Kamiya spiega perché Bayonetta 3 sarà esclusiva Switch

Il direttore di ***Bayonetta 3***, **Hideki Kamiya**, ha spiegato su Twitter un'interessante storiella. Più specificamente, ha parlato del brand di *Bayonetta* e degli eventi che hanno portato il terzo capitolo a essere un'esclusiva Nintendo Switch.
È certamente interessante sapere che *Bayonetta 2* è nato come progetto multipiattaforma, ma tweet rilasciati e ordinati in sequenze numeriche da 1 a 15 spiegano in linea generale la genesi di *Bayonetta 3:*

«C'è qualcosa che voglio dire a tutti voi. Riguarda *Bayonetta 3*. (1/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VJJTI2JTIzMzklM0J2ZSUyMGdvdCUyMHNvbWV0aGluZyUyMEklMjB3YW50JTIwdG8lMjB0ZWxsJTIweW91JTIwYWxsLiUyMEl0JTI2JTIzMzklM0JzJTIwYWJvdXQlMjBCYXlvbmV0dGElMjAzLiUyMCUyODElMkYxNSUyOSUzQyUyRnAlM0UlMjZtZGFzaCUzQiUyMCVFNyVBNSU5RSVFOCVCMCVCNyVFOCU4QiVCMSVFNiVBOCVCOSUyMEhpZGVraSUyMEthbWl5YSUyMCUyOCU0MFBHX2thbWl5YSUyOSUyMCUzQ2ElMjBocmVmJTNEJTIyaHR0cHMlM0ElMkYlMkZ0d2l0dGVyLmNvbSUyRlBHX2thbWl5YSUyRnN0YXR1cyUyRjk2MzI2NDgxNDI1MTI1Nzg1NiUzRnJlZl9zcmMlM0R0d3NyYyUyNTVFdGZ3JTIyJTNFRmVicnVhcnklMjAxMyUyQyUyMDIwMTglM0MlMkZhJTNFJTNDJTJGYmxvY2txdW90ZSUzRSUyMCUzQ3NjcmlwdCUyMGFzeW5jJTIwc3JjJTNEJTIyaHR0cHMlM0ElMkYlMkZwbGF0Zm9ybS50d2l0dGVyLmNvbSUyRndpZGdldHMuanMlMjIlMjBjaGFyc2V0JTNEJTIydXRmLTglMjIlM0UlM0MlMkZzY3JpcHQlM0U=

«La nostra è una casa che sviluppa e crea giochi firmando contratti con publisher e ricevendone i fondi per coprire i costi di sviluppo. (2/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VXZSUyMGFyZSUyMGElMjBkZXZlbG9wZXIlMjB0aGF0JTIwY3JlYXRlcyUyMGdhbWVzJTIwYnklMjBzaWduaW5nJTIwY29udHJhY3RzJTIwd2l0aCUyMHB1Ymxpc2hlcnMlMjBhbmQlMjByZWNlaXZpbmclMjBmdW5kcyUyMGZyb20lMjB0aGVtJTIwaW4lMjBvcmRlciUyMHRvJTIwY292ZXIlMjBkZXZlbG9wbWVudCUyMGNvc3RzLiUyMCUyODIlMkYxNSUyOSUzQyUyRnAlM0UlMjZtZGFzaCUzQiUyMCVFNyVBNSU5RSVFOCVCMCVCNyVFOCU4QiVCMSVFNiVBOCVCOSUyMEhpZGVraSUyMEthbWl5YSUyMCUyOCU0MFBHX2thbWl5YSUyOSUyMCUzQ2ElMjBocmVmJTNEJTIyaHR0cHMlM0ElMkYlMkZ0d2l0dGVyLmNvbSUyRlBHX2thbWl5YSUyRnN0YXR1cyUyRjk2MzI2NDkwMzU2MDYzODQ2NCUzRnJlZl9zcmMlM0R0d3NyYyUyNTVFdGZ3JTIyJTNFRmVicnVhcnklMjAxMyUyQyUyMDIwMTglM0MlMkZhJTNFJTNDJTJGYmxvY2txdW90ZSUzRSUyMCUzQ3NjcmlwdCUyMGFzeW5jJTIwc3JjJTNEJTIyaHR0cHMlM0ElMkYlMkZwbGF0Zm9ybS50d2l0dGVyLmNvbSUyRndpZGdldHMuanMlMjIlMjBjaGFyc2V0JTNEJTIydXRmLTglMjIlM0UlM0MlMkZzY3JpcHQlM0U=

