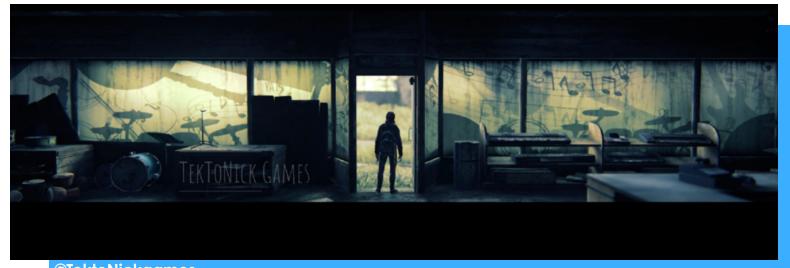
"It's a dangerous business, Frodo, going out your door. You step onto the road, and if you don't keep your feet, there's no knowing where you might be swept off to." $\,-\,$ J.R.R. Tolkien



@AmAzingDrLama

CONTROL

"Words, Words," — Hamlet



@TektoNickgames

The Last Of Us Part II

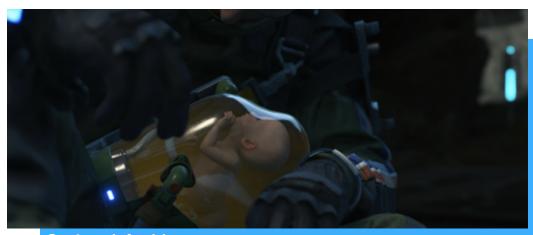
"IN THE END... We only regret the chances we didn't take, the relationships we were afraid to have, and the decisions we waited too long to make." — Lewis Carroll



@mondy0

Death Stranding

"I want to keep an honest heart at all times. Whether in the virtual world or in the real world."



@astrandofgold

Kena: Bridge of Spirits

"And the family you choose? That's the strongest love of all."



@Chaaxfo

Cyberpunk 2077

"Believe you can and you're halfway there" — Theodore Roosevelt



IN NOVEMBER,

THE CAPTURED COLLECTIVE CELEBRATED

ITS FIFTH ANNIVERSARY OF EXISTENCE.

FOUNDED AND CREATED ON INSTAGRAM
ON NOVEMBER 16TH 2016 BY
MATTHEW PEARCE AND JORDAN MCNEESE,
THE PAGE WOULD LATER EXPAND TO
TWITTER IN ORDER TO BECOME THE
COLLECTIVE YOU NOW KNOW.

AT THIS OCCASION, WE HAVE RECEIVED NUMEROUS WARM MESSAGES AND COUNTLESS WONDERFUL COMMENTS. VERY MOVED BY SOME OF THEM, WE DECIDED TO CURATE THEM WITHIN A FEW FEATURING PAGES, IN ORDER FOR THEM TO NEVER BE FORGOTTEN.

THANK YOU ALL FOR YOUR SUPPORT THOROUGHT THIS YEAR.

MATT, MAGGIE,
PETER & NEOFULCRUM.

















Congratulations and keep up the great work! The VP community is better just having the Captured Collective as a place to experience all VP has to offer.





Many congrats!!

You're one of the best Virtual Photographypages and I'msohonoured to have some of my shots featured on your pages and issues.

Fantastic work, here's to another 5 years and beyond!!







Congratulations on the 5th anniversary! Your monthly/weekly theme challenges not only bring the VP community together, they also help me improving my VP skills and seeing captures from different perspectives.

Congrats once again!





You all are amazing! Truly one of a kind team! To be honest all of you are truly inspiring to this community! And you have pushed us to be more than what we could ever expected to be.

Thank you!











Campaign: When all hope is lost and humanity's fate hangs in the balance, the Master Chief is ready to confront the most ruthless foe he's ever faced. Begin anew and step inside the armor of humanity's greatest hero to experience an epic adventure and finally explore the scale of the Halo ring itself.

Multiplayer: Halo's legendary multiplayer combat returns!

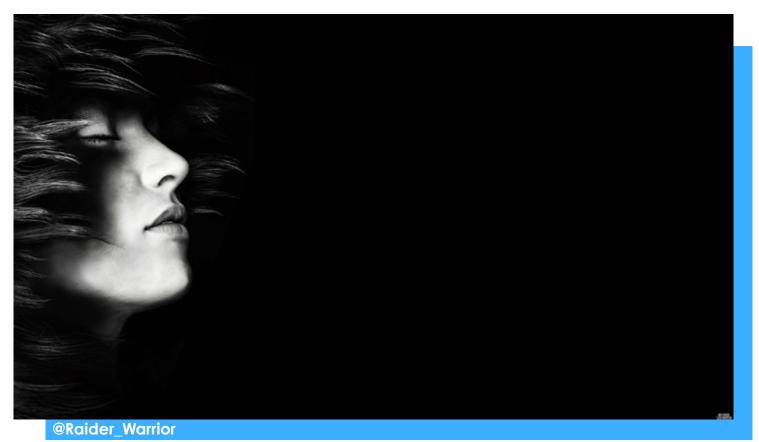
Forge: Halo's epic content creation tool is back and more powerful than ever.

