



KINGDOM HEARTS
III

SMITE

CALL OF DUTY
WARZONE

PREDATOR
HUNTING GROUNDS

VALORANT[™]

CONTENTS

Smite

Valorant

Kingdom Hearts III

Predator: Hunting Grounds

Call Of Duty: Warzone

Tecno Spark 5

Itel P33

Itel P33 Plus

Itel P36

Asus Zenbook Pro Duo

Asus VivoBook S15

2020 Mercedes AMG GT

2019 Mitsubishi Outlander

Movies

EDITOR

Dickson Max Prince

 @dicksonprincemax

CONTRIBUTORS

Anita .W. Dickson

Efenudu Ejiro Michael

Bekesu Anthony

Samuel Obadiah

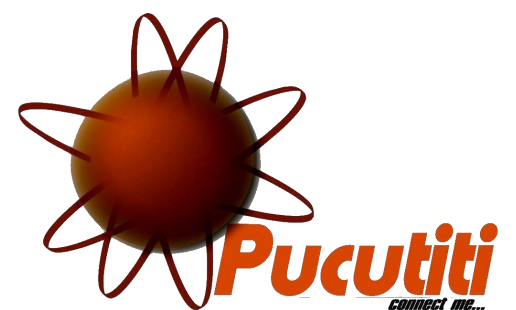
Dickson Max Prince

Ernest .O.

Israel Obonyano (Milim)

PUBLISHERS

Pucutiti.Inc®



 @titimagazine

 @titimagazine

 @MagazineTiti

Become A SPONSOR !

titimag.com

For more info

info@titimag.com

+2348134428331

+2348089216836

Titimag.com





GAMES



Smite (video game)



Smite is a free-to-play, third-person multiplayer online battle arena (MOBA) video game developed and published by Hi-Rez Studios for Microsoft Windows, PlayStation 4, Nintendo Switch, and Xbox One. In Smite, players control a god, goddess, or other mythological figure, and take part in team-based combat, using their abilities and tactics against other player-controlled gods and non-player-controlled minions.

The game has multiple player versus player (PVP) modes, many playable characters, and has a successful esports scene with multiple tournaments, including the annual million-dollar Smite World Championship.

Gameplay

Smite features many different game modes with the largest being Conquest. Players are formed into two teams with five players on each team. All players begin at opposite sides of a map at their team's "fountain". Before the players enter the map, they are granted an amount of gold (usually 1,500) to buy starting items. These items grant special bonuses or abilities that enhance the player's god. There are three continuous "lanes" running from one side of the map to the other. Each lane is defended by a "Phoenix" which is accompanied by a pair of extra defensive towers. Phoenixes and towers deal a large amount of damage to any enemies that come too close. The goal of each game is to destroy the opposing team's Phoenixes and the Titan, a giant warrior who must be defeated to win the game. The players are accompanied by "minions", small soldiers with a weak attack. These minions spawn at the Phoenixes every thirty seconds and run along their lane until they meet opposition and attack immediately. Minions will attack not only players and other minions, but also towers, Phoenixes, and the Titan. In fact, their presence is required for players to deal full damage to these objectives. Defensive positions will prioritize enemy minions over players, allowing players to attack a tower without receiving damage; however, towers will fire upon players if there are no minions nearby or the player attacks an enemy player under their tower. If a game is going badly for a certain team, they can decide to surrender after at least 10 minutes, though this requires a majority of the team (4 players to 1) to agree.

With every game, players have to choose a god or other figure to play as. Currently, players can choose between 110 characters from 15 different pantheons: Arthurian, Celtic, Chinese, Egyptian, Great Old Ones, Greek, Hindu, Japanese, Mayan, Norse, Polynesian, Roman, Slavic, Voodoo, and Yoruba. Each character is classified as one of the following classes: Assassin, Guardian, Hunter, Mage, or Warrior. Unless otherwise stated, two players on the same team cannot choose the same character (in competitive modes and those using a Draft pick method, each player must use a different character). The player controls the god in a third person perspective, which is a unique characteristic of this MOBA, as other games of this genre are typically played from a top-down perspective. Each god has a basic attack, a passive trait, and four abilities with varying effects, such as area damage, crowd control, buffs, and many more. These abilities are acquired and upgraded when the player's character levels up by gaining experience from being in range of minions when they are killed, taking down towers or phoenixes, and defeating enemy characters. The maximum level is 20 and each successive level is more difficult to reach. Gold, which is used to buy items that increase power, defense, and passive effects, potions, wards and abilities, is accumulated through standard periodic income, by slaying enemies (player and NPC alike), or by selling owned items.

The large areas between the lanes make up what is called the "jungle", where computer-controlled monsters such as packs of cyclopes or Furies (the latter alternately referred to as harpies) periodically spawn at specific locations distributed symmetrically across the map. Killing certain monsters in said jungle causes a "buff" to drop on the ground where it can be picked up by a player. This buff grants the player one of the following for a limited time, depending on which monster was killed: mana (mana regen & cooldown reduction bonus), damage (basic damage & power bonus), speed (movement speed bonus), attack speed (in-hand attack speed & power bonus) or protection reduction aura (negation of some of the protections of enemy players within 55 units). There are three special neutral monsters who spawn less frequently: the Fire Giant, Gold Fury, and Pyromancer. When killed, they grant the entire team who killed it a powerful damage buff for a medium length of time, set amount of Gold, and a speed boost when coming out of the base respectively. There are also some monsters which do not offer a buff, only experience and gold.







Developer: Titan Forge Games

Publishers: Hi-Rez Studios, Tencent Games (China)

Engine: Unreal Engine 3

Platforms: Microsoft Windows, Xbox One, PlayStation 4, Nintendo Switch

Release: Microsoft Windows: March 25, 2014

Xbox One: August 19, 2015

PlayStation 4: May 31, 2016

Nintendo Switch: February 18, 2019

Genre: Multiplayer online battle arena

Mode: Multiplayer

TiTi Rating: 5/10

SMITE

BATTLEGROUND OF THE GODS



Matchmaking

The matchmaking system uses a modified version of the TrueSkill ranking system. Around December 2013, there was a feature added that allowed players to choose between US and EU servers, but was later removed from the game due to issues with the matchmaking system. This feature was eventually re-added. Originally, most modes used to operate on queues with 3-minute matchmaking timers. Every three minutes, matches would be made from the group of people in queue at that time. In late 2014, that system was replaced with a more traditional non-timed one (a more popular format in many MOBAs) that looks for an optimal match instead of just the best match-ups at the present time. In this system, if it takes 5 minutes or more to match a player, the game will gradually lower its requirements until a match is found. A new matchmaking system similar to the original one was introduced in 2018, with different times for different modes. The system will prioritize the player's general performance over their account level.

In Ranked Leagues, players are matched by a variation of Elo, a system that rates players with a number that indicates how well the individual skill of that player is. The player will be matched with players that have a similar rating as them. The goal of this system is to have 2 individual teams that have a similar TOTAL Elo.

International expansion

On August 21, 2013, Hi-Rez Studios partnered themselves with Tencent, an online media company that publishes video games in China. On June 5, 2014, Hi-Rez Studios announced they partnered with Level Up! Games to bring the game to the Latin American region. In October 2014, Oceanic servers were added and in August 2016 southeast Asian servers were added. In October 2017, the Chinese client was announced to be merged with the international client, with migration taking place late November.

Professional competition

In mid-2014, Hi-Rez Studios implemented a system by which players could join professional leagues in teams of 5. Players first played in online competitions, then progressed to offline competitions. Next, the teams were ranked according to how well they did within these competitions, and finally, the top teams were invited to compete in the Smite World Championship. From January 9–11, 2015, Hi-Rez Studios hosted the first Smite World Championship. Teams from North America, South America, Europe, and China traveled to Atlanta, Georgia for the tournament. The \$2.6 million prize pool for the tournament was at the time the third-highest in Esports, behind the third and fourth iterations of Dota 2's The International, and just slightly ahead of the League of Legends World Championships. One of the North American teams, COGnitive Prime, took home the first place prize with a little over \$1.3 million.

In July 2015, Stew Chisam, president of Hi-Rez Studios, announced that after discussing the prizing structure of Smite esports with team owners, players, and members of other esports communities, Hi-Rez would be placing a cap on the prize pool for the Smite World Championships at \$1 million. This decision was based to pay out more money to more players throughout the year instead of paying the bulk of earned prize money at a single event.

In January 2016, the Smite World Championship was held, returning to Atlanta, with the total prize of \$1 million awarded.





Valorant is a free-to-play multiplayer tactical first-person shooter developed and published by Riot Games, for Microsoft Windows. Announced under the codename Project A in October 2019, the game began a closed beta with limited access on April 7, 2020, and was fully released on June 2, 2020.

Gameplay

Valorant is a team-based tactical shooter and first-person shooter set in the near-future. Players assume the control of agents, characters who come from a plethora of countries and cultures around the world. In the main game mode, players join either the attacking or defending team with each team having five players on it. Agents have unique abilities and use an economic system to purchase their abilities and weapons. The game has an assortment of weapons including sidearms, submachine guns, shotguns, machine guns, assault rifles and sniper rifles. Automatic and semi-automatic weapons such as the "Spectre" and "Odin" have recoil patterns which have to be controlled by the player in order to be able to shoot accurately.

In the standard game mode, the match is played over 24 rounds, and the first team to win 13 rounds wins the match. The attacking team has a bomb-type device called the Spike, which they need to plant on a site. If the attacking team successfully protects the Spike and it detonates, they get a point. If the defending team successfully defuses the Spike, or the 100-second round timer expires, the defending team gets a point. If all the members of a team are eliminated, the opposing team earns a point.

In the Spike Rush mode, the match is played over 7 rounds, so the first team to win 4 rounds wins the match. To further reduce the gameplay's length, loadouts are random every round and every attacking player carries the spike that they can plant at any site.

Overtime

In patch notes 1.03, Riot introduced a "win by two" condition where instead of playing a single sudden death round at 12-12, teams will alternate playing rounds on attack and defense in overtime until a team claims victory by securing a two match lead. Each overtime round resets all players to 5000 credits and 4 points short of their ultimate. Every two rounds of overtime will trigger a vote that determines whether or not the game should continue or simply end in a draw. The further the overtime progresses, the higher the threshold for continuing the match becomes. The first vote requires 6 players to end the match in a draw, the second vote requires 3, and from the third onward only a single player is required to vote for overtime to end for the match to result in a draw.

Development

Valorant was developed and published by Riot Games, who have previously developed League of Legends. Development started in 2014, within their research and development division. Joe Ziegler, Valorant's game director, is credited with the initial idea of Valorant while formulating potential games with other Riot developers. David Nottingham is the creative director for Valorant. Trevor Romleski, former League of Legends's designer and Salvatore Garozzo, former professional player and map designer of Counter-Strike: Global Offensive are game designers for Valorant. Moby Francke, former Valve developer, who has been art and character designer for Half-Life 2 and Team Fortress 2, is the art director.





Controller

VIPER

INFO

Q

E

C

X



CONTROLLER

Controllers are experts in slicing up dangerous territory to set their team up for success.

ARSENAL

AGENTS



Controller

OMEN

INFO

Q

E

C

X



CONTROLLER

Controllers are experts in slicing up dangerous territory to set their team up for success.

RECRUIT

VIEW CONTRACT

Client FPS: 144



LATEST

COLLECTION

PLAY

CAREER

STORE

975

10



ARSENAL

AGENTS



Duelist

PHOENIX

INFO

Q

E

C

X



CURVEBALL

EQUIP a flare orb that takes a curving path and detonates shortly after throwing. FIRE to curve the flare orb to the left, detonating and blinding any player who sees the orb. ALTERNATE FIRE to curve the flare orb to the right.

Activate this agent's contract to unlock agent specific rewards.

ACTIVATE

Phoenix

VIEW CONTRACT



Party

< 4 / 10 >

11 ©tftimag Aug 2020



Developer: Riot Games

Publisher: Riot Games

Directors: David Nottingham, Joe Ziegler

Producers: Anna Donlon, John Goscicki

Designers: Trevor Romleski, Salvatore Garozzo

Programmers: Paul Chamberlain, Dave Heironymus, David Straily

Artist: Moby Francke

Engine: Unreal Engine 4

Platform: Microsoft Windows

Release: June 2, 2020

Genre: First-person shooter

Mode: Multiplayer

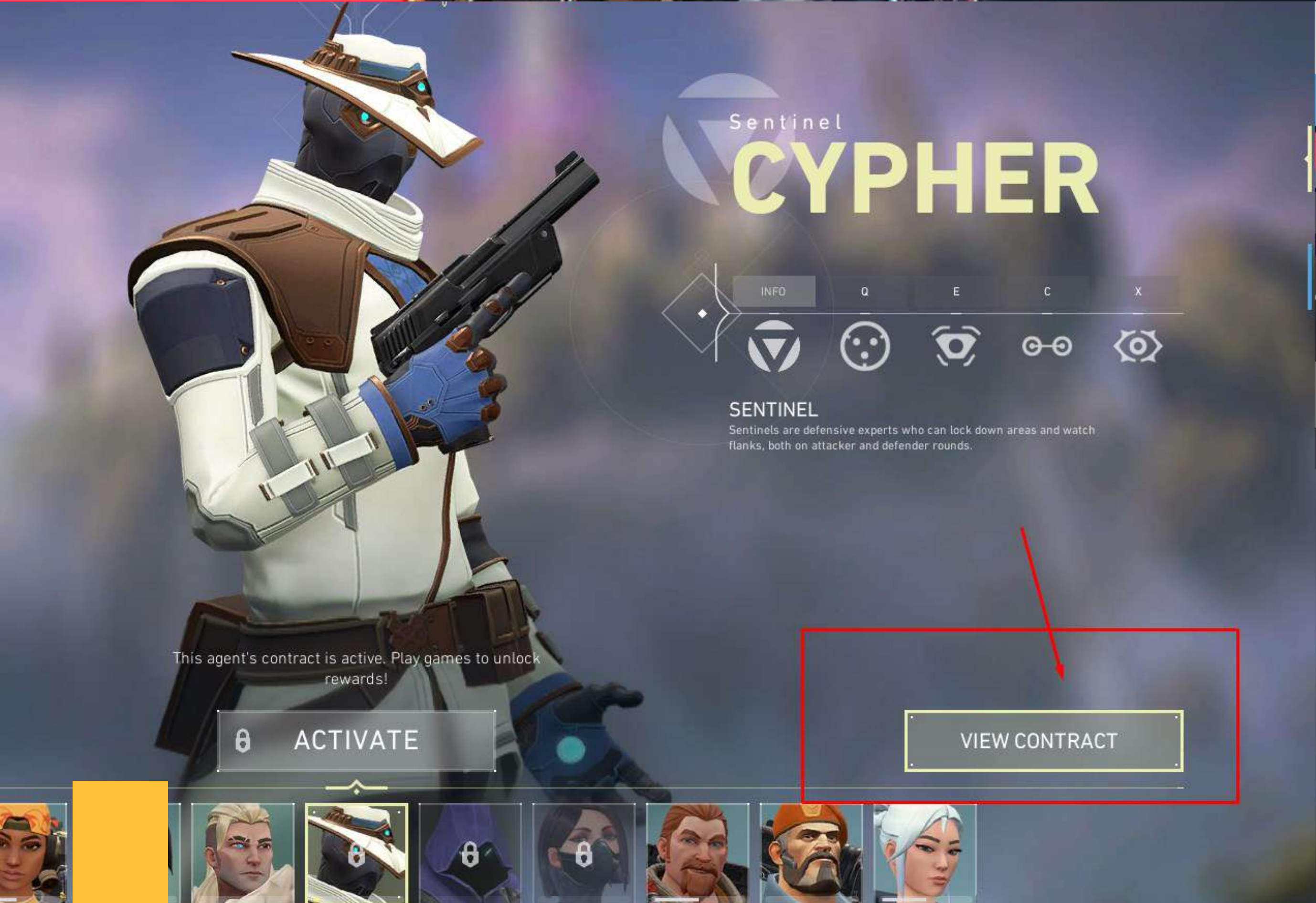
TiTi Rating: 5/10



Valorant was built using Unreal Engine 4, which allowed the development team to focus on gameplay and optimizations. In order to reach 30 frames per second on minimum hardware requirements, its engineering team, led by Marcus Reid, who previously worked on Gears of War 4, had to make several modifications to the engine, such as editing the renderer using the engine's mobile rendering path as base. They also optimized server performance by disabling character animations in non-combat situations and removing unnecessary evaluations in the hit registration process.

