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I believe that *Way of the Samurai 3*'s official trip across the Pacific on Oct. 13 was not the best kept secret in the world, but now that Agetec and UFO Interactive have officially announced the game we can all stop celebrating in secret and start walking around dressed as Samurai like we're supposed to. We can also now officially inform you of all the Samurai action going down in *Way of the Samurai 3*.

The game, which lands on the 360 and PS3, will officially function much like its predecessors, where the player takes on the roll of a wandering Samurai in Sengoku Era Japan. Much like the previous games as well, player's choices will dramatically affect how the story of the game is perceived and played through. The series' fighting system has been completely revamped (though it wasn't that bad in the first place) and the weapon creation system has been expanded and retooled, and now features more than 200 weapon parts to work from. The most interesting aspect, at least for me, is that the player can choose to take diplomatic action not only through discussion, but also through more subtle movements like unsheathing one's sword.

An iPhone version of the game is also coming and looks to be mostly a brawler, but it's available for free for a limited amount of time. It's landing in September, which is now. So go get it.

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