DEVELOPER 343 Industries

PUBLISHER Xbox Game Studios

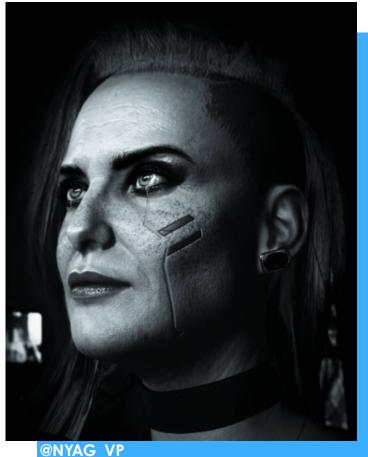
RELEASED
8th December 2021





Shadow Of The Tomb Raider

"Never forget how far you've come! Everything you've gotten through! All the times you fell down but got back up! All the times you wanted to give up, but push on with that burning fire deep within! Never forget you are STRONGER than you BELIEVE! Because you are a WARRIOR!



Cyberpunk 2077

"There's only one way to win at anything and that is to give it everything"

— Vince Lombardi



Mortal Shell

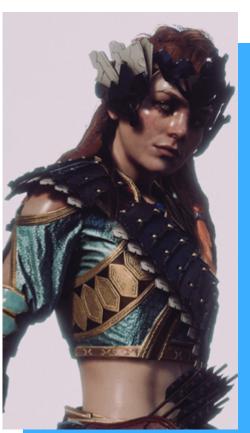
"There's no way back, no way back. No way back, just through" — Trivium



@verendrye.vp

Cyberpunk 2077

"Stars, hide your fires; Let not light see my black and deep desires." — William Shakespeare



@aloyshorizon

Horizon: Zero Dawn

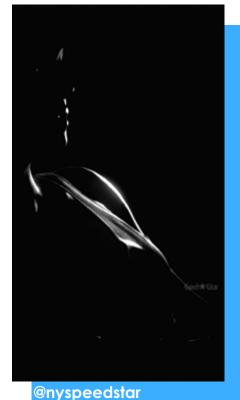
"It's one thing to make a picture of what a person looks like, it's another thing to make a portrait of who they are." — Paul Caponigro



@Sch_mit_z

Days Gone

"Rivers Do Not Drink Their Own Water. Trees Do Not Eat Their Own Fruit. And Clouds Do Not Swallow Their Own Rain. What Great Ones Have Is Always For The Benefit Of Others."



Cyberpunk 2077

"Beauty hidden within the dark. A glimpse of light makes you want to see more of this magnificent beauty."



Cyberpunk 2077

"Shine... Shine when the darkness eats the world around you."





021 WINNERS

GAME OF THE YEAR

It Takes Two — Hazelight Studios / EA

Deathloop — Arkane Studios / Bethesda Metroid Dread — Mercury Steam / Nintendo Psychonauts 2 — Double Fine / Xbox Game Studios Ratchet & Clank: Rift Apart — Insomniac Games Resident Evil Village — Capcom

GAME DIRECTION
Deathloop — Arkane Studios / Bethesda
It Takes Two — Hazelight Studios / EA Returnal — Housemarque / SIE Psychonauts 2 — Double Fine / Xbox Game Studios Ratchet & Clank: Rift Apart — Insomniac Games
Resident Evil Village — Capcom

MOST ANTICIPATED GAME

Elden Ring

God of War Ragnarök Horizon: Forbidden West

The Sequel to the Legend of Zelda: Breath of the Wild

Starfield

MARVEL'S Guardians of the Galaxy

Deathloop It Takes Two Life is Strange: True Colors Psychonauts 2

ART DIRECTION

Deathloop

The Artful Escape Kena: Bridge of Spirits Psychonauts 2 Ratchet & Clank: Rift Apart

SCORE AND MUSIC

Nier Replicant

The Artful Escape Cyberpunk 2077 Deathloop MARVEL'S Guardians of the Galaxy

AUDIO DESIGN

Forza Horizon 5

Deathloop ratchet & Clank: Rift Apart Resident Evil Village Returnal

Maggie Robertson — Lady Dimitrescu, Resident Evil Village

Erika Mori — Alex Chen, Life is Strange: True Colors

Giancarlo Esposito — Anton Castillo, FarCry 6 Jason Kelley — Colt Vahn, Deathloop Ozioma Akagha — Julianna Blake, Deathloop

