



EDITOR

Dickson Max Prince

@ @dicksonprincemax



CONTRIBUTORS

*Anita .W. Dickson

*Efenudu Ejiro

Michael

*Bekesu Anthony

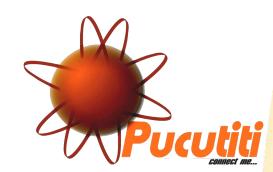
*Samuel Obadiah

*Dickson Max Prince

*Ernest .O.

PUBLISHERS

Pucutiti.Inc®



For more info
info@titimag.com
+2348134428331
+2348089216836

titimag.com

Content

GAMES

Suicide Squad: Kill the Justice League

Alan Wake II

Gorn

Dead Space

Paper Beast

The Wolf Among Us 2

GADGETS

Tecno Phantom X2 Pro 5G

Tecno Pova 4 pro

Tecno buds 1

Tecno Hipads 3

Tecno Po<mark>va Neo 2</mark>

AUTOMOBILES

BMW Series 6

BMW Series 3

BMW X5

BMW X6

BMW X5M & X6M

BMW Z4

MOVIES



@titimagazine



@titimagazine



@titimagazine





Suicide Squad: Kill the Justice League 🦂



Suicide Squad: Kill the Justice League is an upcoming action-adventure game developed by Rocksteady Studios and published by Warner Bros. Interactive Entertainment. It is the fifth main installment in the Batman: Arkham series, taking place after the events of Batman: Arkham Knight, and the first not to feature Batman as the main protagonist, though the character still appears, posthumously voiced by Kevin Conroy in his final performance as Batman. Based on the DC Comics supervillain/anti-hero team the Suicide Squad, the game revolves around the titular team of supercriminals, who are assembled by Amanda Waller and sent to Metropolis to stop the alien invader Brainiac and save the members of the Justice League who have been brainwashed by him.

The game is set to be released on May 26, 2023 for Windows, PlayStation 5, and Xbox Series X/S.

Gameplay

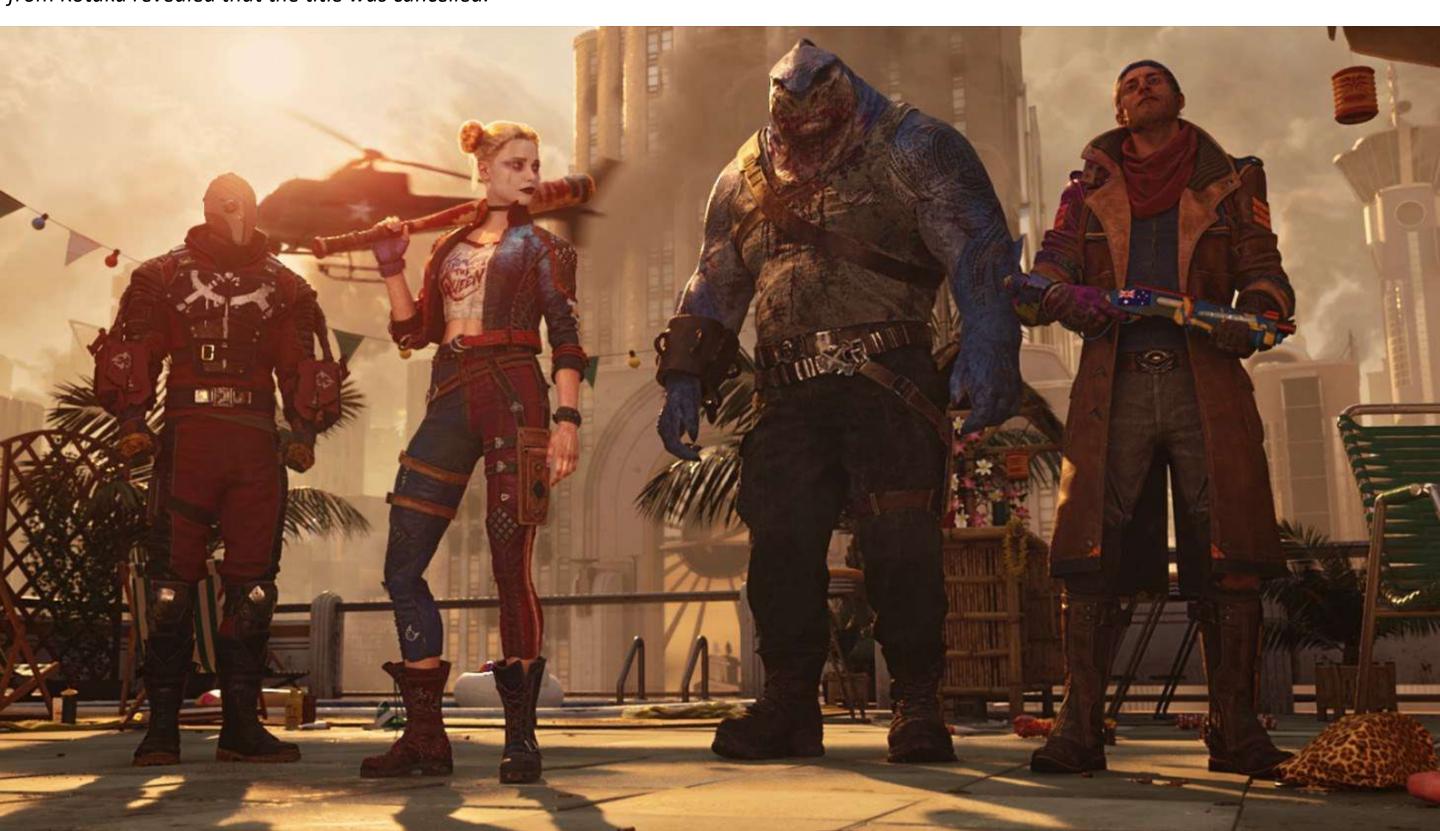
Suicide Squad: Kill the Justice League is a genre-bending action-adventure game set in an open world based in Metropolis. The game features four playable characters: Captain Boomerang, Deadshot, Harley Quinn, and King Shark. While it can be played solo, the game also features a fourplayer cooperative multiplayer mode. When played solo, players can switch between characters at will, while the other characters are controlled by the AI.

Premise

The game is set in the universe previously established by the Batman: Arkham series, taking place sometime after the events of Batman: Arkham Knight. Amanda Waller (Debra Wilson) creates a task force known as the Suicide Squad, which is composed of Arkham Asylum inmates Harley Quinn (Tara Strong), Captain Boomerang, Deadshot and King Shark (Samoa Joe), for a covert mission in Metropolis. Only when they arrive in the city do they realize the severity of the situation: Brainiac has invaded Earth and has started brainwashing its inhabitants, including Justice League members Superman, The Flash (Scott Porter), Green Lantern, and Batman (Kevin Conroy), with Wonder Woman as the only apparent member who is not under Brainiac's control. Unable to depend on any hero for help, it is up to the Suicide Squad to save the world by freeing the Justice League from Brainiac's control and stopping him before he destroys Metropolis and, eventually, the world.

Development

A video game based on the Suicide Squad was first announced by then DC Comics chief creative officer Geoff Johns in July 2010. In February 2012, he elaborated that the game was in development, adding that "Because of the concept, you have a game where any of the lead characters can conceivably die and it's not a stunt. Some really cool story could come out of that." The formation of the Suicide Squad was teased at the end of Batman: Arkham Origins in 2013 – developed by WB Games Montreal – which featured a post-credits scene in which Deathstroke is asked by Amanda Waller to join the team, and in Batman: Arkham Origins Blackgate, in which Deadshot and Bronze Tiger join the team with Bane under consideration. In the years since Batman: Arkham Knight was released, there have been rumours suggesting that WB Games Montreal was working on a Suicide Squad game, but no official announcement was made from the development team or publisher. In December 2016, Jason Schreier from Kotaku revealed that the title was cancelled.





Developer: Rocksteady Studios

Publisher: Warner Bros. Interactive Entertainment

Director: Sefton Hill **Series:** Batman: Arkham **Engine:** Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 5, Xbox Series X/S

Release: May 26, 2023
Genre: Action-adventure

Mode: Single-player, multiplayer

TiTi Rating: `7/10





Rocksteady Studios announced Suicide Squad: Kill the Justice League in August 2020. Rocksteady, the creator of the Batman: Arkham franchise, was initially rumored to be working on a Superman-themed game, which they later debunked. The first trailer for the game premiered at DC FanDome on August 22, 2020. As the game is set in the "Arkhamverse", plot threads established in the Batman: Arkham series, including the Joker's death in Batman: Arkham City and the public revelation of Batman's identity as Bruce Wayne in Batman: Arkham Knight, would continue in Suicide Squad: Kill the Justice League. The Los Angeles-based company Unbroken Studios are assisting Rocksteady in the developing of the game.

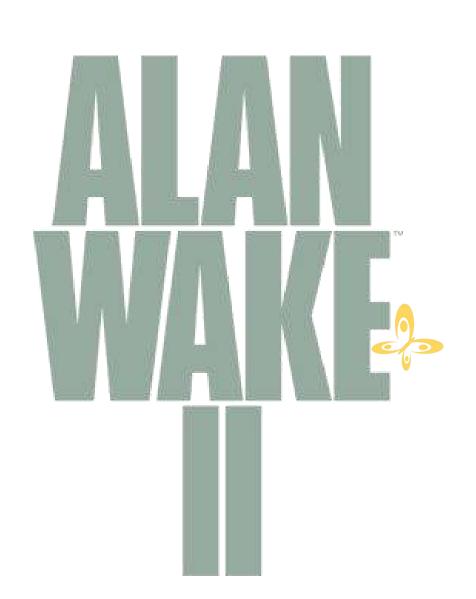
Release

On March 23, 2022, Rocksteady announced that the title had been delayed from its initial 2022 launch window to early 2023. At The Game Awards 2022, the release date was revealed to be May 26, along with the announcement that Batman would appear in the game, voiced by Kevin Conroy in his final performance as the character due to his death in November 2022.









Alan Wake II

Alan Wake II is an upcoming survival horror game developed by Remedy Entertainment and published by Epic Games Publishing. A sequel to Alan Wake (2010), the game is set to be released for PlayStation 5, Microsoft Windows, and Xbox Series X/S in 2023.

Development

Remedy Entertainment released Alan Wake in 2010. Remedy learnt from their lessons working on Max Payne and wrote Alan Wake in a way that allows additional story to be told through sequels and additional installments. The team quickly began to discuss sequel ideas after Alan Wake was shipped. The sequel would continue to star Alan Wake as the protagonist, but it would also explore the stories of the supporting characters including Wake's friend Barry Wheeler and Sheriff Sarah Breaker. A prototype was created to show off the gameplay of Alan Wake 2 when the studio was showing the game to potential publishers. New enemies and new gameplay mechanics, such as being able to rewrite reality, was showcased in the prototype. Narratively, it will be a direct continuation of Alan Wake. Ultimately, Remedy pitched the project to Alan Wake publisher Microsoft Studios. Microsoft, however, at the time was not interested in a sequel and instead, tasked Remedy to create something new. This ultimately became Quantum Break, which was released in 2016. Most of the ideas for Alan Wake 2 were implemented in American Nightmare, a downloadable follow -up for the original Alan Wake game.

When Quantum Break was announced, Sam Lake explained that a sequel to Alan Wake had been postponed, and that Alan Wake was not financially successful enough to receive the funding they needed to continue developing the sequel at the time. Director of communications Thomas Puha stated in April 2019 that Remedy had briefly returned to work on an Alan Wake property about two years prior, but the effort did not work out, and the company is presently booked for the next few years, between their own new game Control, supporting Smilegate on its game Crossfire, and another new project. Puha said that the only limited factor for them to work on an Alan Wake sequel was "time, money, and resources". Despite that, Lake continued to be part of a team in Remedy to brainstorm ideas and work on different incarnations for Alan Wake II. Internally, the project was codenamed "Project Big Fish", which represented its importance and significance to Remedy. In the second downloadable content pack for Control, Remedy's next game following Quantum Break, Alan Wake was featured as a character. According to Remedy, Control established the "Remedy Connected Universe" which is shared by both Control and Alan Wake, and that the next game released by the studio will also be set on this universe.

In July 2018, Remedy CEO Tero Virtala stated that any further sequels to Alan Wake would require Microsoft Studios' approval as the publishing rights holder, though Remedy otherwise owns all other IP rights to the series. In July 2019, Remedy fully acquired the rights to Alan Wake from Microsoft, including a one-time royalty payment of about €2.5 million for the game series' past sales, which helped pave the way for a sequel. In 2021, it was announced that Remedy had signed with Epic Games Publishing for the release of two games. Remedy released Alan Wake Remastered in October 2021 as the first game of this partnership, while the triple-A game was revealed to be Alan Wake II when the game was officially announced at The Game Awards 2021.

According to Sam Lake, the game will be powered by Remedy's own Northlight Engine, which previously powered Quantum Break, Control, and Alan Wake Remastered. Lake also stated that Alan Wake II will be a survival horror game, as opposed to Alan Wake, which Lake alleged was "an action game with horror elements", though he did not explain the difference between the two. Lake further added that players will not need to play the previous games in order to understand Alan Wake II.[4] Remedy confirmed the game will remain in the third-person perspective despite the switch to survival horror, and that both Ilkka Villi and Matthew Porretta will return to provide the appearance and the voice of Alan, respective-ly.





Developer: Remedy Entertainment
Publisher: Epic Games Publishing
Directors: Sam Lake, Kyle Rowley
Engine: Northlight Engine

Platforms: PlayStation, 5Microsoft Windows, Xbox Series X/S

Release: 2023

Genre: Survival horror Mode: Single-player TiTi Rating: 6//10



THIS IS NOT THE STORY YOU WANT IT TO BE















GORN &

Gorn is a 2019 virtual reality game developed by Free Lives and published by Devolver Digital. The player is a gladiator who fights opponents to death in arena using weapons at their disposal. The game was launched in early access in 2016, and had a full release on July 18, 2019 for Microsoft Windows. A PlayStation 4 version released in 2020 and a Oculus Quest port followed in 2021.

Gameplay

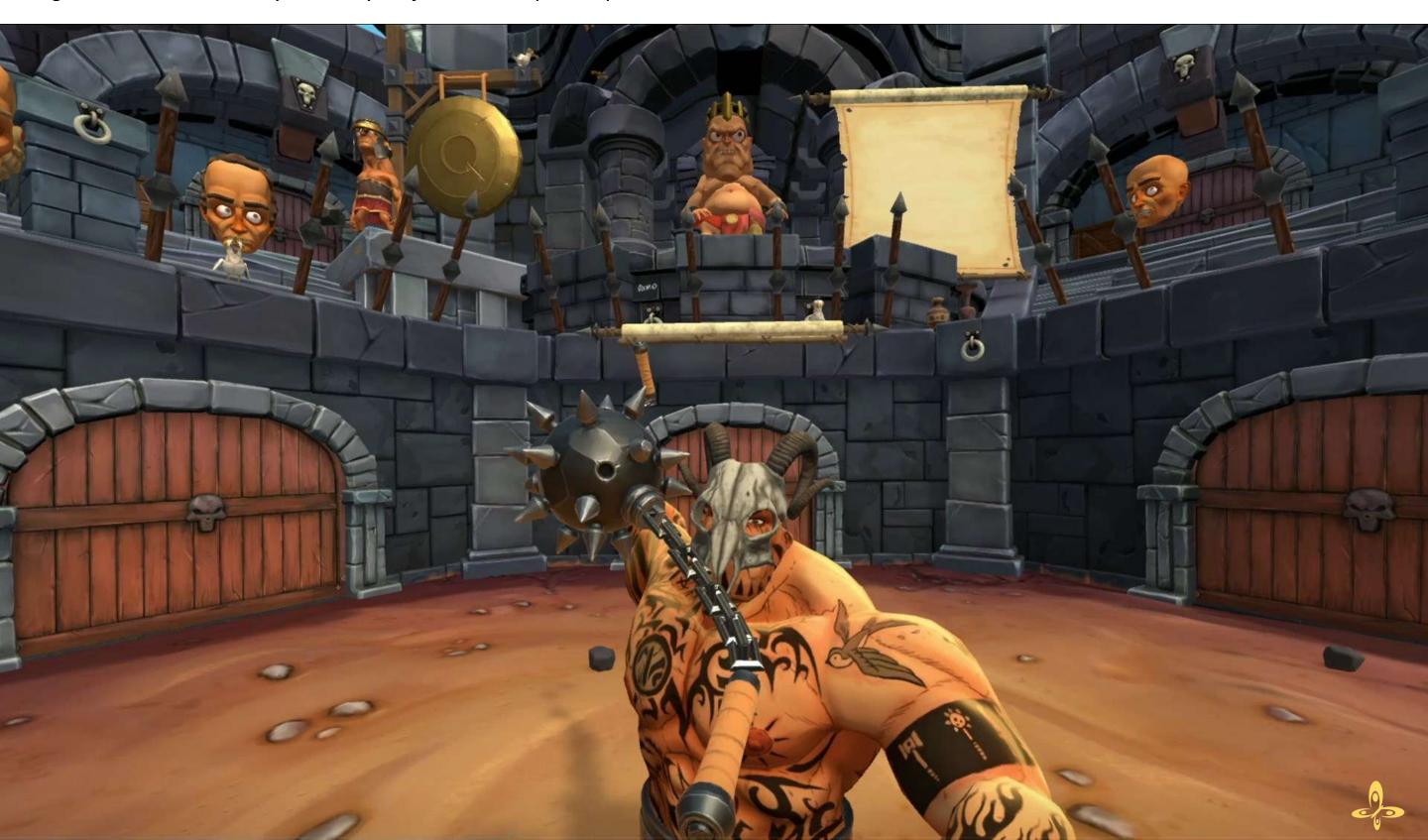
In the menu, the player can choose which warrior to play as, each with different strengths. Gorn is a wave based game; the player has to clear the arena of enemies to progress. At the start of each wave, the player is offered a choice between weapons. Gorn has weapons such as spears, sledgehammers, and crab claws that can be used to dispatch opponents. The game features a dismemberment system, which allows the player to chop a limb off to disable or kill an enemy. Clearing a certain number of waves leads to a boss fight that the player needs to complete to progress. If the player takes damage, the edge of the screen turns red, and if the player doesn't manage to hit an enemy before the screen goes completely red, they have to restart from a checkpoint.

