



# TABLE OF CONTENTS

PlayerUnknown's Battlegrounds

Yakuza: Like a Dragon

**Overwatch** 

Resident Evil 3 (2020 video game)

Madden NFL 20

Infinix Hot 8

Infiix S5

**LG Gram** 

Rog Strix Scar 11

*Infinix Note 7* 

Huawei P20

Range Rover Defender

Range Rover Discovery Sport

**Honda Fit** 

Movies



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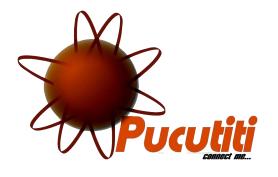
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# PlayerUnknown's Battlegrounds

PlayerUnknown's Battlegrounds (PUBG) is an online multiplayer battle royale game developed and published by PUBG Corporation, a subsidiary of South Korean video game company Bluehole. The game is based on previous mods that were created by Brendan "PlayerUnknown" Greene for other games, inspired by the 2000 Japanese film Battle Royale, and expanded into a standalone game under Greene's creative direction. In the game, up to one hundred players parachute onto an island and scavenge for weapons and equipment to kill others while avoiding getting killed themselves. The available safe area of the game's map decreases in size over time, directing surviving players into tighter areas to force encounters. The last player or team standing wins the round.

Battlegrounds was first released for Microsoft Windows via Steam's early access beta program in March 2017, with a full release in December 2017. The game was also released by Microsoft Studios for the Xbox One via its Xbox Game Preview program that same month, and officially released in September 2018. A free-to-play mobile version for Android and iOS was released in 2018, in addition to a port for the PlayStation 4. Battlegrounds is one of the best-selling and most-played video games of all time, selling over fifty million copies worldwide by June 2018, with over 400 million players in total when including the mobile version.

Battlegrounds received positive reviews from critics, who found that while the game had some technical flaws, it presented new types of gameplay that could be easily approached by players of any skill level and was highly replayable. The game was attributed to popularizing the battle royale genre, with a number of unofficial Chinese clones also being produced following its success. The game also received several Game of the Year nominations, among other accolades. PUBG Corporation has run several small tournaments and introduced in-game tools to help with broadcasting the game to spectators, as they wish for it to become a popular esport. The game has also been banned in some countries for allegedly being harmful and addictive to young players.

#### Gameplay

Battlegrounds is a player versus player shooter game in which up to one hundred players fight in a battle royale, a type of large-scale last man standing deathmatch where players fight to remain the last alive. Players can choose to enter the match solo, duo, or with a small team of up to four people. The last person or team alive wins the match.

Each match starts with players parachuting from a plane onto one of the four maps, with areas of approximately  $8 \times 8$  kilometres ( $5.0 \times 5.0$  mi),  $6 \times 6$  kilometres ( $3.7 \times 3.7$  mi), and  $4 \times 4$  kilometres ( $2.5 \times 2.5$  mi) in size. The plane's flight path across the map varies with each round, requiring players to quickly determine the best time to eject and parachute to the ground. Players start with no gear beyond customized clothing selections which do not affect gameplay. Once they land, players can search buildings, ghost towns and other sites to find weapons, vehicles, armor, and other equipment. These items are procedurally distributed throughout the map at the start of a match, with certain high-risk zones typically having better equipment. Killed players can be looted to acquire their gear as well. Players can opt to play either from the first-person or third-person perspective, each having their own advantages and disadvantages in combat and situational awareness; though server-specific settings can be used to force all players into one perspective to eliminate some advantages.





Every few minutes, the playable area of the map begins to shrink down towards a random location, with any player caught outside the safe area taking damage incrementally, and eventually being eliminated if the safe zone is not entered in time; in game, the players see the boundary as a shimmering blue wall that contracts over time. This results in a more confined map, in turn increasing the chances of encounters. During the course of the match, random regions of the map are highlighted in red and bombed, posing a threat to players who remain in that area. In both cases, players are warned a few minutes before these events, giving them time to relocate to safety. A plane will fly over various parts of the playable map occasionally at random, or wherever a player uses a flare gun, and drop a loot package, containing items which are typically unobtainable during normal gameplay. These packages emit highly visible red smoke, drawing interested players near it and creating further confrontations. On average, a full round takes no more than 30 minutes.

At the completion of each round, players gain in-game currency based on their performance. The currency is used to purchase crates which contain cosmetic items for character or weapon customization. A rotating "event mode" was added to the game in March 2018. These events change up the normal game rules, such as establishing larger teams or squads, or altering the distribution of weapons and armor across the game map.

# **Development**

The game's concept and design was led by Brendan Greene, better known by his online handle PlayerUnknown, who had previously created the ARMA 2 mod DayZ: Battle Royale, an offshoot of popular mod DayZ, and inspired by the 2000 Japanese film Battle Royale. At the time he created DayZ: Battle Royale, around 2013, Irish-born Greene had been living in Brazil for a few years as a photographer, graphic designer, and web designer, and played video games such as Delta Force: Black Hawk Down and America's Army. The DayZ mod caught his interest, both as a realistic military simulation and its open-ended gameplay, and started playing around with a custom server, learning programming as he went along. Greene found most multiplayer first-person shooters too repetitive, considering maps small and easy to memorize. He wanted to create something with more random aspects so that players would not know what to expect, creating a high degree of replayability; this was done by creating vastly larger maps that could not be easily memorized, and using random item placement across it. Greene was also inspired by an online competition for DayZ called Survivor GameZ, which featured a number of Twitch and YouTube streamers fighting until only a few were left; as he was not a streamer himself, Greene wanted to create a similar game mode that anyone could play. His initial efforts on this mod were more inspired by The Hunger Games novels, where players would try to vie for stockpiles of weapons at a central location, but moved away from this partially to give players a better chance at survival by spreading weapons around, and also to avoid copyright issues with the novels. In taking inspiration from the Battle Royale film, Greene had wanted to use square safe areas, but his inexperience in coding led him to use circular safe areas instead, which persisted to Battlegrounds.

When DayZ became its own standalone title, interest in his ARMA 2 version of the Battle Royale mod trailed off, and Greene transitioned development of the mod to ARMA 3. Sony Online Entertainment (now the Daybreak Game Company) had become interested in Greene's work, and brought him on as a consultant to develop on H1Z1, licensing the battle royale idea from him. In February 2016, Sony Online split H1Z1 into two separate games, the survival mode H1Z1: Just Survive, and the battle royale-like H1Z1: King of the Kill, around the same time that Greene's consultation period was over.

Separately, the Seoul-based studio Ginno Games, led by Chang-han Kim and who developed massively multiplayer online games (MMOs) for personal computers, was acquired and renamed Bluehole Ginno Games by Bluehole in January 2015, a major South Korean publisher of MMOs and mobile games. Kim recognized that producing a successful game in South Korea generally meant it would be published globally, and wanted to use his team to create a successful title for personal computers that followed the same model as other mobile games published by Bluehole. He had already been excited about making a type of battle royale game after he had played DayZ, in part that the format had not caught on in Korea.



He also wanted to make this through an early access model and have a very limited development schedule to get the game out as quickly as possible, while treating the product as a "games as a service" model to be able to support it for many years. In researching what had been done, he came across Greene's mods and reached out to him. In July 2017, Bluehole partnered with social media platform Facebook to provide exclusive streaming content to Facebook's gaming channels, as part of their push to provide more gaming content for its users.

Around the same time that Greene left Sony Online, Kim contacted and offered him the opportunity to work on a new battle royale concept. Within a week, Greene flew out to Bluehole's headquarters in Korea to discuss the options, and a few weeks later, became the creative director of Bluehole. He moved to South Korea to oversee development. According to Greene, this was the first time a Korean game studio had brought aboard a foreigner for a creative director role, and while a risk, he says that his relationship with Bluehole's management is strong, allowing Greene's team to work autonomously with minimal oversight. The game's main musical theme was composed by Tom Salta, who was personally selected by Greene as he and the team were looking for an "orchestral electronic hybrid theme" that would give players a "huge build-up", keeping them "resolutely determined" until a match starts.

Development began in early 2016 and was publicly announced that June, with plans to have the game ready within a year. Kim served as executive producer for the game. [14] Bluehole started with a team of about 35 developers supporting Greene's work, but had expanded to 70 by June 2017. Greene stated that many of these developers were voluntarily putting in longer work hours into the game due to their dedication to the project, and not by any mandate from himself or Bluehole's management. In addition to Bluehole, Greene also credits Bohemia Interactive, the developers of ARMA and DayZ, for support with motion capture animations via their Prague studio.



With the rapid growth of interest in the game, Bluehole spun out the entire development for Battlegrounds into Bluehole Ginno Games in September 2017, which was renamed PUBG Corporation with Kim as its chief executive officer. PUBG Corporation continued the development of the game and its marketing and growth, opening an office in the United States with plans for future ones in Europe and Japan. In August 2018, PUBG Corporation launched the "Fix PUBG" campaign, acknowledging that that game by then still had several lingering bugs and other performance issues. The campaign finished in November, with PUBG Corporation calling it a success as everything listed had been implemented by then.

In March 2019, Greene announced that he was stepping down as the game's lead designer, but would still serve as a creative consultant. Tae-seok Jang, the game's art director, would replace him, with Green relocating to PUBG's studio in Amsterdam, PUBG Special Projects. Greene stated that he believed the main Battlegrounds team was at a place to continue developing the game in the direction he had set to keep the game unique among the other battle royale games it had launched, and he wanted to try something not tied to battle royale but still multiplayer-based. The move also put him closer to his family in Ireland.

### Design

Battlegrounds represents the standalone version of what Greene believes is the "final version" of the battle royale concept, incorporating the elements he had designed in previous iterations. Faster development was possible with the game engine Unreal Engine 4, compared with ARMA and H1Z1, which were built with proprietary game engines. Greene acknowledged that implementing the size of the maps in Battlegrounds has been one of the challenges with working with Unreal, which was not designed with such maps in mind. The game was designed as a mix between the realistic simulation of ARMA 3 and the arcade-like action focus and player accessibility of H1Z1. To prevent in-game cheating, the game uses the "BattlEye" anticheating software, which had permanently banned over 13 million players by October 2018. BattlEye indicated that 99% of all cheating software for the game was developed in China.

Based on Greene's experience with the genre, an island with many terrain features was picked as the first map, known as "Erangel". The map design scope was to offer players many possible options for strategic and unique gameplay. Some buildings and structures were designed to depict the style of the brutalist architecture of the Soviet Union during the 1950s. The developer team playtested architecture features and random item placement systems, looking at both how close-quarters encounters went, and for open terrain areas.[4] The goal was to optimize the right distribution and placement of weapons and gear across the map, to encourage players to make strategic decisions about how to proceed in the game without overly penalizing players who may not find weapons within the first few minutes of a round.[6] During early access, additional maps were planned, such as one set on a fictional island in the Adriatic Sea that included snow-covered Yugoslavian territories. Greene stated that he thought the Erangel map felt disjointed despite meeting their goals for gameplay, and sought to create more unified ideas with future maps.



The freefall from an airplane at the start of each match was a new feature for the genre, to encourage strategy between staying with the pack of players or seeking out one's own route for a better chance at finding good loot. With the added parachute drop, Greene considered that Battlegrounds had three distinct subgames: the airdrop during which one must quickly figure out the best time to jump and where to land in relationship to the other players, the loot game of knowing where and how to gather the best possible equipment, and the combat game with other players. Winners of a match are greeted with the phrase "winner winner chicken dinner", an idiom that Greene had used in his prior battle royale games and kept in Battlegrounds, which itself had origins as early as the Great Depression era.

Greene also introduced microtransactions that allow players to use real-world funds to purchase loot crates that provide randomly-selected cosmetic items, also known as "skins", which they can trade with other players; while Greene recognizes the issue with skin gambling, he believes that Valve has put safeguards in place to support a "skin economy" that will provide further revenue for them without concerns over gambling. However, by November 2017, gray market skin gambling sites began to appear that used Battlegrounds cosmetics as virtual currency. Following controversy over the use of loot boxes to offer "pay-to-win" items in other games in November 2017, the PUBG Corporation affirmed that while they would continue to add new cosmetic items rewarded by in-game crate purchases, they would never add anything that affects or alters gameplay. In May 2018, PUBG Corporation disabled the ability to trade skins on the Steam Marketplace as they found that players were still abusing the system by selling them for monetary value through unofficial third-party platforms. While still in early access, Bluehole offered an early preview of the system by offering time-limited crates that could be purchased during the first Battlegrounds Invitations tournament during Gamescom in August 2017, with the sales from these contributing to the prize pool. Among loot from these crates were special outfits inspired by the original Battle Royale film. Greene anticipates adding a campaign mode with co-operative player support, though there would be "no serious lore" crafted for the narrative, comparing this to similar modes in Watch Dogs.

The game also features custom gamemodes and modding support. He considered modding support an essential part of the full release as, just as he had his start with mods, he wants to enable others to create variations on his game so that he could "find the next PlayerUnknown". This was aided by a quiet release of custom server support to a number of influential streamers which subsequently made it into public release. In one case, "Zombie Mode", all but four players pretend to be zombies, who may sometimes distinguish themselves by removing all clothing and are limited only to collecting melee weapons and consumable items, and must rush to attack the other four players, who are able to collect all gear and attempt to outrun and defeat the zombies. Inspired by this mode, Greene announced plans to introduce an official zombie-based gameplay mode based on this into Battlegrounds. Whereas most of the rest of the team continued to develop the core gameplay and maps, Greene is taking on the zombie mode as a near solo project, only using the assistance of the lead animator to help with the zombie animations. Greene sees Battlegrounds as a platform, and would like to see more custom game types and mods developed by players for it. Greene identified that some mods that he also previously worked on from ARMA 3 may become part of the Battlegrounds platform. Greene also wants to incorporate the game with streaming services like Twitch that would enable replays or other features amenable to treating Battlegrounds as an esport, calling this an "ultimate end goal" for his development, but he wanted to let the nature of how it would play out naturally with players.





#### Release

#### Windows

Bluehole used closed alpha and beta periods with about 80,000 players to gauge initial reaction to the gameplay and adjust balance prior to a wider release. Just prior to the early access phase on Steam, Bluehole opened a few servers and invited some popular live streamers of similar games to try it out as to start gaining interest. Early access for the Windows version launched on March 23, 2017. This period was planned to last approximately six months, originally aiming for a September 2017 release. In July 2017, Greene announced that they would need to extend the early access period by a few months, continuing to release updates on a regular basis, with plans to still release by the end of 2017, as committing to this original period "could hinder us from delivering a fully featured game and/or lead to disappointment within the community if the launch deadline is not met". Initially, Bluehole had expected that they would just gain enough players through early access to smooth out the gameplay, and only when the game was completed, they would have started more marketing for the title. The sudden interest in the game from early access exceeded their expectations, and put emphasis on the stability of the game and its underlying networking alongside gameplay improvements. Through August 2017, these updates generally included a major weekly patch alongside major monthly updates that provided key performance improvements. However, from August onward Bluehole backed off the rate of such patches, as the high frequency has led to some quality control issues, and the developers rather make sure each patch content is well-vetted by the community before providing new updates; this did not change their plans for a 2017 release, where it fully released out of early access on December 20.