«Per ***Bayonetta 1***, abbiamo firmato un contratto con **Sega** e abbiamo ricevuto dei fondi da loro, quindi abbiamo proposto un design per il gioco e siamo entrati in fase di produzione. Tutti i diritti appartengono a Sega. (3/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VGb3IlMjBCYXlvbmV0dGElMjAxJTJDJTIwd2UlMjBzaWduZWQlMjBhJTIwY29udHJhY3QlMjB3aXRoJTIwU2VnYSUyMGFuZCUyMHJlY2VpdmVkJTIwZnVuZHMlMjBmcm9tJTIwdGhlbSUyQyUyMHRoZW4lMjB3ZSUyMHByb3Bvc2VkJTIwYSUyMGRlc2lnbiUyMGZvciUyMHRoZSUyMGdhbWUlMjBhbmQlMjBlbnRlcmVkJTIwcHJvZHVjdGlvbi4lMjBBbGwlMjBvZiUy

MHRoZSUyMHJpZ2h0cyUyMGJlbG9uZyUyMHRvJTIwU2VnYS4lMjAlMjgzJTJGMTUlMjklM0MlMkZw
JTNFJTI2bWRhc2glM0IlMjAlRTclQTUlOUUlRTglQjAlQjclRTglOEIlQjElRTYlQTglQjklMjBIaWRla2klMj
BLYW1peWElMjAlMjglNDBQR19rYW1peWElMjklMjAlM0NhJTIwaHJlZiUzRCUyMmh0dHBzJTNBJTJ
GJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMkZzdGF0dXMlMkY5NjMyNjQ5ODQzNTU1NTMyOD
ElM0ZyZWZfc3JjJTNEdHdzcmMlMjU1RXRmdyUyMiUzRUZlYnJ1YXJ5JTIwMTMlMkMlMjAyMDE4JT
NDJTJGYSUzRSUzQyUyRmJsb2NrcXVvdGUlM0UlMjAlM0NzY3JpcHQlMjBhc3luYyUyMHNyYyUzRC
UyMmh0dHBzJTNBJTJGJTJGcGxhdGZvcm0udHdpdHRlci5jb20lMkZ3aWRnZXRzLmpzJTIyJTIwY2hhc
nNldCUzRCUyMnV0Zi04JTIyJTNFJTNDJTJGc2NyaXB0JTNF

«All’epoca, la nostra azienda era appena stata fondata e non eravamo adeguatamente attrezzati per lo sviluppo multipiattaforma quindi, dopo averne discusso con Sega, abbiamo deciso di sviluppare il gioco esclusivamente per **Xbox 360**. (4/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJT
NEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VBdCUyMHRoZSUyMHRpbWUlMkMlMjBvdXIlMjBjb
21wYW55JTIwaGFkJTIwb25seSUyMGp1c3QlMjBiZWVuJTIwZXN0YWJsaXNoZWQlMkMlMjBhbmQlM
jB3ZSUyMHdlcmVuJTI2JTIzMzklM0J0JTIwcHJvcGVybHklMjBlcXVpcHBlZCUyMGZvciUyMG11bHRp
cGxhdGZvcm0lMjBkZXZlbG9wbWVudCUyQyUyMHNvJTIwYWZ0ZXIlMjBkaXNjdXNzaW5nJTIwd2l0a
CUyMFNlZ2ElMkMlMjB3ZSUyMGRlY2lkZWQlMjB0byUyMGRldmVsb3AlMjB0aGUlMjBnYW1lJTIwZ
XhjbHVzaXZlbHklMjBmb3IlMjBYYm94JTIwMzYwLiUyMCUyODQlMkYxNSUyOSUzQyUyRnAlM0UlM
jZtZGFzaCUzQiUyMCVFNyVBNSU5RSVFOCVCMCVCNyVFOCU4QiVCMSVFNiVBOCVCOSUyMEhp
ZGVraSUyMEthbWl5YSUyMCUyOCU0MFBHX2thbWl5YSUyOSUyMCUzQ2ElMjBocmVmJTNEJTIyaH
R0cHMlM0ElMkYlMkZ0d2l0dGVyLmNvbSUyRlBHX2thbWl5YSUyRnN0YXR1cyUyRjk2MzI2NTA1MT
AwMzAxMTA3MyUzRnJlZl9zcmMlM0R0d3NyYyUyNTVFdGZ3JTIyJTNFRmVicnVhcnklMjAxMyUyQy
UyMDIwMTglM0MlMkZhJTNFJTNDJTJGYmxvY2txdW90ZSUzRSUyMCUzQ3NjcmlwdCUyMGFzeW5j
JTIwc3JjJTNEJTIyaHR0cHMlM0ElMkYlMkZwbGF0Zm9ybS50d2l0dGVyLmNvbSUyRndpZGdldHMua
nMlMjIlMjBjaGFyc2V0JTNEJTIydXRmLTglMjIlM0UlM0MlMkZzY3JpcHQlM0U=

