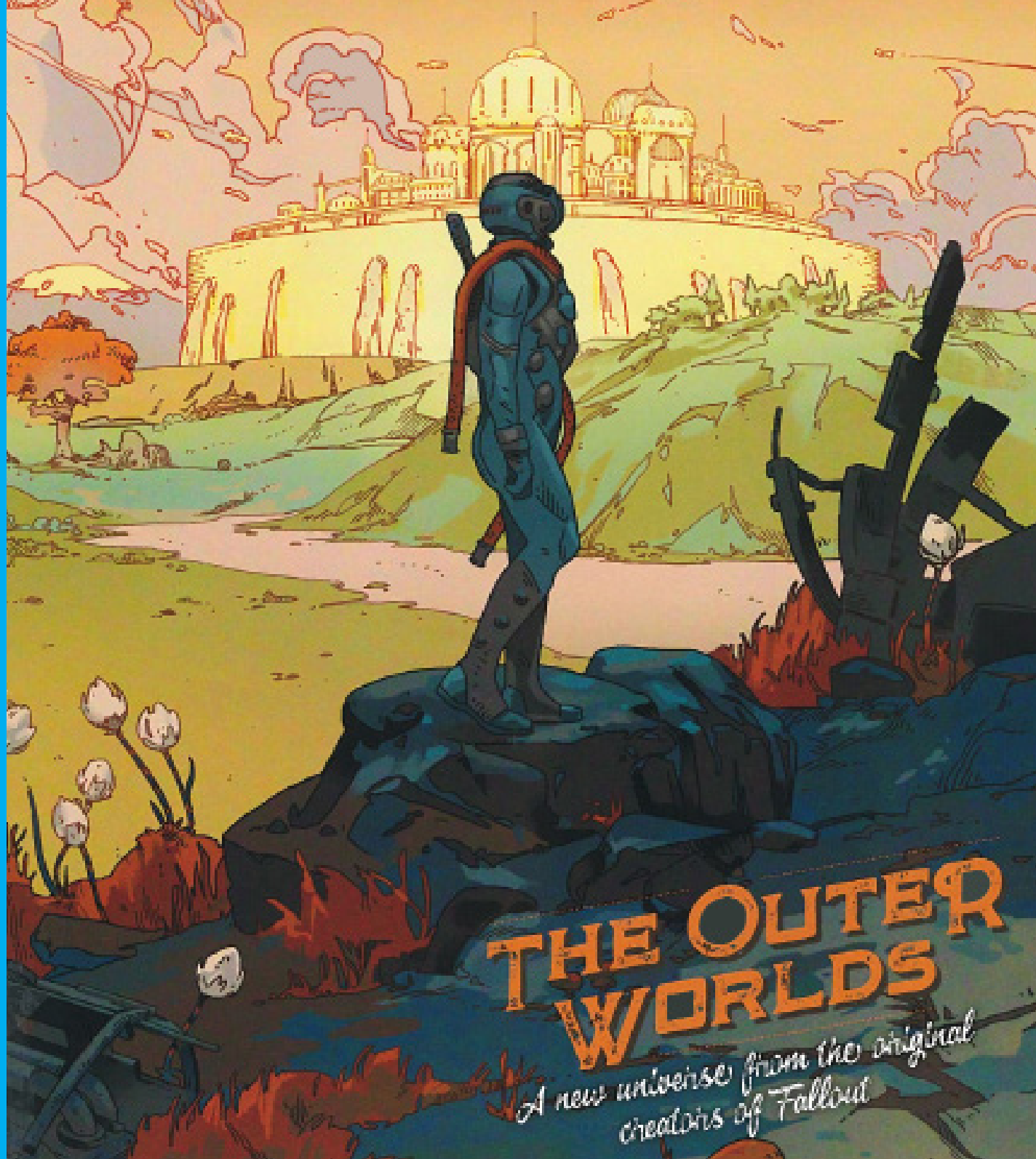


# gameinformer

THE WORLD'S #1 VIDEO GAME MAGAZINE



## THE OUTER WORLDS

*A new universe from the original creators of Fallout*

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**77** Ancestors: A Humankind Odyssey The creator of Assassin's Creed is back with another story that stretches across the timeline of humanity.



**88** Kingdom Hearts III We've been waiting years to see what's next for Sora and pals on a home console. Is it good? Does it all make sense?