GAMES FOR IMPACT

Life is Strange: True Colors

Before Your Eyes Boyfriend Dungeon Chicory: A Colorful Tale No Longer Home

ON-GOING GAME

Final Fantasy XIV Online

Apex Legends Fortnite Genshin Impact Call of Duty: Warzone

INDIE GAME

Kena: Bridge of Spirits

12 Minutes Death's Door Inscryption Loop Hero

DEBUT INDIE GAME

Kena: Bridge of Spirits

The Artful Escape The Forgotten City Sable Valheim

MOBILE GAME

Genshin Impact

Fantasian League of Legends: Wild Rift Marvel Future Revolution Pokémon Unite

COMMUNITY SUPPORT

Final Fantasy XIV Online

Apex Legends Destiny 2 Fortnite No Man's Sky

VR / AR GAME

Resident Evil 4

Hitman 3 I Expect You To Die 2 Lone Echo II Sniper Elite VR

INNOVATION IN ACCESSIBILITY

Forza Horizon 5

FarCry 6

MARVEL's Guardians of the Galaxy Ratchet & Clank: Rift Apart The Vale: Shadow of the Crown

ACTION GAME

Returnal

Back 4 Blood Chivalry II Deathloop FarCry 6

ACTION/ADVENTURE GAME

Metroid Dread

MARVEL's Guardians of the Galaxy Psychonauts 2 Ratchet & Clank: Rift Apart Resident Evil Village

ROLEPLAYING GAME

Tales of Arise

Cyberpunk 2077 Monster Hunter Rise Scarlet Nexus Shin Megami Tensei V

FIGHTING GAME

Guilty Fear - Strive-

Demon Slayer Melty Blood: Type Lumina NICKELODEON All-Star Brawl

Virtual Fighter 5: Ultimate Showdown

FAMILY GAME

It Takes Two

Mario Party Superstars New Pokémon Snap Super Mario 3D World + Bowser's Fury Warioware: Get It Together

SIM/STRATEGY GAME

Age of Empire IV
Evil Genius 2: World Domination Humankind Inscryption Microsoft Flight Simulator

SPORTS / RACING GAME

Forza Horizon 5

F1 2021 FIFA 22 Hot Wheels Unleashed Riders Republic

MULTIPLAYER GAME

It Takes Two

Back 4 Blood Knockout City Monster Hunter Rise New World Valheim

CONTENT CREATOR OF THE YEAR

Dream

Fuslie Gaules Ibai Grefg

ESPORTS ATHLETE

Oleksander "Simple" Kostyliev

Chris "Simp" Lehr Heo "Showmaker" Su Magomed "Collapse" Khalilov Tyson "Tenz" Ngo

ESPORTS COACH

Kim " Kkoma" Jeong-Gyun Airat "Silent" Gaziev

Andrey "Engh" Sholokhov Andrii "D1AD3" Horodenskyi James "Crowder" Crowder

League of Legends World Championship 2021

The International 2021 PGL Major Stockhol 2021 PUBG Mobile Golbal Championship 2020 Valorant Champions Tour: Stage 2 Masters

ESPORTS GAME League of Legends

Call of Duty Counter-Strike: Global Offensive DOTA 2 Valorant

ESPORTS TEAM

Natus Vincere — Counter Strike

Atlanta Faze — Call of Duty DWG Kia — League of Legends Sentinels — Valorant Team Spirit — DOTA 2



"With the polls closed and your votes counted, PlayStation Blog's Game of the Year 2021 winners can be revealed. Another huge turnout saw heated voting across multiple categories, with many games going neck and neck for top spots throughout the voting period, while last minute twists kept category placements changing right up to the close of the polls.

A big thank you not only to everyone who voted and made this year's counts a compelling watch, but to all the studios nominated for bringing us another excellent year of gaming.

Now, on to the winners!"

— Gillen McAllister

SENIOR SPECIALIST, CONTENT COMMUNICATIONS, SIE

PS4 GAME OF THE YEAR

Resident Evil Village

It Takes Two MARVEL's Guardians of the Galaxy FarCrv 6

PS5 GAME OF THE YEAR

Ratchet & Clank: Rift Apart

Resident Evil Village

Returnal

MARVEL's Guardians of the Galaxy

USE OF DUALSENSE

Ratchet & Clank: Rift Apart

Ghost of Tsushima Director's Cut

Returnal

Resident Evil Village

SOUNDTRACK

MARVEL's Guardians of the Galaxy

Ghost of Tsushima: Iki Island

Final Fantasy VII Remake Intergrade

Nier Replicant

GRAPHICAL SHOWCASE

Ratchet & Clank: Rift Apart

Resident Evil Village

FarCry 6

Kena: Bridge of Spirits

NEW CHARACTER

Lady Dimitrescu — Resident Evil Village

Rivet — Ratchet & Clank: Rift Apart Tenzo — Ghost of Tsushima Director's Cut Alex Chen — Life is Strnage: True Colors