Release

Valorant was first teased under a tentative title Project A in October 2019. It was officially announced on March 1, 2020, with a gameplay video on YouTube called "The Round". The closed beta of the game was launched on April 7, 2020. For a chance to obtain a beta access key, players were required to sign up for accounts with both Riot Games and the streaming platform Twitch and watch related streams. This beta ended on May 28, 2020, with the game being fully released on June 2, 2020.





Demolitore
SOVA

INFO	Q	E	C	X

DEMOLITORE
I Demolitori creano occasioni utili per permettere alla squadra di entrare in territori contesi e respingere i difensori.

Attiva il contratto di questo agente per sbloccare le ricompense specifiche.

REYNA
DUELIST

VALORANT™

REYNA • M S O C B •
HAVEN • S T A N •
K G D M

30742732, 378, 1, 107445106, 378

14 ©ttimag Aug 2020

RESIDENT EVIL 3

CAUTION



CAPCOM

Kingdom Hearts III



Kingdom Hearts III[a] is a 2019 action role-playing game developed and published by Square Enix for the PlayStation 4 and Xbox One. It is the twelfth installment in the Kingdom Hearts series, and serves as a conclusion of the "Dark Seeker Saga" story arc that began with the original game. Set after the events of Kingdom Hearts 3D: Dream Drop Distance, returning protagonist Sora is joined by Donald Duck, Goofy, King Mickey and Riku in their search for seven guardians of light as they attempt to thwart Xehanort's plan to bring about a second Keyblade War. Their journey has them cross paths with characters and visit worlds based on different Disney and Pixar intellectual properties.

Concepts for Kingdom Hearts III began as early as 2005 after the release of Kingdom Hearts II in Japan, with the game not being announced until 2013, following years of rumors and speculation. The game features recurring gameplay elements from the series, while expanding parties to five characters total, introducing new "Attraction Flow" attacks that incorporate various Disney Parks attractions, and including minigames inspired by classic Walt Disney Productions Mickey Mouse cartoons in the style of 1980s LCD games.

Kingdom Hearts III was released worldwide in January 2019, and was met with generally positive reviews from critics. It sold over five million copies within its first week of release, becoming both the fastest-selling and best-selling game in the series' history. A downloadable content expansion of the game titled Kingdom Hearts III Re Mind was released on January 23, 2020 for PlayStation 4, and on February 25, 2020 for Xbox One.

Gameplay

Gameplay in Kingdom Hearts III is similar to its predecessors, with hack and slash combat, which director Tetsuya Nomura stated would be along the lines of the system seen in Kingdom Hearts II, with an evolution similar to what was seen from Kingdom Hearts to Kingdom Hearts II, and closely tied to the gameplay in Kingdom Hearts 3D: Dream Drop Distance. He also revealed that the handheld games of the series were where he could experiment with the combat mechanics, and that some of the well-received additions could appear in Kingdom Hearts III. Nomura noted that new gameplay elements are the "skeleton" of the game, saying, "When creating a Kingdom Hearts game, we start with a gameplay system that I think would be a fun element, and once we have an idea of what kind of gameplay or system we want in place, we flesh out the story around it, surrounding the basic concept of what kind of fun we're going to have with this new installment." Additionally, the development team "always want to try something new", taking previously introduced mechanics and making small "tweaks" to them so they are customized for Kingdom Hearts III.

Sora returns as the main playable character, once again joined in the party by Donald Duck and Goofy, with the ability to have two additional characters join the party for a total of five-player parties. This is an increase from previous main entries in the series, where players were limited to two additional party members at any given time along with Sora. Certain parts of the game have Riku and Aqua as playable characters. Describing the gameplay, Nomura called the action "pretty frantic", as well as "really flashy and exciting. The enemy AI is a lot more intricate, too, and I think the gameplay will reflect that new dynamic balance." Sora can perform magic, with a new, powerful tier of each spell available to him, similar to what Aqua has available to her in Kingdom Hearts 0.2: Birth by Sleep – A Fragmentary Passage. Magic performs differently in underwater sections of the game, with Kingdom Hearts III introducing a new spell, Water. Team-up attacks are also featured, which combine Sora and various party members into one attack. Players can equip various abilities for Sora and his party members, with the system to do so "an evolution of sorts" from the system used in Kingdom Hearts II. Character summons make a return from previous entries, this time known as "Links", where an additional character joins the battle to assist the player with specialized attacks.



Disney SQUARE ENIX

KINGDOM HEARTS III

Developer: Square Enix Business Division 3

Publisher: Square Enix

Directors: Tetsuya Nomura, Tai Yasue

Producer: Rie Nishi

Designer: Tai Yasue

Programmers: Hideki Matsuoka, Tomohito Hano

Artist: Tetsuya Nomura

Writers: Tetsuya Nomura, Masaru Oka

Composers: Yoko Shimomura, Takeharu Ishimoto, Tsuyoshi Sekito

Series: Kingdom Hearts

Engine: Unreal Engine 4

Platforms: PlayStation 4, Xbox One

Release: JP: January 25, 2019, WW: January 29, 2019

Genres: Action role-playing

Mode: Single-player

TiTi Rating: 5/10



Sora faces Heartless, Nobodies, and Unversed in the game, with new variants of these enemy types appearing. In addition to these traditional "smaller" enemies, the player faces giant bosses, which give "Sora greater freedom of movement and room to experiment with attacks—including the new theme-park-ride summon attacks," known as "Attraction Flow". These attacks are inspired by the Disney Parks attractions Mad Tea Party, Big Thunder Mountain Railroad, Buzz Lightyear Astro Blasters, and Grizzly River Run, and generic pirate ship and carousel attractions; these attacks draw visual inspiration from Disney Parks' Main Street Electrical Parade. Sora also has the ability to jump on certain enemies, such as ones shaped like a vehicle. Regarding traversal, Nomura noted the new mechanic, called "Athletic Flow" in Japanese, was refined from the Flowmotion mechanic from Dream Drop Distance, which players felt was "a little too free... and it was kind of hard to control on their end." "Athletic Flow" allows the player to utilize the environment to access previously unreachable areas. Co-director Tai Yasue stated this mechanic was created "to try something new" and "radically change the gameplay" for the Hercules world, which led to its use in the other worlds. As a result, each world was able to have "more height, scale and sense of discovery."

Situation Commands also return from previous entries, which can trigger the Keyblade transformations. Nomura revealed that Keyblade transformations were conceived as early as the development of Kingdom Hearts II: Final Mix and would be similar to Aqua's ability in Kingdom Hearts Birth by Sleep, saying, "Each Keyblade transformation is unlocked by clearing all missions in one of [the game's] worlds, and each individual world offers its own unique Keyblade transformation." He further elaborated stating there were two forms each Keyblade can take, with "multiple layers in terms of transforming" starting with one transformation and achieving the second after "successfully connect[ing] your combos".

The Keyblade transformations active the various "Formchanges"—Power, Guard, Magic, and Speed— and change Sora's outfit, similarly to the "Drive Form" mechanic in Kingdom Hearts II. Various Keyblades are linked to each form; for example, the Toy Story world Keyblade activates Power Form for Sora, with the Keyblade's transformations changing into a hammer and then into a drill. There is also "Second Form", which changes Sora's battle skills rather than transform the Keyblade. Unlike previous games in the series, players are able to quickly switch between different Keyblades seamlessly during gameplay rather than from the game's equipment menu, and each Keyblade can be leveled up to increase their abilities. Shotlocks also return, which use a focus meter that can target and lock on to individual enemies with the attack depending on which Keyblade is equipped.

Each world offers a specific gameplay element, such as first-person shooter "Gigas" mechs in the Toy Story world, downhill sledding in the Frozen world, and naval, underwater, and aerial combat in the Pirates of the Caribbean world, which also features numerous smaller islands at sea which can be explored. The Gummi Ship also returns as a means of travel between the different worlds of the game. The mechanic has been split into two phases: exploration, which has been likened to being more open-world without a fixed travel route as in previous games; and combat, which has increased its scale from previous games, with more enemies present. Gummi Ship customization also returns, with more options available than in previous Kingdom Hearts games.

Various mini-games playable throughout Kingdom Hearts III, including a cooking-themed game featuring Remy from Ratatouille, and a music game one in the Tangled world. Additionally, the "Classic Kingdom" features over 20 games presented in the style of 1980s LCD games such as Game & Watch, while the 100 Acre Wood world features puzzle games. Members of the development team suggested each type of mini-game featured, with Nomura working on the "Classic Kingdom". Kingdom Hearts III also has a "Memory Archive" features, which has several short films explaining the basic story elements of the series from the previous games.





Setting

The story opens with the final scenes of *Kingdom Hearts 0.2: Birth by Sleep – A Fragmentary Passage*, and serves as a conclusion of the "Dark Seeker/Xehanort Saga" that occurs in most preceding games. Most of the worlds featured in the game inspired by Disney properties are new to the series, including the Kingdom of Corona (based on *Tangled*), Arendelle (*Frozen*), San Fransokyo (*Big Hero 6*), and the Pixar-based worlds Toy Box (*Toy Story*) and Monstropolis (*Monsters, Inc.*). Two new original worlds created specifically for the game also appear: a limbo for dying hearts called the "Final World"; and Scala ad Caelum, a "seat of power" for past Keyblade wielders, where the game's final battle takes place. Returning Disney worlds include tutorial stage Olympus (*Hercules*), the Caribbean (*Pirates of the Caribbean*), the 100 Acre Wood (*Winnie the Pooh*), while original worlds include Twilight Town, the Dark World, the Land of Departure, and the Keyblade Graveyard. Worlds such as Yen Sid's Mysterious Tower, Radiant Garden, Disney Castle, and the Destiny Islands appear exclusively via cutscenes. The "Classic Kingdom" mini-games are inspired by classic Walt Disney Productions Mickey Mouse cartoons, including *Giantland*, *The Karnival Kid*, *Musical Farmer*, *The Barnyard Battle*, *The Klondike Kid*, and *Mickey's Mechanical Man*.

The *Toy Story*, *Monster's Inc.*, and *Big Hero 6* worlds feature original stories, with the former set between the events of *Toy Story 2* and *Toy Story 3*, and the latter two set after the events of their respective films. This is different from previous worlds in the series, which have often loosely followed plot lines from the films on which they were based, including the *Tangled*, *Frozen*, and *Pirates of the Caribbean* worlds. On the amount of worlds featured in the game, Nomura noted the development team focused on creating "rich gameplay in an individual world... designed so players can take their time and enjoy the gameplay that's available" opposed to having "multiple different little worlds".

Characters

The main protagonist and playable character of the game is Sora, a 15-year-old boy who uses a key-shaped weapon called the Keyblade to battle the forces of darkness. Sora is accompanied by Donald Duck and Goofy, the royal magician and knight captain of Disney Castle, respectively. The three are supported by other Keyblade wielders, several of whom they must rescue in preparation for their final confrontation with Master Xehanort, the series' primary antagonist, as "guardians of light": Mickey Mouse, an experienced Keyblade Master who is Donald and Goofy's king; Riku, a Master and Sora's best friend; Kairi, another of Sora's friends, a Princess of Heart, and a novice wielder; Aqua, a Master trapped in the realm of darkness; Ventus, a comatose boy whose heart has merged with Sora's; Terra, a young man who was possessed by Xehanort; Axel/Lea, a former member of Organization XIII and fellow novice with Kairi; Roxas, Sora's Nobody, who merged his existence with Sora's; and Xion, a replica member of the Organization whose existence was erased from her friends' memories. With the exception of Terra, the guardians of light serve as temporary party members during the late portions of the game, with Riku and Aqua being playable during other portions; in the downloadable "Re Mind" scenario, Roxas and Kairi are playable as well.

Organization XIII returns as the game's antagonists, led by Master Xehanort, with different members from previous games as established in *Dream Drop Distance*. Several members are time-travelling incarnations and associates of Xehanort from the past: Young Xehanort, his adolescent self; Terra-Xehanort, a fusion of Xehanort's heart and Terra's body; Ansem and Xemnas, Xehanort's Heartless and Nobody, respectively; Vanitas, the embodiment of Ventus's darkness; and "Dark Riku", a version of the Riku Replica. The others—Xigbar, Vexen, Saïx, Demyx, Luxord, Marluxia, and Larxene—are revived members of the original Organization who have elected to become Nobodies again for varying reasons. Returning Disney villains Maleficent and Pete also appear together in minor roles.