In part of the game's success in early access, Tencent Games, the largest publisher of video games in China, approached Bluehole that same month with an offer to publish Battlegrounds in China and purchase equity in the company. However, the China Audio-Video and Digital Publishing Association issued a statement in October 2017 that discouraged battle royale-style games, stating that they are too violent and deviate from Chinese values of socialism, deeming it harmful to young consumers. The following month however, PUBG had reached a formal agreement with the Chinese government to allow the release of the game in the country, with Tencent as the publishing partner. However, some changes were made to make sure it aligned with socialist values and traditional Chinese morals. In South Korea, the game is marketed and distributed by Kakao Games.

Despite the lack of a Chinese publisher prior to the Tencent deal, players in China had found ways to acquire and play the game through Steam via proxies and other networking tricks. To address it, PUBG Corporation planned to add maximum client ping limits for servers which can reduce the issues with latency problems and prevent some of the cheating that has occurred. This would not prevent cross-region matchmaking but may make it difficult for some players to play outside their region if they have a poor Internet infrastructure. Tencent has also helped by identifying and reporting around 30 software programs to Chinese police that can be used to cheat in Battlegrounds, leading to over a hundred arrests by the beginning of 2018. Separately, this technical issue, in addition to the larger number of Chinese players, has created complaints in the player community. Some Western players fear that many Chinese players are able to cheat in the game by exploiting some of the network latency issues, something that PUBG Corporation continued to address as the game shifted out of early access. However, a small number of players called for server segregation by region, and had used racial insults at Chinese players they encounter in game. Greene was disappointed with this "xenophobic attitude", calling it "disgraceful", and asked the player community to respect the Chinese players more as their numbers were a key part of the game's success. Greene also identified that players can easily get around such region locks using virtual private networks, making this approach ineffective. PUBG Corporation eventually added region-based matchmaking by October 2018, though players still reported issues with connectivity and slow matchmaking.





#### Xbox One

Greene was part of Microsoft's press conference during E3 2017 to announce that Battlegrounds would be coming to Xbox One as a timed console exclusive sometime by the end of 2017, using the Xbox Game Preview early access approach to test it.

Initially, Greene said that Microsoft was not directly involved in the porting but only providing assistance to make sure the port is good, and that most of the porting responsibilities are being done by Anticto, a Spanish developer. However, at Gamescom that year, Bluehole affirmed that Microsoft Studios would be publishing the Xbox One version of the title, helping to make a planned 2017 release for this version. Greene said that Microsoft's support has helped in several ways, not only for the Xbox One version but improving the performance and security of the Windows version. Further, by being part of the group of studios under the Microsoft banner, they have been able to talk and incorporate technology from other developers, such as improved water rendering techniques they obtained from Rare that they had developed for Sea of Thieves. Microsoft considered Battlegrounds to be an important project to demonstrate their company's ability to be more than just a publisher, according to Microsoft's Nico Bihary who lead the project. Bihary said they have given Battlegrounds a "white glove" treatment, and for the Xbox One port have provided services from their advanced technology group and time and support from The Coalition, another of Microsoft Studios' subsidiaries. Kim also stated that the team was interested in crossplatform play between the Windows and console versions, but did not anticipate this as a release feature, as they need to determine how to mitigate the advantage keyboard and mouse-using players would have over those using controllers.

Titled "Game Preview Edition", the early access version for the Xbox One was released on December 12, 2017 in both digital and physical formats. To promote it, Microsoft performed real-life supply crate drops in Australia in the week prior, with the crates containing Xbox hardware, Battlegrounds merchandise, and other goods, using passcodes published alongside the drop locations on social media. The Xbox version also includes Xbox-specific in-game cosmetic items, some which could be purchased directly rather than through in-game crates. The official release out of the Game Preview program occurred on September 4, 2018.

### **Mobile versions**

Following the Chinese publication deal for the Windows version, Tencent Games and PUBG Corporation additionally announced that they were planning on releasing two mobile versions based on the game in the country. The first, PUBG: Exhilarating Battlefield, is an abridged version of the original game, and was developed by Lightspeed & Quantum Studio, an internal division of Tencent Games. The second, PUBG: Army Attack, includes more arcade-style elements, including action taking place on warships, and was developed by Tencent's Timi Studio. Both versions are free-to-play, and were released for Android and iOS devices on February 9, 2018. The games had a combined total of 75 million pre-registrations, and ranked first and second on the Chinese iOS download charts at launch. Following a soft launch in Canada, an English version of Exhilarating Battlefield, localized simply as PUBG Mobile, was released worldwide on March 19, 2018.

In China, PUBG Mobile had been awaiting approval by the government for an authorized released, during which the game could only be offered as a public test. However, Tencent's planned release was suspended due to the government approval freeze across most of 2018. By May 2019, Tencent announced it would no longer seek to publish PUBG Mobile in China, but instead would ship a similar battle royale title, Game for Peace that readily meets China's content restrictions, such as eliminating blood and gore. A version meant for lower-end mobile devices which features a smaller map made for 60 players, PUBG Mobile Lite, was released on July 25, 2019.



# PlayStation 4

With the announcement of the Xbox release, PUBG Corporation stated that there were plans to port to additional platforms, such as the PlayStation 4. In an interview shortly after Gamescom, Greene said that their deal with Microsoft did not exclude a PlayStation 4 port, but that their focus at the time was only on the Windows and Xbox One version, given the small size of their team. When asked about it in January 2018, Kim stated that the team released the game first on the Steam and Xbox Game Preview early access programs as they both easily allowed in-development games to be released and updated over time, which contrasted with Sony's lack of their own early access program, as well as their strict quality control for even completed games. The PlayStation port was officially announced in November, and was released on December 7, 2018. PUBG Corporation studio head Brian Corrigan said that while they had had a small team working on the PlayStation 4 port for some time, it was only until the Xbox One port was mostly completed that they began fully working on the PlayStation port. The PlayStation 4 version of the game includes platform-exclusive customization items, specifically the outfit of Nathan Drake from the Uncharted series, and Ellie's backpack from The Last of Us. A short live-action film to promote the PlayStation 4 release was directed by Jordan Vogt-Roberts and starred Jason Mitchell.

Cross-platform play support between the Xbox and PlayStation versions of Battlegrounds was added in October 2019 following a testing period during the prior month.

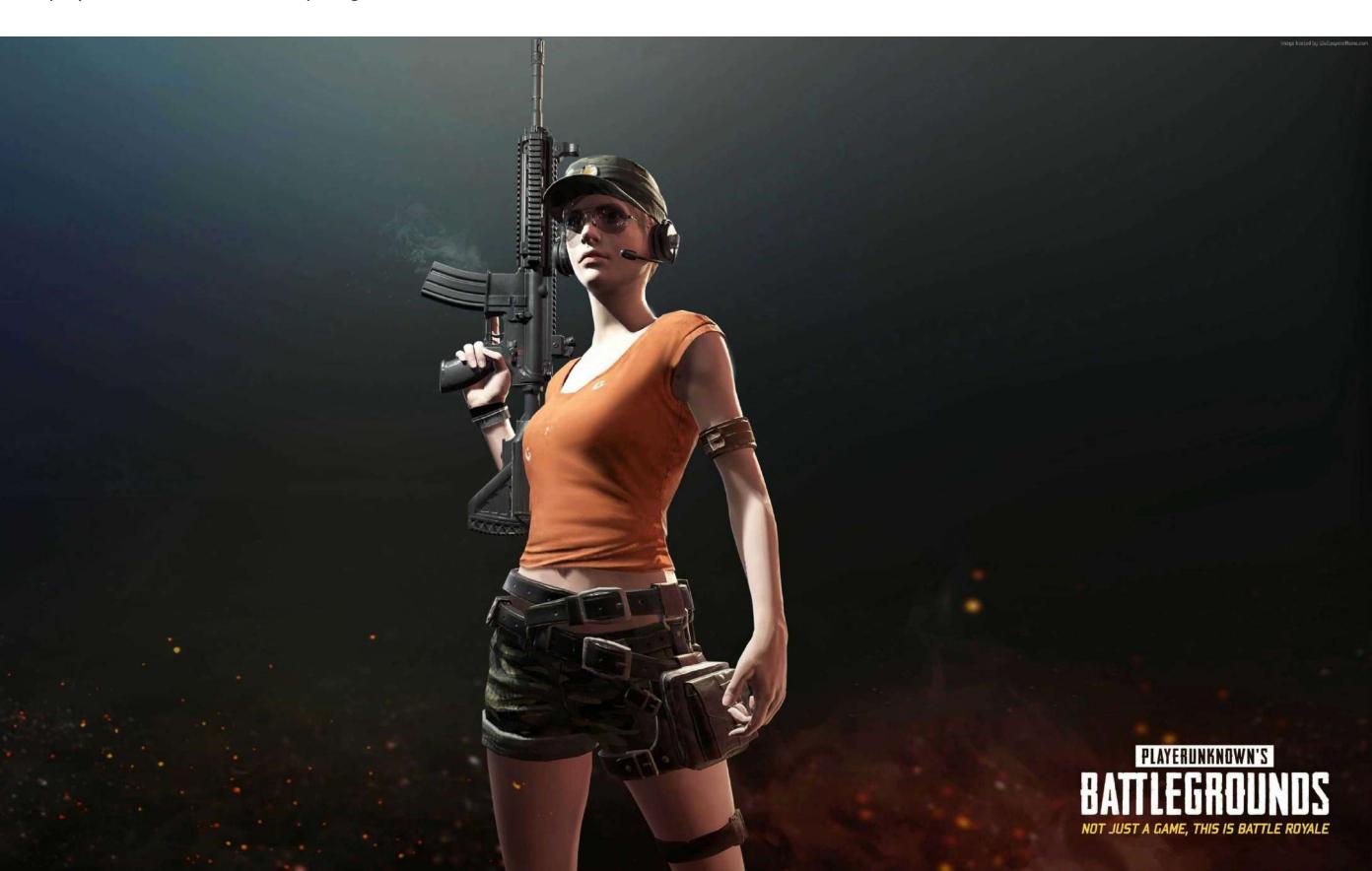
#### **PUBG Lite**

PUBG Lite is a free version of Battlegrounds that is meant to be better playable on low-end computers by having significant reductions in graphic details and other features, but is otherwise feature complete with the full game. The version is meant to be played in regions where the game's minimum specifications may be difficult for average players to achieve, with a beta launch first releasing in Thailand in January 2019, and in Europe that October.

### **Esports**

To celebrate the game surpassing two million copies sold, Bluehole announced a 2017 Charity Invitational event, inviting 128 players to compete over their official Twitch channel to raise money for the Gamers Outreach Foundation, with Bluehole matching all donations up to US\$100,000. The competition ran in early May 2017, and raised at least US\$120,000 from viewers along with Bluehole's US\$100,000 match, and served as a prototype for future esports events for the game. During the August 2017 Gamescom event, Bluehole and ESL organized the first Battlegrounds invitational tournament, with a \$350,000 prize pool. Separate events were held for solo players, two-player teams, two-player teams fixed to first-person perspective, and four-player squads. Each event featured three matches, with the player or team scoring the highest across all three named winners.

Greene said that while he had envisioned the battle royale format to be a spectator sport since his ARMA II mod, their approach to making Battlegrounds an esport would be a matter of taking "baby steps". Greene said that they would not actively pursue esports until after the game was fully released and that all major bugs were eliminated. The Gamescom 2017 event demonstrated the issues surrounding the logistics of running a large Battlegrounds tournament with a large number of players involved, and they had worked alongside ESL to explore how to do this effectively in the future. Further, Greene stated there was also the need to establish a format for presenting a Battlegrounds match to make it interesting to spectators, which he thought would take some time to develop given the nature of the emergent gameplay, comparing it to established first-person shooters and multiplayer online battle arena esport games.







# Yakuza: Like a Dragon

Yakuza: Like a Dragon is a role-playing video game developed and published by Sega for the PlayStation 4. It is the eighth main release in the Yakuza series, and was released in Japan on January 16, 2020[2] and is scheduled to be released worldwide at a later date. Featuring a new protagonist and a change in gameplay genre, Yakuza: Like a Dragon can be considered a soft reboot of the series.

# Gameplay

Similar to previous games in the Yakuza series, side-quests (known as sub-stories in-game) can be taken up by the player to gain additional rewards and players are also able to enjoy the various side activities around the map such as karaoke. A new side-activity introduced in this game is Dragon Kart, which is similar to other kart racing games in terms of its gameplay.

A huge departure from previous Yakuza games is the battle system. Instead of the real-time beat 'em up mechanics of previous games, Yakuza: Like a Dragon features turn-based RPG type combat, with a four-person battle team. However, unlike typical turn-based RPGs, characters may use nearby surrounding items such as bicycles to attack enemies (if the items are near the enemies) or may kick surrounding items to their target if there is an interactive item in the environment on the way to the enemy, an aspect that returns from the previous Yakuza games. Players can also call on various party assists to strengthen the party or defeat enemies, with more assists added as the story progresses or through the completion of sub-stories. Players can still continue exploring the world after completing the game. A new game plus mode with additional difficulty settings exclusive to this mode is scheduled to be released as paid downloadable content.

Complementing the new RPG type combat system are Jobs, a form of character classes similar to other RPGs. Players can change any party member's job to better fit the party's playstyle. Currently, there are two jobs that can only be obtained via paid downloadable content.

# Synopsis

### **Setting and characters**

For the first time in the Yakuza series, the focus shifts away from Tokyo and the game's fictional recreation of Kabukichō, called Kamurocho. Instead, most of the gameplay takes place in the Yokohama district of Isezaki Ijincho, which is based on Yokohama's real-life Isezakichō district. However, Kamurocho, and the Osaka district Sotenbori (another area from previous Yakuza games, based on the real-life Dōtonbori district), will be featured in the game. Yakuza: Like a Dragon is also the first main game not to have Kazuma Kiryu as its protagonist, introducing the new character Ichiban Kasuga instead. Sega has described Kasuga as being much more outspoken and emotive than Kiryu.

Alongside Kasuga, other characters that can be recruited to the player's party include Namba, Koichi Adachi, and Saeko Mukouda. Mukouda is the first female fighting character in the Yakuza series who is directly controlled by the player. Previous Yakuza series protagonist Kazuma Kiryu also makes an appearance in the game, alongside Goro Majima and Taiga Saejima, this time as main bosses initially and then as party assists.

