



# ELDEN RING

The Elder Scrolls  
**BLADES**



**UMURANGI**  
GENERATION

NEW  WORLD



**EDITOR**

*Dickson Max Prince*

 @dicksonprincemax

**CONTRIBUTORS**

*\*Anita .W. Dickson*

*\*Efenudu Ejoro*

*Michael*

*\*Bekesu Anthony*

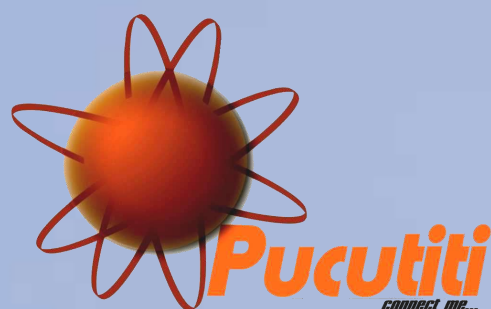
*\*Samuel Obadiah*

*\*Dickson Max Prince*

*\*Ernest .O.*

**PUBLISHERS**

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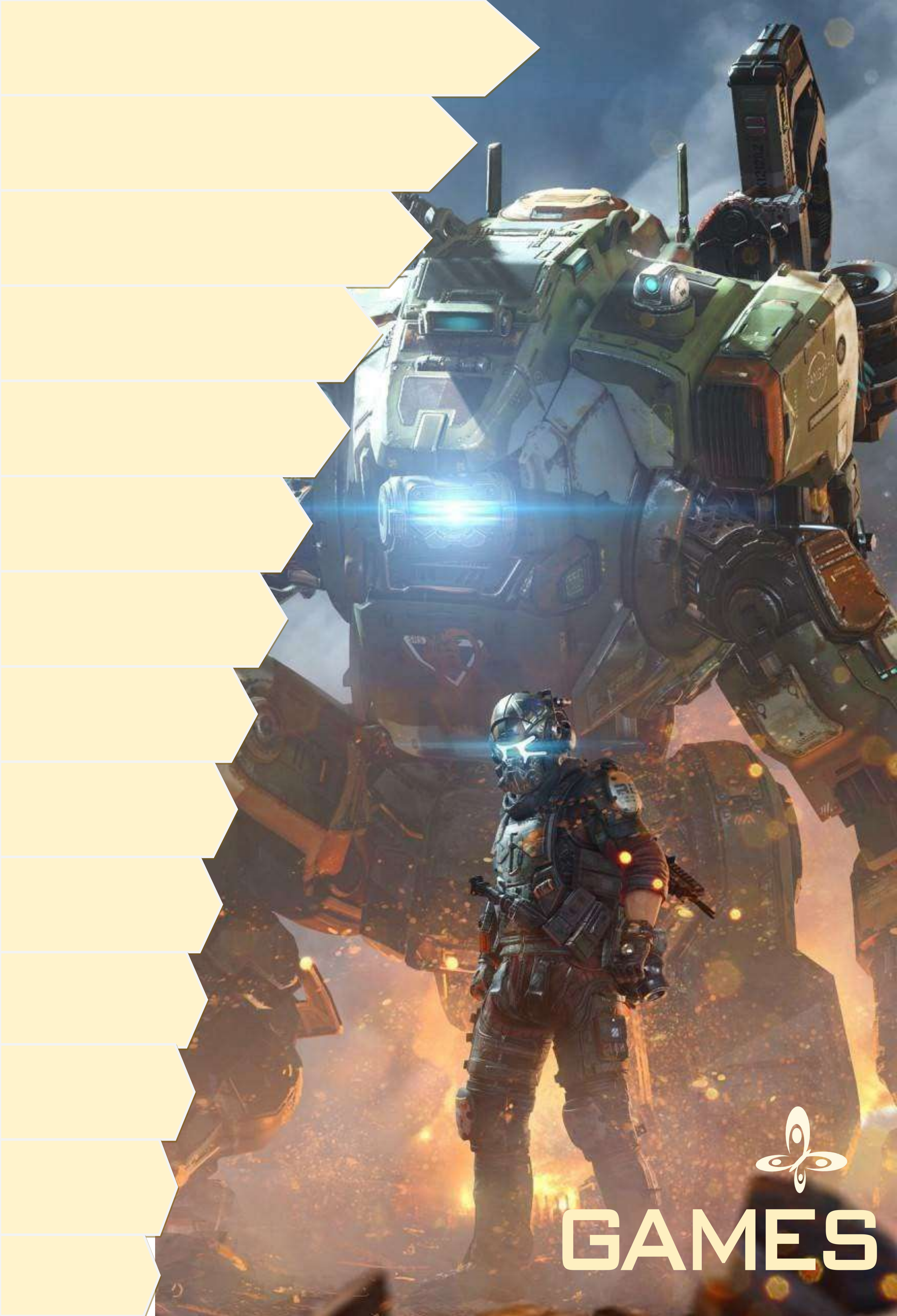
*info@titimag.com*

*+2348134428331*

*+2348089216836*

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GAMES



# The Elder Scrolls: Blades

*The Elder Scrolls: Blades is a free-to-play action role-playing game developed by Bethesda Game Studios and published by Bethesda Softworks. It is a spin-off of The Elder Scrolls series, set following The Elder Scrolls IV: Oblivion and preceding The Elder Scrolls V: Skyrim. Following over a year of early access on Android and iOS devices, the full version of Blades was released for Android, iOS and Nintendo Switch in May 2020.*

## Gameplay

*The Elder Scrolls: Blades is an action role-playing game played from a first-person perspective. The game was designed specifically for mobile devices and features nearly-unavoidable one-on-one combat, which is engaged by tapping, swiping, or using virtual dual-stick controls via touch screen. Unlike the majority of the installments in the series, which are primarily built on open-world and world map features, the game's overall design is linear, due to the challenges and limitations of mobile devices. Another distinction is that the abilities of sneaking around non-playable characters, moving corpses, and hiding/storing/stealing items were not included in the game. Combat includes using melee weapons, magic spells, and ranged attacks. Regarding the use of magic, the player can only equip up to three different magic spells to use during combat. The game features dungeons that are both hand-crafted by designers and procedurally generated. Players can customize and level up their characters to enhance their abilities.*

*Blades features three main game modes: Abyss, Arena, and Town. Abyss offers a roguelike experience in which the player must attempt to get as far as possible in an endless dungeon. Despite not being connected to the game's story, the endless dungeon is ideal to gain experience and strength for the player. Arena is a player versus player multiplayer mode in which two players battle against each other. Town is the game's main mode, which is a hub area where the player can receive quests and meet non-player characters (NPCs) to progress the story. The player's hub town initially starts destroyed and they are tasked with rebuilding and upgrading it, which consequently unlocks more quests and NPCs. Players can visit their friends' hub towns.*

*On mobile devices, the game can be played in either landscape or portrait mode.*

## Synopsis

*The story takes place within the fantasy universe of The Elder Scrolls, during the Fourth Era, and sometime after the Great War. The player's character is a surviving former member of the Blades, an elite legendary group of spies and bodyguards who long-served and protected the Empire of Tamriel for many generations. Despite their heroic and legendary feats, the Blades have been outlawed, disbanded, slaughtered, and forced into exile as result of the Great War. Being hunted down by the Thalmor Altmer, the player seeks refuge in their hometown, only to find it indirectly destroyed by a group of mercenaries who were hired by the Bloodfall Queen, Urzoga gra-Batul the Orsimer. Being sent by the Queen to collect taxes, one of the mercenaries destroyed a legendary Ayleid statue, which concealed a tunnel leading to a crypt under the town. Buried in the crypt was an Ayleid Sorcerer-King by the name of Celemaril Light-Bringer a necromancer who once ruled the lands of Tamriel in the First Era. Being unleashed from the tomb, the now undead Sorcerer-King wreaked destruction on the town and caused the land to become ravaged by undead skeletons, spiders, skeevers (large, ratlike rodents), goblins, trolls, and wights. The player must brave through perilous dungeons, castles, ruins, caves, forts, and forests to rescue missing villagers, assist in rebuilding the town, seek out the mercenaries, and inquire more knowledge about the Sorcerer-King. The player must also seek out the Bloodfall Queen, reunite with their former mentor, Henrik Seven-Swords the Nord human, and be wary of the Thalmor agents.*









**Developer:** Bethesda Game Studios  
**Publisher:** Bethesda Softworks  
**Producer:** Veronique Bruneau  
**Designer:** Jonathan Cournoyer  
**Composer:** Inon Zur  
**Series:** The Elder Scrolls  
**Platforms:** Android, iOS, Nintendo Switch  
**Release:** Android, iOS —May 12, 2020  
Nintendo Switch —May 14, 2020  
**Genre:** Action role-playing  
**Mode:** Single-player, multiplayer  
**TiTi Rating:** 7/10



The Elder Scrolls®

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BLADES









Tracking down the Bloodfall Queen, the player learns that she is at odds with the Greencap Bandits.

## Development and release

*The Elder Scrolls: Blades* was developed by Bethesda Game Studios and published by Bethesda Softworks. The game was announced by Todd Howard during Bethesda's showcase at E3 2018 and was playable on the showfloor at the expo. *Blades* was released for Android and iOS devices as a free-to-play game on March 27 2019. Howard anticipated that *Blades* would be released on consoles and PCs in the future, along with supporting virtual reality.

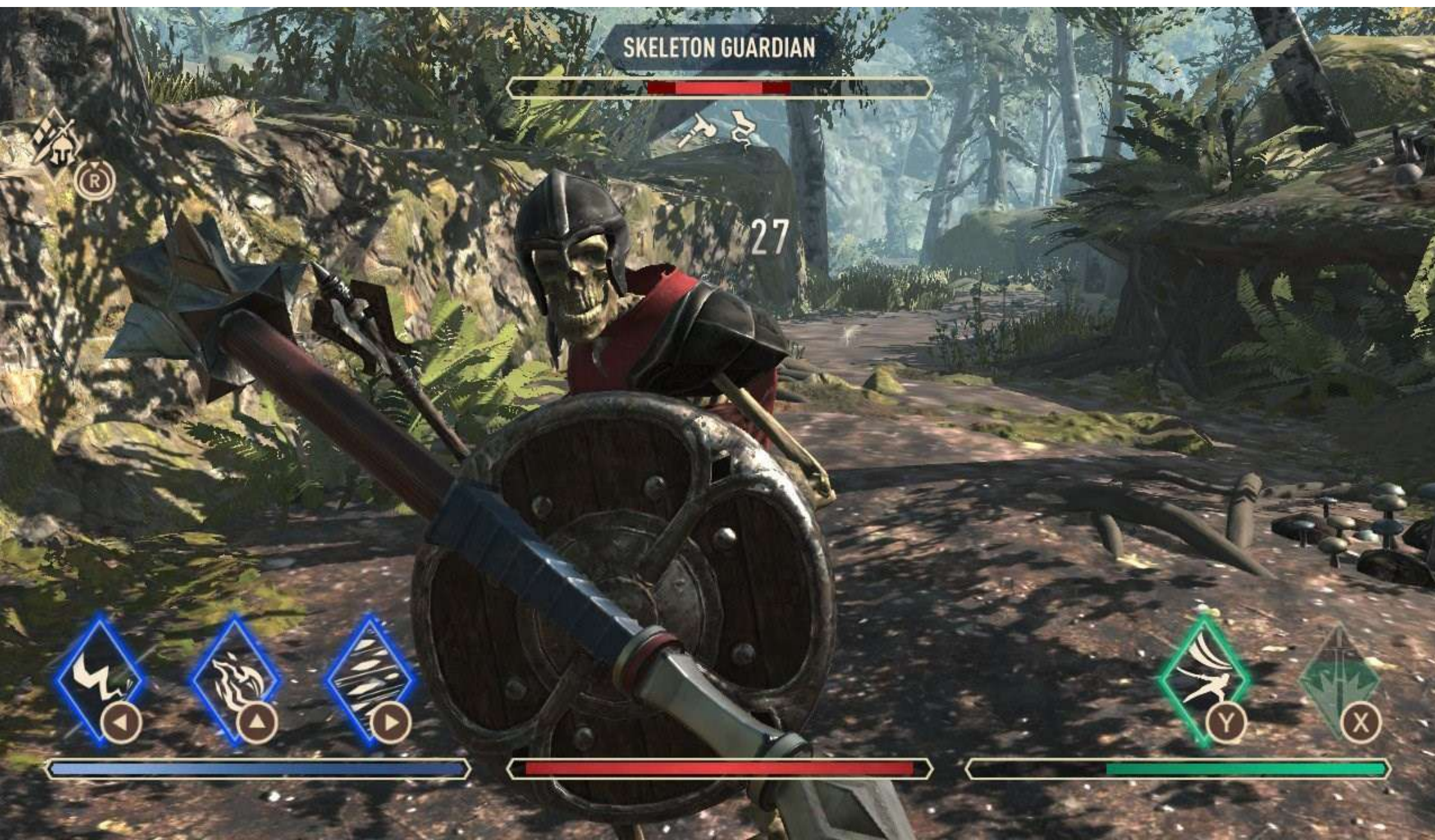
On March 1, 2019, Bethesda announced that they would be running an iOS-only closed beta for the game (with testers during that period kept under a non-disclosure agreement), prior to an early access release for both iOS and Android.[6] On March 27, 2019, that early access process began, when the release date for the iOS App Store version was brought forward to the following day (March 28, 2019), to coincide with celebrations for the 25th anniversary of *The Elder Scrolls* series. The Android version of the app was also made available from Google Play on that same release date. The store entries for the game state that it "will launch as early access", and players "must receive an invite to play the game" during that time. Bethesda confirmed that they were emailing invites to players in "waves".

Following this invite-only period, on April 5, 2019, the early access version was made available to all players who are registered with Bethesda. The company stated on Twitter that "The gates to *The Elder Scrolls: Blades* are opening further. Excited to say that anyone with a Bethesda net account can now play." This message also included an acknowledgement of the feedback received from players to-date, and announcing forthcoming balance changes for the 'silver chest' in-game reward. This item had received negative responses from some players upon discovery that they required three real-time hours to open (without options available to open other chests in parallel or discard previous chests for a better one), thereby stalling gameplay. In response to players' complaints, Bethesda reduced the time to open Silver chests to an hour and reduced the cost of opening it instantly from 36 to 12 gems.

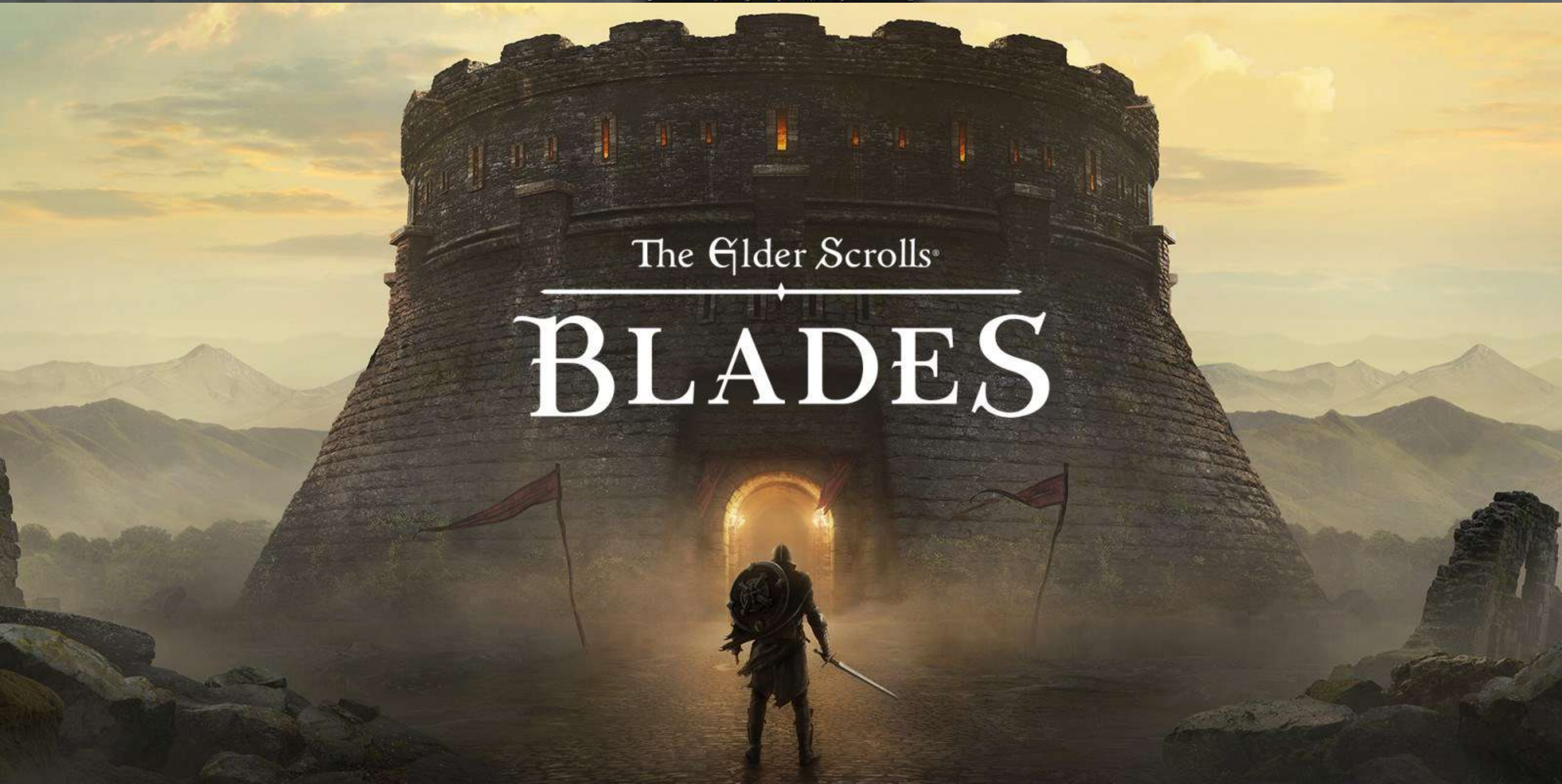
On May 2, 2019, the early access release was broadened further to include all iOS and Android players, when Bethesda updated the game to no longer require a Bethesda net account.

On May 17, 2019, further planned changes to the game were announced, including adjustments to equipment repair costs, and difficulty balance changes. During the same announcement, Bethesda also confirmed a forthcoming "big" update, which would include other player-requested features, such as jewelry and new story content. This version 1.1 update was released on June 9, 2019, also adding dialog for NPCs and support for player levels beyond 50.

On May 12, 2020 (over a year since early access began), the game left early access as part of the version 1.7 update. This update also included a set of in-game rewards for players who had been part of the early access period. The Nintendo Switch version of the game was then released on May 14, 2020.