Other returning original characters are Naminé, Kairi's Nobody, who appears as a disembodied heart in an optional cutscene, and later as a restored person in the ending; the original Riku Replica, who appears to Riku in spirit; Ansem the Wise, who became trapped in the realm of darkness during the events of Kingdom Hearts II; Ansem's apprentices Ienzo, Aeolus, and Dilan, former Organization members who assist Sora's allies; Hayner, Pence, and Olette, three teenage friends who live in Twilight Town; Master Eraqus, who appears in flashbacks to his youth with Xehanort, and as a spirit towards the end of the game; a Chirithy Dream Eater that appears in the Final World; Ephemer, who makes a cameo at the Keyblade Graveyard; four of the five Foretellers—Ira, Invi, Aced, and Gula—who appear in the game's epilogue; and the Master of Masters, who appears in the game's unlockable secret ending. Kingdom Hearts III also introduces a new original character named Yozora, who features prominently in an in-universe video game commercial in the Toy Story world, and later in the secret ending.

As with previous games in the series, a multitude of Disney characters appear in worlds based on their respective films and properties. Disney characters who serve as members of Sora's party include the returning Hercules and Jack Sparrow; new to the series are Woody and Buzz Lightyear, Sulley and Mike Wazowski, Rapunzel and Flynn Rider, Marshmallow, and Baymax. Characters that appear as summon "Links" for Sora include Dream Eaters such as the "Meow Wow" from Dream Drop Distance, Wreck-It Ralph from the film of the same name, Simba from The Lion King, Ariel from The Little Mermaid, and Stitch from Lilo & Stitch. Disney Princess characters Rapunzel, Elsa, and Anna also feature in the game's story as new Princesses of Heart, separate from those featured in previous games. Other Disney characters return in supporting roles unique to the series, such as Jiminy Cricket, who maintains Sora's Gummiphone in place of his usual journal; Yen Sid, King Mickey's teacher who mentors the guardians of light; Chip 'n' Dale, who manage the Gummi Ship; and Scrooge McDuck, who runs a bistro in Twilight Town. Remy from Ratatouille appears in one of the game's mini-games at the bistro.

The Final Fantasy Moogles character returns as the item shopkeeper. Most other Final Fantasy characters were excluded from the initial game release as Tetsuya Nomura felt that they would detract from the story, and that the Kingdom Hearts characters needed less support than they did before. However, the characters Squall Leonhart, Aerith Gainsborough, Yuffie Kisaragi, and Cid Highwind are included in the downloadable Re Mind expansion.

Plot

Following Master Xehanort's return, Yen Sid begins preparing for seven Keyblade wielders to counteract Xehanort's plan to forge the χ-blade using a re-constituted Organization XIII. Sora, who was nearly taken over by Xehanort,[c] discovers that he has lost much of his own strength as a result. Accompanied by Donald Duck and Goofy, Sora resumes his travels across other worlds to regain his "power of waking", the ability to restore lost hearts. Meanwhile, Riku and King Mickey search the realm of darkness for Aqua, while Kairi and Lea train as Keyblade wielders.

During their travels, Sora and Riku are contacted by Ienzo, who discovers via Ansem the Wise's research data that Sora's body contains the hearts of Roxas and two others, later identified as Ventus and Xion. Riku surmises that the Organization's members from the past are using artificial human replicas created by Vexen as vessels that allow them to exist in the present, which inspires Sora to transfer Roxas's heart into a replica body to restore him. Meanwhile, the Heartless Ansem enters the realm of darkness and kidnaps Ansem the Wise, corrupting Aqua's heart in the process. Vexen rescues Ansem the Wise, revealing himself to be a double agent within the Organization, and sends Demyx to deliver a spare replica to Ienzo for Roxas to inhabit.

Riku and Mickey eventually locate and battle the corrupted Aqua in the realm of darkness. At the same time, Sora discovers Master Eraqus's Keyblade on the Destiny Islands and uses it to enter the dark realm, where he purges the darkness from Aqua and returns her to the realm of light. Sora, Donald, and Goofy then follow Aqua to Castle Oblivion, which she transforms back into the Land of Departure to awaken Ventus. When she is attacked by Vanitas, Sora rediscovers his power of waking and returns Ventus's heart, who awakens and fends Vanitas off.





The seven Keyblade wielders depart for the Keyblade Graveyard to battle the Organization, only to be consumed by a swarm of Heartless summoned by the possessed Terra. Sora awakens in a limbo realm called the Final World, where his heart is sustained by Kairi's power, while a Chirithy guides him in restoring his fragmented body. He then uses the power of waking to revive his friends and travel back in time to the moment before their initial defeat, which is averted by the intervention of Terra's lingering will. The guardians of light successfully destroy the Organization's members until Master Xehanort remains; in the process, Terra regains control of his body and reunites with Aqua and Ventus, while Lea reunites with Xion, who regains her memories from Sora's heart, and Roxas, who regains his own heart to protect Lea and Xion.

Xehanort provokes Sora into attacking him by destroying Kairi's body, allowing Xehanort to acquire the χ -blade and summon Kingdom Hearts. Using Xehanort's power of time travel against him, Sora, Donald, and Goofy transport him to his boyhood training grounds of Scala ad Caelum, where they defeat replicas of Xehanort and, eventually, Xehanort himself. After the other Keyblade wielders rejoin them, Eraqus emerges from Terra as a spirit and convinces Xehanort to surrender. Xehanort dies shortly after and ascends to the afterlife together with Eraqus, while Sora and his friends use the χ -blade to close Kingdom Hearts and return to the Keyblade Graveyard. Sora decides to use the power of waking to save Kairi; despite warnings that his repeated misuse of this power could result in him vanishing from the realm of light, Sora promises to return. Afterwards, Sora's friends gather at the Destiny Islands for a celebration, where a revived Kairi stays beside Sora before he fades away.

In a post-credits scene, Xigbar, who survived the battle, retrieves Xehanort's Keyblade and summons four of the five Foretellers, revealing himself to be an incarnation of their fellow Keyblade apprentice, Luxu. He begins to recount his actions to the Foretellers, with Maleficent and Pete watching from afar. In a flashback to their youth, Eraqus and Xehanort begin a new game of chess that predicts a battle between Sora, Luxu, and the Foretellers.

Release

Kingdom Hearts III was released for the PlayStation 4 and Xbox One on January 25, 2019 in Japan and other Asian countries, and on January 29, 2019 elsewhere. In July 2017, at D23, it was announced that the game would release in 2018. Almost a year later, at an additional performance of the Kingdom Hearts Orchestra World Tour in Los Angeles, the game's North American release date was revealed to be January 29, 2019. Nomura spoke to moving the game's release date outside of 2018, stating the development team had been told the original release date they had considered was not "good timing in the year" to release the game, especially considering "differences in holiday lengths and how stores behave in different regions". In addition, Square Enix requested the game be released as simultaneously as possible between Japan and the rest of the world, and not wanting to move up the release at the expense of development, resulted in the January 2019 date being chosen. The game's epilogue was planned to be added to the game on January 26 for Japan and January 30 elsewhere, while the secret ending content was planned to be added worldwide on January 31, 2019. This was done in order to help prevent them from leaking beforehand, since Nomura called them "the biggest spoilers" in the game.

A deluxe edition of the game features an art book, steelbook case, and collectible pin. Another edition, exclusive to the Square Enix store, includes Bring Arts figures of Sora, Donald, and Goofy in their Toy Box outfits in addition to the deluxe edition contents. A limited edition Kingdom Hearts III-themed PlayStation 4 Pro and DualShock 4 controller was released on January 29, 2019, exclusive to GameStop and EB Games in North America. Following the release of the game, Nomura confirmed the development of post-launch downloadable content, saying that the development team's current "top priority is on making DLC for KH3" with the intention of releasing a single content package of DLC in lieu of a separate "Final Mix" version like previous titles in the series. A DLC episode entitled Re Mind was officially announced in June 2019, with a slated release on January 23, 2020 for the PlayStation 4 and February 25, 2020 for the Xbox One.





Predator: Hunting Grounds



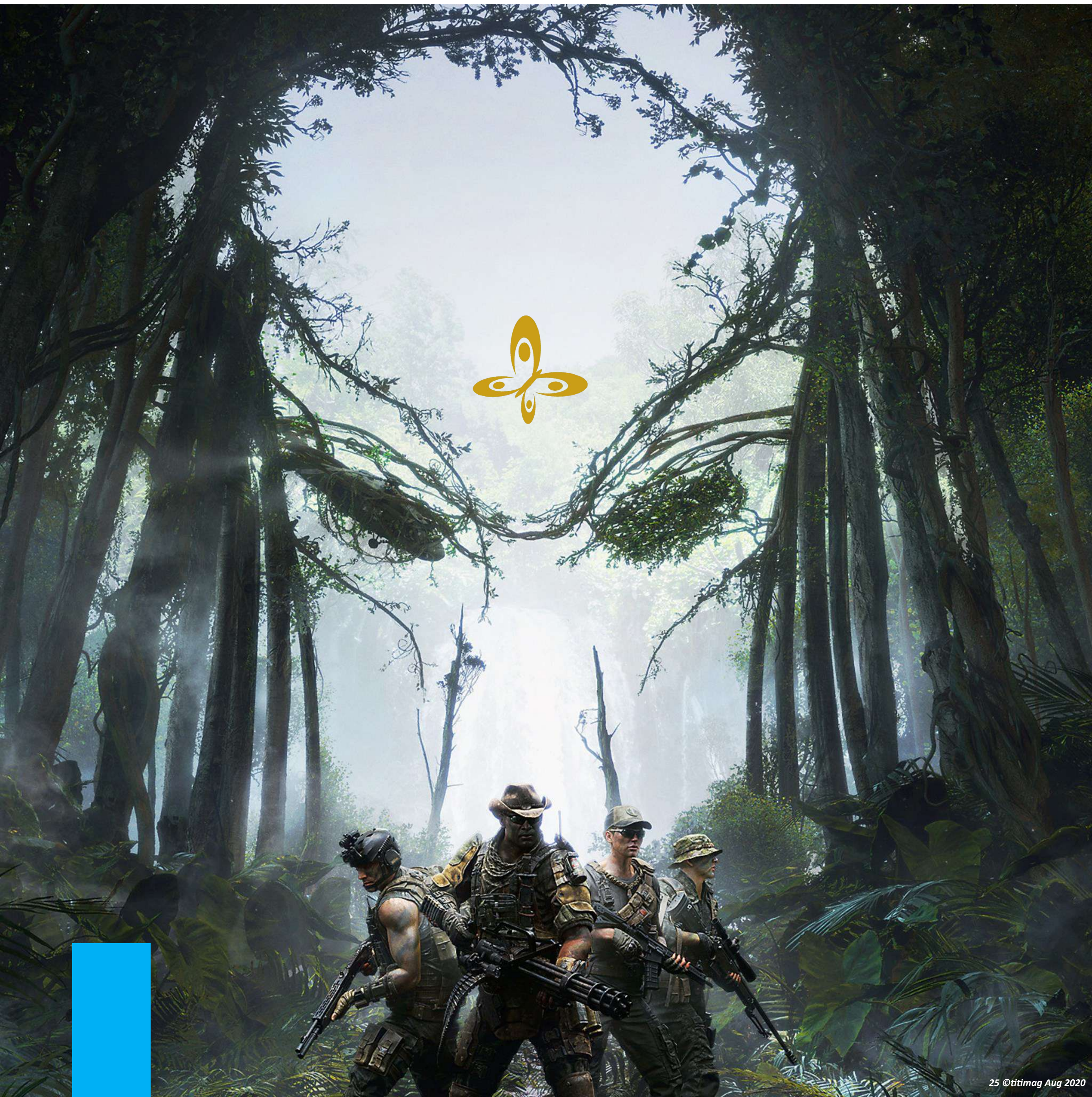
Predator: Hunting Grounds is a multiplayer video game developed by IllFonic and published by Sony Interactive Entertainment for PlayStation 4 and Microsoft Windows. It is part of the Predator franchise, featuring Arnold Schwarzenegger reprising his role as Alan "Dutch" Schaffer (Predator), Jake Busey reprising his role as Sean Busey (The Predator), and Jan Johns voicing the Predator Scarface, who previously appeared in Predator: Concrete Jungle.

Gameplay

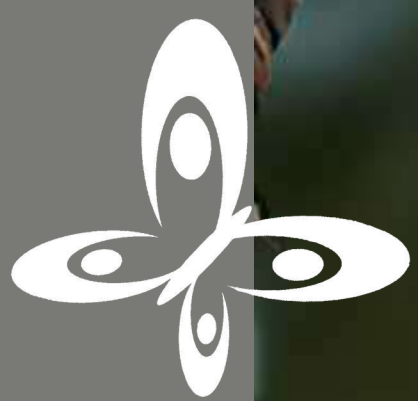
Predator: Hunting Grounds is an asymmetrical multiplayer video game. One player controls the Predator, while four others play as a team of special operations soldiers on a mission to collect intel or eliminate a drug lord. The chief element is to either avoid being hunted by the Predator or capture and kill the Predator who in turn will be controlled by the player.

Development

Hunting Grounds was announced at the State of Play presentation in May 2019. It was noted that the game will allow cross-play between Microsoft Windows and PlayStation 4. The beta version of the game was released on 27 March 2020 which was available until 29 March, with the full game released on 24 April 2020.







Developer: Fonic

Publisher: Sony Interactive Entertainment

Composers: Jamieson Trotter, Otto Andelin, Mark Rutherford

Engine: Unreal Engine

Platform: PlayStation 4, Microsoft Windows

Release: April 24, 2020

Genre: First-person shooter

Mode: Multiplayer

TiTi Rating: 5/10

PREDATOR

HUNTING GROUNDS



CYBERPUNK
2077



Call of Duty: Warzone is a free-to-play battle royale video game released on March 10, 2020, for Xbox One, PlayStation 4, and Microsoft Windows. The game is a part of the 2019 title Call of Duty: Modern Warfare but does not require purchase of it. Warzone was developed by Infinity Ward and Raven Software and published by Activision. Warzone allows online multiplayer combat among 150 players. Codenamed Operation: Rapid Sunder, it is set in the fictional city of Verdansk, which is loosely based on Donetsk city in Eastern Ukraine, on day 96 of the ongoing in-game conflict. The game features both cross-platform play and cross-platform progression between both games.

The game features two main modes: Plunder and Battle Royale. Warzone introduces a new in-game currency system called "Cash" which is used at "Buy Stations" in and around Verdansk. "Loadout" drops are an example of where Cash can be traded for limited access to players' custom classes (which are shared with Modern Warfare's standard modes). Players may also use Cash to purchase items such as "killstreaks" and gas masks. At launch, Warzone only offered Trios, a squad capacity of three players. However, in free post launch content updates, Solos, Duos and Quads have all been added to the game.