#### **Plot**

In 2001, Ichiban Kasuga, a member of Tojo Clan's Arakawa Family is asked by the family's patriarch Masumi Arakawa to go to prison for a murder that he didn't commit, hoping that this will make him a hero in the Tojo Clan. In 2019, Kasuga is released from prison only to find that nobody remembers him; he goes to confront Arakawa, who shoots him in the chest. Several days later, Kasuga wakes up half-naked under a pile of trash and eventually





# **Development**

The game was initially announced on August 26, 2017, alongside Fist of the North Star: Lost Paradise and Yakuza Online. During development, the project was code-named Shin Ryu ga Gotoku, literally "New Like a Dragon" or "Like a New Dragon," or "Shin-Yakuza" in English. Sega announced that the game's story was completed at the end of May 2019. Yakuza series creator Toshihiro Nagoshi said that the new style of logo was done to reflect Ichiban Kasuga's differing personality compared to Kazuma Kiryu. Sega have said that they wanted to try a different style of gameplay, but that if it is badly received, they will return to real-time combat for future games.

### Release

The game was released in Japan on January 16, 2020, with the Chinese and Korean versions being released on the same day. It is scheduled to be released worldwide later in 2020.







RIGINS

# **Overwatch**

Overwatch is a team-based multiplayer first-person shooter developed and published by Blizzard Entertainment. Described as a "hero shooter", Overwatch assigns players into two teams of six, with each player selecting from a roster of over 30 characters, known as "heroes", each with a unique style of play that is divided into three general roles that fit their purpose. Players on a team work together to secure and defend control points on a map or escort a payload across the map in a limited amount of time. Players gain cosmetic rewards that do not affect gameplay, such as character skins and victory poses, as they play the game. The game was initially launched with only casual play, but a competitive ranked mode, various 'arcade' game modes, and a player-customizable server browser were added after release. Additionally, Blizzard has added new characters, maps, and game modes post-release, all free of charge, with the only additional cost to players being optional loot boxes to earn cosmetic items. It was released for PlayStation 4, Xbox One, and Windows in May 2016, and Nintendo Switch in October 2019.

Overwatch is Blizzard's fourth major franchise and came about following the 2014 cancellation of the ambitious massively multiplayer online role-playing game Titan. A portion of the Titan team came up with the concept of Overwatch, based on the success of team-based first-person shooters like Team Fortress 2 and the popularity of multiplayer online battle arena games, creating a hero-based shooter that emphasized teamwork. Some elements of Overwatch borrow assets and concepts from the canceled Titan project. After establishing the narrative of an optimistic near-future Earth setting after a global crisis, the developers aimed to create a diverse cast of heroes that spanned genders and ethnicities as part of this setting. Significant time is spent adjusting the balance of the characters, making sure that new players would still be able to have fun while skilled players would present each other with a challenge.

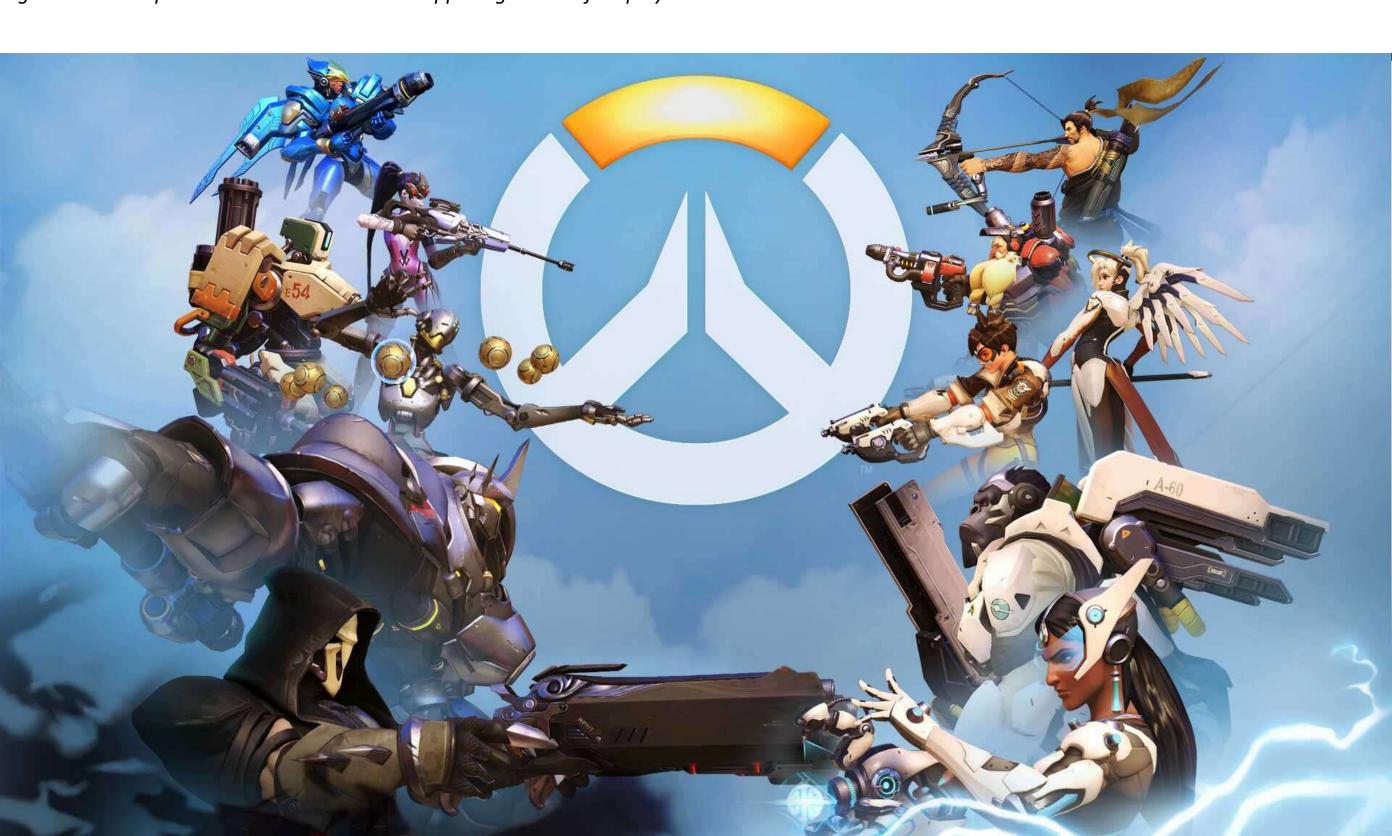
Overwatch was unveiled at the 2014 BlizzCon event and was in a closed beta from late 2015 through early 2016. An open beta before release drew in nearly 10 million players. The release of the game was promoted with short animated videos to introduce the narrative and characters. Overwatch received universal acclaim from critics, who praised the game for its accessibility, diverse appeal of its hero characters, bright cartoonish art style, and enjoyable gameplay. Blizzard reported over US\$1 billion in revenue during the first year of its release and had more than 50 million players after three years. Overwatch is considered to be among the greatest video games of all time, receiving numerous game of the year awards and other accolades. The game is also a popular esport, with Blizzard funding and producing the global Overwatch League.

A sequel, Overwatch 2, was announced in 2019 and will include new player versus environment (PvE) co-operative multiplayer modes. In addition, it will have a shared competitive multiplayer environment, allowing players of both games to play against each other. While it will be sold as a separate game, all new heroes, maps, and competitive gamemodes will also exist in Overwatch.

# Gameplay

A screenshot from Overwatch while in-match. The player (playing Tracer) and their allies are indicated in blue, while the opposing team is in red. The character's health bar is shown on the bottom left, their primary skills and attacks are shown on the bottom right, and their progress towards their ultimate ability is shown in the bottom center.

Overwatch is an online team-based game generally played as a first-person shooter. The game features several different game modes, principally designed around squad-based combat with two opposing teams of six players each.





Players select one of over two dozen pre-made hero characters from one of three class types: Damage heroes that deal most of the damage to attack or defend control points, Tank heroes that can absorb a large amount of damage, and Support heroes that provide healing or other buffs for their teammates.[a] Each hero has a unique skill kit, defining their intrinsic attributes like health points and running speed, their primary attacks, several active and passive skills, and an ultimate ability that can only be used after it has been charged through dealing damage to enemies and healing allies. Players can change their hero during the course of a match, as a goal of Overwatch's design was to encourage dynamic team compositions that adapt to the situation. The game's genre has been described by some journalists as a "hero shooter", due to its design around specific heroes and classes.

The game features game modes for casual play, competitive ranked play, and for supporting esports competitions including Blizzard's Overwatch League. These modes generally are centered around sequentially securing control of points on the map, or escorting a payload between points on the map, with one team attacking while the other defends. Other modes set aside for casual matches include solo and team deathmatch, capture-the-flag, and unique modes run during various seasonal events. More recent updates have enabled users to craft their own game modes with a limited set of scripting tools. New characters and maps have also been added regularly to the game since launch, expanding the original hero roster from 21 to 31 by August 2019. Regardless of winning or losing a match, players gain experience towards a player level, and on gaining a new level, receive loot boxes that contain cosmetic items that they can use to customize the appearance of the hero characters but otherwise does not affect gameplay. Loot boxes can also be purchased through microtransactions.





#### Plot

Overwatch is set sixty years into the future of a fictionalized Earth, thirty years after the resolution of what is known as the "Omnic Crisis." Before the Omnic Crisis, humanity had been in a golden age of prosperity and technology development. Humans developed robots with artificial intelligence called "Omnics", which were put to use to achieve economic equality, and began to be treated as people in their own right. The Omnic Crisis began when the worldwide automated "omnium" facilities that produced them, started producing a series of lethal, hostile robots, that attacked human-kind. Initially, individual countries responded with various programs: the United States developed its Soldier Enhancement Program to produce elite fighters, for example, while Germany assembled the knight-like Crusaders. When individual countries' efforts failed to ward off the Omnics, the United Nations quickly formed Overwatch, an international task force combining these individual programs to combat this threat and restore order.

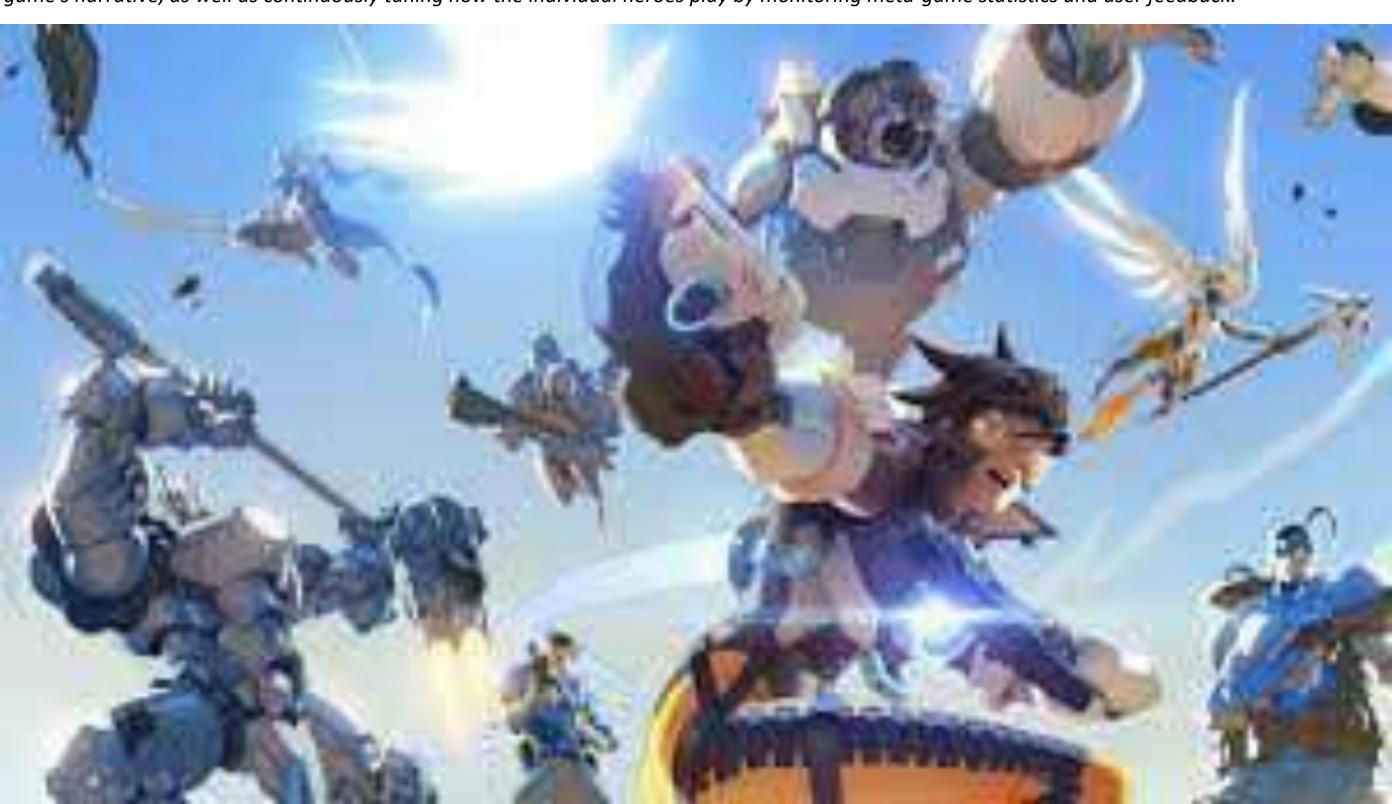
Two veteran soldiers from the Soldier Enhancement Program were put in charge of Overwatch: Gabriel Reyes and Jack Morrison. Though Overwatch successfully quelled the robotic uprising and brought many talented individuals to the forefront, a rift developed between Reyes and Morrison, and Morrison became the leader of Overwatch while Reyes took charge of Blackwatch, Overwatch's covert operations division, fighting terrorist organizations like Talon, a group that appears to be trying to start a second Omnic Crisis, and Null Sector, a group of Omnics that revolted against the society that persecuted Omnics following the first Crisis. Overwatch continued to maintain peace across the world for several decades in what came to be called the "Overwatch Generation" as the team gained more members, but the rift between Morrison and Reyes intensified. Several allegations of wrongdoing and failures were leveled at Overwatch, leading to a public outcry against the organization and in-fighting between its members, prompting the UN to investigate the situation. During this, an explosion destroyed Overwatch's headquarters in Switzerland, purportedly killing Morrison and Reyes among others. The UN passed the Petras Act, which dismantled Overwatch and forbade any Overwatch-type activity.