# New World

*New World is a massively multiplayer online role-playing game (MMORPG) developed by Amazon Games Orange County and published by Amazon Games released on September 28, 2021. The game was previously scheduled to release in May 2020 and subsequently August 2021, but was delayed to its current date. Set in the mid-seventeenth century, players colonize a fictional land modeled after the Americas.*

*Unlike other MMORPGs, New World employs a buy-to-play business model instead of subscription. The game offers microtransactions in the form of skins.*

## Gameplay

*The players may form groups of up to five members, join one of three factions (Marauders, Syndicate, or Covenant), use node resources, craft items, gain control over settlements, quest, explore the world, or fight other players or monsters.*

*The gameplay involves no auto-locked targeting attacks and, therefore, a steady hand at aiming is required. With each level, the hostile mobs are programmed with increasingly complex and strong sequences of attacking behavior skill sets that will require the player to counter using their mana, stamina, and health with timed attacks, dodges, weapon blocks, retreats, or crawling stealth. The weapon skill tree choices are currently for bow, hammer, hatchet, fire staff, life staff, musket, spear, sword/shield, and ice gauntlet.*

*The character levels up personal attribute skills. Diminishing returns scale as an attribute's skill level increases. The player's character also levels up weapon and trade skills. The trade skills are divided into the three categories of "crafting" (weaponsmithing, armoring, engineering, jewelcrafting, arcana, cooking, and furnishing), "refining" (smelting, woodworking, leatherworking, weaving, and stonecutting), and "gathering" (logging, mining, harvesting, and tracking and skinning). There is also a "camping" skill (wilderness survival).*

*Three quick travel methods exist and, although no fast speed mounts are available, there is a set of skills for intermittent forward speed boosts. The player may dodge or climb most environmental objects or use the life staff to cross large aerial spaces.*

*The economy centers around gold coins. The player can dispose of unwanted items through a trader between players in exchange for gold coins, they can "salvage" (dismantle) the items for resources, they can discard the item on to the unsecured ground, or they can make a direct transfer to another player. Characters that die do not drop items, but with each combat encounter, use, or death, the player's items undergo damage. This damage can be repaired with repair items and gold coins.*

*The player may purchase personal housing and erect furnishings to achieve aesthetic and utility bonuses, as well as obtain a means for fast traveling to the settlement site.*

*The game mechanics offer PvP combat with and without questing. Before leaving a safe-zone settlement, players have the option whether to set the "flagged-state", which activates after leaving the settlement and then a cooldown period.*









*Developers:* Amazon Games, Orange County

*Publisher:* Amazon Games

*Composers:* Ramin Djawadi, Brandon Campbell

*Engine:* Amazon Lumberyard

*Platform:* Microsoft Windows

*Release:* September 28, 2021

*Genre:* MMORPG

*Mode:* Multiplayer

*TiTi Rating:* 6/10

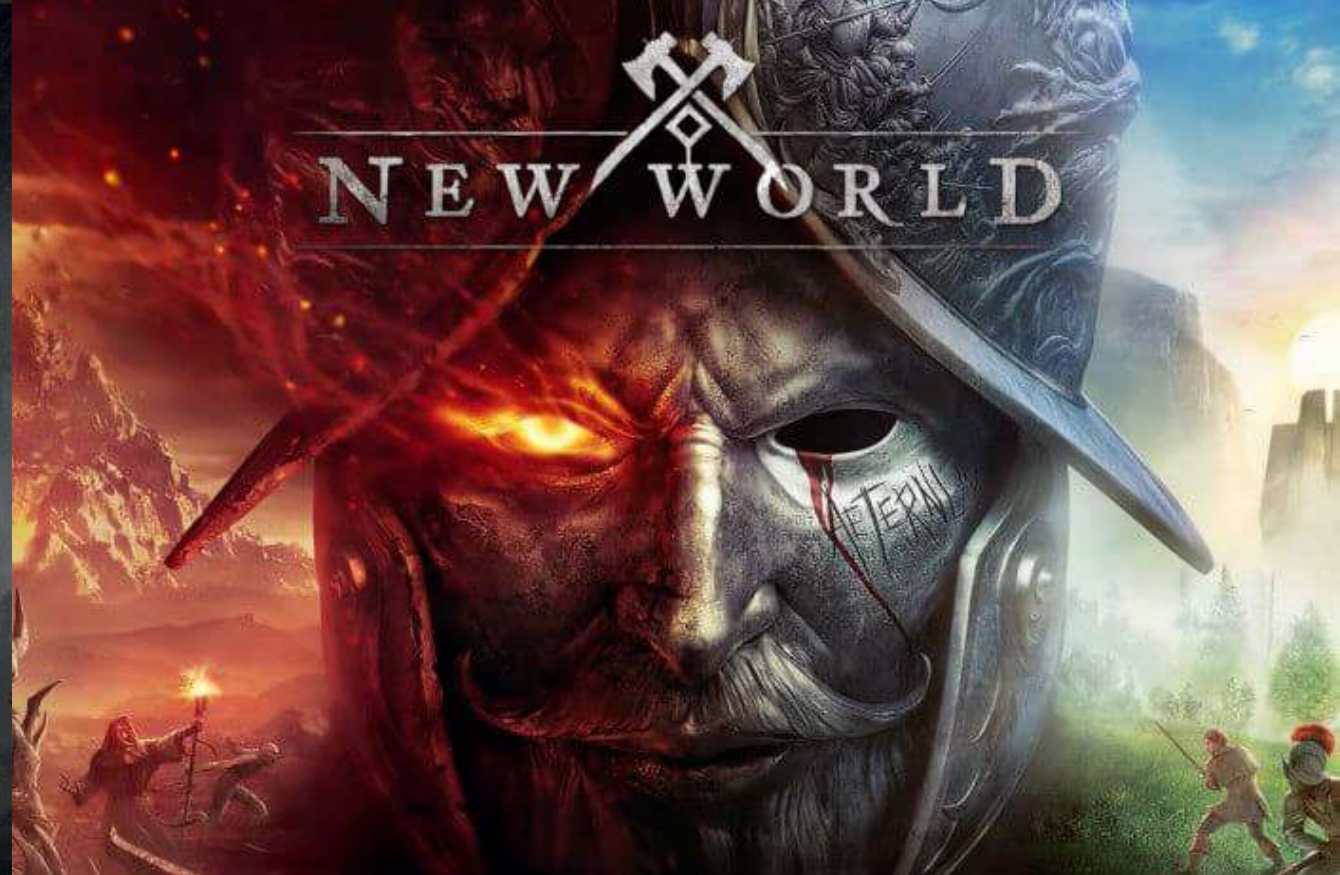


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# NEW WORLD

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The game is set on a fictional island in the Atlantic Ocean known as Aeternum Island.

## Development

*New World* was first revealed in September 2016 at TwitchCon. Amazon Game Studios announced they would be working on their first three PC games: *Breakaway*, *Crucible* and *New World*. In March 2018, *Breakaway* was cancelled, leaving the teams to focus on the other two titles, and on October 9, 2020, Relentless Studios announced the cancellation of *Crucible*, citing the inability to see a sustained future as the reason for cancellation. The studio shifted to aid development of *New World* instead. On February 16, 2021, it was announced that the game is set to release on August 31, 2021.

On July 20, the game was launched as a closed beta. The following day, it was reported that many high-end Nvidia RTX 3090 graphics cards manufactured by EVGA were bricked while running the game. It was theorized that the absence of an FPS limit for menu screens in the game caused the GPUs to render more than 9000 frames per second at full load (while most gaming computers run at below 240 frames per second), while fail-safes in the cards failed to prevent damage. In response, Amazon said that it would implement an FPS limit in the menu screens, while maintaining that the game itself had not damaged the cards. Jason Langevin, a tech YouTuber (popularly known as JayzTwoCents) who first reported the issue, reported that other GPUs including the RTX 3080 Ti and various AMD GPUs were affected, and also reported that EVGA would replace all RTX 3090 GPUs bricked by the game at no cost. Langevin also investigated further by running an EVGA RTX 3090 and an MSi RTX 3090 and found that while the MSi GPU did not cross its rated power limit, the EVGA GPU went 20% above the limit.

On August 4, it was announced that the game would be further delayed to September 28, 2021, to allow for additional development based on beta testing feedback. The final open beta period would begin on September 9 and continue until September 12.

## Release

On September 28, 2021, Amazon Game Studios released and published *New World* globally. Five server regions were available on launch: Australia, East Coast of the United States, Europe, South America, and West Coast of the United States. The availability of these regions were staggered, with all becoming playable at 8:00 a.m. local time with the exception of Australia, which became available at 9:00 p.m. AEST to account for the large time zone difference. On the day of the game's release, Steam recorded over 700,000 concurrent players. This proved difficult for the *New World* servers to handle, with many players reporting extensive queue times, with *New World*'s most popular servers occasionally reaching the 25,000-person limit. This was caused by the limited capacity in each server, which only allowed 2000 players to be connected simultaneously. Amazon responded to this problem by introducing additional servers in all regions within two days of the game's release and explaining that they were undergoing tests to increase the cap from 2000. They also announced that players would be able to transfer their characters between servers for free, enabling people to begin playing on low populated servers without the risk of not being able to play on higher density servers, or with friends, later on. This assisted in alleviating the worst of the queue times, but players continued to express disapproval as PC Gamer described the problem as "far from solved".









# Elden Ring

*Elden Ring is an upcoming action role-playing game developed by FromSoftware and published by Bandai Namco Entertainment. The game is a collaborative effort between game director Hidetaka Miyazaki and fantasy novelist George R. R. Martin, and is scheduled to be released for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S on February 25, 2022.*

## Premise

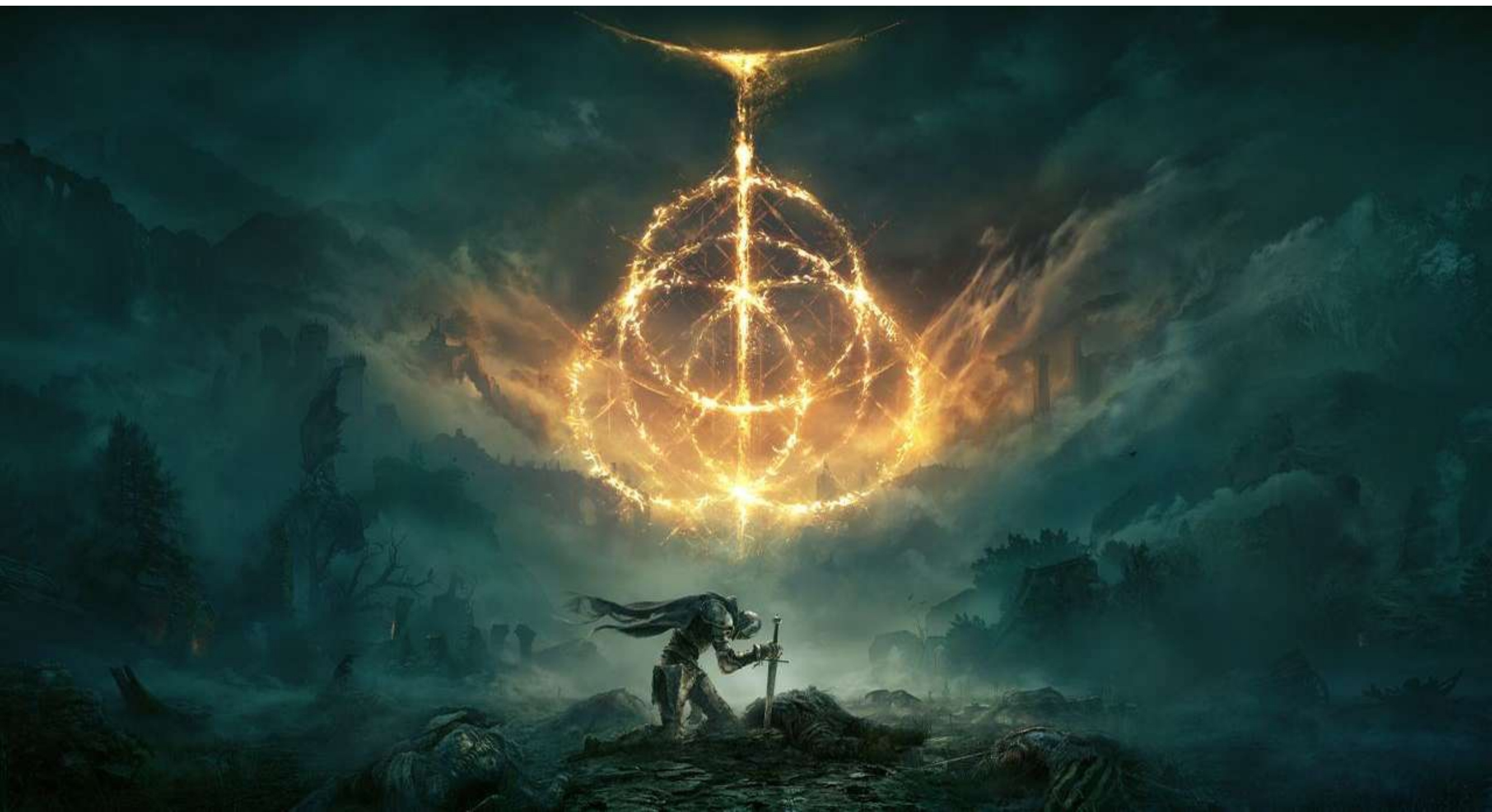
*Elden Ring takes place in the realm of the Lands Between, sometime after the destruction of the titular Elden Ring and the scattering of its shards, the Great Runes. Once graced by the Ring and the Erdtree which symbolizes its presence, the realm is now ruled over by the demigod offspring of Queen Marika the Eternal, each possessing a shard of the Ring that corrupts and taints them with power. As a Tarnished—exiles from the Lands Between who lost the Ring's grace—summoned back after the Shattering, players must traverse the realm to ultimately find all the Great Runes, restore the Elden Ring, and become the Elden Lord.*

## Gameplay

*Elden Ring is an action role-playing game played in a third-person perspective and features elements similar to those found in its predecessors, the Souls series as well as Bloodborne and Sekiro: Shadows Die Twice, with gameplay focusing on combat and exploration. Director Hidetaka Miyazaki explained that players start with a linear opening but will eventually progress to freely explore the Lands Between, including its six main areas, as well as castles, fortresses, and catacombs scattered throughout the vast open-world map. These main areas are interconnected through a central hub that players can access later in the game's progression—similar to Firelink Shrine from Dark Souls—and will be explorable using the character's mount as the main mode of transport, although a fast travel system will be an available option. Throughout the game, players will encounter non-player characters (NPCs) and enemies alike, including the demigods who rule each main area and will serve as the game's main bosses.*

*Combat in Elden Ring relies heavily on character-building elements found in previous Souls games and related intellectual properties, such as calculated & close-ranged melee-based combat with the use of skills, magic abilities, as well as blocking and dodging mechanics. Elden Ring will introduce mounted combat and a stealth system, the latter being a core gameplay element from their previous game Sekiro: Shadows Die Twice; these features are expected to encourage players in strategizing their combat approach with each unique enemy they encounter. The game will make use of a player character stamina bar after being absent from Sekiro, although its overall influence over combat was reduced compared to previous titles that utilized it. Unlike in Sekiro, resurrection mechanics after in-game death won't be available, however some elements were added to ensure players' progression within the game.*

*Miyazaki stated that the customization in Elden Ring would be richer, as players will be able to discover different skills through their exploration of the map instead of unlocking skill trees as in previous FromSoftware games. These skills are interchangeable with a large variety of weapons which, alongside equipment, magic abilities, and items players can craft using materials found within the world, can be used to customize the player character. The game will also feature summoning mechanics, where players can summon a large variety of collectible spirits hidden throughout the game's world map, including previously defeated enemies, as allies to assist them in battle. Similar to the Souls series, the game's multiplayer will allow other players to be summoned for cooperative play.*











**Developer:** FromSoftware  
**Publisher:** Bandai Namco Entertainment  
JP: FromSoftware  
**Director:** Hidetaka Miyazaki  
**Writers:** Hidetaka Miyazaki, George R. R. Martin  
**Composer:** Yuka Kitamura  
**Platforms:** Microsoft Windows, PlayStation 4  
PlayStation 5, Xbox One, Xbox Series X/S  
**Release:** February 25, 2022  
**Genre:** Action role-playing  
**Mode:** Single-player, multiplayer  
**TiTi Rating:** 7/10







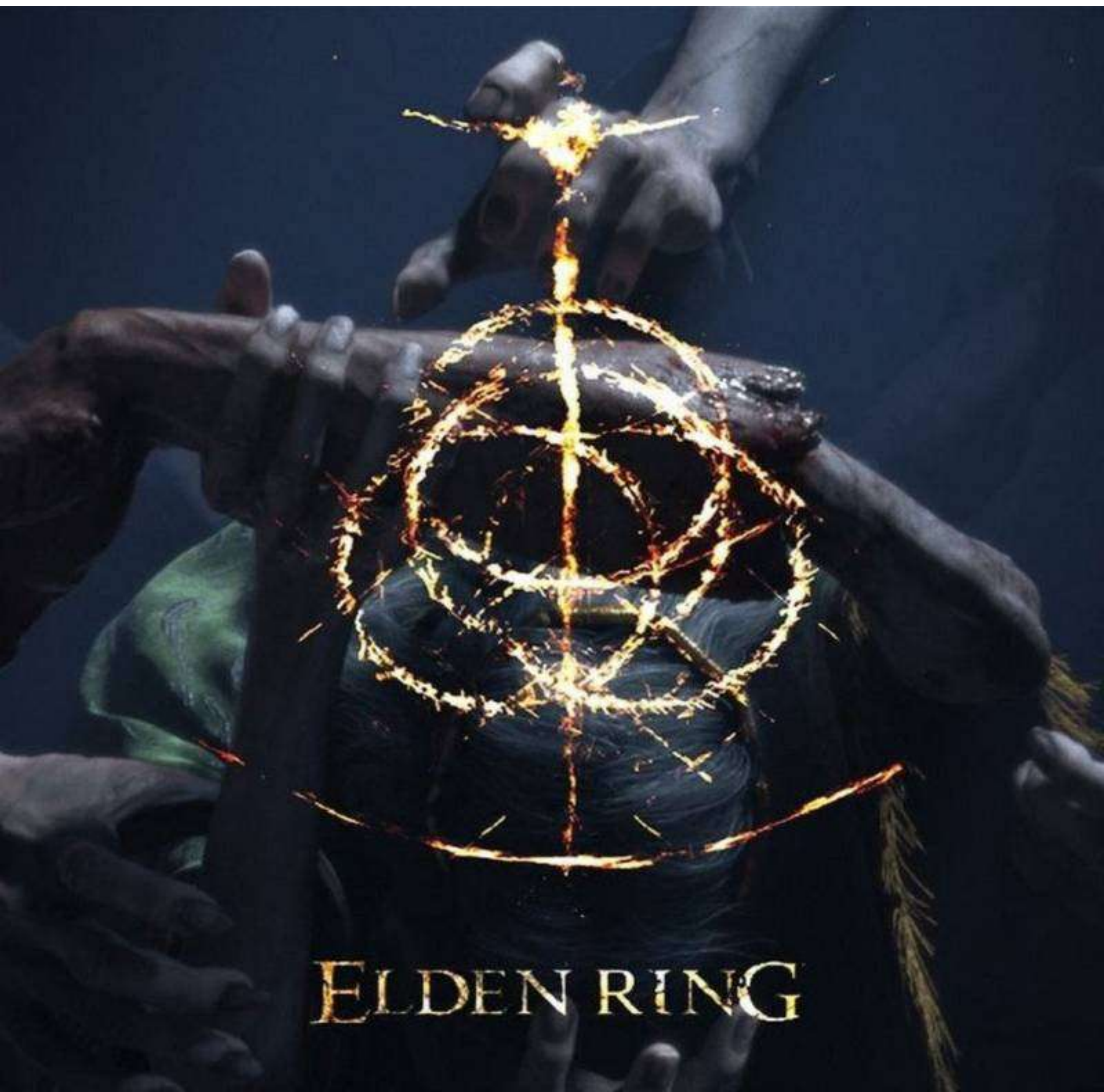


## Development and release

*Elden Ring* is being developed by FromSoftware and published by Bandai Namco Entertainment. It was announced at E3 2019 for Microsoft Windows, PlayStation 4, and Xbox One. No further information was revealed until a June 2021 trailer announced a release date of January 21, 2022, with additional releases on PlayStation 5 and Xbox Series X/S. In October 2021, it was announced that the game would be delayed to February 25, 2022.