«Tuttavia, successivamente, uno dei partner commerciali di Sega ha finito per creare una versione per PS3, per volere di Sega. Più recentemente, hanno anche deciso di sviluppare una versione Steam, che è stata rilasciata lo scorso anno. Sega possiede i diritti su tutte queste versioni. (5/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJT
NEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VIb3dldmVyJTJDJTIwYWZ0ZXIlMjB0aGF0JTJDJTIwb2
5lJTIwb2YlMjBTZWdhJTI2JTIzMzklM0JzJTIwdHJhZGluZyUyMHBhcnRuZXJzJTIwZW5kZWQlMjB1cC
UyMG1ha2luZyUyMGElMjBwb3J0JTIwZm9yJTIwUFMzJTJDJTIwYXQlMjBTZWdhJTI2JTIzMzklM0JzJTI
wYmVoZXN0LiUyME1vcmUlMjByZWNlbnRseSUyQyUyMHRoZXklMjBhbHNvJTIwZGVjaWRlZCUyM
HRoYXQlMjBhJTIwU3RlYW0lMjB2ZXJzaW9uJTIwc2hvdWxkJTIwYmUlMjBkZXZlbG9wZWQlMkMlMjB
3aGljaCUyMHdhcyUyMHJlbGVhc2VkJTIwbGFzdCUyMHllYXIuJTIwU2VnYSUyMG93bnMlMjB0aGUl
MjByaWdodHMlMjB0byUyMGFsbCUyMG9mJTIwdGhlc2UlMjB2ZXJzaW9ucy4lMjAlMjg1JTJGMTUlMj
klM0MlMkZwJTNFJTI2bWRhc2glM0IlMjAlRTclQTUlOUUlRTglQjAlQjclRTglOEIlQjElRTYlQTglQjklMj
BIaWRla2klMjBLYW1peWElMjAlMjglNDBQR19rYW1peWElMjklMjAlM0NhJTIwaHJlZiUzRCUyMmh0
dHBzJTNBJTJGJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMkZzdGF0dXMlMkY5NjMyNjUxMTMz
MTM2MjQwNjQlM0ZyZWZfc3JjJTNEdHdzcmMlMjU1RXRmdyUyMiUzRUZlYnJ1YXJ5JTIwMTMlMkMl
MjAyMDE4JTNDJTJGYSUzRSUzQyUyRmJsb2NrcXVvdGUlM0UlMjAlM0NzY3JpcHQlMjBhc3luYyUyM
HNyYyUzRCUyMmh0dHBzJTNBJTJGJTJGcGxhdGZvcm0udHdpdHRlci5jb20lMkZ3aWRnZXRzLmpzJTI
yJTIwY2hhcnNldCUzRCUyMnV0Zi04JTIyJTNFJTNDJTJGc2NyaXB0JTNF