Overwatch is set six years after the Petras Act; without Overwatch, corporations have started to take over, fighting and terrorism have broken out in parts of the globe, and there are signs of a second Omnic Crisis occurring in Russia. A former member of Overwatch, the intelligent gorilla Winston, decides to begin reforming Overwatch to protect the peace once again despite the Petras Act, with the team members recruiting old friends and gaining new allies in their fight. Thus it is also revealed that Reyes and Morrison were not killed in the explosion, that, in fact, was the result of a battle between them: Morrison became a masked vigilante known as "Soldier: 76", who is trying to uncover the reasons why Overwatch was shut down; while Reyes joi

# **Development**

Overwatch came about in the aftermath of Blizzard's decision to cancel the massively multiplayer online role-playing game Titan in 2013, a project that had been in development for about seven years. While most others assigned to the project were transferred to other departments within Blizzard, a small team of about 40 people, led by director Jeff Kaplan, were tasked to come up with a new concept for a game in a few months. After some brain-storming, they came onto the idea of a hero team-based shooter, building upon the success of games like Team Fortress 2 and multiplayer online battle arenas. They started with assets developed for Titan to demonstrate the proof-of-concept and were greenlit to build out the full game, the first new intellectual property that Blizzard had developed since StarCraft.

The intra-company experience of Titan's cancellation served to help drive the narrative and setting. They created an optimistic vision of the near-future, some decades following the Omnic Crisis and the formation and collapse of the peacekeeping Overwatch group. This allowed them to create a diverse cast of characters, including non-human ones, and colorful settings from around the globe. The Overwatch team continues to support the game through free updates, the introduction of new characters, maps, game modes, cosmetic items, seasonal events, and external media to support the game's narrative, as well as continuously tuning how the individual heroes play by monitoring meta-game statistics and user feedback.



### Marketing

Overwatch was formally announced at the BlizzCon event on November 7, 2014; the game was playable during the event to all attendees, with fourteen characters available to select from. During this event, Blizzard released a cinematic trailer and an extended gameplay video for the game. A month after the BlizzCon event, on December 2014, Blizzard published character introduction videos to its YouTube channel and followed up on this May 2015 by posting weekly videos of game footage and character highlights.

A closed beta period for Overwatch across all three platforms began on October 27, 2015. The closed beta was put on "extended break" in December and brought back in February 2016. Following the March 2016 release announcement, Blizzard announced an open beta period from May 5 to 9 for any registered user of the Battle.net client. The open beta proved popular with Blizzard reporting over 9.7 million players participating, and as a way of showing thanks, extended the open beta period by one extra day.

In the week before release, Blizzard arranged to have three giant-sized boxes (approximately 15 feet (4.6 m) tall) of various Overwatch heroes, as if being sold as packaged action figures, put on display across the globe at Hollywood, Paris, and Busan, South Korea. The displays were created by Alliance Studios, led by Steve Wang, who has collaborated with Blizzard before on past projects, and Eddie Yang. After planning the design of the sculptures in January 2016, teams across the world, including Droga5, Scicon, Stratasys and Egads, raced to print, finish and assemble the works in time for the game's release. Propelled by Overwatch, Blizzard had over 50% of the American advertisement share among gaming industry brands from May 16 to June 15, 2016.

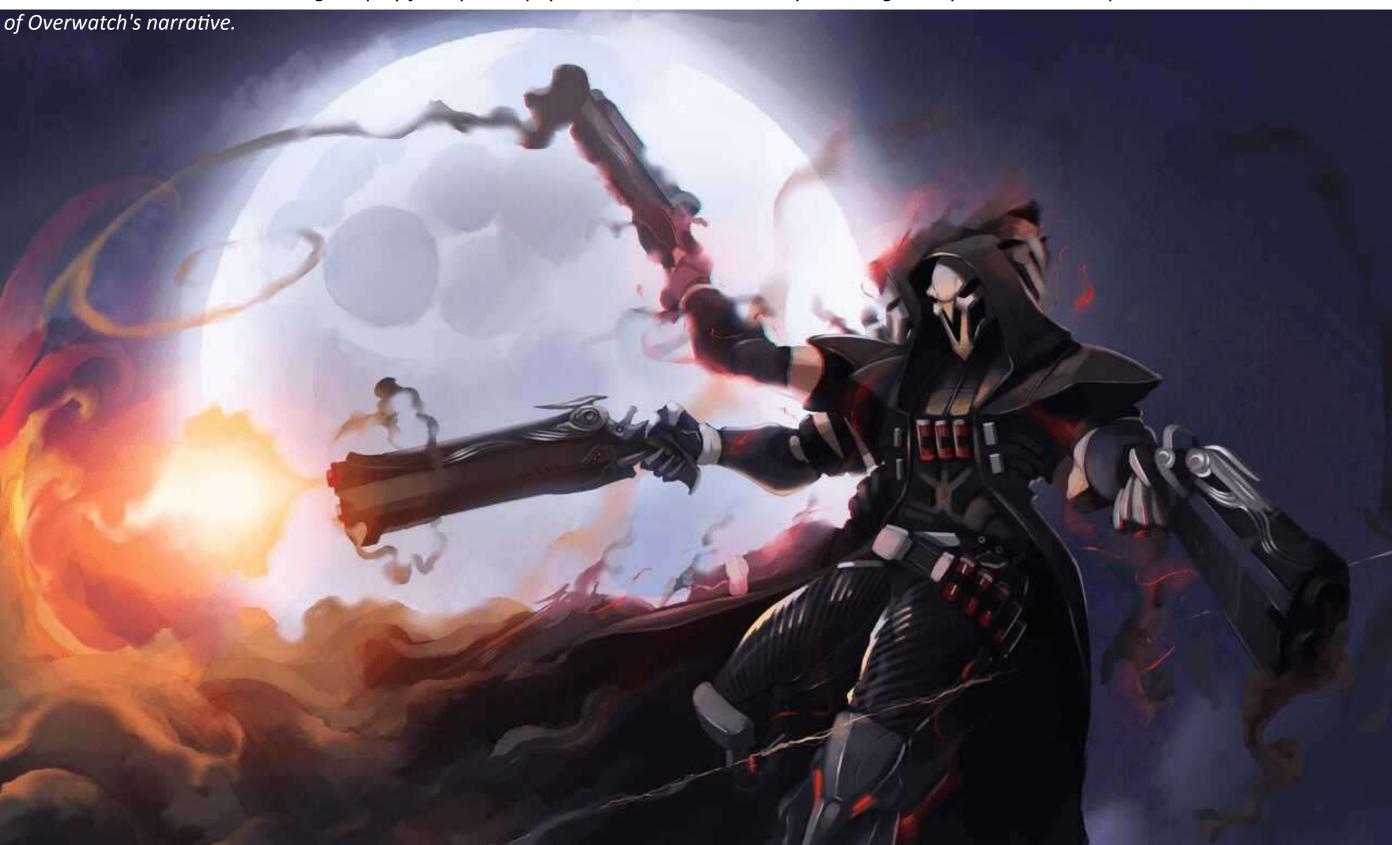
Overwatch was released for Microsoft Windows, PlayStation 4, and Xbox One on May 24, 2016. Blizzard allowed retailers to sell physical copies of the game a day before help players prepare for the servers' launch.

Two special editions of Overwatch were released alongside the base game. The Origins Edition, available both as a downloadable and retail product, includes the base game and five additional character skins, as well as other bonus items for other Blizzard games via Battle.net. The Collectors Edition, only available as retail, includes the Origins Edition content as well as a statue of Soldier: 76, one of the playable characters, along with the game's soundtrack and a source book.

In honor of its first anniversary in 2017, Blizzard released a digital Game of the Year edition of Overwatch. It includes all content from the Origins Edition, in addition to ten free loot boxes. Blizzard has expressed interest in supporting cross-platform play between console systems in the future, though has no plans for Windows-supported cross-play due to the precision advantage of keyboard-mouse controls over controller-based ones.

The Nintendo Switch version of the game, entitled Overwatch: Legendary Edition, was announced during the September 2019 Nintendo Direct, was released in North America and Europe on October 15, 2019, and is scheduled for release in Japan on November 29, 2019. The Switch version, developed by Iron Galaxy, includes support for the console's gyroscopic controls for some actions, such as controlling Junkrat's Rip-tire, and maneuvering Wrecking Ball in his spherical form. The version is equivalent to the existing version of the game on other platforms, including all heroes, maps, and game modes, although Switch players will not be able to participate at the game's current Competition season as to give players a chance to adjust to the console's controls before introducing ranked play. Albeit, it has a game case for retailers in North America and Europe, but does not include a physical Game Card, featuring a download code instead.

Blizzard opted to tell the story of Overwatch across various mediums, rather than include a story mode; Chu stated, "One of the things that's really great is we're able to leverage the strengths of these different mediums to tell different parts of the story," citing Soldier: 76's appearances in fake news reports, an animated video narrated from his perspective, as well as the Hero short. Chu remarked that Blizzard's method of storytelling with Overwatch demonstrated a "gameplay first" philosophy. In 2018, Blizzard hired Alyssa Wong to help with the development



In March 2016, Blizzard announced that they would be releasing comics and animated shorts based on Overwatch in 2016. The related media included plans for a graphic novel called Overwatch: First Strike, which would have focused on the story of several in-game characters, including Soldier: 76, Torbjörn, Reaper, and Reinhardt. The novel was to be penned by writer Micky Neilson and artist Ludo Lullabi. Blizzard opted to cancel First Strike in November 2016, with Chu stating that since the announcement of the graphic novel, Overwatch's narrative development has gone in a somewhat different direction, changing out these origin stories would work. Blizzard still plans to reveal more of the characters' backstory in time.

Blizzard began releasing the series of animated shorts in March 2016; the shorts maintained the style of the game's cinematic trailer, which centered on a battle in which Tracer and Winston fought Reaper and Widowmaker in the Overwatch Museum. A collection of these cinematic sequences played in movie theaters across the United States as part of the game's launch event. The first episode of the animated short series, Recall, was released on March 23. It centers on Winston and Reaper, and features flashbacks to Winston's childhood. The second episode, Alive, showcased a standoff between Tracer and Widowmaker and was released on April 5. The third episode, Dragons, featuring the brothers Hanzo and Genji, was released on May 16. The fourth and final episode of the series' first season, Hero, stars Soldier: 76, and was released May 22.

Overwatch characters and elements have been brought over to the Blizzard's crossover MOBA game, Heroes of the Storm. Eight characters, Tracer, Zarya, Lúcio, Genji, D.Va, Ana, Junkrat, and Hanzo appear as playable heroes in the game, with the battlegrounds based on the Overwatch maps Hanamura and Volskaya Industries also being added. Tracer debuted in the video game Heroes of the Storm in its April 2016 update, nearly a month prior to the release of Overwatch.

A 100-page art book featuring various artwork and art prototypes from the game, titled The Art of Overwatch, was published by Dark Horse Comics in October 2017. Funko has produced several Overwatch character figurines in their Pop line since the game's launch. Starting in 2017, Good Smile Company began producing Nendoroid figurines of various Overwatch characters, starting with Tracer and followed by Mercy and Mei. Blizzard also worked with Nerf to design Overwatch-stylized toy guns as part of their Nerf Rivals line, and The Lego Group to create Overwatch Lego toys starting in October 2018. Hasbro is producing a line of Overwatch-based action figures to be released in the second quarter of 2019.

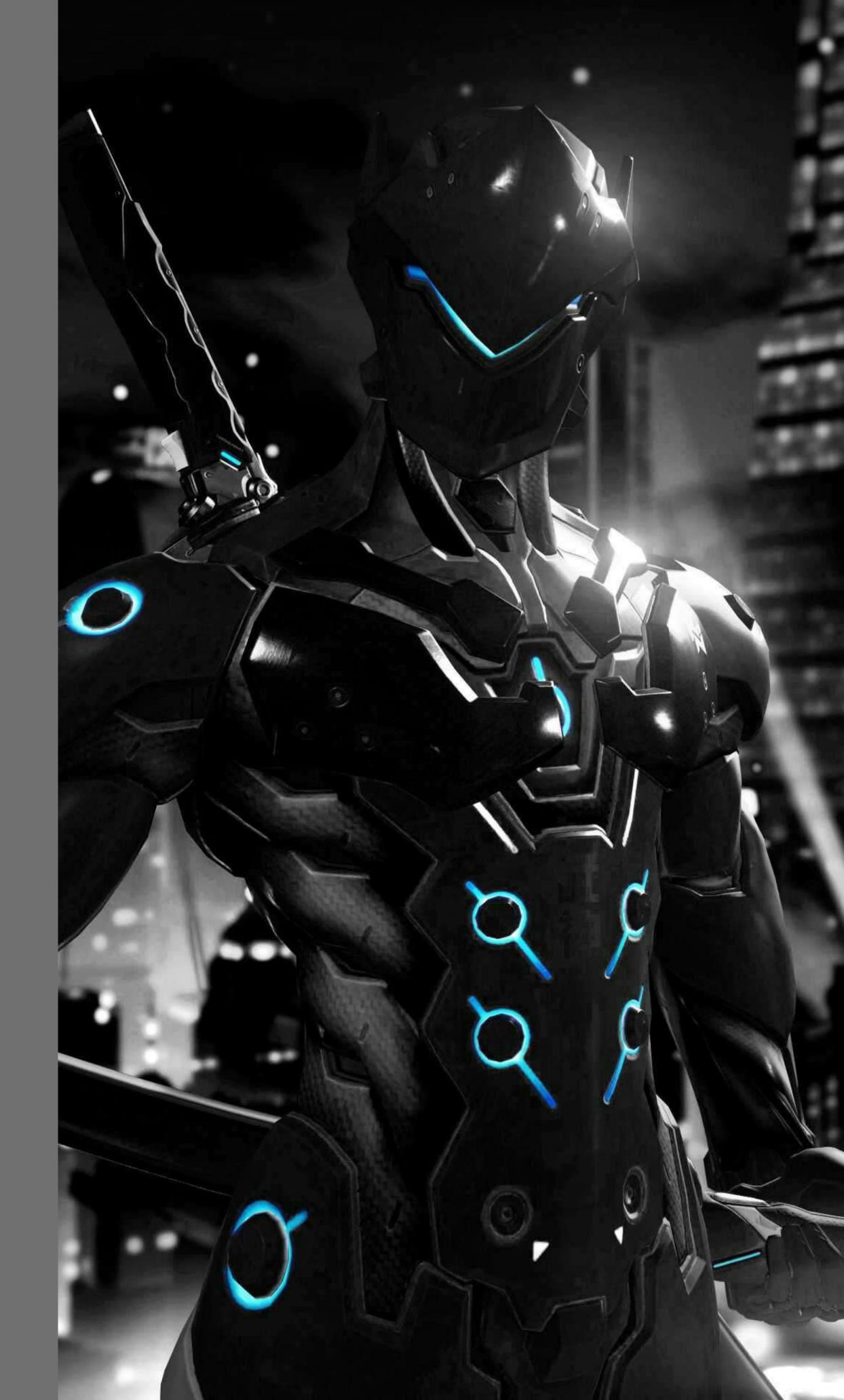
Three Overwatch short stories were released in 2019. The first, "Bastet", focuses on Ana and Soldier: 76. The second, "What You Left Behind", focuses on the character of Baptiste. The third, "Valkyrie", focuses on Mercy. An Overwatch cookbook was released in October 2019. In October 2019, an Overwatch young adult novel series from Scholastic was announced, with the first book, The Hero of Numbani, slated for release in May 2020.

