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## Energy blast mobile game

Even though there's a way to play mobile gaming before it's like playing on a desktop or console, it gets closer every year - and could rocket in 2020. Why? AAA publishers are increasingly translating their AAA franchises into mobile, but the rise of 5G and cloud-based games can lift mobile games. At E3 2019, we talked to publishers, game developers and phone manufacturers about their products and projects to figure out what mobile games will be in 2020. Top-level observations aren't too surprising: a reliable recipe for success is to create new addresses from old but well-known IPs or craft mobile versions of already popular desktop/console franchises. With so many games out there, the new titles should be platform-ed and a little tailored to the audience's regional tastes. Overall, mobile play will slowly exceed lessons next year - but the industry is also expecting a change from 5G and cloud streaming, with both technologies changing how and what we play. Read on for the five trends we see coming next year. The biggest new game title for mobile games unveiled at E3 2019 was Call of Duty: Mobile, a version of the hit franchise that shrunk to play on smartphones. We found that the game has an extremely similar experience to that of full-fledged siblings, featuring levels ripped straight from older games, including a lot sewn together to form the game's huge battle royale map (which gives experienced Call of Duty fans an advantage). Otherwise, the game plays like other more serious mobile shooters: move your thumb to the left of the screen, perform actions such as rotating, squatting or switching loadouts by tapping the corresponding button on the right side of the screen. It works... Once you've done the hang of it. But trying to replicate the console experience on smartphones makes for a cluttered interface, which strikes any game that uses on-screen controls instead of a dedicated external gamepad (which is not common). To your credit, Call of Duty: Mobile introduces some control innovations — like automatic recording when a player hovers over the crosshairs of an opponent — but they are designed for newer players to get the hang of the game until they transition from accuracy to manual moving/targeting/shooting. Essentially, mobile titles with inheriting IP consoles and desktop gaming are good reasons to try to import this experience as fully as possible, but - at least for now - compromise is essential. But there can be elegance in this adjustment. Another great example of the show floor was The Elder Scrolls: Blades, a game that had been out in the U.S. for early access a few months before the general release (everywhere but China) in time for E3 2019. The control system is a simplified version of the traditional Elder Scrolls fight: if you take part in an enemy, players swipe on the screen to attack. I miss the Movement, which is defined fighting in the main games, but allows one-handed play. Or two-handed, if players like: the game's great innovation supports both portrait and landscape modes, seamless transitions between none, even in the midst of the fight. The result is a classic dungeon crawler designed to date, Lafferty said. Craig Lafferty, senior producer, took a lot of time to develop, Veronique (Vero) Bruneau, producer of Bethesda Game Studios for TES: Blades, told TechRadar in an interview with E3. That's certainly an understatement: he and Craig Lafferty, executive producer and project manager at Bethesda Game Studios explained to the program that the replacement mechanism has many phone types and tablets. The result is a classic dungeon crawler designed to date, Lafferty said. Of course, the game has a lot of results from the Elder Scrolls franchise, although blades are deliberately set in a different period than other ongoing TES games, Elder Scrolls Online, to avoid overlapping content. The wild success of the 2016 Fallout Shelter game convinced Bethesda that its IP might be suitable for mobile games, provided they found satisfying gaming mechanics for the franchise. Which explains Commander Keen in his own way. During the 2019 launch of Bethesda E3, Kira Schlitt, creative director of ZeniMax Online Studios, took to the stage to showcase a new mobile address that she governs: Commander Keen. Based on the beloved PC platformer pioneer that was first released in 1990, the game looks to revive the classic side scrolling game for iOS and Android smartphones and tablets. The announcement was a surprise: while Commander Keen certainly has a cultural cachet of older players, and a place in history books like the title that allowed the foundation of ID Software, it's not a franchise players demanded to revive. But Bethesda's keynote didn't fully explain the game. Commander Keen will be a platformer with a similar, cheeky, light-hearted cartoonish style to the original... and a card game. Each of the title character's signature gadgets (like pogo sticks and sci-fi traps) is activated by a card that shuffled back to the mini-deck once used. The resulting game sounds like a new combination of tried and true genres: a real-time platformer that has less twitching reactivity and more thoughtfulness to pursue. Players can bring eight cards with them to a level they can skillfully combine: they can create danger with their vortex weapon and then use a trampoline to re-beat enemies. Voila! It's hard to imagine how a real-time card platformer will work - Bethesda returned the offer of a hands-on demo before E3 2019 - but it sounds different and more pleasant than the usual AAA mobile game (other than Nintendo's chipper games anyway). The Commander Keen