The game received generally positive reviews from critics, with the maps receiving specific praise. In May 2020, Activision announced that Warzone had surpassed over 60 million downloads in the first two months.

Gameplay

Game modes

Warzone features two primary game modes: Battle Royale and Plunder. It is the second main battle royale installment in the Call of Duty franchise, following the "Blackout" mode of Call of Duty: Black Ops 4 (2018). Warzone differs from Black Ops 4 by reducing reliance on equipable gadgets and instead encouraging the accumulation of a new in-game currency called Cash. Warzone supports up to 150 players in a single match, which exceeds the typical size of 100 players seen in other battle royale titles.

The Battle Royale mode is similar to other titles in the genre where players compete in a continuously shrinking map to be the last player remaining. Players parachute onto a large game map, where they encounter other players. As the game progresses and players are eliminated, the playable area shrinks forcing the remaining players into tighter spaces. In Warzone, the non-playable areas become contaminated with a green gas that depletes health and eventually kills the player if they do not return to the safe playable area.[5] Unlike other titles, Warzone introduces a new respawn mechanic, a greater emphasis on vehicles, and a new in-game currency mechanic. Parachuting is unrestricted, with the player being allowed to open and cut their parachute an unlimited number of times while in air. At launch, the game supported trios of up to three players with an option to disable squad filling. Infinity Ward has mentioned testing the number of squad members in future updates. Four-player squads and Solo BR modes were added in following updates, while Duos was added near the end of Season 3.

Character death in Battle Royale does not necessarily translate to player defeat like in other titles. Instead, the mode offers a respawn mechanic which players can take advantage of in various ways. Players who are killed are transported to the "Gulag", where they engage in one-on-one combat with another defeated player, with both players being given same weaponry. The guns that the players receive have no attachments. Players may only enter the gulag after their first death in a match. The winner of this combat is respawned into the game. Other methods of respawn are available using the in-game currency system. Players may use the in-game currency to purchase respawn tokens for themselves or for other players should they not be revived by the Gulag mechanic.





Developers: Infinity Ward, Raven Software
Publisher: Activision
Series: Call of Duty
Engine: IW engine 8.0
Platforms: Microsoft Windows, PlayStation 4, Xbox One
Release: March 10, 2020
Genres: Battle royale, first-person shooter
Mode: Multiplayer
TiTi Rating: 5/10





In the Plunder mode, teams have to search for stacks of Cash scattered around the map to accumulate \$1 million. Once found, the game goes into overtime, multiplying all Cash sums by 1.5. The team who has gathered the most money when the clock runs out is declared the winner. Players respawn automatically in this gamemode.

Equipment

Every player starts off with the X16 pistol with no attachments. Players can pick up every component found in a standard loadout (primary and secondary weapons, lethal and tactical equipment, field upgrades, and kill streaks) as they search the map for items located on the ground as well as in supply boxes found in designated locations. Additional equipment unique to the Warzone game mode is shield plates. Three of these shield plates can be applied to a player at a given time with the ability to carry five shields in the players' inventory, or eight if the player has found an armor satchel. Players can also pick up cash that can be used at buy stations for various purposes. Custom loadouts, which are shared with the Multiplayer mode of Modern Warfare, can be acquired using random loadout drops (or bought from buy stations). In Plunder, players spawn with custom loadouts, similar to regular Multiplayer modes.

Announcement and release

Warzone was released on March 10, 2020, following a series of glitches and leaks in the preceding month. The existence of the game had been leaked a month prior by a post on Reddit, and a software glitch that same month briefly allowed players to view an early version of the battle map. On March 8, 2020, two days before release, YouTube streamer Chaos published an 11-minute video claiming to feature gameplay from the unreleased Warzone title. The video was removed, and on March 9, Warzone's publisher, Activision, officially announced that the game would be released on March 10. On March 11, 2020, Activision announced that Warzone had been downloaded by six million people in the first 24 hours. After four days, it was revealed that Warzone had been downloaded by over 15 million people.

On May 5, 2020, Activision announced that Warzone had surpassed over 60 million downloads in the first two months.





CALL^{OF} DUTY WARZONE



CALL^{OF} DUTY WARZONE





GADGET

SPARK 5

5 Cameras More Angles



6.6"
Dot-In Display



5000 mAh
Battery



13 MP
AI Quad Camera
with Quad Flash



4G
LTE



\$208.87

13MP

Main Camera F/1.8 Big Aperture

2MP

Macro Lens - Close-up Shot

2MP

Depth Lens - AI Bokeh Effect

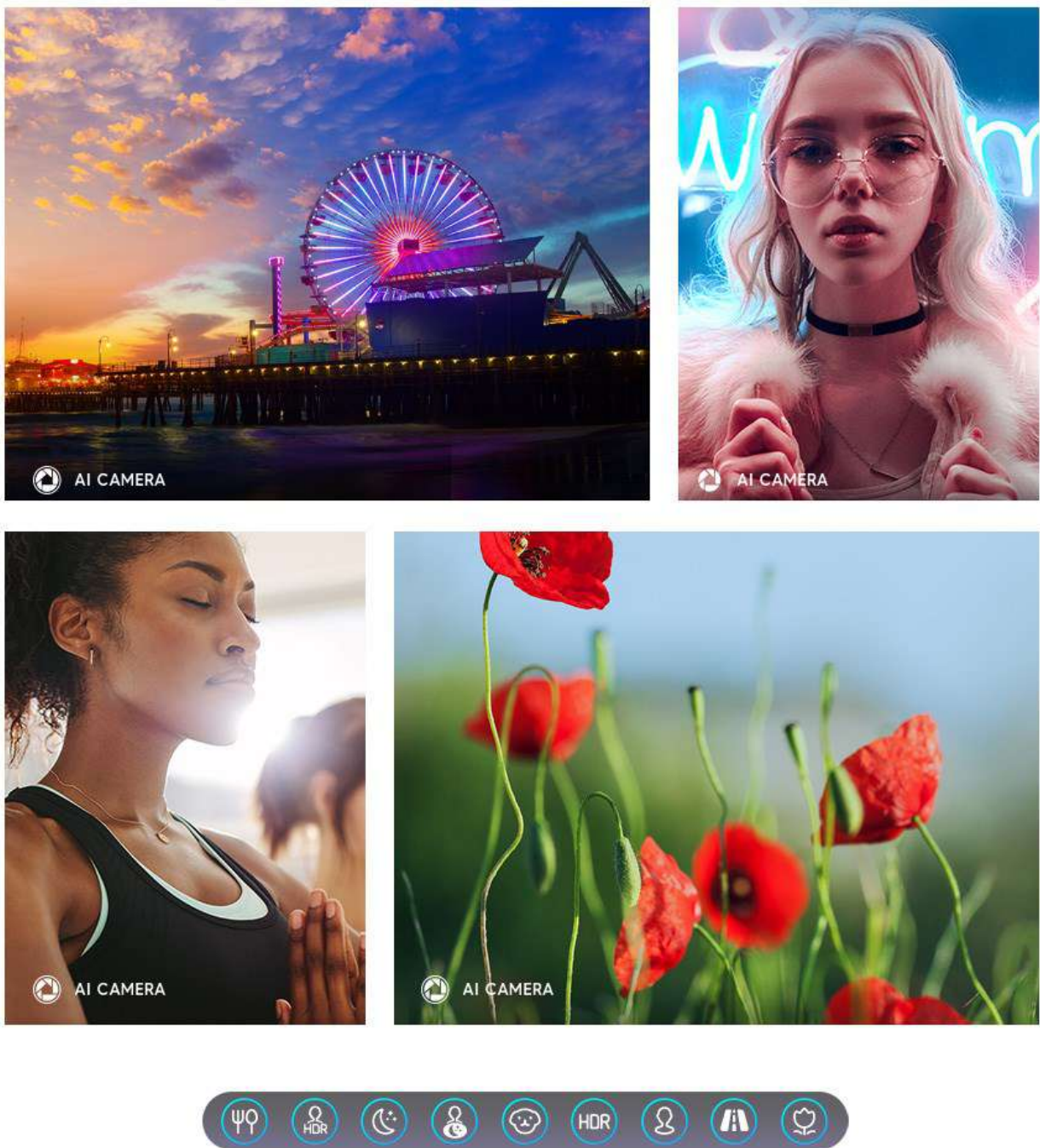
AI Lens

AI Camera 3.0



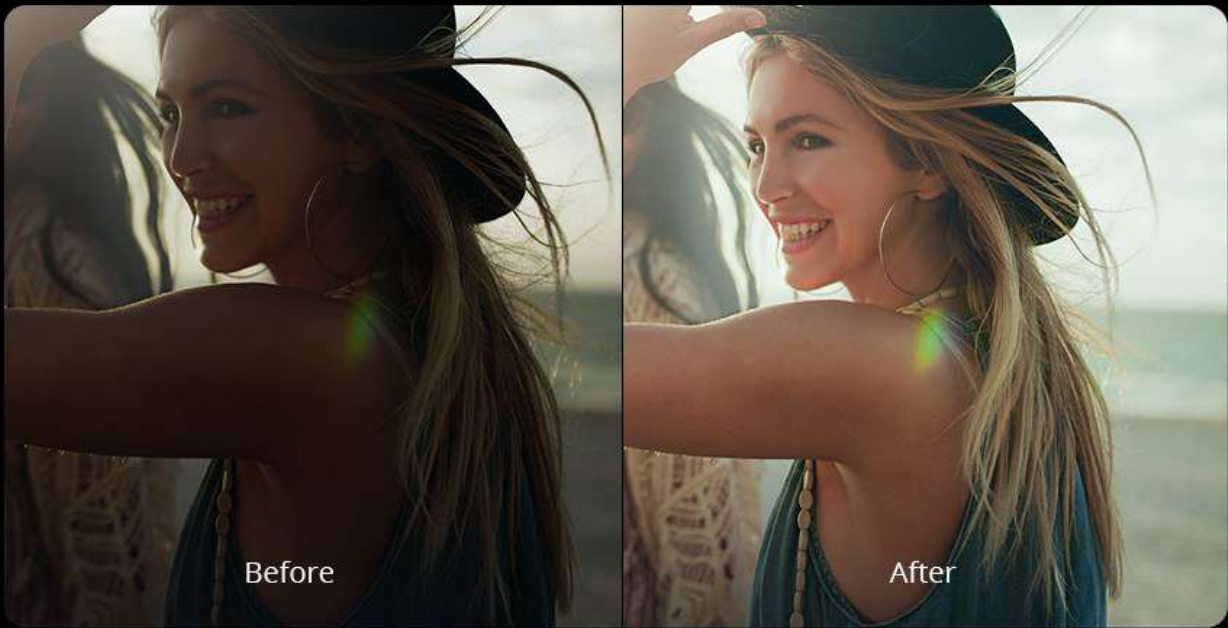
AI Scene Detection

10 different scene detection fully cover both simple and mixed scenes at the same time. Once the scene is recognized, it would offer corresponding AI optimization, letting you take more realistic and detailed photos.



AI HDR

AI HDR controls the light part from getting overexposed, showing more detailed and crisp dark parts. The fog removal algorithm improves the overall selfie effect. The colour output is loss less and presents every details, making the selfie portrait more colorful and vivid.

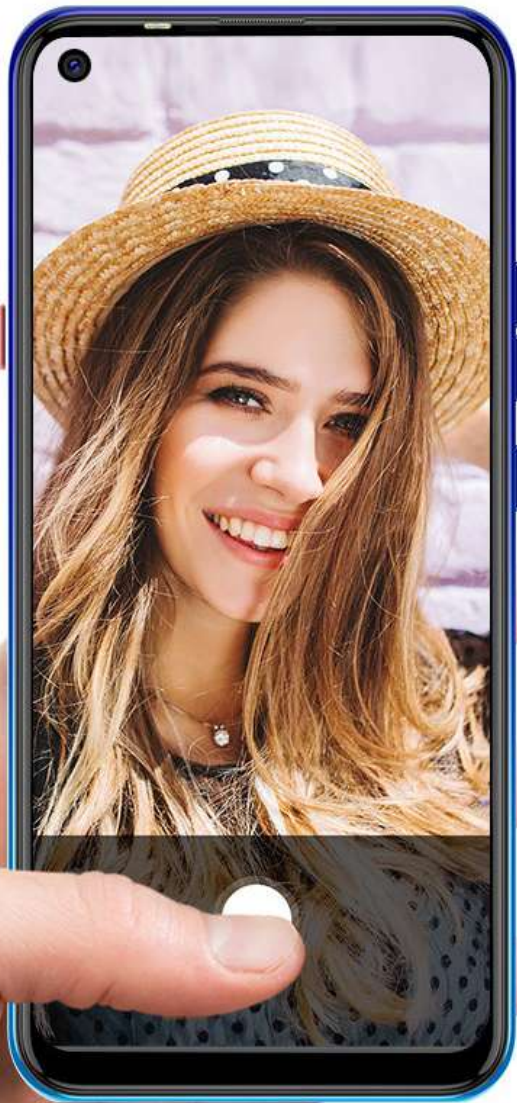
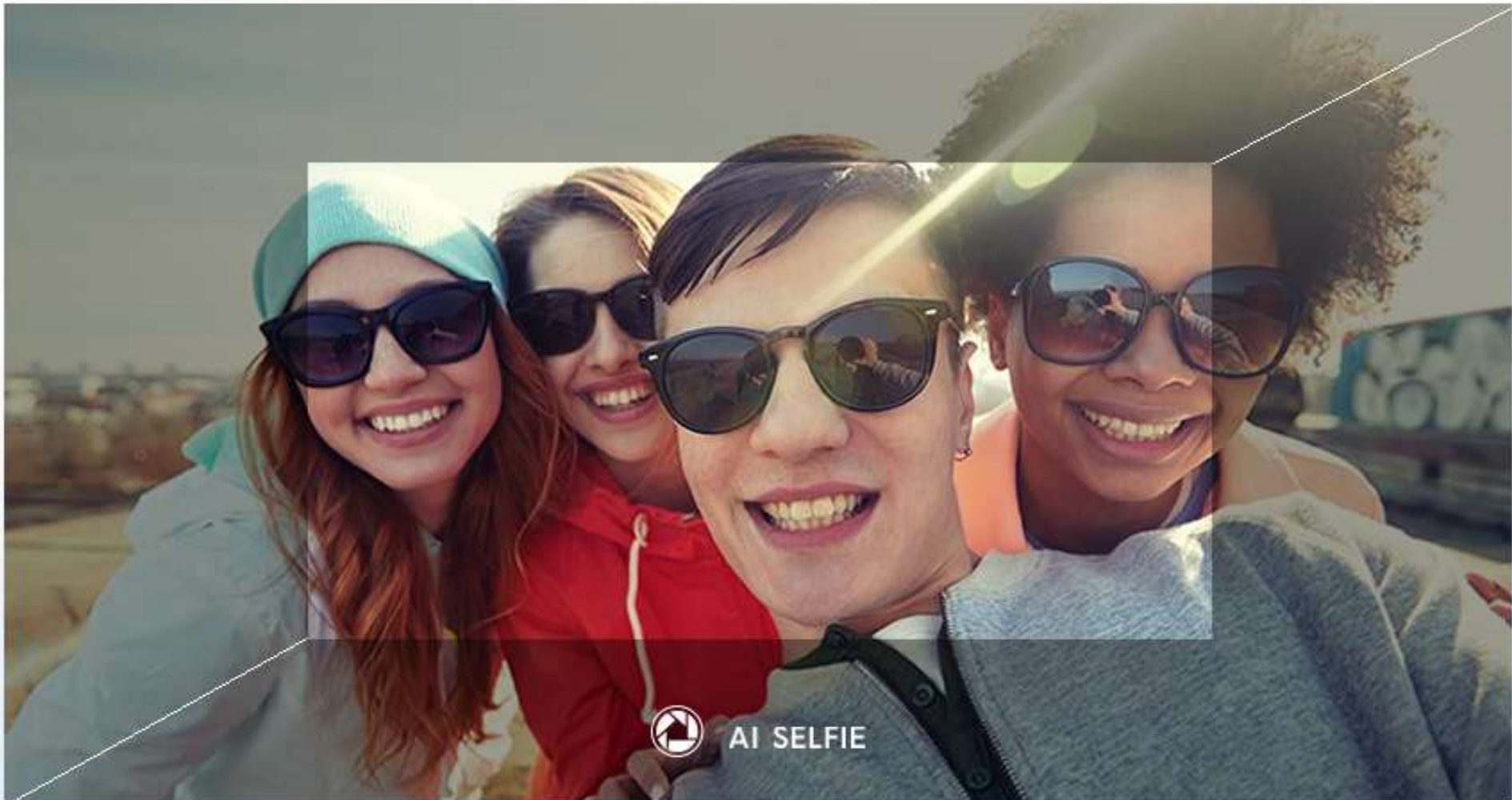


