



FORTNITE

STRANGE BRIGADE



**SHADOW OF THE
TOMB RAIDER**



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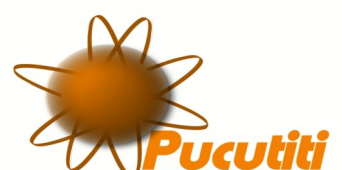
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SHADOW OF THE
TOMB RAIDER



STRANGE BRIGADE





S H A D O W O F T H E
TOMB RAIDER

STRANGE BRIGADE



SHADOW OF THE TOMB RAIDER™

Shadow of the Tomb Raider is an upcoming action-adventure video game developed by Eidos Montréal in conjunction with Crystal Dynamics and published by Square Enix. It is the sequel to the 2013 game Tomb Raider and its sequel Rise of the Tomb Raider, and the twelfth entry in the Tomb Raider series. The game is set to release on 14 September 2018 for Microsoft Windows, PlayStation 4 and Xbox One.

Shadow of the Tomb Raider is an action-adventure game played from a third-person perspective. The game's hub is set to be the largest in the franchise which also reveals the hidden city of Paititi. Players can participate in side quests and missions and learn about Paititi which provides a richer experience. A new barter system allows players to trade resources, salvage parts and weapons in Paititi. There are numerous adjustments made to gameplay, which is otherwise identical to Rise. The controls for swimming have been completely revised, as Lara is now able to hold her breath underwater for a longer period of time due to the introduction of air pockets. She also gains the ability to rappel down a cliff using a rope. Stealth becomes an important part of the game, with Lara being able to disengage from combat when she escapes from enemies' line of sight. Like its predecessors, the game allows players to hunt wild animals, craft materials using the resources collected, solve puzzles and explore optional tombs. The game also features more tombs than the previous instalments in the reboot series. Players will now have the option to tailor their gameplay experience as exploration, puzzles and combat have their own difficulty settings. A new Immersion Mode enables players to hear the background conversations of the locals in their native languages, when turned off the conversations are made in the players' chosen voice over language.

The story takes place after the events of Rise of the Tomb Raider. The protagonist Lara Croft is an archaeologist on an expedition to Latin America looking for a Mayan relic which has a connection to her late father. Trinity, a paramilitary organization dedicated to investigating the supernatural, seek the relic to reshape the world. During the expedition Lara sets off a Mayan apocalypse and she attempts to save the world.

Development of Shadow of the Tomb Raider began in 2015. Unlike the previous entries in the Tomb Raider reboot series which were primarily developed by Crystal Dynamics, Eidos Montréal assumed major development duties for Shadow of the Tomb Raider while Crystal Dynamics provided additional development. While the studio had acted in a support role on the previous entries in the rebooted Tomb Raider series, this time Crystal Dynamics transferred into a support role. Due to this transition, the staff at both Eidos Montréal and Crystal Dynamics needed to adjust, with the Eidos Montréal undergoing "growing pains" while moving from a supporting to a leading development role.





Similar to their work on the Deus Ex series and Thief, Eidos Montréal first gained a deep understanding of the series' basic elements, then set about building the game using both previous entries and their own design philosophies. Eidos Montréal estimated the game's development costs as between \$75 and \$100 million, with a separate marketing and promotion budget of \$35 million, becoming the studio's largest project at the time. Studio head David Anfossi admitted the scale of the project in the modern gaming market and the need to make a profit. With the costs in mind, Eidos Montreal sought to incorporate experimental elements within multiplayer options to give the game longevity using the emerging "games as a service" trend so the game could provide post-release income and foster a large community.





The game's jungle setting was chosen to "complete" Lara's abilities, carrying over old skills while learning new ones to face new threats. Shadow of the Tomb Raider was designed to evolve the narrative and gameplay elements of Lara Croft; in the 2013 reboot she was portrayed as a hunted survivor, Rise of the Tomb Raider revealed her beginning to pursue her own goals, and Shadow of the Tomb Raider was designed to show her mastering the environment. The story closes off the rebooted origin story, with Lara becoming the tomb raider many series fans remembered. The staff also wanted to tackle the "political tension" of a rich white woman going to other countries and hunting artefacts in foreign lands, with the story's climax resulting in Lara being "humbled". The setting of Latin America was chosen to reflect this theme. The setting and narrative took inspiration from Mayan and Incan mythology, including its recurring focus on sun worship, sacrifice, and the ages of mankind. The people of Paititi were designed based on historic accounts of the Maya, Aztec and Inca peoples.

On 15 March 2018, Square Enix confirmed that a sequel to Rise of the Tomb Raider was in development and scheduled to be released on 14 September 2018 for Microsoft Windows, PlayStation 4 and Xbox One. The Windows version was developed by Nixxes Software, who had worked on several earlier Tomb Raider games for the platform. On the same day, a teaser trailer was released showing Lara Croft in a mountainous environment. The game was revealed on 27 April 2018 with a trailer, screenshots, and a one hour demo to members of the press. A season pass was also announced, which gives players access to seven "paths" which include new narratives, missions, tombs, weapons, outfits and skills.