Development

A game designer from Free Lives stated that the idea for the game had come from playing early VR games like #SelfieTennis and Budget Cuts and seeing people messing with ragdoll physics in each game. The team decided to build a game entirely around the feature, building a small prototype to test the idea. Additionally, the game was made due to the lack of VR games with melee combat at the time. Speaking on the game's violence, the developer said, "I find games that portray "realistic" violence unsettling, and I typically don't play games that feature real wars. I don't feel there's anything wrong with creating or enjoying those works— it's just not for me. On the other hand, I've never found cartoon violence offensive or unsettling, depending on the context and tone. Canonically, the gladiators in GORN are there of their own volition, so the violence is consensual, for whatever that's worth." He commented that the gladiator setting was so far removed from the modern world that he didn't think the game showed any real suffering. The developer also added that they felt that the violence shouldn't be required to enjoy the game, which is why a toggle to turn the gladiators into piñatas was added.

The team mostly relied on player feedback for the weapons, tuning the weight and feel of them over the course of early access. The visuals were designed to be seen with the low resolutions of older VR headsets, so they prioritized readability in the characters and world design. The developer mentioned some lessons they brought to Gorn from Broforce was not to take the game too seriously and to focus on giving the player freedom over more restrictive design. Later in early access, a local multiplayer mode was added that let a second player control a gladiator with a gamepad. The optimizations made for the PSVR version helped Free Lives to quickly make the Oculus Quest version. The team faced issues in terms of the framerate and resolution they had to hit on the Quest, which they solved by reworking the shaders and optimizing all of the art assets.

The game does not currently have any major content updates planned.







Developer: Free Lives **Publisher:** Devolver Digital

Engine: Unity

Platforms: Microsoft Windows, PlayStation 4, Oculus Quest

Release: Microsoft Windows — July 18, 2019

PlayStation 4 — May 19, 2020 Oculus Quest — January 28, 2021

Genre: Beat 'em up

Mode: Single-player, multiplayer

TiTi Rating: 6/10











Dead Space



Dead Space is an upcoming survival horror game developed by Motive Studio and published by Electronic Arts. A remake of the 2008 game of the same name developed by EA Redwood Shores, it is scheduled to be released on January 27, 2023, for PlayStation 5, Windows, and Xbox Series X/S. It is the first release in the Dead Space series since 2013's Dead Space 3.

Synopsis

The game retains the same basic plot as the original. Set in the 26th century, the story follows engineer Isaac Clarke, a crewman on a repair vessel assigned to the USG Ishimura, a massive planetary mining ship that has gone silent. While investigating a distress call sent by the ship's medical officer Nicole Brennan (Isaac's girlfriend), the vessel's crew is attacked by mutated human corpses; Isaac is forced to fend for himself as he tries to save his surviving crewmates and learn the truth behind the loss of Ishimura.

Development

Games journalist Jeff Grubb of GamesBeat reported that a remake of Dead Space was in development at Motive on July 1, 2021. He speculated that the success of EA's single-player Star Wars Jedi: Fallen Order (2019) and Capcom's remakes of Resident Evil 2 and Resident Evil 3 were instrumental in the publisher's decision to green-light the Dead Space remake.

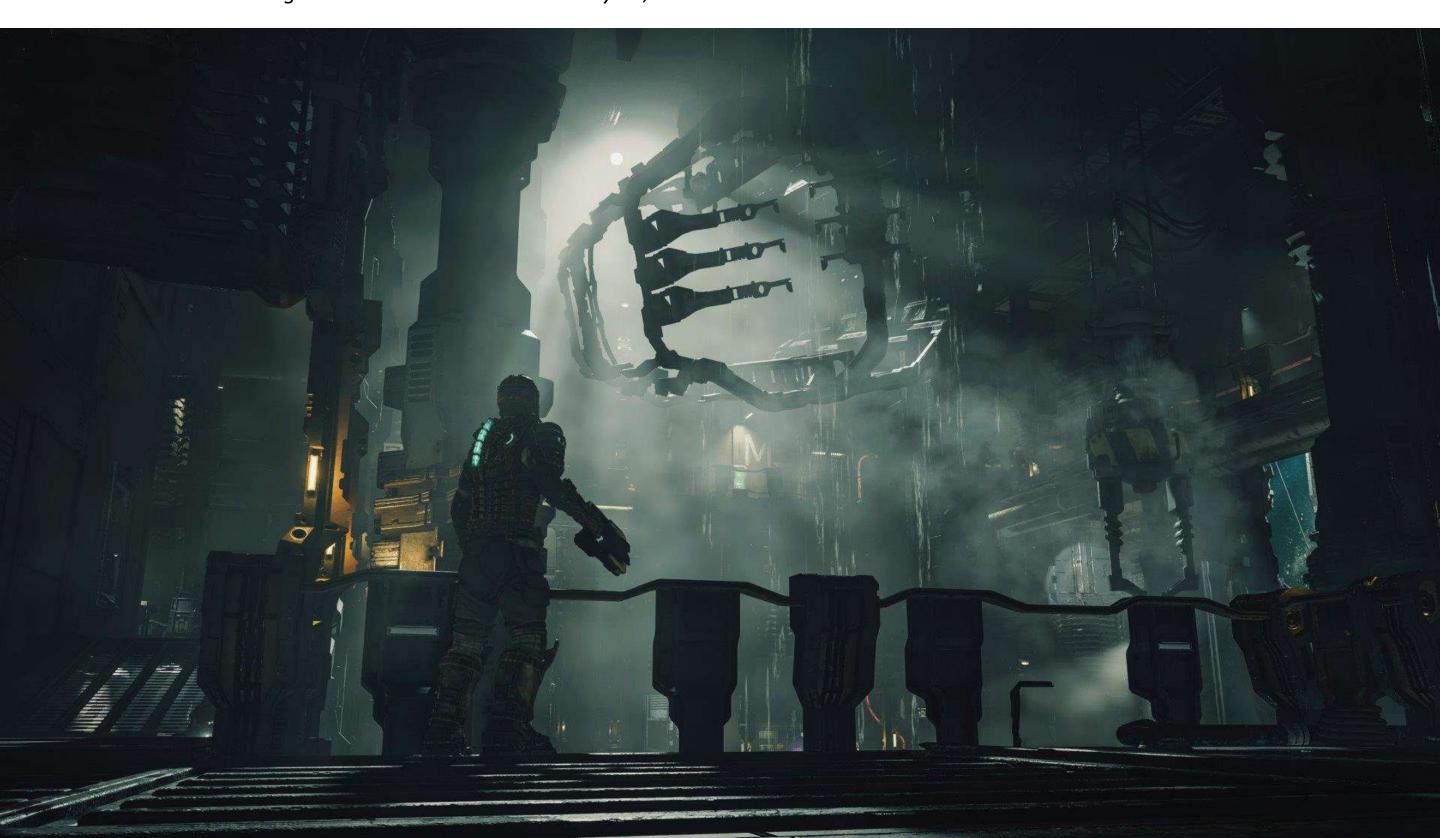
The game is being developed using EA's proprietary Frostbite engine, which Motive Studios previously used to develop Star Wars: Squadrons and the single-player campaign of Star Wars Battlefront II. The game will retain the same story and structure as the original but feature redesigned assets, character models, and environments. The developers intend to take advantage of SSDs on the ninth generation of consoles to have the game be presented as an "uninterrupted sequence shot", absent of loading screens. Content that was removed from the original game due to technical constraints may also be added. The game will not feature any microtransactions, in contrast to Dead Space 3, where the addition of microtransactions resulted in a negative reception. The art director for the game, Mike Yazijan, previously worked as art director at EA Montreal assisting Visceral Games in developing Dead Space 2.

The original Dead Space was noted for its audio design, and the team are intended to stay true to the original atmosphere while improving and modifying where necessary. The original musical score by Jason Graves was retained, with new musical elements and cues composed by Trevor Gureckis. Gunner Wright will be reprising his role as Isaac Clarke, who will be fully voiced, like his appearances in Dead Space 2 and Dead Space 3. Tanya Clarke is also reprising her role as Nicole Brennan from Dead Space 2. The other cast members include Anthony Alabi as Zach Hammond, Brigitte Kali Canales as Kendra Daniels, and Faran Tahir as Challus Mercer.

Dead Space went gold on December 15.

Marketing

The game was announced at EA's Play Live event on July 22, 2021, accompanied by a teaser trailer, with an initial target release date of late 2022. On March 11, 2022, it was announced that the game was being pushed to early 2023. On October 4, 2022, a gameplay trailer for Dead Space was released which revealed the game's release date to be January 27, 2023.



写译。 第一条

Developer: Motive Studio **Publisher:** Electronic Arts

Directors: Roman Campos-Oriola, Eric Baptizat

Producer: Philippe Ducharme

Artist: Mike Yazijian **Writer:** Jo Berry

Composer: Trevor Gureckis

Series: Dead Space **Engine:** Frostbite

Platforms: PlayStation 5, Windows, Xbox Series X/S

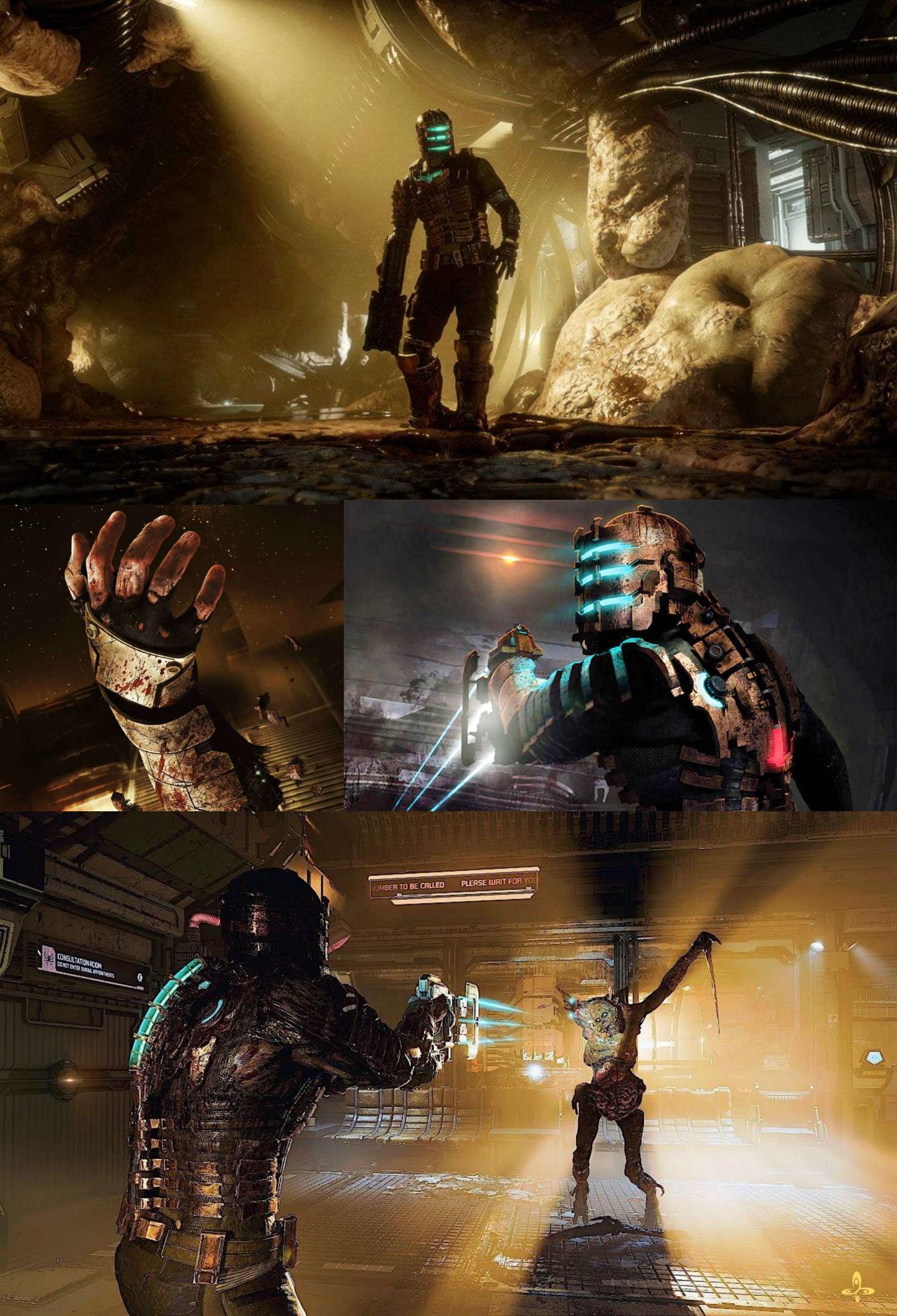
Release: January 27, 2023
Genre: Survival horror
Mode: Single-player

TiTi Rating: 8/10



DEAD SPACE

JANUARY 27, 2023











Paper Beast

Paper Beast is a 2020 virtual reality adventure game developed and published by Pixel Reef for PlayStation 4, Windows, and Amazon Luna. The game was created by Éric Chahi, who previously worked on Another World. In the game, players are tasked to navigate a world inhabited by various digital lifeforms. It received generally positive reviews upon release. Paper Beast: Folded Edition, a non-VR version of the game, was released in October 20, 2020.

Gameplay

Paper Beast is an adventure game played from a first-person perspective. In the game, players explore a large ecosystem composed of various digital life forms originating from lost Internet codes and algorithms deep inside the Internet. In the adventure mode, the player assumes control of the first explorer and must navigate the world through manipulating the environment and interacting with the wildlife. Players are tasked to rescue them from dangers and predators, assist them in various ways, and use their abilities in order to progress in the game. The artificial intelligence, which governs the behaviors of these animals, will react to the player's actions accordingly. Each species in the game also behaves differently and they have their own unique goals. The player can also modify the terrain so as to overcome environmental obstacles.

The game also features a sandbox mode, which has elements of a god game. This mode allows players to experiment with different actions, such as modifying the terrain by adding water, rocks, and sand, changing the weather, and growing vegetation. The game's physics system and AI will respond to these decisions, allowing players the observe the impacts of these actions. Animals also interact with each other in the world, and their interactions will also modify the terrain and leave behind imprints. Players can also add items into the world to further disrupt the ecosystem. For instance, players can be use an anti-gravity capsule to levitate the animals near it.

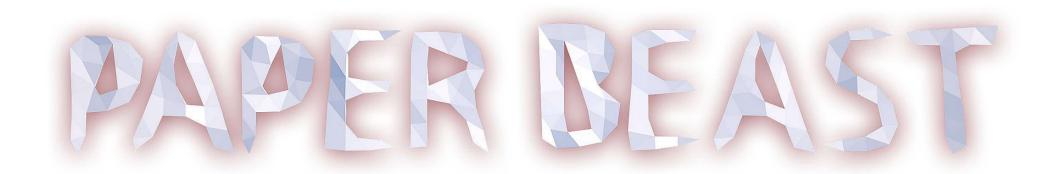
Development

The game was directed by Éric Chahi, who previously worked as the creator for Another World. After working on From Dust (2011), Chahi went to work with a volcano museum on Reunion Island to create a virtual simulation for the island's Piton de la Fournaise. When the project was completed, Chahi developed ideas around the volcano work for a virtual reality game, where the landscape and creatures within it, represented by origami-like forms purported created out of the landscape of Big Data, with procedural behavior. The creatures in the game have an origami-like form as the team felt that they fit naturally with VR's "low-poly designs". Chahi founded Pixel Reefs in 2016 and started the game's production with four people. The development for Paper Beast lasted for approximately four years, and as of 2019, the team was composed of a total of 16 members. Like Another World, the story was conveyed to the players non-verbally, and it relied entirely on players' interaction with the wildlife. According to Chahi, this approach "empowers the players' imagination and can impact their emotions more directly". Chahi added that the game was "poetic", and that the game world was created to showcase the "miracles of life". While the game utilizes Unity, the team created its own engine to make the game compatible with VR systems. The team also used the engine to create its game physics. Japanese punk rock band TsuShiMaMiRe and Roly Porter were the composers for the game's original soundtrack. The audio team, which included 3 full-time staff, recorded sounds inspired by "papers, cardboard, adhesive tape, wifi waves, radio noises and natural tones" to create audio that is both "natural" and "artificial" at the same time.

Announced on April 10, 2019, it was released for PlayStation VR on March 24, 2020. The game was also released for HTC Vive, Oculus Rift, Oculus Rift S, and Valve Index in July 2020. Compared to the PSVR version, the PC version was released with improved visuals, a continuous movement option and a new species for the sandbox mode. Pixel Reef released the Folded Edition, which allows players to play the game without using any VR headset, on October 20, 2020. The game was also released for Amazon Luna on December 3, 2020.