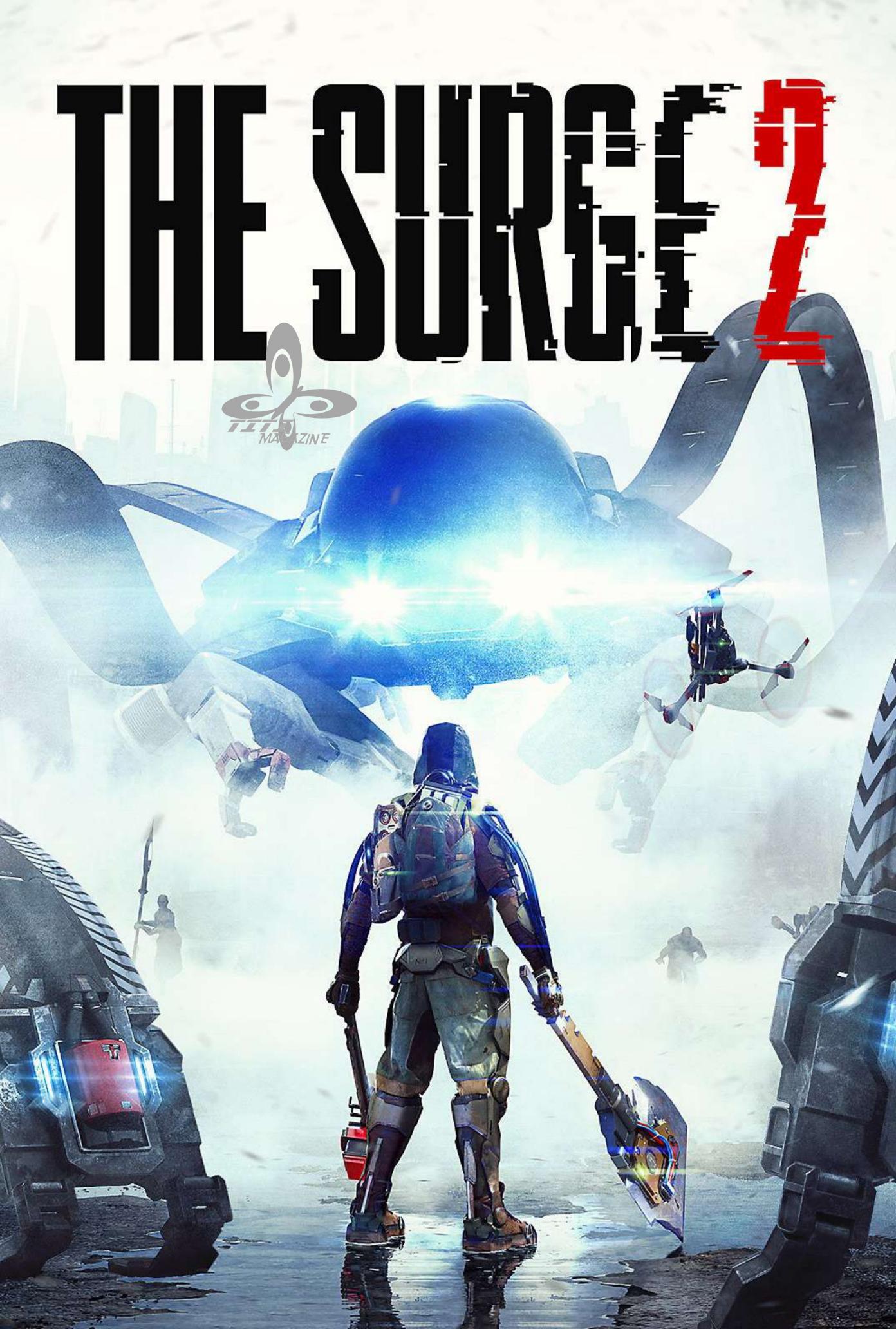
#### **Esports**

Overwatch was not developed with any dedication towards esports, focusing on "building a great competitive game" first and foremost, according to Morhaime, though they recognized that the game had potential as an esports game through internal testing. Although Blizzard had success with committing to esports with the development of Starcraft II, they had found that "it's dangerous to be overly committed to esport too early in the lifespan of the game," according to Kaplan instead seeing how the community developed this over time as they saw from Hearthstone. Kaplan stated that while esports was not a design goal, they included and planned for features for the game to support the competitive community. This included the introduction of the game's competitive mode some months after the game's launch after seeing how players took towards Overwatch; Blizzard saw the ladderapproach they used as a means for skilled players to reach high ranks as to be noticed by esport team organizers. Dan Szymborski writing for ESPN stated that Overwatch was poised as the next big esport for having a sufficiently different look and playstyle from established esports games like Counter-Strike: Global Offensive and Call of Duty, enough variety in maps and characters, and strong support from Blizzard to maintain the game for a long time. Bryant Francis writing for Gamasutra noted the speed and short match times of Overwatch make the game highly favorable for viewership, further supporting the game as an esports title.

Just before the game's release, PC Gamer writer Stefan Dorresteijn contacted professional esports players and hosts for their opinions. Longtime esports host Paul Chaloner stated that "[Overwatch] needs a much better spectator system," going on to elaborate, "Right now, it's incredibly difficult for commentators and viewers to see the skills of the players: who used their ultimates and how did they interact? Who is on cooldown and who has changed hero?" Fellow esports player Seb Barton and Michael Rosen criticized the game's map designs and game modes; Barton remarked that "the game modes are a little hit and miss," adding that "King of the hill is super exciting and fast-paced but then you have the payload maps, which are just a snoozefest for everyone involved." Rosen expressed a need for tweaking to the maps used for the control game mode, as they are "just too prone to the snowball effect. The moment the attacking team captures the first control point they don't just have the momentum but also the last advantage for the second and final capture point."

The first organized, prize-winning competitions for Overwatch started in mid-2016, a few months after launch. The esports organizer ESL held the first international Overwatch competition in August 2016, called Overwatch Atlantic Showdown. The competition used four open qualifiers beginning in June, followed by regional qualifiers and then a final online qualifier. Eight teams then competed for a six-figure prize in the finals to be held at Gamescom 2016 from August 20–21. Turner Broadcasting's ELeague announced the first Overwatch Open tournament, starting on July 2016, with a total prize pool of \$300,000, with plans to broadcast the finals on Turner's cable channel TBS in September 2016. In November 2016, Blizzard hosted their own Overwatch World Cup, allowing users to vote for teams to represent their nation or region, with finals taking place during their BlizzCon event. Overwatch grew increasingly in South Korea since it was released. It topped gaming cafes in Korea in terms of player count, surpassing that of League of Legends. The game influenced the creation of an esports tournament in the region, under the brand APEX, which was shut down in January 2018, replacing these and other regional tournaments with the structured Overwatch Contenders, which serves as a minor league to the Overwatch League. To support viewership of its professional competitions, Blizzard released a companion Overwatch application in November 2018 that gives viewers a means to watch matches through a spectator mode.





# Resident Evil 3 (2020 video game)

Resident Evil 3 is an upcoming survival horror game developed and published by Capcom. The game is a remake of Resident Evil 3: Nemesis (1999), and follows Jill Valentine and Carlos Oliveira as they attempt to survive a zombie apocalypse while hunted by the intelligent bioweapon Nemesis. It is scheduled for release on Windows, PlayStation 4, and Xbox One on April 3, 2020. It also has an online multiplayer mode, Resident Evil: Resistance.

# Gameplay

Resident Evil 3 is a remake of Resident Evil 3: Nemesis, a survival horror game released for PlayStation in 1999. Unlike the original, which uses tank controls and fixed camera angles, the remake features third-person shooter gameplay similar to the 2019 Resident Evil 2 remake. It also includes an online multiplayer mode, Resident Evil: Resistance, which puts a team of four players against a "mastermind" who can create traps, enemies, and other hazards.

#### **Premise**

The story is set during the same time of events of Resident Evil 2 in September 1998. Players control former S.T.A.R.S. officer Jill Valentine as she attempts to escape Raccoon City during a zombie apocalypse caused by an outbreak of the T-Virus. She is hunted by an intelligent bioweapon known as Nemesis, who attempts to kill her and all remaining S.T.A.R.S. members. The game also follows the mercenary Carlos Oliveira, hired by Umbrella to help survivors.