FORTNITE

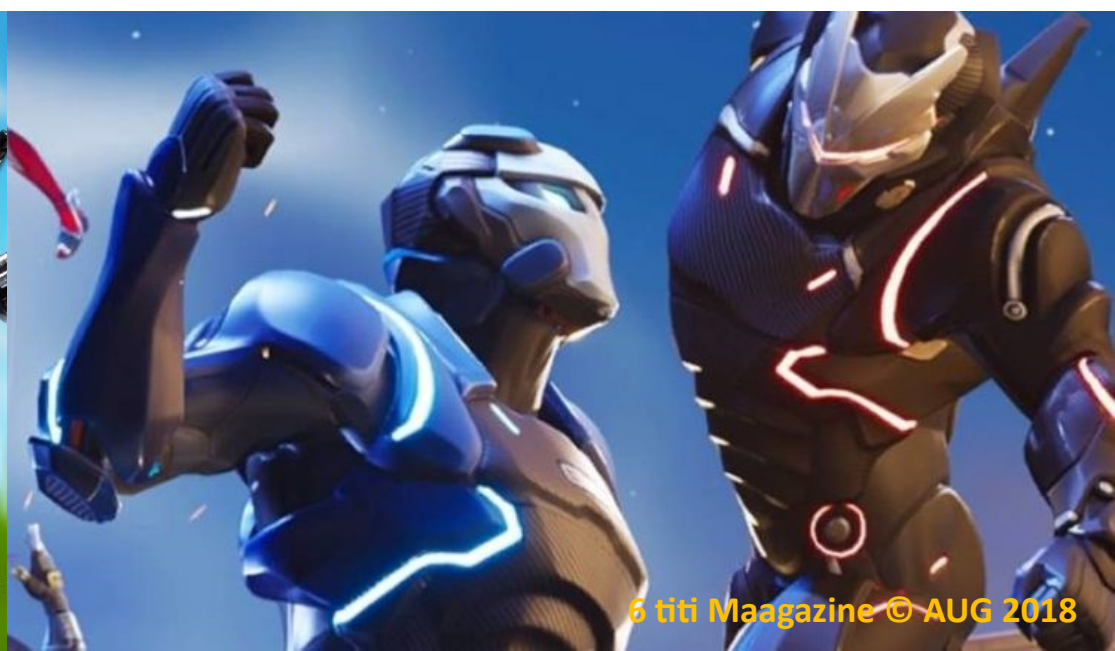


Fortnite is a 2017 video game developed by Epic Games which has been released as different software packages featuring different game modes that otherwise share the same general gameplay and game engine. The game modes include Fortnite: Save the World, a cooperative shooter-survival game for up to four players to fight off zombie-like husks and defend objects with fortifications they can build, and Fortnite Battle Royale, a free-to-play battle royale game where up to 100 players fight in increasingly-smaller spaces to be the last person standing. Both game modes were released in 2017 as early access titles; Save the World is available only for Microsoft Windows, macOS, PlayStation 4, and Xbox One, while Battle Royale has been released for those platforms, Nintendo Switch, and iOS devices with Android support expected in mid-2018.

While both games have been successful for Epic Games, Fortnite Battle Royale became a resounding success, drawing in more than 125 million players in less than a year, and earning hundreds of millions of dollars per month, and since has been a cultural phenomenon.

Currently, Fortnite is distributed as two different games, though each game uses the same engine and has similar graphics, art assets, and game mechanics.

Fortnite: Save the World is designed as player-versus-environment game, featuring four players cooperating towards a common objective on various missions. The game is set after a fluke storm appears across Earth, causing 98% of the population to disappear and the survivors to be attacked by zombie-like "husks". The players take the role of commanders of home base shelters, collecting resources, saving survivors, and defending equipment that help to either collect data on the storm or to push back the storm. From missions, players are awarded a number of in-game items, which include hero characters, weapon and trap schematics, and survivors, all which can be leveled up through gained experience to improve their attributes.





Fortnite Battle Royale is a player-versus-player battle royale game for up to 100 players, playing alone or in squads of two or four. Players airdrop from a "Battle Bus" that crosses the game's map without any weapons. When they land, they must scavenge for weapons, items, and resources, avoiding being killed while attacking other players. Over the course of a round, the safe area of the map shrinks down in size due to an incoming storm; players outside that safe area take damage and can be killed. This forces remaining players into tighter spaces and encourages player encounters. The last player or squad alive is the winner.

