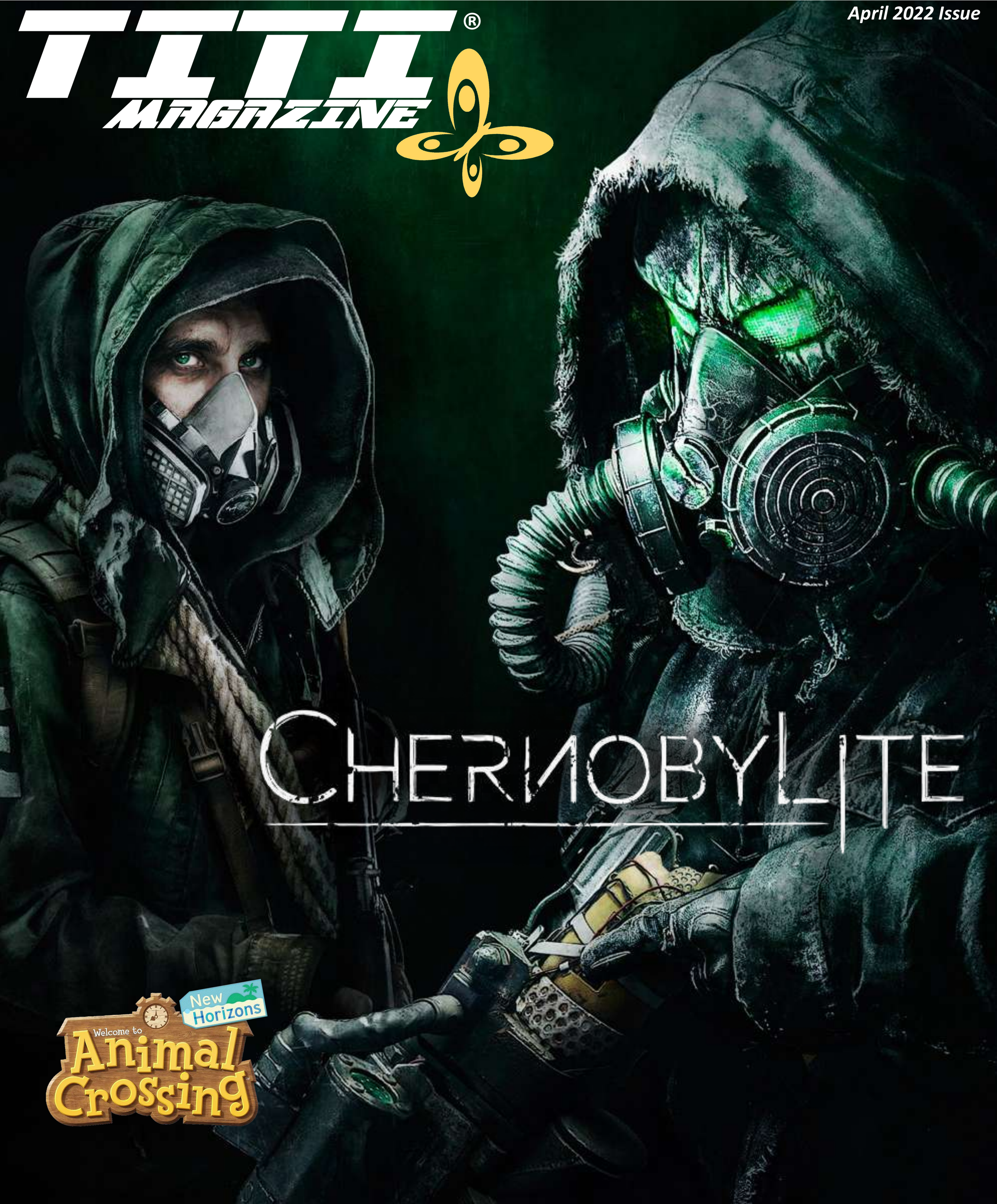
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GAMES

What Remains of Edith Finch

What Remains of Edith Finch is a 2017 adventure game developed by Giant Sparrow and published by Annapurna Interactive. The game centers on the character of Edith, a member of the Finch family, afflicted by a perceived curse that causes all but one member of each generation to die in unusual ways. The game was released for Microsoft Windows, PlayStation 4 and Xbox One in 2017, and for Nintendo Switch in 2019.

Edith returns to her family's home off the coast of the state of Washington and learns about her relatives and their deaths by visiting their bedrooms, sealed off and treated as shrines to their memory, with each death played out in a short gameplay sequence to the player. The game is presented as an anthology of these mini-experiences, wrapped in the dramatic retelling of the family's history and fate through Edith's narration.

What Remains of Edith Finch was met with positive reception from critics, who praised its story and presentation, and is considered an example of video games as an art form. It won British Academy Games Award for Best Game 2017, and won the Best Narrative category at both the 2018 Game Developers Choice Awards and The Game Awards 2017, among other awards and nominations.

Gameplay

What Remains of Edith Finch is a first-person exploration game. The player explores the Finch house and surrounding wilderness through a linear series of rooms, footpaths and secret crawlspaces. Players are guided through the house by expository voice narration from Edith Finch, her words visually displayed to the player as part of the scene to direct the player's attention. Throughout the house they encounter a series of memorials to deceased relatives. Players make progress by interacting with these shrines and experiencing vignettes of the relative's death. Each flashback varies in gameplay genre and visual style.

Story

The player character takes a ferry to Orcas Island off the coast of Washington state, carrying the journal of Edith Finch. The journal details Edith's experience returning to her ancestral home on the island for the first time in seven years. As a 17-year-old, Edith writes that she is the last surviving member of her family. The player then takes the perspective of Edith as she re-explores the house and discovers the circumstances surrounding each relative's death through a series of vignettes.

Edith explains that her family is believed to be cursed because of the untimely deaths that frequently befall them. In 1937, in an effort to escape the curse after the death of his wife Ingeborg and newborn son Johann, Edith's great-great-grandfather Odin Finch emigrates from Norway to the United States. Alongside his family (his daughter Edith (Edith sr., or 'Edie'), her husband Sven (né Hoffstad), and their newborn daughter Molly), he ferries his family house with them. But, waves off the shore of Orcas Island capsize the house and Odin drowns. The remaining family builds a new home and accompanying graveyard nearby. Here, Edie then gives birth to Barbara, Calvin and Sam, and Walter.

For a while, Edie believes they have avoided the curse, but unusual tragedies begin to befall her family. At 10 years old, Molly dies after ingesting fluoridated toothpaste and holly berries; at 16, Barbara is murdered during a home invasion or implied domestic dispute; at 11, Calvin falls to his death from swinging off the edge of a cliff; at 49, Edie's husband Sven dies during a construction accident at the house; and, at 53, after having spent 30 years living as a recluse in a bunker beneath the house traumatized at witnessing Barbara's death, Walter is hit by a train after stepping outside for the first time since.




Molly Finch
Molly
1587-1847

What Remains of Edith Finch

Developer: *Giant Sparrow*
Publisher: *Annapurna Interactive*
Director: *Ian Dallas*
Producers: *Alvin Nelson, Michael Fallik*
Designer: *Chris Bell*
Programmer: *Joshua Sarfaty*
Artist: *Brandon Martynowicz*
Writer: *Ian Dallas*
Composer: *Jeff Russo*
Engine: *Unreal Engine 4*
Platforms: *Microsoft Windows, PlayStation 4, Xbox One, Nintendo Switch, iOS*
Release: *Windows, PlayStation 4 — April 25, 2017*
Xbox One — July 19, 2017
Nintendo Switch — July 4, 2019
iOS —August 16, 2021
Genre: *Adventure*
Mode: *Single-player*
TiTi Rating: *7/10*


Edith
Finch






U.S.
MARINES

Edie memorializes each death by turning their respective bedrooms into shrines. Sam marries a woman named Kay Carlyle, and they have three children: Dawn, Gus, and Gregory. However, Dawn is the only one to live to adulthood. At 22 months, Gregory drowns in the bathtub after being left unattended by his mother; and, at 13, Gus is crushed by a totem pole during a storm. Sam and Kay get a divorce, and, at 33, whilst on a hunting trip with Dawn, Sam falls to his death after being bucked from a cliff by a deer.

Traumatized, Dawn moves to India, marries Sanjay Kumar, and they have three children: Lewis, Milton, and Edith (Jr.). In 2002 Sanjay dies in an earthquake and Dawn returns with her children to the Finch home. At 11 years old, Milton inexplicably disappears, and Dawn becomes paranoid. She seals off the memorialized bedrooms and forbids her children from learning about their family history in an attempt to counteract the perceived curse.

In 2010, after struggling with substance abuse and mental illness, Lewis commits suicide at the age of 21. Now desperate, Dawn decides they must all leave the house. Edie, however, refuses to go, and, after a heated argument, Dawn and Edith flee the house without her, leaving most of their possessions behind. The next day, Edie is found dead at the age of 93, the cause of which implied to be complications due to consuming alcohol alongside her prescription medication.

Seven years later, Dawn succumbs to an undisclosed illness, and 17-year-old Edith inherits the property. Returning to the house, Edith discovers for herself the stories of her family's unique history, documenting her own thoughts and experiences in her journal. Edith reveals that she is pregnant and that the journal is intended for her unborn child in case she should die before she is able to tell them the stories herself.

In the final scene, the player character is revealed to be Edith's son Christopher, and that Edith has died during childbirth in 2017. In an unspecified time in the future, Christopher places flowers on his mother's grave.

Development

What Remains of Edith Finch is the second game developed by the team at Giant Sparrow, led by creative director Ian Dallas. Their debut effort was the BAFTA-award-winning The Unfinished Swan. The concept of What Remains of Edith Finch grew out from trying to create something sublime, as described by Dallas, "an interactive experience that evokes what it feels like to have a moment of finding something beautiful, yet overwhelming". Dallas embodied this concept by using his own experience as a scuba diver while he had lived in Washington State, and seeing the ocean fall off into darkness into the distance. The game initially was based on this scuba diving approach, but this created a number of problems with conveying narrative. While the game was in this state, they came up with the idea of using floating text captions of the narrative to be seen by the player, which remained as a key gameplay element through the game's ongoing changes. The team struggled on the diver idea until Dallas came up with the idea of a shark falling into a forest with a child uttering the line "and suddenly I was a shark", which sparked the idea of moving into more strange and unnatural scenarios; this specific one would eventually become the mini-experience for Molly, who died after eating poisonous holly berries and whose bedroom is the first the player explores in the game. While the Molly scenario was fleshed out further, the team broke out to develop other scenarios that captured the same sense, giving the player something interesting to watch or do but knowing that their characters were about to die, creating the type of experience they wanted to evoke.



To link these mini-experiences, they had to come up with a framing device. Initially, they considered a scenario similar to The Canterbury Tales but set in a modern-day high school, but soon recognized that placing these deaths in context of a cursed family would work better, forming an anthology work like The Twilight Zone, while borrowing concepts from the novel One Hundred Years of Solitude, which similarly involved the overlapping stories of various family members. With this approach set, the team then only had to determine the genealogical nature of this family and how the house should be styled. For the house itself, Dallas stated they had three words they worked from, sublime, intimate and murky. Their goal was to make the house itself feel like "a natural force. It begins to look almost like the bark of a tree; something that has an order to it, but it's too chaotic for us to be able to follow." While they had designed all the bedrooms in roughly the same order the player experienced them in the game, it was not until the second-to-last bedroom, that of Lewis who had been into marijuana use, that they realized that these bedrooms can be used to say much more about each family member by how they were decorated. Lewis' had been heavily decorated with posters and other items that indicated his drug addiction, and the team realized this shared a lot about his character they did not have to communicate via narration or the death sequence. Major changes were made to all the previous bedrooms to provide similar expository elements for each character over the last few months of release.

The team also recognized that from some of these mini-experiences they created, they wanted to leave them open-ended as to exactly what happened, following the convention of weird fiction to leave the player questioning if the mini-experiences they had played through were grounded in reality or not. They did not want to make a horror game, where their purpose would be to intentionally scare the player, but wanted to borrow concepts common in the horror genre, such as Lovecraftian elements. The game had started out titled The Nightmares of Edith Finch, and its greenlight trailer has a spookier nature to it, such as the protagonist exploring the house mostly in the dark with a flashlight, but the team eventually backed off on these elements to leave the more eerie elements, renaming the game to its final title. The game's ending was considered the most difficult part for the team, according to Dallas, as they did not know if they should end the game on a mini-experience that elevated the sense of unease from previous ones. Eventually, they opted to go with something completely different, a closure on the story that was intended to give time for the player to reflect on what they had just played through. Dallas credits suggestions made by Dino Patti of Playdead and Jenova Chen of thatgamecompany, following a playtest of the game, of inspiring the pregnancy and childbirth facets to close out the story after all the death that they had experienced. In an unusual move, the player is able to look down from the first-person view in-game at Edith's body and see her belly, hinting about her pregnancy. Though Dallas had not wanted to have the player see parts of the character's body, their tech artist Chelsea Hash insisted on keeping this in, which Dallas found later to be a pleasant surprise for players that discovered this on their own.

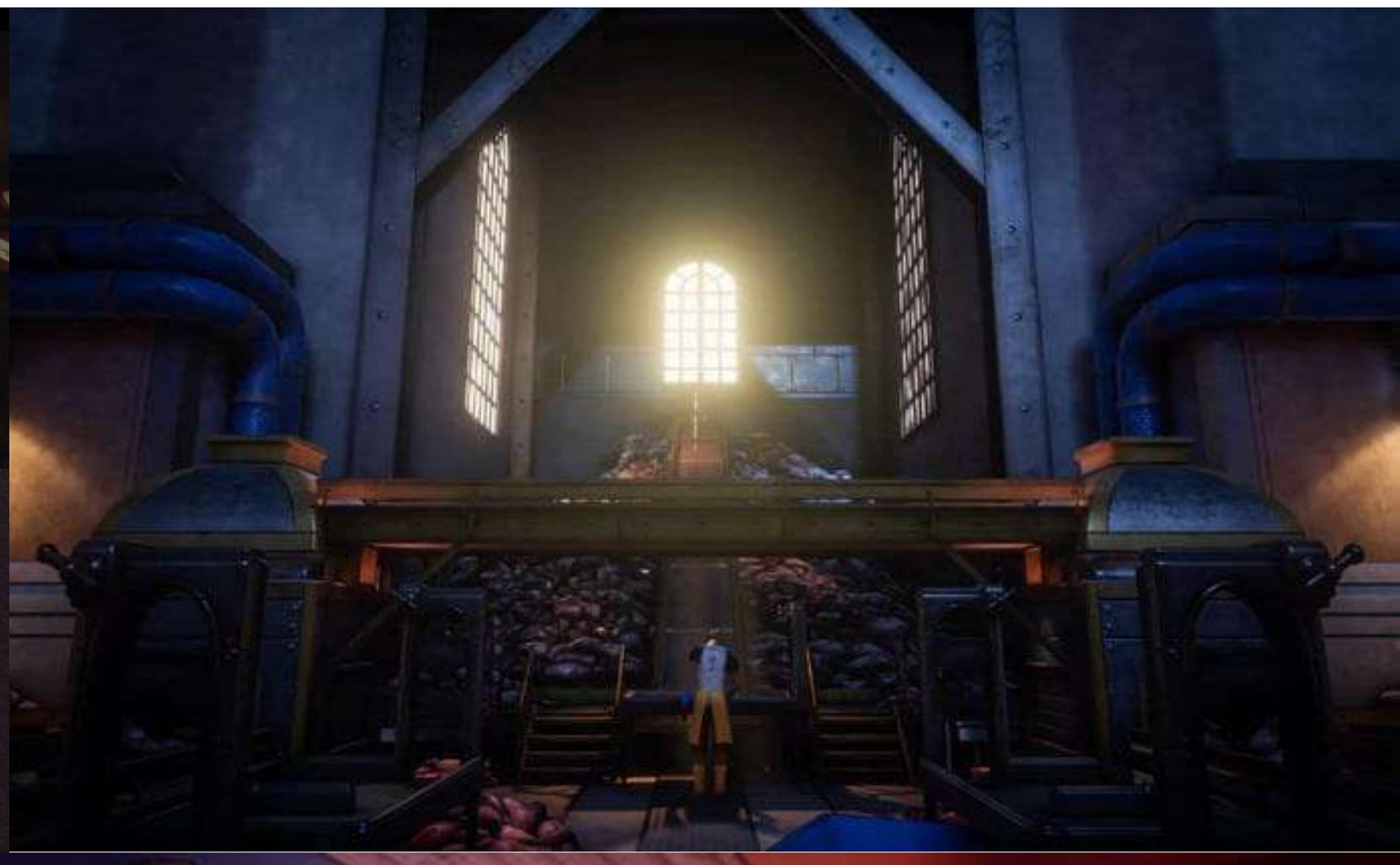
The game had been in development since at least 2013, when Giant Sparrow partnered with Sony Computer Entertainment. It was first announced in an on-stage trailer at the 2014 PlayStation Experience, as a title to be published by Santa Monica Studio, with a subsequent trailer released prior to E3 2015. In the interim, Sony started to wane on its support for independently developed video games, and Santa Monica Studios dropped the title from its lineup. However, several people that had been at Santa Monica Studios working with Giant Sparrow left the studio to form Annapurna Interactive, which then became the game's new publisher. Annapurna relaxed some of the deadlines that Sony had originally had for the title, allowing Giant Sparrow to keep and refine some of the more significant mini-experiences they created and would have otherwise had to cut under a tighter schedule. These included the infant Gregory, who drowns while in the bath while his mother is distracted. The drowning sequence set to "The Waltz of the Flowers" from The Nutcracker by Pyotr Ilyich Tchaikovsky, and Lewis', a mini-adventure game taking place in Lewis' mind while at the same time decapitating fish at a cannery that was inspired by "The Coronation of Mr. Thomas Shap" from The Book of Wonder. Gregory's story was particularly one of concern since it involved the death of an infant, which raised concerns with their publisher. To help alleviate these, Giant Sparrow specifically brought in parents to help playtest as to make sure the story handled the topic in a sensitive manner.



One of the most-changed stories was Walter's, Edie's son that withdrew after the death of his older sister Barbara and locked himself away in a basement bunker, only decades later deciding to leave via a tunnel and getting hit by a passing train. Originally, once in the bunker, Walter would have experienced still people that moved when he looked away, similar to Doctor Who's Weeping Angels or The Prisoner, and then would imagine himself living on a model trainset where an invisible hand would move pieces around on the set. Both aspects were to represent the passage of time for the decades Walter lived there, and out of paranoia, Walter would then escape through the tunnel and to his demise. This was ultimately trimmed down to showing Walter going through the same routine each day, eating peaches from a can, until one day he decides to escape.[3] Another scrapped idea for the game was to bring in "Weird Al" Yankovic to compose a song about Edie. Inspired by the story of Harry R. Truman, a man who had refused to leave his home prior to the eruption of Mount St. Helens, the team had envisioned a scenario that Edie would have also refused to leave her family home despite the threat of a nearby forest fire sometime in the 1980s. With this concept, her story made national news and made her a national icon that, in the timeline, Yankovic would have made a song about her that would have been included as part of Edie's story. However, this idea came too late in the development without enough time to follow up on it.