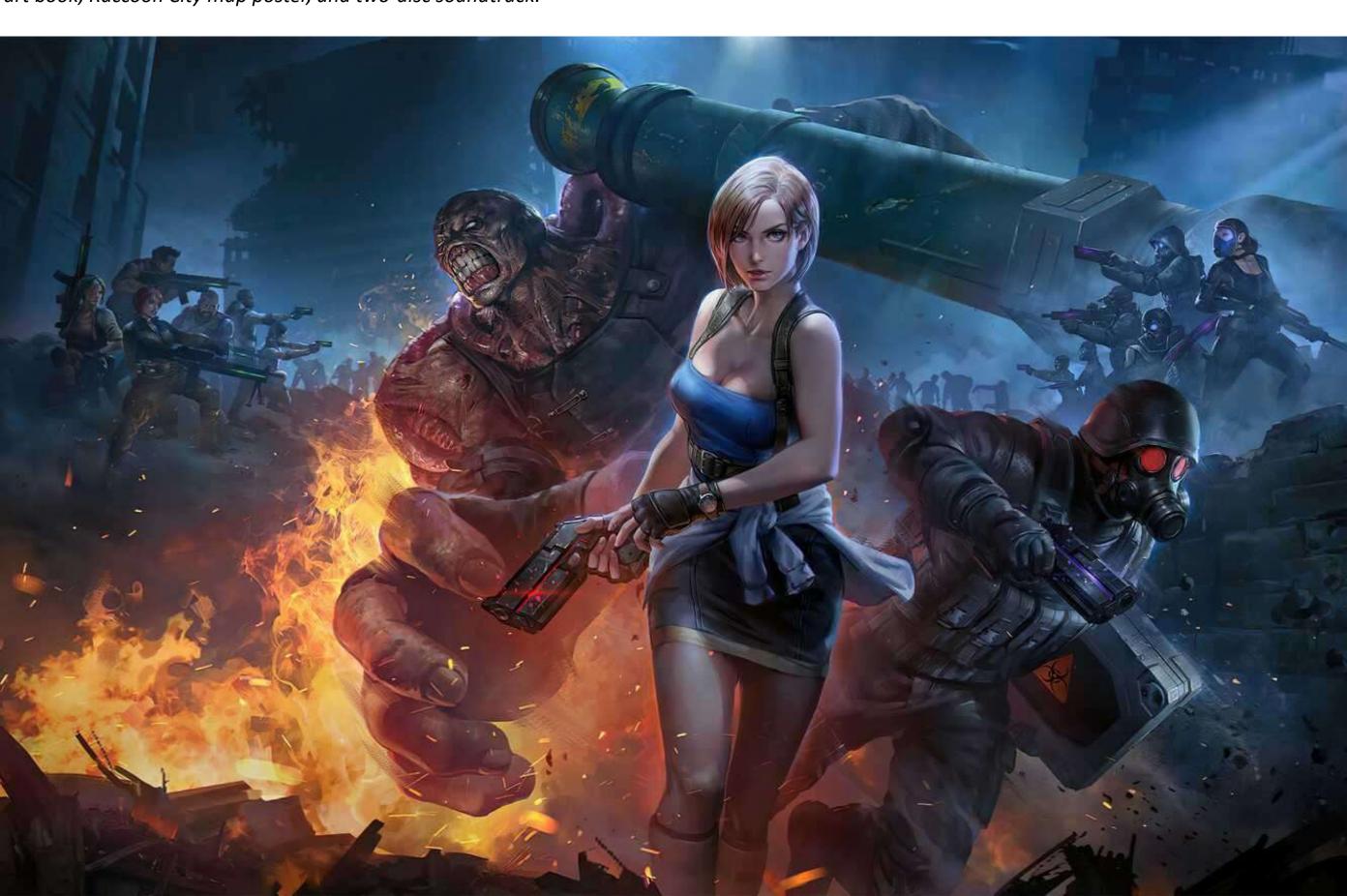
# **Development**

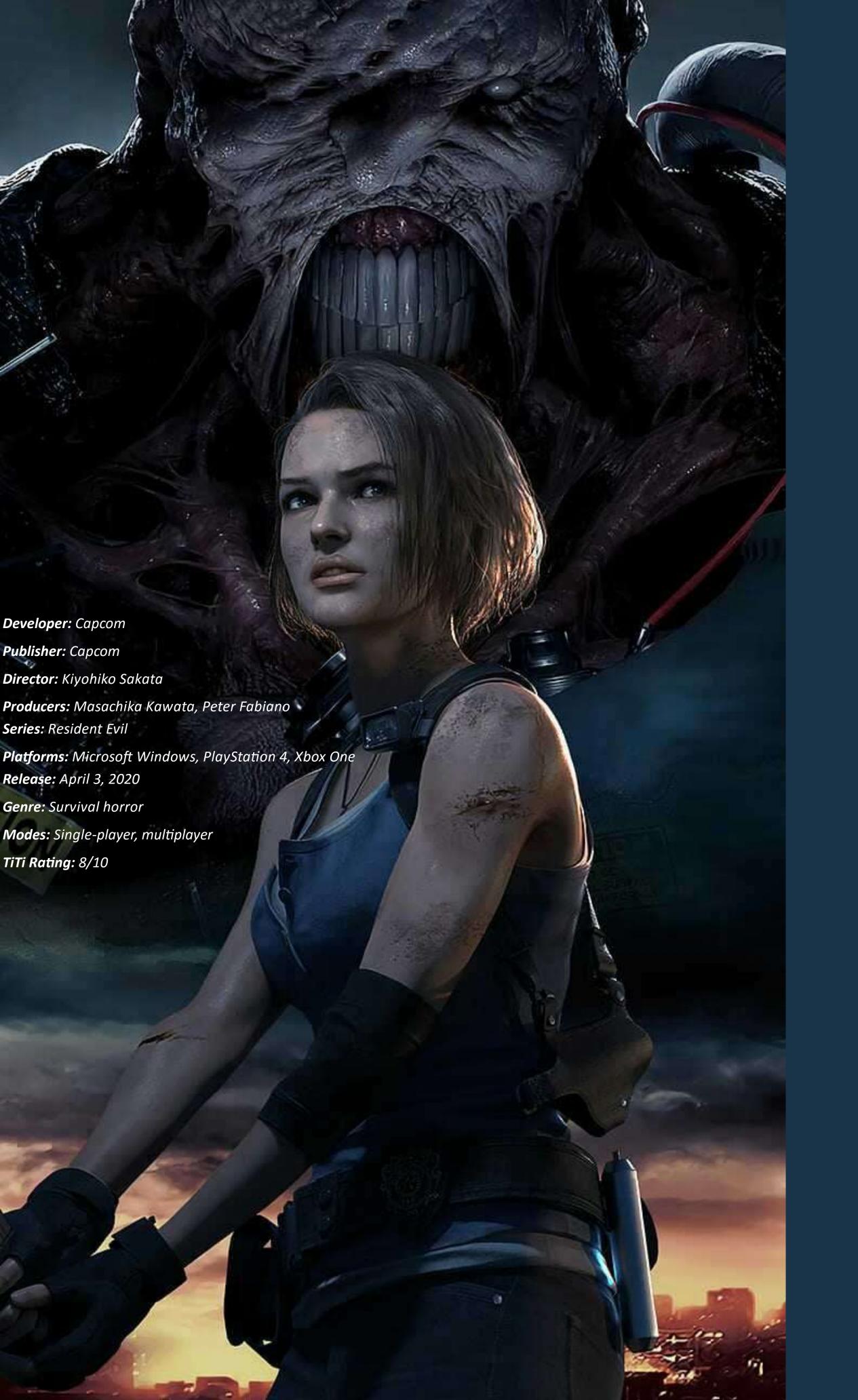
Resident Evil 3 was under development for approximately three years prior to its announcement in 2019. Development was handled by Capcom and its subsidiary K2 Inc with assistance from M-Two, founded by former PlatinumGames CEO Tatsuya Minami., and was created using the RE Engine that was also used in Resident Evil 7 and the Resident Evil 2 remake. The multiplayer mode, Resident Evil: Resistance, was developed externally by NeoBards Entertainment, and was previously announced as a separate game, Project Resistance.

Producers Masachika Kawata and Peter Fabiano said the team tried to honor the more action-oriented approach of the original game. They altered character designs accordingly, with Jill wearing more practical apparel and Carlos Oliveira being "more rough around the edges". Nemesis, one of the central aspects of the game, was also redesigned and given new ways to track down players compared to the Tyrant from Resident Evil 2.

#### Release

Resident Evil 3 was announced during an online PlayStation presentation in December 2019, and is scheduled for release on PlayStation 4, Xbox One, and Microsoft Windows on April 3, 2020. A collector's edition will be available for the console versions and features a Jill Valentine figure, hardcover art book, Raccoon City map poster, and two-disc soundtrack.











# **Madden NFL 20**

Madden NFL 20 is an American football video game based on the National Football League (NFL), developed by EA Tiburon and published by Electronic Arts. The latest installment in the long-running Madden NFL series, the game was released for PlayStation 4, Xbox One, and Microsoft Windows on August 2, 2019. It features Kansas City Chiefs quarterback Patrick Mahomes as the cover athlete. Mahomes is the second player to win a Super Bowl the same season they were on the Madden cover, and the first to play in and win the Super Bowl.

# **Development**

Kansas City Chiefs quarterback and 2018 NFL MVP Patrick Mahomes was unveiled as the cover athlete alongside the game's announcement on April 25, 2019, becoming the first Chiefs player to be the cover athlete.

The soundtrack includes 22 original tracks written specifically for the game, a first for the Madden franchise. Featured artists include Sage the Gemini, Denzel Curry, Joey Badass, Jay Park, Snoop Dogg, and Saweetie.

Brandon Gaudin and Charles Davis are the in-game announcers, and Jonathan Coachman is the studio halftime and pregame host.

# **Gameplay**

Madden NFL 20 features a new "personalized career campaign" known as QB 1, following the journey of a player-created college quarterback from their participation in the College Football Playoff, to being drafted by an NFL team. Ten licensed college teams (Clemson, Florida State, Miami, Florida, LSU, Oregon USC, Texas, Oklahoma and Texas Tech) from the ACC, Big 12, Pac-12, and SEC, are available in this mode. The mode acts as an updated version of the "Superstar Mode", where the player would take their custom player and control them throughout a career, which was featured from Madden NFL 06 until its removal in Madden NFL 25.

In September 2019, EA Sports introduced another mode called Superstar KO, as part of the game's first "season". In each round, each team plays a drive from their own 25-yard line to score a touchdown and a two-point conversion. If teams draw, the round is decided over a "tug-of-war", where each team does three plays, and the team that advances furthest wins the round. After each round, the winner can draft a player from the rival's team.

EA continued with including accessibility features for blind and visually impaired end users. Not least among these is menu narration, in which options are spoken aloud as the player navigates to them using synthesized speech. As part of his voice role for the game, Brandon advises via the game intro concerning accessibility settings and how to reach them. Other settings like image contrast and color-blind friendly settings are also available. While the majority of menus are narrated, some menus deep in franchise, for example, are not narrated. An example of this is when you are scouting college players, or are trying to purchase free agents or when you are attempting to complete the training. These are some of the gaps in coverage.

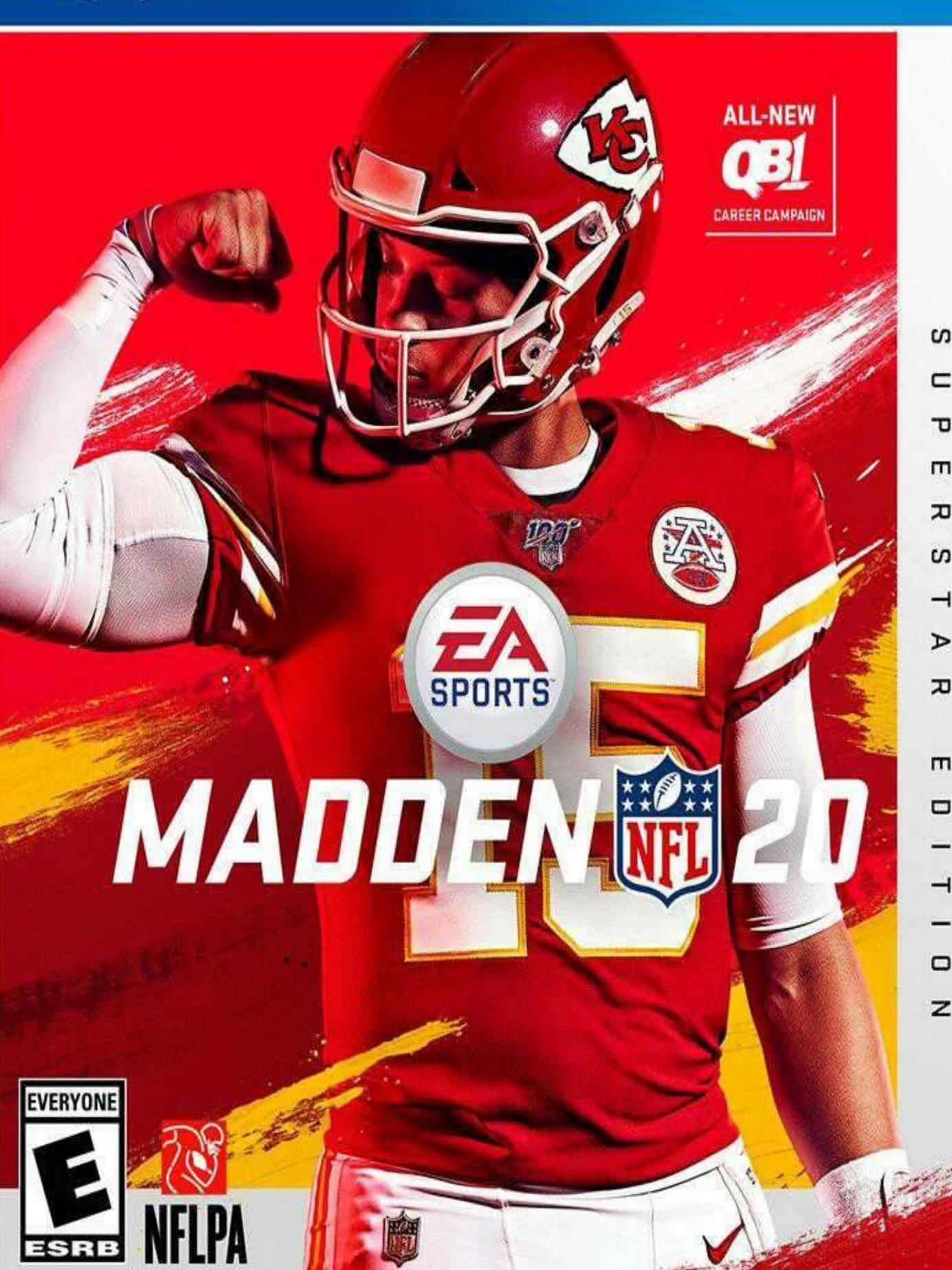
Madden 20 brought back game modes from the previous Madden, such as Franchise mode and Ultimate Team.

#### Release

The game was released on August 2, 2019. It was able to be accessed three days prior on July 30 by those players who purchased the "Superstar" or "Ultimate Superstar" editions of the game, which included packs and special abilities.















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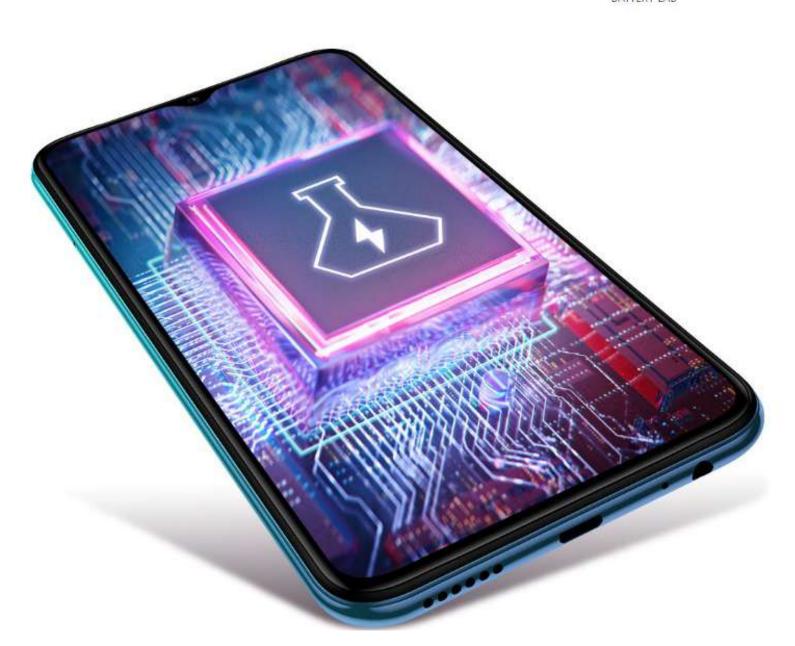
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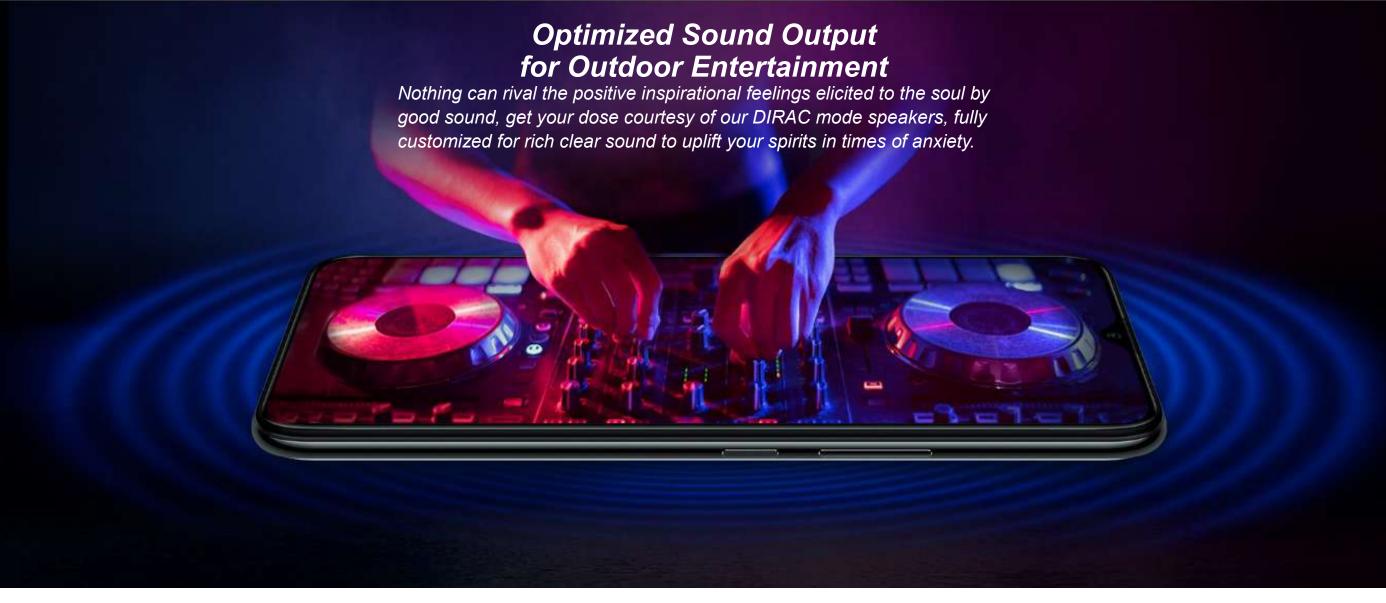