Developer: Pixel Reef **Publisher:** Pixel Reef **Director:** Éric Chahi **Composer:** Roly Porter

Engine: Unity

Platforms: Microsoft Windows, PlayStation 4, Amazon Luna

Release: PlayStation 4 — March 24, 2020

Windows — July 24, 2020

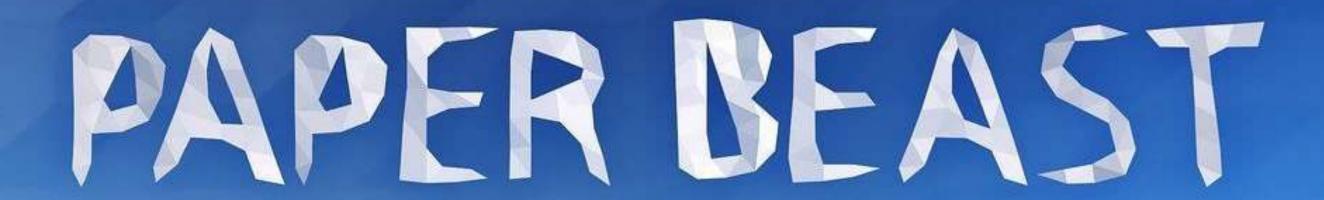
Amazon Luna — December 3, 2020

Genre: Adventure, puzzle **Mode:** Single-player

TiTi Rating: 7/10















The Wolf Among Us 2 &



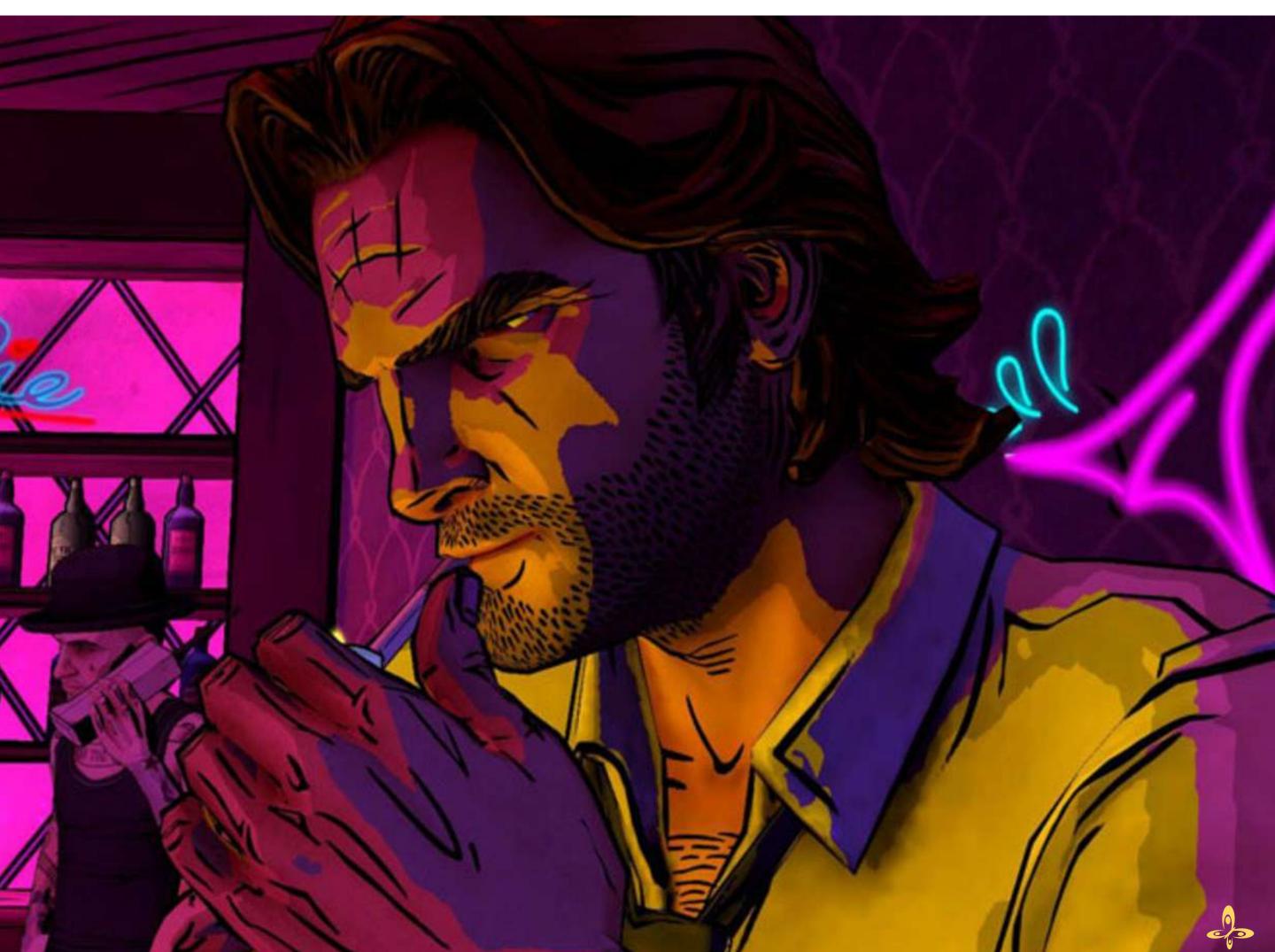
The Wolf Among Us 2 is an upcoming episodic graphic adventure game being developed and published by Telltale Games with assistance of AdHoc Studio, a studio that consists of former Telltale staff. It is a sequel to the 2013 game The Wolf Among Us, with the title taking place six months following the events of the previous title.

Development

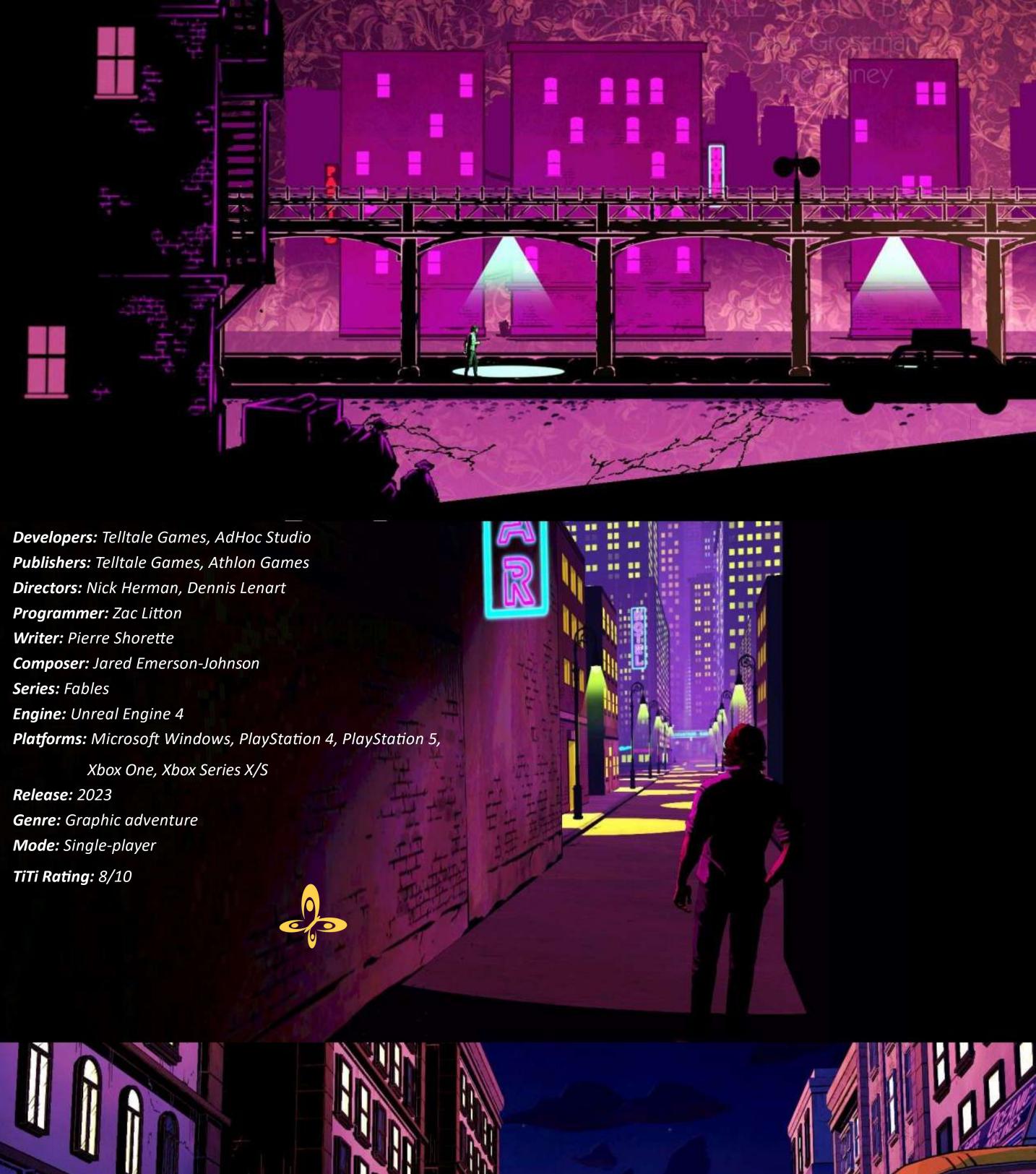
When The Wolf Among Us was completed by July 2014, Telltale Games had thought of doing a second season, but they had already committed to the projects leading to Tales from the Borderlands, Minecraft: Story Mode, and Game of Thrones. The company was aware of strong interest in a second season through the intervening years, and they were looking for the right time to develop it.

A second yet-to-be-named season was announced during the July 2017 San Diego Comic Con and was originally set to premiere in 2018 for personal computers, consoles, and mobile devices. Both Adam Harrington and Erin Yvette were to return to voice Bigby Wolf and Snow White, respectively. Stauffer said that Season Two would not resolve the apparent cliffhanger related to Nerissa's connection to Faith; he said that it was meant to be ending similar to a film noir work that made the viewer think about the implications, but never saw this themselves as a cliffhanger. Instead, Season 2 would have continued on with more narrative related to Bigby and Snow White. By May 2018, Telltale announced that due to recent internal studio issues, they had to push back the release of the sequel until 2019. In September 2018, Telltale had a majority studio closure due to "insurmountable challenges", cancelling The Wolf Among Us's second season among other projects in development.

Upon Telltale's revival by LCG Entertainment, The Wolf Among Us was one of the titles reacquired by LCG, but no announcement was made at that time about the sequel. The company announced The Wolf Among Us 2 at The Game Awards 2019. The sequel will continue events after the first game, though still remain as a prequel to the comic series. The game is being developed in association with AdHoc Studio, formed by former Telltale Games staff, who will focus on the game's narrative and cinematic elements while Telltale will implement the gameplay and other designs. In addition to returning Telltale staff, Harrington and Yvette will return to voice Bigby and Snow White, and Jared Emerson-Johnson will compose music for the game. The game is being developed on the Unreal Engine 4, and will be released in an episodic approach. This sequel will be worked completely from scratch, using none of the ideas and initial work that had been done under the former Telltale banner before its closure. Unlike the past development cycle approach at the former Telltale where each episode was developed in a standalone fashion, all episodes of The Wolf Among Us 2 are being developed simultaneously. The game is set to be released in 2023.



















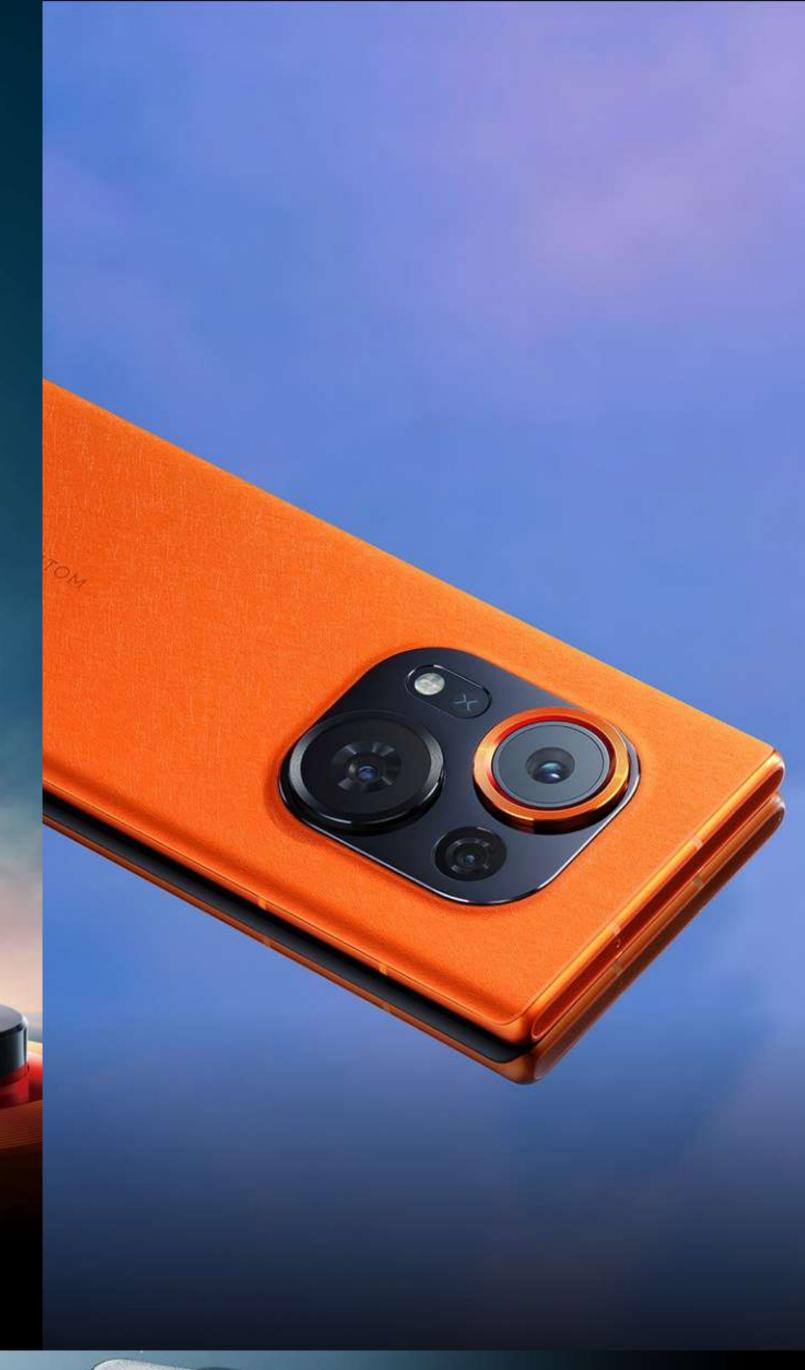














Smooth to Touch, Pleasant in Hand

Smooth to Touch, Pleasant in Hand

Unibody Double-Curved Design

Precision crafted streamline,

delicate texture. It's a piece of art balancing futuristic aethestics and extreme hand

feeling

Feel the ultimate elegence at a touch.

► World's First

3.5D Lunar Crater Dazzling Stained Glass

Unibody Double-Curved Design

Precision crafted streamline,

delicate texture. It's a piece of art balancing futuristic aethestics and extreme hand

feeling

Feel the ultimate elegence at a touch.

► 71 Degrees

Ergonomic Golden Grip Angle



Less Plastic, More Fantastic

Original Eco-Friendly Special Edition

World's first renewable fiber back cover, over 50% recycled and 100% renewable materials, derived

from wasted plastic bottles in Indian Ocean.

Marine conservation and animal protection not only inwords, but also in actions.













Dual 50MP Flagship Main Cameras

F/1.49

Largest Aperture of Portrait Lens

1/1.3

Super Large Sensor

65mm

Golden Close-up Focal Length

1.2um

Large Pixel Units

ISOCELL 3.0

Light Locking Tech.

7P

High Transmission Lens

50MP

Ultra Clear



World's First Retractable Portrait Lens.

Lens Extending, Capacity Expanding

World's Ist Retractable Portrait Lens

As the world's first retractable portrait lens, the revolutionary technology evolves optical performance of portrait imaging to an unequalled new level. Professional camera grader large aperture enables you to take clear, bright and glamorous pictures at ease, with pure and natural optical bokeh.

Professional as a Camera, Convenient as a Phone.

"Highlight" Your Night

Hardware-level Night Portrait

Industry-leading super large sensor comes with super light sensitivity and significant noise reduction. Different from algorithmic bokeh in post-production, the ground-breaking hardware

brings out pure optical night portraits without noise and roughness.

Whether Day or Night, You're the Star on the Stage.







Wider Vision to Widen Imagination

6.8" Cinema-like Milk-smooth Screen

6.8-inch AMOLED

Curved Screen

Wide Color Gamut

20 : 9 Ultra Wide

120Hz

Cinema-like Screen

High Refresh Rate

Ratio

CORNING® GORILLA® GLASS VICTUS®

The Toughest Gorilla Glass So Far







Competitor "FALSE" bokeh



X2 Pro "Real" bokeh

Ultra Clear Night Shot

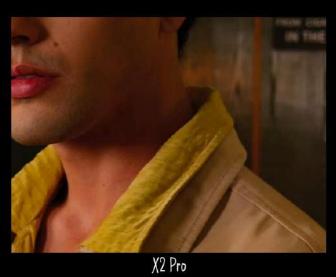




Ultra Clear Night Shot



Competitor





65mm Golden Portrait Close-up



35mm IX



65mm 2.5X

Industry's Largest Portrait Lens Aperture



Competitor "FALSE" bokeh



X2 Pro "Real" bokeh

Clear Portrait, Pure Beauty

32MP Ultra-clear Selfie

Front camera designed for **crisp professional portraits**, you can always take an ultra-clear photo with no blurring and rich details. Easy and joy.



More Highlights, in One Shot

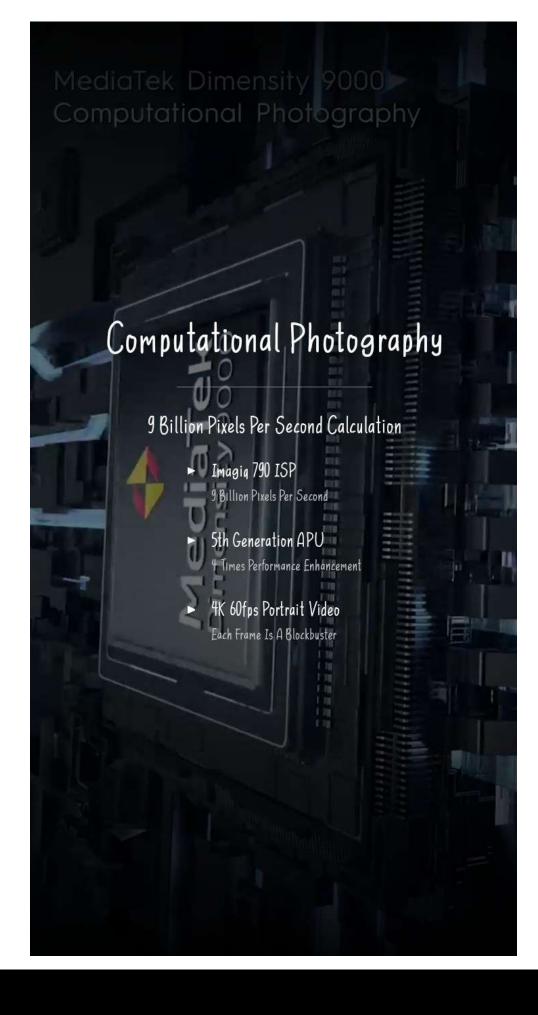
Wide-angle Portrait Group Photo

Family reunion, friends gathering, business group photo, how can there be no wide-angle lens. A photo, keep more memories.