team began developing in early 2018, inspired by Heartstone, The Elder Scrolls: Legends and Clash Royale. Unlike those, the game ended up being more physics-based (and real-time), Schlitt told TechRadar. Regardless of whether the game is a hit, the bigger lesson is that (unsurprisingly) there will be free-to-play in-game purchases. Schlitt ensured that these won't be pay-to-win — they're just cosmetics and time-savers that preserve the balance of the 1v1 PVP combat mode along with coming into single-player story mode. New gadgets will only be unlocked via randomized pack awards from play battle mode, which hopefully won't close out hapless players from drawing a complete arsenal. If established franchises (or intellectual attributes like jargon go) draw more interest than new ones, Commander Keen is a kind of test balloon of dormant franchise palatability: like an F2P title on mobile, there's conceivable less risk of reviving an old and overlooked-for-series than re-introducing the entire AAA title on your console and desktop. And companies can certainly do worse than Commander Keen's whimsy pop sci-fi action. Image credit: Netmarble (Image credit: Netmarble)Trend 3: Established franchise could be the key to popularizing new genres in South Korea's biggest mobile game company, Netmarble, didn't debut new titles to the public at E3 2019, apart from one shown out behind closed doors that should be launched in the U.S. before the end of the year. But the company's biggest titles have been underway for a while: Marvel Future Fight, and until last December, Star Wars Heroes and Disney's Magical Dice. The company has yet another officially licensed game for the worldwide popular K-pop boy band BTS. In other words, Netmarble has plenty of experience in providing globally popular IP — but to stand out from the saturated gaming landscape, the company can not only dash out a quick title cash with its very recognizable names. Instead, Netmarble's current strategy is to build themes and game mechanics that match IP, Netmarble's U.S. CEO Simon Sim explained the TechRadarnak.Az E3 came with Netmarble in 2019 to promote the mobile game that will arrive in the U.S. in 2019: King of Fighters All-Stars. Just like previous games in the main King of Fighters series, the free-to-play title features characters from many SNK games - but mobile gaming is a side-scrolling beat-em-up instead of a traditional fighting game. Image credit: King of Fighters (Image credit: Netmarble)The genre switch seems like a cunning move to preserve the fun of hand-to-hand combat without forcing players to clumsy mobile game controls in combat games that require accurate inputs to compete. Indeed, KoF: All Stars shortens these inputs with a small bunch of buttons on the right: a big basic strike around three signature moves while the buttons at the top of the screen switch off teammates. The game proved popular in Japan, where Netmarble He released KoF: All Stars in 2017 and achieved success in South Korea in May 2019. When asked to kof: All Stars will take In the US - a market where side-scrolling beat-em-up mobile games aren't super popular - Sim explained that the genre doesn't have to be the top seller of Netmarble's title to be successful. That's what we believe: if you change the game you will change the trend, Sim said. Simon Sim, Netmarble U.S. CEOA company's experience of pioneering mobile game genres, Sim continued. Netmarble beta launched Lineage 2 Revolution in South Korea in late 2016, when mobile MMMORPG were not popular. Back in January, the game crossed \$1.5 billion in player spend, according to Sensor Tower. It's possible that KoF: All Stars will launch their own trend in the U.S. That's what we believe: if you change the game you will change the trend, Sim said. This does not mean that all games will work everywhere - the company will slightly modify the games to individual markets for legal compliance and the taste of the player base. Asian markets don't mind the randomness of true 'gacha' systems, while Western and US players prefer a more anticipated reward system that restores, says, a guaranteed five-star character or one of a certain game. As a result, KoF: All Stars has three different versions for Japan, South Korea and the upcoming US/West release. But Netmarble is not only trying to get big on the already popular IP - the company aims to release a popular game featuring its own intellectual property, for obvious financial reasons (licensing fees, etc.). Sim used Stone Age as an example (Stone Age Begins was first released in 2016), but when asked if they had a new game to announce from their IPs, he said only one thing: stay tuned. Image credit: TechRadar Trend 4: Phonemakers is still committed to local gaming, not streamingThe past few years, phonemakers have released handsets aimed at players that pack high glasses and special modes that optimize their phone game. One of these, the Chinese OEM Black Shark, only released its second phone (the Black Shark 2) in April - but it's been looking towards the future. The company did not show the expected Black Shark 5G, which is reported to be coming out before 2020, but Black Shark vp of Yang Sun, vp marketing for Black Shark Global vp, had serious thoughts about how the next year of the game could change - especially with hardware. Currently, the best phones for gaming are high specification flagships, but special devices that include several features specifically for gaming. The Black Shark 2 is one of these, and the additions range from the obvious (the liquid cooling system has lower internal temperatures during intense gaming sessions) to the fine (large antennas so players don't hinder signal wrapping their fingers around the phone). Others, such as Red Magic 3, have shoulder touch buttons. If you play locally, these devices provide the best gaming experience. 