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1



## 1 BJ Fletcher

Good grief, has no one heard of a little lifesaving invention called "armor" before?!

## 2 Jordan Watson, Age 12

Luke Skywalker ain't got nothing on Spyro's wistful moon staring. At least we assume he's wistful. Hard to tell from behind, really.

## 3 Lylah Davis, Age 8

Those chef cats are the most memorable part of Monster Hunter, to be honest.

## 4 Kaitlynn Parker

Ugh, we get it, D. Va, you like hearts!

2



3



4



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(Left) The same is true with Microsoft's Chris Charla, Media Molecule's Abbie Heppe, and Wedbush Securities' Michael Pachter.

(Right) We're not sure how Leo ended up on top of a saddle in a Swedish dungeon, but we really don't want to know anyway.



# KINGDOM HEARTS KEYBLADES

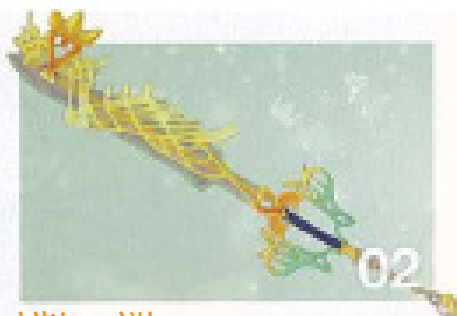
by Kimberley Wallace

top ten



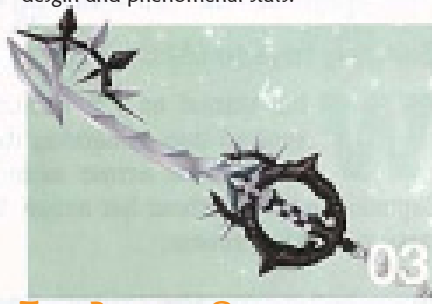
## X-blade

This big, bad keyblade is the original one, providing the model for all to aspire to. A perfect representation of the clash between light and darkness, it is the only keyblade that can summon the door to Kingdom Hearts. The Master Xehanort saga revolves around this one weapon because it's so important and powerful



## Ultima Weapon

True to its Final Fantasy namesake, this is one of the hardest keyblades to secure, but worth it for its superior power. We've seen different versions of this highly sought-after keyblade across entries, and it never disappoints in its design and phenomenal stats.



## Two Become One

What do you get when you combine two already powerful keyblades like the Oathkeeper and Oblivion? One hell of a keyblade for Roxas. A mix of light and darkness power, this keyblade is more sword-like, and the design is pretty spiffy, too.



## Oathkeeper

This keyblade holds special meaning in the series, representing Sora's memories and promise to Kairi. It is usually unlocked with events involving her, as a nod to their special relationship. It's also one of the most balanced keyblades.



## Oblivion

Besides packing a punch, this keyblade is symbolic of Sora and Riku's complicated friendship. The design can also be seen as a nod to Riku's darkness and isolation. Add in the blade's great reach and critical bonuses, and it's easy to see why it's a fan favorite.



## Fenrir

If you're going to defeat the almighty Sephiroth, you might as well get an incredible keyblade as a reward. That's the Fenrir, which is actually an ode to Cloud Strife, incorporating his fusion swords and motorcycle of the same name from Final Fantasy VII: Advent Children.



## Decisive Pumpkin

This is one of Kingdom Hearts II's strongest keyblades, thanks to a combo boost that is downright deadly. If you're a Nightmare Before Christmas fan, it also delights with fun callbacks to the film. When fighting, jack-o'-lanterns appear and it jingles with every hit.



## Brightcrest

Aqua gets a fitting keyblade, symbolizing her association with light and acknowledging her water theme. Brightcrest turns heads with cresting waves on its exterior and holds its own in battle, boosting magic and critical strikes.



## Dual Disc

This is the best thing to come out of Dream Drop Distance's Tron world. The aesthetic goes perfectly with The Grid, matching its black and neon color scheme. With such a cool exterior, it's the keyblade you never wanted to let go purely for superficial reasons.



## Kingdom Key

The design might be "simple and clean," but the Kingdom Key remains the most iconic keyblade, appearing in every entry. It isn't the most powerful, but it's the only keyblade that brings out Sora's true power, making it his keyblade's true form.