Super Engine, Superb Performance

MediaTek Dimensity 9000 Flagship Chip

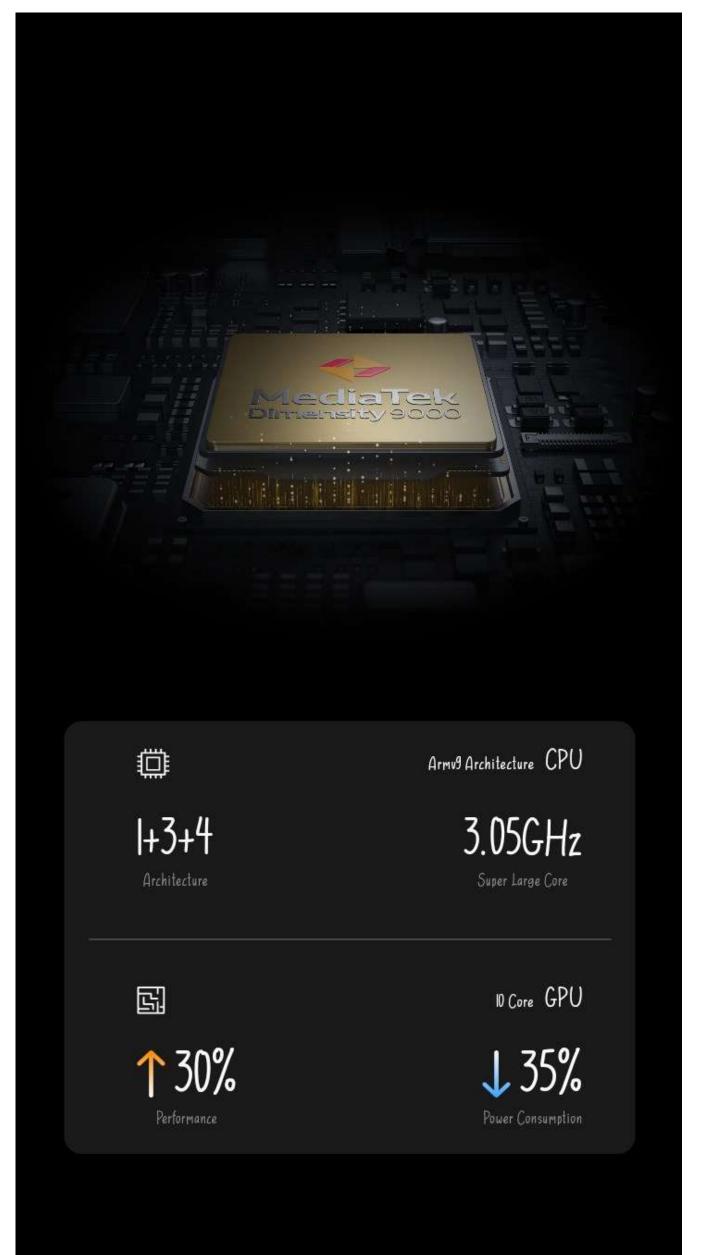
It's the world's first 4nm process chip, thumb size,

with 15.3 billion transistors.

Cutting-edge flagship architecture delivers unparalleled flagship performance.



4nm Flagship Dimensity 9000 Chip. diaTe





Large Capacity, High Capability

PC-level Large Memory

Outstanding hardware capacity competent to run mutilple applications and files, combined with software optimization to free up storage, leaves the phone always with ample free memory. No need to clean your phone frequently, the memory is always sufficient in use.



Large Capacity, High Capability

PC-level Large Memory

- ► 12GB+5GB Extended
- ► UFS 3.1 High Speed ROM
- ► 256GB
- ► LPDDR5 High Speed RAM
- ► Anti-fragmentation
- TÜV SÜD 36-Month Fluency Certified Rating A



Always on A Fast Track of Network

5G All-scene Network Optimization Boosted by industry-leading 5G technology.

online experience has never been so smooth and fast. Feel free to work online anytime anywhere; Indoor or outdoor, communication always bing continuous and clear.



Last Long

5160mAh Extra Large Battery

Energy efficiency comprehensively optimized, and full-scene power consumption enhanced. Sufficient for All-day travel use.







One Leap

Smart Office Only One Leap

Say goodbye to old-fashioned USB cords. Now you can connect your phone with laptop at ease, transfer documents and share wifi hotspot with only one touch. Wireless connection makes everything so easy.

- Multi-screens Collaboration
- Data Sharing
- Files Management
- ► Reverse Network Sharing

Charge Fast

45W Super Charge

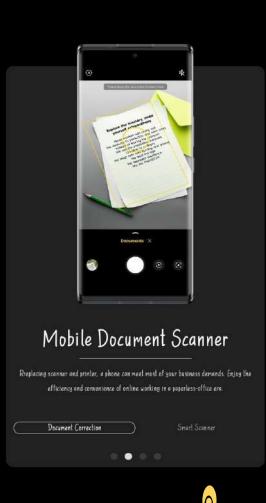
Shortly charging can power up your whole day's adventure. Fix "low battery anxiety" completely.

► 20min to 54% ► IH to 100%

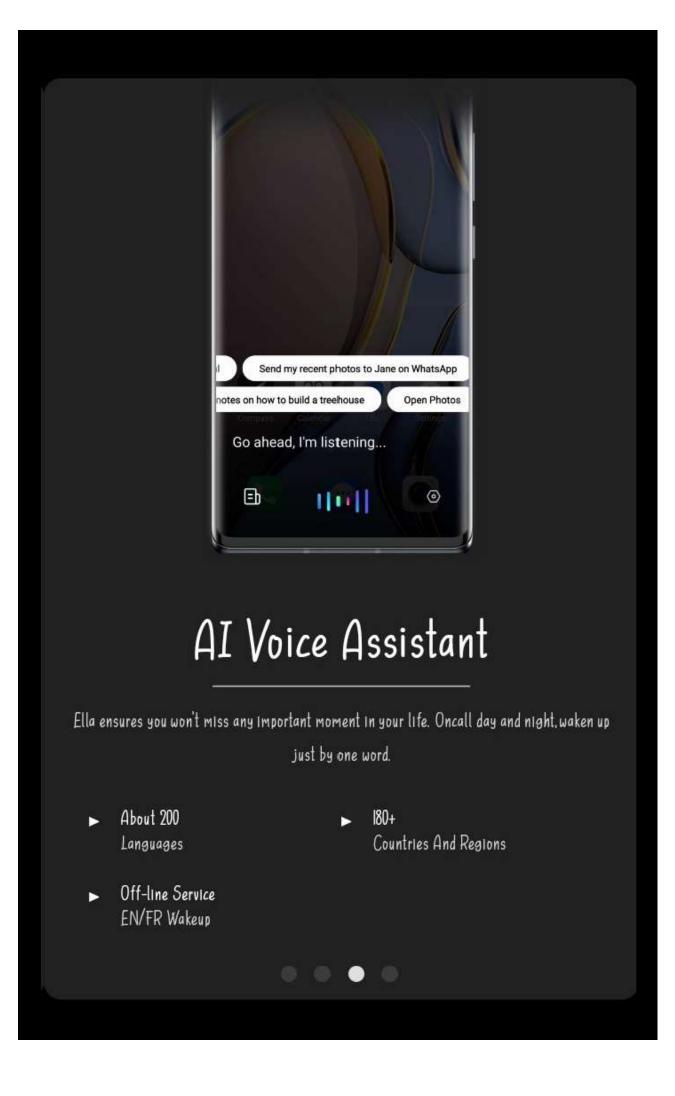


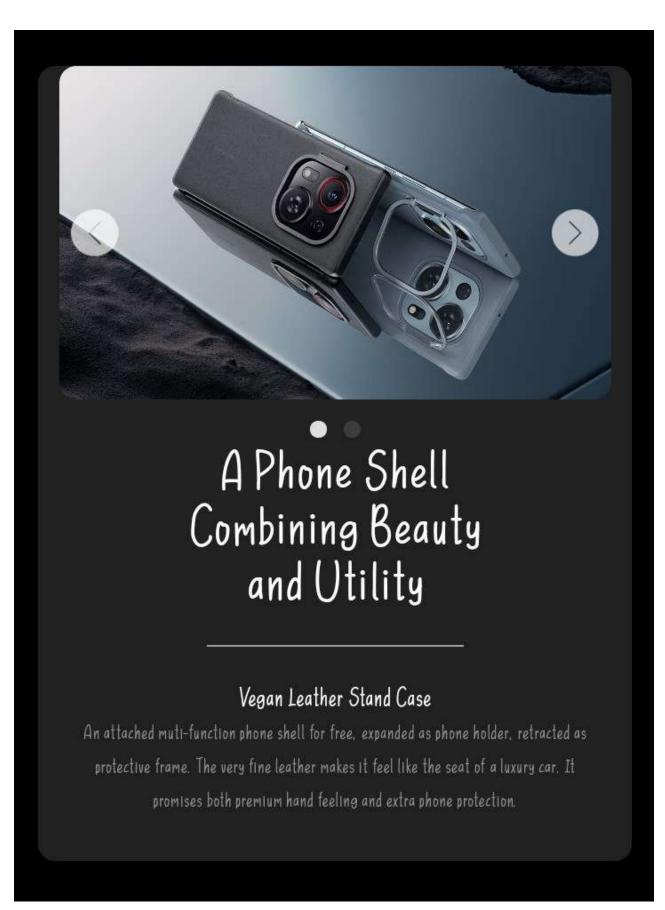


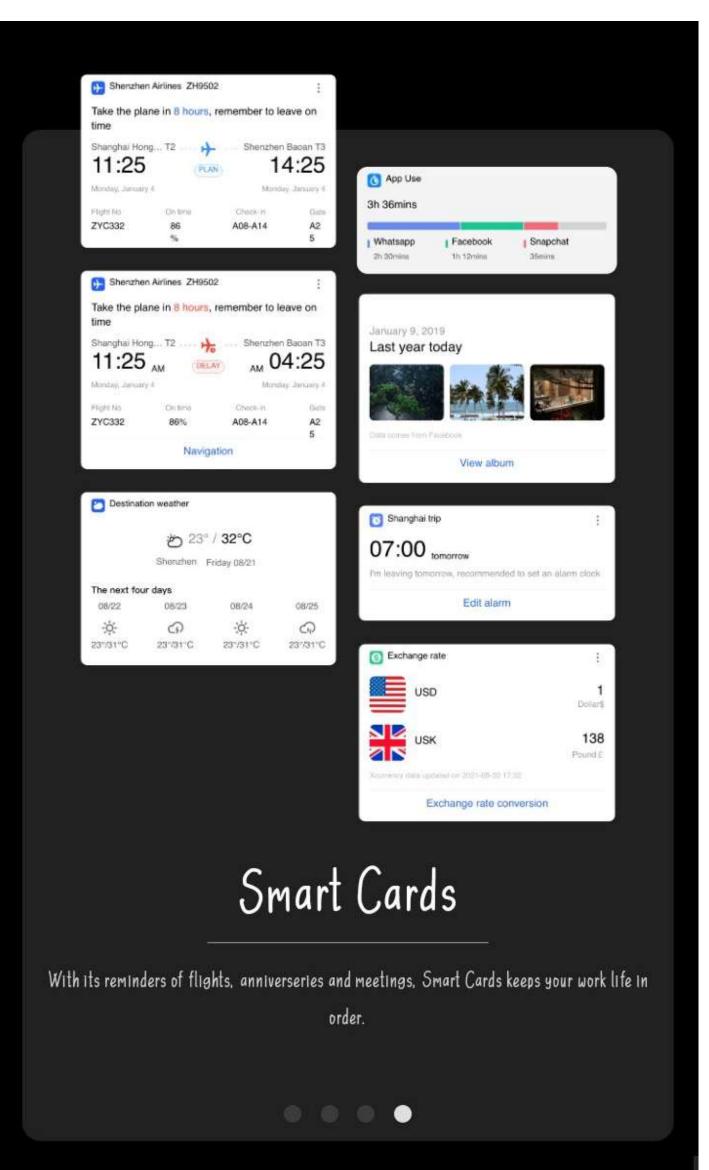


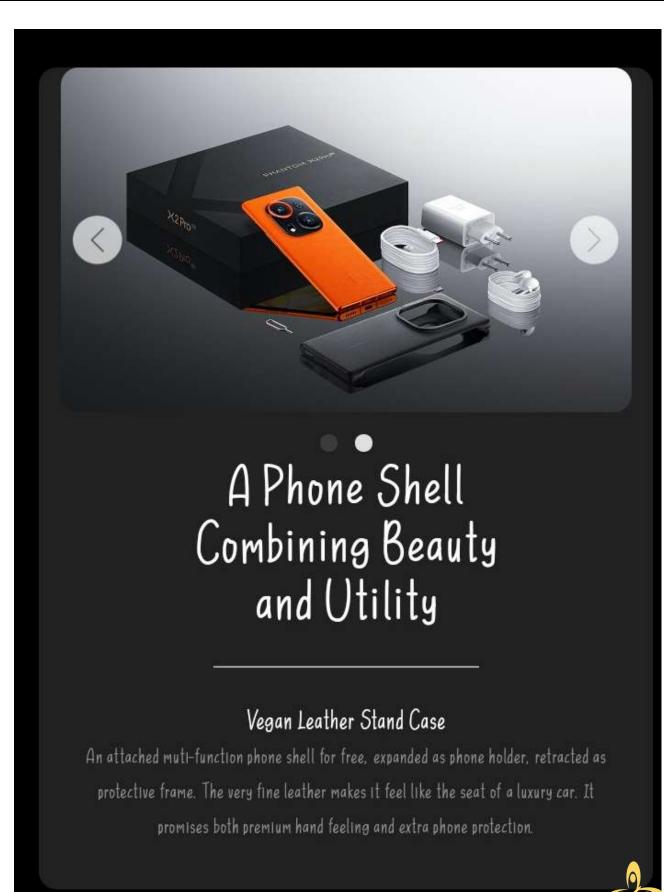




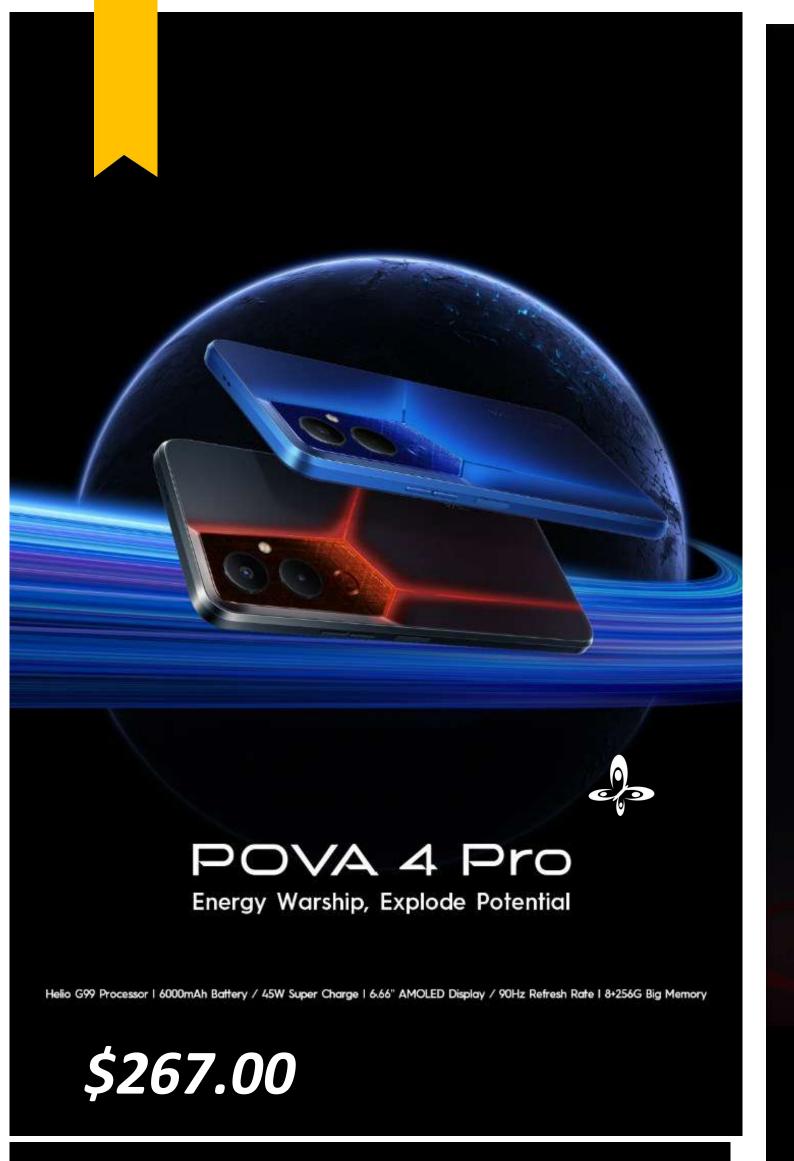














Panther Engine 2.0 Higher power but lower power consumption The Panther engine predicts the amount of arithmetic for each frame of the game and reasonably allocates CPU arithmetic power through machine learning to give you a smooth and full-frame gaming experience while reducing heat, power

PANTHER ENGINE 2.0

consumption and frame loss rate.

45W Super Charge plus 10W Reverse charging

With 45W Super Charge, it only takes roughly 24 minutes to charge 50%. At the same time, 10W Reverse

Charging can be used as a power bank to solve your urgent needs.



STS Secure Battery Technology Giving you more power and more safety at the same time

The STS technology coating improves safety by preventing internal short circuits caused by direct contact between the aluminum foil and the anode.



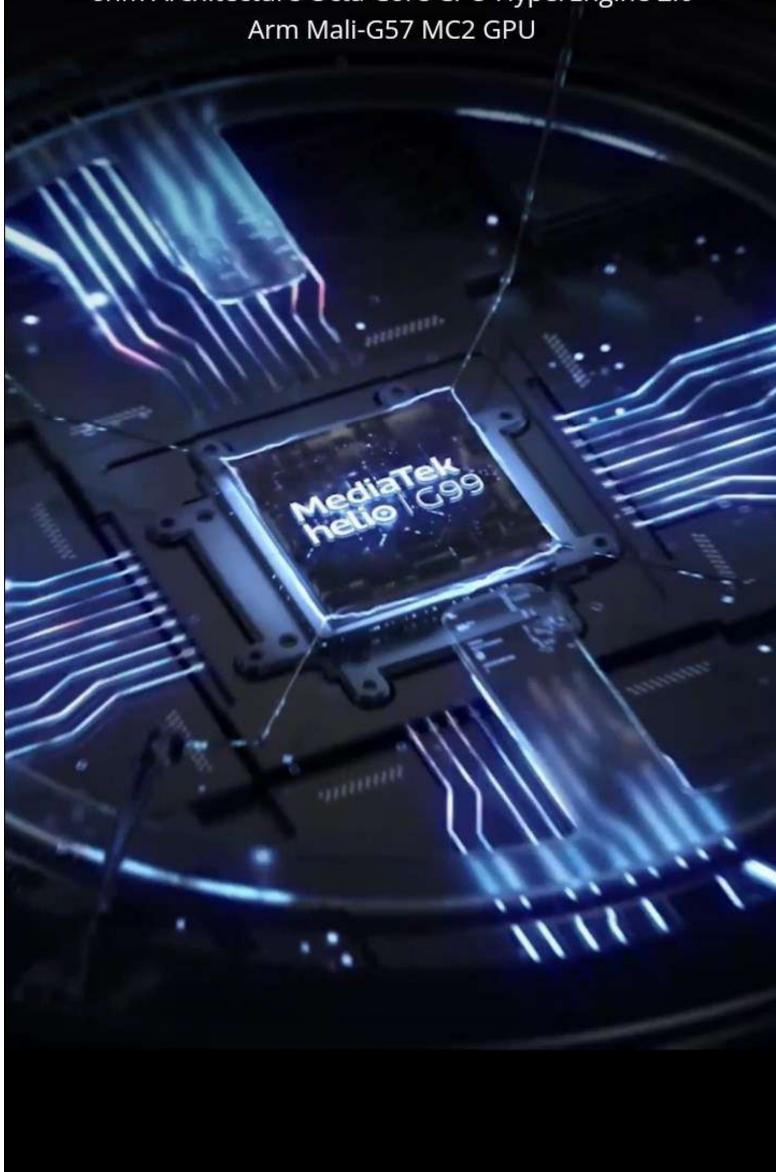
256GB ROM + 8GB RAM plus 8+5GB Extended RAM Extraordinarily smooth experience

Say goodbye to latency, small storage space, slow loading, etc.