RE-RELEASE

Ghost of Tsushima Director's Cut

Final Fantasy VII Remake Intergrade Mass Effect Legendary Edition Nier Replicant

MULTIPLAYER

It Takes Two

Call of Duty: Vanguard

Battlefield 2042

Final Fantasy XIV: Endwalker

INDEPENDENT GAME OF THE YEAR

Kena: Bridge of Spirits

Hades

Doki Doki Literature Club Plus! Disco Elvsium — The Final Cut

PS VR GAME OF THE YEAR

Hitman 3

Doom 3 VR Edition Sniper Elite VR I Expect You To Die 2

ACCESSIBILITY FEATURES

Ghost of Tsushima Director's Cut

Ratchet & Clank: Rift Apart

FarCry 6

MARVEL's Guardians of the Galaxy

STUDIO OF THE YEAR

Insomniac Games

Square Enix Capcom Bandai Namco

ART DIRECTION

Ratchet & Clank: Rift Apart

Little NIghtmares II It Takes Two Hades

STORY

Resident Evil Village

Life is Strange: True Colors MARVEL's Guardians of the Galaxy Ratchet & Clank: Rift Apart

MOST ANTICIPATED GAME

MARVEL's Spider-Man 2

Elden Ring

Horizon: Forbidden West Hogwarts' Legacy

SPORTS GAME

FIFA 22

Hot Wheels Unleashed Riders Republic NBA 2K22



GAME OF THE YEAR

Red Dead Redemption II

Hades

Doom Eternal

Fall Guys

Death Stranding

SOUNDTRACK

DOOM Eternal

HALO: The Master Chief Collection

Helltaker

Need For Spee: Heat

Persona 4 Golden

SIT BACK AND RELAX AWARD

The Sims 4

Microsoft Flight Simulator

Satisfactory

Untitled Goose Game

Factorio

LABOR OF LOVE

Counter Strike: Global Offensive

Among Us

Terraria

The Witcher III: Wild Hunt

No Man's Sky

BETTER WITH FRIENDS

Fall Guys

Sea of Thieves

Borderlands 3

Deep Rock Galactic

Risk and Rain 2

VR GAME OF THE YEAR

Half-Life: Alyx

Phasmophobia

The Room VR: A Dark Matter

Thief Simulator VR STAR WARS: Squadrons

MOST INNOVATIVE GAMEPLAY

Death Stranding

Control

Superliminal

Noita

Teardown

OUTSTANDING STORY-RICH GAME

Red Dead Redemption II

Detroit: Become Human

MAFIA: Definitive Edition

Metro Exodus

Horizon: Zero Dawn

GAME YOU SUCK AT

Apex Legends

Crusader Kings III

Ghostrunner

EA SPORTS FIFA 21

CTEC

OUTSTANDING VISUAL STYLE

Ori and the Will of Wisps

Battelfield V

There is No Game: Jam Edition 2015

Marvel's Avengers

Black Mesa



GAME OF THE YEAR

Cyberpunk 2077
Forza Horizon 5
New World
Resident Evil Villag

VR GAME OF THE YEAR

Blair Witch VR
Cooking Simulator VR
I Expect You To Die 2
Medal of Honor: Above and Beyond
Sniper Elite VR

LABOR OF LOVE

Apex Legends DOTA 2 No Man's Sky Rust

BETTER WITH FRIENDS

Back 4 Blood Crab Game Halo Infinite It Takes Two

SOUNDTRACK

Demon Slayer
MARVEL's Guardians of the Galaxy
Guilty Gear: Strive
Nier Replicant
Persona 5 Strikers

MOST INNOVATIVE GAMEPLAY

12 Minutes Deathloop Inscryption Lop Hero

OUTSTANDING STORY-RICH GAME

Cyberpunk 2077
Days Gone
Life is Strange: True Colors
Mass effect: Legendary Edition
Resident Evil Village

SIT BACK AND RELAX

Farming Simulator 22
Dorfromantik
Potion Craft
Townscaper
Unpacking

OUTSTANDING VISUAL STYLE

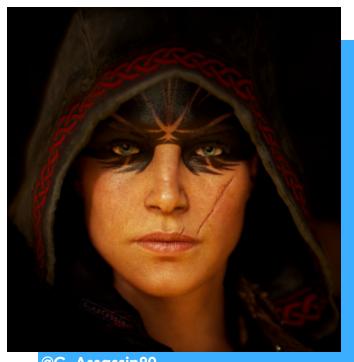
Bright Memory: Infinite Forza Horizon 5 Little Nightmares 2 Psychonauts 2 Subnautica: Below Zero

GAME YOU SUCK AT

Age of Empires 4
Battlefield 2042
Naraka: Bladepoint
Nioh 2
World War Z: Aftermath

ALL WINNERS WILL BE ANNOUNCED ON

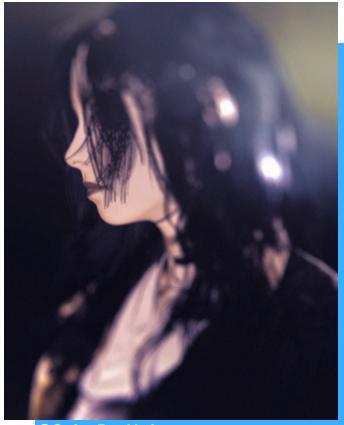
January 3rd 2022 @ 10AM Los Angeles / 6PM London & January 4th 2022 @ 3AM Tokyo