Wider and Better AI Bokeh Effect

Background Bokeh Effect has been fully upgraded, giving portraits better focus in the whole picture along with processing details carefully.

Wide Selfie

When taking selfie with family or friends, adjust the angle of the phone according to the screen instructions, the camera would capture everyone and give you a brilliant wide selfie photo.



8MP AI Selfie Camera

Loaded with 8MP AI Selfie Camera, SPARK 5 is always ready to capture your glamorous moments. With dual front flash and Portrait HDR, brighter and charming selfie in a low light scenario is easier to take. Fully developed facial algorithm saving your time for retouches, offering a smoother and funnier selfie experience.



Macro Photography

The extreme close-up shot clearly shows more details and reveals the beauty of the smaller things around you.

6.6 Inch Dot-in Display

Truly immersive, wider and brighter visual experience. Optimized overall dimensions and 3D body radian provide comfortable hand hold. High resolution and 90.2% perfect screen ratio contribute to a more wonderful and much broader full view experience.

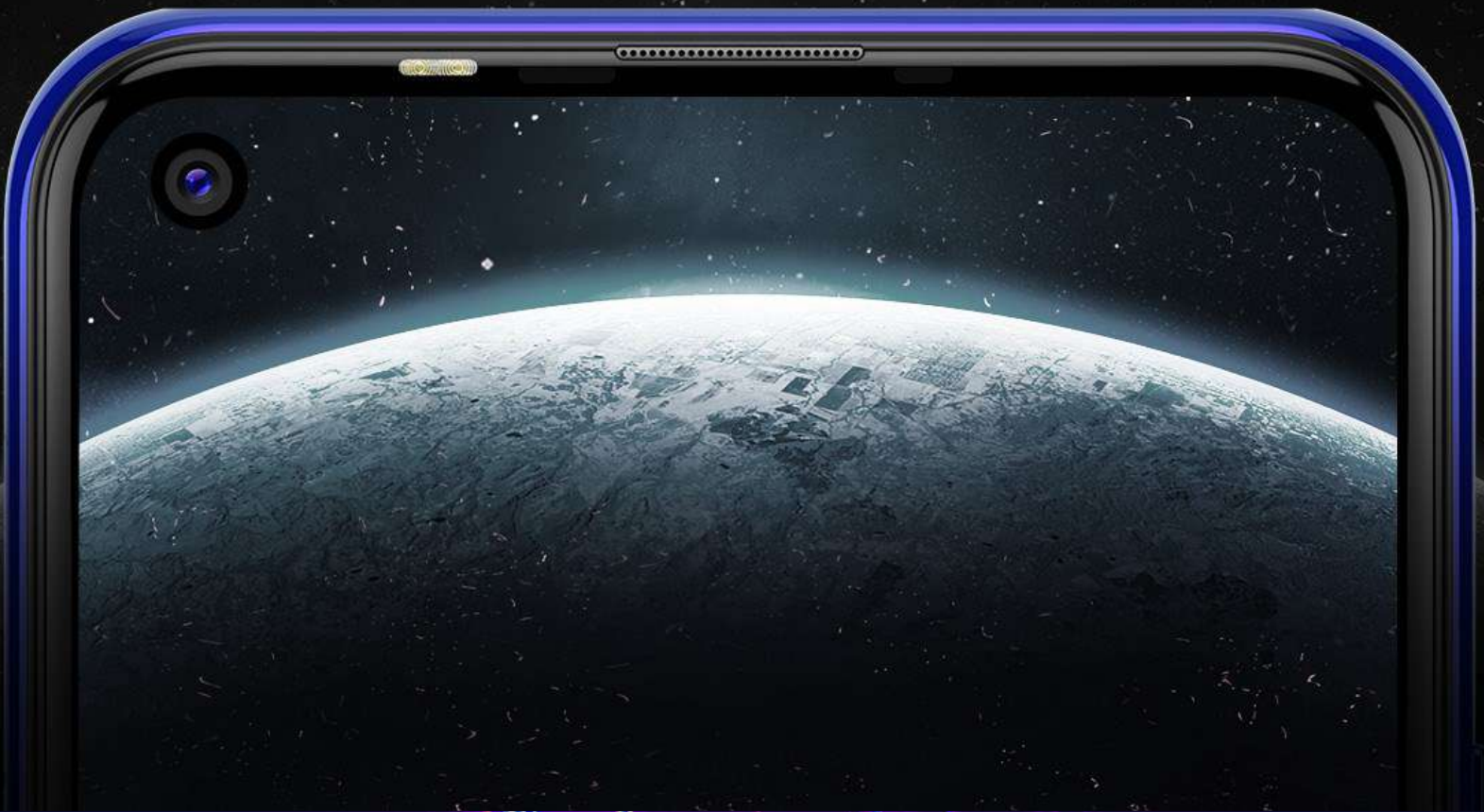
164.7*76.3*8.75mm
Optimized Dimension

720*1600
High Resolution

480nits
Brightness

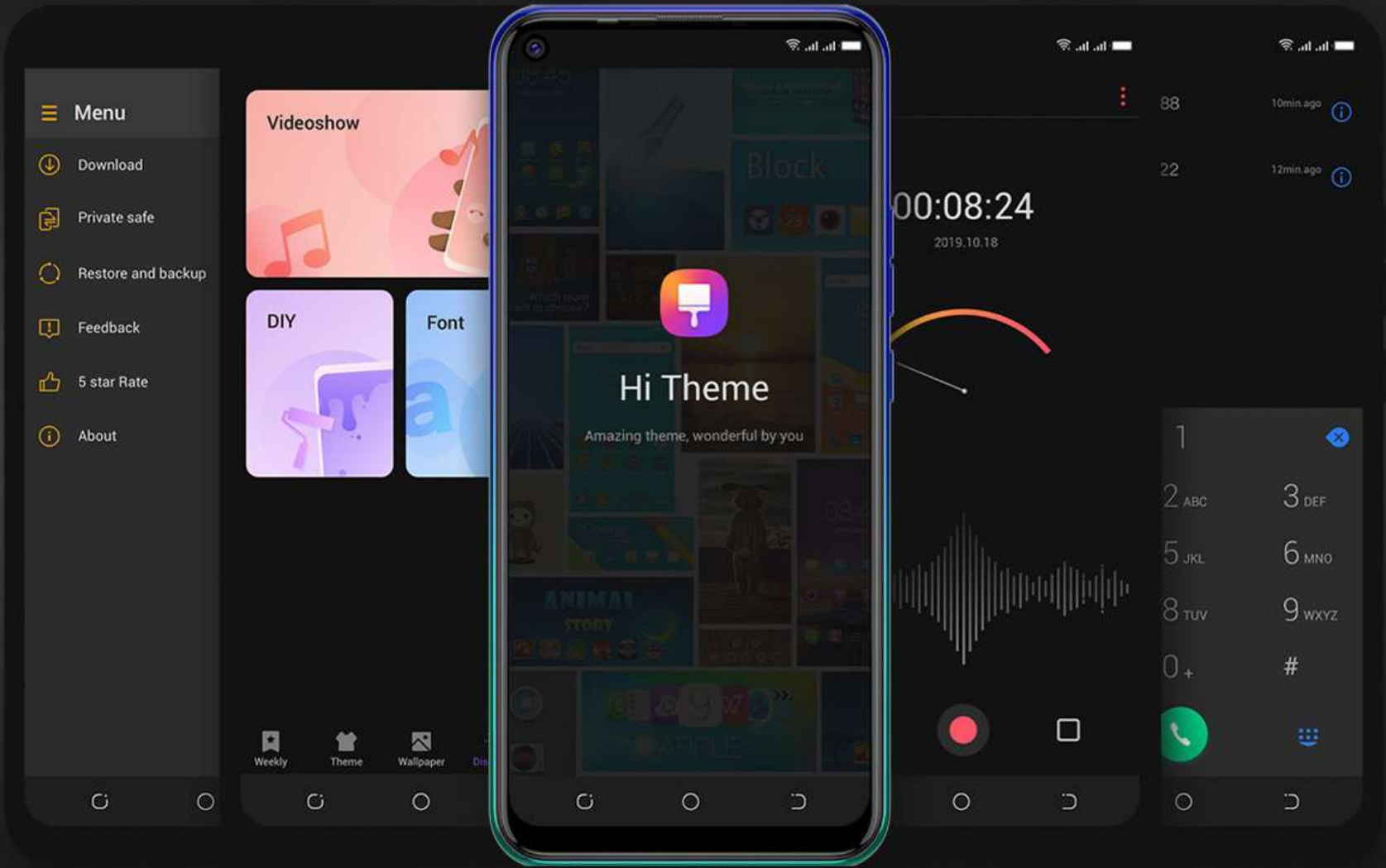
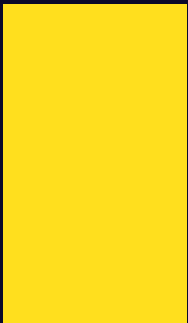
90.2%
Perfect Screen Ratio

3D Body Radian
Slim and Comfortable



New HiOS 6.0

New HiOS 6.0 based on Android Q is here, with improved OS performance and user experience.



Dark Theme

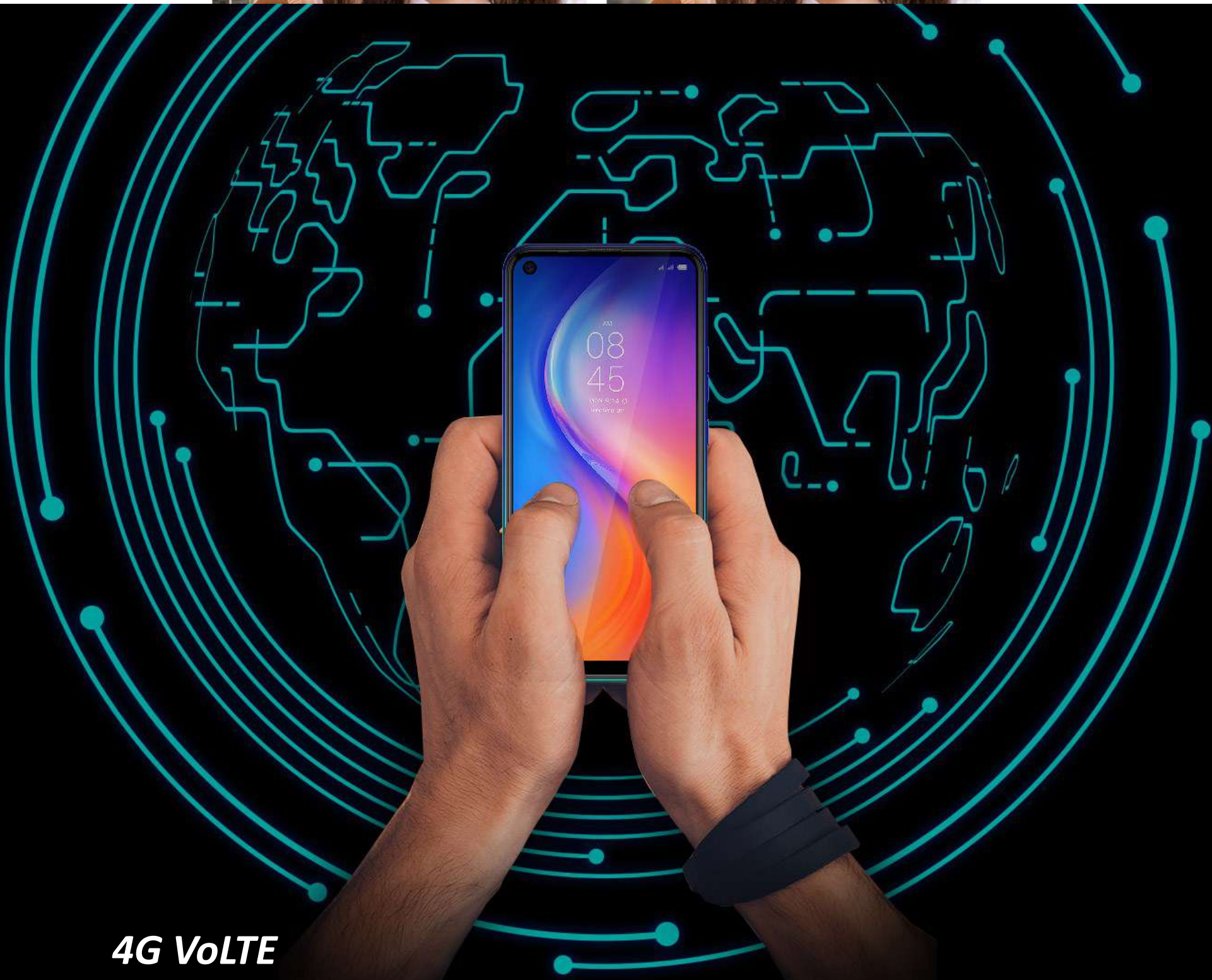
New Dark Theme not only reduces the screen's irritation to the eyes, but also saves energy and extends battery life effectively.