- Expandable RAM up to 5GB
- * Optional expansion of 2, 3, 5GB, default expansion of 3GB
- Backend cache application increased by 9
- Application startup speed increased by 61% on average



Helio G99 Processor Hardcore performance re-evolution 6nm Architecture Octa-Core CPU HyperEngine 2.0

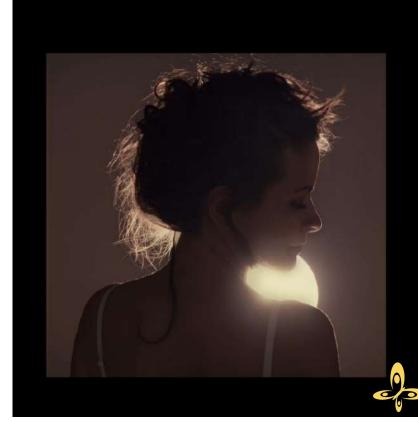


Portrait Beauty Amplify your beauty



HDR Mode

Still cool and clear in backlight



50MP AI Camera Super Clear Image The beauty of life needs to be

The beauty of life needs to be recorded at all times. 50MP Al camera, capturing wonderful moments and magnifying details to bring ultra-clear quality images.



Dual Speaker Al Noise Reduction Fully upgrade your listening experience and immerse yourself in the game. DIGITAL HI-RES AUDIO

Game Space 2.0 Enjoy your game

Cool interface upgrade, a variety of modes extremely fast switching.

New performance radar chart, performance improvement is clear.



6.66" AMOLED Display with 90Hz Refresh Rate Never miss every frame

- Game graphics are smoother, more detailed and immersive
- High refresh rate large screen allows you to enjoy high quality video
- Swipe streams and social media with high frame rate, reject lag, and be smooth and extraordinary



Hard Gyroscope + Z-axis Linear Motor Perfect game experience

Hey, think the game experience isn't perfect?
The Hard Gyroscope as a sensor in physical games
(PUBG shooter, racing,

etc.) to control the direction and assist in aiming; Z-axis Linear Motor brings

you timely, realistic, stereo interactive experience and 4D vibration directly to upgrade your all-round game experience.



Widmanstatten Prism ID Design Breakthrough and Reconstruction

Hey, check out the unique pattern from distant space! Widmanstatten patterns, also known as Thomson structures, are unique long nickel-iron crystals found in the iron meteorites of octahedral meteorites and some olivine meteorites. Usually, tiny grains consisting of a mixture of conodonite and nickel striatite, called syenite, are found in the gaps of the crust layer.





6000mAh Mega Battery Enjoy ten hours of games

What can you do with only 20% battery left?
20% Battery can last for more than 12 hours for phone

calls, , play almost 3 hours of games (PUBG) and watch

YouTube for nearly 4 hours.

Multifold stereo heat dissipation system with graphite cooling tube Calm in the heat of battle

Multi-layer graphite heat dissipation for battery cover, motherboard and face shell.

11726mm²super large area coverage
Stable performance, stable output at all times.





Colors of POVA 4 Cool Energy Warship

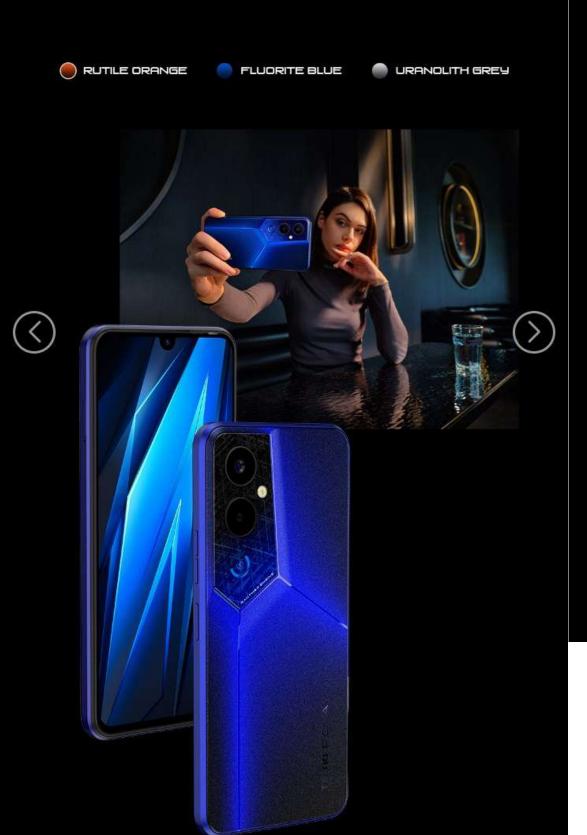
FLUORITE BLUE

URANOLITH GREY

RUTILE ORANGE



Colors of POVA 4 Cool Energy Warship

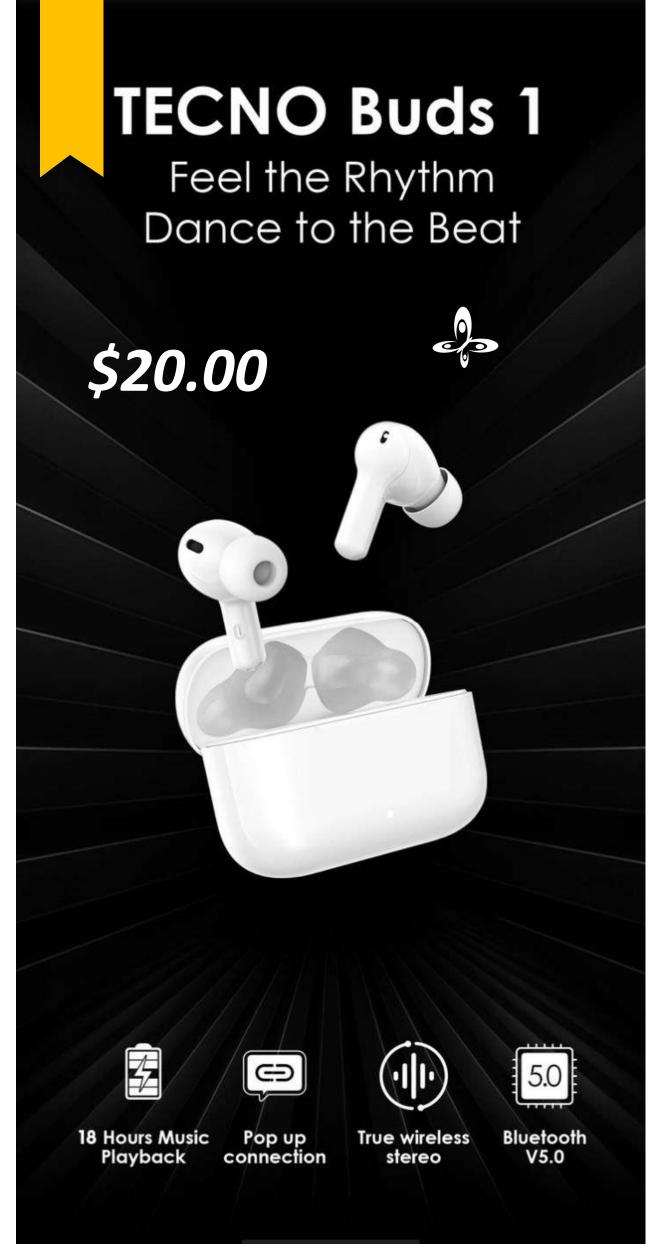


Colors of POVA 4 Cool Energy Warship











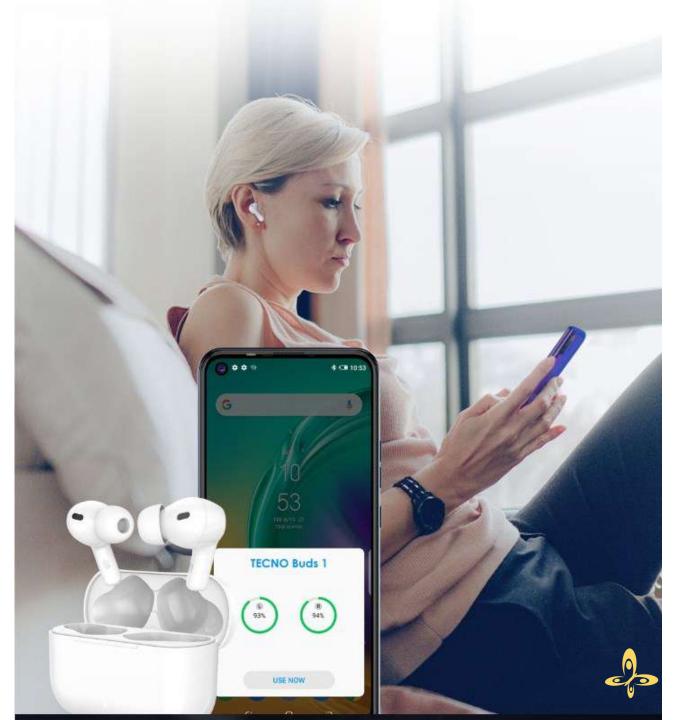
True Wireless Stereo Sound

No wires, no more mess. Buds1 offers true wireless connection to music.

Wear Buds1, enjoy cinema-level stereo sound effect brought by high quality speakers.

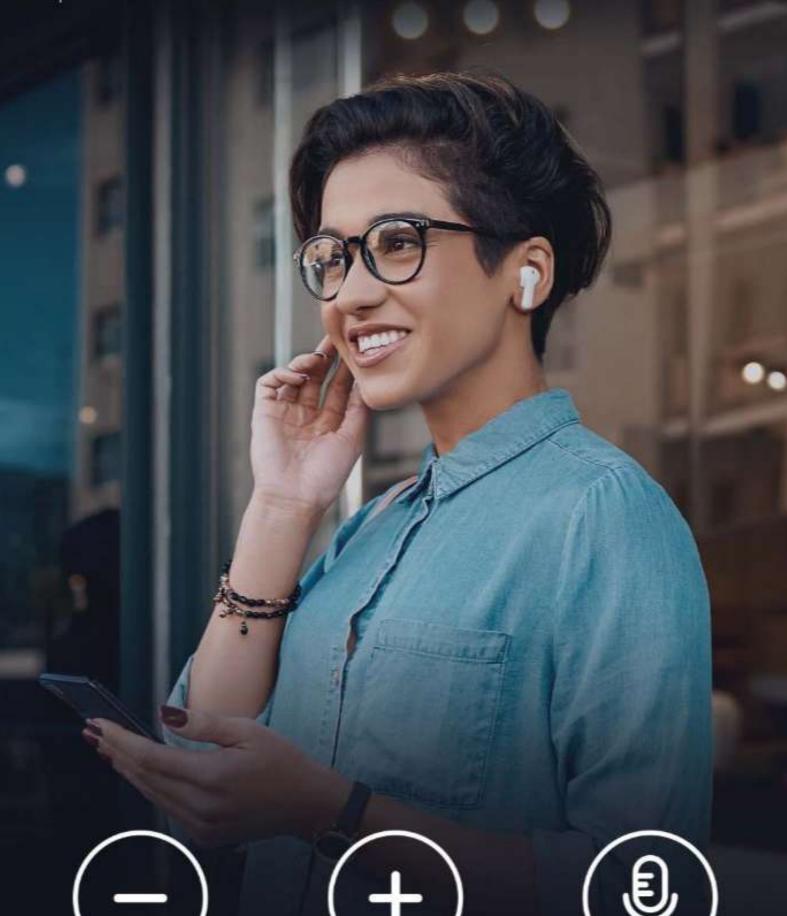
Pop-up, Click, Connect

Open the Bluetooth function on TECNO mobile phone and the cover of charging box, click the pop-up interface and complete the connection. Enjoy the true wireless stereo sound within simple steps.



Smart Switching Operation

Simply tap your earphone panel to reach different functions without touching your phone.



Volume down

Click the left



Volume up

Click the right



Al Assistant

Four-click activation



Next Song

Triple click the left



Next Song

Triple click the right



Play/Pause

Double-click



Answer Call

Double-click



End the Call

Double-click

Unstoppable Music Wave

Buds1 enables more than 4 hours music listening. Powerful match of earphones and charging box brings free music enjoyment for more than 18 hours.



Bluetooth V5.0

Stable connection, real-time transmission.

Less connection delaying when playing games or watching video.

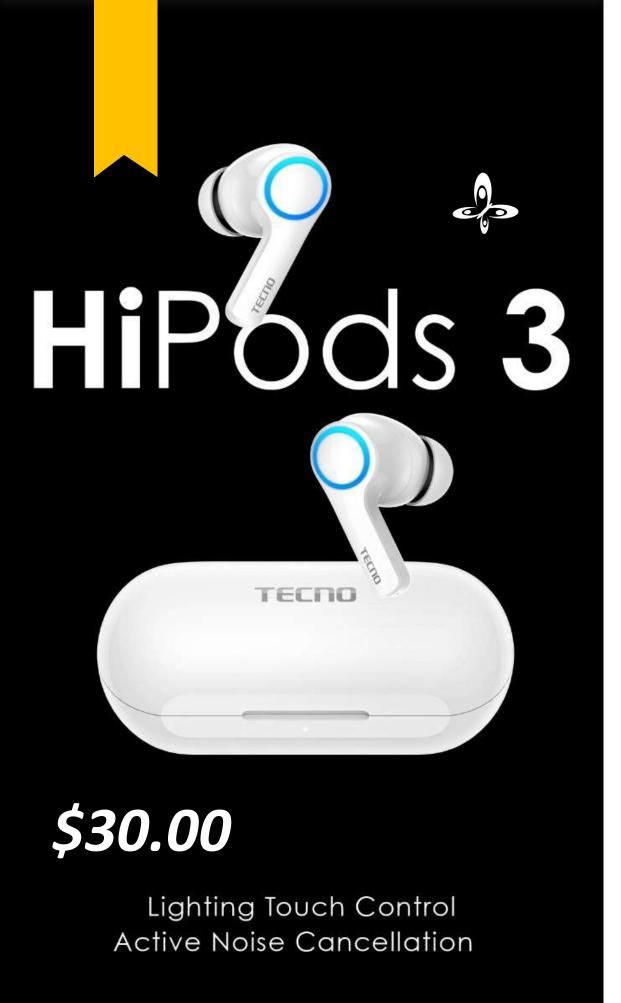


Deep Bass Enjoyment

Buds1 lays more emphasis on creating much purer bass sound effect. Vigorous bass speakers deliver live concert enjoyment to your ears.







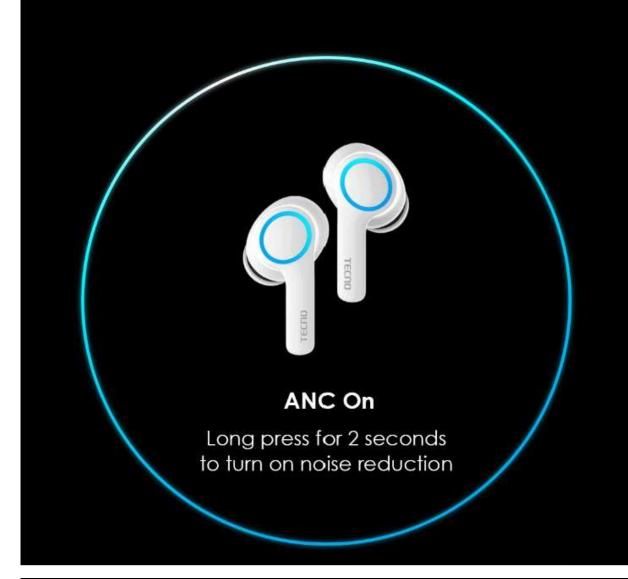
Give you Pure Listening Enjoyment

The ANC intelligent noise reduction feature offsets external noise up to 25dB, enabling you to quietly enjoy good sound in the intelligent noise reduction mode, and giving you pure listening enjoyment.



Full Touch Control Stylish Breathing Light

Want your headphones to be more fashionable? H3's breathing light changes according to the noise reduction mode, and has its rhythmic light effect. Come on guys, to be the most stylish guy on the street. Use either earbud to control music, calls, activate voice assistants, or even power on/off.



Full Touch Control Stylish Breathing Light

Want your headphones to be more fashionable? H3's breathing light changes according to the noise reduction mode, and has its rhythmic light effect. Come on guys, to be the most stylish guy on the street. Use either earbud to control music, calls, activate voice assistants, or even power on/off.





12mm Large Driver Dynamic Bass Boost

The escalated H3 takes your music enjoyment to the next level by its 12mm moving coil loud speaker with deep bass. Come on, put on your headphones and immerse yourself in the world of music.