Both game modes give the ability to player to use a pickaxe to knock down existing structures on the map to collect basic resources (wood, brick, and steel), from then which they can build pieces of fortification, such as walls, floors, and stairs. Such fortification pieces can be edited to include other features such as windows or doors. The materials used have different durability properties and can be updated to stronger variants using more materials of the same type. Within "Save the World" this enables players to create defensive fortifications around an objective or trap-filled tunnels to lure husks through. In "Battle Royale", this provides the means to quickly traverse the map, protect oneself from enemy fire, or to delay an advancing foe.

Both game modes are set to be free-to-play titles, though presently, "Save the World" is in early access and requires purchase to play. Both games are monetized through the use of V-Bucks, in-game currency that can also be earned only through "Save the World". V-bucks in "Save the World" can be used to buy pinatas shaped like llamas to gain a random selection of items. In "Battle Royale", V-bucks can be used to buy cosmetic items like character models or the like, or can also be used to purchase the game's Battle Pass, a tiered progression of customization rewards for gaining experience and completing certain objectives during the course of a "**Battle Royale**" season.



Fortnite: Save the World

Fortnite began from an internal game jam at Epic Games following the publishing of Gears of War 3 around 2011. Though it was not initially one of the developed titles during the jam, the concept of merging the construction game genre, representing games like Minecraft and Terraria, and shooter games arose, leading to the foundation of Fortnite. Development of Fortnite slowed due to several issues, including switching from the Unreal Engine 3 to Unreal 4, a deeper role-playing game approach to extend the life of the game, and a switch of art style from a dark theme to a more cartoonish style. Further, Epic was looking to get into the games as a service model, and brought in Chinese publisher Tencent to help; Tencent took a large stake in Epic as part of this, leading to the departure of several executives, including Cliff Bleszinski, who had been a key part of Fortnite's development. Fortnite's approach was changed to be Epic's testbed for games as a service, and further slowed the development.

Ultimately, Epic was able to prepare to release Fortnite as a paid early access title in July 2017, with plans to release it as free-to-play sometime in 2018 while gaining feedback from players to improve the game. With the release of Fortnite Battle Royale, the player-versus-environment mode was distinguished as "Save the World".

Fortnite Battle Royale

Near the same time that Epic released Fortnite into early access, PlayerUnknown's Battlegrounds had become a worldwide phenomenon, having sold over 5 million copies three months from its March 2017 release, and drawing strong interest in the battle royale genre. Epic recognized that with the Fortnite base game, they could also do a battle royale mode, and rapidly developed their own version atop Fortnite in about two months. By September 2017, Epic was ready to release this as a second mode from "Save the World" in the paid-for earlier access, but then later decided to release it as a free game, Fortnite Battle Royale, supported with microtransactions. This version quickly gained players, with over 10 million players during its first two weeks of release, and leading Epic to create separate teams to continue the Fortnite Battle Royale development apart from the "Save the World" mode, outside of common engine elements and art assets. This allowed Fortnite Battle Royale to expand to other platforms otherwise not supported by the "Save the World" mode, including iOS and Android mobile devices and the Nintendo Switch.



Fortnite	
FORTNITE	
Genres	Various
Developer(s)	Epic Games
Publisher(s)	Epic Games
Platforms	Microsoft Windows, macOS, Nintendo Switch, PlayStation 4, Xbox One, iOS, Android
Platform of origin	Microsoft Windows
Year of inception	2017



STRANGE BRIGADE



Strange Brigade is an upcoming cooperative third-person shooter video game developed and published Rebellion Developments. It is set to be released for Microsoft Windows, PlayStation 4 and Xbox One on August 28, 2018. In the game, the player fights against different mythological enemies and solves puzzles.

Strange Brigade is a third-person shooter with a huge emphasis on cooperative gameplay. In the game, the player assumes the role of an adventurer in the 1930s and can team up with three other players to fight against different mythological enemies like mummies, giant scorpions and minotaurs. The game's four playable characters, who can be customized, have different weapons and abilities. Players have a large arsenal of weapons at their disposal. Each weapon has several upgrade slots, which can be used to enhance combat efficiency. Players can switch and upgrade their weapons at the workbenches found in a level. They can also activate different traps, such as spinning blades and spikes, to kill enemies.

The game features branching levels which encourage exploration.[5] By solving puzzles, players will discover new relics which can unlock "amulet powers". These powerful amulet powers can be activated by absolving the souls of enemies. Players can also find treasure chests to unlock powerful prototype weapons, and collect gold coins to purchase new weapons.

4000 years ago, Sahara Africa was ruled by Seteki, a brutal and barbaric queen. Dissatisfied with her rule, her people overthrew her and sealed her in a nameless tomb. In 1930, archaeologist Edgar Harbin discovered her tomb and released the Queen's spirit. The Strange Brigade, a group of Secret Service agents sent by the British colonial government, has infiltrated Harbin's expedition in an effort to eliminate Suteki.