Social Turbo

Best WhatsApp Assistant Box with multiple features is available to make chatting fun with friends. A powerful tool box that can make your DIY Emoji, save present WhatsApp status, and automatically open flash while you have incoming WhatsApp call. More advanced features have been added.



Portrait Bokeh Effect 2.0



4G VoLTE

*Now you could have super-clear voice quality calling with your family and friends when both phones use this function.
(*The network operator should support this function.)*

Design

Elaborate textural curves and fantastic gradient color choices make new SPARK 5 easily catch everyone’s attention. More choices for your unique style.



Misty Grey | Vacation Blue | Ice Jadeite | Spark Orange



- Battery Lab**
Smart Power-saving System
- 344 Hours**
Standby Time
- 16 Hours**
Calling
- 8 Hours**
Camera
- 16 Hours**
Music
- 14 Hours**
Website Browsing
- 14 Hours**
Video Playback

5000mAh Great Power

Say goodbye to your power bank. 5000mAh powerful battery and smart power-saving system satisfy your needs of staying juiced up for daily work and life.



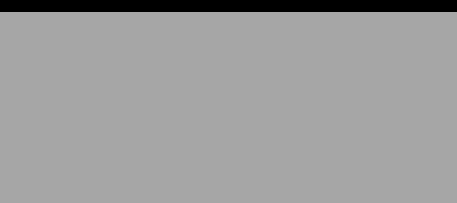
32GB ROM + 2GB RAM

32GB ROM offers enough space to store your favorite photos and important files. 2GB RAM provides stable and smooth performance with our system. Multitasking has become easier and faster.

32GB ROM
2GB RAM

Face Unlock 2.0

Automatically detect your closed eyes, greatly improving your phone privacy and security.





P33

My Power My Hero

4000mAh X AI Power Master

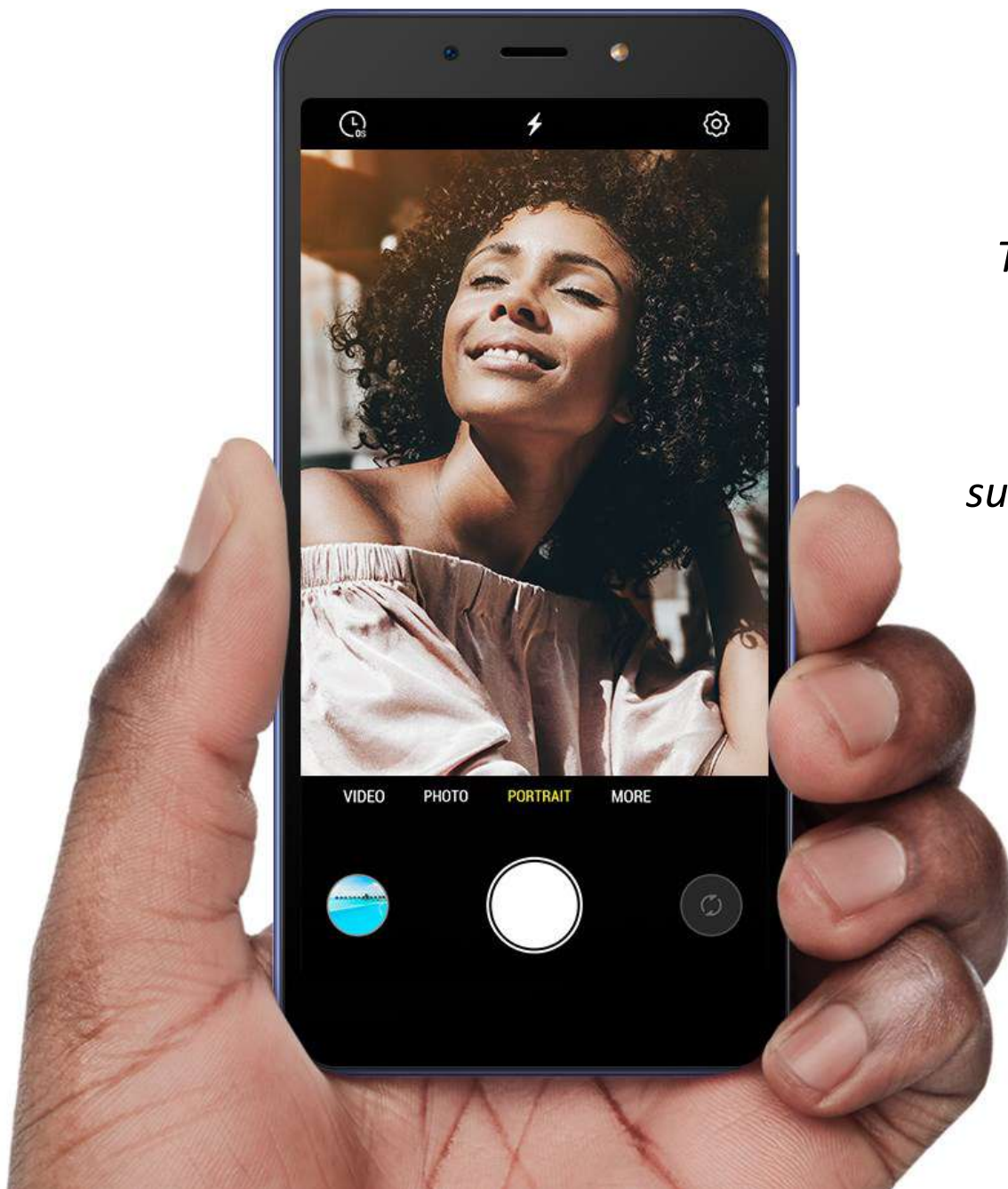
\$58

4000mAh Powerful Battery with AI Power Master

4000mAh

A 140% increase in available memory over P32, which means there's 16 GB available on P33. Powered by Android Go Operating System, it has more free space for users to save photos, videos and install more apps.

16 GB



8MP Dual Camera, Better Bokeh Effect

Taking perfect pictures with 8MP dual camera, P33 will improve the image quality and open up additional image effects via software such as improved Bokeh, superior portrait modes as well as long exposure effects in photos.



Fingerprint x Face Unlock

Unlock your P33 just by one glance or one touch of your fingertip. Fingerprint sensor can bring more convenience and security, for example, taking photos, answering the phone call, stopping alarm clock, quick launch apps, privacy protection, etc.

5.5" HD+ FullScreen, Immersive Visual Experience

5.5" FullScreen breaks the viewing boundary and fits your palm perfectly without increasing the body size. The HD+IPS display can present extraordinary visual experience with more details and vivid colors







P33 Plus

My Power My Hero

5000mAh X AI Power Master

\$65

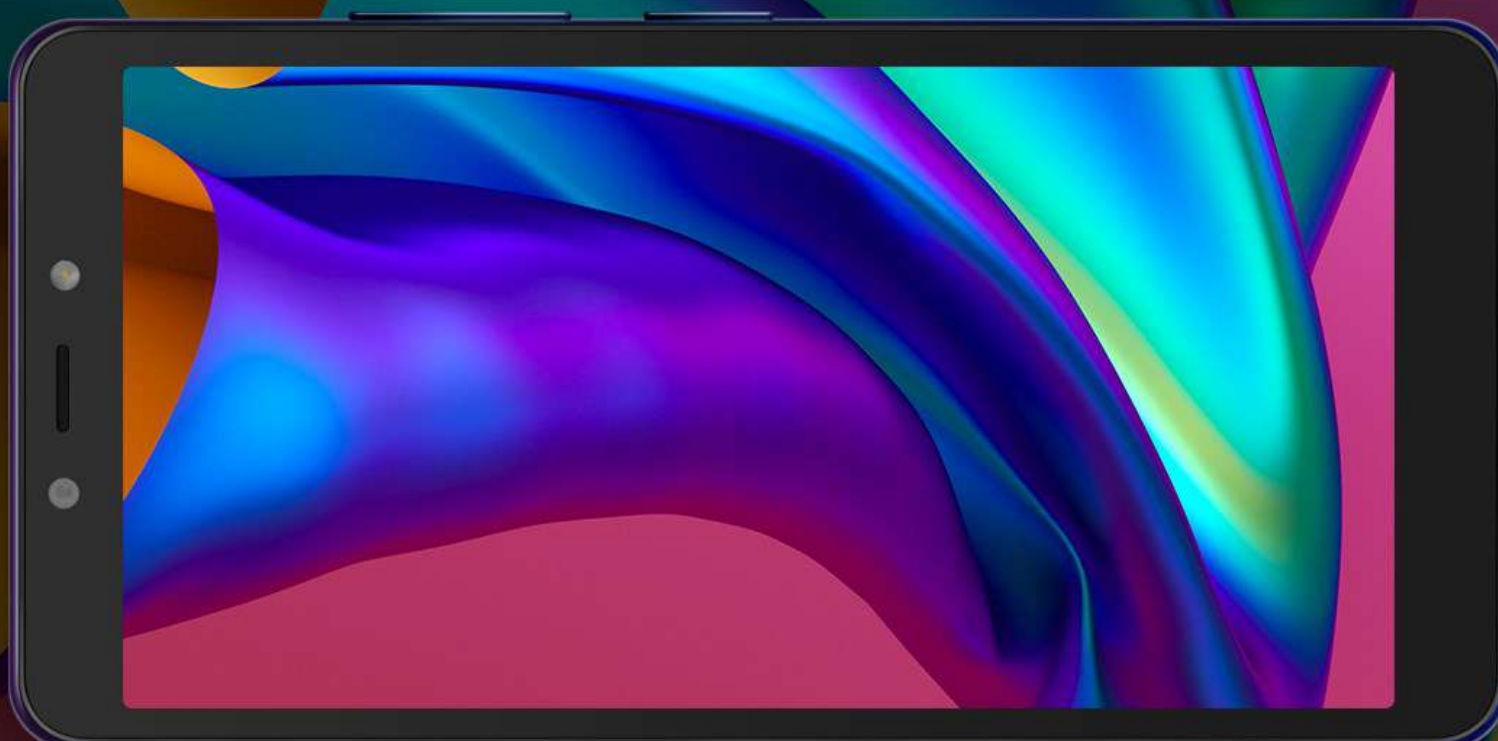
16GB Big Memory to Save More



Slim and Compacted Design

6.0" IPS FullScreen, Extraordinary Visual Experience

With 6.0" FullScreen, P33 Plus brings you into a bigger world. The IPS display presents a wonderful visual experience with more details and vivid colors.





8MP Dual Camera, Beauty Portrait

8MP dual camera gets you high-quality portraits. Through Beauty Mode V2.0, your work will look more radiant and captivating.

5000mAh Powerful Battery Supported by AI Power Master

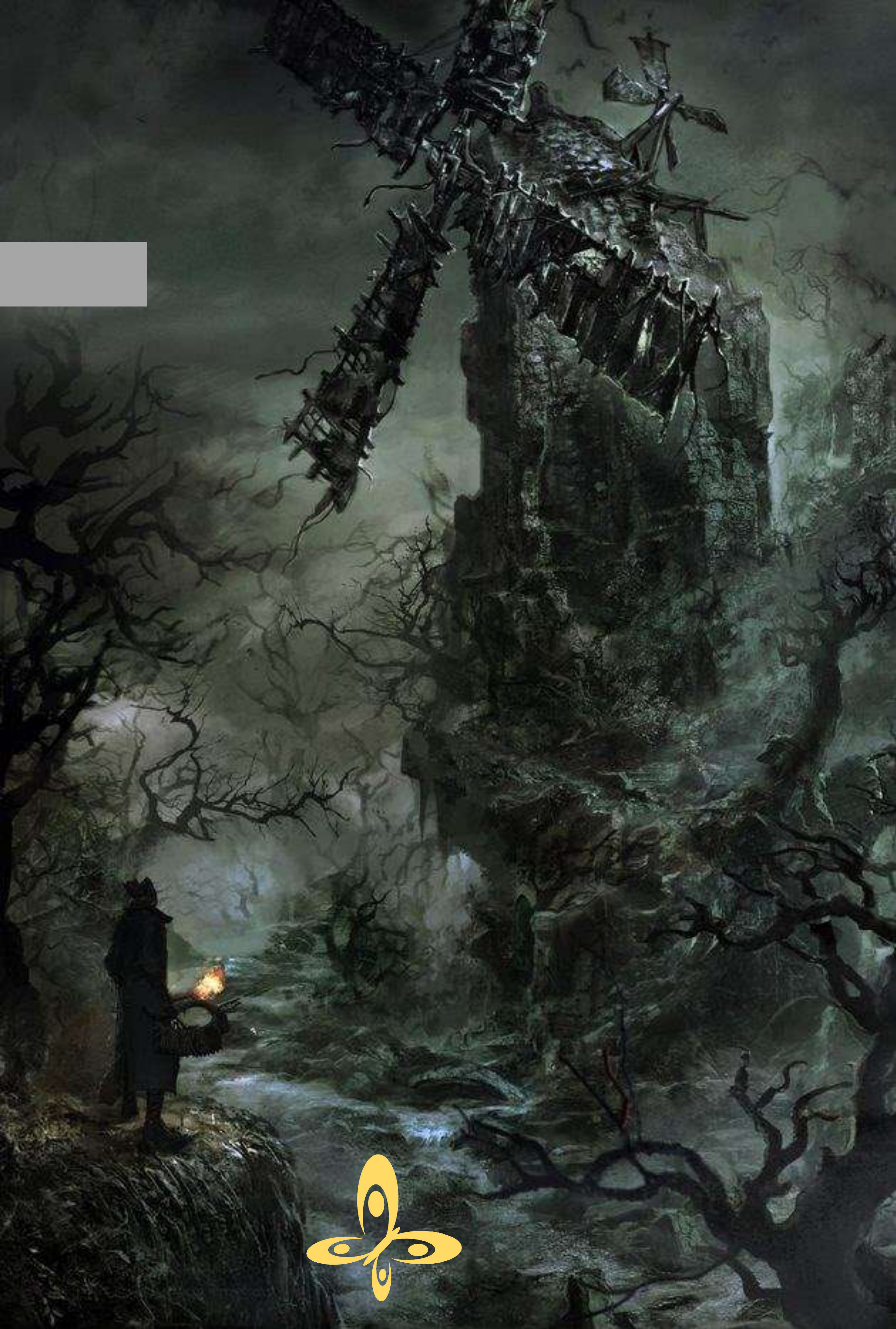
P33 Plus has a 5000mAh battery which gives users 100 hours normal usage, and it can effectively avoid the problem of frequent charging. With the AI Power Master, it saves power intelligently and extends battery life by 35%.