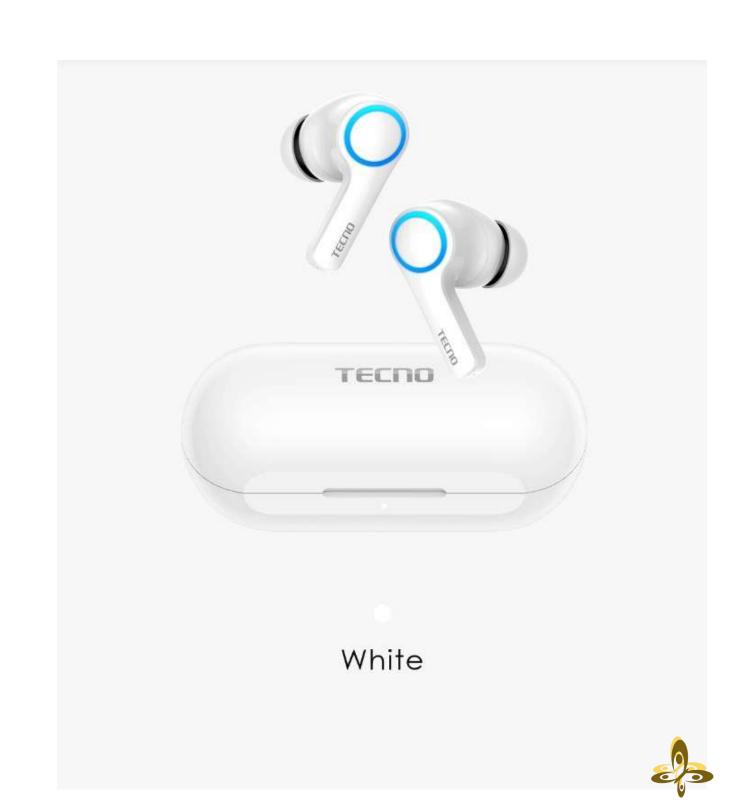




Always Standby

It always keep going on How can a musical journey be stopped by a power cut? The extraordinary H3 can insist more than 4 hours of music playing on earphones, and more than 12 hours with additional support from the charging case, letting you enjoy about 200 songs.





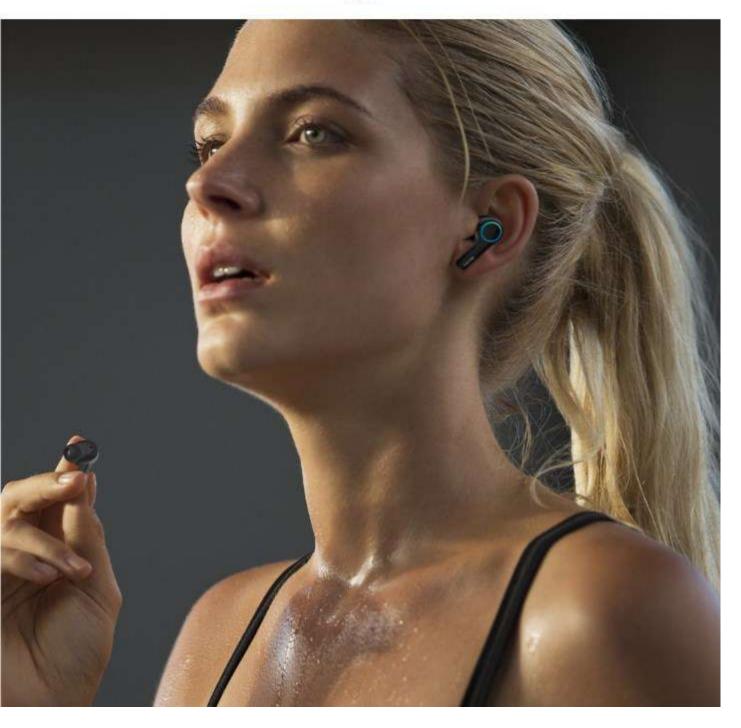
Water and sweat resistant defender

Keep water and sweat awayWearing strong armor,

H3 gets IPX4 waterproof, daily splashes or spills

could be crossed off your worry list.









Portable Size

H3's tiny charging case has been designed to easily fit into virtually any pocket or bag.



Hipods 3



Lipstick

Smart Bluetooth 5.0 Faster and Stable

The efficiency of transmission and capacity has been totally upgraded in Bluetooth 5.0, which is twice as fast connection time and 8 times more capacity than Bluetooth 4.2.

No more worry about delay of calling, lowspeed transmission and unstable connection.

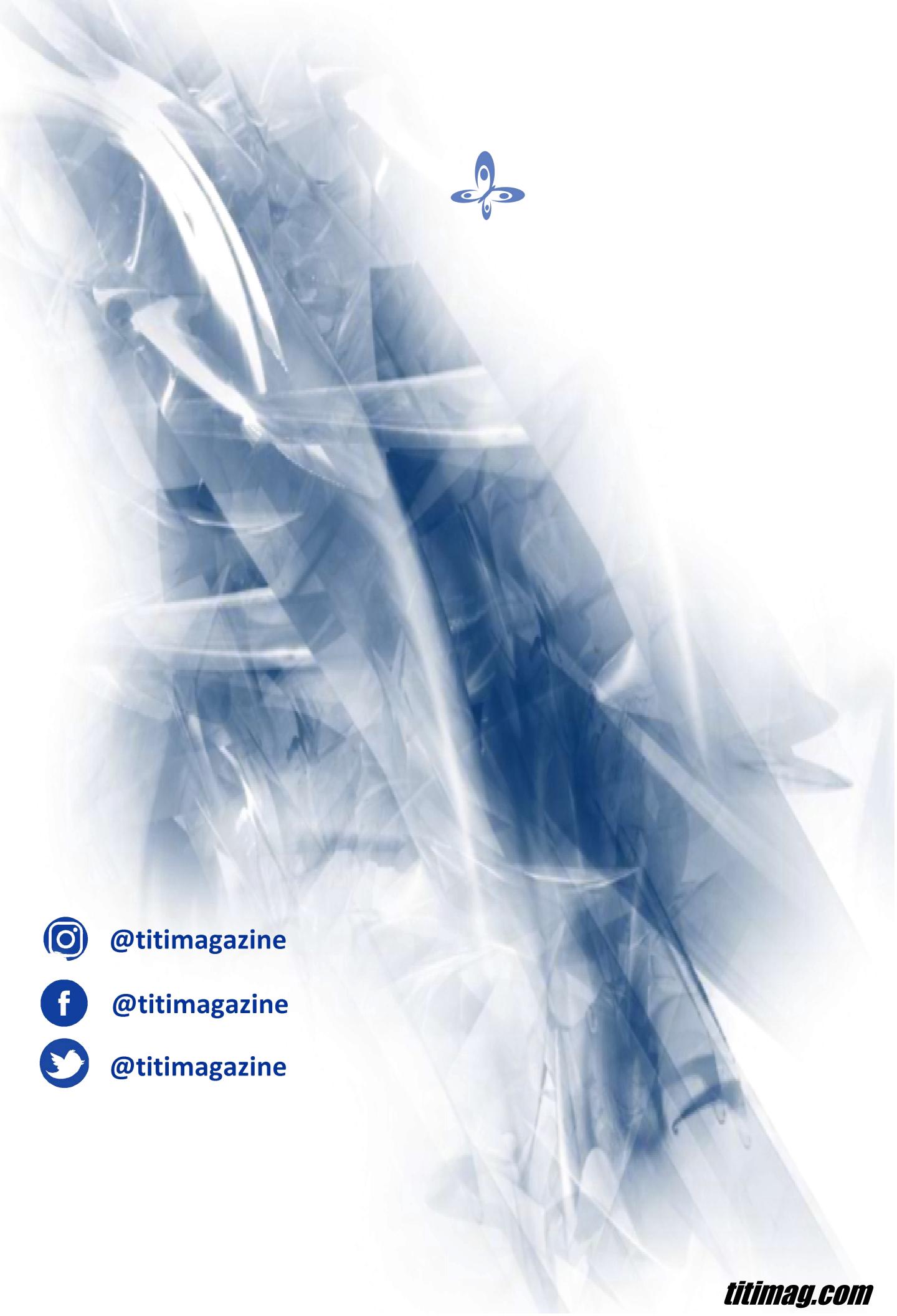






The Glder Scrolls

ONLINE







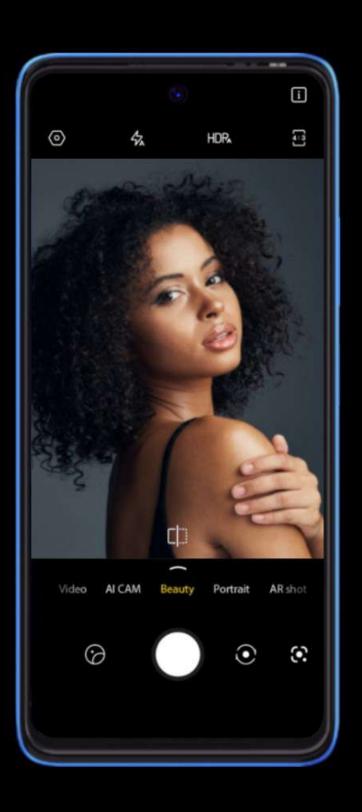
\$205.00



7000mAh Mega Battery I 6.82" HD Display / 90Hz Refresh Rate I 6+128GB Big Memory

Portrait Beauty

Find a more stunning you



Dual speaker AI noise reduction with DTS Stereo Sound Effect

Super sensational sound effects, giving you a more immersive gaming experience.





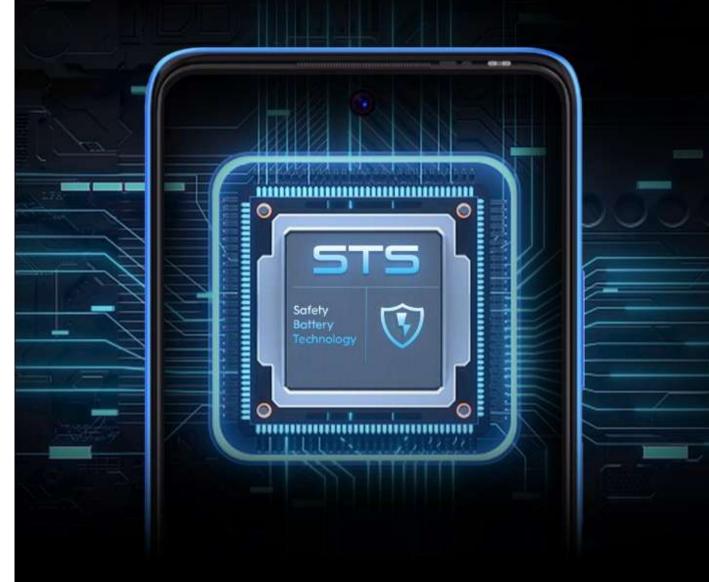


7000mAh Mega Battery

Go boldly to the battle in game, 7000mAh battery provides powerful backup for your continuous battles. Plus 18W Flash Charge, from now on say goodbye to the power shortage

STS Secure Battery Technology

Not only more power, but also more safety. The STS technology coating improves safety by preventing internal short circuits from direct contact between the aluminum foil and the anode.





128+6 GB Stunning Memory Super memory enhances your experience in all

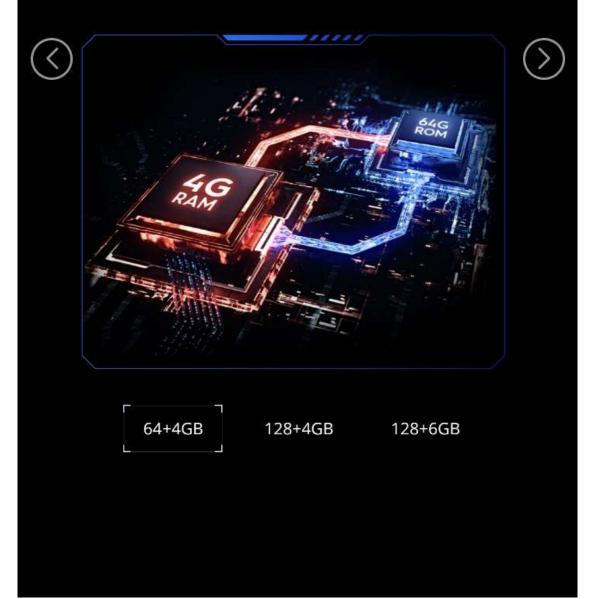
aspects.

Say goodbye to game lag. Say goodbye to poor browsing. Say goodbye to massive video storage...



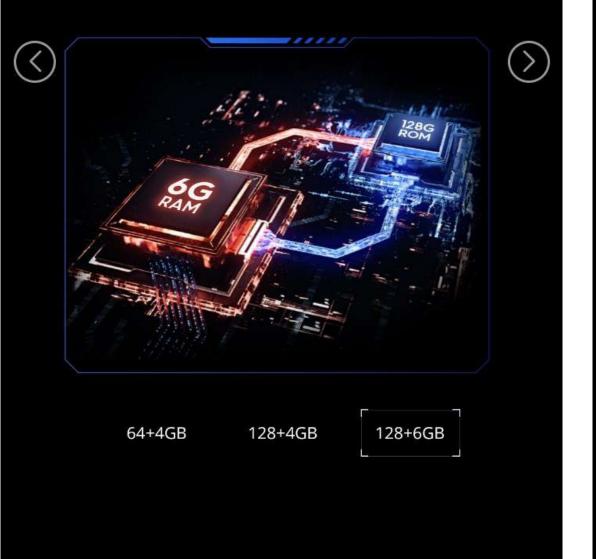
64+4GB

- Expandable RAM up to 7GB *Optional expansion of 1, 2, 3GB, default expansion of 1GB
- Backend cache application increased by 4
- Application startup speed increased by 43% on average



128+6GB

- Expandable RAM up to 11GB *Optional expansion of 2, 3, 5GB, default expansion of 3GB
- Backend cache application increased by 4
- Application startup speed increased by 37% on average



128+4GB

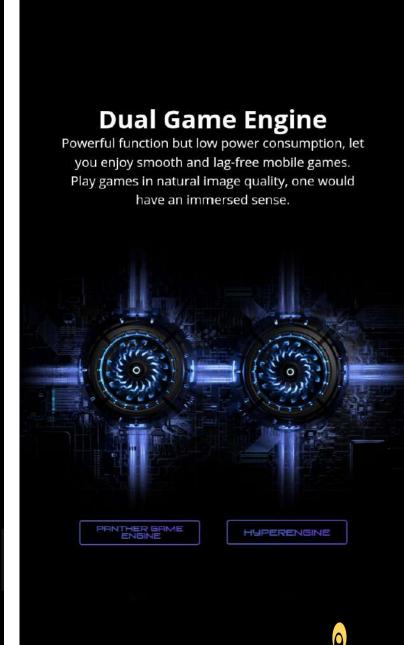
- Expandable RAM up to 7GB

 *Optional expansion of 1, 2, 3GB, default

 expansion of 2GB
- Backend cache application increased by 4
- Application startup speed increased by 43% on average







16MP Clear Main camera

Record the beauty in life



6.82" HD Display with 90Hz Refresh Rate

Significantly upgraded game experience.

Game graphics are smoother, more detailed and immersive.



Game Space 2.0

Cool interface upgrade, a variety of modes
extremely fast switching.

New performance radar chart, performance
improvement is clear.

New health mode, a new way of healthy

New health mode, a new way of healthy entertainment.



Energy Light ID Design

Continuing the ID design of the pova4 series, the texture is stronger and better highlights the hardcore, energy and powerful performance. Show off the cool look of your phone and reveal your personality.