Composer Jeff Russo, whose previous works include the soundtracks to the Fargo TV series, The Night Of, and Power, composed the soundtrack for What Remains of Edith Finch. The sequence involving Barbara, who gained fame as an adolescent scream queen and who longs to return to Hollywood but dies on her birthday on Halloween night, is played out in the pages of a comic book styled after Tales from the Crypt. Following several horror genre tropes, her boyfriend intends to inspire real fear to induce her to regain her famous scream, but they then seem to be stalked by a serial killer whom she disables, only to be scared to death by either friends throwing her a surprise birthday party or supernatural monsters or a band of hoodlums in costume. Dallas had Russo try to create a soundtrack similar to the theme from John Carpenter's Halloween. Dallas had considered asking Carpenter to narrate this section, but at the time, the video game voice actor strike was ongoing, making this impossible, but Carpenter did agree to license the use of the Halloween theme for this sequence.









Animal Crossing: New Horizons

Animal Crossing: New Horizons is a 2020 social simulation game developed and published by Nintendo for the Nintendo Switch; it is the fifth main entry in the Animal Crossing series. In New Horizons, the player controls a character who moves to a deserted island after purchasing a getaway package from Tom Nook, playing the game in a nonlinear fashion and developing the island as they choose. They can gather and craft items, customize the island, and develop it into a community of anthropomorphic animals.

New Horizons began its development in 2012. The game director, Aya Kyogoku, had the philosophy of retaining old content from previous games to keep fans happy while also making the game simple enough to appeal to newcomers. With art and graphics, they used the concept of "trigger of play" and the "imagination gap", where the former kept the gameplay simplistic and easy to pick up while the latter kept the art style simple for the player to imagine the rest.

New Horizons received acclaim from critics, with many praising its gameplay and customization options and calling it the best game in the series. Being nominated for over a dozen awards, the game was often a contender for Game of the Year. It was a major commercial success, selling over 37.62 million copies worldwide and breaking the console game record for most digital units sold in a single month. It is the best-selling game in the Animal Crossing series, the second best-selling game on the Nintendo Switch, the best-selling game of all time in Japan, and the 13th best-selling video game in history. Its commercial success has been attributed in part to its release amid global stay-at-home orders during the COVID-19 pandemic. The game was used often for social interactions such as weddings and graduation ceremonies, alongside political campaigning and virtual protests. The game also spawned fan creations, such as a trading website, a talk show, and other comics and merchandise. It also received major updates adding new content until November 5, 2021.

Gameplay

As in previous Animal Crossing games, New Horizons is a life simulation game played in real time. Weather also adjusts to the seasons of the Northern or Southern Hemisphere, depending on the player's real-world location, a first for the Animal Crossing series. The game follows a villager customized by the player, who, after purchasing a getaway package from Tom Nook, moves into a deserted island. After Tom Nook gives the player essentials, such as a tent, the game proceeds in a non-linear fashion, allowing for the player to play the game as they choose.

Two players on one island via multiplayer. The player to the right is harvesting wood from a tree using an axe.
The player is given open access to natural resources such as fruit and wood, which can be collected and crafted into a variety of items and furniture known as D.I.Y. crafting. Alongside this, they can catch bugs and fish, plant and grow trees and flowers, extract natural resources such as rocks, and swim in the ocean. The island gives open space for placing items and decorating as the player chooses. Certain content available, such as organisms, are season-dependent and only appear for a limited time of the year. Doing simple tasks rewards the player with "Nook Miles", which in return can purchase premium rewards in Resident Services. The other currency "Bells", a staple in the Animal Crossing franchise, can be used to purchase other goods and services. Another feature offered early on is the "Dodo Airlines", an airport; through Dodo Airlines, and tickets purchased through Nook Miles, the player can visit other vacant islands to harvest resources, and meet other villagers. The player can invite other villagers they meet to their island if they choose.








Nook's Cranny


New Horizons
Welcome to
Animal Crossing

Developer: *Nintendo EPD*
Publisher: *Nintendo*
Director: *Aya Kyogoku*
Producer: *Hisashi Nogami*
Programmers: *Yoshitaka Takeshita, Hiromichi Miyake*
Artist: *Koji Takahashi*
Writer: *Makoto Wada*
Composers: *Kazumi Totaka, Yasuaki Iwata, Yumi Takahashi, Shinobu Nagata, Sayako Doi, Masato Ohashi*
Series: *Animal Crossing*
Platform: *Nintendo Switch*
Release: *March 20, 2020*
Genre: *Social simulation*
Mode: *Single-player, multiplayer*
TiTi Rating: *7/10*



The player starts with two other random anthropomorphic villagers that also purchase the getaway package; these villagers will live alongside the player and can be interacted with, building relationships. When the player has made sufficient progress in the game, Tom Nook gives more freedom of expanding as a village. Other shop owners will visit and settle on the island; museum-owner Blathers, who will display fish, bugs, sea creatures, fossils, and art captured by the player; sisters Mabel and Sable, who sell clothing and other player-created accessories; and Timmy and Tommy, who run a store that specializes in selling furniture and other quality-of-life items, eventually expanding to sell more items per day. Eventually, the main area will expand to a Town Hall, run by Tom Nook with the help of Isabelle; other buildings and villagers will populate the community, and old tents and shops will grow into a more permanent structure that can still be moved if the player chooses. From there, the island will be given a star rating out of five, usually starting off at a one-star rating. As the island is further developed, the island's star rating will increase. When a three-star rating is achieved, K.K. Slider, a popular musician, will visit and perform a concert at the island, marking the "end" of the game as the credits roll. However, more options for island customization are given to the player for further community growth, such as the ability to construct and destroy cliffs, bodies of water and paths, colloquially referred to as terraforming.

The game supports one island per Switch system. Animal Crossing: New Horizons supports both local and online co-op gameplay, with up to four players locally and eight players online able to occupy an island at any given time, an option available through the Dodo Airlines. The game supports amiibo cards and figures from the Animal Crossing series, which can be used to invite a villager to the island temporarily that can be convinced to join the island. Nintendo Switch Online cloud saving was added during a late July 2020 update, allowing users to recover game data if their Switch is broken or lost. Additional free content was added every few months, added on every update by downloading the latest update from Nintendo, but ceased with the release of the version 2.0 update on November 3, 2021.

Updates

Since the game depends on seasonal changes, New Horizons receives frequent updates, adding new seasonal items, events, and sometimes new gameplay features. Most updates are loosely based around national holidays, with the first update being themed around "Bunny Day" in April 2020 and based on Easter. Other seasonal updates followed, being "Nature Day" (Earth Day), May Day, Halloween, "Turkey Day" (Thanksgiving), and "Toy Day" (Christmas). Other popular seasonal events, such as summer, also came with new items. Each respective update also featured popular characters from past Animal Crossing games. With each update, the island changed in look, and the player's island is often decorated for the occasion. Alongside seasonal changes, Nintendo has also released themed items from other popular media, such as Mario outfits and decor in celebration of the franchise's 35th anniversary.

In an October 2021 New Horizons-focused Nintendo Direct, Nintendo announced the version 2.0 update would be released the following month and would be the final major free content update for the game. The update added returning characters Kapp'n and Brewster, both bringing new activities and locations to the game, as well as the ability to fund permanent locations for the game's random visiting vendors. Alongside other quality-of-life improvements, it also included new purchasable items, such as furniture and music, new villagers, and the ability to cook food via farmed crops. Announced alongside the update was paid downloadable content, entitled Animal Crossing: New Horizons – Happy Home Paradise; similar to the 2015 spinoff Animal Crossing: Happy Home Designer, the expansion allows players to visit a distant island and design vacation homes for villagers, and adds new customization options that can also be used on players' personal islands once learned. The version 2.0 update released on November 3, 2021, and the Happy Home Paradise add-on released on November 5, 2021.



New Horizons

Welcome to

Animal Crossing™

2022 Calendar

Development

Development of a new main series Animal Crossing game for the Nintendo Switch was confirmed in a Nintendo Direct on September 13, 2018, with an unspecified 2019 release date. Although the game was announced in 2018, game director Aya Kyogoku confirmed that the game had begun development in 2012, shortly after the original release of Animal Crossing: New Leaf for the Nintendo 3DS in Japan; she stated how concepts for the game were forming long before ideas for the Nintendo Switch had even existed. Hisashi Nogami and Katsuya Eguchi reprised their roles as the game's producers.

Nintendo released the game's title and first trailer at its E3 2019 Nintendo Direct on June 11, 2019. The game was delayed until March 20, 2020, with Yoshiaki Koizumi stating that in order "to ensure that the game was the best it could be, Nintendo had to ask that [players] wait a little longer than Nintendo itself thought." Nintendo of America president Doug Bowser cited a desire to avoid crunch and maintain a healthy work–life balance for Nintendo employees as the primary reason for the delay. Nintendo's stock market value posted a 3.5% loss in reaction to the delay, amounting to a total loss in value of more than US$1 billion.

Hyogoku stated that the success of the Animal Crossing series was due to the fact that the developers make each game different enough from the last, to bring appeal to newcomers yet keep the core concept for returning players. Kyogoku and Nogami stated that they selected a deserted island as the game's setting to differentiate it from previous Animal Crossing games, which are set in established villages, and to allow greater freedom to customize the game's world. Additionally, a deserted island took away established parameters in the series to allow for different ideas and player interactions. Other concepts, such as the internet and multiplayer, were able to be implemented, unlike previous games due to advancing hardware. Hygoku made sure to keep balance of introducing new and fresh ideas while retaining core elements to satisfy long-term fans of the series.

The developers were very disappointed when the game's release cycle overlapped with the COVID-19 pandemic. Due to quarantine during the pandemic, Kyogoku hoped that the game would be an "escape" for fans at the time. They emphasized a global release to allow for international connections between the players.

Game mechanics and concepts

The developers made sure to make the game not only welcoming new players but to also retain core concepts from the previous games to keep older fans of the series happy. A crafting system was implemented to allow the player to keep the player from running out of things to do after the in-game stores close. She mentioned how the D.I.Y. crafting system would keep players in theme with the game by interacting and using the natural environment to their advantage. Kyogoku took note of players who began playing Animal Crossing games via mobile apps, such as Animal Crossing: Pocket Camp, by implementing the Nook Miles feature which would show the player what kinds of activities and concepts they can achieve by rewarding them to do so. The Nook Miles system also rewards the player for doing common tasks and collecting materials that would sell for cheap to keep the player from only tediously searching out expensive materials. Furniture and clothing accessibility and customization were emphasized for multiplayer so players could show pride in their islands.

Additionally, the developers noticed that players would repeatedly restart games in the previous series over and over, in hopes to get an island shape that they want. Because of this, landscaping was implemented to allow for easy shaping of the island. Another issue they noticed was "time-traveling"; due to the game running in real-time, players would change the clock on the console to put themselves further into the future so they don't have to wait in real-time. To help avoid this, they made sure landscaping and crafting did not have any wait-time restriction. They also tied seasonal events to updates instead of implementing the content into the game from the beginning so players could not skip ahead and retrieve exclusive items. The interest rate in the game's bank system was also decreased to lower the incentive of time-traveling. Although the developers intended no time-traveling to be the ideal way of playing, they did not shun the concept entirely.




New Horizons
Welcome to
Animal Crossing

Art and graphics

The game's art director, Koji Takahashi, went under the philosophy of "trigger of play". The concept makes sure there is something within the player's field of vision or grasp that would want them to explore the concept. With this, the island was designed from a 45-degree angle similar to that of a cylinder, or a "curved" perspective, where the player could view other content occurring in the background that would "trigger" them to investigate further or interact. By making an everyday concept simple and easy to grasp, it would cause the player to explore it further and be able to easily pick up the new material. If the game's art was complicated and realistic, according to Takahashi, the player would possibly receive too much information and make progression difficult. The simple design allowed for a multiple of one object to be stacked close to each other, such as flowers, or allow for simplistic objects to compliment others.

By leaving empty space and with a simplistic design, with simple graphics and little nature complexity, Takahashi explains how it would have the player attempt to fill in that gap with their own perspectives and ideas, called the "imagination gap", and further motivation to create their own designs and space with the features available. In the game, the grass is designed to look like that of a checkerboard. Although this concept was in prior titles due to a lack of hardware complexity, the concept remained because it could be used as a form of expression for the player and allow them to conceptualize ideas with the "imagination gap".

Art designer Hiromi Sugimoto made sure furniture would lead to motivation and hard work, and thus make the player want to connect with others to show off their achievements. He made sure the furniture could be customized by the player to ensure the difference between islands that would motivate visiting others and seeing unique ideas. Each furniture model was designed to have a "likeness" to it which would show exactly what to expect and what the player envisions; the pieces of furniture and items implemented various portions on how players view an object to look like and combine the commons ideas into one model. From there, using the "imagination gap", the player could fill in the smaller nitpicky info they would expect and further imagine how they could use the item.

Release

When Animal Crossing: New Horizons released on March 20, 2020, video game retailer EB Games attracted criticism for allowing fans who pre-ordered the game along with Doom Eternal to line up at its flagship Canadian location on Yonge Street, Toronto amid a COVID-19 pandemic in the country, when all levels of government urged the public to close non-essential businesses and maintain social distancing.

Touching on New Horizons in a December 2020 interview with Polygon, Doug Bowser stated the game sold "well beyond expectations", and applauded the developers for their efforts. He noted the game would continue to see updates all throughout 2021.





A Plague Tale: Innocence

A Plague Tale: Innocence is an action-adventure stealth game developed by Asobo Studio and published by Focus Home Interactive. It was released for Microsoft Windows, PlayStation 4 and Xbox One in May 2019. The PlayStation 5 and Xbox Series X/S versions of the game were released in July 2021, alongside a cloud-based edition for the Nintendo Switch and a release on the Amazon Luna game streaming service.

Set in 14th century Aquitaine, France during the Hundred Years' War, the game focuses on the plight of Amicia de Rune and her ill brother Hugo as they flee from soldiers of the French Inquisition and from hordes of rats that are spreading the black plague. The player controls Amicia, using a combination of stealth and limited tools to hide from, distract, or knock out soldiers, evade rat hordes, and solve puzzles, incorporating elements of survival horror games.

A Plague Tale: Innocence received generally positive reviews from critics. A sequel, A Plague Tale: Requiem, is set to be released in 2022.

Gameplay

In A Plague Tale: Innocence, the player assumes control of Amicia de Rune from a third-person perspective. For the majority of the game, players need to utilize stealth to avoid hostile encounters, as enemies will kill Amicia instantly if they catch her. Amicia is equipped with a sling that can throw rocks to break chains, create distractions, or stun guards long enough for the rats to ambush them; she can also kill enemies with a headshot if their head is unprotected.

The game consists of a series of survival puzzles, which mostly consist of the player having to use specific methods to scare away or distract the hordes of hungry rats in order to gain access to new areas or direct them towards enemies. The primary method of warding rats off is fire, as they will seldom enter within the radius of burning torches and braziers. Amicia can craft special ammunition and supplies, which include fire-starting sulfur stones that ignite braziers, stink bombs that attract rats, or fire suppressants to extinguish torches carried by enemies. Amicia's younger brother, Hugo, can be directed towards specific tasks when Amicia is busy, and can also access certain areas that she cannot. However, this s risky, as Hugo will start to panic if left alone and can attract unwanted attention. Later in the game, the player can assume control of Hugo, who cannot craft items but can control rats and sneak through small spaces.

Plot

In 1348, Amicia de Rune is a 15-year-old Frenchwoman of noble descent who lives in Aquitaine during the Hundred Years' War between England and France. Her 5-year-old brother, Hugo, has been ill since birth; their mother, Beatrice, an alchemist, has sheltered him in their estate while trying to devise a cure. While hunting with her father Robert in the forest, Amicia encounters an unusual substance on the ground, and her dog Lion is gruesomely consumed by an unseen entity. French Inquisition troops, led by Lord Nicholas, arrive at the de Rune estate in search of Hugo, executing Robert and slaughtering the family servants. Beatrice helps her children escape and instructs Amicia to take Hugo to a doctor named Laurentius.

The children flee to a nearby village, where they learn that hordes of rats have been spreading the black plague (known as the Bite). The two are wanted by the Inquisition and have to evade the villagers; Amicia and Hugo eventually reach Laurentius's farm and find him severely ill with the plague. Laurentius implores Amicia to finish her mother's work seconds before the farm is overrun by rats; the siblings flee with Laurentius's apprentice, Lucas, to seek the Chateau d'Ombrage, which once belonged to the de Rune family. As they cross a battlefield patrolled by English soldiers, Lucas explains that Hugo's blood carries a supernatural evil called the Prima Macula, which has lain dormant within certain noble bloodlines since the Plague of Justinian. Beatrice and Laurentius had been trying to find an elixir that would mitigate Hugo's symptoms, while Vitalis Benevent, the Grand Inquisitor of France, seeks to harness Hugo's power so that the Inquisition can rule France. Hugo and Amicia are briefly captured by the English, but escape with the help of sibling thieves Melie and Arthur; Arthur is captured as the others escape to Chateau d'Ombrage.













Developer: *Asobo Studio*
Publisher: *Focus Home Interactive*
Directors: *David Dedeine, Kevin Choteau*
Producers: *Brice Davin, Jamal Rguigui*
Designer: *Kevin Choteau*
Programmer: *Alain Guyet*
Artists: *Olivier Ponsonnet, Loic Paulus*
Writer: *Sébastien Renard*
Composer: *Olivier Deriviere*
Platforms: *Microsoft Windows, PlayStation 4, Xbox One, Nintendo Switch, Amazon Luna, PlayStation 5, Xbox Series X/S*
Release: *Windows, PS4, Xbox One — 14 May 2019*
Switch, PS5, Series X/S — 6 July 2021
Genre: *Action-adventure, stealth*
Mode: *Single-player*
TiTi Rating: *7/10*

A PLAGUE TALE

INNOCENCE



Lucas needs a forbidden book called the Sanguinis Itinera to complete an elixir that may help Hugo. Amicia infiltrates the university to retrieve the book while Melie rescues her brother. Amicia recovers the book and meets a young blacksmith named Rodric, who helps her escape. Back at the Chateau, Arthur reveals that Beatrice is still alive but imprisoned. Amicia insists they not tell Hugo, but he overhears the conversation. His anger appears to worsen his symptoms, so Amicia and Lucas return to the de Rune estate, looking for Beatrice's research. In a hidden laboratory they complete the elixir and administer it to Hugo to alleviate his symptoms. Angry at his sister for not telling him the truth, Hugo runs away and joins the Inquisition to find Beatrice. Vitalis injects himself with Hugo's blood so that he can possess the power of the Macula, but due to Lucas' elixir, he is unable to fully attain Hugo's powers.