Fingerprint x Face Unlock

With just one glance or one touch of fingertip, you can easily unlock your phone at the moment, which brings more convenience and security. Much easier to take photos, to answer the phone call, to quickly launch apps, to protect privacy, etc..







P36



\$61

6.5" HD+ Waterdrop FullScreen

Of course, all your content must be presented properly. That is why we have installed a 6.5" HD+ narrow waterdrop display with a much bigger screen to body ratio on the P36. Whether you are reading an article or browsing social media, thanks to the incredible resolution of 1600 × 720 pixels, everything you see on the screen is as clear and vivid as it should be.



Innovation of the Double S Line and AG Effect

Equipped with an unprecedented Double S Line design, and a superior matte frosted glass (AG) spraying technology, the P36 not only has an elegant shape but also a silk-like touch feeling which makes it a phone that stands out in the group.

8.6mm Ultra Slim Unibody Design

The slim frame of the P36 forms the connection between the rounded curved-edge housing and the recessed display. This makes the body of the smartphone look unprecedentedly sleek and classy, all while allowing you to carry it comfortably in your pocket and to use it effortlessly with one hand.



5000mAh Big Battery with AI Power Master

Thanks to the combination the 5000mAh battery and the upgraded AI Power Master, the P36 can satisfy more than 3 days of normal use.



(Data is based on laboratory tests and could vary slightly based on test environment.)



Asus Zenbook Pro Duo

UX581GV-XB94T



Asus ZenBook Pro Duo UX581 15.6" 4K UHD NanoEdge Bezel Touch
Intel Core i7-9750H, 16GB RAM
1TB PCIe SSD, GeForce RTX 2060, Innovative Screenpad Plus
Windows 10 Pro - UX581GV-XB74T
Celestial Blue. by ASUS

\$2,999

15" ASUS ZenBook Pro Duo

14" ASUS ZenBook Duo



The laptop of tomorrow

PLAYERUNKNOWN'S
BATTLEGROUNDS



ASUS VivoBook S15

Beyond the edge

\$1,499.11

The ASUS VivoBook S15 gives you the perfect combination of beauty and performance. With its slim NanoEdge bezel, brushed-metal finish, the latest Intel® Core™ i7 processor with 16GB RAM, and NVIDIA® GeForce® 940MX graphics, VivoBook S15 is designed for today's fast-paced urban lifestyle.

Thinner and lighter

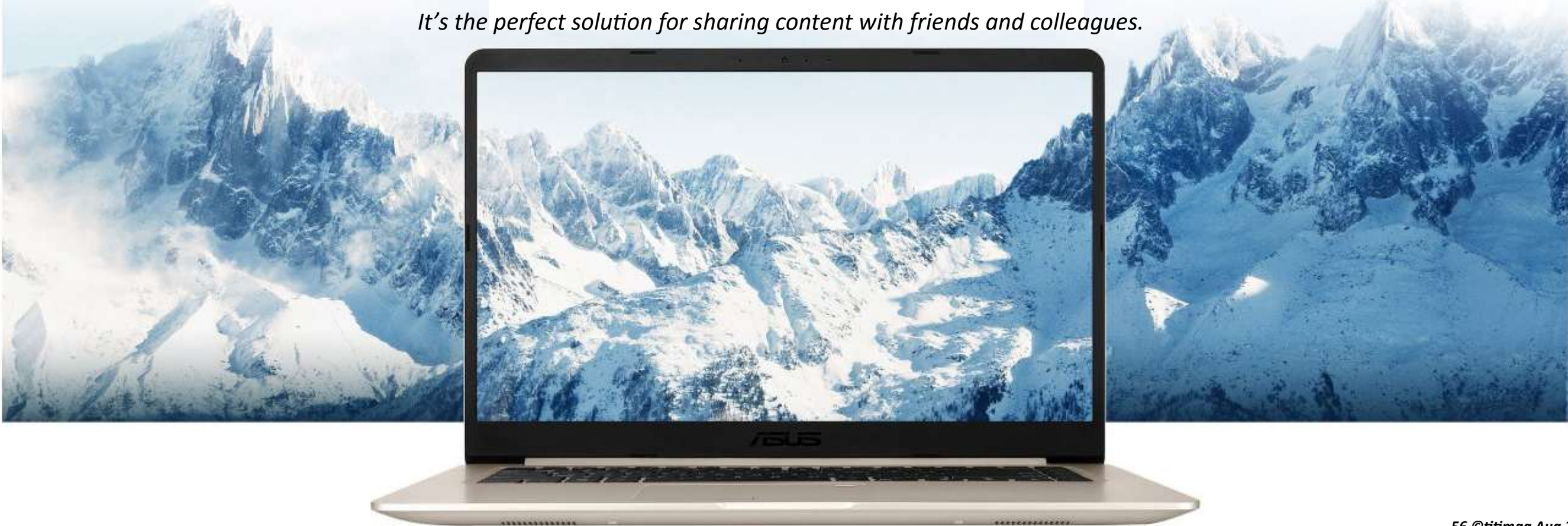
The ASUS VivoBook S15 is thinner and lighter than ever: it weighs just 1.5kg* and has an amazingly thin 17.9mm profile. It's an everyday laptop with the weight and compactness of an ultrabook.

* Specifications may vary by region.



NanoEdge display with ultra-narrow bezel

The ASUS VivoBook S15 fits the panel of a 15.6" Full HD display into a typical 14-inch laptop frame. This is possible due to the ultra-narrow 7.8mm NanoEdge bezel that gives it an incredible 80% screen-to-body ratio. The display also includes 178° wide-view technology to ensure that colors and contrast remain vivid and bold, even when viewed at sharp angles. It's the perfect solution for sharing content with friends and colleagues.



Incredible performance

Exceptional performance has always been the hallmark of the ASUS VivoBook S15. Powered by up to the latest Intel® Core™ i7 processor, with up to 16GB DDR4 2133MHz RAM and NVIDIA® GeForce® 940MX graphics, VivoBook S15 delivers ultra-smooth visuals and great gaming experiences. And with ultra-fast dual-band 802.11ac Wi-Fi, you can enjoy speeds of up to 867Mbps — that’s up to 6x faster than 802.11n! It’s everything you need for versatility and performance.*

** Specifications may vary by region.*



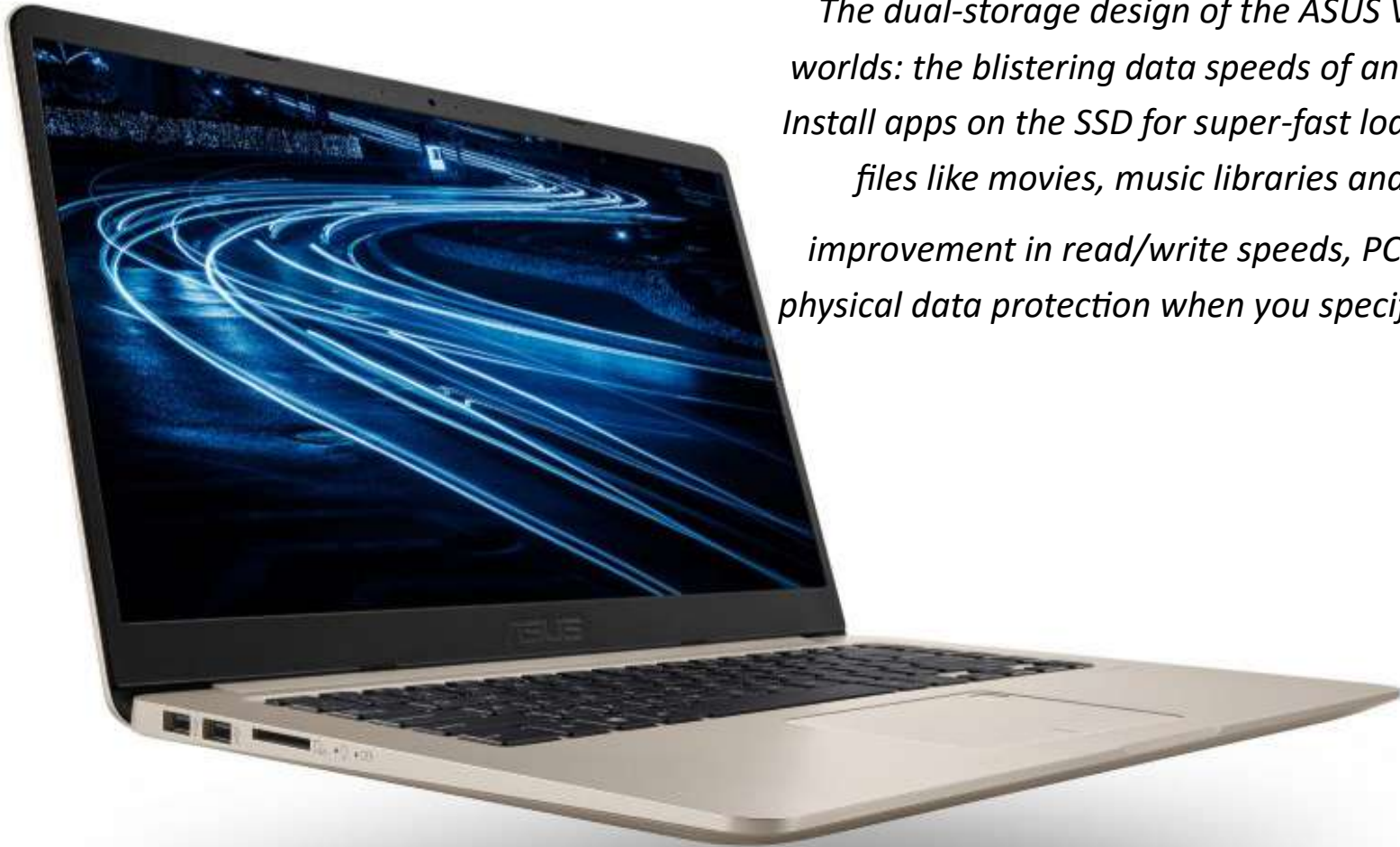
Complete connectivity

The ASUS VivoBook S15 is equipped with a USB 3.1 port with reversible USB Type-C™ connector with an any-way-up design that makes connecting devices simple and quick. USB 3.1 also delivers data transfer speeds up to 10x faster than older USB 2.0 connections! Its USB 3.1 port, HDMI and SD card slot support hassle-free compatibility with a wide range of peripherals, displays and projectors.



Supercharged data transfers

The dual-storage design of the ASUS VivoBook S15 provides the best of both worlds: the blistering data speeds of an SSD and the large capacities of an HDD. Install apps on the SSD for super-fast load times, and use the HDD to house large files like movies, music libraries and photo albums. Experience a drastic improvement in read/write speeds, PCMark performance, boot-up times, and physical data protection when you specify your VivoBook S15 laptop with an SSD.





A safe fast-charging and longer-lasting battery

ASUS VivoBook S15 laptops feature ASUS SuperBattery technology that offers a 3x longer lifespan than standard Lithium-ion cylinder batteries. The new ASUS Battery Health Charging Technology prolongs battery lifespan, decreases battery expansion rate and helps ensure the battery stays in a good condition. Fast-charge technology also charges the battery to 60 percent in just 49 minutes.

Stay cool — even after hours of use

Laptop cooling is important as it directly affects your computing experience. ASUS IceCool Technology uses smart fan control, thin heat pipes and a clever internal layout to create an efficient cooling system that keeps the average palm rest temperature below 35°C — lower than body temperature — to provide you with ultimate computing performance and a comfortable user experience.



1.4mm
travel distance



backlit keyboard

Ergonomic backlit keyboard

The ASUS VivoBook S15 has a full-size backlit keyboard* that's perfect for low-light settings. The sturdy, single-piece keyboard construction with 1.4mm key travel offers ergonomic and comfortable typing experiences.

- Specifications may vary by region.





Enjoy a world of color with ASUS Splendid technology

ASUS Splendid visual optimization technology provides the very best visuals for different kinds of content. It features four display modes, which can be accessed with a single click. Normal mode is ideal for daily tasks. Vivid mode optimizes contrast to deliver stunning photos and video; Eye Care mode reduces blue light levels to ease eye strain; and Manual mode allows for personalized color adjustments.

Pixel-perfect video — every source, every time!

ASUS Tru2Life Video technology makes any video look amazing. Through intelligent algorithms, it optimizes the sharpness and contrast of every pixel in every frame by 150% to produce incredibly vivid and realistic imagery — every time!



Fingerprint sensor for one-touch access with Windows Hello

Accessing your ASUS VivoBook S15 has never been easier or more secure. With the built-in fingerprint sensor in the touchpad and Windows Hello, there’s no need to type in your password every time to log in — just a single touch is all it takes!

* Specifications may vary by region.



SUMMER TIME PEPSI TIME



pepsi

www.pepsi.com



\$99

astro



A50 WIRELESS

\$95

NAR WEEKEND SCRIMS

PUGB MOBILE duos battle

2

AUGUST 2020
5 PM

PUBG PRICE

1ST PRICE:
10,000

2ND PRICE
5,000

3RD PRICE
3,000

4TH PRICE
2,000



For more info, go to
<https://discord.gg/cHq2M94>





Automobile

YEAR 2020

AMG GT



Starting at

\$127,900



THE 2020

AMG GT

Racing is where it comes from.

The drivers who bring home trophies for Mercedes-AMG also bring their knowledge, experience and insight to the development of the cars you get to drive on the street. Foremost among these is the AMG GT family. Racers always aim for a podium finish. That's where these cars started.