*Elden Ring* is being directed by Hidetaka Miyazaki with worldbuilding by fantasy novelist George R. R. Martin, best known for his *A Song of Ice and Fire* novel series. A fan of Martin's work, Miyazaki contacted him with an offer to work together on a project, giving him the creative freedom to write the overarching backstory of the game's universe. Miyazaki used his contributions as the foundation of the game's narrative, comparing the process to that of using a "dungeon master's handbook in a tabletop RPG". Some staff from the *Game of Thrones* television series adaptation of *A Song of Ice and Fire* also assisted with the game's development. As with many of Miyazaki's previous games, the story will not be clearly explained to players as FromSoftware intend for them to interpret it for themselves via flavor text and optional discussions with non-player characters (NPCs).

Work began on the game in early 2017 following the release of *The Ringed City*, a piece of downloadable content for *Dark Souls III*, and was developed alongside *Sekiro*. As with games in the *Souls* series, players will have the ability to create their own custom character instead of using a fixed protagonist. Miyazaki also considered *Elden Ring* to be a more "natural evolution" to the *Souls* series, featuring an open world with new gameplay mechanics such as horseback riding. Unlike many other open-world games, *Elden Ring* will not feature populated towns with NPCs, with the world having numerous dungeon-like ruins in their place. The score is being written by Yuka Kitamura, who has composed for many of Miyazaki's previous games.











ELDEN RING



# Fights in Tight Spaces

*Fights in Tight Spaces is an upcoming roguelike deck-building tactical game developed by British studio Ground Shatter and published by Mode 7 Games. The game was released in early access in February 2021 for Microsoft Windows and Xbox One.*

*The game is based on simulating the melee combat of one protagonist against many enemies in close quarters common in action films, using turn-based combat with playing cards representing various moves the player can make.*

## Gameplay

*Players take the role of an unnamed agent that is tasked with taking out several boss characters across the game's chapters. To reach the boss, the player must beat several smaller scenarios, defeating the boss's henchmen that will try to stop him. In a roguelike fashion, the order of these scenarios, what type of henchmen the player will face, and the rewards for beating each scenario, will change on each runthrough.*

*In a scenario, the game plays similar to a tactical role-playing game and plays out in a turn-based manner. The player's character has a number of action points on each turn to make various moves, which are set by the cards that they have available in their current hand, after drawing up to a fixed number at the start of the turn. Card actions include many attacks that include options to reposition the player-character or move an enemy, movements options, or defensive stances to block or counterattack to opponent attacks. Playing most cards builds up a combo meter for that turn, and some cards require a minimum combo meter amount before they can be used or may terminate a combo. The player is given the indications of what attacks the enemy characters will try to do the next immediate, and can use this to dodge from gunfire or to push an enemy into oncoming gunfire, for example. The player trades turns with the computer opponents until either all the enemies are incapacitated, allowing the player to progress to the next stage, or will end the run-through for the player and will require them to start over. If the player successfully finishes an encounter, they have the option to watch the encounter play out in real time in a cinematic fashion.*

*Players gain the choice of a new card to add to their deck between encounters, as well as in-game money that can be used to buy cards, upgrade cards to more damaging versions, or remove cards from the deck at certain points during a runthrough.*

## Development

*Fights in Tight Spaces was first announced in March 2020. While planned originally for a 2020 release into early access, it was pushed back into 2021 but a free Prologue demo, allowing players to run through to the first boss character, was released in December 2020.*

*The game's full early access was launched on Microsoft Windows and Xbox One via the Xbox Game Preview Program on February 24, 2021.*









# FIGHTS IN TIGHT SPACES



**Developer:** Ground Shatter

**Publisher:** Mode 7 Games

**Platforms:** Microsoft Windows, Xbox One

**Release:** February 24, 2021

**Genre:** Roguelike deck-building

**Mode:** Single-player

**TiTi Rating:** 5/10











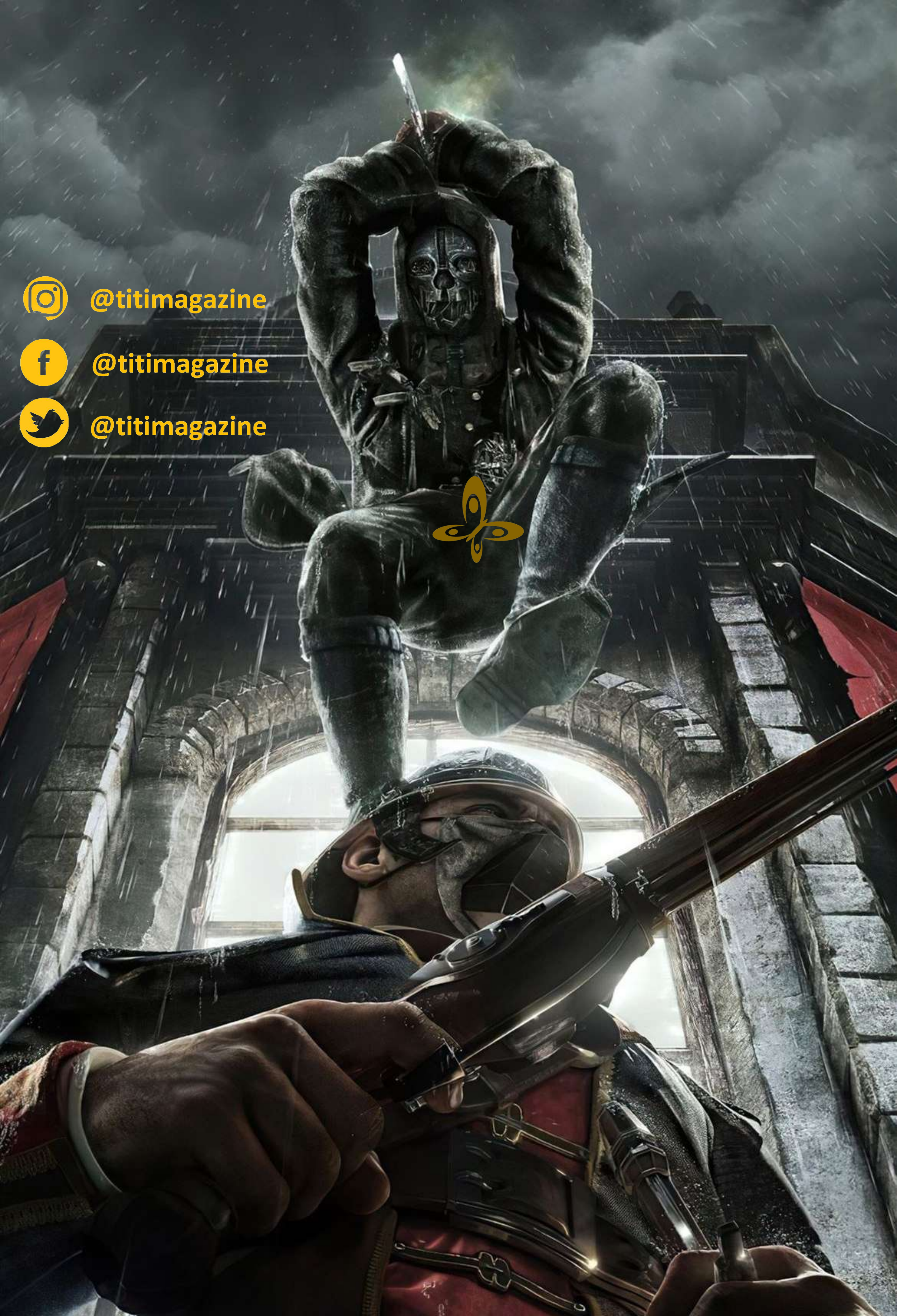
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# Umurangi Generation

*Umurangi Generation* is a first-person simulation video game developed by Origame Digital and licensed to and published by Active Gaming Media Inc. in English speaking territories, and published by Playism for Japanese and Chinese localization. *Umurangi Generation* was released for PC on May 19, 2020. A set of DLC levels titled *Umurangi Generation Macro* was released on November 7, 2020. A Nintendo Switch port including the Macro DLC was released on June 5, 2021.

## Gameplay

*Umurangi Generation* is a first-person photography game, with the player being tasked to take photos under certain circumstances (such as photographing a specific piece of graffiti with a specific camera lens) But with a heavy emphasis on creativity, with the game allowing the player multiple methods, techniques and opportunities for achieving their photography bounties, as well as complete freedom over any editing or effects put on photos. The game utilizes multiple unlockable camera and lens attachments to provide different effects, such as telephoto and fisheye lenses.

## Umurangi Generation Macro

A DLC for the game, titled *Umurangi Generation Macro* was released on November 7, 2020, adding four new levels and new camera systems, such as shutter speed, apertures and ISO adjustments, as well as a bonus selfie camera and an attachment stylized after the Game Boy Camera that produces low resolution photos. Roller skates were also added, giving the player the ability to traverse around the world faster, as well as a spray can for the player to paint objects in the world.

## Plot

*Umurangi Generation* takes place in Tauranga, Aotearoa in the near future, with the player taking the role of a Māori courier for the Tauranga Express. Taking place during an impending crisis, where major cities are walled off and the United Nations has deployed military soldiers as well as towering mecha in order to defend the island nation against alien invaders which bear a striking resemblance to bluebottle jellyfish (one of the only things in the game the player is penalized for photographing). The player travels around settings such as a rooftop party, a military checkpoint, and an evacuation train to take pictures along with their friends, Micah, Atarau, Kete, and a chinstrap penguin named Pengi.

*In-game advertisements and images provide further context, such as local resistance against the UN occupation, the prime minister being away on holiday during the crisis, and a dangerous contagious parasite epidemic.*

*The game ends with a cataclysmic scene of a shadowy creature perched over a mountain, and the player must walk to a beach with several spirits of Māori people, mud crabs, and Huia, an extinct bird, who overlook the catastrophe. The game ends dedicating itself to the "Umurangi Generation: The last generation who has to watch the world die."*









**Developer:** Origame Digital

**Publisher:** OrigameDigital, Playism

**Director:** Tali Faulkner

**Composer:** Thor High Heels

**Engine:** Unity

**Platforms:** Microsoft Windows, Nintendo Switch

**Release:** Windows—WW: May 19, 2020

Nintendo Switch—WW: June 5, 2021

**Genre:** First-person photography game

**Mode:** Single-player

**TiTi Rating:** 5/10



# UMURANGI

GENERATION



under 10:00 min delivery bonus  
1:24  
Press **Esc** to view all Bounties.

 standard  
**19/24**  
 0/9 \$17.18

Bonus Objective Complete

1/9 FILM FOUND

 fish eye  
**24/24**  
 1/9 \$0.00 +\$1 Bonus Objective 1/9 Film Found

Under 10:00 min delivery bonus  
6:07

 telephoto  
**23/24**  
 4/9 \$36.8





## Development

*Umurangi Generation* was developed by a Māori developer, Naphtali Faulkner. Faulkner developed the game in 10 months, starting full-time work on the project at the start of 2020. Before development, Faulkner worked on community apps with local Aboriginal groups, and would dabble in smaller projects in his free time. Faulkner says that *Umurangi Generation* is the first "real" game he's made.

Faulkner was inspired to make the game's photography system after teaching their younger cousin how to use a DSLR camera, and noting that explaining it to him felt like a video game tutorial. The gameplay was also inspired by the item management of the ARMA series noting that the loadouts for characters in ARMA felt like accessories that the player gets to play with minute to minute.

The concept of the game's world and themes stemmed from the Australian government's response to the 2020 bushfires, as well as the COVID-19 pandemic, and Faulkner's frustration at both crises being mishandled, despite the knowledge that the government had about climate change and virus control. Faulkner views the game as a criticism of neoliberalism, stating that the goal of the political system is to comfort people in the face of elements that serve to harm them.

Faulkner's inspiration for the game's philosophy came from his history with *Respectful Design*, a design philosophy with an emphasis on decolonization of art. Faulkner is a member of the Ngāi Te Rangi iwi (tribe) of New Zealand, and Māori culture can be seen throughout the game.

"Umurangi" is Te Reo for "Red Sky," and the Huia, a traditional bird used in Māori ritual that was hunted to extinction, was planned to have a bigger role, but its feathers were only incorporated into wall art.

Further inspiration for the setting and visual style included *Neon Genesis Evangelion*, *Jet Set Radio*, *Shin Godzilla*, and the designs of Yoji Shinkawa. Cyberpunk themes were also influential, but Faulkner became frustrated with the aesthetic refusing to evolve and continuing to be a reflection of the 1980's, when the genre had first developed. Faulkner's goal was to have *Umurangi Generation* be a reflection of the modern era, and has opted to use the term "shitty future" to categorize the game.







***GADGET***



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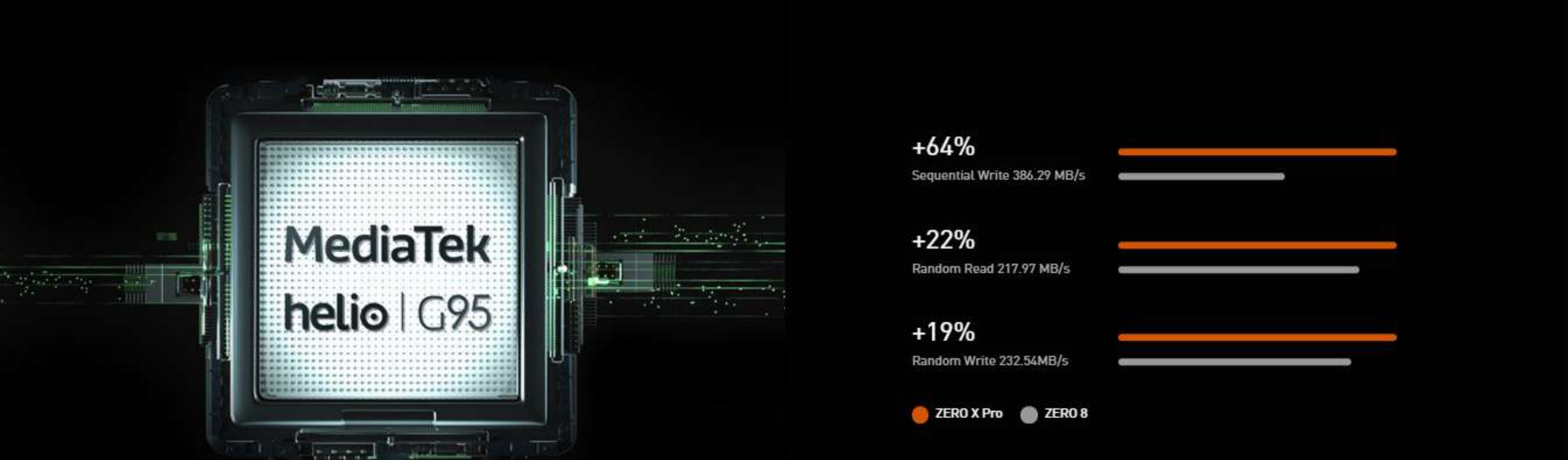
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8GB RAM + 3GB Extended RAM

**7.8mm Feather-Light Finishing**

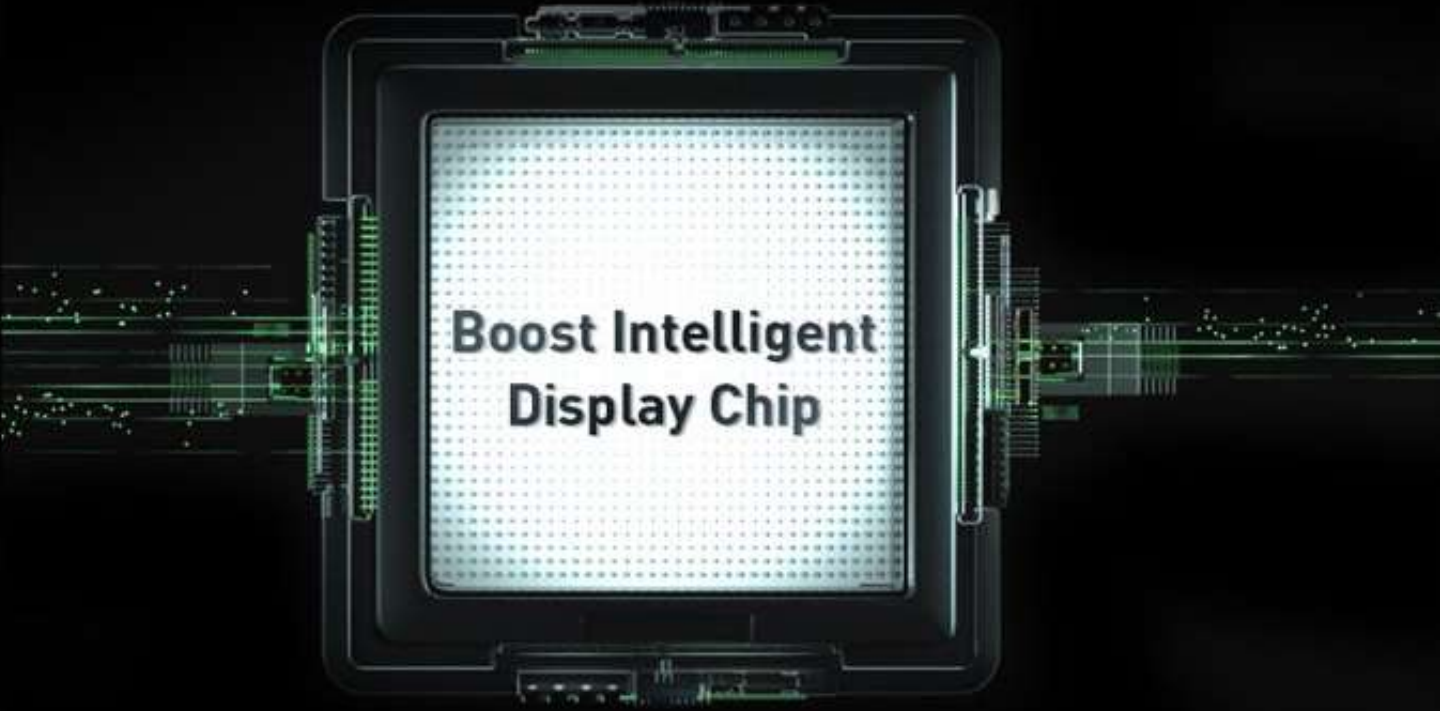
**MediaTek helio | G95**  
Groundbreaking Helio G95 Intelligent Dual Chip





## Intelligent Display Chip

Crispy smooth visuals every single time with super smart display chips.



## UFS2.2 Write Booster

Improve app, image, and video downloads up to 20%, so you can focus more on your tasks and less on waiting.



## UFS2.2 Write Booster

Improve app, image, and video downloads up to 20%, so you can focus more on your tasks and less on waiting.