Hugo escapes and finds Beatrice. Before their recapture, she reveals that the Macula gives him the power to control the rats. Vitalis threatens Beatrice's life to force Hugo's powers to fully awaken. Chateau d'Ombrage is then attacked by a swarm of rats guided by Hugo, still angry at Amicia. Nicholas, who is accompanying him, kills Arthur and orders Hugo to kill Amicia, but she convinces her brother to reject the Inquisition, and they work together to battle Nicholas until the rats consume him. The children decide to confront Vitalis.

As they fight their way to the Bastion, Rodric sacrifices himself to protect Hugo and Amicia. Vitalis awaits their arrival, having bred thousands of white rats that only he can control. Hugo ultimately overpowers Vitalis and Amicia kills him. Three days later, both the rats and the plague have disappeared and life begins to return to normal; many remain wary of Hugo and his power, including Melie, who parts ways with the group. Amicia, Hugo, Lucas, and an ailing Beatrice leave in search of a new home.

Development

The game's development was led by Asobo Studio. It is their first original title since the team created the racing game Fuel (2009), and the company wanted to create a narrative-driven experience inspired by The Last of Us and Brothers: A Tale of Two Sons. The main theme of A Plague Tale: Innocence is "family" and how the characters' relationships are challenged during adverse circumstances. Another important theme is "innocence". Hugo, in particular, will observe the player character's behaviors and slowly transform from an innocent boy to a ruthless individual. Child actors Charlotte McBurney and Logan Hannan provided their voice for Amicia and Hugo respectively. The two also participated in the writing process by suggesting changes to dialogue and alternative takes. Up to 5,000 rats can appear on-screen simultaneously. To ensure the game can handle rendering so many enemies without sacrificing performance, the team introduced four layers of details when rendering the rats, in which rats furthest away from the player character exist as a "background, non-animated mesh", whereas the rats closest to the player are animated in detail.

Publisher Focus Home Interactive announced the game in January 2017 as The Plague. A first look game trailer appeared at E3 2017. The game was released worldwide for Microsoft Windows, PlayStation 4 and Xbox One on 14 May 2019. The Nintendo Switch, PlayStation 5 and Xbox Series X/S versions of the game will be released on 6 July 2021; the Nintendo Switch will be playable via cloud.

Downloadable

The "Coats of Arms" DLC is available for all the three platforms, and came bundled with the pre-order version of the game. It adds three alternate skins for Amicia and Hugo's outfits and coats of arms. The additional content is cosmetic in nature.







Celeste

Celeste is a 2018 platform game designed, directed and written by Maddy Thorson and programmed by Thorson and Noel Berry. It is a fully-fleshed version of the 2016 PICO-8 game of the same name, which was made in four days solely by Thorson and Berry during a game jam. Set on a fictional version of Mount Celeste, it follows a young woman named Madeline who attempts to climb the mountain, and must face her inner demons in her quest to reach the summit.

Celeste was released worldwide independently on January 25, 2018, on Microsoft Windows, Nintendo Switch, PlayStation 4, Xbox One, macOS, and Linux, followed by a release on Stadia on July 28, 2020. It consists of eight chapters, plus a free downloadable content chapter titled Farewell released on September 9, 2019. Farewell acts as an epilogue to the main story and adds 100 new screens.

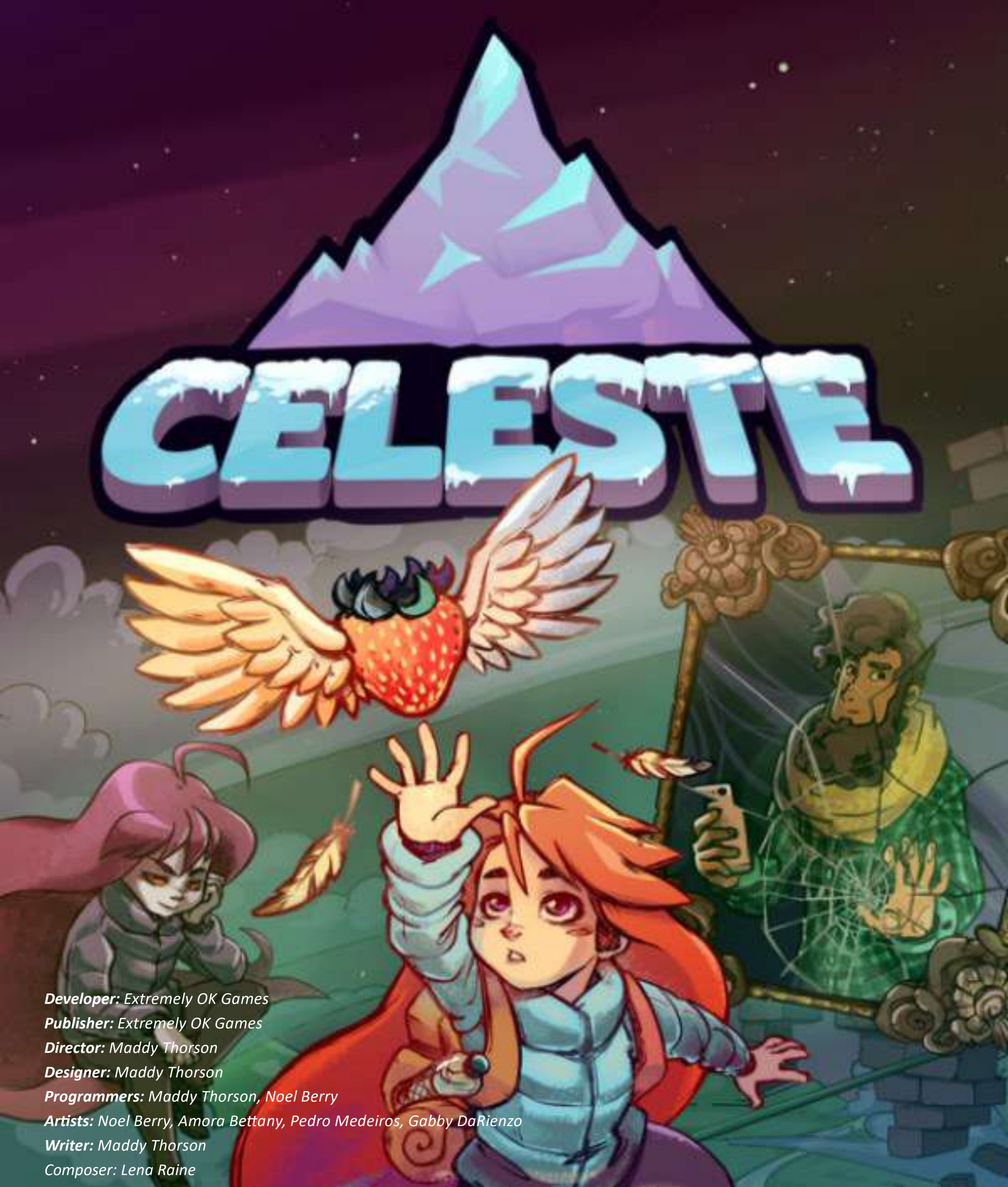
Celeste received universal acclaim upon release, and was largely considered one of the best games of 2018. It received high praise for its gameplay, level design, soundtrack, themes, and emotional story, as well as for Madeline's characterization; it was also singled out for being demanding yet enjoyable for both casual players, and those seeking to speedrun it or complete all of its optional achievements. It won many awards, including the Best Independent Game and Games for Impact awards at The Game Awards 2018, where it was also nominated for Game of the Year. Celeste was also a financial success, selling over a million copies by the end of 2019 and largely exceeding its creators' expectations, while also becoming a hit in the speedrunning community.

Gameplay

Celeste is a platform game in which players control a young woman named Madeline as she makes her way up Mount Celeste while avoiding various deadly obstacles. Along with jumping and climbing up walls for a limited amount of time, Madeline has the ability to perform a mid-air dash in eight directions. This move initially can only be performed once and must be replenished by either landing on the ground, hitting certain objects such as floating crystals, or moving to a new screen; later on in the game, the player is granted the ability to do two mid-air dashes. Combining dashes with movement in various ways can be used by the player to gain more speed than usual or access areas before they are supposed to. Some of these advanced movement mechanics are shown to the player as they progress the late stages of the game. Examples include the wavedash, superdash, hyperdash, ultradash and an unintended feature, the demodash. Throughout the game, the player will encounter additional mechanics, such as springs that launch the player or feathers that allow brief flight, and deadly objects such as spikes which kill Madeline (returning her to the start of the screen).

Players can also access an Assist Mode, where they can change some attributes about the game's physics. Some of these include infinite air-dashes, invincibility, or slowing the game's speed. Hidden throughout most "A-Side" chapters of the game are optional strawberries, obtained through challenging platforming or puzzle solving sections, which slightly affect the game's ending depending on how many are collected, as well as a cassette tape that unlocks a "B-Side", a secret level which provides harder platforming puzzles using the mechanics introduced in the A-Side. Optional "crystal hearts" used to access post-game content are also found in each A-side. Beating all the B-Sides then unlocks the "C-Side" versions, which are short, very hard stages which expand further upon the mechanics in the A-Sides and B-Sides. B-Sides, C-Sides, and the Farewell downloadable content chapter all teach the player more complicated movement techniques that are needed to clear otherwise impossible obstacles. Upon clearing all C-Sides, the player can access the Variants menu, which allows players to change the game's physics in a way similar to the game's Assist Mode. Some of these "variants" include speeding the game up to a maximum of 160% normal speed, 360-degree dashing, and low friction. The original Celeste Classic Pico-8 prototype can also be found as a hidden minigame.





Developer: *Extremely OK Games*
Publisher: *Extremely OK Games*
Director: *Maddy Thorson*
Designer: *Maddy Thorson*
Programmers: *Maddy Thorson, Noel Berry*
Artists: *Noel Berry, Amora Bettany, Pedro Medeiros, Gabby DaRienzo*
Writer: *Maddy Thorson*
Composer: Lena Raine
Engine: XNA, FNA
Platforms: *Linux, macOS, Microsoft Windows, Nintendo Switch, PlayStation 4, Xbox One, Stadia*
Release: *January 25, 2018*
Genre: *Platform*
Mode: *Single-player*
TiTi Rating: *7/10*

Plot

A young woman named Madeline begins climbing Celeste Mountain, ignoring the warnings from an old woman named Granny who lives at its base. Madeline makes her way through a deserted city, where she encounters a fellow traveler named Theo. Madeline camps out for the night and has a dream in which a dark reflection of herself, known as "Part of Me" within the game and Badeline by the fanbase and developers, splits apart from her via a mystical mirror and attempts to stop Madeline's climb. Madeline escapes from Badeline and wakes up from her nightmare.

Continuing the climb, Madeline reaches an old hotel named the Celestial Resort. The hotel's ghostly concierge, Mr. Oshiro, tries to persuade Madeline to stay despite the damaged condition of the hotel. She reluctantly entertains him by cleaning part of the resort, but he is keen on having her stay for a night in the presidential suite. Upon reaching the suite, Badeline unexpectedly reappears in the real world, taunting Mr. Oshiro before creating a hole for Madeline to escape through. Mr. Oshiro, enraged by Badeline's words and assuming Madeline spoke them, chases Madeline out and destroys much of the hotel before she calms him down, and Madeline continues climbing.

At Golden Ridge, Madeline again encounters Granny. Granny tells her that she is surprised she has made it this far and offers to tell her about a shortcut back down if she wants to give up. Madeline refuses, and after powering through the harsh winds of the Ridge, meets up with Theo at a gondola. Partway up the gondola ride, Badeline appears again and stalls the lift, causing Madeline to have a panic attack as the lift shakes wildly. Theo calms her down, and the gondola begins to move again, arriving at an ancient temple. Madeline and Theo are separated and trapped inside mirrors, but Madeline escapes and finds Theo encased inside a magic crystal. Monsters created from Madeline and Theo's insecurities attack them, but Madeline carries Theo out of the temple and frees him from the crystal.

Madeline and Theo set up camp, and she confides in him about her mental health issues and Badeline's interferences before resting. Later that night, she seeks out Badeline and expresses her wish to leave her behind. In a fit of anger, Badeline throws Madeline down to the base of the mountain, where she once again finds Granny. She suggests that Badeline might be scared and says that Madeline should try talking instead of abandoning her. Madeline searches for Badeline again, apologizes for pushing her away, and vows to climb the mountain together. Badeline initially lashes out at Madeline, but relents and forgives her. Madeline and Badeline recombine and work their way back up the mountain before finally reaching Celeste Mountain's summit.

An epilogue shows Madeline celebrating her success with Badeline, Theo, Granny, Mr. Oshiro, and a strawberry pie. The size of the pie and the number of strawberries within it depend on how many collectible strawberries the player acquired throughout the game.

In two post-ending chapters, Madeline explores the core of Celeste Mountain a year after the main story in the chapter Core, and in the final chapter Farewell, Madeline copes with missing Granny's funeral – revealed to be named Celia and a friend of Theo's grandfather.

Development and release

Noel Berry (Skytorn) and Maddy Thorson (TowerFall), who programmed Celeste, created the original Pico-8 Celeste in four days during a game jam. The result was a difficult platformer with 30 levels designed for speedrunning and precision reflexes. Kill Screen noted that the game was a departure from Thorson's TowerFall, and had more in common with the game mechanics of their older games and Super Mario Maker work. Berry and Thorson then developed the game into a standalone release with over 200 rooms spread between eight chapters. The game was developed during a time when Thorson was battling "painful" anxiety and depression. The gameplay thus developed because she realized that when she was younger she would use "challenging SNES platformers" to escape. NES-era platformers, such as Super Mario Bros. 3 also served as inspiration. During the development process Thorson realized she needed to take better care of herself, and thus designed the game to be encouraging to players despite its steep difficulty. As the team did not want to minimalize the effect of mental illnesses some of the dialogue went through multiple iterations to get right.









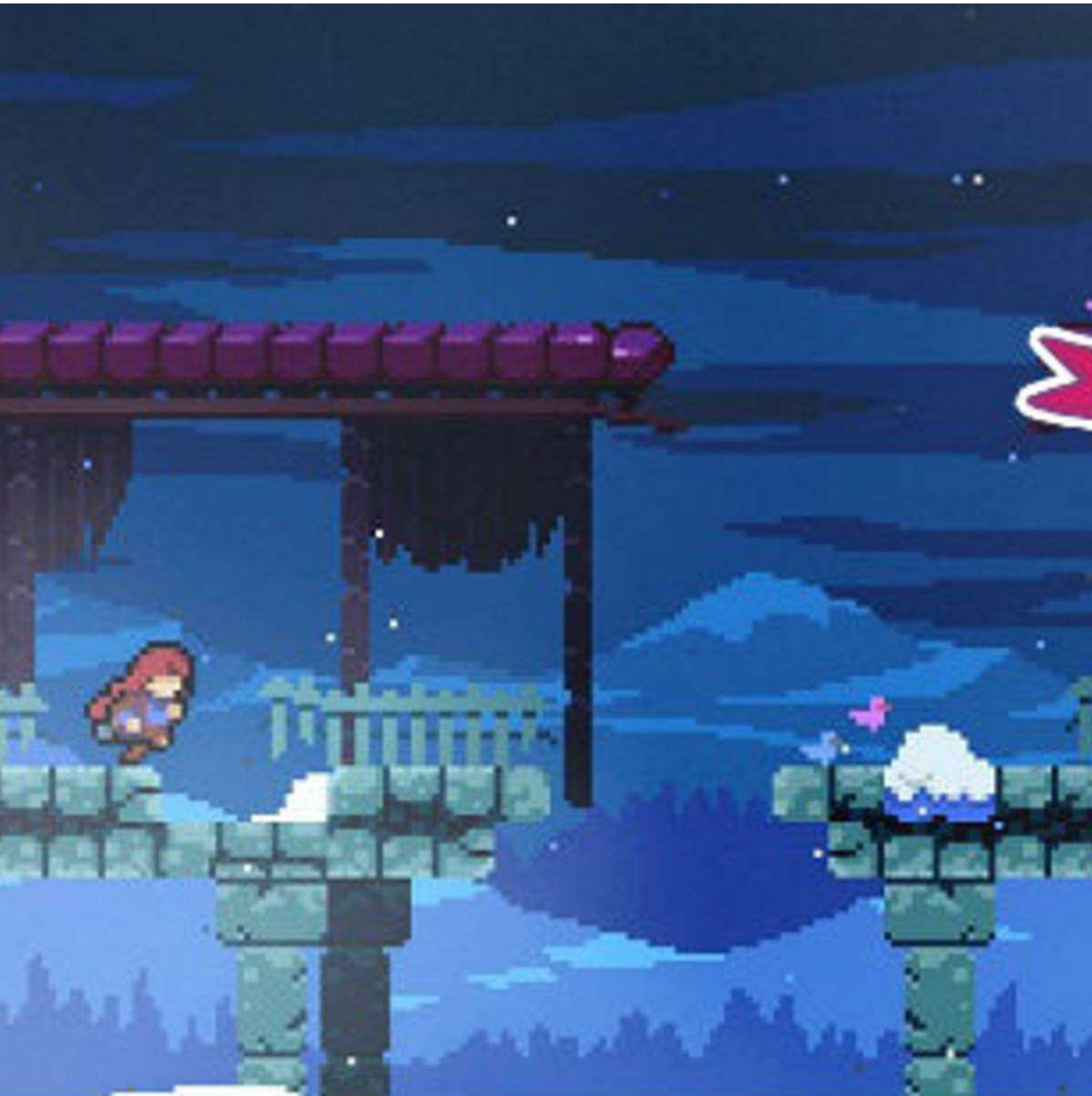
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The game is recognized as having several platform game elements that appear difficult, often involving combinations of multiple jumps, dashes, wall jumps and other abilities, but yet has been considered approachable. Thorson revealed in a series of tweets that in developing the platforming logic, they created wide "windows" for a player to make an action as to give the player a better chance to succeed, such as allowing the player to be able to jump a few moments after moving off a ledge instead of falling immediately. Thorson called all these elements part of the "game-feel" of Celeste and made the game more forgiving to players.