@G_Assassin90

Assassin's Creed Valhalla

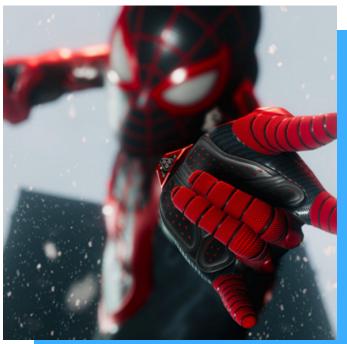
"The key to happiness is the reduction of desires"



@GutenTagMate

Cyberpunk 2077

'I like some of the Gaga's songs, what the F*** does she know about cameras?''



@Cockatiel_JPN

Marvel's Spider-Man: Miles Morales

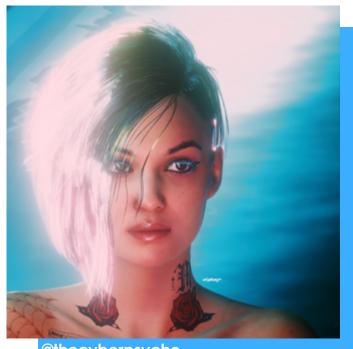
"One of the best representations of the awesomeness that is Marvel's Spider-Man."



@shinuishi

Horizon: Zero Dawn

"No matter how hard the past, you can always begin again."



@thecyberpsycho

Cyberpunk 2077

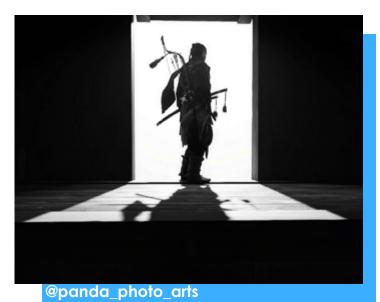
"There was nothing to fear, nothing to doubt" — Radiohead



@therajabros

Ghost of Tsushima

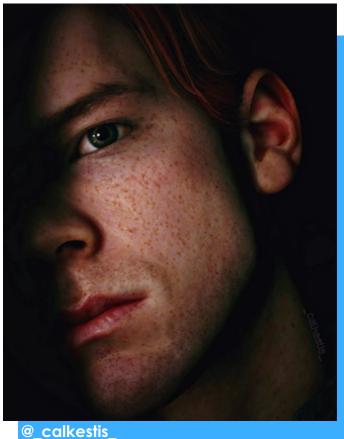
"Our greatest glory is not in never falling, but rising everytime we fall"



Ghost of Tsushima

"It is during our darkest moments that we must focus to see the light."

— Aristotle



Star Wars Jedi: Fallen Order

"Learn the past, watch the present, create the future."



@BOLDY

Horizon: Zero Dawn

"Change will not come in a single sunrise." — Aloy



@TimeloopPlays

Ghost of Tsushima

"It was all yellow."



@jenuty

Shadow Of The Tomb Raider

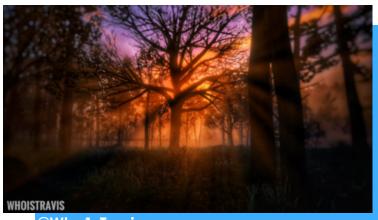
After years from the game release, Lara is still the best model I ever met in gaming. Every frame of the 60 per second keeps inspiring me.



@kimchitraveler

CONTROL

"Let our imagination run wild."



@Who1sTravis

Red Dead Redemption 2

"Keep your face to the sun and you will never see the shadows."



Ghost of Tsushima

"push passed your insecurity and let yourself shine!"









Explore distant lands, fight bigger and more awe-inspiring machines, and encounter astonishing new tribes as you return to the far-future, post-apocalyptic world of Horizon.

The land is dying. Vicious storms and an unstoppable blight ravage the scattered remnants of humanity, while fearsome new machines prowl their borders. Life on Earth is hurtling towards another extinction, and no one knows why.

It's up to Aloy to uncover the secrets behind these threats and restore order and balance to the world. Along the way, she must reunite with old friends, forge alliances with warring new factions and unravel the legacy of the ancient past — all the while trying to stay one step ahead of a seemingly undefeatable new enemy.

DEVELOPERGuerrilla Games

PUBLISHER
Sony Interactive Entertainment

RELEASE 18th February 2022





Gotham Knights

Batman is dead. A new expansive, criminal underworld has swept the streets of Gotham City. It is now up to the Batman Family; Batgirl, Nightwing, Red Hood, and Robin; to protect Gotham, bring hope to its citizens, discipline to its cops, and fear to its criminals. From solving mysteries that connect the darkest chapters in the city's history to defeating notorious villains in epic confrontations, you must evolve into the new Dark Knight and save the streets from descent into chaos.