The game is being developed by Rebellion Developments. The game's gameplay was inspired by several cooperative games, such as Left 4 Dead and Rebellion's own Zombie Army Trilogy, while the story and the game's tone were inspired by the adventure serials released in the 1930s. Announced on June 7, 2017, the game is set to be released on August 28, 2018. Players who preorder the game will have access to the "Secret Service Weapons" pack, while those who purchased the Digital Deluxe edition have access to the game's season pass and other post-launch content for free. There is also a Collector's Edition which contains physical items such as an airship model and an artbook.





Strange Brigade



<u>Developer(s)</u>	Rebellion Developments
<u>Publisher(s)</u>	Rebellion Developments
<u>Director(s)</u>	Tim Jones
<u>Designer(s)</u>	Steve Bristow
<u>Artist(s)</u>	Andy Pattinson
<u>Writer(s)</u>	Gordon Rennie
<u>Platform(s)</u>	Microsoft Windows PlayStation 4 Xbox One
<u>Release</u>	August 28, 2018
<u>Genre(s)</u>	Third-person shooter
<u>Mode(s)</u>	Single-player, multiplayer



GADGETS



<ul style="list-style-type: none">• CPU Speed• MediaTek® Helio™ P10, Octa-core, 64-bit•• Memory³• ROM: 64GB / RAM: 4GB• Extended memory: microSD™ up to 2TB• Flex Storage supported• Google back up• Transfer data from another phone via HTC transfer tool•• Network⁴• 2G/2.5G - GSM/GPRS/EDGE• 850/900/1800/1900 MHz• 3G UMTS• 850/900/1900/2100 MHz• 4G LTE™• FDD: Bands 1, 3, 5, 7, 8, 20, 28• TDD: Bands 38, 40• Support Cat 6 LTE™, download up to 300 Mbps, upload up to 50 Mbps•• Connectivity• BT 4.2• Wi-Fi®: 802.11 a/b/g/n (2.4&5 GHz)•• Buttons Keys and Connection Ports• 3.5 mm stereo audio jack• Capacitive keys• micro-USB 2.0	<ul style="list-style-type: none">• Display• 5.5 inch, FHD 1080p (1080 x 1920 pixels)• Resolution at (400) ppi (pixel per inch)• IPS• Gorilla Glass• Display color personalization (w/CCT tuning)•• SIM Card Type• Dual Nano SIM•• Front Camera• 13-megapixel• BSI sensor• <i>f</i>/2.2 aperture and 27.8mm focal length• Voice Selfie• Live make-up• Selfie Panorama• Self timer up to 10 seconds• Touch to capture• Volume button as shutter button• Up to Full HD 1080p video recording• Auto HDR mode• Mirror preview• Retina flash•• Sensors• Ambient light sensor• Proximity sensor• Compass sensor• Sensor Hub• Motion G-sensor• Gyro sensor• Magnetic sensor	<ul style="list-style-type: none">• Platform²• Android™ 6.0 with HTC Sense™•• Main Camera• 20-megapixel• Laser Autofocus• BSI sensor• <i>f</i>/2.2 aperture and 27.8mm focal length• AUTO HDR mode• Panorama mode• Continuous shooting• Pro mode with manual control and RAW format• Anti-shake• White balance• Face beauty• Zoe camera•• Location• GPS/AGPS + GLONASS•• Sound• HTC BoomSound™ profile• Dual microphone with noise cancelation•• Gesture and Others• HTC Connect™ (3-finger swipe for multimedia streaming)• Sensor hub for activity tracking• Motion launch• Quite ring on pick up• Pocket mode• Flip to Mute
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- **Memory**
- **4GB + 64GB**
-
- **Battery**
- **3500 MAH**
-
- **Security**
- **Fingerprint + Face Unlock**
-
- **OS**
- **Android O**

WEAKNESS

Weakness, a Familiar concept.

What is weakness?

A lack of strength,

A lack of prowess,

Or a lack of wealth?