«Quando abbiamo iniziato a creare ***Bayonetta 2***, inizialmente abbiamo ricevuto fondi da Sega per sviluppare il gioco per più piattaforme, ma il progetto è stato interrotto a causa di circostanze sfavorevoli da parte del nostro finanziatore. **Nintendo** quindi è intervenuta per continuare a finanziare il gioco, permettendoci di completarlo. (6/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VXaGVuJTIwd2UlMjBzdGFydGVkJTIwbWFraW5nJTIwQmF5b25ldHRhJTIwMiUyQyUyMHdlJTIwaW5pdGlhbGx5JTIwcmVjZWl2ZWQlMjBmdW5kcyUyMGZyb20lMjBTZWdhJTIwdG8lMjBkZXZlbG9wJTIwdGhlJTIwZ2FtZSUyMGZvciUyMG11bHRpcGxlJTIwcGxhdGZvcm1zJTJDJTIwYnV0JTIwdGhlJTIwcHJvamVjdCUyMHdhcyUyMGhhbHRlZCUyMGR1ZSUyMHRvJTIwY2lyY3Vtc3RhbmNlcyUyMGF0JTIwU2VnYS4lMjBOaW50ZW5kbyUyMHRoZW4lMjBzdGVwcGVkJTIwaW4lMjB0byUyMGNvbnRpbnVlJTIwZnVuZGluZyUyMHRoZSUyMGdhbWUlMkMlMjBhbGxvd2luZyUyMHVzJTIwdG8lMjBmaW5pc2glMjBpdC4lMjAlMjg2JTJGMTUlMjklM0MlMkZwJTNFJTI2bWRhc2glM0IlMjAlRTclQTUlOUUlRTglQjAlQjclRTglOEIlQjElRTYlQTglQjklMjBIaWRla2klMjBLYW1peWElMjAlMjglNDBQR19rYW1peWElMjklMjAlM0NhJTIwaHJlZiUzRCUyMmh0dHBzJTNBJTJGJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMkZzdGF0dXMlMkY5NjMyNjUxNzYzMTIwMTY4OTYlM0ZyZWZfc3JjJTNEdHdzcmMlMjU1RXRmdyUyMiUzRUZlYnJ1YXJ5JTIwMTMlMkMlMjAyMDE4JTNDJTJGYSUzRSUzQyUyRmJsb2NrcXVvdGUlM0UlMjAlM0NzY3JpcHQlMjBhc3luYyUyMHNyYyUzRCUyMmh0dHBzJTNBJTJGJTJGcGxhdGZvcm0udHdpdHRlci5jb20lMkZ3aWRnZXRzLmpzJTIyJTIwY2hhcnNldCUzRCUyMnV0Zi04JTIyJTNFJTNDJTJGc2NyaXB0JTNF

«Così i diritti appartengono a Sega e Nintendo. I proprietari dei diritti hanno deciso che il gioco sarebbe stato sviluppato per **Wii U**. (7/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VBcyUyMHN1Y2glMkMlMjB0aGUlMjByaWdodHMlMjBiZWxvbmclMjB0byUyMFNlZ2ElMjBhbmQlMjBOaW50ZW5kby4lMjBUaGUlMjByaWdodHMlMjBvd25lcnMlMjBkZWNpZGVkJTIwdGhlJTIwZ2FtZSUyMHNob3VsZCUyMGJlJTIwbWFkZSUyMGZvciUyMFdpaSUyMFUuJTIwJTI4NyUyRjE1JTI5JTNDJTJGcCUzRSUyNm1kYXNoJTNCJTIwJUU3JUE1JTlFJUU4JUIwJUI3JUU4JThCJUIxJUU2JUE4JUI5JTIwSGlkZWtpJTIwS2FtaXlhJTIwJTI4JTQwUEdfa2FtaXlhJTI5JTIwJTNDYSUyMGhyZWYlM0QlMjJodHRwcyUzQSUyRiUyRnR3aXR0ZXIuY29tJTJGUEdfa2FtaXlhJTJGc3RhdHVzJTJGOTYzMjY1MjQ0NjEyMDE4MTc2JTNGcmVmX3NyYyUzRHR3c3JjJTI1NUV0ZnclMjIlM0VGZWJydWFyeSUyMDEzJTJDJTIwMjAxOCUzQyUyRmElM0UlM0MlMkZibG9ja3F1b3RlJTNFJTIwJTNDc2NyaXB0JTIwYXN5bmMlMjBzcmMlM0QlMjJodHRwcyUzQSUyRiUyRnBsYXRmb3JtLnR3aXR0ZXIuY29tJTJGd2lkZ2V0cy5qcyUyMiUyMGNoYXJzZXQlM0QlMjJ1dGYtOCUyMiUzRSUzQyUyRnNjcmlwdCUzRQ==