60X Periscope  
Moonshot Camera

108MP OIS  
Main Camera

120° Ultra-Wide  
Macro Lens Camera

OIS+EIS  
Stabilization Tech



Main Lens

Ultra-wide Lens

Periscope Lens

The Flash

108MP Main Camera  
f1.79 Aperture  
1/1.52" Sensor  
OIS

Main Lens

Ultra-wide Lens

Periscope Lens

The Flash

8MP Ultra Wide Camera  
Native 120° Field of View  
f2.25 Aperture



Main Lens

Ultra-wide Lens

Periscope Lens

The Flash

4X Superbright Flash

Main Lens

Ultra-wide Lens

Periscope Lens

The Flash

8MP Periscope Camera  
f3.4 Aperture  
5X Optical Zoom  
60X Hybrid Zoom  
OIS





Super Moon Mode  
Bring the moon closer to you in crystal clear form





# Feather-Light Finishing

At just 193g and 7.8 mm thin, the ZERO X Pro is heavy on performance, light in your pocket, and even lighter in the palm of your hand.



## 180-Min Video Playback with Only a 5-Min Charge

A TÜV Rheinland certified 45W super-fast charger powers up your 4500mAh battery device to 40% in 15 minutes with added safety and assurance.

10 Hours

Gaming

19 Hours

Video Playing

27 Days

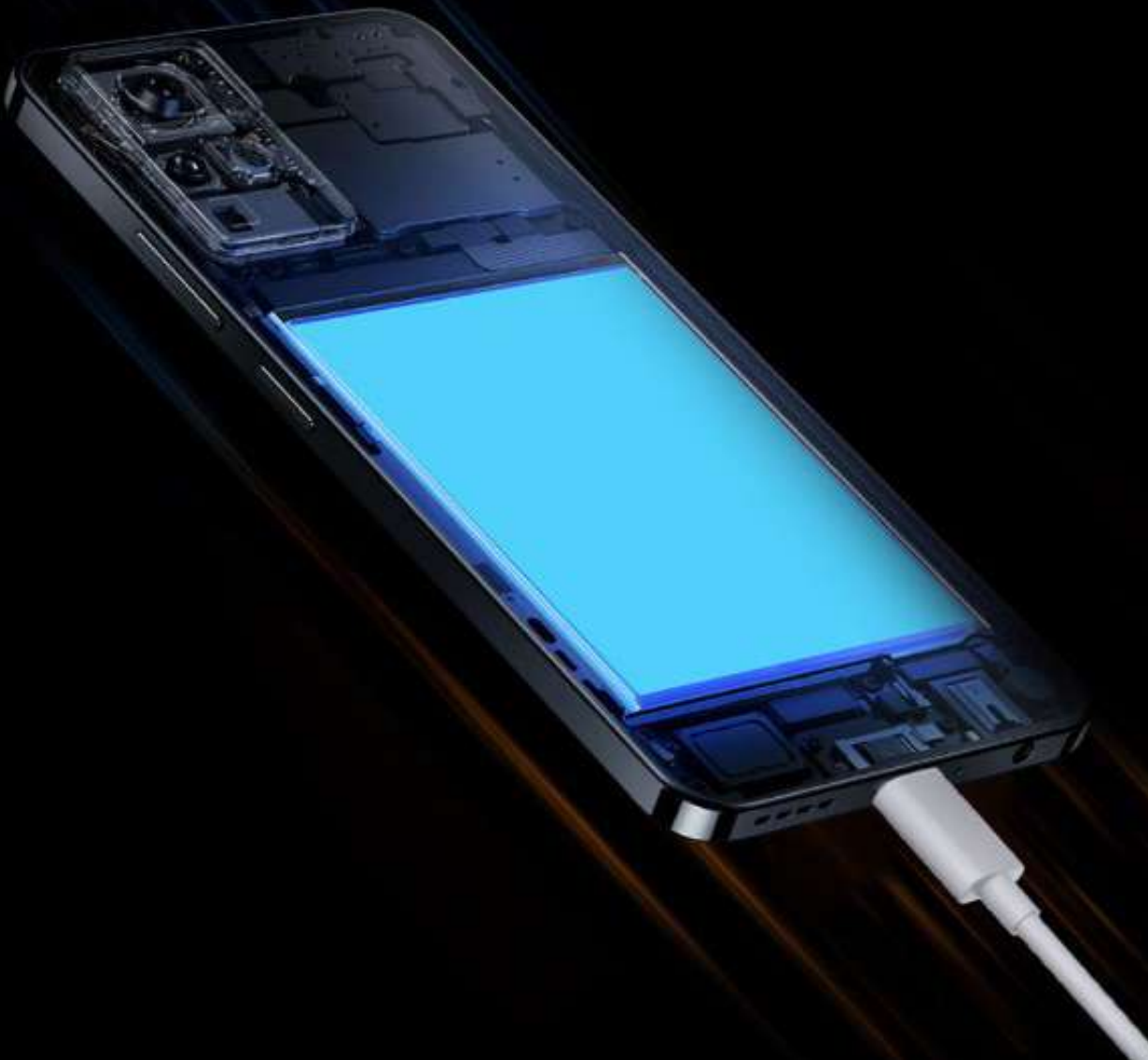
Standby

35 Hours

Calling

137 Hours

Music Playback



# Game Booster Dar-link 2.0

## Fully Upgraded For Savage Gaming Moments

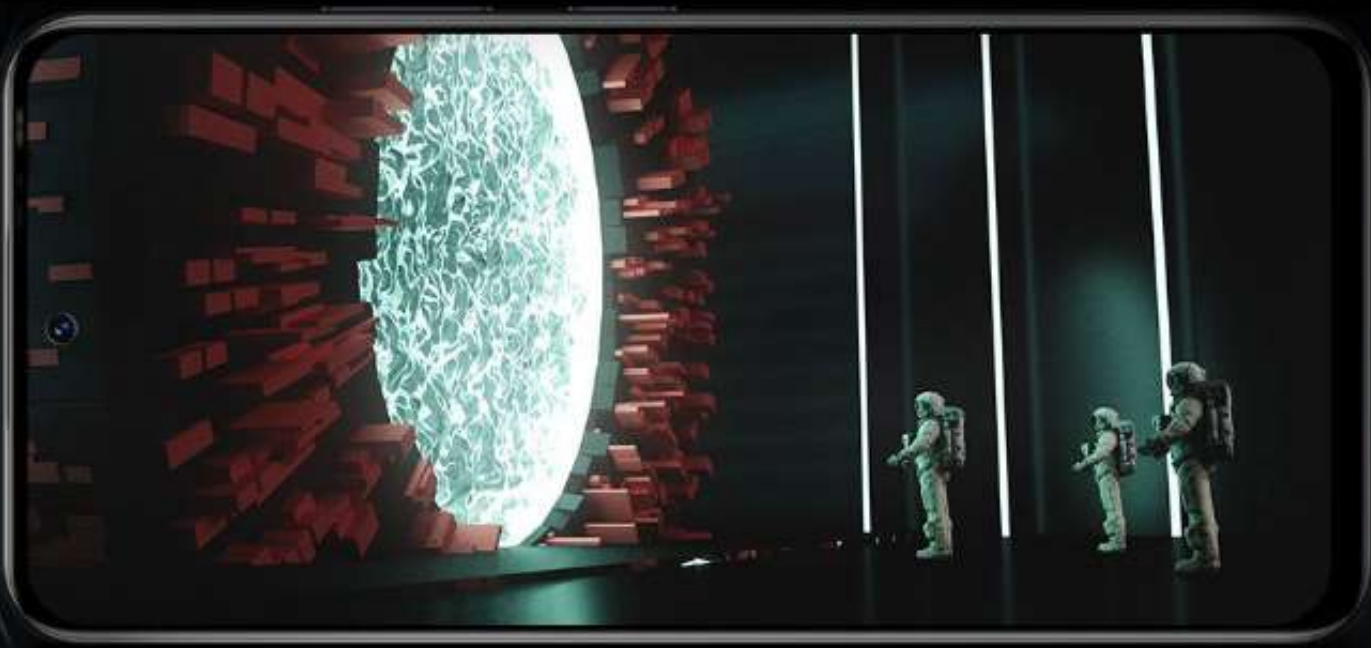
Enabled by a suite of AI algorithms, Dark-link 2.0 improves the image stability and sensitivity of touch controls while reducing the temperature of the device to provide you with a fully immersive gaming experience.





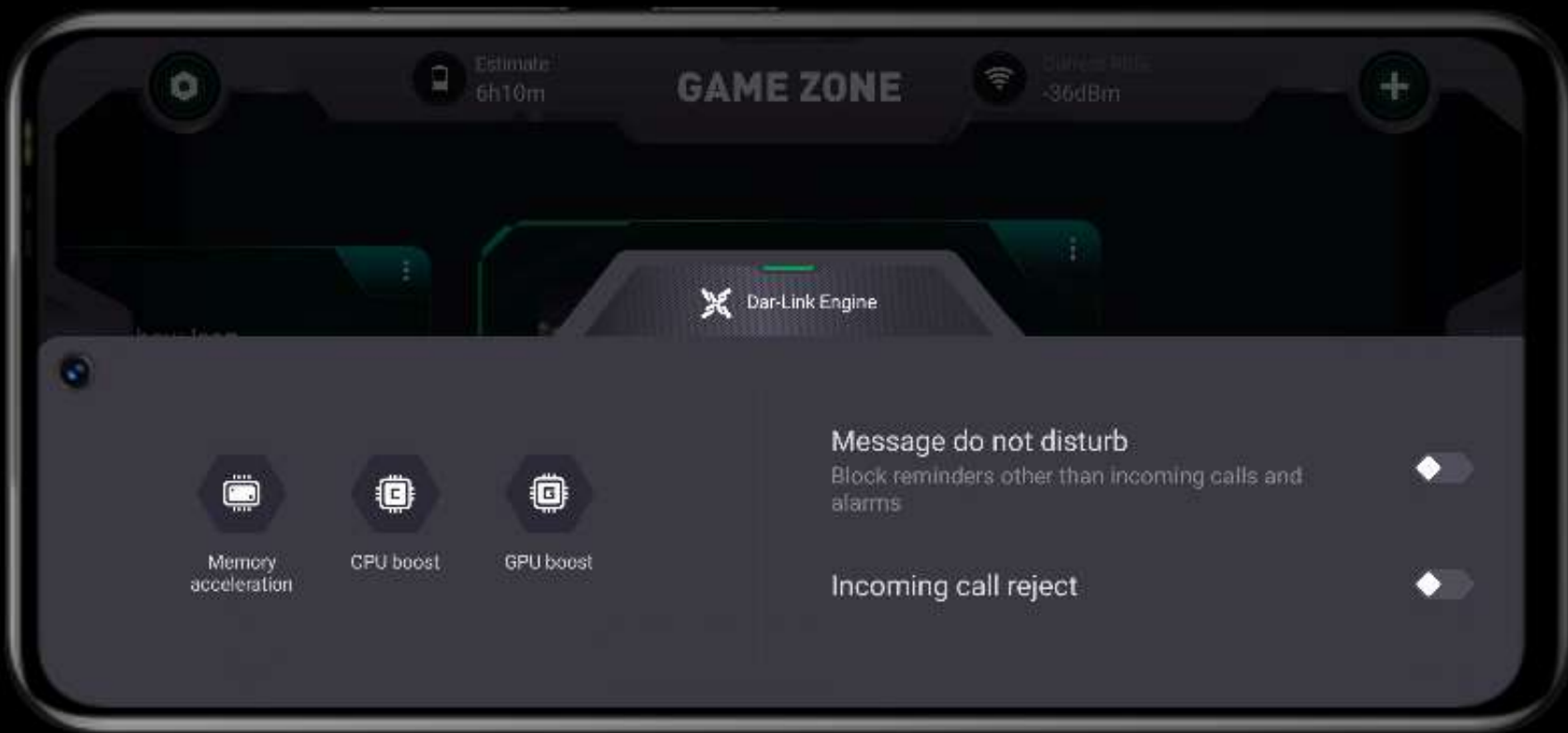
# Outstanding Audio Experience

Smart PA and DTS technology are combined to provide the ZERO X Pro with a powerful audio system that thrills every fiber of your senses — in amplitude by 20%, loudness by 13%, and surround sound.



## Game Zone

Game Zone helps you intelligently manage your games and focus on your game by blocking messages and incoming calls without worrying about any other distractions.



## ZERO X<sup>PRO</sup>

- Dual-Chip Flagship Gaming Processor & IGU\*
- 60X Periscope Moonshot Camera
- 108MP OIS Ultra Resolution Camera
- 6.67" AMOLED 120Hz Super Fluid Display
- 45W TÜV Rheinland Safe & Flash Charge
- 7.8mm Feather-Light Finishing
- Memory Fusion Technology 2.0  
8GB RAM+3GB Extended RAM\*

\*Memory Fusion Technology will be supported by OTA upgrade





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# NOTE 11

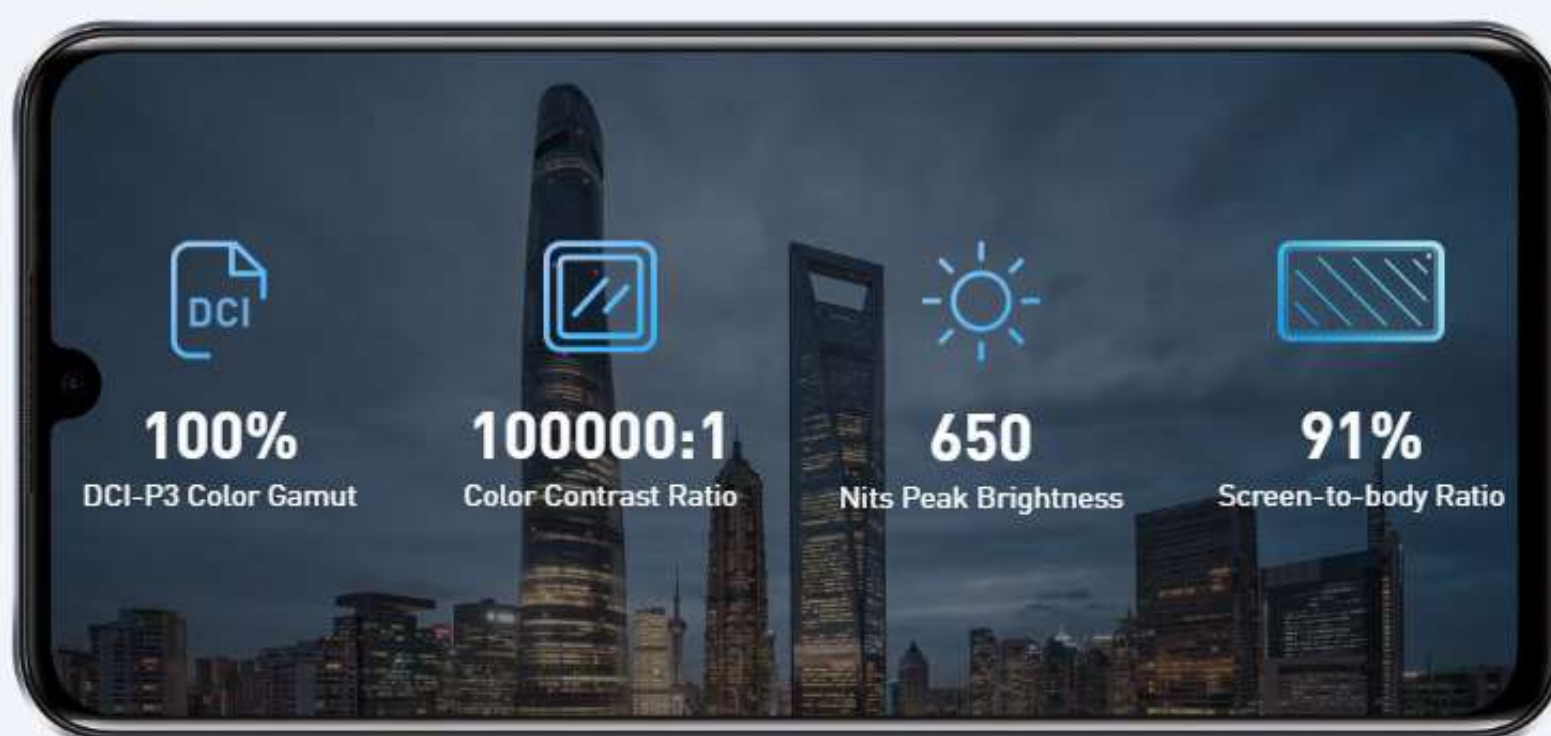
## SHOW BIG

\$230



### 6.7" FHD+ Vivid AMOLED Display

Supersize your view with the immersive 6.7" Infinity Display that yields crystal clear brightness even in broad daylight.



### Side-Mounted Fingerprint & Face Unlock

With a side-mounted fingerprint sensor & face unlock technology, unlocking your phone or making quick payments is now more seamless than ever.





# MediaTek Helio G88 Dual-Chip Processor

Ultimate Performance for An Incredible Experience

Packing more speed and more power, the all-new Helio G88 incorporates two A75 and six A55 processors, which work in tandem to harness next-level intelligence for groundbreaking performance.