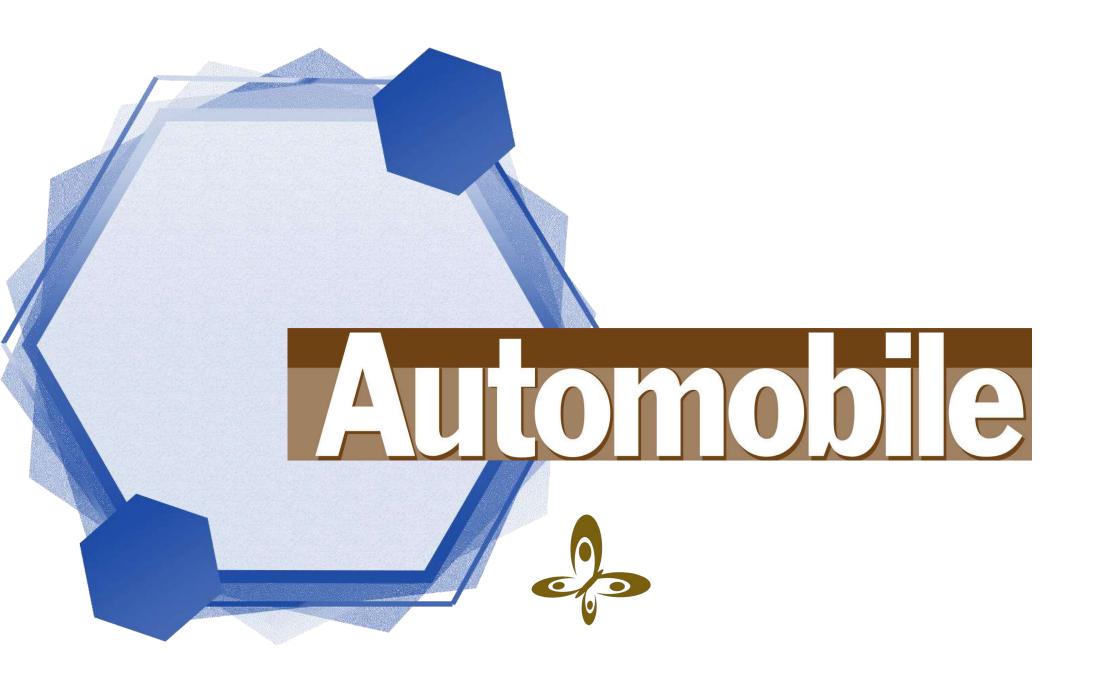
Cyber blue

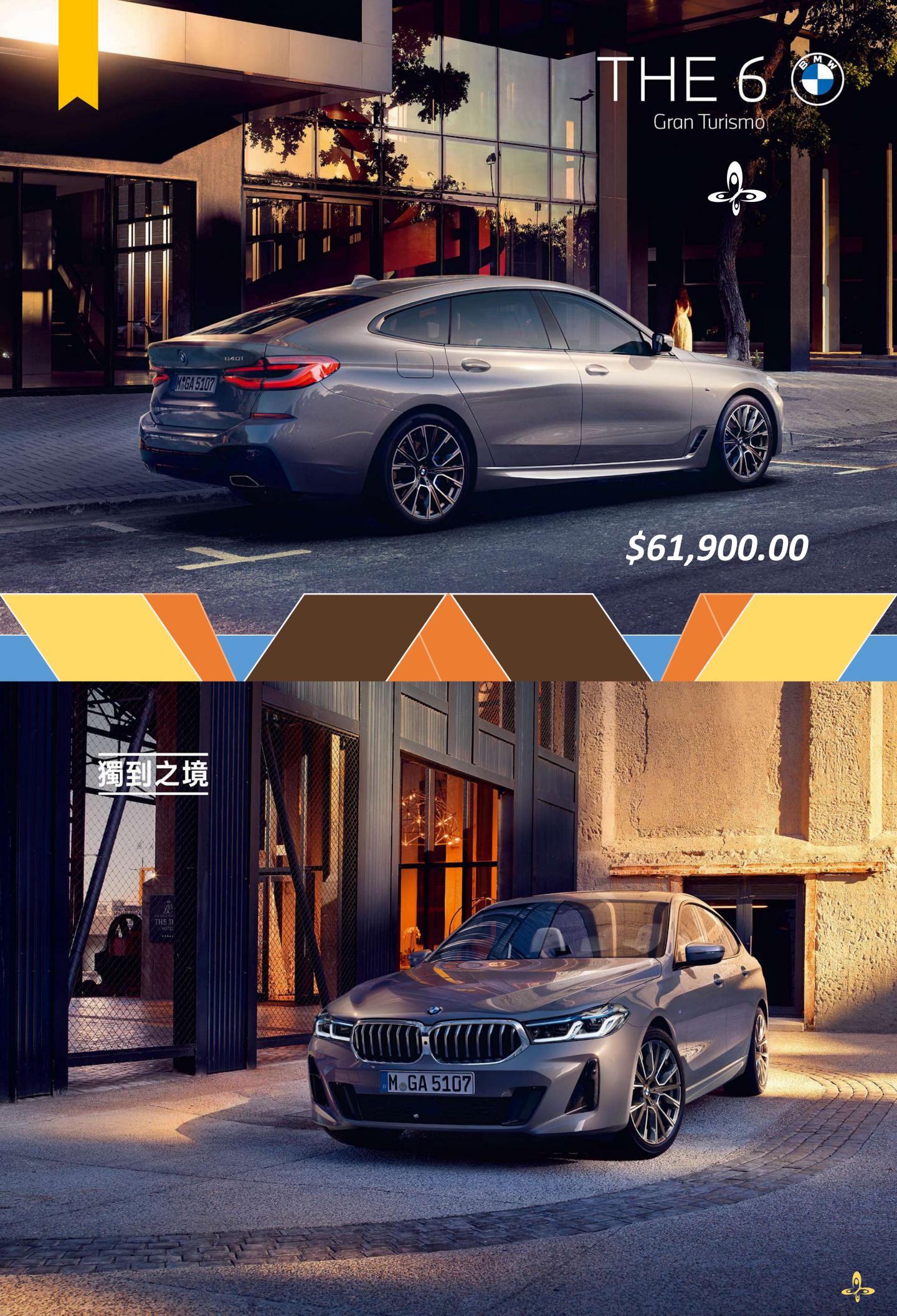
Uranolith Grey

Magma Orange





























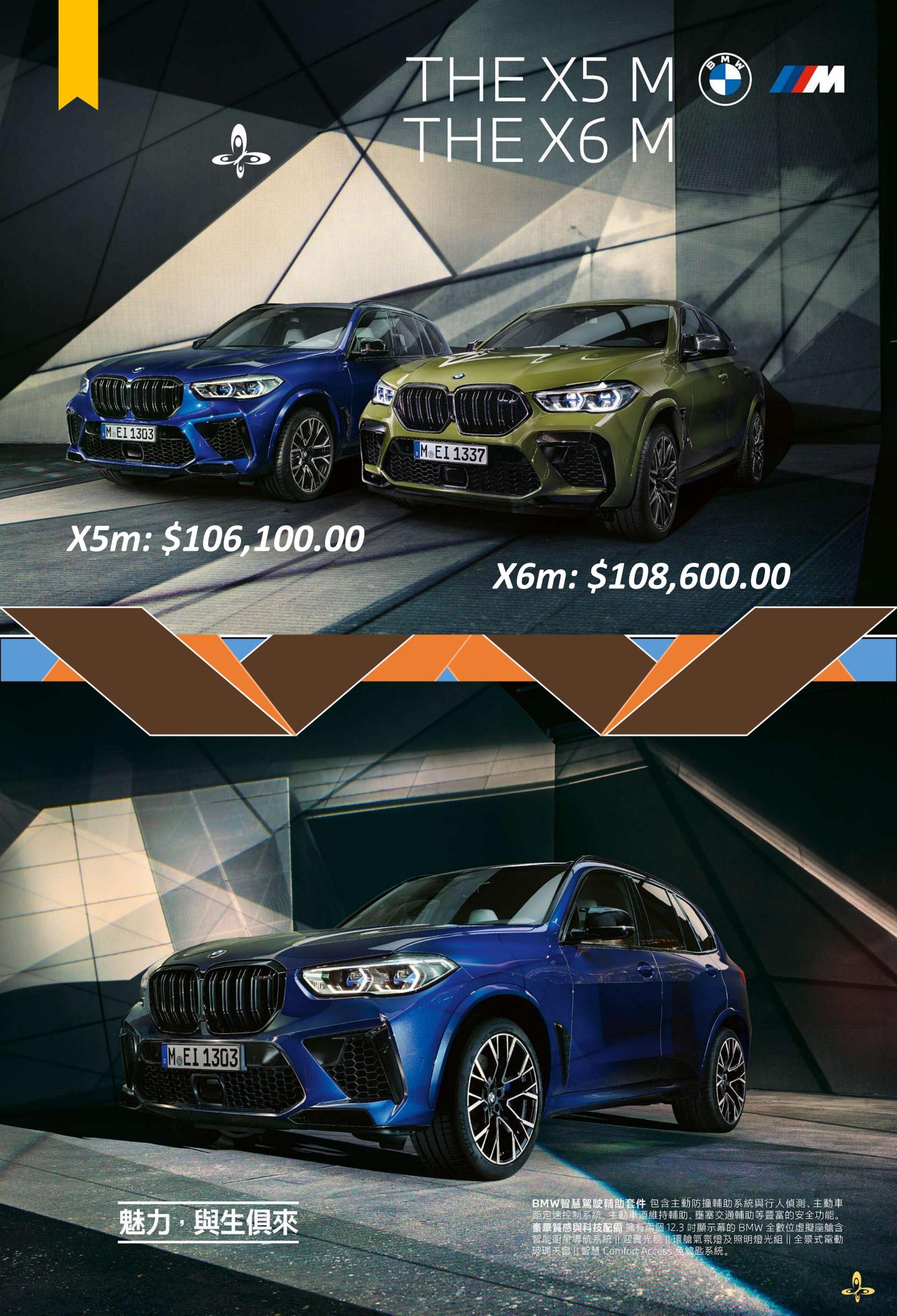














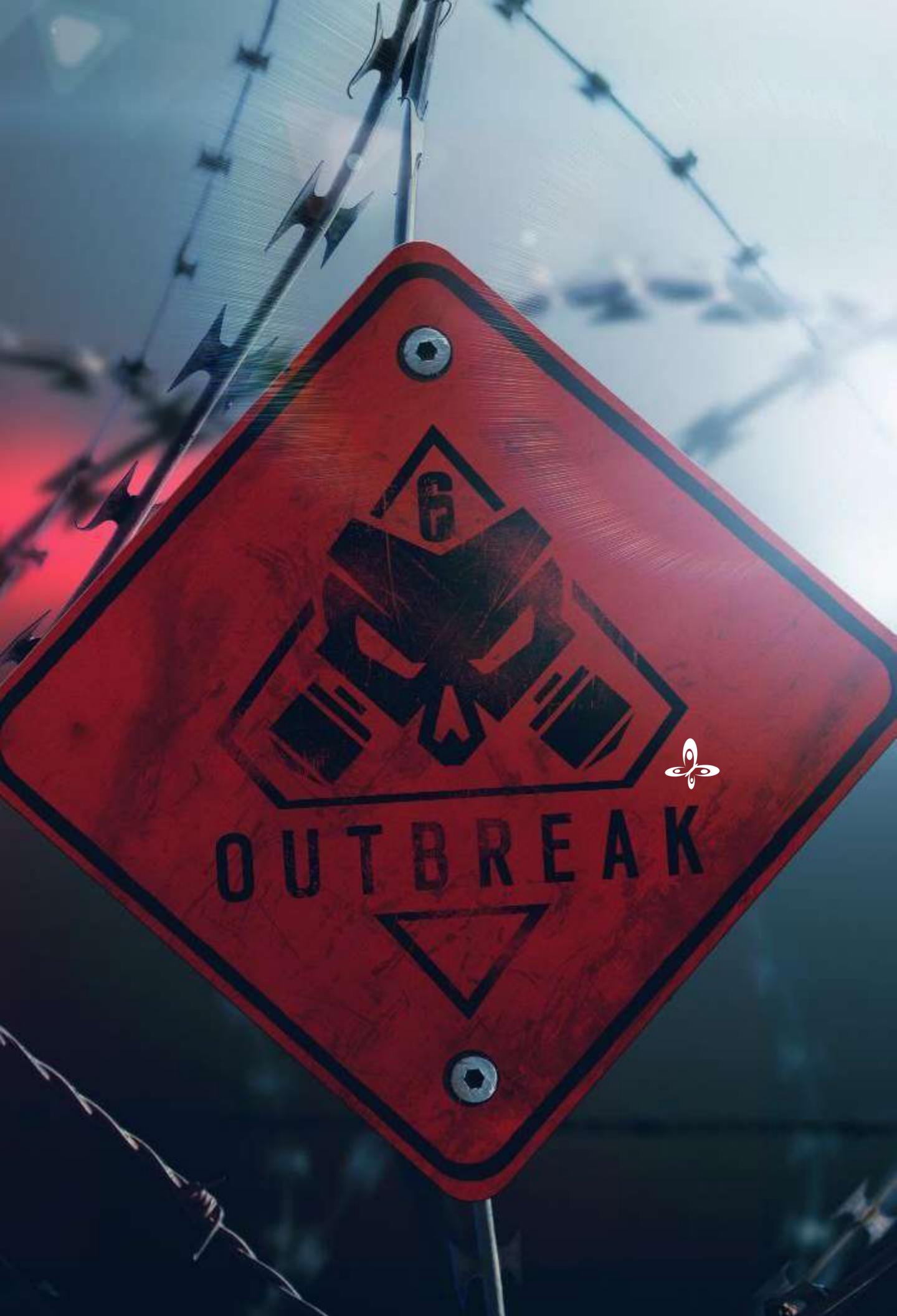
















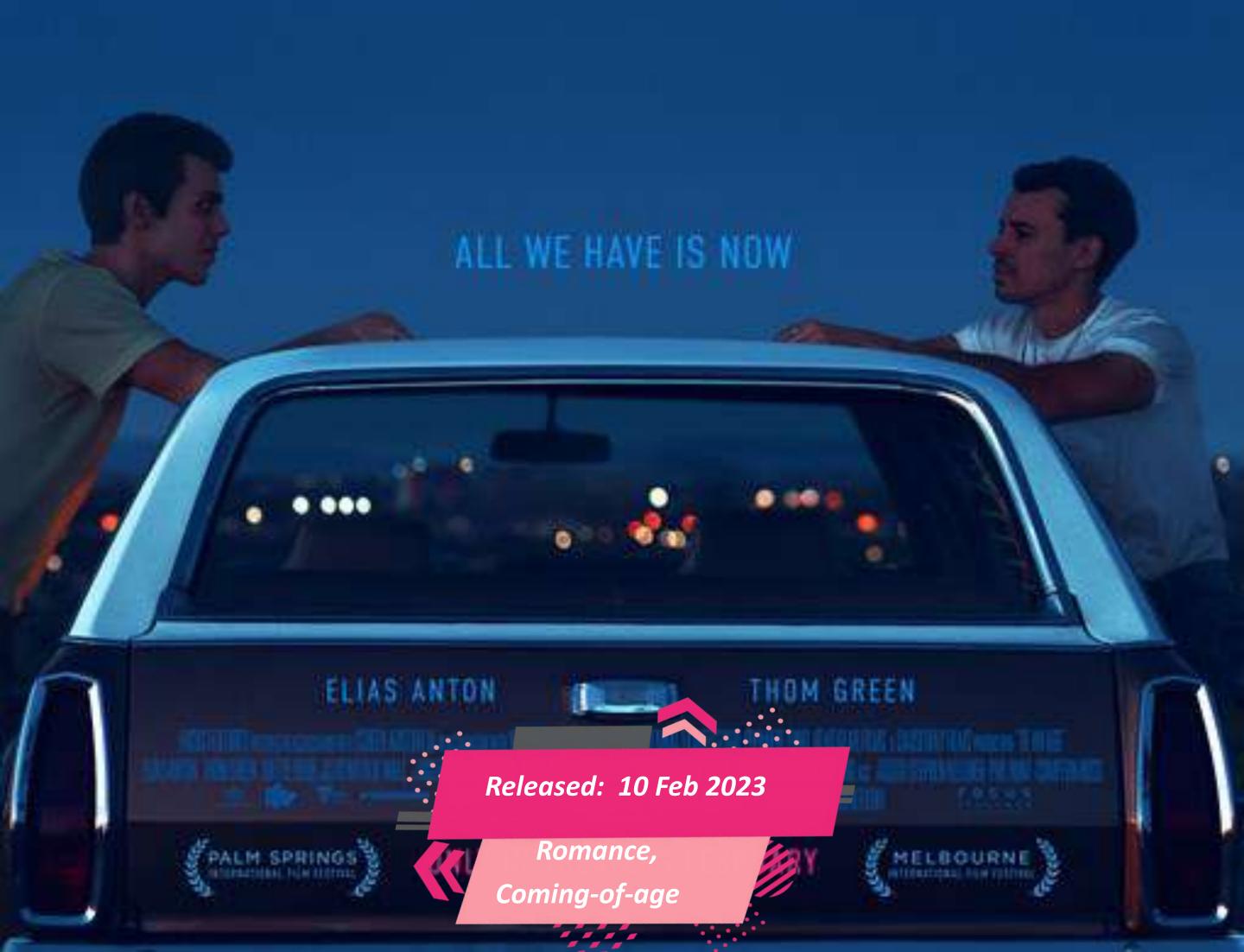
Released: 3 Feb 2023 Suspense, Thriller.

A FILM BY GORAN STOLEVSKI

OF AL

"ONE OF THE MOST ROMANTIC MOVIES I'VE EVER SEEN"