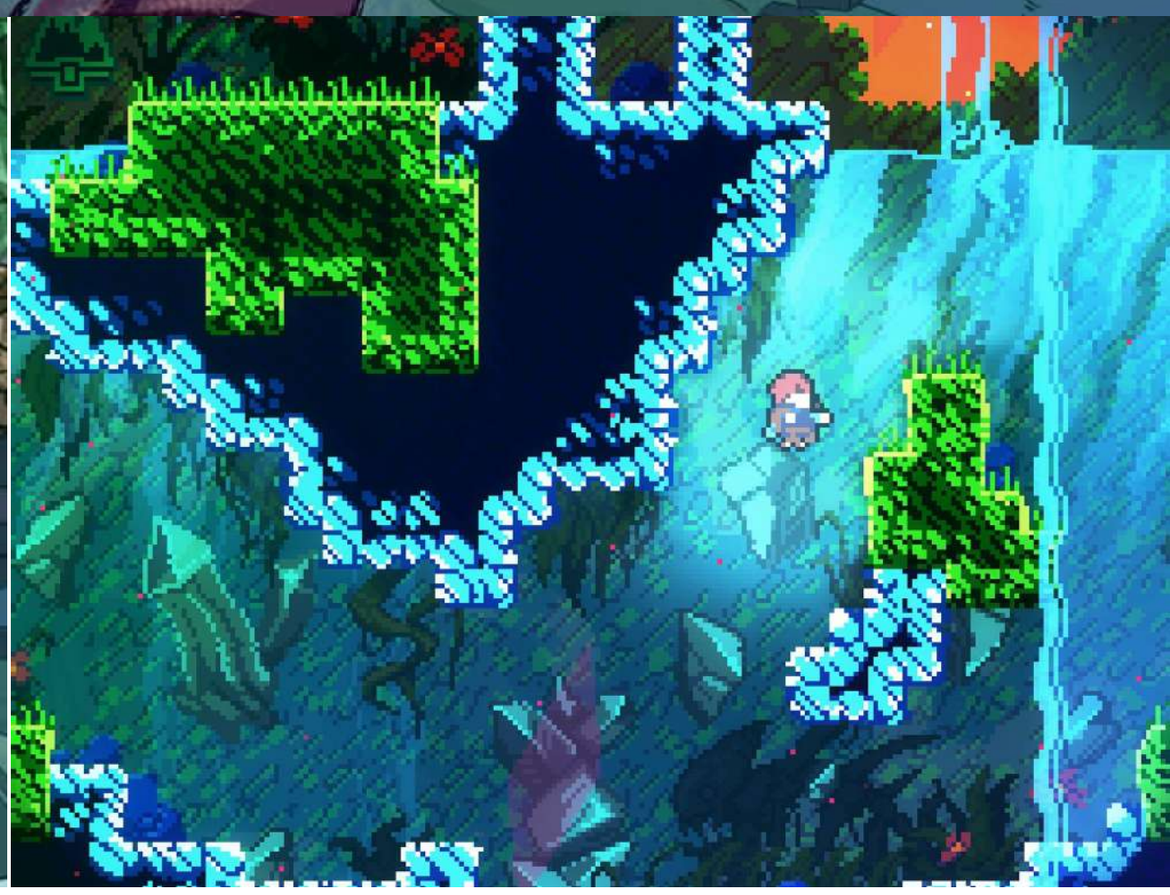
The two livestreamed parts of their development process on Twitch. The game was also demoed at the 2016 PAX West Indie Megabooth. Celeste released on Nintendo Switch, PlayStation 4, Xbox One, Windows, Linux and macOS on January 25, 2018. The game was later released on Stadia on July 28, 2020, later becoming a Stadia Pro game on October 1. According to the game's credits and Noel Berry, the game was developed with XNA (on Windows), FNA (on Mac OS and Linux), and MonoGame (on Xbox One, Switch, and PS4). The developers also utilized FMOD for sound effects. The original Pico-8 prototype is included in the game as an unlockable minigame. The game received a limited collector's edition on January 1, 2019. On September 9, 2019, the Farewell DLC was released, adding a ninth chapter, 100 new levels and 40 minutes of new music to the game. It was the last addition to the game, and no sequel to the game is planned, as the team members behind it plan to move to different game projects.

On January 25, 2021, the third year anniversary of the release of Celeste, a sequel to Celeste Classic, titled Celeste 2: Lani's Trek, was released for free.













Chernobylite

Chernobylite is a science fiction survival video game developed by The Farm 51 and published by All in! Games. It was released on 28 July 2021 for Microsoft Windows, and for PlayStation 4 and Xbox One on 28 September 2021, with PlayStation 5 and Xbox Series X/S versions coming on 21 April 2022. The game is set in the Chernobyl Exclusion Zone, where the player's objective is to explore, as Ukrainian physicist Igor Khymynuk, and find his fiancée in the radioactive wasteland.

Gameplay

The player plays as a physicist, formerly employed at Chernobyl Nuclear Plant who is suffering from the loss of their loved one in the Chernobyl Disaster 30 years ago and returns to the disaster zone to look for their partner. Most of the single-player gameplay revolves around exploring the exclusion zone, gathering supplies and tools while encountering "Stalkers" and hostile military personnel. The player is also forced to make decisions which affect the nonlinear story line. There is also a crafting system, which allows the player to craft their own equipment and weapons. Any character can die and any task can be failed. Deep in the contaminated environment also lie strange supernatural threats, due to the "chernobylite" created from the nuclear aftermath.

Synopsis

Setting and characters

The game is set in the Chernobyl Exclusion Zone 30 years after the Chernobyl Disaster. After the disaster, a strange material dubbed "Chernobylite" began to appear in the Zone. Interested in Chernobylite's potential applications, the military contractor NAR has leased the entire Zone in order to carry out experiments that are led by Chernobylite specialist Dr. Semonov. The presence of Chernobylite also attracts Shadows, extradimensional creatures that are hostile to humans. In order to secure their investment, the NAR enlists the services of former Soviet General Kozlov and the mysterious and dangerous Black Stalker to remove any intruders into the Zone by any means necessary.

Meanwhile, Ukrainian physicist Igor Khymynuk arrives in the Zone to search for his missing fiancée Tatyana, who disappeared shortly before the Chernobyl Disaster. In order to find her and uncover the conspiracy behind her disappearance, Igor may recruit allies in the Zone, such as the Canadian mercenary Olivier, guerilla freedom fighter Olga, the mysterious hermit Tarakhan, outlaw Sashko, and local Stalker Mikhail.

Plot

After receiving a picture of his missing wife Tatyana and being haunted by her in his dreams, Igor decides to travel to the Chernobyl Exclusion Zone and sneak into the Chernobyl Nuclear Power Plant to find answers, as both he and Tatyana used to work at the plant and Tatyana disappeared shortly before the Disaster. Igor successfully breaks into the power plant and recovers a Chernobylite crystal, which he uses to power a special portal gun he had developed. However, he is then attacked by the Black Stalker and forced to flee before he can find Tatyana.

With his first intrusion a failure, Igor realizes that he will need a better plan, along with resources and allies to help him break through the NAR defenses around the plant. As he journeys around the Zone, he has the option of recruiting allies such as Olivier, Olga, Tarakhan, Sashko, and Mikhail, as well as negotiating with or killing Dr. Semonov and General Kozlov. Meanwhile, Chernobylite continues to spread around the zone, bringing more Shadows in its wake. Igor also discovers that thanks to his connection to Tatyana and Chernobylite, whenever he dies, he will be sent to an alternate timeline. In addition, while dead, he can change past decisions in order to change their outcomes.




21 m
0
?
60 m
150
Soldier
51






She's resourceful and daring. I need team mates like that.
Igor
Ask her to join you
Leave
S W CHOOSE
F CONFIRM SELECTION


Pre-alpha demo. Work in progress version.
120 m
2 m
Time left 12:41
Tatyana
Chat
Trade
Leave
He seems the type to know who is around.
Choose
Confirm selection

Developer: *The Farm 51*

Publisher: *All in! Games SA*

Engine: *Unreal Engine 4*

Platforms: *Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S*

Release: *Microsoft Windows — 28 July 2021*
PlayStation 4, Xbox One — 28 September 2021
PlayStation 5, Xbox Series X/S — 21 April 2022

Genre: *Survival*

Mode: *Single-player*

TiTi Rating: *7/10*



Eventually, Igor learns that Tatyana was abducted by the KGB after she was reported by their close friend Boris, who was jealous of Igor and Tatyana's relationship. Both Tatyana and Boris were subjected to Chernobylite experiments, with Boris eventually becoming the Black Stalker while Tatyana serves as a conduit to open a portal to the source of Chernobylite. Igor also learns that Chernobylite itself is actually a living organism that has its own intelligence and will.

When all preparations are complete, Igor and his allies manage to break into the power plant once again. Igor decides to travel deeper into the plant alone, where he confronts the Black Stalker. The Black Stalker reveals that he is not actually Boris, but the real Igor who killed Boris and assumed his identity. He further reveals that Igor is in fact Tatyana's son, created as a clone of the original Igor by the Chernobylite. Concerned for Igor's safety, Tatyana had the Black Stalker break Igor out of NAR custody, though thanks to Igor's flawed mental development as a child, he has no memory of it. Igor somehow inherited the original Igor's memories, making himself believe he is Igor, and it was Dr. Semonov that originally sent the picture of Tatyana to him to lure him to the Zone. Since shutting down the portal will kill Tatyana, the Black Stalker decides to fight Igor, with Igor ultimately becoming the victor.

At this point, the Black Stalker pleads with Igor, telling him that instead of destroying the portal and killing Tatyana, he can instead enter the portal and destroy the Chernobylite at its source, which should free Tatyana. If Igor does choose to enter the portal, the Chernobylite reveals it created Igor to serve as its method of fully manifesting on Earth, intending to save Humanity by purging it and remaking it. Igor then has the option of communing with the Chernobylite to allow it to carry out its plans, or killing himself to deny the Chernobylite a foothold on Earth.

If Igor chooses to close the portal or kill himself, Chernobylite disappears from the Zone. Igor's surviving allies carry on the fight against NAR, ultimately driving them out of the Zone after the company's shareholders decide to cut their losses now that their investment is gone.
If Igor chooses to commune with the Chernobylite, he will disappear, and Chernobylite continues to spread in the Zone in greater numbers and will eventually engulf the world despite humanity's best efforts to fight back.

Development

Chernobylite was developed by The Farm 51. The game's map was developed from 3D scans and recreations of the Chernobyl Exclusion Zone in Ukraine.

The Farm 51 started a Kickstarter crowdfunding campaign to help fund further development. The funds were said to be needed to complete the 3D scanning process. On 11 May 2019 the Kickstarter campaign ended having exceeded the $100,000 funding goal and raising $206,671 in total from 3,350 backers. The game entered Steam and GOG.com early access programs on 19 October 2019 and achieved full release on 28 July 2021 for Microsoft Windows.



CHERNOBYLITE



Biomutant

Biomutant is an action role-playing game developed by Swedish developer Experiment 101 and published by THQ Nordic. The game was released on 25 May 2021 for Microsoft Windows, PlayStation 4, and Xbox One. Versions of the game for PlayStation 5 and Xbox Series X/S are expected to arrive in the near future.

Gameplay

Biomutant is an action role-playing game set in an open world environment and played from a third-person perspective in which the player takes control of a mammalian warrior in a world filled with mutated animals. Players first customize their character including length, body shape and thickness, fur, fangs, and many other attributes that can be tweaked and all have direct impact on the statistics of the playable character during gameplay. A thicker character is heavier, which makes it slower but conversely allows it to deal and resist more damage. The combat system combines melee attacks with long-range shooting. The player collects parts throughout the game and combines these parts to create a weapon. Each part has its own effect on the statistics of the end product. The game features a variety of Affixes, including cryogenic and electrical, which are effective in battles. When a cryogenic part is put onto a weapon, enemies will freeze when hit. The player can combine the power of multiple weapons by switching between different weapons during combat. The protagonist is able to dodge to the left, right, and backward, as well as jump. Besides leveling up the playable character, the player can also use level up points to strengthen their attributes or to unlock new attack combinations. Another way to learn new moves is by interacting with specific characters in each area. Most moves are based on weapons, which can be crafted using the game's weapon crafting system.

Throughout the game, players can also change their abilities, looks by mutations, and apply upgrades to their robotic companion, which can be used to get various advantages against certain enemies or at certain locations. In order to reach specific areas, the player must equip gear that is suited for that area, or obtain specific vehicles, such as an air balloon or jet skis. This way, the player can overcome obstacles introduced by their surroundings, such as the limited oxygen availability in the Deadzone: by wearing a gas mask or an oxygen container, the player is able to venture deeper into the area and explore new places that cannot be reached without any precautions, while an even bigger part of the area can be reached by obtaining a mech. The game's world can be seamlessly explored by the player on foot, by flying or using an air balloon, jet ski and mech. It also features a dynamic weather system and day-night cycle which affect the gameplay and enemy behaviour.

The story is mission-based and mission lines are character-based. Certain characters will provide the player quest lines that are emanating from their area. The more the player interacts with this character, the wider the arc of that specific area becomes.

Biomutant also features a Karma system for interactions with non-playable characters and an alliance system to influence the in-game tribal war. Depending on the actions, interactions, and decisions made by the player throughout the whole game, the stances characters take can change, which has an influence on the continuation of the story as dialogues and quest lines will be changed. The story is fully narrated, though as playtime increases, the narration level scales down. Players will also be able to manually adjust the narration frequency.






STAT DETA...
GENETICS
MUTATE CHARACTER
MODIFY
RANDOMIZE
STRENGTH
VITALITY
AGILITY
CHARISMA
INTELLECT
VITALITY 28
HEALTH
ARMOR
STRENGTH 28
MELEE DAMAGE
INTELLECT 28
POWER
KI ENERGY
ENERGY REGEN
CHARISMA 28
BARTER
AGILITY 28
MOVE SPEED
LUCK 10
CRITICAL CHANCE
LOOT CHANCE




BIOMUTANT



BIOMUTANT

Developer: *Experiment 101*

Publishers: *THQ Nordic*

Director: *Stefan Ljungqvist*

Engine: *Unreal Engine 4*

Platforms: *Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S*

Release: *Windows, PlayStation 4, Xbox One — May 25, 2021*
PlayStation 5, Xbox Series X/S — TBA

Genre: *Action role-playing*

Mode: *Single-player*

TiTi Rating: *8/10*

Plot

Biomutant has branching storylines where decisions made by the player will decide how the story will continue. The main plot revolves around the "Tree of Life", which is struck by a natural disaster and becomes polluted by poisonous oil from beneath the soil. The five roots of the Tree, through which it gives life to the whole world, also come under threat from five creatures who begin slowly gnawing at them, threatening to kill the Tree before it can heal itself. The situation is further complicated by six tribes, each split from their original enclave. Three of them want to heal the Tree of Life and restore the natural balance of the world, while the other three see an opportunity to expand their territory and power. Each tribe can be influenced through the Karma system. The player can ally with a tribe and eliminate other tribes in order to grow the power of the allied tribe in the world, although the player can also decide on the Tree of Life's fate without having to eliminate any of the tribes if they want to.

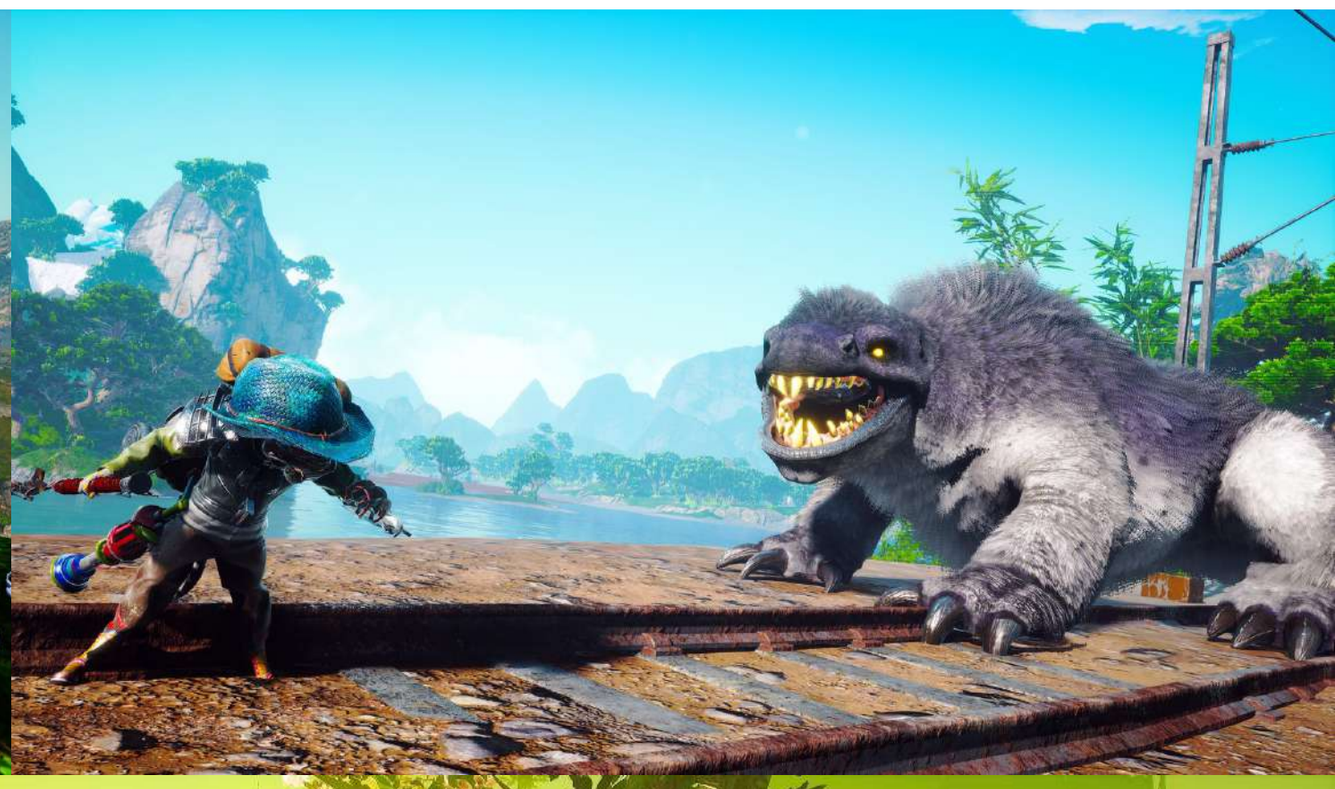
Development

Biomutant is the first game of the Swedish development studio Experiment 101, which was established in the Summer of 2015 by former Avalanche Studios employees. After working on the Just Cause series for many years, the founders of the studio wanted to go back to the basics of video game development and create a game that is "fun in a good way". Experiment 101 has a flat organization and had 18 employees in August 2018. Development on Biomutant started soon after the foundation of the studio.

On 19 August 2017, an advertisement in the German gaming magazine GamesMarkt revealed the existence of the game, dubbing it as a "post-apocalyptic kung-fu fable", before being fully announced on 21 August. The game was playable later that week at the German trade show Gamescom. In an interview which was published the day after the announcement of the game, Experiment 101's head of studio Stefan Ljungqvist said that the game already was content complete. He also mentioned that one of the most difficult things for the development team was to balance the combat system in order to "combine shooting, melee attacks, and abilities in a quite intuitive way". Unreal Engine 4 is being used for the game's development.

On 26 January 2021, Biomutant's Twitter account announced that the game would be released on 25 May 2021.