## The Good

Destiny developer **BUNGIE IS SELF-PUBLISHING** the franchise from now on following a split with Activision. Although Bungie will miss out on Activision's financial and development backing (including the work Activision-owned studios such as High Moon and Vicarious Visions have done for the franchise), at least Bungie gets to keep the intellectual property, unlike when Halo stayed with Microsoft. Activision recently said Destiny 2 wasn't performing up to expectations, so perhaps the split is best for both parties.

## Quotable

"In the long-term, perhaps our focus as a business could shift away from home consoles - flexibility is just as important in ingenuity."



Nintendo president **Shuntaro Furukawa** in an interview with Japanese newspaper Nikkei

## The Bad

A bizarre **OVERWATCH** saga has erupted after a pro player created a fake account named "Ellie," signed them to the Second Wind competitive esports team, and brought them up the leaderboards. Along the way, Ellie's authenticity was questioned, threats and doxxing occurred, and the whole ruse turned out to be a "social experiment" by a perpetrator who at the time of this writing remains unknown. The exact motivations have yet to be spelled out, but the situation has revealed both those who would rally around and against women pro players. It also makes the official Overwatch Contenders league and Second Wind look bad, and doesn't do any favors to current and future professional women Overwatch players.



**Electronic Arts** has canceled its open-world Star Wars title, according to a report by Kotaku. The game was originally a story-based title developed by internal studio Visceral Games (Dead Space) before EA switched the unnamed game's focus and closed down Visceral. EA is reportedly reducing the scope of the game, and Respawn's post-Episode III Star Wars Jedi: Fallen Order is still expected this year, but this latest news is continued evidence that EA has badly mismanaged the license.

## The Ugly

# Fallout 76

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# Captain Dangerous

Bringing toys to life through colorful photography.

What started as a fun childhood activity with her brother has evolved into something that has nettled her tens of thousands of followers across various social networks. We spoke with Captain Dangerous about her action figure photography to learn about her inspiration and process.



**Name:** Ky Parker

**Location:** Cincinnati, Ohio

**Facebook:** Dang3r0usPix3ls

**Instagram:** captaindangerous

**Twitter:** @CaptDangerous64

**Patreon:** Patreon.com/

CaptainDangerous

## interview by Brian Shea

How did you get into photographing figures?

When I was a kid, my brother and I collected action figures. We were big Marvel and DC fans. We used to set up little scenes in our bedroom. It wasn't so much to do it for pictures, but rather something fun that we'd just do together. It always stuck with me. Years later, I moved to Ohio - I'm originally from Indiana - and I've remained a collector throughout the years. I mainly collect video game statues and figures, but when I moved here the GoodSmile Company started coming out with these amazing articulated figures.

This is the quality I wish I had as a kid and it really took me back to when I was younger and collecting action figures with my brother. The whole

photography aspect came when I started photographing my collection of video game things, and then when these figures started coming out, I'd take them out into the woods and take pictures of them. It was an outlet for me. I was going through some tough stuff in my life, and photographing these figures was a creative outlet to escape the real world and create these little tiny worlds with these figures.

Do you remember the first Nendoroid figure you bought?

The Mikasa Nendoroid from Attack on Titan was my first, but my the first one I actually photographed was Toon Link. He's awesome. I love his little expressions and his side-eye he gives. He's one of my favorites to use in photos because of that face.

Are there others that you love shooting?

Probably my favorite, as much as the Zelda series is my favorite, I think my absolute favorite is Kirby. He's a hilarious Nendoroid because he's literally just a ball with magnet arms and legs. It makes him so much fun to pose; he comes with all these great expressions, and Kirby is just fun to put into any atmosphere, any setting. He works with everything. He's such a cheerful, happy character and I just absolutely adore him. I purposely try to find ways to do Kirby pictures, especially Kirby interacting with everyday life. I've done photos of him cooking food or helping me do something like he's alive. He's the perfect figure for that. He cracks me up with his little facial expressions.

The downside of how well articulated these figures are is that they are not cheap. Have you ever had to give your wallet a break?

It's funny you say that because I just spent some time reorganizing. My husband's office is upstairs and he's a big Gundam collector, but in my office downstairs it's all the Nendoroid and Figma figures. I not only collect the video game figures, but also a lot of the anime figures - it's more of a personal collection. It got to the point where we were preordering them, but the preorders go out so far that we'd get a giant box and didn't remember ordering any of them! It got to a point