«Nintendo è stata così gentile da finanziare anche *Bayonetta 1* per Wii U, e ci ha persino permesso di usare la traccia vocale giapponese, che abbiamo creato per la versione Wii U, anche nella **versione PC** di *Bayonetta 1*. (8/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VOaW50ZW5kbyUyMHdhcyUyMGFsc28lMjBraW5kJTIwZW5vdWdoJTIwdG8lMjBmdW5kJTIwYSUyMHBvcnQlMjBvZiUyMEJheW8lMjAxJTIwZm9yJTIwV2lpJTIwVSUyQyUyMGFuZCUyMHRoZXklMjBldmVuJTIwYWxsb3dlZCUyMHVzJTIwdG8lMjB1c2UlMjB0aGUlMjBKYXBhbmVzZSUyMHZvaWNlJTIwdHJhY2slMjB3ZSUyMGNyZWF0ZWQlMjBmb3IlMjB0aGUlMjBXaWklMjBVJTIwdmVyc2lvbiUyMGluJTIwdGhlJTIwUEMlMjB2ZXJzaW9uJTIwb2YlMjBCYXlvJTIwMSUyMGFzJTIwd2VsbC4lMjAlMjg4JTJGMTUlMjklM0MlMkZwJTNFJTI2bWRhc2glM0IlMjAlRTclQTUlOUUlRTglQjAlQjclRTglOEIlQjElRTYlQTglQjklMjBIaWRla2klMjBLYW1peWElMjAlMjglNDBQR19rYW1peWElMjklMjAlM0NhJTIwaHJlZiUzRCUyMmh0dHBzJTNBJTJGJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMkZzdGF0dXMlMkY5NjMyNjUzMDM2MTMzODI2NTYlM0ZyZWZfc3JjJTNEdHdzcmMlMjU1RXRmdyUyMiUzRUZlYnJ1YXJ5JTIwMTMlMkMlMjAyMDE4JTNDJTJGYSUzRSUzQyUyRmJsb2NrcXVvdGUlM0UlMjAlM0NzY3JpcHQlMjBhc3luYyUyMHNyYyUzRCUyMmh0dHBzJTNBJTJGJTJGcGxhdGZvcm0udHdpdHRlci5jb20lMkZ3aWRnZXRzLmpzJTIyJTIwY2hhcnNldCUzRCUyMnV0Zi04JTIyJTNFJTNDJTJGc2NyaXB0JTNF

«Sono estremamente grato a Nintendo per aver finanziato il gioco e a Sega per aver permesso loro

di utilizzare l’IP di *Bayonetta*. (9/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VJJTIwYW0lMjBleHRyZW1lbHklMjB0aGFua2Z1bCUyMHRvJTIwTmludGVuZG8lMjBmb3IlMjBmdW5kaW5nJTIwdGhlJTIwZ2FtZSUyQyUyMGFuZCUyMHRvJTIwU2VnYSUyMGZvciUyMGFsbG93aW5nJTIwdGhlbSUyMHRvJTIwdXNlJTIwdGhlJTIwQmF5b25ldHRhJTIwSVAuJTIwJTI4OSUyRjE1JTI5JTNDJTJGcCUzRSUyNm1kYXNoJTNCJTIwJUU3JUE1JTlFJUU4JUIwJUI3JUU4JThCJUIxJUU2JUE4JUI5JTIwSGlkZWtpJTIwS2FtaXlhJTIwJTI4JTQwUEdfa2FtaXlhJTI5JTIwJTNDYSUyMGhyZWYlM0QlMjJodHRwcyUzQSUyRiUyRnR3aXR0ZXIuY29tJTJGUEdfa2FtaXlhJTJGc3RhdHVzJTJGOTYzMjY1MzY5OTE2OTQwMjg4JTNGcmVmX3NyYyUzRHR3c3JjJTI1NUV0ZnclMjIlM0VGZWJydWFyeSUyMDEzJTJDJTIwMjAxOCUzQyUyRmElM0UlM0MlMkZibG9ja3F1b3RlJTNFJTIwJTNDc2NyaXB0JTIwYXN5bmMlMjBzcmMlM0QlMjJodHRwcyUzQSUyRiUyRnBsYXRmb3JtLnR3aXR0ZXIuY29tJTJGd2lkZ2V0cy5qcyUyMiUyMGNoYXJzZXQlM0QlMjJ1dGYtOCUyMiUzRSUzQyUyRnNjcmlwdCUzRQ==