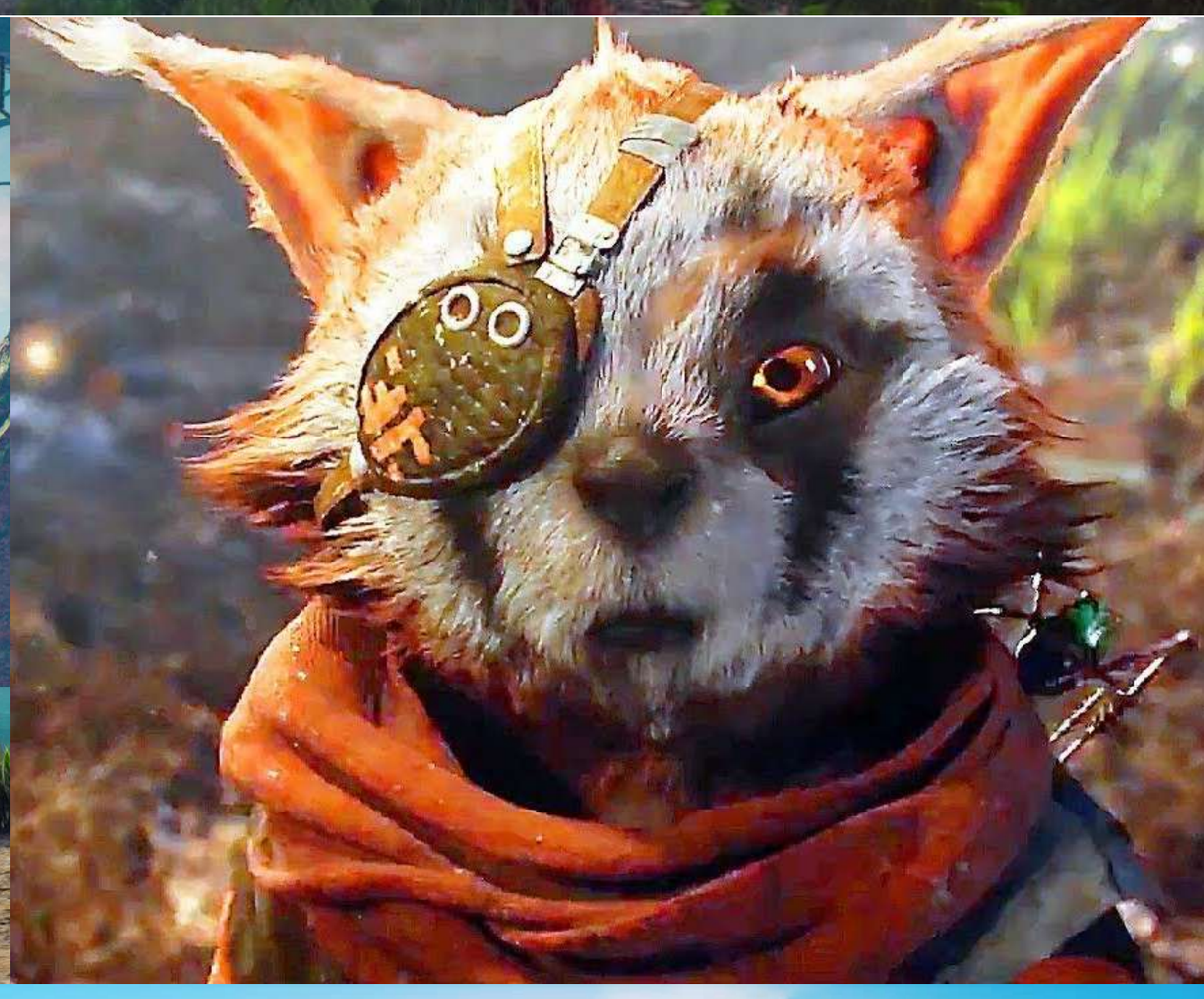
















GADGET



ZERO 5G NOW

$280

Lightning-Fast
5G Network

6.78''FHD+120Hz
Ultra Smooth Display



5000mAh &
33W TÜV
Rheinland Safe Charge

MediaTek
Dimensity 900
6nm Gaming
Master Processor

30X 48MP
Zoom Camera System



Uni-Curve
Design



PERFORMANCE

FEEL FUTURE SPEED NOW

Accelerate Your Every Move

Downloading, gaming-everything will be faster than ever. Now, fell free to enjoy higher speeds, seamless connection and greater coverage. And with our Clever 5G mode, tour smartphone will automatically maintain low power consumption.

+950% *

5G VS 4G download speed

486136 *

AnTuTu Benchmark Total Score



Lower Power Does More

6nm

The latest 6nm production process delivers superefficient performance that's also conducive to maintaining great battery life.

6nm vs 7nm

+18% **

Logic density

2.4GHz

CPU A78

A78

Demand. And it's done. With Arm Cortex-A78 clocked at up to 2.4GHz, you will experience instant loading performance in the blink of an eye.

Whoosh! Loaded

WiFi6

A whopping 1.2Gbps*! That's how fast your downloading can be.
Enjoy all this and more with almost zero latency while gaming.

WiFi6 vs WiFi5

+ 177% **

Transfer speed

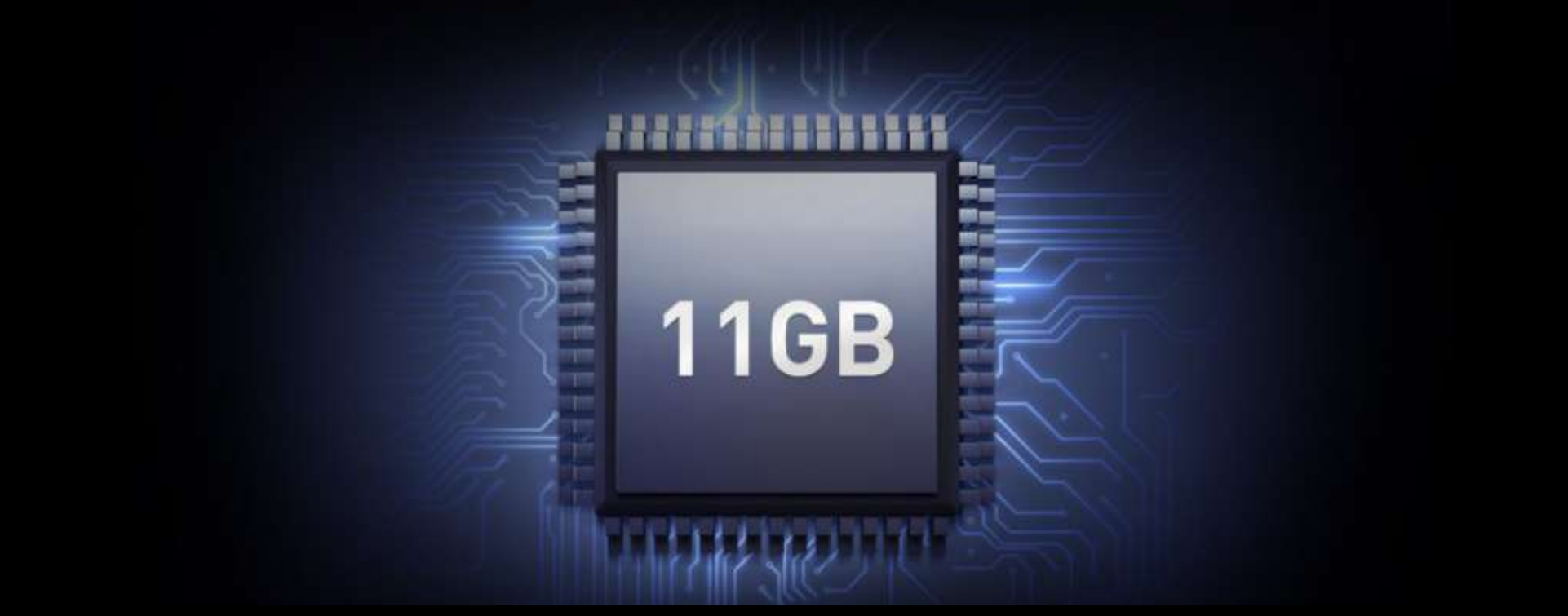
Intelligent Switch

Dual 5G SIM

Enjoy an intelligent switch to the fastest network. It will allow you to enjoy seamless internet access from both connections whenever you need it.

8GB+5GB Extended RAM

Extend 8GB memory to 13GB by integrating RAM and ROM.
This greatly improves the speed and performance of your device across various usage scenarios.



Unleash Maximum Speeds

With Infinix's first LPDDR5+UFS 3.1, you can now transfer large files within seconds.
So whether you're launching an application or starting a game, it will be as fast as a lightning bolt.



Theoretical performance +29%**

LPDDR5

LPDDR4X

Sequential Read +216%*

UFS 3.1

UFS 2.1

Energy consumption -14%**

LPDDR5

LPDDR4X

Sequential Write +90%*

UFS 3.1

UFS 2.1

Beauty in Born

Purity in its design with geometric lines to boost. ZERO 5G embodies a Uni-Curve Design that adds a touch of elegance and beauty to its frame.



Unique in Bones

With its uniqueness and infinite possibilites, ZERO 5G embodies the pinnacle of technology in art form, bringing the power of the future in your presence.









CAMERA

CAPTURE EVERY MOMENT NOW

48MP Main Camera

2MP Bokeh Camera

13MP Portrait Camera

Dual color
temperature flash



SCREEN

6.78''FHD+120Hz
Ultra Smooth Display

Massive Immersive Display. Bold Colors, Seamless Response, Power saving



240Hz
Touch Simple Rate

120Hz
Super Fluid refresh rate

500nits
Peak Brightness



No More Battery Anxiety
Super-long Standby
Time up to 27 Days*

Encased within the ZERO 5G is a 5000mAh battery with fully optimized TÜV Rheinland 33W Safe Fast-Charge Technology to power you through the day.

9.4 Hrs	8.8 Hrs	27 Days	22 Hrs	152 Hrs
Gaming*	Video Playback*	Standby*	Calling*	Music Playback*



Game Booster Dar-link 2.0 & XArena

Dar-link 2.0 and XArena provide you with a fully immersive gaming experience that revolutionizes the way you view and play games.

INBOOK X2

Light Up a Vivid World

$549













Let Life Be Lighter, Said INBOOK X2

Gracefully encased in a light, thin, and sleek design, INBOOK X2 is here to lighten your life. It perfectly fits in your bag, making it easy to carry anywhere and everywhere you go.

1.24kg Weight

14.8mm Thickness



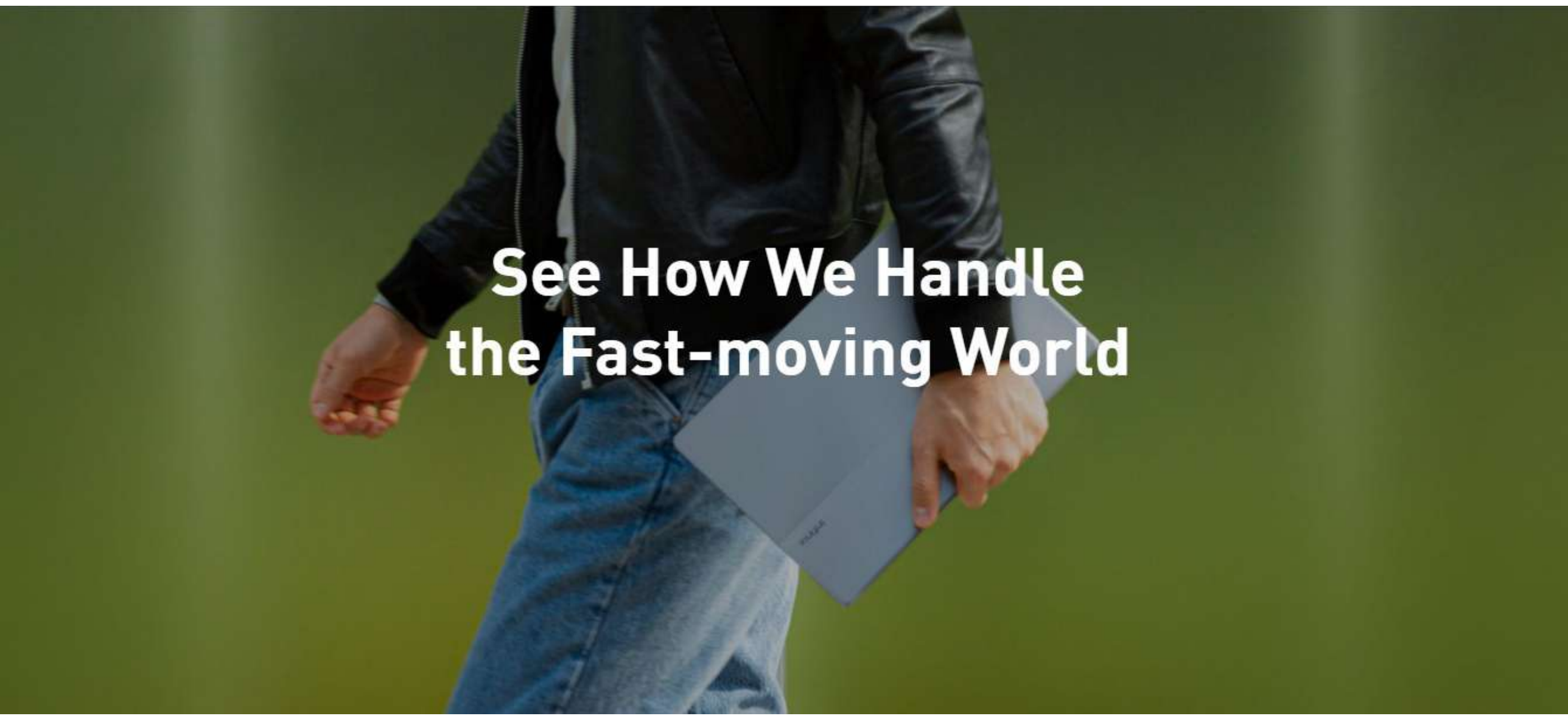
Dual-Star Light Camera

Make Every Moment Your Highlight

For the first time in the market, INBOOK X2 adds dual led fill lights in its camera. Whether you're in a live meeting or video chatting, you're guaranteed to look your absolute best.







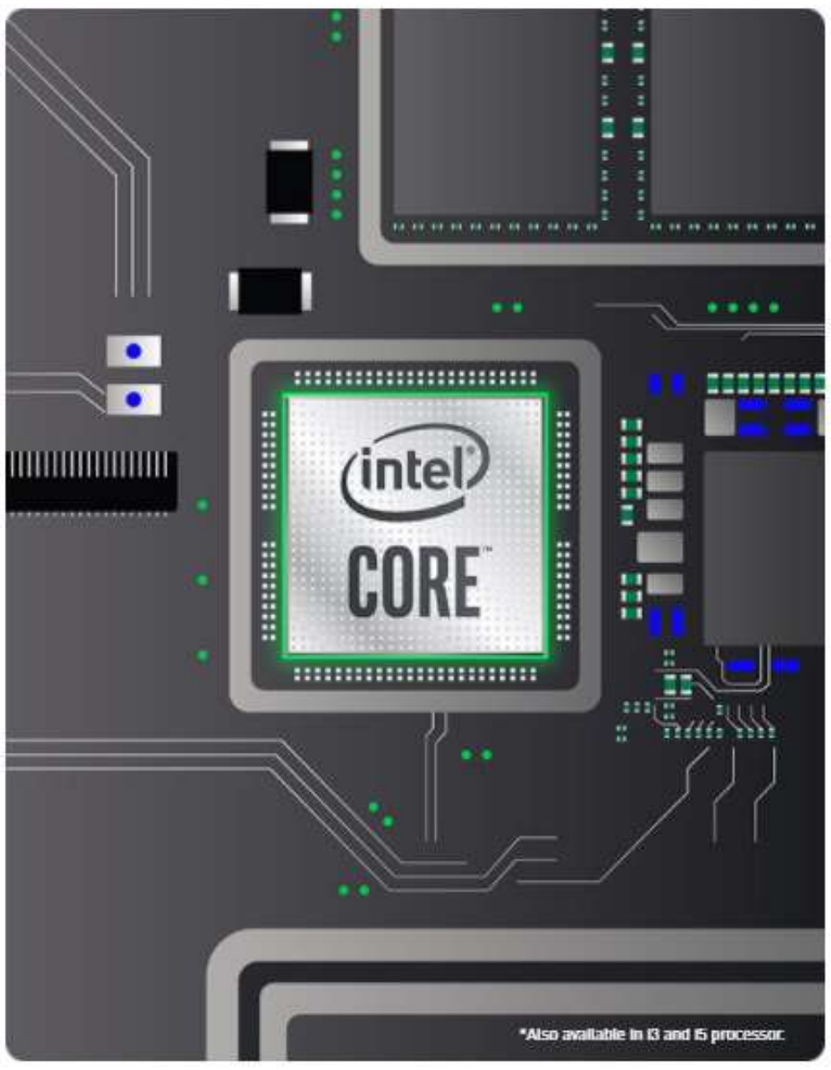
Power Build-IN

Embedded with a **10nm** Intel® Core™ i7 processor*, INBOOK X2 provides just the right amount of power to handle all your tasks.

Intel® Iris® Plus Graphics
Processor Graphics

4 Cores
8 Threads

3.9 GHz
Max Turbo Frequency





Cooler Than Cool

ICE STORM 1.0 cooling system helps the processor dissipate heat faster, making your device run smoother and more efficient.

Start Creating with Microsoft Windows 11

Pre-installed in the INBOOK X2 is Windows 11 Home. Enjoy Microsoft's latest operating system for work, creativity, or play.





Full-Metal Crafted Design

A full-metal body surrounds the device to bring you a reliable, durable structure. Alongside its plush brushed metal design, the INBOOK X2 boasts colorful, vivid colors that bring a premium look and feel.





Majestic Colors. Stunning Visuals.