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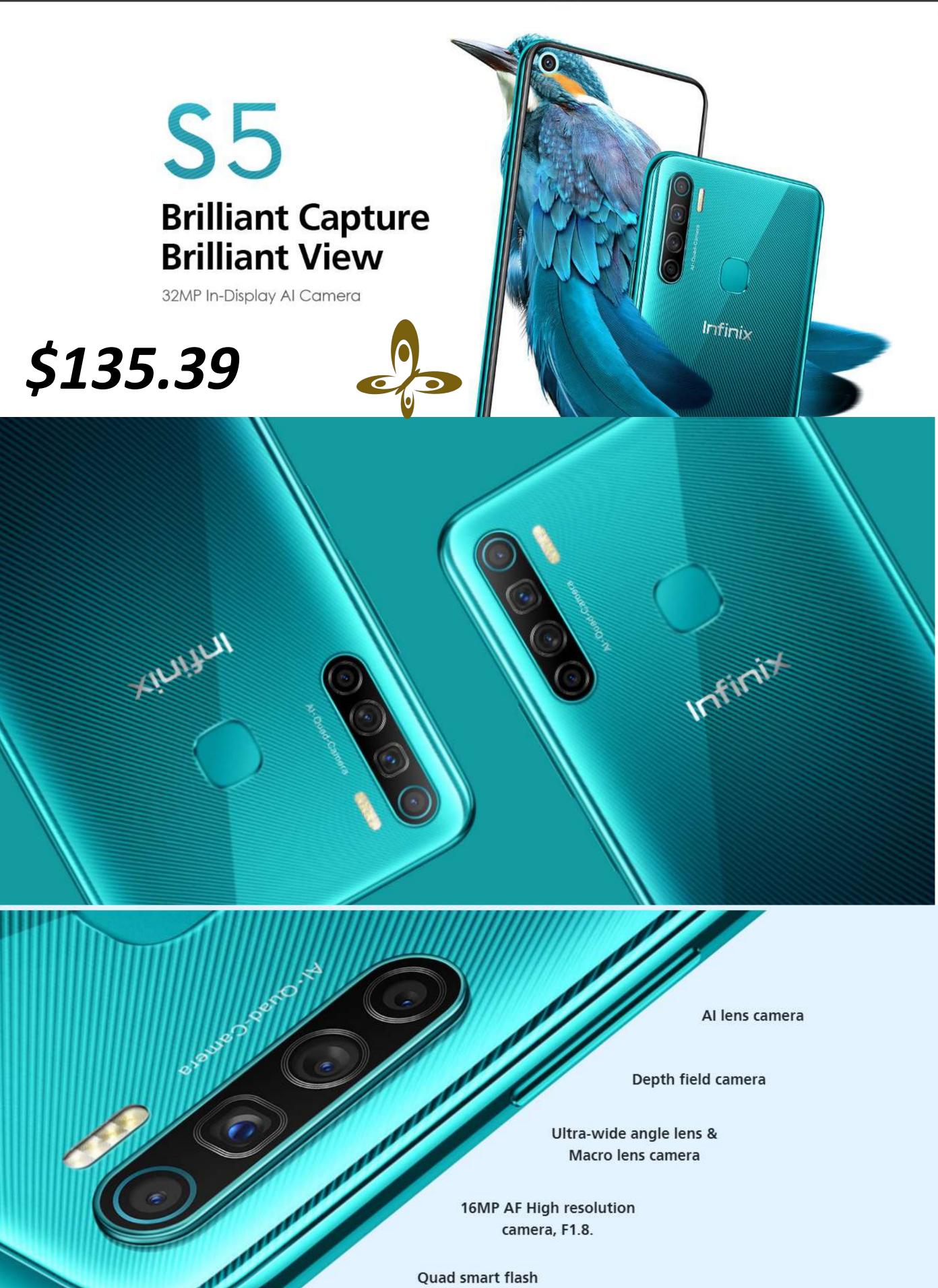
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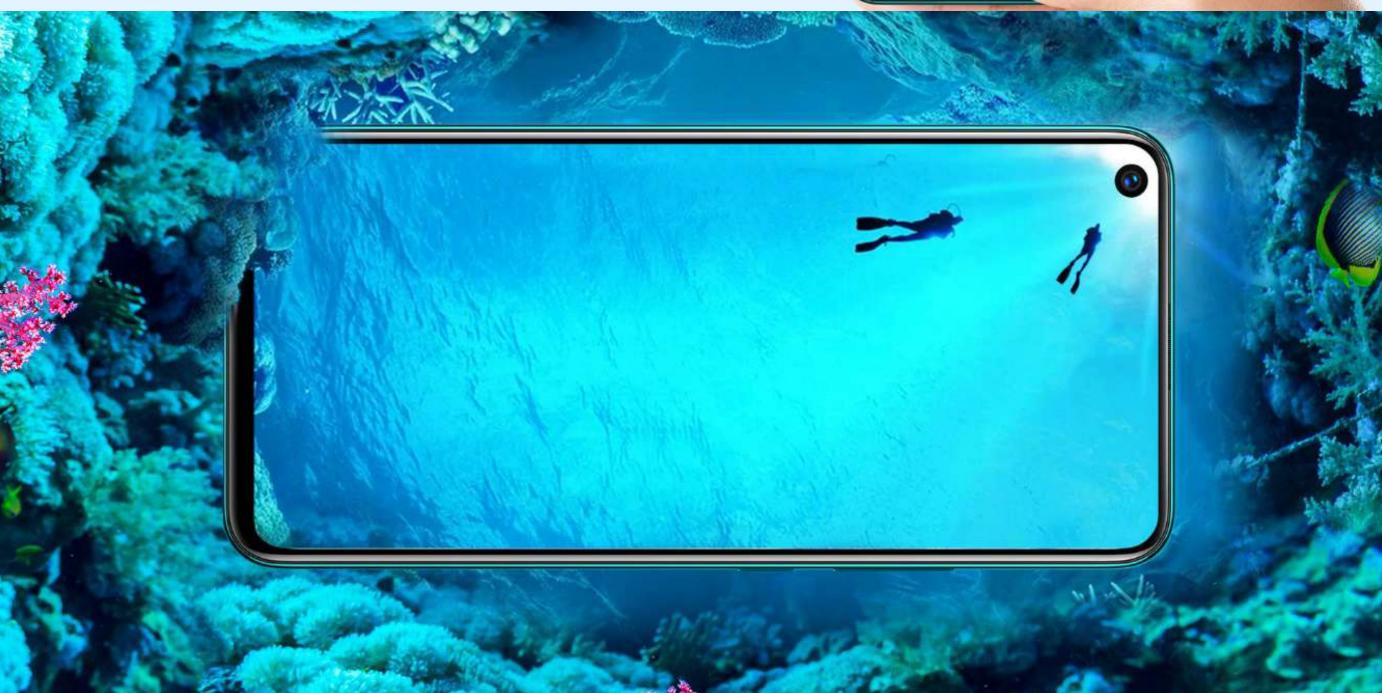
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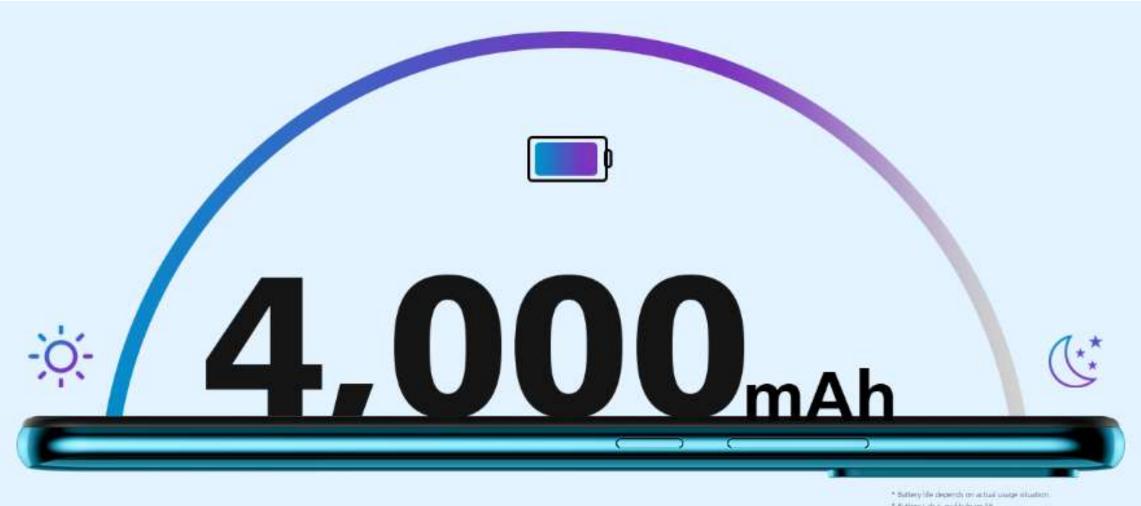
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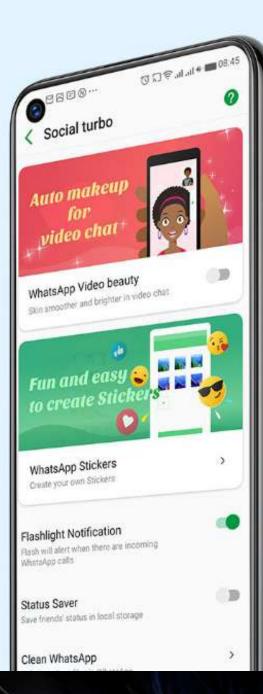




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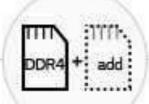
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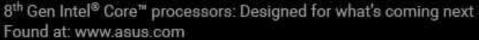
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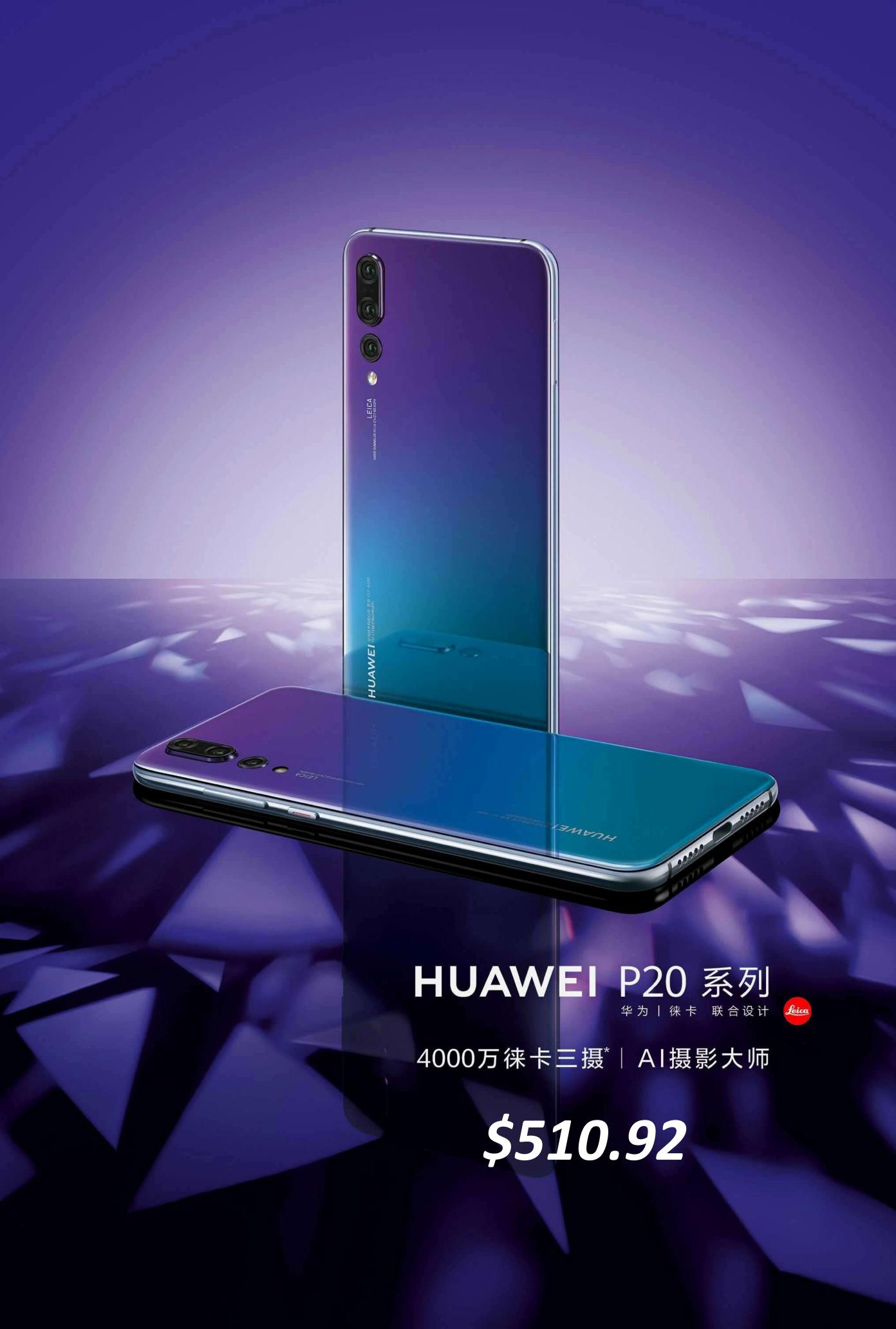
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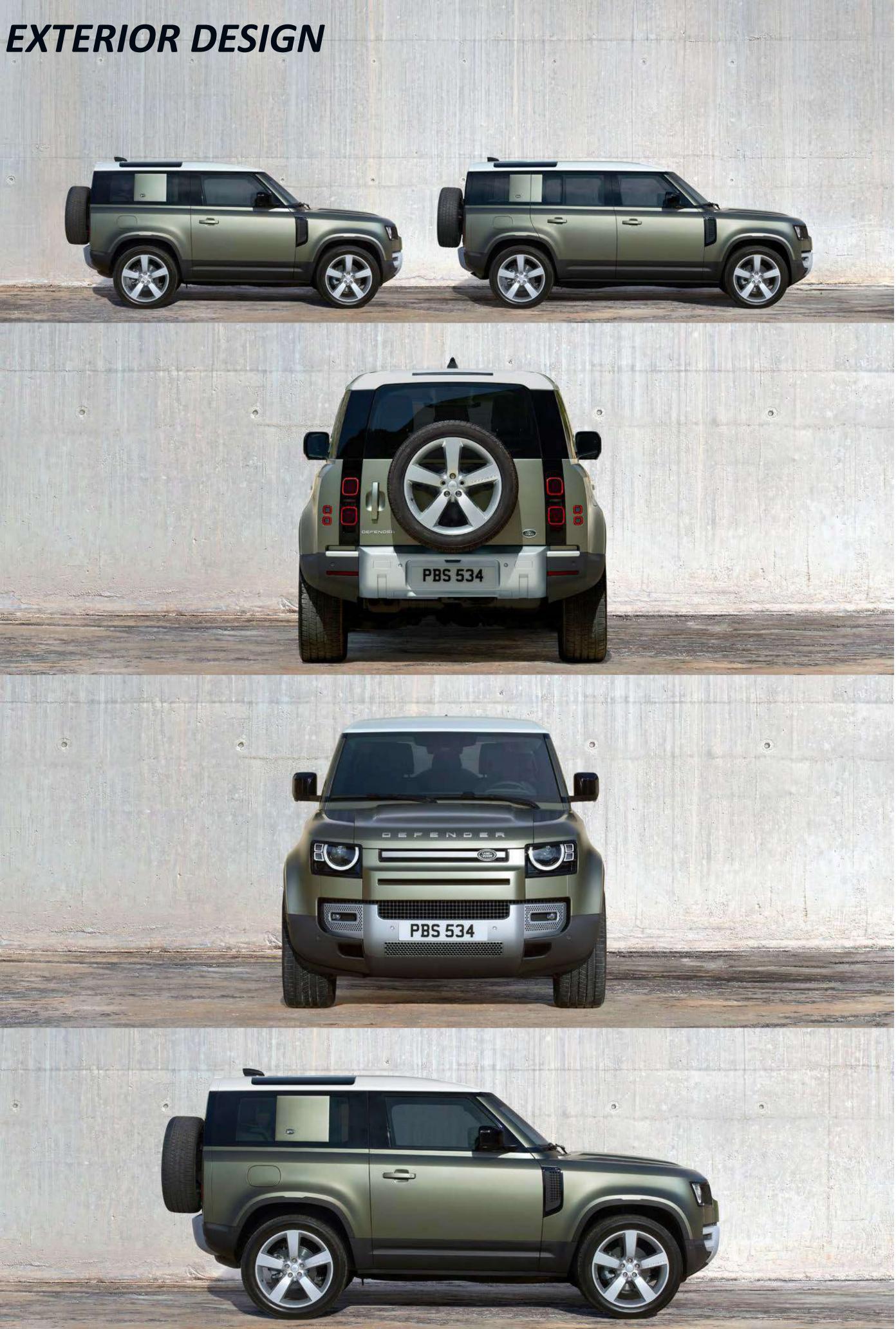
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In a cold core ground; where many have
gone.