## 50MP F1.6 Wide Aperture Triple Camera

Explore the world, define your truth



The Main Lens  
50MP Main Camera  
f/1.6 aperture



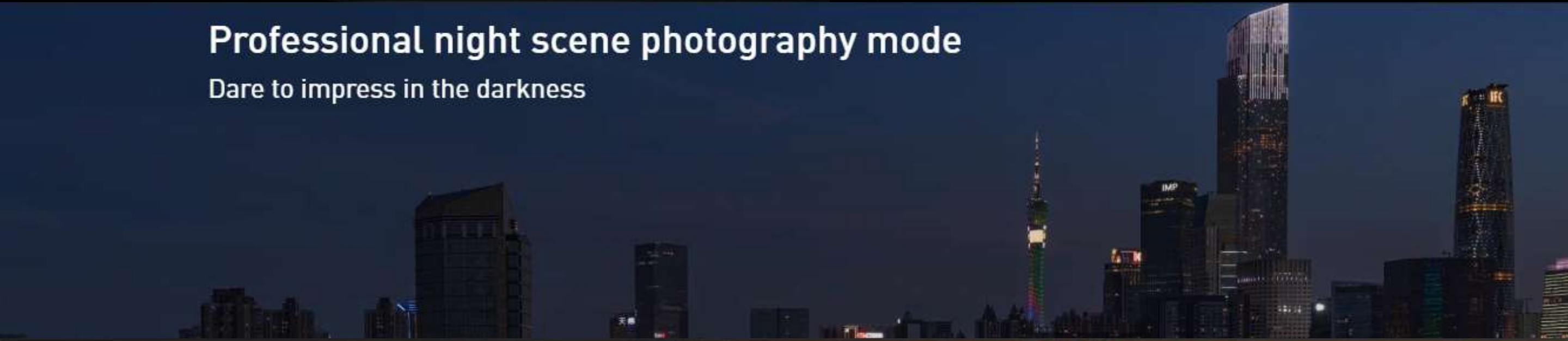
The Bokeh Lens  
f/2.4 aperture



The AI Lens

## Professional night scene photography mode

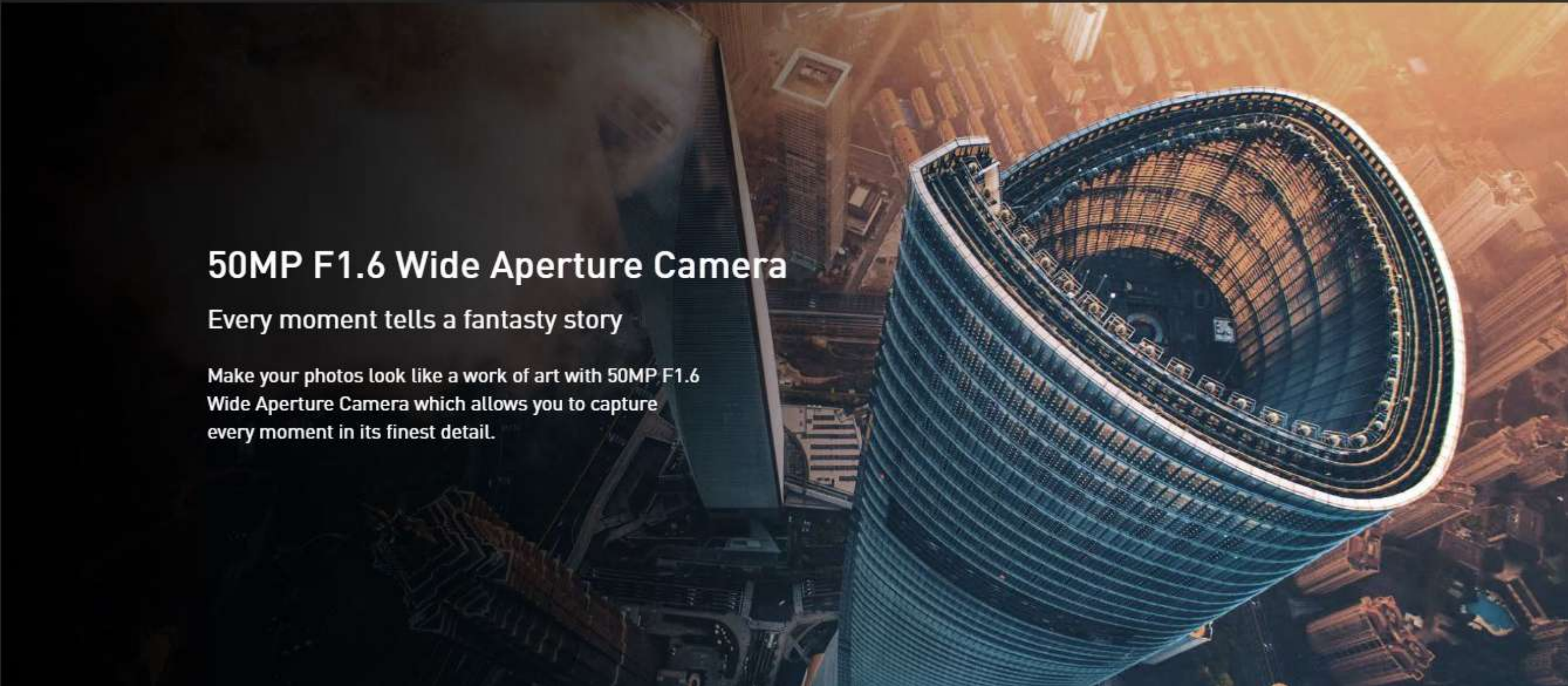
Dare to impress in the darkness



## 50MP F1.6 Wide Aperture Camera

Every moment tells a fantasy story

Make your photos look like a work of art with 50MP F1.6 Wide Aperture Camera which allows you to capture every moment in its finest detail.





## Dar-link 2.0

Ultimate Game Booster



## Graphite blocks with high thermal conductivity

Thanks to a unique SuperCool system with 3D 6-layer graphene film, the NOTE 11 can efficiently manage its temperature to avoid overheating.



## All-day intelligence battery with Super Charge

Long-lasting Power







## File compression



10%-30%



## NOTE 11 SHOW BIG

- 6.7" FHD+ Vivid AMOLED Display
- MediaTek Helio G88 Dual-Chip Processor
- 5000mAh Battery+33W Super Charge
- 50MP F1.6 Wide Aperture Triple Camera
- Monster Game Kit
- 7.9mm Ultra Sleek Design
- Cinematic Dual Speakers with DTS

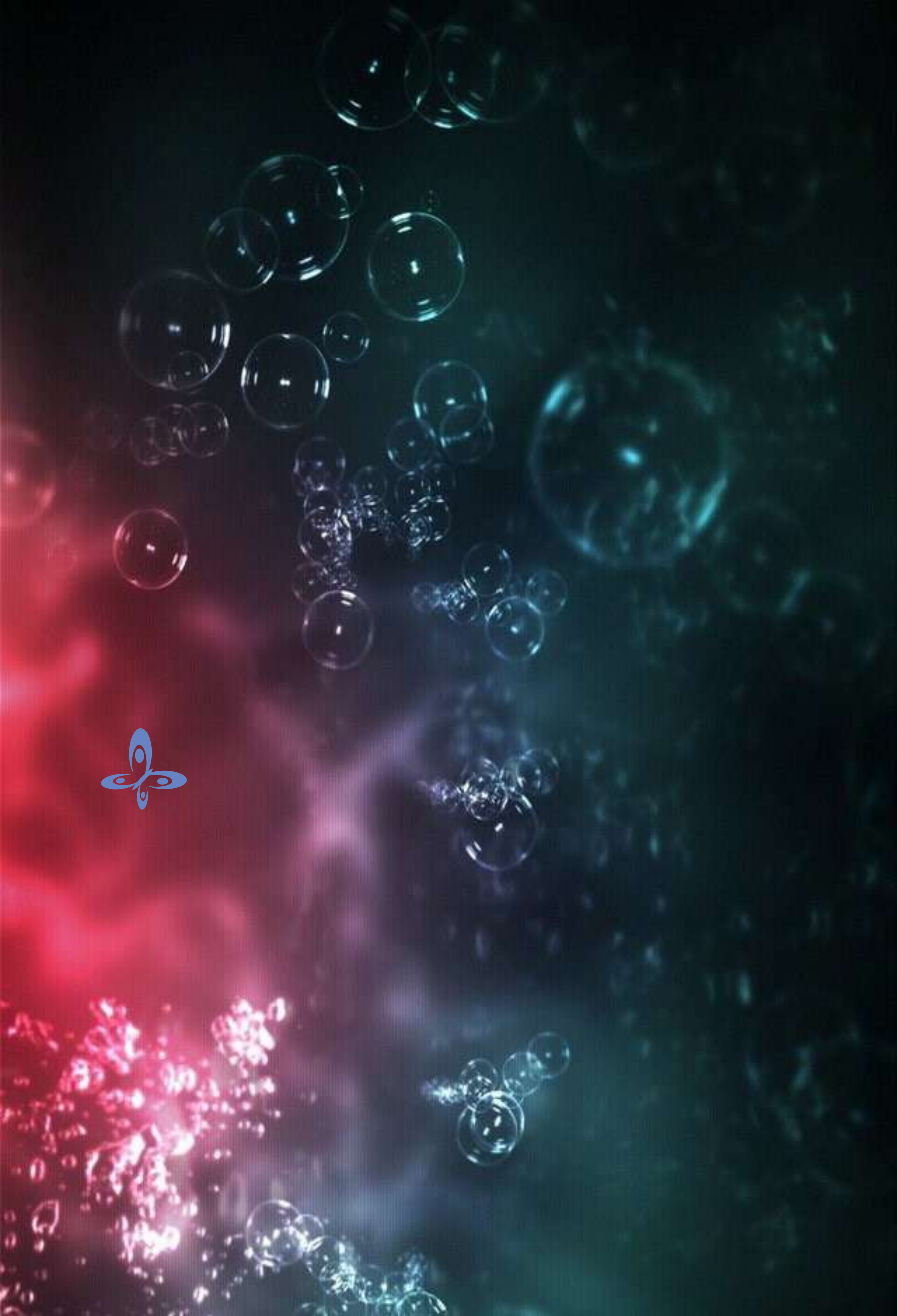
## The Multi-screen Collaboration

The latest application of Insync allows you to control your TV through your mobile phone, cast pictures, videos, audio, and mirror your mobile screen.

\* AI voice package will be supported by OTA upgrade











# HOT 11S *FAST&FUN*



\$145



**G88**

Helio G88  
Dual-Chip Processor



**50MP**  
F1.6 Wide  
Aperture  
Triple  
Camera



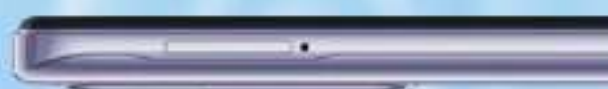
**18W & Type-C**

Type-C Blind-mating  
& 18W Super Charge



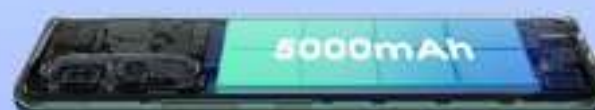
**DTS Audio**

Cinematic Dual  
Speakers with DTS



**5000mAh**

Power Marathon Lasting Fun



Fully loaded with the new G88 ultra gaming dual processor, performance for the HOT 11S is built on the perfect combination of CPU and Individual Graphic Chip. Feel the power in your hands.

**238672**

Antutu Score  
MediaTek Helio G88

**187281**

Antutu Score  
Qualcomm® Snapdragon™ 820







## 18W Fast Charge With Type-C



The HOT11S is jam-packed with a massive 5000mAh battery with Power Marathon Technology to give you up to 2 extra hours of calling time with only 5% power, and thanks too the 18w fast charge, you can boost battery life up to 50% within 50 minutes.

**60 Days**  
Standby

**142 Hrs**  
Music  
Playback

**13 Hrs**  
Gaming

**51 Hrs**  
Calling





When the battery is at 5% of its full capacity, turn on Ultra Power Mode via Power Marathon to get an extra 2.6 extra hours of calling time.



# Game Zone

All your favorite games in one place.

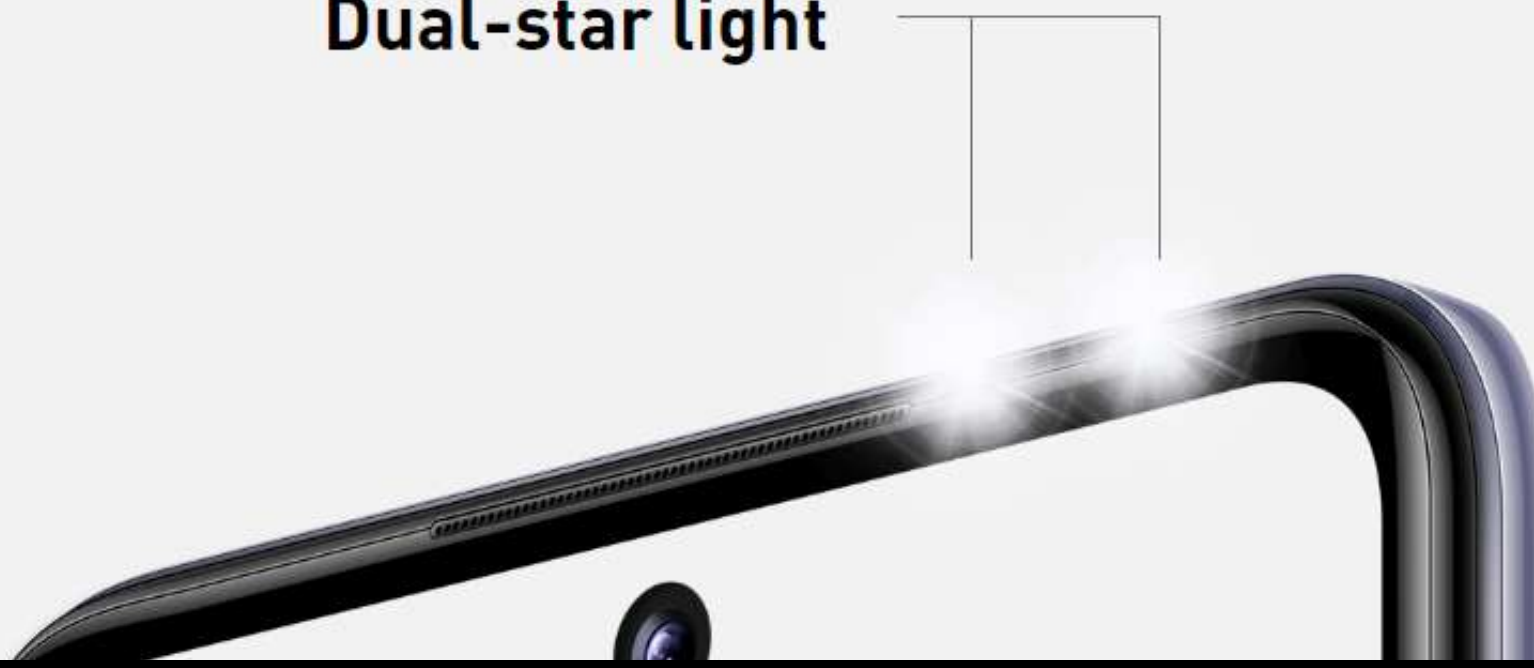




## Shine at Night

A Sharp 8MP wide-angle front-facing camera shoots perfect selfies day and night. The Dual-Star light improves face brightness in the dark, letting your looks shine at night.

### Dual-star light



### Safety & Security First

Super snappy fingerprint & facial unlock for extra security and convenience.



## High Fidelity Audio

Room filling sound with dual stereo speakers upgraded with DTS audio for an immersive musical experience.





# Green Wave

Style in your hands with a refined and sophisticated wave pattern design to ensure your Hot 11 always looks...hot!



# Polar Black

Style in your hands with a refined and sophisticated wave pattern design to ensure your Hot 11 always looks...hot!



# 7°purple

Style in your hands with a refined and sophisticated wave pattern design to ensure your Hot 11 always looks...hot!



# XOS 7.6

A Smooth Software Experience



## HOT 11S

**FAST&FUN**

- Helio G88 Dual-Chip Processor
- 90Hz 6.78" FHD+ silk-like Display
- Type-C Blind-mating & 18W Super Charge
- 50MP F1.6 Wide Aperture Triple Camera
- Cinematic Dual Speakers with DTS
- 5000mAh Power Marathon Lasting Fun







# MiniBook X

The world's first  
hole-digging screen laptop



\$599



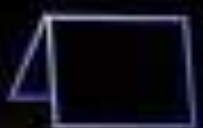
Pocket  
Productivity Tool



13.5"  
LCD Screen



2K  
Retina Resolution



YOGA  
Mode



Intel Jasper  
lake N5100



UHD  
Graphics GPU



LPDDR4 8GB RAM  
( Dual Chanel )