5G and cloud however, they can change the way we think about mobile gaming devices. 5G will have obvious advantages, such as faster internet speeds and lower latency, latency, help across the board. It may take some time for these changes to affect consumers and all network and server infrastructures that still need to be built. And 5G-compatible devices are likely to be expensive in the next three years until tech tricks off affordable devices. Even the Black Shark 3 coming in 2020, which packs Qualcomm's next 5G-enabled chipset, will almost certainly be as expensive as the previous one. Image credit: TechRadar Instead of relying on local hardware, cloud gaming relocates the processing of huge server farms; upcoming services like Google Stadia and Microsoft xCloud promise to deliver console/PC-level performance to all devices capable of streaming media. You simply won't need your local hardware anymore — not to the extreme extent of it now, anyway. Mobile devices, of course,

would need a fault-free connection, but the other main priority for achieving parity with PC and console games lies in improving displays. Smartphones and tablets lag behind in screen clarity and quality; Finally, cloud gaming reduces the choice between mobile, tablet, and PC for the size of the screen you want to play on. There are other obstacles that limit mobile gaming, such as weaker screen controllers vs. gamepads - and even hardware limitations. There are tricks black shark is ready to incorporate into your phone, which claims to bring mobile games closer to parity with PC and console, such as interpolating 30 frames per second game frame rate to emitter 60fps - but this hardware limits them. If Qualcomm has opened up its chip technology to Black Shark, the company claims it can improve the mobile gaming experience. Which would help the chicken-egg situation that has kept the mobile game stagnant for years: why build a better experience when there's no game that needs it? And why would developers raise the production level of their games if they can only be played on less accessible, higher specification phones? Something has to come to break this quagmire. Maybe it's 5G, or cloud gaming, or even next year's Black Shark 3, which the congressman told me was just a completely different thing. The sea changes are likely to come ... but slowly. Image credit: TechRadar (Image credit: TechRadar) Trend 5: 5G is coming - and how will the mobile game change? Between the vast floor space of IndieCade, Sega/Atlas and Nintendo, the E3 was positioned in 2019 with a verizon simple presence: a screen on each side of the rectangular cab, each showing a different mobile game developed during the game blockage in December 2018. All this was brought to show the potential of 5G. Like many games of jam, they have been easily grasped by concepts: Knights on a Rocket, for example, featured two Battering each other while trying to control themselves in an asteroid field. The bottom line, one of the game's developers Kevin Harper told TechRadar, was to showcase 5G technology. If a lot more data could be streamed - at game jam, Harper and his team saw 1Gbps verizon temporary 5G setup - you can make a game that relied on devices downloaded very very quickly. You could see the result as asteroids came hurtling quickly but seamlessly into the game knights, without a visible network slowdown. Techwise [5G] is, but the infrastructure required is huge. Kevin Harper, game developer Another game in the Verizon booth featured a simple dagger shot up the side of a column and veering from side to side dodging obstacles - quite a simple game, but the mesmerizing, glittering lighting effects were console-level quality. Current mobile games can't do that, not even games adapted from console/desktop games. Fortnite, for example, has a lot of mobile builds, Harper said. 5G could enable many more dynamic gameplay... Finally, Techwise is there, but the infrastructure needed is huge, Harper said. He estimates that we won't see the 5G-enabled next-generation mobile game arrive in 2020. Next year will be about validating the technology first and then seeing if and where it can be useful to consumers. When it arrives, Harper sees the mobile game's future similarly to Black Shark's representative: devices will require much less hardware, essentially narrowing the development priorities down to devices that process video streamed through the air and send inputs back to servers. This is a potentially daunting offer for OEMs that justified ever higher flagship phone prices with higher and higher specification hardware. But there is definitely an opportunity for someone to take advantage of it, Harper noted. Even for less complex devices that can only stream video, a road blocked 5G mobile game looms large: carrier data caps that seem prohibitively limited by its ability to transmit huge data at 5G capable. These, Harper noted, are artificially imposed and hopefully ripe for change before a night of gaming wipes out the data allocation for the month - but it will be necessary to wait for carriers to meet customer needs when the next generation of networks extend beyond the handful of coverage pockets that exist today. E3 2019 is the year's biggest gaming event. TechRadar is reporting live from LA, telling you all about the biggest announcements of the week, from epic game trailers to shocking release date reveals. Follow our expert analysis of expertise and what we see on the E3 exhibition floor. Floor.

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