«Per quanto riguarda ***Bayonetta 3***, è stato deciso sin dall’inizio che il gioco sarebbe stato sviluppato utilizzando i finanziamenti di Nintendo. Senza il loro aiuto, non avremmo potuto avviare questo progetto. (10/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VBcyUyMGZvciUyMEJheW9uZXR0YSUyMDMlMkMlMjBpdCUyMHdhcyUyMGRlY2lkZWQlMjBmcm9tJTIwdGhlJTIwc3RhcnQlMjB0aGF0JTIwdGhlJTIwZ2FtZSUyMHdhcyUyMGdvaW5nJTIwdG8lMjBiZSUyMGRldmVsb3BlZCUyMHVzaW5nJTIwTmludGVuZG8lMjYlMjMzOSUzQnMlMjBmdW5kaW5nLiUyMFdpdGhvdXQlMjB0aGVpciUyMGhlbHAlMkMlMjB3ZSUyMHdvdWxkJTIwbm90JTIwaGF2ZSUyMGJlZW4lMjBhYmxlJTIwdG8lMjBraWNrJTIwb2ZmJTIwdGhpcyUyMHByb2plY3QuJTIwJTI4MTAlMkYxNSUyOSUzQyUyRnAlM0UlMjZtZGFzaCUzQiUyMCVFNyVBNSU5RSVFOCVCMCVCNyVFOCU4QiVCMSVFNiVBOCVCOSUyMEhpZGVraSUyMEthbWl5YSUyMCUyOCU0MFBHX2thbWl5YSUyOSUyMCUzQ2ElMjBocmVmJTNEJTIyaHR0cHMlM0ElMkYlMkZ0d2l0dGVyLmNvbSUyRlBHX2thbWl5YSUyRnN0YXR1cyUyRjk2MzI2NTQ0MDIwNTAzMzQ3MiUzRnJlZl9zcmMlM0R0d3NyYyUyNTVFdGZ3JTIyJTNFRmVicnVhcnklMjAxMyUyQyUyMDIwMTglM0MlMkZhJTNFJTNDJTJGYmxvY2txdW90ZSUzRSUyMCUzQ3NjcmlwdCUyMGFzeW5jJTIwc3JjJTNEJTIyaHR0cHMlM0ElMkYlMkZwbGF0Zm9ybS50d2l0dGVyLmNvbSUyRndpZGdldHMuanMlMjIlMjBjaGFyc2V0JTNEJTIydXRmLTglMjIlM0UlM0MlMkZzY3JpcHQlM0U=

«Tutti i diritti appartengono ancora a Sega e Nintendo. I proprietari dei diritti hanno deciso che il gioco sarebbe stato sviluppato per Switch. (11/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VBbGwlMjBvZiUyMHRoZSUyMHJpZ2h0cyUyMHN0aWxsJTIwYmVsb25nJTIwdG8lMjBTZWdhJTIwYW5kJTIwTmludGVuZG8uJTIwVGhlJTIwcmlnaHRzJTIwb3duZXJzJTIwZGVjaWRlZCUyMHRoYXQlMjB0aGUlMjBnYW1lJTIwc2hvdWxkJTIwYmUlMjBtYWRlJTIwZm9yJTIwU3dpdGNoLiUyMCUyODExJTJGMTUlMjklM0MlMkZwJTNEJTIwaHJlZiUzRCUyMmh0dHBzJTNBJTJGJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMjAlMjglNDBQR19rYW1peWElMjklMjAlM0NhJTIwaHJlZiUzRCUyMmh0dHBzJTNBJTJGJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMkZzdGF0dXMlMkY5NjMyNjU1MDMwNzM0MTkyNjQlM0ZyZWZfc3JjJTNEdHdzcmMlMjU1RXRmdyUyMiUzRUZlYnJ1YXJ5JTIwMTMlMkMlMjAyMDE4JTNDJTJGYSUzRSUzQyUyRmJsb2NrcXVvdGUlM0UlMjAlM0NzY3JpcHQlMjBhc3luYyUyMHNyYyUzRCUyMmh0dHBzJTNBJTJGJTJGcGxhdGZvcm0udHdpdHRlci5jb20lMkZ3aWRnZXRzLmpzJTIyJTIwY2hhcnNldCUzRCUyMnV0Zi04JTIyJTNFJTNDJTJGc2NyaXB0JTNF

«Il game development è un business. Ogni azienda ha i propri contesti e strategie. Questo significa che a volte i giochi vengono fatti, a volte vengono cancellati. (12/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VHYW1lJTIwZGV2ZWxvcG1lbnQlMjBpcyUyMGElMjBidXNpbmVzcy4lMjBFYWNoJTIwY29tcGFueSUyMGhhcyUyMGl0cyUyMG93biUyMGNpcmN1bXN0YW5jZXMlMjBhbmQlMjBzdHJhdGVnaWVzLiUyMFNvbWV0aW1lcyUyMHRoaXMlMjBtZWFucyUyMGdhbWVzJTIwZ2V0JTIwbWFkZSUyQyUyMHNvbWV0aW1lcyUyMGl0JTIwbWVhbnMlMjB0aGV5JTIwZ2V0JTIwY2FuY2VsbGVkLiUyMCUyODEyJTJGMTUlMjklM0MlMkZwJTNFJTI2bWRhc2glM0IlMjAlRTclQTUlOUUlRTglQjAlQjclRTglOEIlQjElRTYlQTglQjklMjBIaWRla2klMjBLYW1peWElMjAlMjglNDBQR19rYW1peWElMjklMjAlM0NhJTIwaHJlZiUzRCUyMmh0dHBzJTNBJTJGJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMkZzdGF0dXMlMkY5NjMyNjU1NTMwNjEyNDA4MzMlM0ZyZWZfc3JjJTNEdHdzcmMlMjU1RXRmdyUyMiUzRUZlYnJ1YXJ5JTIwMTMlMkMlMjAyMDE4JTNDJTJGYSUzRSUzQyUyRmJsb2NrcXVvdGUlM0UlMjAlM0NzY3JpcHQlMjBhc3luYyUyMHNyYyUzRCUyMmh0dHBzJTNBJTJGJTJGcGxhdGZvcm0udHdpdHRlci5jb20lMkZ3aWRnZXRzLmpzJTIyJTIwY2hhcnNldCUzRCUyMnV0Zi04JTIyJTNFJTNDJTJGc2NyaXB0JTNF