*I say it's a lack of knowledge
and wielding will;*

*For knowledge is true power,
And even power is powerless
until wielded.*

Ernest .D. Owhiroro



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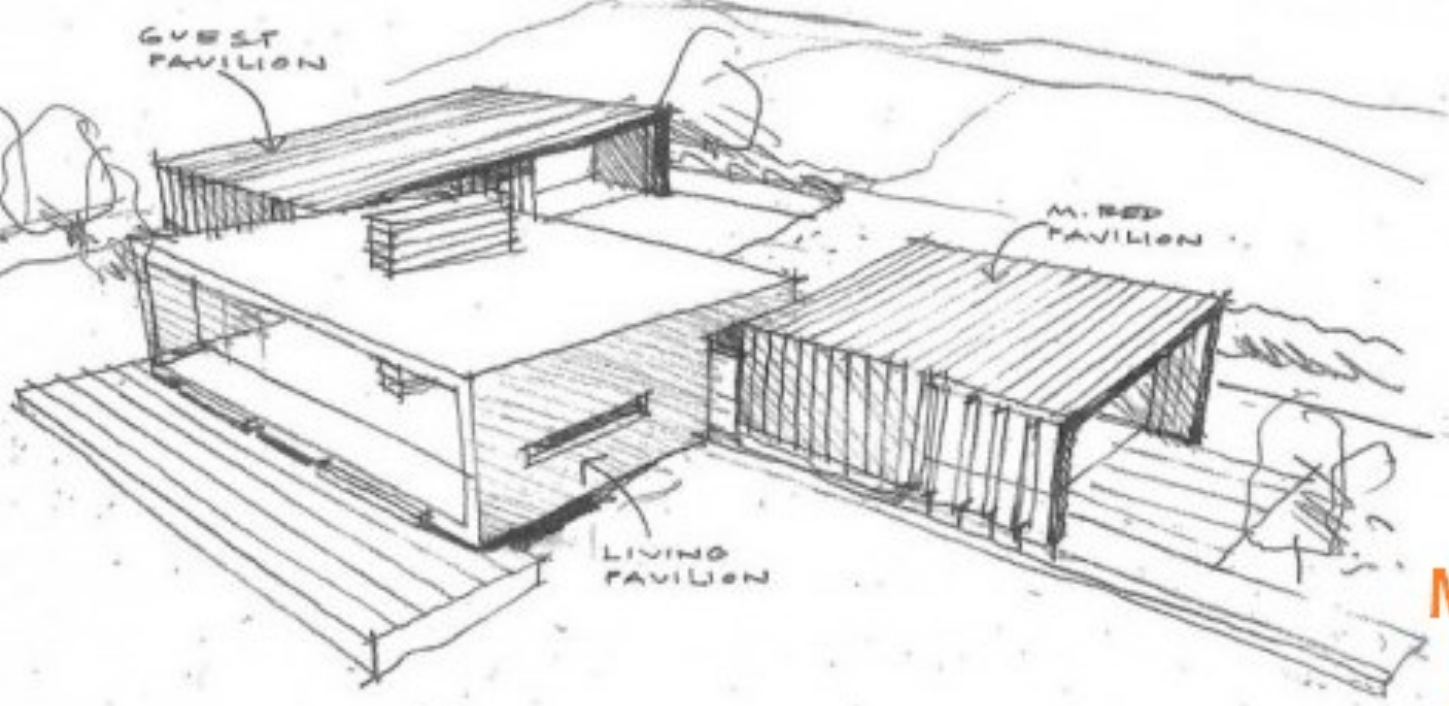
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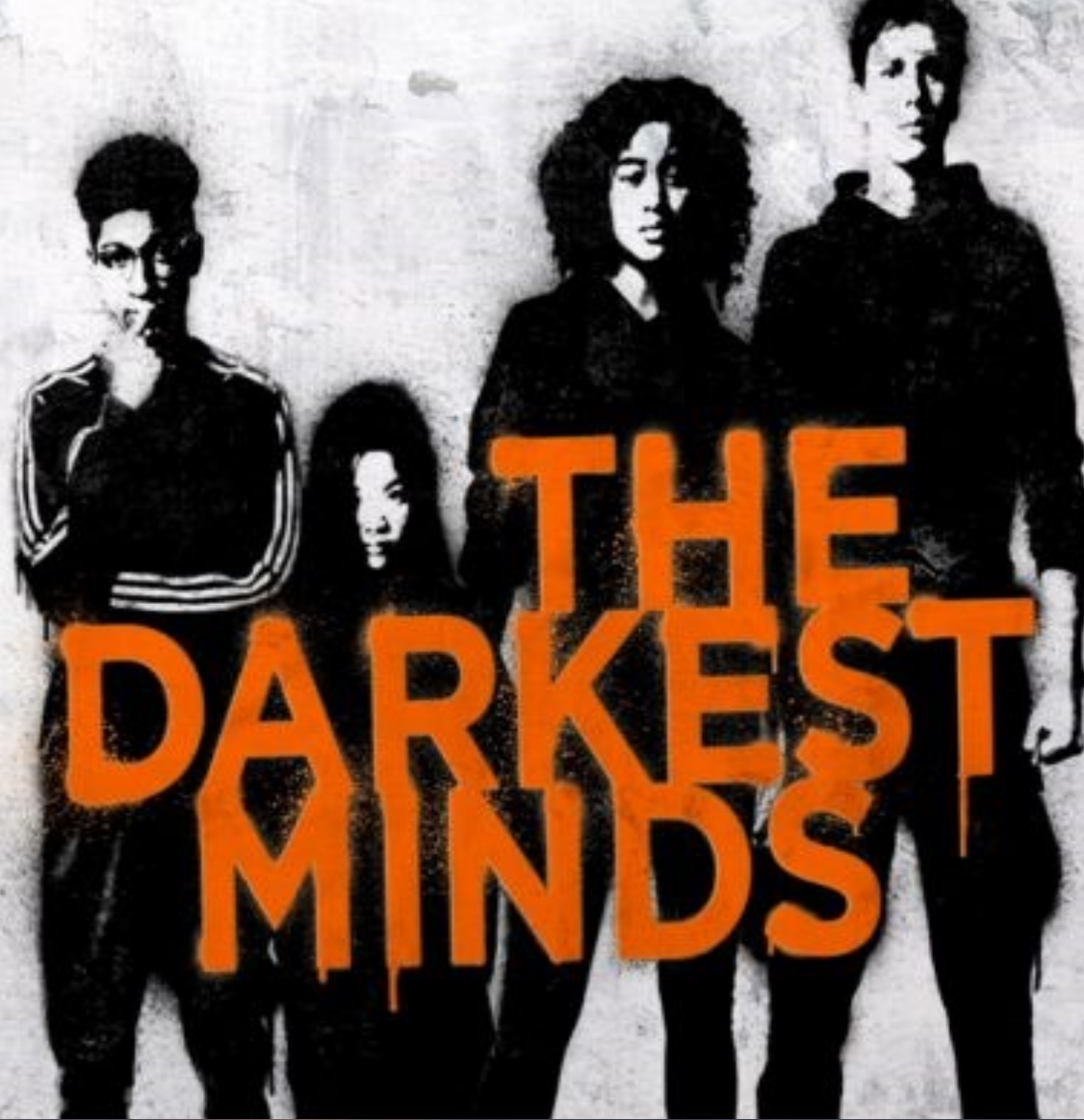