Gotham Knights is an open-world, action RPG set in the most dynamic and interactive Gotham City yet. Patrol Gotham's five distinct boroughs in solo-play or with one other hero and drop in on criminal activity wherever you find it.

Your legacy begins now. Step into the Knight.

RELEASE 2022 **DEVELOPER** WB Games Montréal PUBLISHER
Warner Bros. Interactive Entertainment



SUICIDE SQUAD: KILL THE JUSTICE LEAGUE

Metropolis is under siege. The Justice League has changed. Your task? Kill this dark and evil Justice League. In a continuation of the Arkham Series, Suicide Squad: Kill the Justice League takes you on an action-packed adventure as the rag tag band of misfits; the Suicide Squad. Play as Deadshot, Harley Quinn, King Shark and Captain Boomerang as you kick some bad guy butt!

- Richly detailed, open-world Metropolis
- 1-4 player co-op
- Switch between characters at will in single-player mode
- Play as DC Characters Harley Quinn, Deadshot, Captain Boomerang and King Shark

Kill the Justice League and get the Suicide Squad the full pardon they were promised!

RELEASE 2022

DEVELOPERRocksteady Studios

PUBLISHER
Warner Bros. Interactive Entertainment



Forspoken

Mysteriously transported from New York City, Frey Holland finds herself trapped in the breathtaking land of Athia. A magical, sentient bracelet is inexplicably wrapped around her arm, and Frey discovers the ability to cast powerful spells and use magic to traverse the sprawling landscapes of Athia. Frey nicknames her new golden companion "Cuff" and sets off to find a way home.

IN A WORLD NOT HER OWN
WHERE RESOLVE WILL BE TESTED
TRUTHS WILL BE QUESTIONED
AND DEVOTIONS WILL BE DOUBTED
SHE WILL RISE.

RELEASE May 24, 2022 **DEVELOPER**Luminous Productions

PUBLISHER Square Enix



A Plague Tale: Requiem

Far across the sea, an island calls...

Embark on a heartrending journey into a brutal, breathtaking world twisted by supernatural forces.

After escaping their devastated homeland, Amicia and Hugo travel far south, to new regions and vibrant cities. There, they attempt to start a new life and control Hugo's curse.

But, when Hugo's powers reawaken, death and destruction return in a flood of devouring rats. Forced to flee once more, the siblings place their hopes in a prophesized island that may hold the key to saving Hugo.

Discover the cost of saving those you love in a desperate struggle for survival. Strike from the shadows or unleash hell, overcoming foes and challenges with a variety of weapons, tools and unearthly powers.





Lost, alone and separated from family, a stray cat must untangle an ancient mystery to escape a long-forgotten cybercity and find the way home.

Stray is a third-person cat adventure game set amidst the detailed neon-lit alleys of a decaying cybercity and the murky environments of its seedy underbelly. See the world through the eyes of a stray and interact with the environment in playful ways.

Stray is developed by BlueTwelve Studio, a small team from south of France mostly made of cats and a handful of humans.

Roam surroundings high and low, defend against

unforeseen threats and solve the mysteries of this unwelcoming place inhabited by nothing but unassuming droids and dangerous creatures.

Be nimble, silly, and sometimes as annoying as possible with the strange inhabitants of this foreign world.

Along the way, the cat befriends a small flying drone, known only as B12. With the help of this newfound companion, the duo try to find a way out.



LEGO Star Wars: The Skywalker Saga

The galaxy is yours with LEGO Star Wars: The Skywalker Saga! Play through all nine Star Wars saga films in a brand-new LEGO video game unlike any other.

Experience fun-filled adventures, whimsical humor, and the freedom to fully immerse yourself in the LEGO Star Wars universe like never before.

A galaxy far, far away has never been more fun!

RELEASE Spring 2022 **DEVELOPER**TT Games, Traveller's Tales

PUBLISHER
Warner Bros. Interactive Entertainment.



Gran Turismo 7

Whether you're a competitive or casual racer, collector, tuner, livery designer or photographer — find your line with a staggering collection of game modes including fan-favourites like GT Campaign, Arcade and Driving School.

With the reintroduction of the legendary GT Simulation Mode, buy, tune, race and sell your way through a rewarding solo campaign as you unlock new cars and challenges. And if you love going head-to-head with others, hone your skills and compete in the GT Sport Mode.

With over 420 cars available at Brand Central and the Used Car Dealership from day one, Gran Turismo 7 recreates the look and feel of classic motors and bleeding-edge supercars alike in unparalleled detail. Each car handles differently and feels unique as you navigate over 90 track routes in dynamic weather conditions, including classic courses from GT history.

Gran Turismo 7 brings together the very best features of the Real Driving Simulator.

RELEASE 4th March 2022

DEVELOPERPolyphony Digital

PUBLISHER
Sony Interactive Entertainment



Kratos and Atreus must journey to each of the Nine Realms in search of answers as they prepare for the prophesied battle that will end the world.