«Ma credo che ogni singola persona coinvolta sia impegnata a offrire la migliore esperienza possibile. Lo so, almeno per me è uno degli obiettivi principali ogni volta che mi metto al lavoro. (13/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VCdXQlMjBJJTIwYmVsaWV2ZSUyMHRoYXQlMjBldmVyeSUyMHNpbmdsZSUyMHBlcnNvbiUyMGludm9sdmVkJTIwaXMlMjBkZWRpY2F0ZWQlMjB0byUyMGRlbGl2ZXJpbmclMjB0aGUlMjBiZXN0JTIwcG9zc2libGUlMjBleHBlcmllbmNlLiUyMEklMjBrbm93JTIwdGhhdCUyQyUyMHRvJTIwbWUlMjBhdCUyMGxlYXN0JTJDJTIwdGhhdCUyNiUyMzM5JTNCcyUyMG9uZSUyMG9mJTIwdGhlJTIwYmlnZ2VzdCUyMGdvYWxzJTIwd2hlbiUyMEklMjBzZXQlMjB0byUyMHdvcmsuJTIwJTI4MTMlMkYxNSUyOSUzQyUyRnAlM0UlMjZtZGFzaCUzQiUyMCVFNyVBNSU5RSVFOCVCMCVCNyVFOCU4QiVCMSVFNiVBOCVCOSUyMEhpZGVraSUyMEthWl5YSUyMCUyOCU0MFBHX2thbWl5YSUyOSUyMCUzQ2ElMjBocmVmJTNEJTIyaHR0cHMlM0ElMkYlMkZ0d2l0dGVyLmNvbSUyRlBHX2thbWl5YSUyRnN0YXR1cyUyRjk2MzI2NTYxMTcxODUzNzIxNyUzRnJlZl9zcmMlM0R0d3NyYyUyNTVFdGZ3JTIyJTNFRmVicnVhcnklMjAxMyUyQyUyMDIwMTglM0MlMkZhJTNFJTNDJTJGYmxvY2txdW90ZSUzRSUyMCUzQ3NjcmlwdCUyMGFzeW5jJTIwc3JjJTNEJTIyaHR0cHMlM0ElMkYlMkZwbGF0Zm9ybS50d2l0dGVyLmNvbSUyRndpZGdldHMuanMlMjIlMjBjaGFyc2V0JTNEJTIydXRmLTglMjIlM0UlM0MlMkZzY3JpcHQlM0U=

«Non posso esprimere quanto sono contento di avere tra le mani il progetto di *Bayonetta 3* e intendiamo fare tutto ciò che è in nostro potere per renderlo il migliore possibile. Questo è tutto ciò che possiamo fare e lo consideriamo la nostra più grande missione. (14/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VJJTIwY2Fubm90JTIwZXhwcmVzcyUyMGhvdyUyMGhhcHB5JTIwSSUyMGFtJTIwdGhhdCUyMHdlJTIwZ2V0JTIwdG8lMjBtYWtlJTIwQmF5b25ldHRhJTIwMyUyQyUyMGFuZCUyMHdlJTIwaW50ZW5kJTIwdG8lMjBkbyUyMGV2ZXJ5dGhpbmclMjB3aXRoaW4lMjBvdXIlMjBwb3dlciUyMHRvJTIwbWFrZSUyMGl0JTIwYXMlMjBnb29kJTIwYXMlMjBpdCUyMGNhbiUyMGJlLiUyMFRoYXQlMjYlMjMzOSUzQnMlMjBhbGwlMjB3ZSUyMGNhbiUyMGRvJTJDJTIwYW5kJTIwd2UlMjBjb25zaWRlciUyMGl0JTIwb3VyJTIwZ3JlYXRlc3QlMjBtaXNzaW9uLiUyMCUyODE0JTJGMTUlMjklM0MlMkZwJTNEJTI2bWRhc2glM0IlMjAlRTclQTUlOUUlRTglQjAlQjclRTglOEIlQjElRTYlQTglQjklMjBIaWRla2klMjBLYW1peWElMjAlMjglNDBQR19rYW1peWElMjklMjAlM0NhJTIwaHJlZiUzRCUyMmh0dHBzJTNBJTJGJTJGdHdpdHRlci5jb20lMkZQR19rYW1peWElMkZzdGF0dXMlMkY5NjMyNjU2NjM5OTIxOTMwMjQlM0ZyZWZfc3JjJTNEdHdzcmMlMjU1RXRmdyUyMiUzRUZlYnJ1YXJ5JTIwMTMlMkMlMjAyMDE4JTNDJTJGYSUzRSUzQyUyRmJsb2NrcXVvdGUlM0UlMjAlM0NzY3JpcHQlMjBhc3luYyUyMHNyYyUzRCUyMmh0dHBzJTNBJTJGJTJGcGxhdGZvcm0udHdpdHRlci5jb20lMkZ3aWRnZXRzLmpzJTIyJTIwY2hhcnNldCUzRCUyMnV0Zi04JTIyJTNFJTNDJTJGc2NyaXB0JTNF