MODERN ARCHITECTURE





THE ONES
WHO CHANGED
WILL CHANGE
EVERYTHING



FROM PRODUCERS OF
STRANGERS
THINGS
AND ARRIVAL

IN THEATERS
AUGUST 3



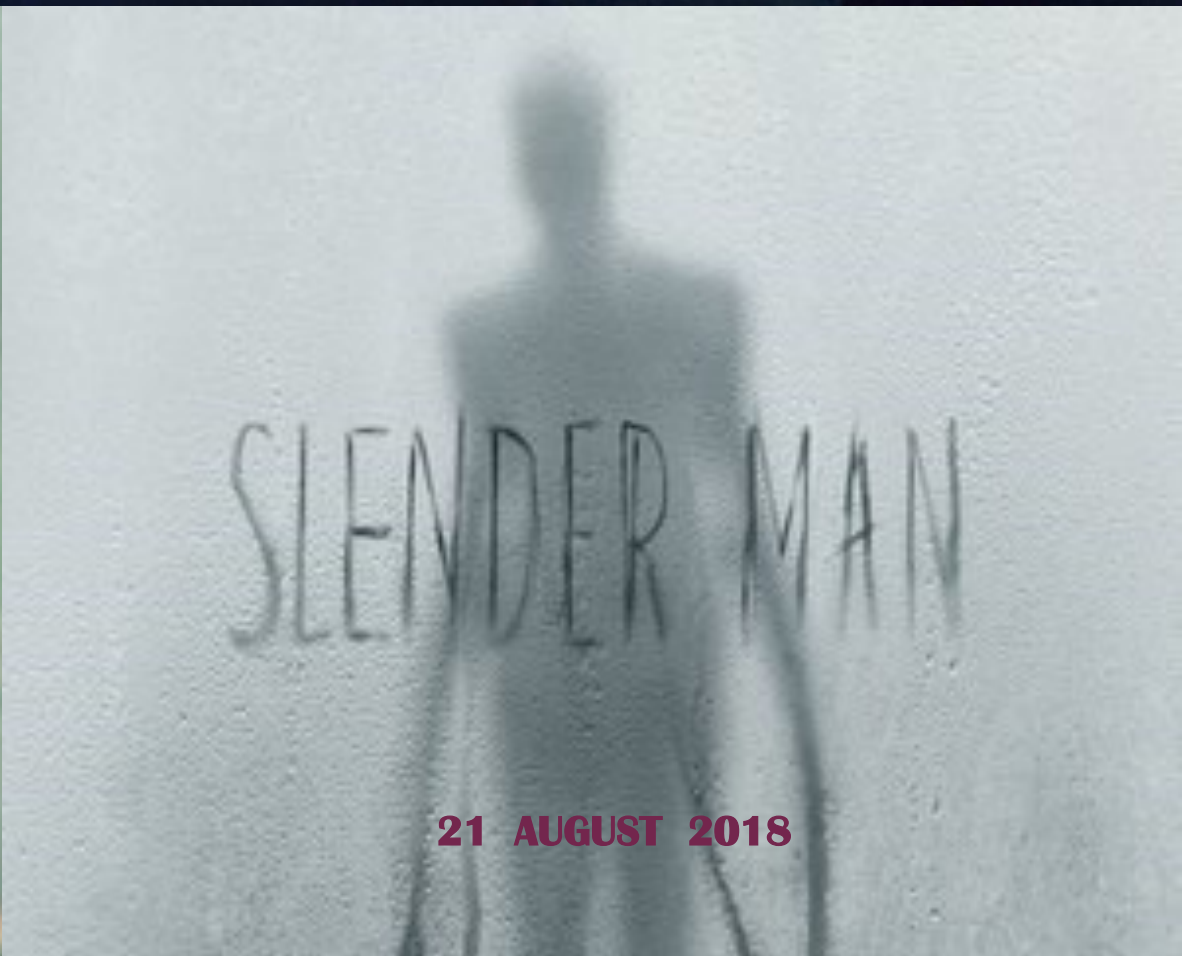
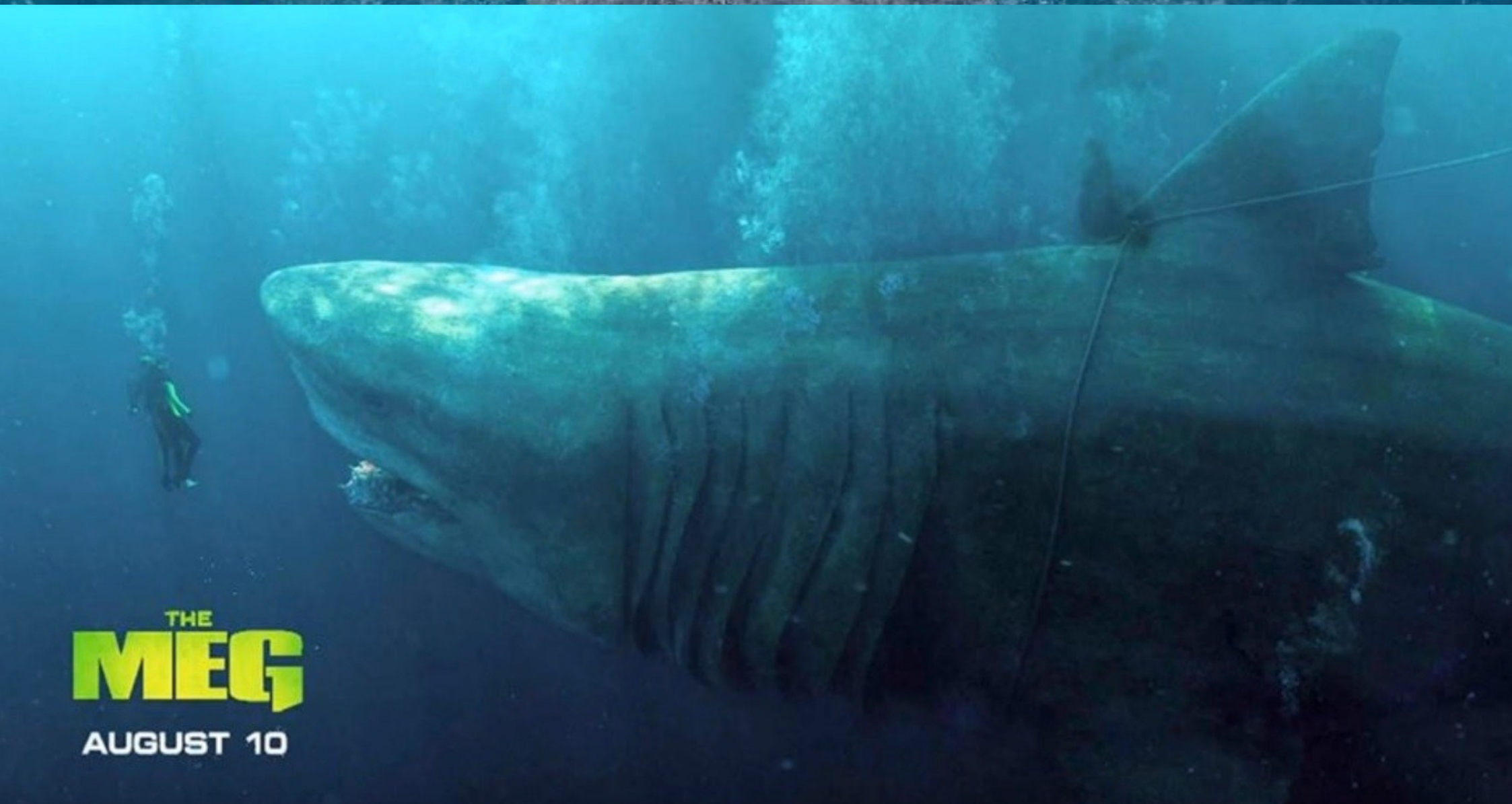
A-X-L

MAN'S BEST FRIEND HAS EVOLVED
IN THEATERS AUGUST 24

FROM THE PRODUCERS OF ARRIVAL AND STRANGER THINGS



ALL HE NEEDED WAS A WAY OUT
AUGUST 31



Nintendo Co., Ltd. is a Japanese multinational consumer electronics and video game company headquartered in Kyoto. Nintendo is one of the world's largest video game companies by market capitalization, creating some of the best-known and top-selling video game franchises, such as [Mario](#), [The Legend of Zelda](#), and [Pokémon](#).