Together, Kratos and Atreus venture deep into the Nine Realms in search of answers as Asgardian forces prepare for war. Along the way they will explore stunning, mythical landscapes, gather allies from across the realms and face fearsome enemies in the form of Norse gods and monsters.

As the threat of Ragnarök grows ever closer, Kratos and Atreus find themselves choosing between the safety of their family and the safety of the realms...





DEVELOPER

Santa Monica Studio

PUBLISHER

Sony Interactive Entertainment

RELEASE 2022





GhostWire: Tokyo

Tokyo is overrun by deadly supernatural forces, perpetrated by a dangerous occultist, causing Tokyo's population to vanish in an instant. Ally with a powerful spectral entity on their quest for vengeance and master a powerful arsenal of abilities to unravel the dark truth behind the disappearance as you FACE THE UNKNOWN in Ghostwire: Tokyo.

FACE THE UNKNOWN, UNCOVER THE TRUTH AND SAVE THE CITY

RELEASE 2022

DEVELOPERTango Gameworks

PUBLISHER
Bethesda Softworks



Saints Row

Welcome to Santo Ileso, a vibrant fictional city in the heart of the American SouthWest. In a world rife with crime, where lawless factions fight for power, a group of young friends embark on their own criminal venture, as they rise to the top in their bid to become Self Made.

Experience the biggest and best Saints Row playground ever created; the unique sprawling world of Santo Ileso is the backdrop for a wild, larger than life sandbox of thrilling side hustles, criminal ventures and blockbuster missions, as you shoot, drive, and wingsuit your way to the top.



Elden Ring

Rise, Tarnished, and be guided by grace to brandish the power of the Elden Ring and become an Elden Lord in the Lands Between.

In the Lands Between ruled by Queen Marika the Eternal, the Elden Ring, the source of the Erdtree, has been shattered.

Marika's offspring, demigods all, claimed the shards of the Elden Ring known as the Great Runes, and the mad taint of their newfound strength triggered a war: The Shattering. A war that meant abandonment by the Greater Will.

And now the guidance of grace will be brought to the Tarnished who were spurned by the grace of gold and exiled from the Lands Between. Ye dead who yet live, your grace long lost, follow the path to the Lands Between beyond the foggy sea to stand before the Elden Ring.

RELEASE 25th February 2022 **DEVELOPER**FromSoftware Inc.

PUBLISHER
BANDAL NAMCO



The Dark Pictures Anthology: The Devil in Me

A documentary film crew receives a mysterious invite to a replica of the 'Murder Castle' of H.H. Holmes, America's first serial killer.

They soon discover that they're being watched, and there is much more at stake than their viewing figures...

Are you prepared to meet a killer?

RELEASE 2022 **DEVELOPER**Supermassive Games

PUBLISHER
Bandai Namco Entertainment



Sonic Frontiers

An experience like never before, accelerate to new heights and experience the thrill of high velocity open-zone freedom.

Battle powerful enemies as you speed through the Starfall Islands — landscapes brimming with dense forests, overflowing waterfalls, sizzling deserts and more!

WORLDS WILL COLLIDE IN SONIC THE HEDGEHOG'S NEWEST ADVENTURE.

RELEASE 2022 **DEVELOPER**Sonic Team

PUBLISHER SEGA



Planet of Lana

A planet that used to be a place of undisturbed balance between human, nature and animal has now become something else entirely. The disharmony that had been in the making for hundreds of years has finally arrived in the form of a faceless army. But this is not a story about war. This is a story about a vibrant, beautiful planet — and the journey to keep it that way.

A young girl and her loyal friend embark on a rescue mission through a colorful world full of cold machines and unfamiliar creatures.

Planet of Lana is a cinematic puzzle adventure framed by an epic sci-fi saga that stretches across centuries and galaxies.

WELCOME TO AN OFF-EARTH ODYSSEY

RELEASE 2022

DEVELOPERWishfully

PUBLISHER
Thunderful Publishing

Starfield is the first new universe in 25 years from Bethesda Game Studios, the award-winning creators of The Elder Scrolls V: Skyrim and Fallout 4. In this next generation role-playing game set amongst the stars, create any character you want and explore with unparalleled freedom as you embark on an epic journey to answer humanity's greatest mystery.