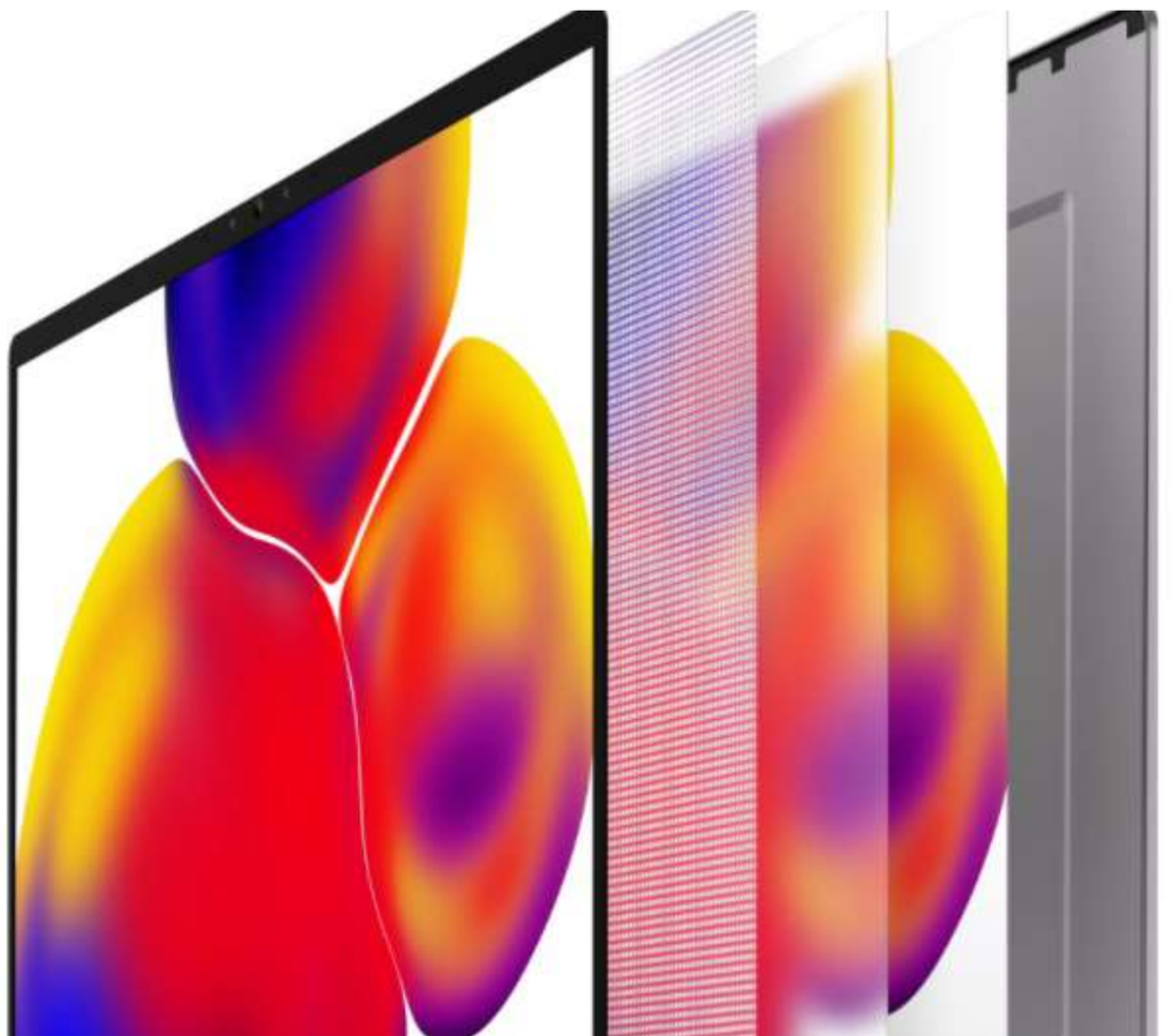
INBOOK X2 is equipped with a 14-inch full-color super bright display that fills your screen with impressively bright, colorful visuals to give you the ultimate viewing pleasure.

100% sRGB

300 nits

FHD

IPS



INBOOK Fullview Display

4.7mm thin bezels on either side help you enjoy views from every inch and angle the device has to offer.

DTS Audio

Truly Immersive Sound

INBOOK X2 rocks a two-layer stereo design for truly excellent surround sound quality. Get the most out of your media with a superior sound that's great for both indoors and outdoors.

All-day Long Battery Life

Enjoy 11 Hours of Web Browsing

Worried that your battery is getting low? Fear no more. With a 50Wh all-day battery plus Infinix's smart battery system, you are always connected to the world.

11 Hrs — Web Browsing

09 Hrs — Video Playback

09 Hrs — Regular Work

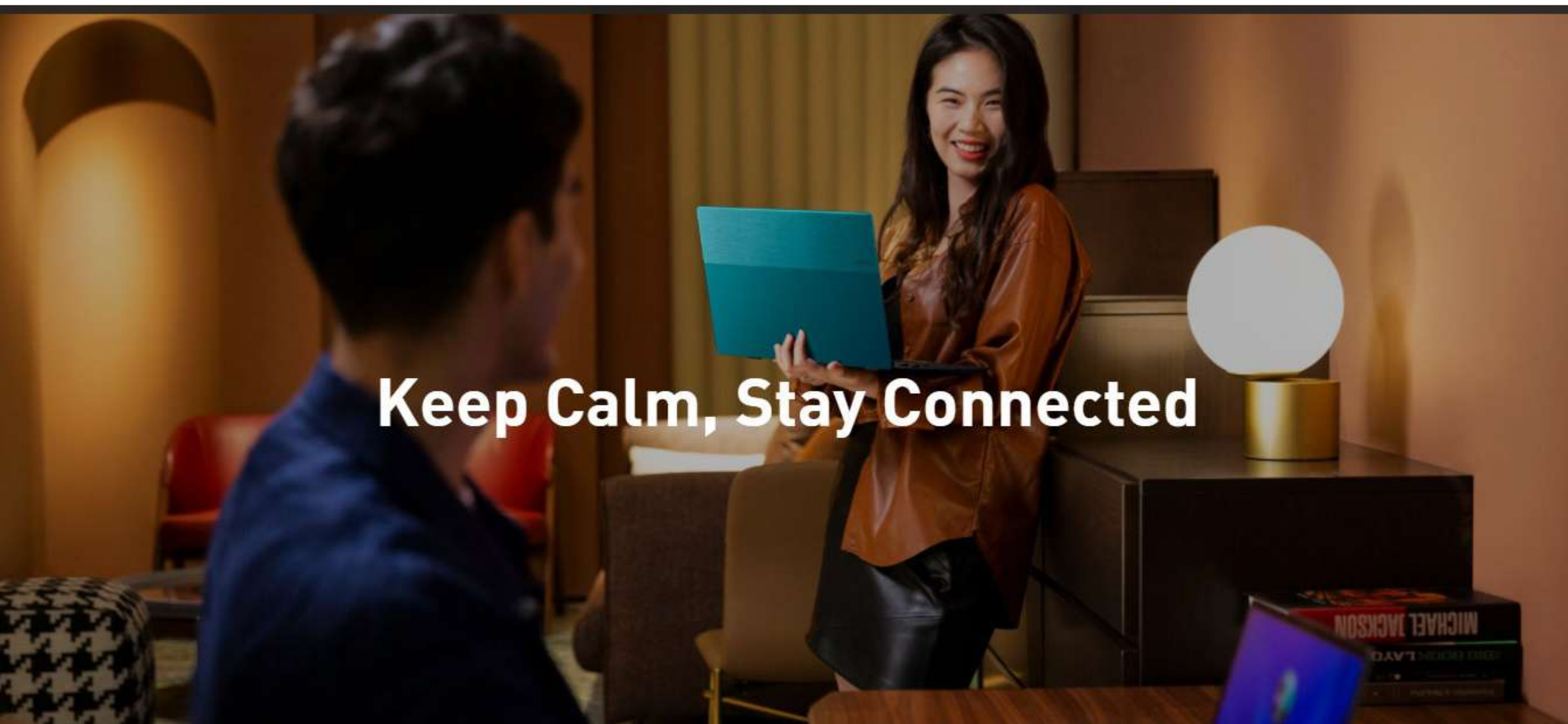


45W Easy Carry Tpye-C Port for Fast-Charging

Now Available for Your Infinix Smartphones

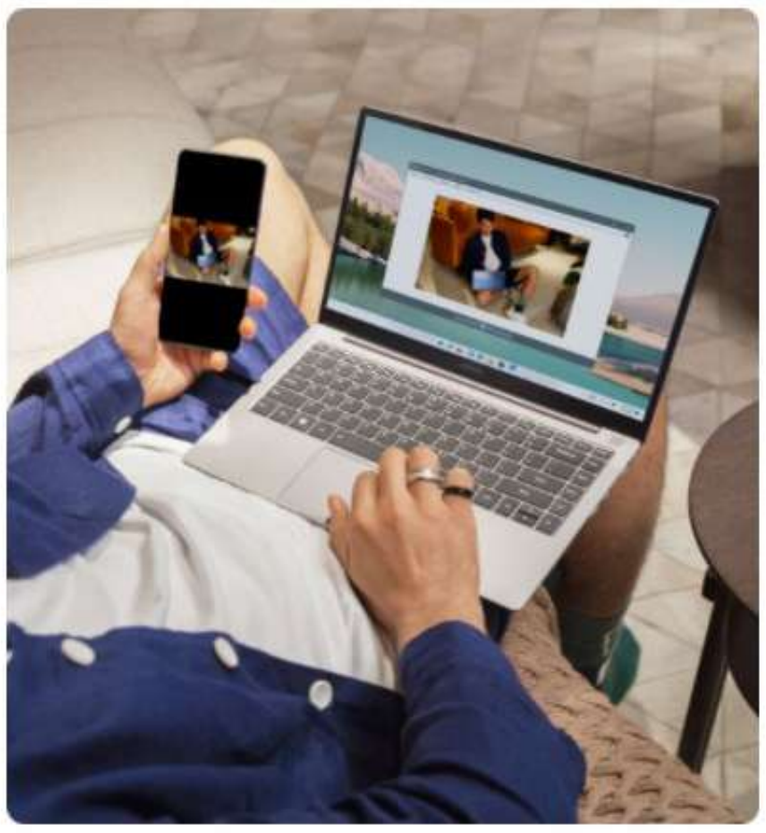


Our 45W Type-C charger, with PD3.0, is designed to blast your INBOOK X2 to 60% within an hour of charging. That's power!



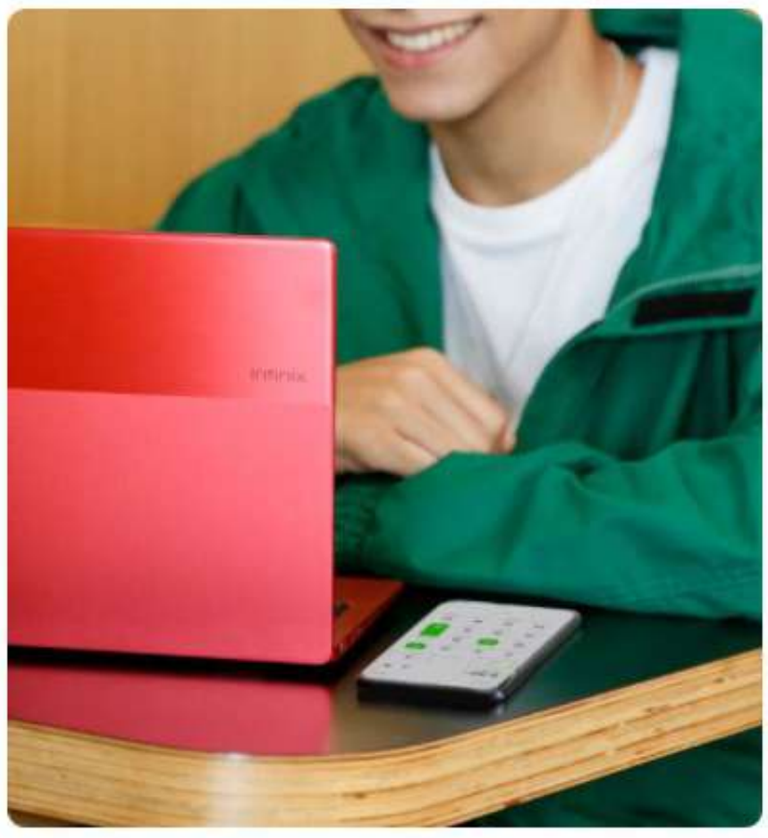
Multi-screen for One Task

Say Hi to an Easier World



Simple File Sharing

With Simple File Sharing, you can take a file from INBOOK's any folder and send it to a nearby Infinix smartphone. You can also enjoy one-to-many sharing at the same time through drag and drop.
Sharing can be simple and convenient.

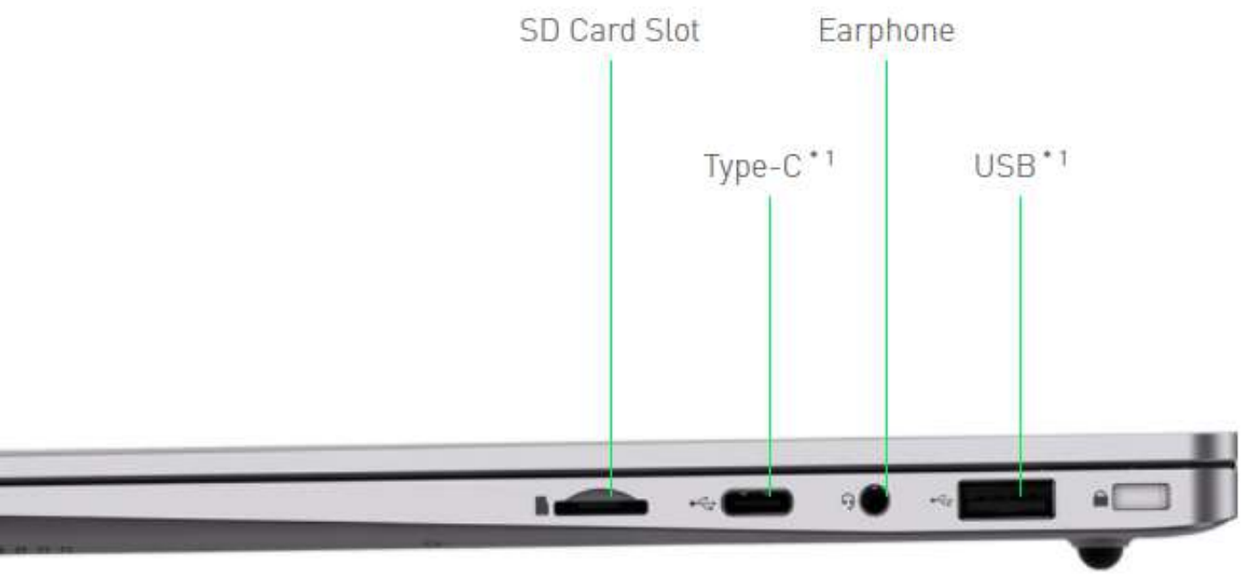


Smart Hotspot

No Wi-Fi? No problem. With Smart Hotspot, your INBOOK can activate the Hotspot on your Infinix smartphone with just one click. Say goodbye to complicated hotspot processes.

All the Ports at Your Disposal

INBOOK X2 has multiple ports to accommodate your personal and business needs, so you never need a dongle to get the job done.





NOTE 11 PRO

PLAY BIG

$300



















120Hz Refresh Rate

Smooth Beyond Imagination

A 120Hz refresh rate lets you experience a new level of smoothness on this display. And thanks to a touch sample rate of up to 180Hz, every touch gets an accurate response.

120Hz
ultra-high refresh rate

180Hz
touch sample rate



MediaTek Helio G96 Ultra Gaming Processor

Ultimate Performance for An Incredible Experience

Packing more speed and more power, the all-new Helio G96 incorporates two A76 and six A55 processors, which work in tandem to harness next-level intelligence for groundbreaking performance.



+22%
Comprehensive abilities

+14.7%
CPU performance

+9%
GPU performance

6.95" FHD+Ultra Fluid Display

A tablet visual experience on a mobile phone



UFS2.2 Write Booster

High Efficiency for Seamless Multitasking

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

+8%
Random Write

+35%
Random Read

+80%
Sequential Write

vs UFS2.1





64MP AI Triple Camera

Explore the world, define your truth





The Main Lens

64MP Ultra Night Camera
f/1.7 aperture

The Tele Lens

13MP Tele Camera
30x digital zoom
f/2.46 aperture

The Bokeh Lens

f/2.4 aperture

30X Ultra Zoom

Distance will no longer be the distance

10X 20X 30X

Dar-link 2.0 Ultimate Game Booster

Ultimate Game Booster

Linear Motor

Exceptional Gaming Experience

Graphite blocks with high thermal conductivity

Thanks to a unique SuperCool system with 3D 9-layer graphene film,
the Note 11Pro can effeciently manage its temperature to avoid overheating.



All-day intelligence battery with Super Charge

Long-lasting Power



The 5000 mAh battery not only provides for long lasting use but also has a charge cycle count as high as 800, mean without any notable degradation to the battery. And with up to 33W Super Charge with the TÜV Safety Certified. So even when you do run low it's not for long.



The Multi-screen Collaboration

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

* AI voice package will be supported by OTA upgrade





Extended RAM & File compression

RAM

8GB+3GB

Extend 8GB memory to 11GB by integrating RAM and ROM, which greatly improves your speed experience in various usage scenarios.

10%-30%

Plus, save more storage space through F2FS file compression technology, 10%-30% more appliactions can be installed generally.

Side-Mounted Fingerprint & Face Unlock

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



Android 11







NOTE 11 PRO

PLAY **BIG**

- MediaTek Helio G96 Ultra Gaming Processor
- 120Hz 6.95" FHD+ Ultra Fluid Display
- 64MP 30X Telescope Zoom
- 5000mAh Battery+33W Super Charge
- Monster Game Kit
- Side-Mounted Fingerprint&Face Unlock
- Cinematic Dual Speakers with DTS



Automobile

$30,175

2021 Mazda 6

THE MAZDA 6

SOUL OF MOTION.

THE HUMAN TOUCH

BALANCING SILENCE AND SOUND







THE ART OF SEDUCTION

DESIGN THAT IGNITES YOUR SENSES

A TAILORED SPACE



IT ’S A MARK OF PRIDE. A SYMBOL OF DEVOTION.



DESIGN WITH A SINGLE FOCUS: YOU.

A MORE POWERFUL YOU

MAKE A SMARTER CONNECTION

FEELING IS BELIEVING.

TO HEIGHTEN YOUR SENSES,

WE CREATED A FEW OF OUR OWN.



$35,500

2021 Mazda CV 9

MAZDA CX-9

A VIBRANT EXPRESSION

AN INGENIOUS WAY TO PREDICT TRACTION LOSS



POWERFULLY REFINED

THREE ROWS OF SOPHISTICATION

MAKING EVERY DAY A LITTLE MORE EFFORTLESS

MORE CONFIDENCE FOR A MORE INSPIRING DRIVE

REDEFINING REFINEMENT


HORIZON4

$37,500

2021 Mazda CX-5

MAZDA CX-5

MAKING THE RIGHT STATEMENT

MAZDA . FEEL ALIVE

OPEN TO INSPIRATION

EVERYTHING YOU EVER NEED

COMFORT AT IT’S FINEST

MAKING LIFE EASY LIKE ABC

BEST IN ACCESSORIES

AMAZING CRAFTMANSHIP



2022 Lexus ES

$40,800

SEDAN AT IT’S BEST

AMAZING EXTERIOR DESIGN

TAKE CHARGE IN ALL AREA


SRS AIRBAG


RADIO
MEDIA
SEEK TRACK
PWR·VOL
TUNE
POWER
AUTO
68
72
LEXUS
Podcasts
News
Audiobooks
Calendar
Phone
Music
Maps
Messages
Now Playing
10:10

READY, SET, GO

AMAZING INTERIOR DESIGN

A BEAST READY TO BE LOOSED



BLEND IN WITH THE FUTURE

JUST FEEL IT.

ALWAYS READY



MOVIES

NOTE: *MOVIES RELEASE DATES ARE SUBJECT TO CHANGE.*

JESSE METCALFE

BRUCE WILLIS

AND

CHAD MICHAEL MURRAY

FORTRESS: SNIPER'S EYE

Action, Sequel, Thriller

THE WAR ISN'T OVER.
IT'S JUST STARTING.