256GB SSD  
PCIE



2.4G+5G Dual  
Band WIFI



Full Function  
Type-C Interface



4096 level  
stylus



Windows 11  
Support

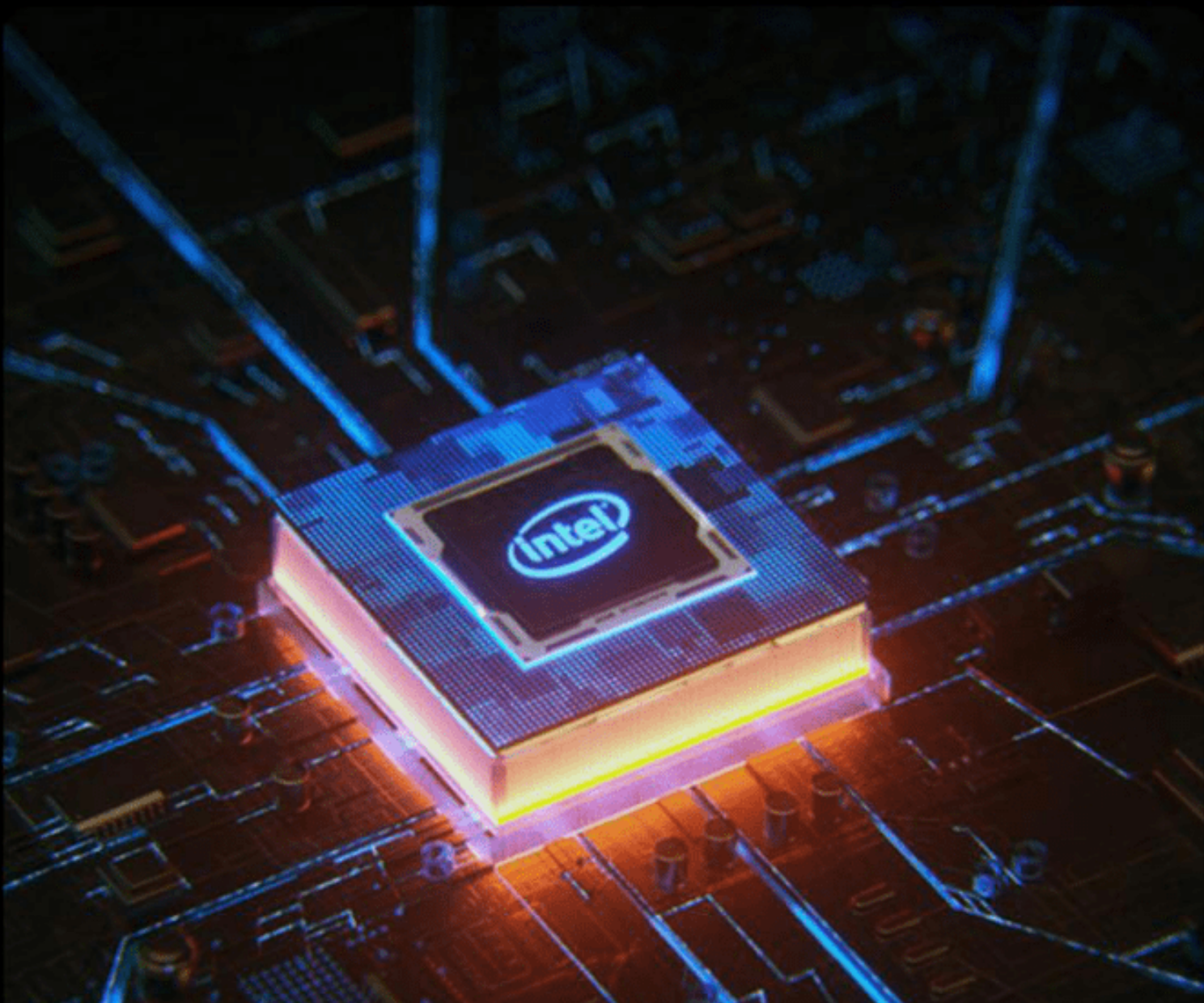
## Intel 11th Celeron N5100 processor

4 Cores  
4 Threads

2.8GHz  
RWD

UHDGraphic  
graphics cards

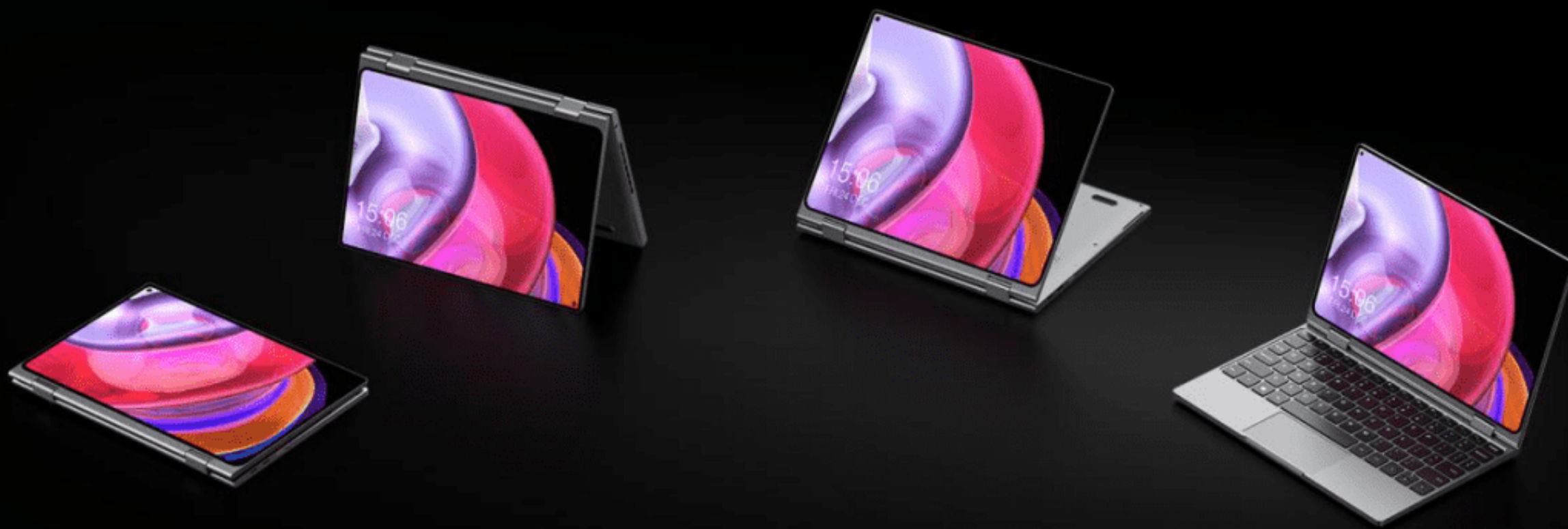
Tremont  
Microarchitecture





Laptop Tablet 2-in-1

**YOGA mode 360° folding**



The world's first hole-digging screen laptop

**10.8" 2K full screen**







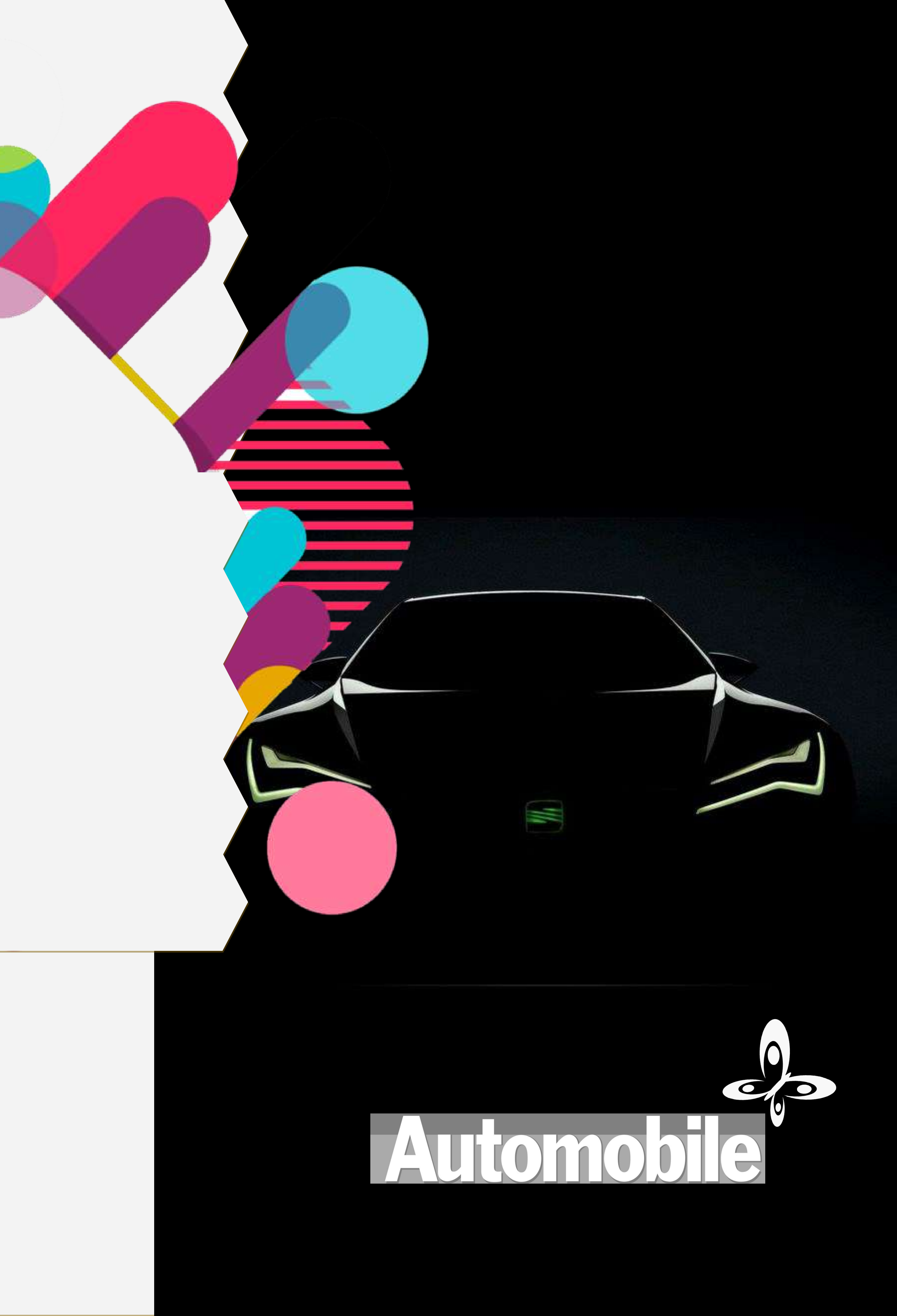
## THOUGHTS

*Am a subtle invader, I sneak through the  
corridors of your  
Heart unnoticed. Am aided by loneliness, nourished in  
isolation and nurtured by the absence of  
distraction. Am the master that resides deep within  
the depth of your very core itself. I influence your  
decisions while you helplessly reflect me through your  
actions. I am your thoughts and you are  
my puppet.*

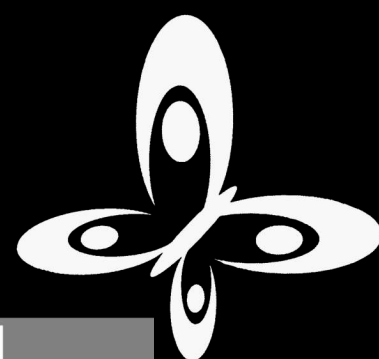
ANTHONY B.







**Automobile**







A110



/ALPINE/

\$100,372







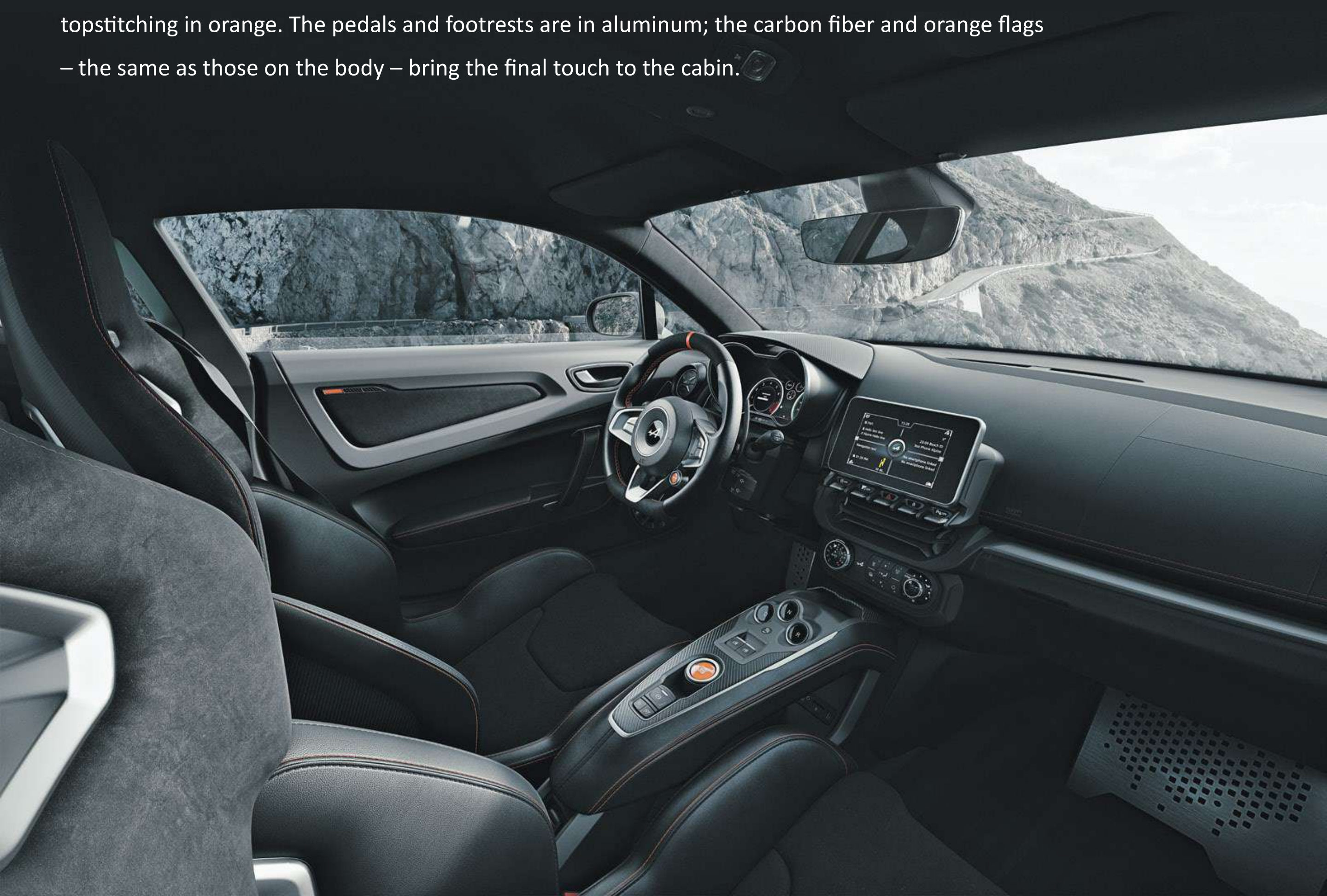
Alpine is faithful to its fundamentals.  
Agility. Lightness. Compactness.





## Interior harmony

In the cockpit, orange stitching and black Dinamica emphasize the strong personality of the Alpine A110S. The leather and Dinamica steering wheels incorporates an orange '12 o'clock' stitched marker and topstitching in orange. The pedals and footrests are in aluminum; the carbon fiber and orange flags – the same as those on the body – bring the final touch to the cabin.







A110 PURE





17" "ten-spoke" alloy wheels











Aluminium body and chassis



4 LED front headlamps





## Exterior design

The lowered ride height and the optional Gris Tonnerre mat (Thunder Grey, matt finish) paintwork highlight the sporty character of the Alpine A110S. An optional glossy carbon roof completes the singular style of the Alpine A110







Front and rear parking sensors with reversing camera



Active sport exhaust system





## Focal® audio

Fitted as standard, a four-speaker Focal® stereo incorporates patented flax cone technology, which helps to keep the car's weight to a minimum while also delivering a crisp and rich sound quality.





Steering wheel with a Bleu Alpine logo  
in the centre



## Alpine Telematics

Alpine Telematics enables the driver to access real-time technical information such as; power and torque output, turbo boost pressure and engine and tyre temperatures.





**Sabelt® bucket seat**

The one-piece Sabelt® sport seats offer maximum support whilst also contributing to the extreme lightness of the A110 Pure. They ensure comfort during long journeys and in daily use.







LED tail lights with dynamic indicators







Flat underbody and rear diffuser



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THE 2022 BENTAYGA

*\$219,800*







Driven by design.







The beauty of light.







Exterior finish.











Express your desire.





Perfectly controlled,  
everywhere.







Immaculate inside.











For the driven.



An unrivalled driving experience.





Irresistible style.







Uncompromising  
in every sense.



ENHANCED EXPERIENCE





Intuitive technology.

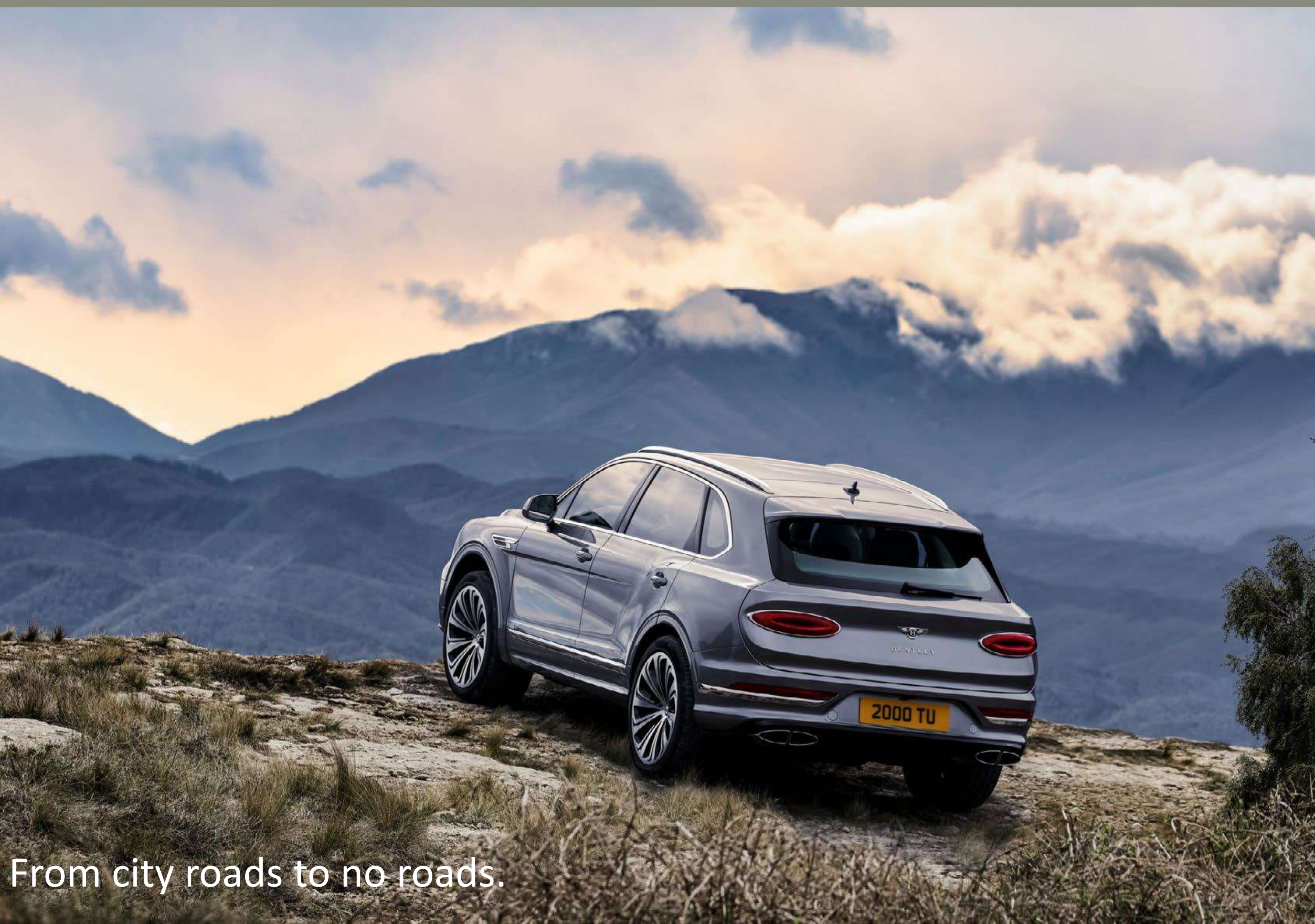


A place to relax.





Refined and practical.



From city roads to no roads.





Never blend in.









2022

ACURA



MDX

\$46,900



A close-up, high-angle shot of a luxury car's interior. The focus is on the center console and dashboard area. The interior features rich red leather upholstery with visible stitching. The dashboard is a large, curved digital display showing various icons and a map. Below the dashboard, there are air vents, a digital clock, and a gear shifter with a silver-colored knob. The center console has a handbrake and several buttons. The overall aesthetic is modern and sophisticated.

WELCOME  
TO THE  
FLIGHT DECK.







NEW  
BLOOD.



SAME





TWO SIDES.

SAME COIN.





BIG PRESENCE.  
BIGGER  
PERFORMANCE.









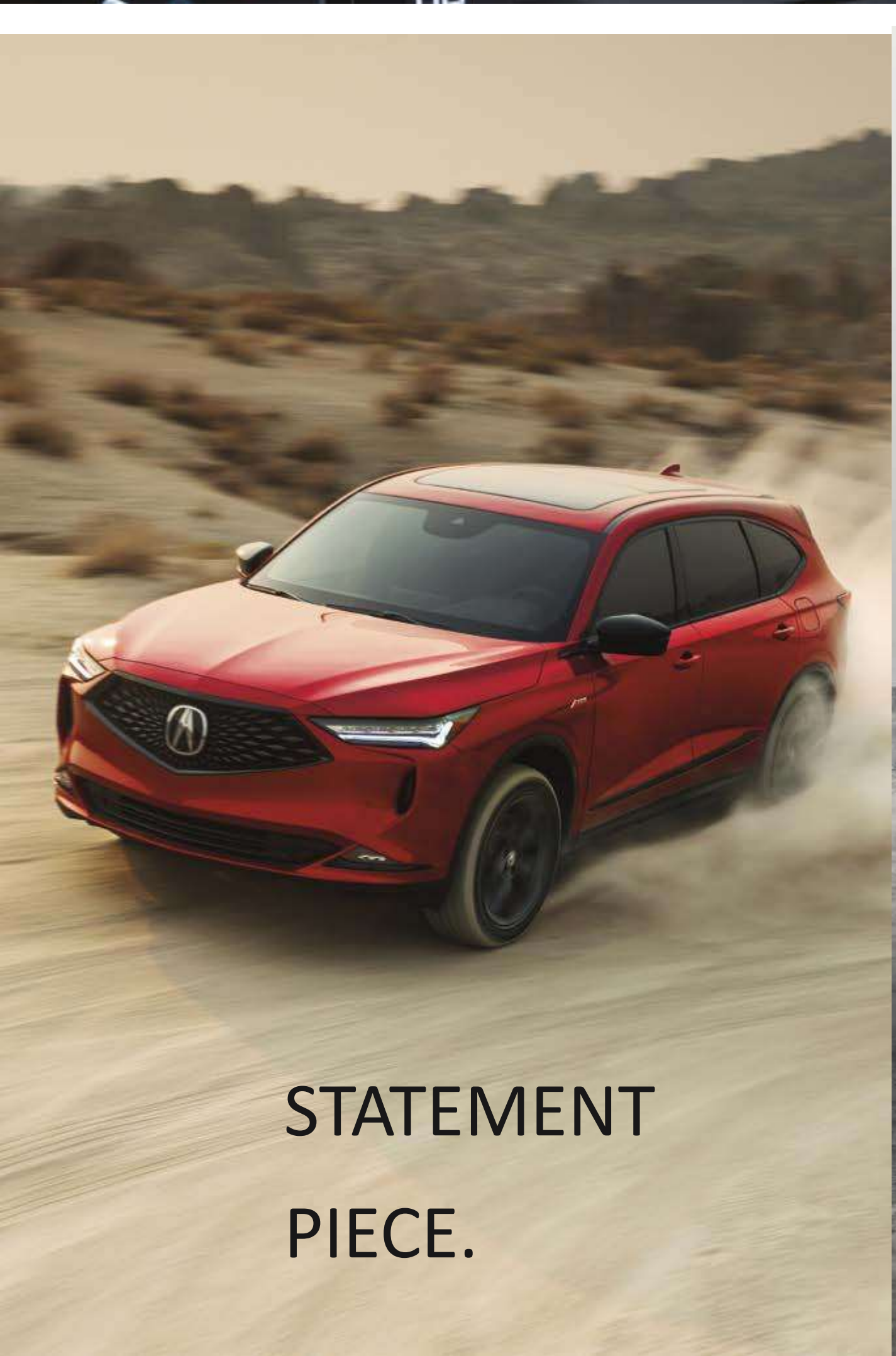






DIAL IT  
UP A  
NOTCH.  
OR TWO.