- Formon Hitle

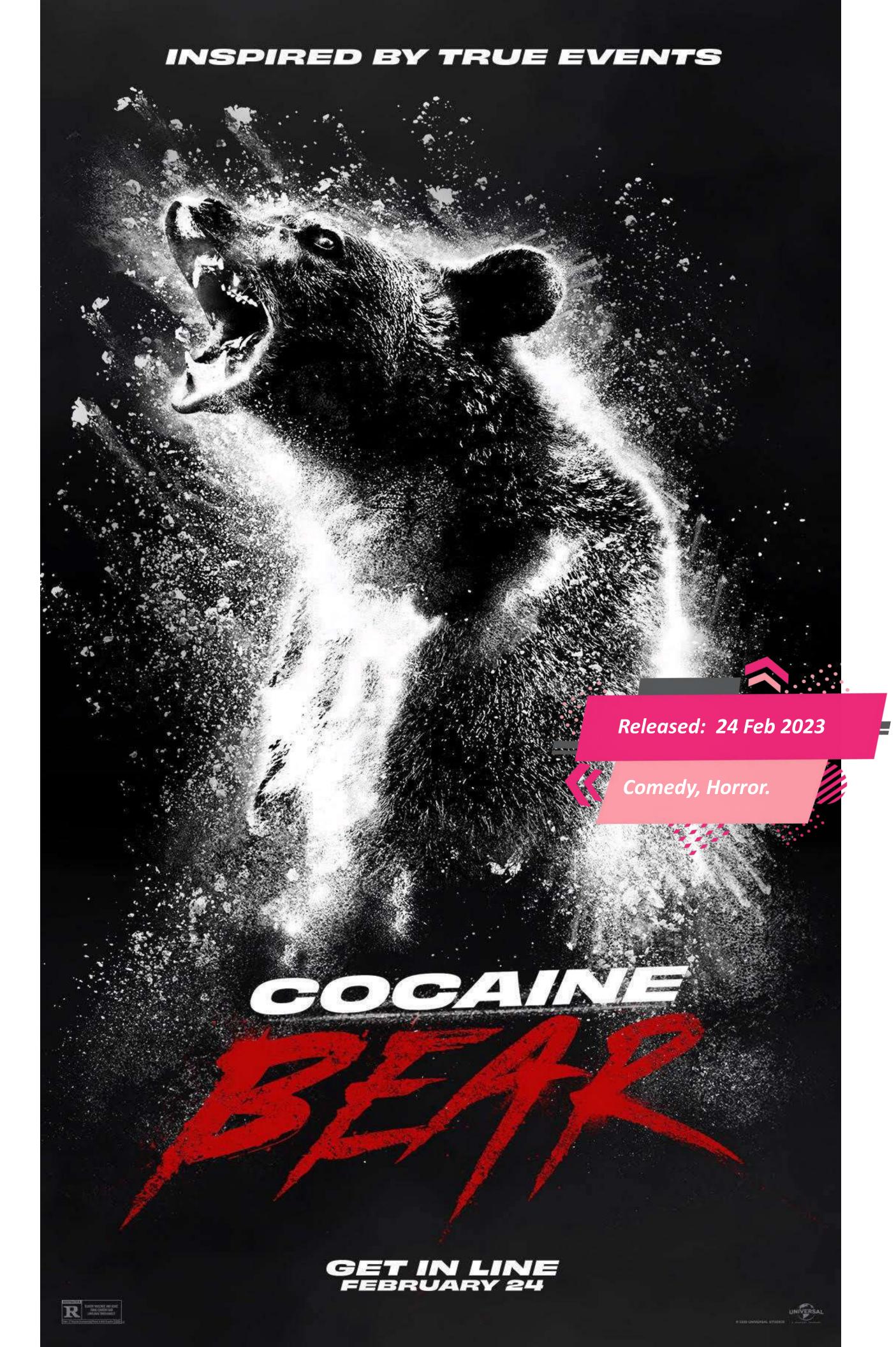


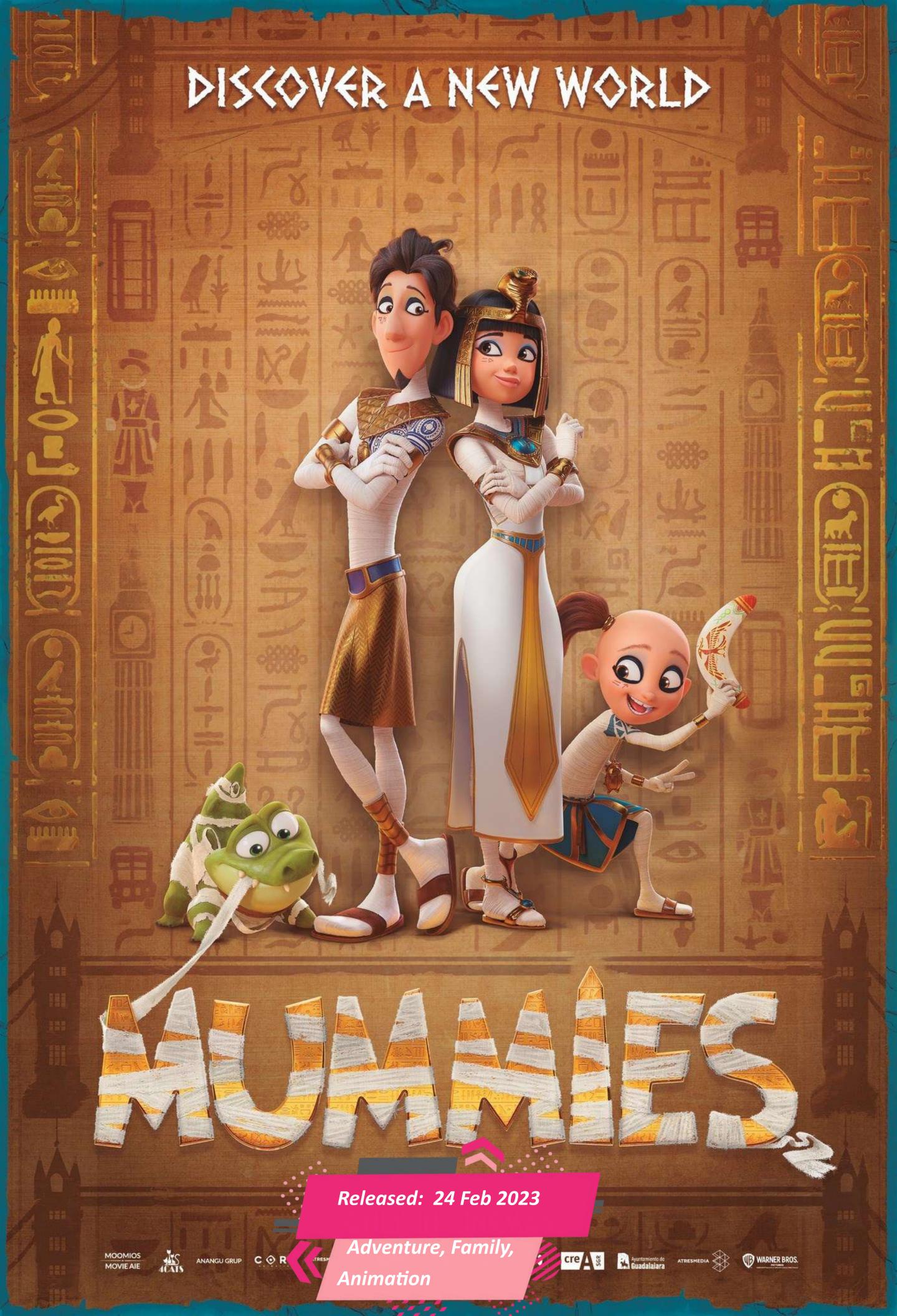
Released: 10 Feb 2023

Comedy, Sequel,, Music

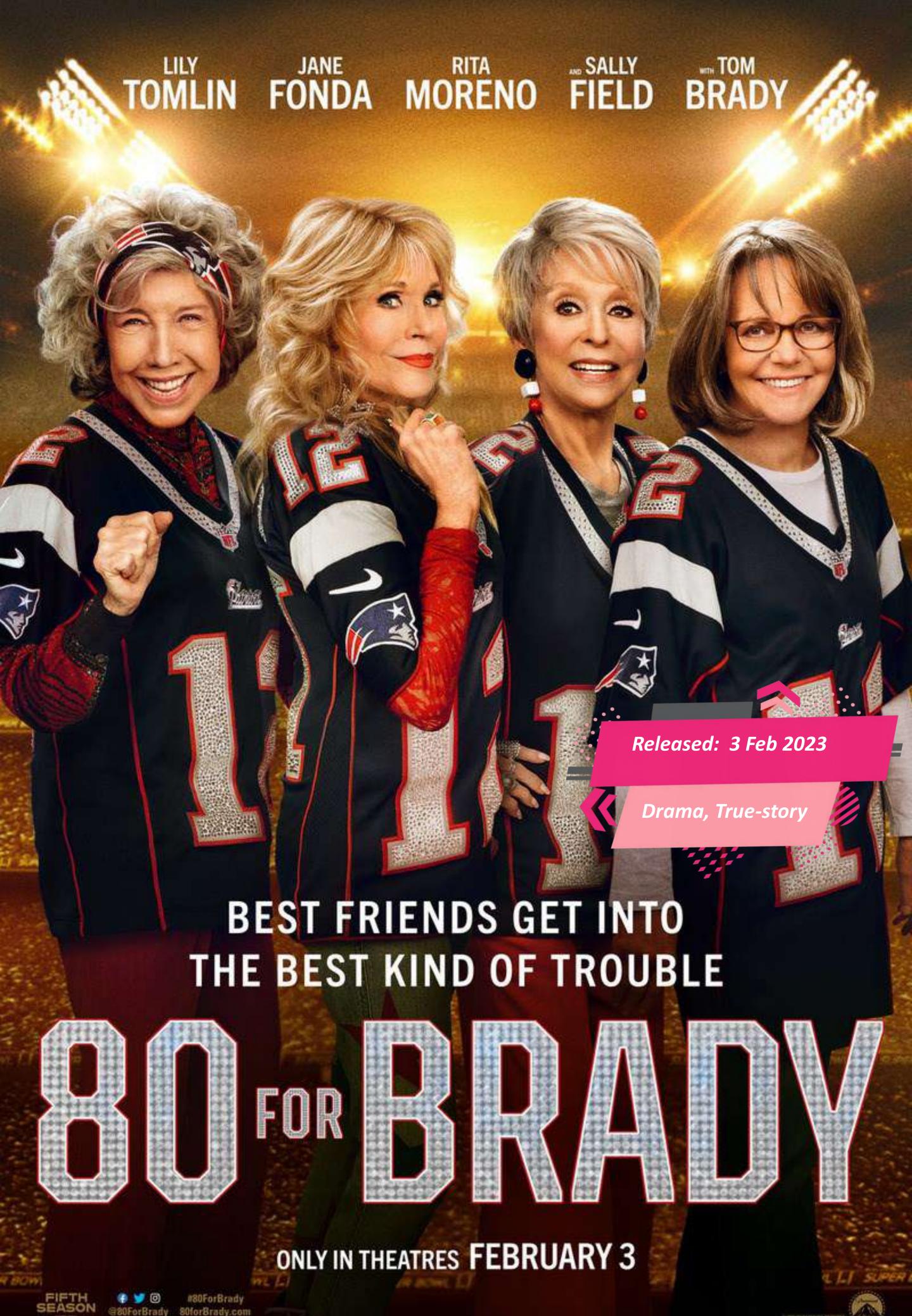
CHANNING TATUM SALMA HAYEK PINAULT

ONLY IN THEATERS VALENTINE'S WEEKEND









THE WOUND IS THE PLACE WHERE THE LIGHT ENTERS YOU



and the six MET SOME

Lamya's Poem

Released: 21 Feb 2023

Animation, Adventure

Released: 7 Feb 2023 Action, Crime, Thriller.

YEAR YEAR

OF THE DOGG

PARADISE VALLEY PICTURES PRESENTS "THE YEAR OF THE DOG" A ROBERT GRABOW FILM

STARBING ROBERT GRABOW MICHAEL SPEARS JON PROUDSTAR ALYSSA GROENIG JEFF MEDLEY AND "CALEB" COMPOSED BY TIM KARPLUS FOR MICHAEL PETERSON & DON ANDREWS

PHOTOGRAPHY GEORGE POTTER PRODUCE ROBERT GRABOW PROUDED HEATHER HANLEY SCREENPLAY ROBERT GRABOW OFFICIAL MICHAEL PETERSON AND ANDY MCGINN

A STORY ABOUT PULLING THROUGH









ADVENTURE OF THE MIND"



GAFFIGAN

SEEHÖRN

KATELYN NACON GABRIEL RUSH MICHAEL IAN BLACK SHALHOUB

LINOLEUM

Released: 24 Feb 2023

Drama, Comedy, Sci-fi.







WRITTEN & DIRECTED BY COLIN WEST

CHARLES OF THE COLUMN TO THE C

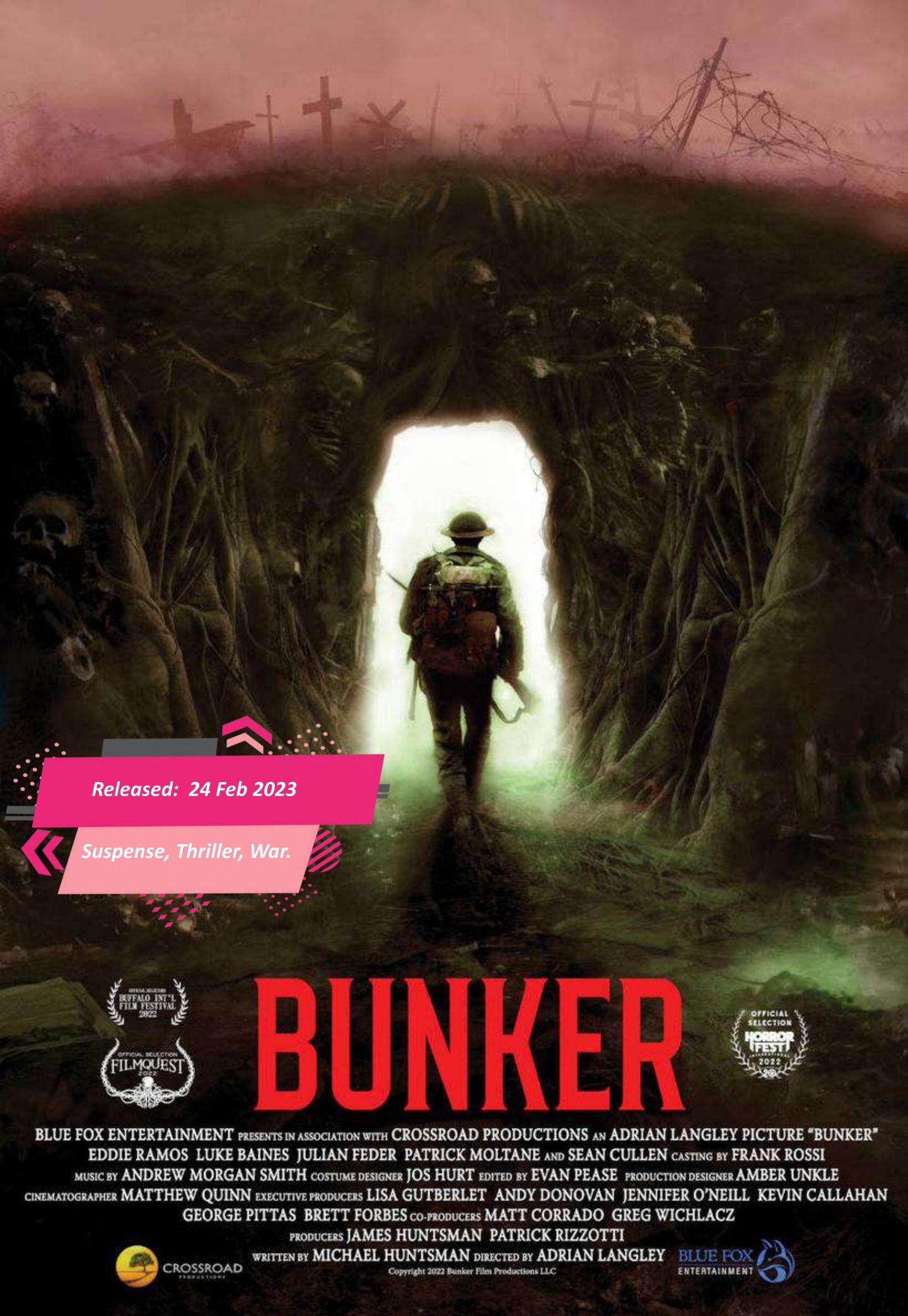
CHIEF CAN PROPERTY OF THE PERSON

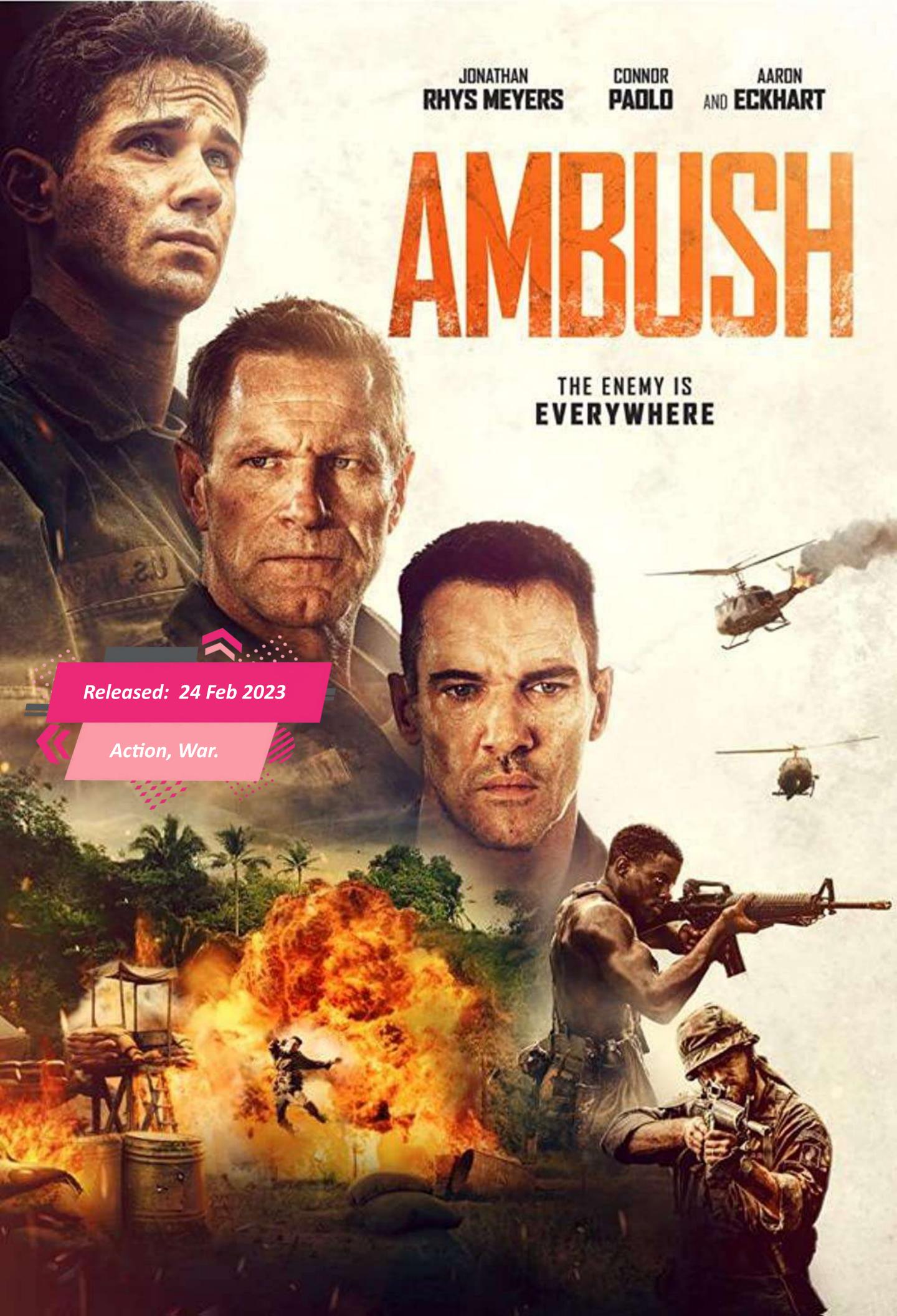


LOUSGATE PRESENTS AK NOOM STORY COMPANY PROUTING THE REPORT OF THE PROPERTY AND CRACE BARROW NO KELSEY GRAMFER AND CHARLES AND









FRANÇOIS CLUZET

JERÉMIE RENIER

BÉRÉNICE BEJO

THE MAN THE BASENT

PHILIPPE LE GUAY

Released: 28 Feb 2023

Drama.

CASPER VAN DIEN

ELYSE DINH VIVIEN NGÔ ALEXANDER

Released: 10 Feb 2023

Horror, Thriller.

WELCOME TO THE FAMILY

المرابعة ال المرابعة المر

YELLOW VEIL



DARKSTAR

WINTE THE POD AND HONEY



WE'LL BE FRIENDS FOREVER, WON'T WE..?
IN CINEMAS FEBRUARY 15

WINNIETHEPOOHBLOODANDHONEY.NL

itn PREMIERE

M®VIE COMPANY

JAGGED EDGE



Drama, Adventure.

HALEY BENNETT

SAM RILEY



A FILM BY JAMIE ADAMS

Released: 3 Feb 2023

Drama, Comedy, Romance.

> LOVE IS TENDER, FUNNY, BEAUTIFUL, UNFAIR, PAINFUL, RECKLESS

> > IN CINEMAS FEBRUARY 3

SIGNATIONE ENTER BAIN MENT SIGNATIONE FILMS NO CAPSTONE PICTURES PRESENT AMANIC ADAMS NOW MALEY BENNETT SAM BILLEY MARISA ABORA ROSSON MARICA MALEMAN CHAIG RUSSELL "SHE IS LOVE" SRIGHAL MICK OF CHRIS STISSIN COSTON

SIGNATURE SIGNATURE FILMS COMMENT GORILLA FILMENT







LUKE HEMSWORTH

RASMUS KING

OCEAN BOY

A FILM BY TYLER ATKINS

Released: 3 Feb 2023

Drama, Romance.

010