«Ci è voluto un po’ prima che la produzione di *Bayonetta 3* partisse, ma ora che è iniziata spero che si trasformi in una esperienza meravigliosa per tutti voi. (15/15)»

JTNDYmxvY2txdW90ZSUyMGNsYXNzJTNEJTIydHdpdHRlci10d2VldCUyMiUzRSUzQ3AlMjBsYW5nJTNEJTIyZW4lMjIlMjBkaXIlM0QlMjJsdHIlMjIlM0VJdCUyMHRvb2slMjBhJTIwd2hpbGUlMjBmb3IlMjBwcm9kdWN0aW9uJTIwb2YlMjBCYXlvbmV0dGElMjAzJTIwdG8lMjBiZSUyMG9rYXllZCUyQyUyMGJ1dCUyMG5vdyUyMHRoYXQlMjBpdCUyMGhhcyUyMGtpY2tlZCUyMG9mZiUyQyUyMEklMjBob3BlJTIwaXQlMjB3aWxsJTIwdHVybiUyMGludG8lMjBhJTIwd29uZGVyZnVsJTIwZW5jb3VudGVyJTIwZm9yJTIwYWxsJTIwb2YlMjB5b3UuJTIwJTI4MTUlMkYxNSUyOSUzQyUyRnAlM0UlMjZtZGFzaCUzQiUyMCVFNyVBNSU5RSVFOCVCMCVCNyVFOCU4QiVCMSVFNiVBOCVCOSUyMEhpZGVraSUyMEthbWl5YSUyMCUyOCU0MFBHX2thbWl5YSUyOSUyMCUzQ2ElMjBocmVmJTNEJTIyaHR0cHMlM0ElMkYlMkZ0d2l0dGVyLmNvbSUyRlBHX2thbWl5YSUyRnN0YXR1cyUyRjk2MzI2NTcxOTI2NDY5MDE3NiUzRnJlZl9zcmMlM0R0d3NyYyUyNTVFdGZ3JTIyJTNFRmVicnVhcnklMjAxMyUyQyUyMDIwMTglM0MlMkZhJTNFJTNDJTJGYmxvY2txdW90ZSUzRSUyMCUzQ3NjcmlwdCUyMGFzeW5jJTIwc3JjJTNEJTIyaHR0cHMlM0ElMkYlMkZwbGF0Zm9ybS50d2l0dGVyLmNvbSUyRndpZGdldHMuanMlMjIlMjBjaGFyc2V0JTNEJTIydXRmLTglMjIlM0UlM0MlMkZzY3JpcHQlM0U=

D’altra parte, *Bayonetta 3* ha richiesto un po’ di tempo per vedere la luce: il progetto è iniziato direttamente con il supporto di Nintendo, e per questo è esclusiva di Switch.

Il primo capitolo di *Bayonetta* è stato lanciato per PS3 e Xbox 360 nell’ottobre del 2009. *Bayonetta 2* è stato rilasciato a settembre 2014 e *Bayonetta 3* è stato annunciato lo scorso dicembre durante i **The Game Awards**.

Prima di vedere il risultati del terzo capitolo, gli utenti di Switch potranno godersi una remastered di *Bayonetta* e *Bayonetta 2*, che saranno rilasciati in bundle il 16 febbraio 2018.