Founded on 23 September 1889 by Fusajiro Yamauchi, it originally produced handmade hanafuda playing cards. By 1963, the company had tried several small niche businesses, such as cab services and love hotels. Abandoning previous ventures in favor of toys in the 1960s, Nintendo developed into a video game company in the 1970s, ultimately becoming one of the most influential in the industry and Japan's third most-valuable company with a market value of over \$85 billion. From 1992 until 2016, Nintendo was also the majority shareholder for the Seattle Mariners of Major League Baseball.

Nintendo was founded as a playing card company by Fusajiro Yamauchi on 23 September 1889. Based in Kyoto, the business produced and marketed Hanafuda cards. The handmade cards soon became popular, and Yamauchi hired assistants to mass-produce cards to satisfy demand. In 1949, the company adopted the name Nintendo Karuta Co., Ltd., doing business as The Nintendo Playing Card Co. outside Japan. Nintendo continues to manufacture playing cards in Japan and organizes its own contract bridge tournament called the "Nintendo Cup". The word Nintendo can be translated as "leave luck to heaven", or alternatively as "the temple of free hanafuda".

First video game success

In 1979, Gunpei Yokoi conceived the idea of a handheld video game, while observing a fellow bullet train commuter who passed the time by interacting idly with a portable LCD calculator, which gave birth to Game & Watch. In 1980, Nintendo launched Game & Watch—a handheld video game series developed by Yokoi. These systems do not contain interchangeable cartridges and thus the hardware was tied to the game. The first Game & Watch game, Ball, was distributed worldwide. The modern "cross" D-pad design was developed in 1982, by Yokoi for a Donkey Kong version. Proven to be popular, the design was patented by Nintendo. It later earned a Technology & Engineering Emmy Award.

1988–1989: NES, Game Boy, and Super Mario Bros

1989–1995: SNES and Virtual Boy

1996–2000: Nintendo 64 and Game Boy Color

2001–2003 Game Boy Advance and GameCube

2004–2011: Nintendo DS and Wii

2011–2015: 3DS and Wii U

2015–present: Mobile and Nintendo Switch

Home consoles

Nintendo Entertainment System

The Nintendo Entertainment System (abbreviated as NES) is an 8-bit video game console, which released in North America in 1985, and in Europe throughout 1986 and 1987. The console was initially released in Japan as the Family Computer (abbreviated as Famicom) in 1983. The best-selling gaming console of its time.

Super Nintendo Entertainment System

The Super Nintendo Entertainment System (abbreviated as the Super NES or SNES) is a 16-bit video game console, which was released in North America in 1991, and in Europe in 1992. The console was initially released in Japan in 1990 as the Super Famicom, officially adopting the colloquially abbreviated name of its predecessor.

Nintendo 64

The Nintendo 64 was released in 1996, featuring 3D polygon model rendering capabilities and built-in multiplayer for up to four players.

GameCube

The GameCube (officially called Nintendo GameCube, abbreviated NGC in Japan and GCN in North America) was released in 2001.

Wii

The Wii was released during the holiday season of 2006 worldwide. The system features the Wii Remote controller, which can be used as a handheld pointing device and which detects movement in three dimensions.

Wii U

The Wii U, the successor to the Wii, was released during the holiday season of 2012 worldwide. The Wii U is the first Nintendo console to support high-definition graphics. The Wii U's primary controller is the Wii U GamePad, which features an embedded touchscreen.

Nintendo Switch

On 17 March 2015, Nintendo announced a new "dedicated games platform with a brand new concept" with the codename "NX" that would be further revealed in 2016. Reggie Fils-Aimé, president of Nintendo of America, referred to NX as "our next home console" in a June 2015 interview with The Wall Street Journal.

Handheld consoles

Game & Watch

Game Boy

Game Boy Pocket

Game Boy Color

Game Boy Advance

Game Boy Advance SP

Nintendo DS

Nintendo DS Lite

Nintendo DSi

Nintendo DSi XL

Nintendo 3DS

Nintendo has pioneer the gaming industry down to the industries current state. they paved the way for the rest consoles we have available today. We hail Nintendo for being there when the gaming industry started and remaining relevant till now when competition is high.

Prince Max Dickson for **TiTi Magazine**



**SEE
YOU
NEXT
MONTH**