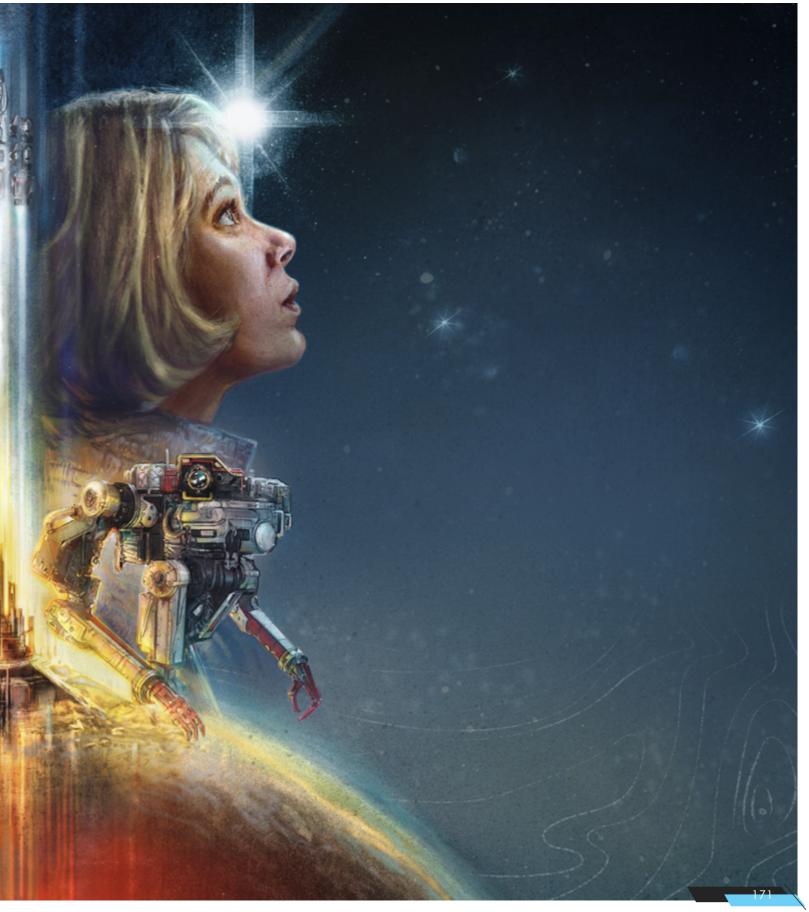




RELEASE 11th November 2022 **DEVELOPER**Bethesda Game Studios

PUBLISHER

Xbox Game Studios



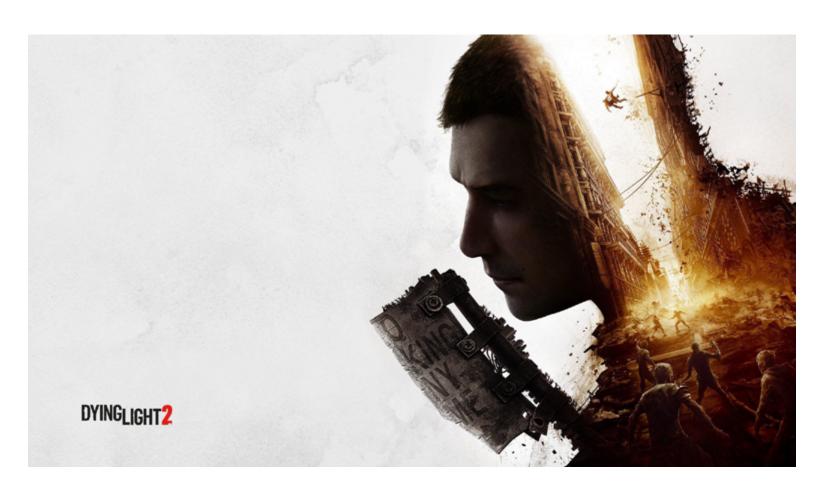


S.T.A.L.K.E.R. 2: HEART OF CHERNOBYL

S.T.A.L.K.E.R. 2: Heart of Chernobyl is a next-gen sequel to the award-winning PC game franchise developed by GSC Game World, set to deliver a unique action experience of survival in the post-apocalyptic Chernobyl Exclusion Zone.

The Heart of Chernobyl has never been beating so loud as it is right now. The Zone is calling for stalkers, who are ready to delve into the non-linear journey through a sinister open world in the Eastern European post-apocalyptic setting.

Dangerous mutants and deadly anomalies will not be the only obstacles on your journey. You will feel all the griefs of a new stalker life while searching and consuming rare and valuable supplies — food, drinks, meds, alcohol, etc. Immersive survival mechanics will be enriching the gameplay on the path through the branched storyline.



Dying Light 2

Over twenty years ago in Harran, we fought the virus—and lost. Now, we're losing again. The City, one of the last large human settlements, is torn by conflict. Civilization has fallen back into the Dark Ages. And yet, we still have hope.

You are a wanderer with the power to change the fate of The City. But your exceptional abilities come at a price. Haunted by memories you cannot decipher, you set out to learn the truth... and find yourself in a combat zone. Hone your skills, as to defeat your enemies and make allies, you'll need both fists and wits. Unravel the dark secrets behind the wielders of power, choose sides and decide your destiny. But wherever your actions take you, there's one thing you can never forget—stay human.



RECENTLY, SOMEONE ASKED US FOR A TEAM MEETING. HEREBY, WE DELIVER WITH A VERY RARE AND FLEETING PICTURE OF US TOGETHER REACHING OUT TO YOU ALL. SAVE IT AND CHERISH IT NOW...