STATEMENT  
PIECE.







THE BEST AMENITY  
IS CONFIDENCE.



LOOKS  
CAN  
THRILL.

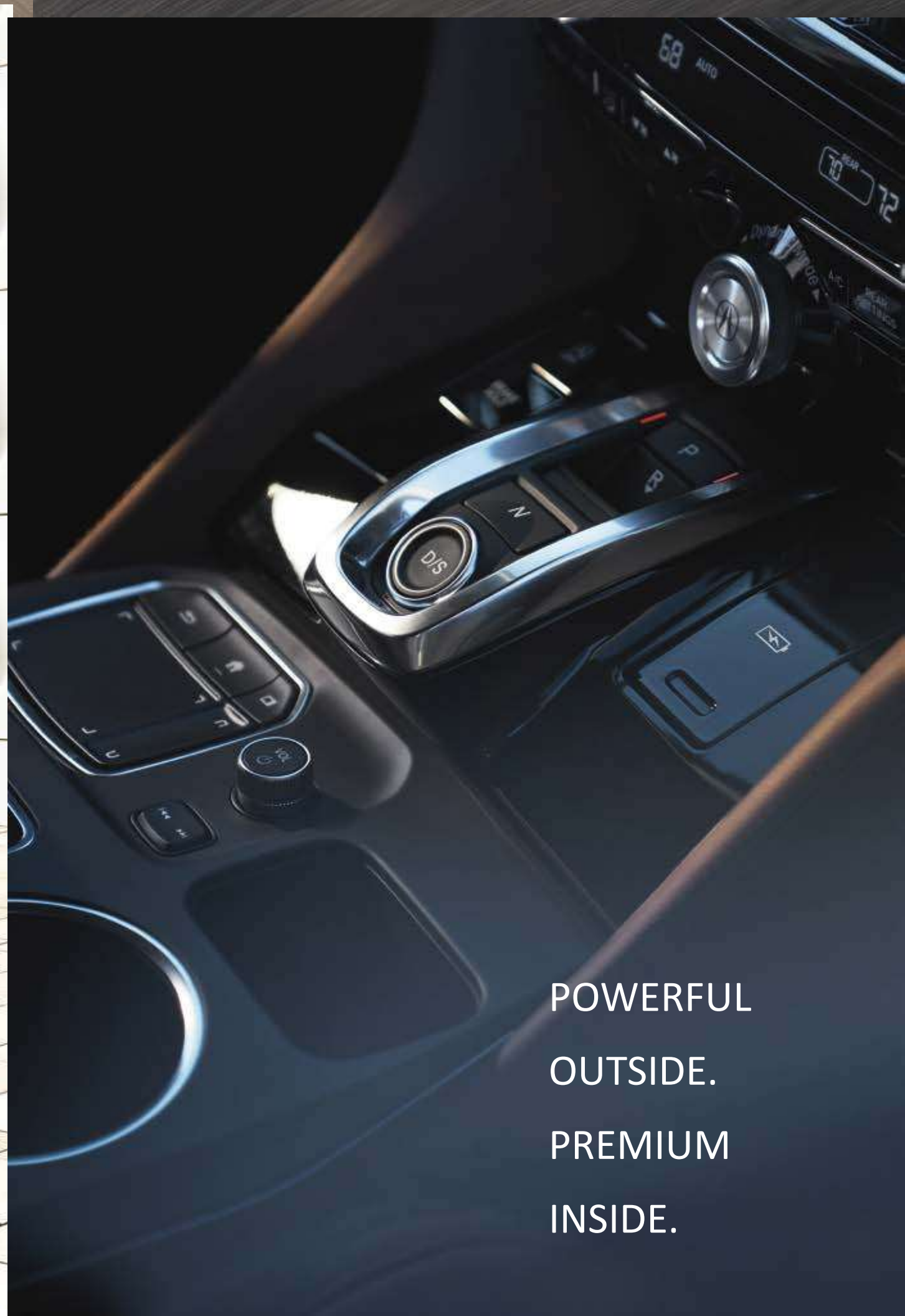
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POWERFUL  
OUTSIDE.  
PREMIUM  
INSIDE.





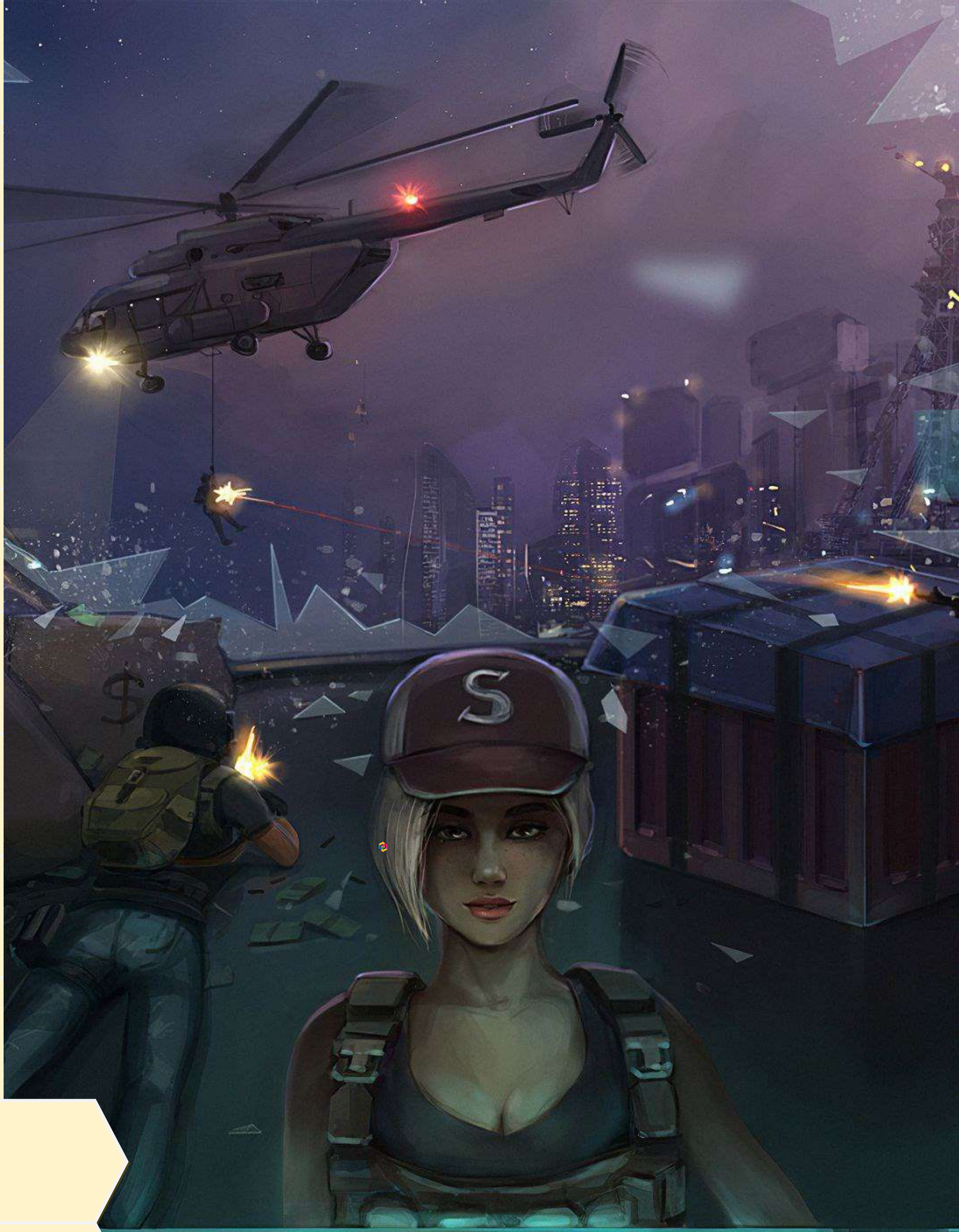
JUST OUR  
TYPE  
OF SUV.





ANOTHER  
DIMENSION  
OF SOUND.





**MOVIES**





# THE SUPER DEEP

NO LIGHT. NO SALVATION.

Release date: January 4 2022

Adventure, Thriller, Horror, Sci-fi





ROB  
RIORDAN

JACQI  
VENE

SERAH  
HENESEY

ERIC  
ROBERTS

# THE SURPRISE VISIT



*Release date: January 14 2022*

*Thriller, Suspense*

BASED ON A TRUE STORY



CAMERON  
MONAGHAN

FRANK  
GRILLO

INTRODUCING  
LILLY  
KRUG

ACADEMY AWARD® NOMINEE\*  
JOHN  
AND MALKOVICH

# SHATTERED

FROM THE DIRECTOR OF KIDNAP AND WHITE LINES



Release date: January 14 2022

SHE'LL LOVE HIM TO DEATH

Thriller, Suspense



grindstone  
entertainment group



CONSTRUCTION FILM

\*RANKED BEST SUPPORTING ACTRESS IN 2019 BY ONE OF OUR ACADEMY AWARD® NOMINEES. ALL RIGHTS RESERVED.

Silver Reel



ORCA  
STUDIO



LIONSGATE®  
© 2021 Lions Gate Ent. Inc. All Rights Reserved.





Release date: January 14 2022

Adventure, Sequel, Family, Animation

# HOTEL TRANSYLVANIA

## TRANSFORMANIA





# NIGHT HEAD 2041

MUST WATCH

Thriller, Action, Sci-fi, Anime



PIERCE  
BROSNAN KAYA  
SCODELARIO BENJAMIN  
WALKER RACHEL  
GRIFFITHS NARRATED BY JULIE  
ANDREWS FEATURING BINGBING  
FAN AND WILLIAM  
HURT

THE KING'S  
DAUGHTER

Release date: January 21 2022

A KING. HIS DAUGHTER. A HIDDEN WORLD.

Adventure, Fantasy, Adaptation

THE KING'S DAUGHTER  
A FILM BY SEAN MCMANUS  
PIERCE BROSNAN KAYA SCODELARIO BENJAMIN WALKER RACHEL GRIFFITHS  
NARRATED BY JULIE ANDREWS FEATURING BINGBING FAN AND WILLIAM HURT  
CASTING BY ADRIAN WOODCASTING BY CHRISTINE KING  
COSTUME DESIGNER JESSICA JOHNSON  
PRODUCTION DESIGNER JAMES HARRIS  
EXECUTIVE PRODUCERS JAMES HARRIS JAMES HARRIS JAMES HARRIS  
PRODUCED BY JAMES HARRIS JAMES HARRIS JAMES HARRIS  
WRITTEN BY JAMES HARRIS JAMES HARRIS JAMES HARRIS  
DIRECTED BY SEAN MCMANUS  
PG  
CROSSING VENTURES





*Release date: January 7 2022*

*Drama, Comedy*

# June Again



LUCY HALE

# BORRERO



FIGHT YOUR WAY OUT

*Release date: January 14 2022*

*Action, Thriller*





MICHAEL JAI  
WHITE  
AND MICKEY  
ROURKE

THE  
COMMANDO

Release date: January 7 2022

Action

ONLY ONE WILL SURVIVE



G I L B E L L O W S

Release date: January 25 2022

Thriller, Crime

TWO DEATHS OF  
HENRY  
BAKER

A Legacy of Greed



# BELLE

*Release date: January 12 2022*

*Animation, Fantasy, Thriller, Suspense*

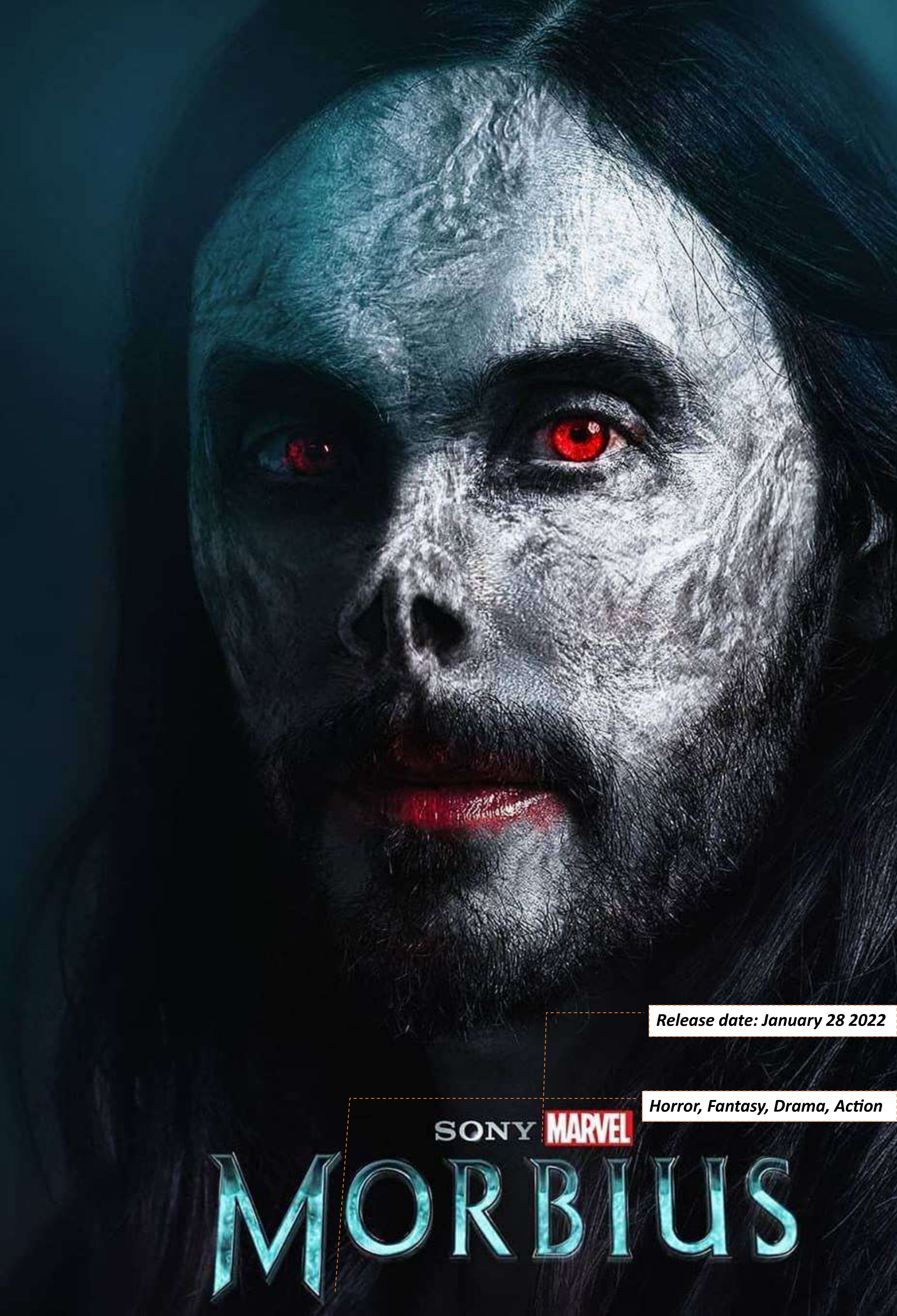
DIRECTED BY ACADEMY AWARD® NOMINEE  
**MAMORU HOSODA**

PLANNED AND PRODUCED BY STUDIO CHIZU

© 2021 STUDIO CHIZU







*Release date: January 28 2022*

*Horror, Fantasy, Drama, Action*

SONY **MARVEL**

# MORBIUS





*Release date: January 28 2022*

*Thriller, Suspense*

TERROR WILL SURFACE

ALICIA  
SILVERSTONE

JAMES  
TUPPER

# THE REQUIN

A FILM BY LE-VAN KIET



FROM THE EXECUTIVE PRODUCER OF **GET OUT**

# THE FREE FALL



Release date: January 14 2022

Horror, Thriller

HLBRK ENTERTAINMENT IN ASSOCIATION WITH EXECUTION STYLE ENTERTAINMENT PRESENTS  
A CROSSROAD PRODUCTIONS PRODUCTION  
"THE FREE FALL"

ANDREA LONDO SHAWN ASHMORE

PRODUCTION DESIGN ANTON TREMBLAY DIRECTOR OF PHOTOGRAPHY JAMES KNIEST EXECUTIVE PRODUCERS HEISMAN HOLBROOK SHAUN REDICK YVETTE YATES REDICK