For I won't live a lie, in this situation.

All you need to do is listen. For they think I am nothing; I laughed.

I got something coming.

Living the lie you chose; those are fakers.

Listen; finding peace for I find myself

P.M.D



# **DISCOVERY SPORT**







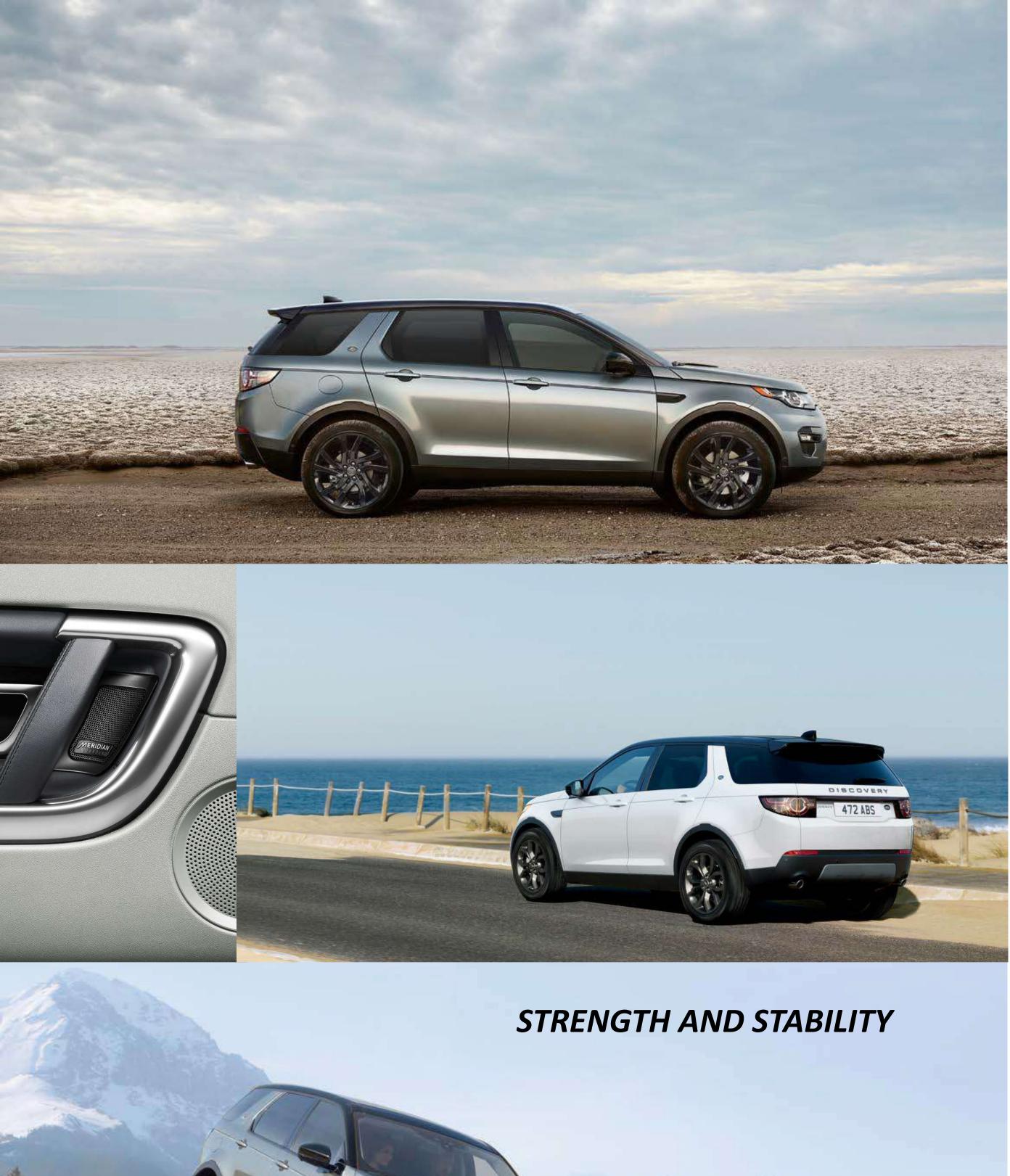
ALL TERRAIN PROGRESS CONTROL

9-SPEED AUTOMATIC TRANSMISSION

**INGENIUM GAS ENGINES** 













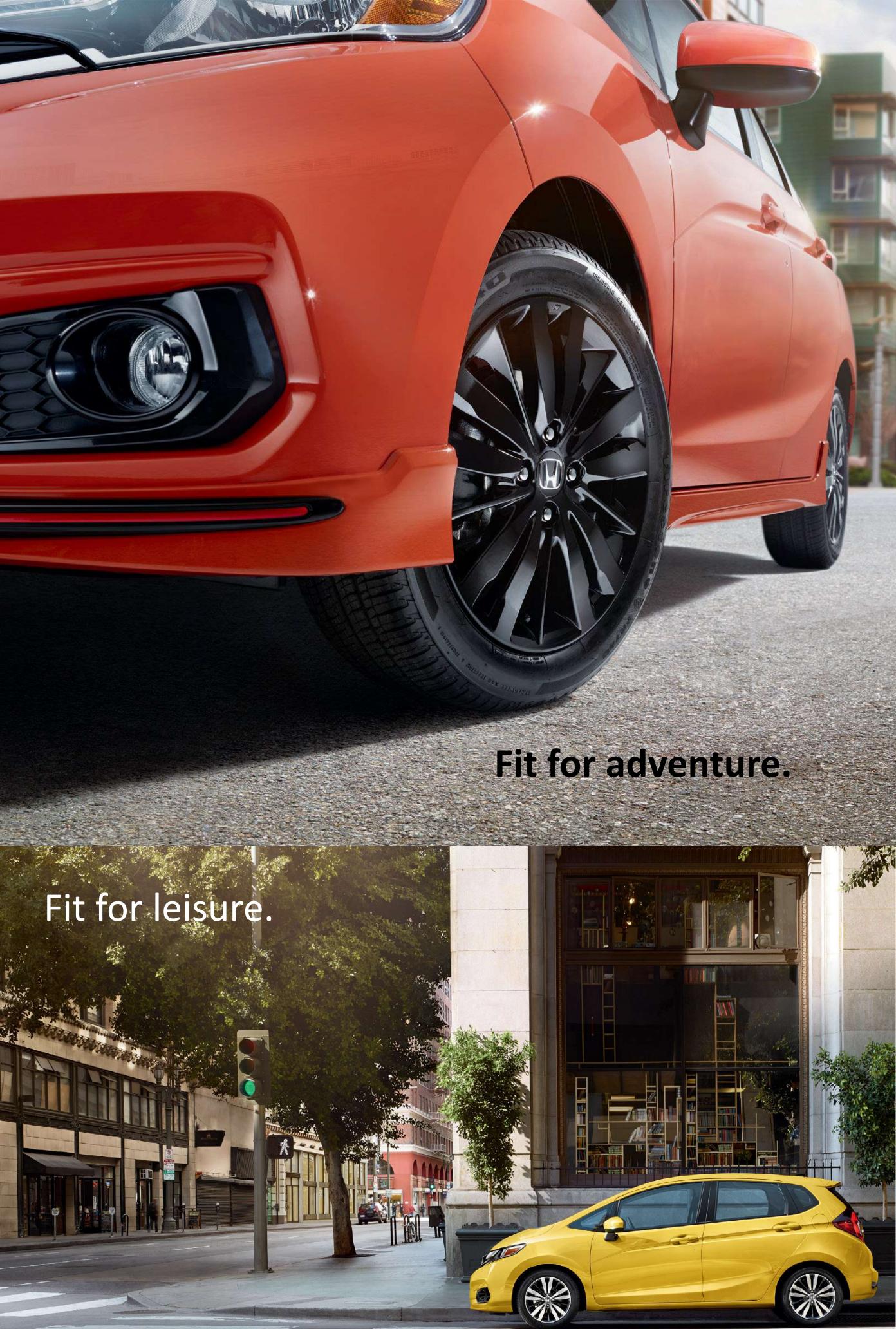






## AHEAD OF TIME The all-new BMW i8



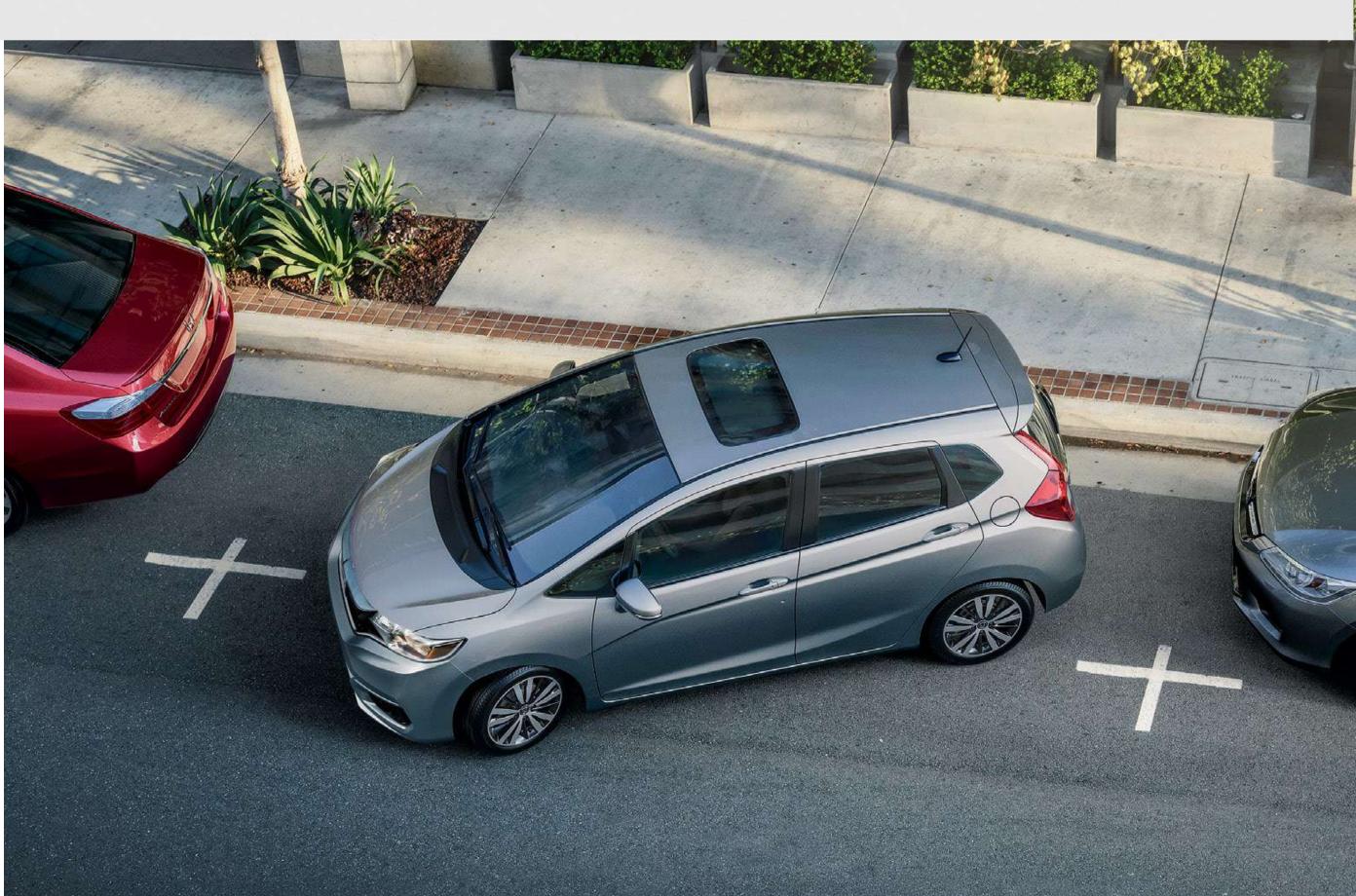












Fit for confidence.









IN THEATERS
APRIL 17

#### "THE ABYSS MEETS THE THING"

"SEA FEVER IS QUITE THE CATCH"

SLASHFILM



UNCHARTED. UNDISCOVERED. UNTIL NOW...

## 











THE TRUTH CAN'T HIDDEN FOREVER



































DON'T LET THE DEVIL WIN

### THE GANGSTER RECOMMENDED

KIWI MEDIA GROUP PRIMITE A.B.A ENTERTAINMENT PRIMITED IN ADMINISTRATION OF TWIN FILM

DON LEE AS MA DONG SEOK KIM MOO YUL

THE RESERVE

RECOMMENDED

ONE MAN'S FIGHT FOR SURVIVAL

WILL DECIDE MILLIONS OF OTHERS

MARIO KASSAR PRESENTS

# FOXIRUI SIX

A RANDY KOROMPIS FILM





HE'S MADE A FRIEND.

## BRAHMS: THE BOYLI

RECOMMENDED

COMING SOON

STX

TROM THE PRODUCER OF

### GET OUT

 $\mathcal{U}_{s}$ 



### ANTHBELLUM

IF IT CHOOSES YOU NOTHING CAN SAVE FOR

> 2020 LIONSGATE