Release: April 29 2022

NEAL
McDONOUGH

TOMMY
FLANAGAN

CHRISTINA
OCHOA

BOON

Action, Thriller

Release: April 1 2022



Action, Drama, Adventure

Release: April 22 2022

THE NORTHMAN

FROM ACCLAIMED DIRECTOR
ROBERT EGGERS

ALEXANDER **SKARSGÅRD** | NICOLE **KIDMAN** | CLAES **BANG** | ANYA **TAYLOR-JOY** | ETHAN **HAWKE** | BJÖRK | WILLEM **DAFOE**

ELISHA CUTHBERT

EOIN MACKEN

THE CELLAR

Thriller, Suspense, Horror

Release: April 15 2022

AN ANCIENT EVIL HAS AWOKEN

FIS ÉIREANN/SCREEN IRELAND AND EPIC PICTURES GROUP PRESENT IN ASSOCIATION WITH SAVAGE PRODUCTIONS IN ASSOCIATION WITH HAIL MARY PICTURES WITH THE SUPPORT OF WALLIMAGE ILA WALLONIE AND VOO AND BE TV
IN ASSOCIATION WITH BNP PARIBAS FORTIS FILM FINANCE IN ASSOCIATION WITH BCP ASSET MANAGEMENT WITH THE SUPPORT OF THE WESTERN REGION AUDIOVISUAL PRODUCERS FUND/WRAP FUND
IN CO-PRODUCTION WITH WRONG MEN WITH THE SUPPORT OF/CO-FUNDED BY THE CREATIVE EUROPE PROGRAMME-MEDIA OF THE EUROPEAN UNION
STARRING ELISHA CUTHBERT EOIN MACKEN ABBY FITZ DYLAN FITZMAURICE-BRADY COSTUME DESIGN AISLING WALLACE BYRNE MAKE-UP DESIGN VÉRONIQUE DUBRAY PRODUCTION DESIGN OWEN POWER
SOUND QUENTIN COLLETTE PHILIPPE CHARBONNEL YVES BEMELMANS MUSIC BY STEPHEN McKEON EDITOR MAIRÉAD McIVOR CASTING BY EMMA GUNNERY CDG CSA
DIRECTOR OF PHOTOGRAPHY TOM COMERFORD ISC ASSISTANT PRODUCER MAUD RIGGENS ASSOCIATE PRODUCERS ALI DOYLE EDWINA CASEY PHILIPPE LOGIE ALEX VERBAERE & DAVID CLAIKENS
EXECUTIVE PRODUCERS LESLEY McKIMM PATRICK EWALD EMILY GOTTO JOHN GLEESON OISIN O'NEILL SARAH DILLON PATRICK O'NEILL
BRENDAN MULDOWNEY ELISHA CUTHBERT EOIN MACKEN KJETIL OMBERG PRODUCED BY CONOR BARRY RICHARD BOLGER BENOIT ROLAND WRITTEN AND DIRECTED BY BRENDAN MULDOWNEY

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SHUDDER RLJE Films WRAP Fund BCP


Thriller
Release: April 5 2022
MIDNIGHT

prime video

CHRIS PINE

THANDIWE NEWTON

LAURENCE FISHBURNE

JONATHAN PRYCE

ALL THE OLD KNIVES

SCREENPLAY OLEN STEINHAUER DIRECTED BY JANUS METZ

Thriller, Spy

Release: April 8 2022

IN SELECT THEATERS AND ON PRIME VIDEO

APRIL 8

R RESTRICTED SEXUALITY/NUDITY, VIOLENCE AND LANGUAGE.

DIANNA AGRON

SIMON HELBERG

WITH CANDICE BERGEN

AND DUSTIN HOFFMAN

IF YOU DON'T LAUGH, YOU'LL CRY

AS THEY MADE US

WRITTEN AND DIRECTED BY

MAYIM BIALIK

Drama, Romance

Release: April 8 2022

QUIVER DISTRIBUTION SCREEN MEDIA AND CHICKEN SOUP FOR THE SOUL ENTERTAINMENT FILM MODE ENTERTAINMENT YALE PRODUCTIONS SAD CLOWN PRODUCTIONS IDIOT SAVANT PICTURES CRANIUM ENTERTAINMENT PRODUCTION

IN ASSOCIATION WITH BONDIT MEDIA CAPITAL CARTE BLANCHE ROLLING PICTURES VESTED INTEREST SLATED

A FILM BY MAYIM BIALIK DIANNA AGRON SIMON HELBERG AND CANDICE BERGEN AND DUSTIN HOFFMAN "AS THEY MADE US"

JULIAN GANT CHARLIE WEBER JUSTIN CHU CARY CASTING BY HEIDI K. EKLUND

MUSIC SUPERVISOR MELANY MITCHELL MUSIC BY KEVIN BESIGNANO COSTUME DESIGNER AL MALONGA EDITED BY NICK WRIGHT MONICA SALAZAR PRODUCTION DESIGNER JOURDAN HENDERSON DIRECTOR OF PHOTOGRAPHY DAVID PLANEY MOSER

CLAY EPSTEIN BERRY MEYEROWITZ JEFF SACKMAN LARRY GREENBERG SETH NEEDLE DAVID FANNON

DAVID NAGELBERG MATTHEW HELDERMAN LUKE TAYLOR ELSA RAMO TIFFANY BOYLE KYLE STROUD KEANU MAYO ORI EISEN JOHN WOLLMAN

PRODUCED BY ANNE CLEMENTS JORDAN YALE LEVINE JORDAN BECKERMAN ASH CHRISTIAN MARK MAXEY MICHAEL DAY

WRITTEN PRODUCED & DIRECTED BY MAYIM BIALIK

RESTRICTED R LANGUAGE

Under 17 Requires Accompanying Parent or Adult Guardian

QUIVER DISTRIBUTION

SCREEN MEDIA

A CHICKEN SOUP FOR THE SOUL ENTERTAINMENT COMPANY

Chicken Soup for the Soul Entertainment

FILMMODE ENTERTAINMENT

SAD CLOWN

slated

Where great movies get made



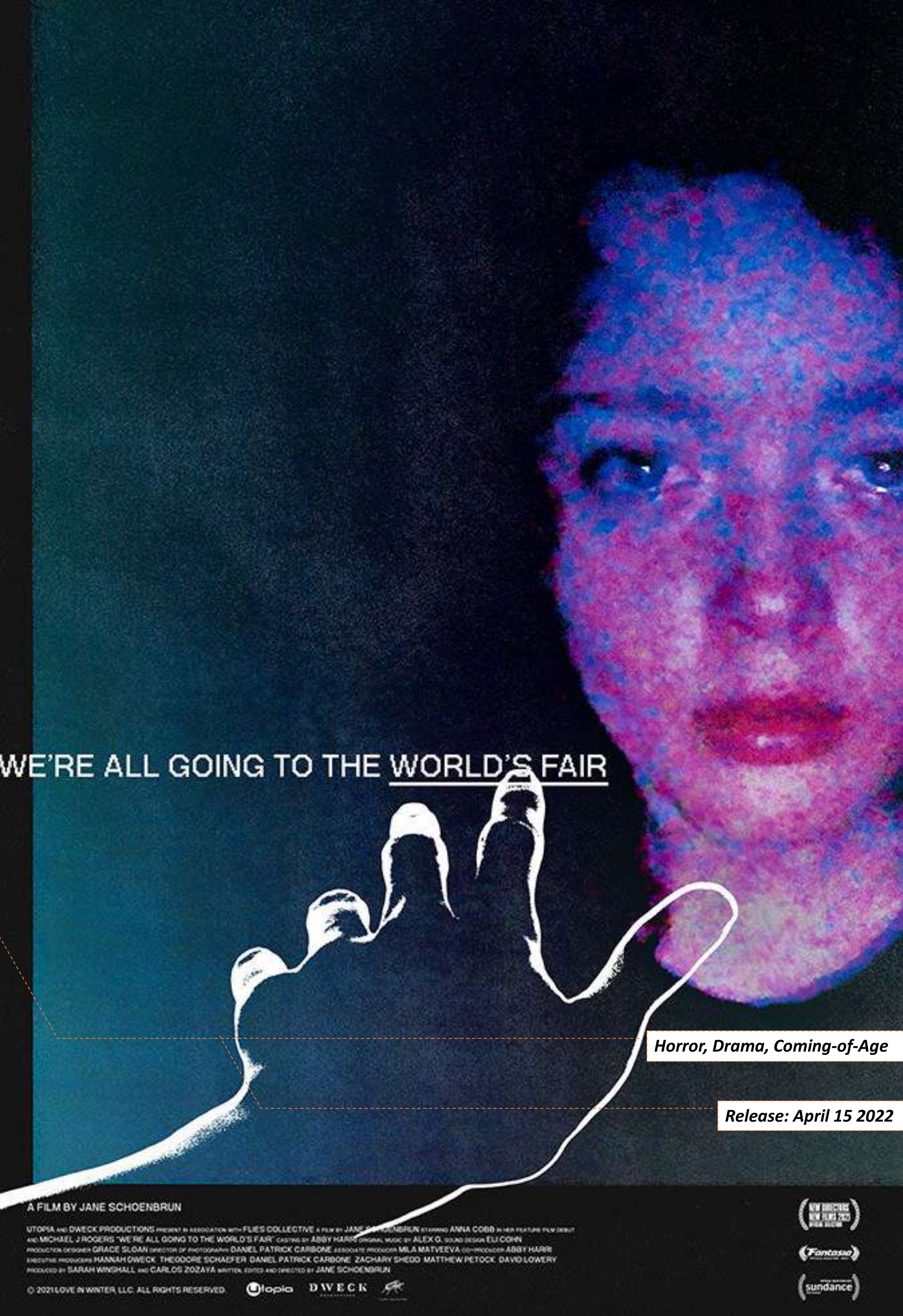
THOMAS MANN ROSA SALAZAR AND JOHN MALKOVICH

WITNESS THE END OF AN ERROR

CHARIOT

Thriller

Release: April 15 2022



Horror, Drama, Coming-of-Age

Release: April 15 2022

A FILM BY JANE SCHOENBRUN

UTOPIA AND DWECK PRODUCTIONS PRESENT IN ASSOCIATION WITH FLIES COLLECTIVE A FILM BY JANE SCHOENBRUN STARRING ANNA COBB IN HER FEATURE FILM DEBUT AND MICHAEL J ROGERS "WE'RE ALL GOING TO THE WORLD'S FAIR" CASTING BY ABBY HARR ORIGINAL MUSIC BY ALEX G SOUND DESIGN ELI COHN PRODUCTION DESIGNER GRACE SLOAN DIRECTOR OF PHOTOGRAPHY DANIEL PATRICK CARBONE ASSOCIATE PRODUCER MILA MATVEEVA CO-PRODUCER ABBY HARR EXECUTIVE PRODUCERS HANNAH DWECK THEODORE SCHAEFER DANIEL PATRICK CARBONE ZACHARY SHEDD MATTHEW PETOCK DAVID LOWERY PRODUCED BY SARAH WINSHALL AND CARLOS ZOZAYA WRITTEN, EDITED AND DIRECTED BY JANE SCHOENBRUN

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Utopia DWECK

NEW DIRECTORS NEW FILMS 2021

Fantasia

sundance

DERMOT MULRONEY
ADAN CANTO
KATIE CASSIDY
WITH JASON ISAACS
AND MEL GIBSON

AGENT GAME

Action, Thriller

Release: April 8 2022

SARA KLIMOSKA

ANAMARIA MARINCA

ALICE ENGLERT

FÉLIX MARITAUD

with CARLOTO COTTA

and NOOMI RAPACE

YOU WON'T BE ALONE

Thriller, Horror

Release: April 1 2022

OFFICIAL SELECTION 2022
sundance film festival

IT'S A WICKED THING THIS WORLD

FOCUS FEATURES PRESENTS IN ASSOCIATION WITH SCREEN AUSTRALIA FILM VICTORIA HEAD GEAR FILMS

A CAUSEWAY FILMS PRODUCTION IN ASSOCIATION WITH BALKANIC MEDIA "YOU WON'T BE ALONE" SARA KLIMOSKA ANAMARIA MARINCA

ALICE ENGLERT FÉLIX MARITAUD WITH CARLOTO COTTA AND NOOMI RAPACE COSTUME DESIGNER EMMA BORTIGNON COMPOSER MARK BRADSHAW EDITOR LUCA CAPPELLI

PRODUCTION DESIGNER BETHANY RYAN DIRECTOR OF PHOTOGRAPHY MATTHEW CHUANG ACS CO-PRODUCER JONATHAN ENGLISH EXECUTIVE PRODUCERS STEPHEN KELLIHER PHIL HUNT COMPTON ROSS NOOMI RAPACE

CAUSEWAY FILMS

PRODUCED BY KRISTINA CEYTON AND SAMANTHA JENNINGS WRITTEN AND DIRECTED BY GORAN STOLEVSKI

FOCUS FEATURES

© 2021 FOCUS FEATURES LLC

ONLY IN THEATERS
THIS SPRING



Action, Comedy, Adventure, Family, CGI

Release: April 8 2022

MEMORY

Action, Drama, Adventure

Release: April 29 2022

Horror, Action, Drama, Supernatural

Release: April 1 2022

MORBIUS

PAULY SHORE HAYLIE DUFF JON HEDER

MY SWEET MONSTER

CUTIE AND THE BEAST

Family, Animation, Adventure

Release: April 12 2022

Rendez-Vous with French Cinema

"An elegant debut feature pitched between the worlds of Éric Rohmer and Greta Gerwig."
SCREENDAILY

ANAÏS IN LOVE

MAGNOLIA PICTURES ANNÉE ZÉRO and LES FILMS PELLEAS present in association with ANNÉE ZÉRO and LES FILMS PELLEAS production
"ANAÏS IN LOVE" a film by CHARLINE BOURGEOIS-TACQUET
starring ANAÏS DEMOUSTIER VALERIA BRUNI TEDESCHI DENIS PODALYDÈS
SOCIÉTAIRE DE LA COMÉDIE-FRANÇAISE and JEAN-CHARLES CLICHET XAVIER GUELH CHRISTOPHE MONTENEZ
DE LA COMÉDIE FRANÇAISE and WITH THE PARTICIPATION OF ANNE CANOVAS BRUNO TODESCHINI screenplay CHARLINE BOURGEOIS-TACQUET
producers DAVID THION STÉPHANE DEMOUSTIER PHILIPPE MARTIN IGOR ALIZEFF cinematographer NOÉ ÉACH
editing CHANTAL HYMANS sound engineer MATHIEU VILLIEN assistant director MARIE WILLAUME
art director PASCALE CONSIGNY costumes LÉA FOREST hair and makeup artist ALBANE COUSINARD composer CAROLINE STEFF
casting director YOGNA DE PERETTI production manager KIM NGUYEN sound editing FRANÇOIS MÉRIEU mixing VINCENT VERDOUX
general manager DENYS BONDON musical supervisor THIBAULT DEBOARISNE original score NICOLAS PIOVANI
co-produced with ARTE FRANCE CINÉMA ODESSA PRODUCTIONS with the participation of CANAL + CINÉ + ARTE FRANCE
with the support of CENTRE NATIONAL DU CINÉMA ET DE L'IMAGE ANIMÉE and of LA RÉGION BRETAGNE LA RÉGION PAYS DE LA LOIRE
in partnership with CNC in association with HAUT ET COURT DISTRIBUTION BE FOR FILMS with MANON 11 CINÉMAGE 15 INDÉFILMS 5 CINÉAXE 2
developed with the support of CINÉMAGE 13 DÉVELOPPEMENT CINÉAXE DÉVELOPPEMENT PROCIREP - ANGOA international sales BE FOR FILMS
ARTE DOC arte CINÉ+ CINÉ+ CLASSIC OCS CANAL+ CINÉ+ CINÉ+ FRISSON CINÉ+ EMOTION CINÉ+ CLUB CINEASTE

LOSE YOURSELF IN LOVE



Drama, Romance

Release: April 29 2022

FROM PRODUCERS OF
'GAME OF THRONES' AND **'HAROLD & KUMAR'**

METAL UP YOUR ASS

Drama, Comedy, Music

Release: April 8 2022

A NETFLIX FILM

METAL LORDS

NETFLIX PRESENTS A BLB / KINGSGATE FILMS PRODUCTION "METAL LORDS" JAEDEN MARTELL ISIS HAINSWORTH ADRIAN GREENSMITH
WITH BRETT GELMAN AND JOE MANGANIELLO MUSIC BY RAMIN DJAWADI COSTUME DESIGNER ERIN ORR EDITED BY STEVE EDWARDS PRODUCTION DESIGNER TYLER ROBINSON DIRECTOR OF PHOTOGRAPHY ANETTE HAELLMIGK
EXECUTIVE PRODUCERS DAVID BENIOFF BERNIE CAULFIELD ROBIN MULCAHY FISICHELLA PRODUCED BY GREG SHAPIRO, p.g.a. D.B. WEISS, p.g.a. WRITTEN BY D.B. WEISS DIRECTED BY PETER SOLLETT

8 APRIL | NETFLIX

STÉPHANIE CARRERAS AND PHILIPPE PUJO PRESENT

EVERY GARDEN BLOOMS IN ITS OWN SEASON

CATHERINE FROT

MELAN OMERTA

FATSAH BOUYAHMED

THE ROSE MAKER

OLIVIA CÔTE

MARIE PETIOT

&

VINCENT DEDIENNE

A FILM BY PIERRE PINAUD



Drama, Comedy

Release: April 1 2022

A FILM BY PIERRE PINAUD SCREENPLAY PIERRE PINAUD AND FADETTE DROUARD IN COLLABORATION WITH PHILIPPE LE GUAY DIRECTOR OF PHOTOGRAPHY GUILLAUME DEFFONTAINES AFC PRODUCTION DESIGNER PHILIPPE CHIFFRE EDITORS VALÉRIE DESEINE AND LOÏC LALLEMAND ORIGINAL MUSIC MATHIEU LAMBOLEY SOUND DESIGNERS LUCIEN BALIBAR OLIVIER WALCZAK AND JEAN-PAUL HURIER 1ST ASSISTANT DIRECTOR NICOLAS GUILLEMINOT SCRIPT SUPERVISOR BÉRENGÈRE SAINT-BEZAR CASTING DIRECTOR PIERRE-JACQUES BÉNICHOU COSTUME DESIGNERS ÉLISE BOUQUET AND REEM KUZAYLI LINE PRODUCER DAVID GIORDANO PRODUCTION MANAGER THIERRY MUSCAT PRODUCED BY STÉPHANIE CARRERAS AND PHILIPPE PUJO A FILM COPRODUCED BY ESTRELLA PRODUCTIONS FRANCE 3 CINÉMA AUVERGNE-RHÔNE-ALPES CINÉMA WITH THE PARTICIPATION OF FRANCE TÉLÉVISIONS OCS CINÉ+ IN ASSOCIATION WITH CINÉAXE PALATINE ÉTOILE 17 SOFITVCINÉ 7 WITH THE PARTICIPATION OF RÉGION AUVERGNE-RHÔNE-ALPES AND THE CNC WITH THE SUPPORT OF THE PROCIREP AND THE SACEM INTERNATIONAL SALES CHARADES

THE ROSE MAKER © 2020 ESTRELLA PRODUCTIONS — FRANCE 3 CINÉMA — AUVERGNE-RHÔNE-ALPES CINÉMA

WWW.MUSICBOXFILMS.COM @MUSICBOXFILMS

WHERE WILL YOU BE
WHEN DISASTER STRIKES?