PRODUCED BY SEAN E. DEMOTT GILL GAYLE PAUL HOLBROOK PATRICK RIZZOTTI WRITTEN BY KENT HARPER

DIRECTED BY ADAM STILWELL





CHRISTIAN  
CONVERY

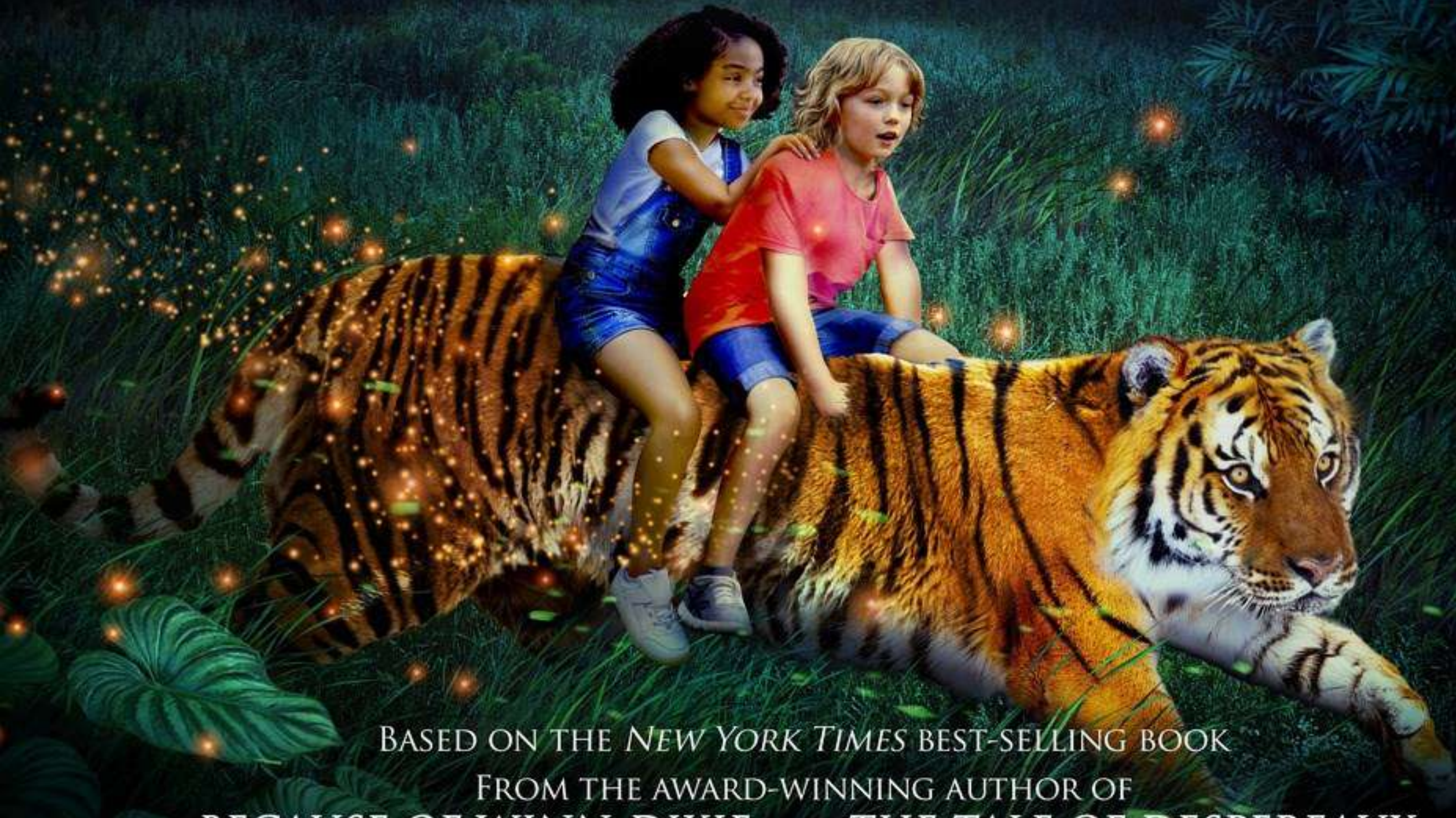
MADALEN  
MILLS

WITH DENNIS  
QUAID

AND QUEEN  
LATIFAH

# THE TIGER RISING

LET YOUR IMAGINATION RUN WILD



BASED ON THE *NEW YORK TIMES* BEST-SELLING BOOK  
FROM THE AWARD-WINNING AUTHOR OF  
*BECAUSE OF WINN-DIXIE* AND *THE TALE OF DESPEREAUX*

HIGHLAND FILM GROUP THE AVENUE and BAY POINT MEDIA PRESENT A G6 FILMS / THOMASVILLE PICTURES PRODUCTION A RAY GUARATANA FILM "THE TIGER RISING" CHRISTIAN CONVERY MADALEN MILLS SAM TRAMMELL KATHARINE MCPHEE WITH DENNIS QU Aid AND QUEEN LATIFAH  
EXECUTIVE PRODUCERS KEVRY BARBER PAUL SCHNEZ PRODUCED BY TOMMY EMMANUEL RICHARD LEE LINDA LOU FRED RAIMOND WRITTEN BY CHRISTOPHER DAY  
DIRECTED BY RAY GUARATANA CASTING BY SHANE E KELLY COSTUME DESIGNER KAYLOR CARLSON EDITOR ROLEN LATIFAH EXECUTIVE PRODUCERS CHARLES ANDREW KELLY SALVESON CHRISTOPHE SUCHET ARIANNE FRASER  
EXECUTIVE PRODUCERS KYLE WINTERSTEIN ROGER DEER JORDAN WAGNER CAMILLER HENDERSON PATRICK JUSTIN WALTER JUSTIN PRODUCED BY MICHAEL FLAGHERTY  
EXECUTIVE PRODUCERS VICTORIAS GUARATANA RYAN D. SMITH RAY GUARATANA KATE DICAMULLO RAY GUARATANA

Release date: January 21 2022

Adventure, Family, Teen, Adaptation



JANUARY 21, 2022





FROM THE PRODUCERS OF ANNA AND THE APOCALYPSE

APRIL  
PEARSON

BLAKE  
HARRISON

JAMES  
COSMO

SAMANTHA  
BOND

STEVE  
ORAM

ROBBIE  
GEE

JAMES  
DREYFUS

AND PATRICK  
BERGIN

SOME SECRETS  
SHOULD REMAIN  
BURIED

Release date: January 7 2022

Thriller, Horror, Psychological

# The KINDRED

A FILM BY JAMIE PATTERSON

A PARKHOUSE PICTURES FILM IN ASSOCIATION WITH JUMP START PRODUCTIONS

APRIL PEARSON BLAKE HARRISON JAMES COSMO SAMANTHA BOND STEVE ORAM ROBBIE GEE JIMMY YUILL JAMES DREYFUS AND PATRICK BERGIN  
COMPOSER MORITZ SCHMITTAT, DIRECTOR OF PHOTOGRAPHY PAUL O'CALLAGHAN, EDITOR DAVID FRICKER EXECUTIVE PRODUCERS JAMIE PATTERSON APRIL PEARSON HOWARD DA SILVA  
PETE BURY MICHAEL DENMARK ASSOCIATE PRODUCER JASON RUSH PRODUCERS TRACY JARVIS STEVE JARVIS WRITTEN BY CHRISTIAN J. HEARN DIRECTED BY JAMIE PATTERSON

PARKHOUSE  
PICTURES

FRIGHTFEST

amp



SARA KLIMOSKA  
ANAMARIA MARINCA  
ALICE ENGLERT  
FÉLIX MARITAUD  
with CARLOTO COTTA  
and NOOMI RAPACE

# YOU WON'T BE ALONE

Release date: January 28 2022



Thriller, Horror

IT'S A WICKED THING THIS WORLD

FOCUS FEATURES PRESENTS IN ASSOCIATION WITH SCREEN AUSTRALIA FILM VICTORIA HEAD GEAR FILMS  
A CAUSEWAY FILMS PRODUCTION IN ASSOCIATION WITH BALKANIC MEDIA "YOU WON'T BE ALONE" SARA KLIMOSKA ANAMARIA MARINCA  
ALICE ENGLERT FÉLIX MARITAUD WITH CARLOTO COTTA AND NOOMI RAPACE ROUND UP CHIEF EMMA BORTIGNON COMPOSER MARK BRADSHAW EDITOR LUCA CAPPELLI  
PRODUCTION DESIGNER BETHANY RYAN DIRECTOR OF PHOTOGRAPHY MATTHEW CHUANG ACS CO-PRODUCER JONATHAN ENGLISH EXECUTIVE PRODUCERS STEPHEN KELLIHER PHIL HUNT COMPTON ROSS NOOMI RAPACE  
PRODUCED BY KRISTINA CEYTON AND SAMANTHA JENNINGS WRITTEN AND DIRECTED BY GORAN STOLEVSKI

ONLY IN THEATERS  
THIS SPRING



GEMMA CHAN  
RICHARD MADDEN  
KUMAIL NANJIANI  
LIA McHUGH  
BRIAN TYREE HENRY  
LAUREN RIDLOFF  
BARRY KEOGHAN  
DON LEE  
WITH KIT HARRINGTON  
WITH SALMA HAYEK  
AND ANGELINA JOLIE



MARVEL STUDIOS

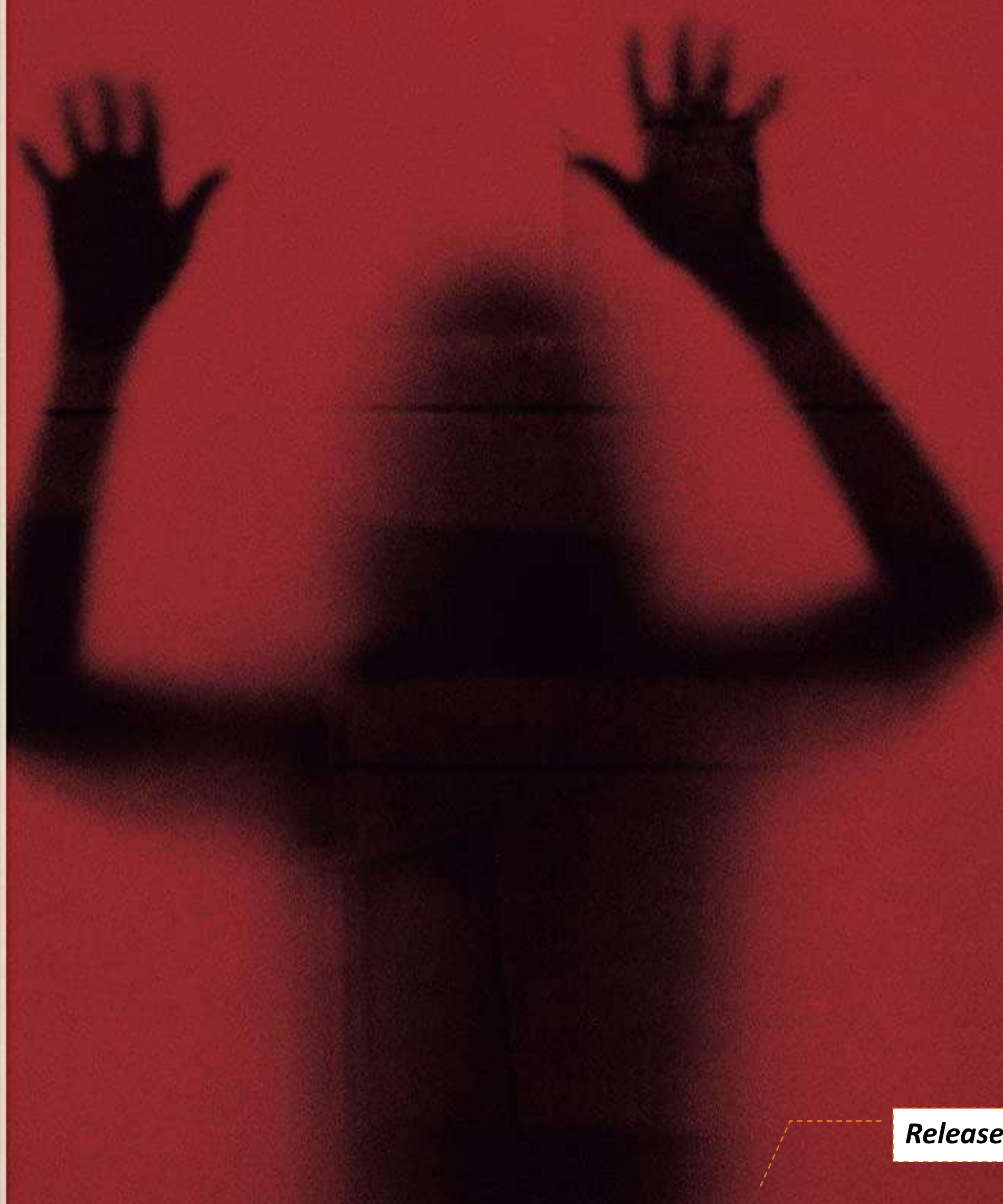
# ETERNALS

MUST WATCH

Adventure, Action, Superhero, Sci-fi



SARA HJORT DITLEVSEN



Release date: January 11 2022

Horror

# BREEDER

A FILM BY JENS DAHL

BEO STARLING PRESENTS "BREEDER"  
SARA HJORT DITLEVSEN ANDERS HEINRICHSEN SIGNE EGHOLM OLSEN MORTEN HOLST  
DIRECTOR OF PHOTOGRAPHY NICOLAI LOK PRODUCTION DESIGNER KRISTINE KØSTER COSTUME DESIGNER NANNA BERNHOLM  
EDITOR JAKOB JUUL TOLDAM EXECUTIVE PRODUCERS PETER HYLDAHL & TINE KLINT  
PRODUCED BY AMALIE LYGBO QUIST & MARIA MØLLER CHRISTOFFERSEN  
WRITTEN BY SISSEL DALSGAARD THOMSEN DIRECTED BY JENS DAHL





THE LEGEND OF

# LA LLORONA

A FILM BY PATRICIA HARRIS SEELEY

Release date: January 7 2022

AN AGELESS PICTURES/GHSTWRTR PRODUCTION IN ASSOCIATION WITH TONIC FILM & VECTOR FILMS

STARRING AUTUMN REESER, ANTONIO CUPO, ZAMIA FANDINO, EDGAR WUOTTO, ANGELICA LARA, NICOLAS MADRAZO AND DANNY TREJO

CASTING DIRECTOR PAUL RUDDY COMPOSER TIM WYNN COSTUME DESIGNER ALEJANDRA CARLOS M. PRODUCTION DESIGNER FRANCISCO BLANC VISUAL EFFECTS PRODUCER JAINARDHAN SATHYAN

CO PRODUCER NEIL IMPEY, ANTONIO CUPO, AUTUMN REESER EDITOR RUDOLF BUITENDACH DIRECTOR OF PHOTOGRAPHY TERRY COLLIER EXECUTIVE PRODUCER SUSAN NEILL, AMAR BALAGGAN

STORY BY CAMERON LARSON, JOSE PRENDES, PATRICIA HARRIS SEELEY SCREENPLAY BY JOSE PRENDES PRODUCED BY CAMERON LARSON, TREVOR SEELEY DIRECTED BY PATRICIA HARRIS SEELEY

Thriller, Horror



JEREMY  
IRONS

ALICIA  
VIKANDER

JIM  
BROADBENT

KHALID  
ABDALLA



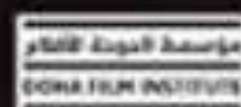
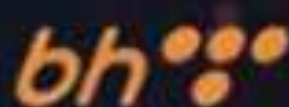
Release date: January 25 2022

Adventure, Family, Animation

# BIRDS LIKE US

PRIME TIME PRODUCTION and TRT PRESENTS "BIRDS LIKE US" A FILM BY FARUK ŠABANOVIĆ EXECUTIVE PRODUCERS FORK FILMS and AUTONOMOUS STORY BY FARUK ŠABANOVIĆ and OLIVIA HETREED DIRECTED BY TIMOTHY BRUZON and PETER GABRIEL

CASTING BY EILAN HOFFMAN CASTING JEREMY IRONS, ALICIA VIKANDER, JIM BROADBENT, KHALID ABDALLA COSTUME DESIGNER ABIGAIL DISNEY, CAT VILLIERS, SHEPINE HELMY EDITOR ADNAN CUBARA







A NETFLIX SERIES

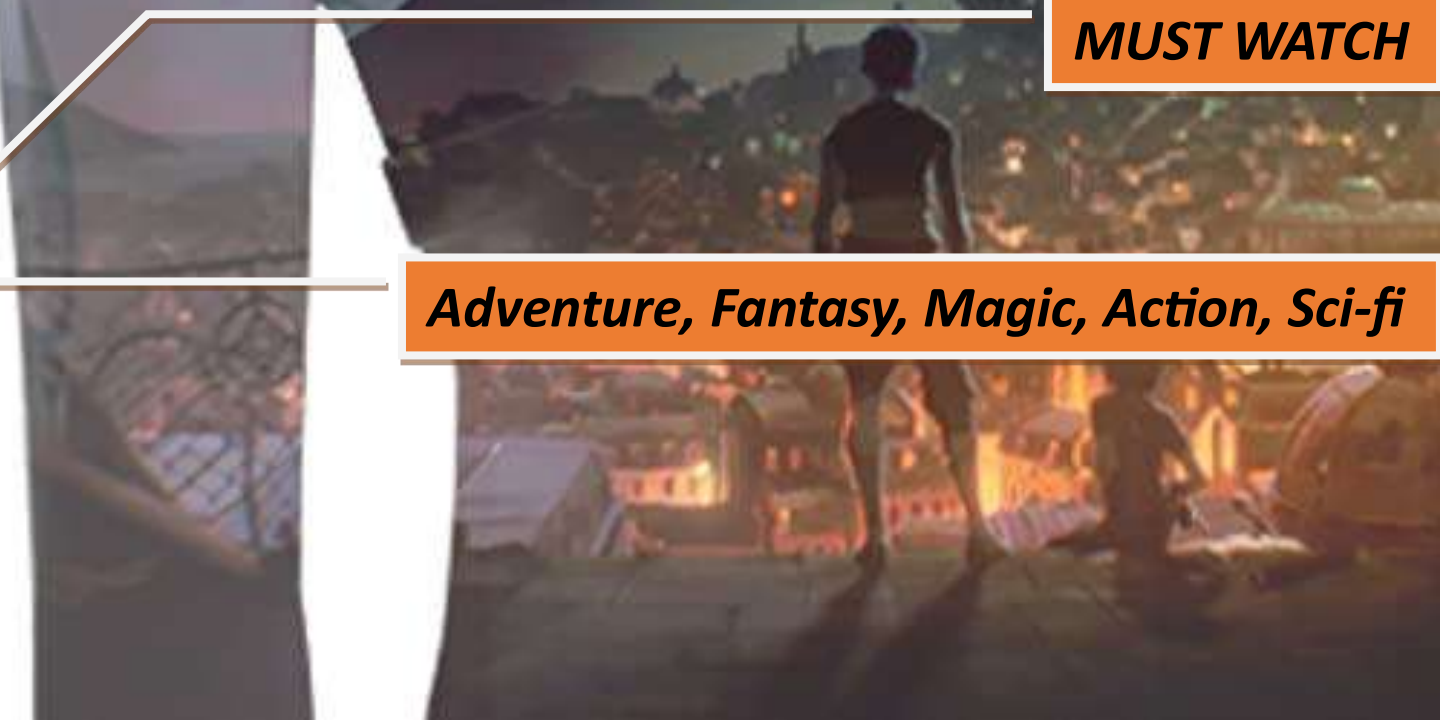
# ARCANE

LEAGUE OF LEGENDS

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MUST WATCH

Adventure, Fantasy, Magic, Action, Sci-fi







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Release date: January 11 2022

Action, Thriller





# SEE FOR ME

Release date: January 7 2022

Thriller, Suspense

IFC MIDNIGHT PRESENTS  
A WILDLING PICTURES AND DI BRINA FILM PRODUCTION IN ASSOCIATION WITH ELEC DRIVE PRODUCED WITH THE  
PARTICIPATION OF TELEFILM CANADA AND ONTARIO CREATES "SEE FOR ME" STARRING SKYLER DAVENPORT, JESSICA PARKER KENNEDY  
WITH LAURA VANDERVOORT AND KIM COATES WRITTEN BY SUNDAY BING, CSA, MEG MORRAN, CSA, JESSICA DOBSON, MACDONALD, JESSICA LOEWEN, VOS  
& JOSEPH MURRAY, JIM JAMES VANDERWATER, PRODUCTION DESIGNER VERNON, DIRECTOR JACKSON PARRELL, JORDAN DRAM  
EDITED BY DAVID DI BRINA, PRODUCED BY SHAWN COOKE AND KRISTY NEVILLE, MUSIC BY ADAM YORKE AND TOMMY GUSHUE, COSTUME DESIGNER RANDALL OKITA  
WILDLING PICTURES | TELEFILM CANADA | ONTARIO CREATES | ONTARIO FILM | CANADA | IFC MIDNIGHT





Release date: January 14 2022

Sequel, Thriller, Horror, Mystery

THE KILLER IS ON THIS POSTER  
**SCREAM**  
IN THEATRES AND  Dolby Cinema  
JANUARY 14

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