Comedy

Release: April 1 2022

KAREN GILLAN
PEDRO PASCAL
LESLIE MANN
FRED ARMISEN
KEEGAN-MICHAEL KEY
DAVID DUCHOVNY
IRIS APATOW
GUZ KHAN

THE BUBBLE

APRIL 1 | NETFLIX

RESTRICTED
R
LANGUAGE THROUGHOUT, SEXUAL CONTENT, DRUG USE AND SOME VIOLENCE

EVAN MARSH AMBER GOLDFARB ARI MILLEN JULIAN RICHINGS ROBERT MAILLET SEAN BAEK AND DAVID KOECHNER



Comedy, Horror

Release: April 5 2022

BREAKTHROUGH ENTERTAINMENT BLACK FAWN FILMS AND RADIOACTIVE PICTURES IN ASSOCIATION WITH PARTICULAR CROWD "VICIOUS FUN"

EVAN MARSH AMBER GOLDFARB ARI MILLEN JULIAN RICHINGS ROBERT MAILLET SEAN BAEK ALEXA ROSE STEELE MARK GIBSON KRISTOPHER BOWMAN JOHN FRAY AND

DIRECTOR OF PHOTOGRAPHY JEFF MAHER EDITED BY MIKE GALLANT PRODUCTION DESIGNER AMANADA VERNUCCIO COSTUME DESIGNERS MELISSA BESSEY KEALAN SULLIVAN MUSIC BY STEPH COPELAND CASTING US BY STELLA NOVA CASTING ROBIN DE LANO NICOLE DIONNE

CANADIAN CASTING BY ASHLEY HALLIHAN, CDC SUPERVISING PRODUCER LEANNE BRENNAN EXECUTIVE PRODUCERS NAT ABRAHAM IRA LEVY MICHAEL MCGUIGAN PETER BEVAN MARIANA SANJURJO TOMAS YANKELEVICH JESSICA BUTLAND

DENIS COYNE CRAIG MCGILLIVRAY MARK MYERS PRODUCED BY CHAD ARCHIBALD CODY CALAHAN WRITTEN BY JAMES VILLENEUVE DIRECTED BY CODY CALAHAN

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WWW.BREAKTHROUGHENTERTAINMENT.COM
WWW.BLACKFAWNFILMS.COM
WWW.PARTICULARCROWD.COM

"A LOVABLE AND AFFECTING CROWD-PLEASER."
– DAVID EHRLICH, INDIEWIRE

"THRILLINGLY INVENTIVE...INFUSED WITH WARMTH AND HUMANITY, THIS IS A TRIUMPH."
– WENDY IDE, SCREEN DAILY

JP PRODUCTION PRESENTS

HIT THE ROAD

A FILM BY PANAH PANAHI

PANTEA PANAHIHA HASSAN MADJOUNI RAYAN SARLAK AMIN SIMIAR

COSTUME DESIGNERS MAHSA AND SARA KHAMISI FIRST ASSISTANT DIRECTOR NEGAR JONEYDI VISUAL EFFECTS SUPERVISOR MOHAMMAD SANIFAR
MUSIC PAYMAN YAZDANIAN SOUND ABDOLREZA HEYDARI SOUND MIX ZOHREH ALI AKBARI LINE PRODUCER MASTANEH MOHAJER
EDITORS AMIR ETMINAN AND ASHKAN MEHRI DIRECTOR OF PHOTOGRAPHY AMIN JAFARI
WRITTEN, DIRECTED AND PRODUCED BY PANAH PANAHI

© JP FILM PRODUCTION, 2021

New York Film Festival
2021 Official Selection

QUINZAINE
DIRECTORS' FORTNIGHT
CANNES 2021

BEST FILM AWARD
BFI LONDON FILM FESTIVAL

Drama, Road trip, Adventure

Release: April 22 2022

KINO LORBER



Berlinale 71. Internationale Filmfestspiele Berlin
Encounters

a film by Ramon & Silvan Zürcher

The Girl and the Spider

Drama

Release: April 8 2022



Action, Sequel, Family, Fantasy, Adventure

Release: April 15 2022

IWAN RHEON CATALINA SANDINO MORENO



Thriller

Release: April 1 2022

BARBARIANS

THE GUESTS HAVE ARRIVED

IFC MIDNIGHT PRESENTS A SAMUEL MARSHALL FILMS PRODUCTION IN ASSOCIATION WITH MEDIA FINANCE CAPITAL A FILM BY CHARLES DORFMAN "BARBARIANS" IWAN RHEON CATALINA SANDINO MORENO
TOM CULLEN INES SPIRIDONOV CONNOR SWINDELLS TOMMY McDONNELL AND WILL KEMP JULIE HARKIN CDG TOMMY BOULDING MARC CANHAM CHARLIE HERRANZ NATHAN ADABADZE
DAVID GILBERY MARLON VOGELGESANG JASON NEWMARK LAURIE COOK CHARLES DORFMAN CHARLES DORFMAN

SAMUEL MARSHALL MEDIA FINANCE CAPITAL IFCMidnight


A FILM FROM DANIELS
EVERYTHING EVERYWHERE ALL AT ONCE
天馬行空
Action, Comedy, Sci-fi
Release: April 8 2022



Drama, Animation, Comedy, Adventure

Release: April 29 2022

POMPO: THE CINEPHILE

AN IGOR SADOVSKI FILM

CHARLOTTE

YOUR SOUL BELONGS TO HER



GLOBAL GENESIS GROUP PRESENTS A CINEMASCOPE SADOVSKI PRODUCTION "CHARLOTTE"

CRISTINA SADOVSKI, ALINA STOIANOV, DMITRI DUBINA AND PIRTAC MARCUS SOUND BY CHICU ANATOL AND CONSTANTIN COADA

PRODUCTION DESIGNER ELENA PORUMBESCU CO-PRODUCERS SERGIU PASCARU, ELENA PORUMBESCU, AND LUCIANO FILIPPO SANTANIELLO

COSTUME DESIGNER OXANA SPINEI EXECUTIVE PRODUCERS ANA TURCANU, HAREL GOLDSTEIN, RICK ROMANO AND CHARLES MORRIS JR.

DIRECTOR OF PHOTOGRAPHY ANGELO DOMENICO STRAMAGLIA SCREENWRITER FILIPPO SANTANIELLO PRODUCED AND DIRECTED BY IGOR SADOVSKI

CINEMASCOPE

CNC

National Film Center of Moldova

DISTRIBUTED BY Global Genesis Group

PASCARU PRODUCTION

ABBIE CORNISH LOLA SULTAN PATRICK MULDOON WITH TIM ROZON AND WILLIAM BALDWIN

NO DOG
LEFT BEHIND

Family, Adventure

Release: April 1 2022

DAKOTA

UNIVERSAL PICTURES PRESENTS AN IERVOLINO & LADY BACARDI ENTERTAINMENT PRODUCTION ABBIE CORNISH "DAKOTA"
LOLA SULTAN PATRICK MULDOON ROBERTO DAVIDE WITH TIM ROZON AND WILLIAM BALDWIN CASTING BY BRUNO ROSATO COSTUME DESIGNER LUCIANO CAPOZZI MUSIC BY ANDREA GRANT
PRODUCTION DESIGNER ELEONORA DEVITOFRANCESCO EDITOR RAFA GARCIA DIRECTOR OF PHOTOGRAPHY GIUSEPPE PIGNONE EXECUTIVE PRODUCERS JULIE McLAUGHLIN ACE UNDERHILL FABIO VARLESE PRODUCER FOR ILBE DANIELLE MALONI
PRODUCED BY ANDREA IERVOLINO MONIKA BACARDI MARTY POOLE WRITTEN BY JOHNNY HARRINGTON DIRECTED BY KIRK HARRIS

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SILVA MYSTERIUM PRESENTS

HATCHING

A FILM BY
HANNA BERGHOLM



Drama, Horror, Thriller, Suspense

Release: April 29 2022

DREAM BIG

Disney

Better NATE Than Ever

Family, Comedy, Musical

Release: April 1 2022

PARENTAL GUIDANCE SUGGESTED
PG
THEMATIC ELEMENTS, A SUGGESTIVE REFERENCE AND MILD LANGUAGE.
Some Material May Not Be Suitable for Children

GOOD IS NO FUN AT ALL

DREAMWORKS

the BAD GUYS

Adaptation, Animation, Adventure, Family

Release: April 22 2022





Action, War, Adventure

Release: April 1 2022

ACADEMY AWARD® NOMINEE

MARK WAHLBERG

GOD WANTED A FIGHTER...
AND HE FOUND ONE

LAPD

Drama, True Story, Faith

Release: April 13 2022

FATHER STU

EXCLUSIVELY IN MOVIE THEATERS
APRIL 13

MUNICIPAL

R LANGUAGE THROUGHOUT

CHERYL LADD SAVANNAH LEE MAY DARCI LYNNE

FAMILY IS INSTRUMENTAL

A

COWGIRL'S SONG

Family, Drama, Adventure

Release: April 22 2022

SAMUEL GOLDWYN FILMS COWGIRL PRODUCTIONS "A COWGIRL'S SONG" CHERYL LADD SAVANNAH LEE MAY DARCI LYNNE RACHEL CANNICK MAGGIE MCCLURE SHANE HENRY AMBERLEY SNYDER CHRIS FRIEDDER MATT RIXENBAUGH THE IMAGINARIES ASHLI LUNG KACPER SKOWRON TYLER PURCELL SHANE HENRY MAGGIE MCCLURE CHERYL LADD BEN FEINGOLD REAGAN ELKINS STARLA CHRISDAN JESSICA BARONDES TIMOTHY ARMSTRONG TIMOTHY ARMSTRONG PG


anime



Title: Ajin

Adventure, Horror, Romance, Mystery, Supernatural

Released: 2016

Status: Completed

STORY BY KYO SHIRODAIRA
ART BY CHASHIBA KATASE

IN/SPECTRE

1

Title: Kyokou Suiri

Comedy, Demons, Mystery, Romance, Shounen, Supernatural

Released: 2020

Status: Completed

学園黙示録 HIGH SCHOOL OF THE DEAD

ハイスクール・オブ・ザ・デッド

Title: High School Of The Dead

Action, Horror, Ecchi, Mystery, Supernatural

Released: 2010

Status: Completed

その絆は解放か、断絶か

Title: Scarlet Nexus

Action, Sci-fi, Super-power

Released: 2021

Status: Completed

SCARLET NEXUS

©BNEI/SURISE

影鰐

KAGEWANI



Title: Kagewani: Shou

Horror, Thriller, Mystery, Supernatural

Released: 2016

Status: Completed


Title: Tokyo Ghoul
Action, Horror, Drama, Mystery, Supernatural, Psychological
Released: 2014
Status: Completed
TOKYO GHOUL

BERSERK

ベルセルク



Title: Berserk

Action, Horror, Adventure, Demons, fantasy, Military, Mystery, Supernatural

Released: 2016

Status: Completed

闇芝居

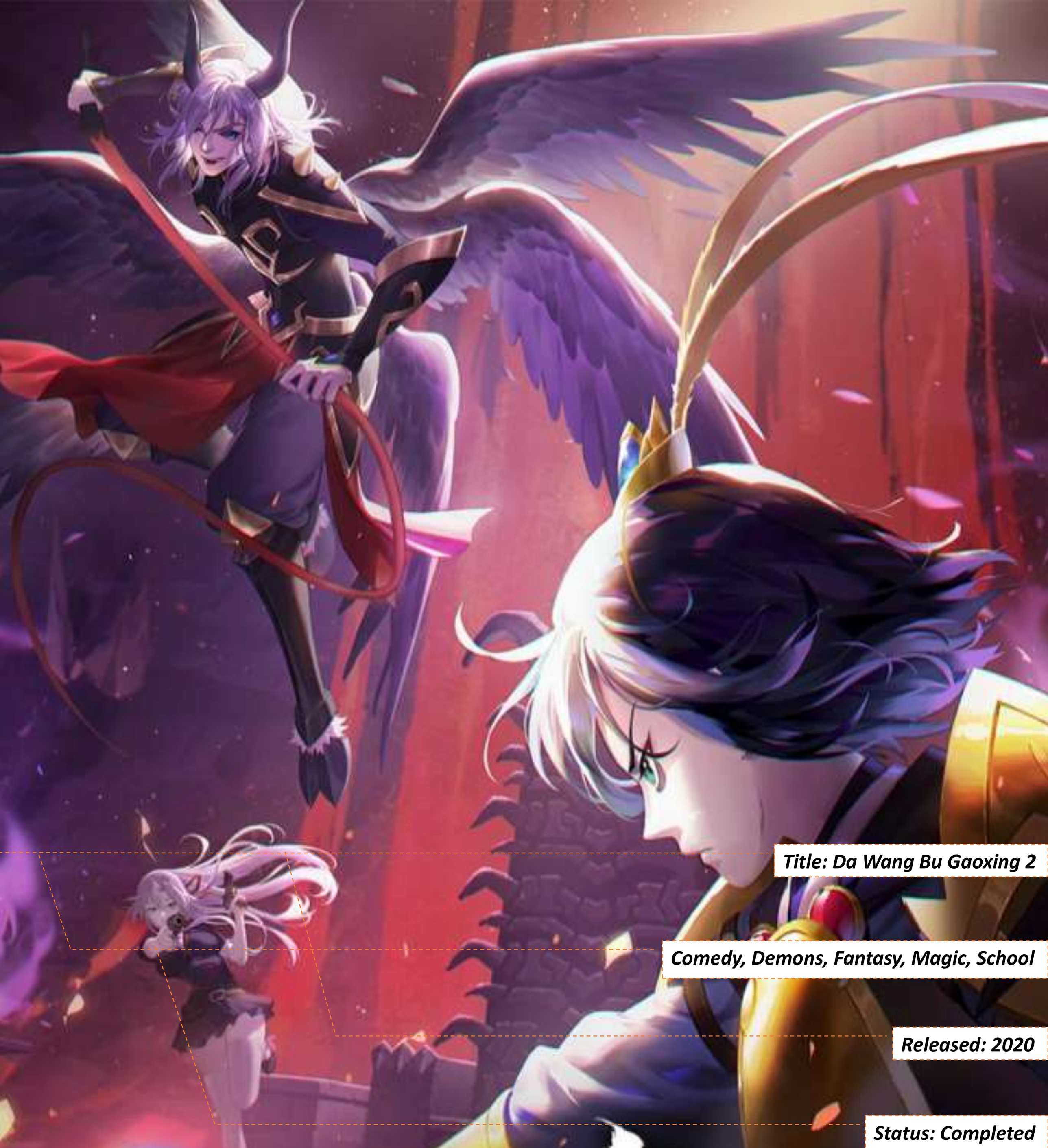
やみしばい

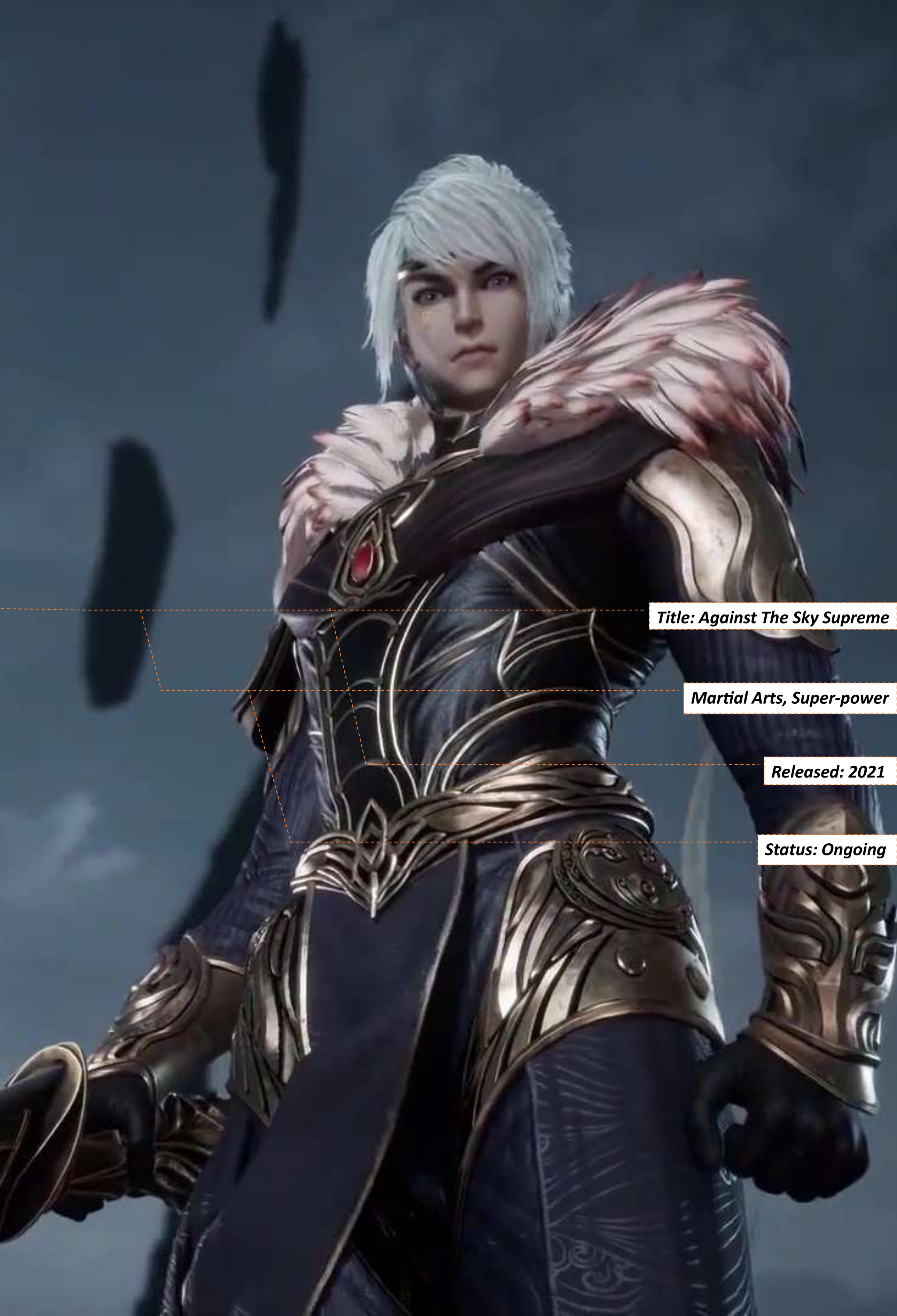
Title: Yami Shibai

Horror, Supernatural

Released: 2013— 2022

Status: Ongoing (Season 10)


Title: Da Wang Bu Gaoxing 2
Comedy, Demons, Fantasy, Magic, School
Released: 2020
Status: Completed
大王不高兴2
THE FURIOUS YAMA



Title: Against The Sky Supreme

Martial Arts, Super-power

Released: 2021

Status: Ongoing



Title: Ingress : The Animation

Action, Sci-fi, Super-power

Released: 2018

Status: Completed

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