AMG GT 63 4DOOR

*Handcrafted 577hp AMG V8
biturbo engine Brilliant Blue metallic
Black 21" AMG® forged cross-spoke wheels1*

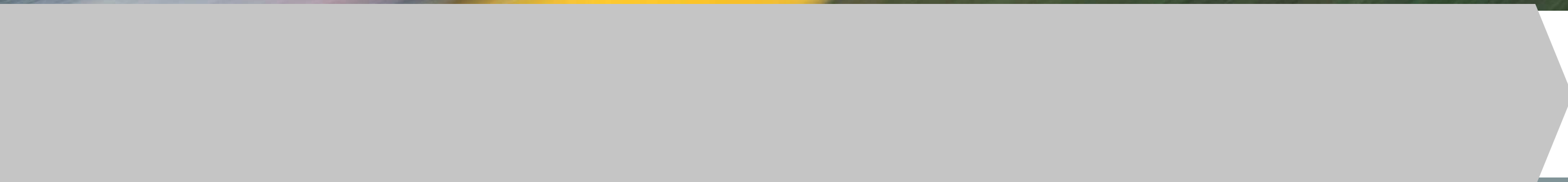








AMG GT 63 S 4 DOOR
*Handcrafted 630hp AMG V8
biturbo engine
designo Selenite Grey Magno
Aero Package, black 20" AMG®
forged cross-spoke wheels¹*



AMG GT COUPE
*Handcrafted 469hp AMG V8
biturbo engine
designo Iridium Silver Magno
19"/20" AMG® split
5-spoke wheels¹*



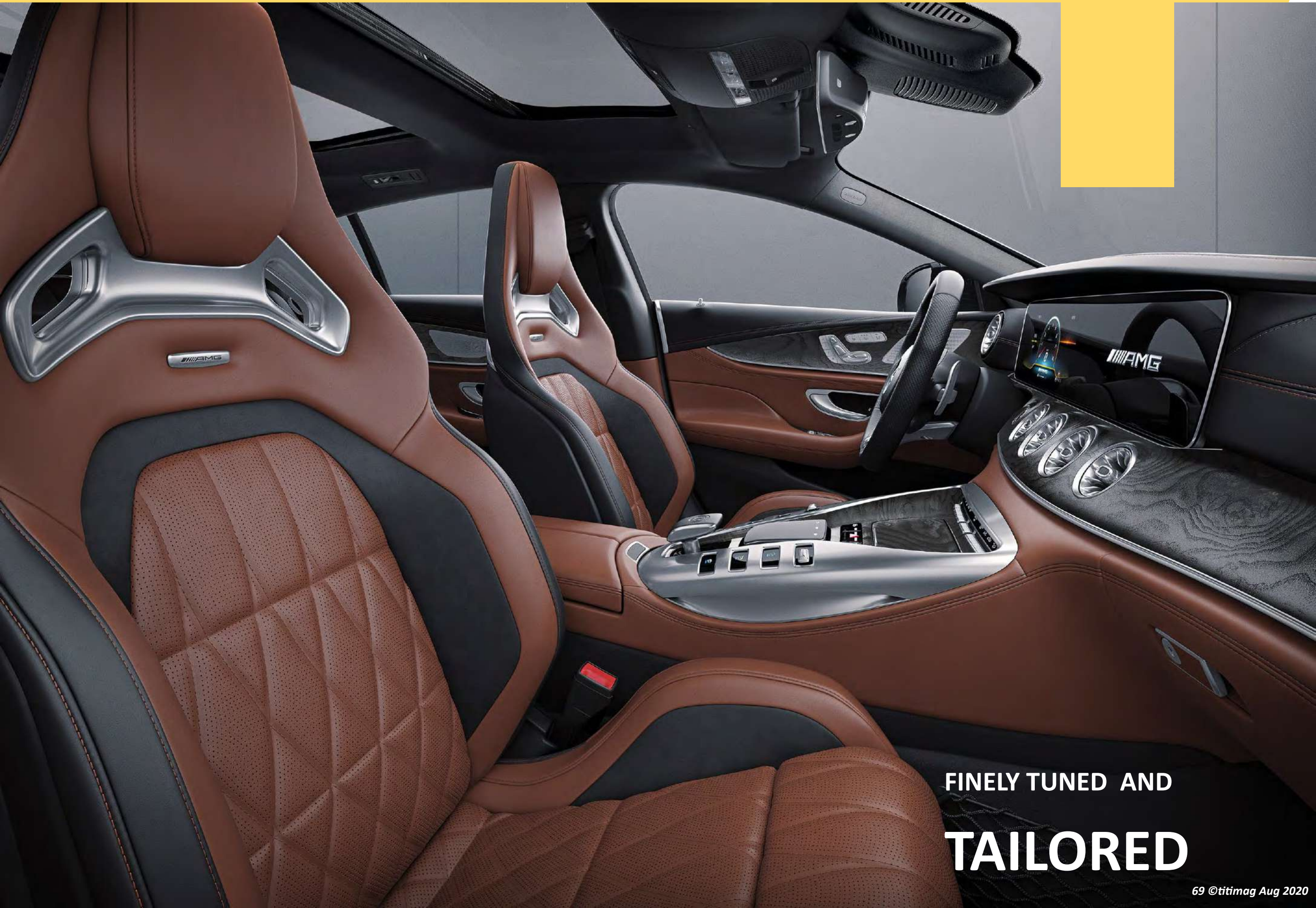
Handling highlights

Rear-wheel drive (2seaters), or AMG Performance 4matic+ all-wheel drive

AMG RIDE CONTROL suspension with multimode 3rd stage adaptive damping (based on AIR BODY CONTROL, with 4th wheel level control on GT 63, GT 63 S)*

ESP® Dynamic Cornering Assist

*Limited-slip rear differential (including electronic control and active rear-wheel steering on GT C, GT R, GT 63, GT 63 S)
9mode AMG Traction Control (GT R)*



FINELY TUNED AND
TAILORED

AMG GT 53 4 DOOR

*AMG-enhanced 429hp inline6
turbo with electric EQ Boost
Iridium Silver metallic
AMG Night Package, black 20"
AMG® multispoke wheels¹*



AMG GT R PRO COUPE

*Handcrafted 577-hp AMG V8
biturbo engine
designo Selenite Grey Magno
Grey 19"/20" AMG® forged
twin 5-spoke wheels¹*







DESIGN

*Lightweight, rigid 90–98% aluminum body and spaceframe (2-seaters) Active aerodynamics (elements vary by model)**

Vertical-bar AMG grille LED high-performance headlamps (active on 4-doors) and taillamps AMG Aerodynamics, Carbon Fiber,

Exterior Night, Interior Night, and Exclusive Interior Packages AMG Performance steering wheel in any of up to five material choices**

A wide variety of options in cabin upholstery and trim appointments AMG illuminated door sills**



TECHNOLOGY

Console with color display buttons and rotary or touchpad controller 12.3" digital instrument cluster, and 10.25" (12.3" on 4-doors) central multimedia screen Steering wheel with Touch Control Buttons and AMG DRIVE UNIT* COMAND® navigation with voice*

control of many cabin features Apple CarPlay™ and Android Auto Mercedes me connect featuring smartphone app with remote vehicle features, 4G LTE WiFi,* and more2 Front* and rearview cameras, Blind Spot Assist,* PARKTRONIC or Active Parking Assist*



POWER

Engine: AMG-enhanced inline-6 turbo with EQ Boost Integrated Starter-Generator (ISG), or handcrafted AMG V8 biturbo

9-speed AMG SPEEDSHIFT® TCT or MCT transmission, or 7-speed AMG SPEEDSHIFT DCT transaxle AMG-patented NANOSLIDE®

cylinder-wall technology Dry-sump lubrication, under-9lb carbon fiber driveshaft (2-seaters) Carbon fiber torque tube (GT R)

AMG Performance 4matic+ all-wheel drive (4-doors) AMG Sport, Performance, or Dynamic Performance Exhaust



HANDLING

*19" to 21" AMG® wheels*1 AMG High-performance, Composite, or Ceramic Composite Braking System* AMG DYNAMIC SELECT drive modes*

Active rear-wheel steering, electronic* limited-slip differential Dynamically ideal 47:53 front/rear weight distribution (2-seaters)*

9-mode AMG Traction Control (GT R) AMG Sport Suspension (GT), 3-stage AMG RIDE CONTROL Sport Suspension (GT, GT C, GT R, GT 53), or AMG RIDE*

CONTROL Sport Suspension based on AIR BODY CONTROL® (GT 63, 63 S) AMG Track Pace in-car performance data logging system



LUXURY

AMG Performance or multicontour Performance* power front seats Dual fixed rear seats with carbon fiber seatbacks or Executive rear*

seats (4-doors) Heated, ventilated,* and massaging active multicontour* front seats Dual-zone or 3-zone* climate control*

ENERGIZING Comfort orchestrates sound, lighting, fragrance, seating and climate comfort (4-doors) AIRSCARF® neck-level heating*

*(roadsters) Burmester® or Burmester High-End 3D surround sound systems**





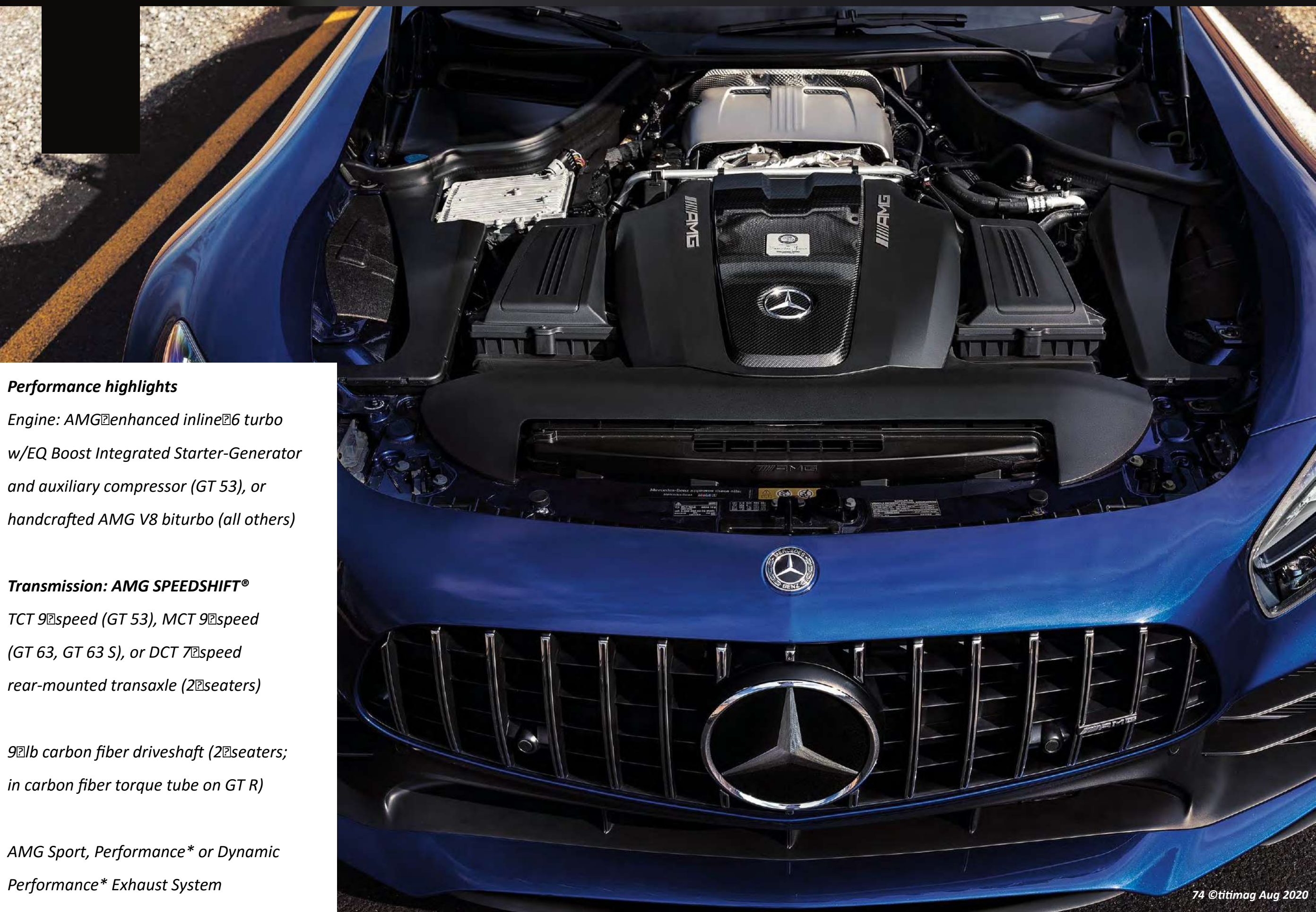
AMG GT C ROADSTER

Silver Pearl/Black Exclusive

Nappa leather, AMG Gloss

Carbon Fiber Exclusive trim

*AMG Performance steering
wheel in DINAMICA*



Performance highlights

Engine: AMG-enhanced inline-6 turbo
w/EQ Boost Integrated Starter-Generator
and auxiliary compressor (GT 53), or
handcrafted AMG V8 biturbo (all others)

Transmission: AMG SPEEDSHIFT®

TCT 9-speed (GT 53), MCT 9-speed
(GT 63, GT 63 S), or DCT 7-speed
rear-mounted transaxle (2-seaters)

9-lb carbon fiber driveshaft (2-seaters;
in carbon fiber torque tube on GT R)

AMG Sport, Performance* or Dynamic
Performance* Exhaust System







THE TRACK





mitsubishi OUTLANDER

Starting at

\$25,500



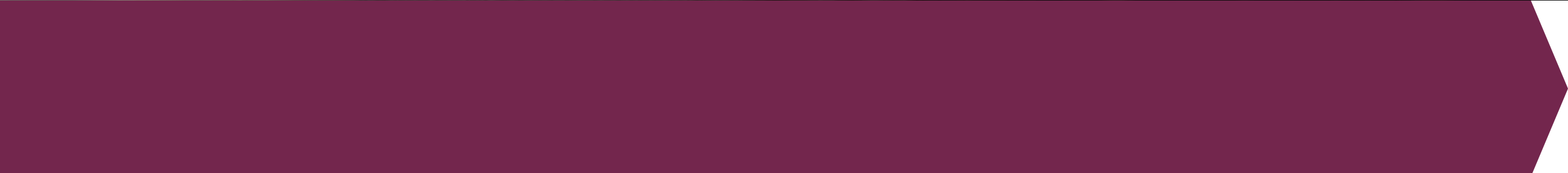


DRIVE YOUR AMBITION



PERFORMANCE OUTLANDER

Explore with confidence





A SUPERIOR EXTERIOR



ALWAYS IN POWER



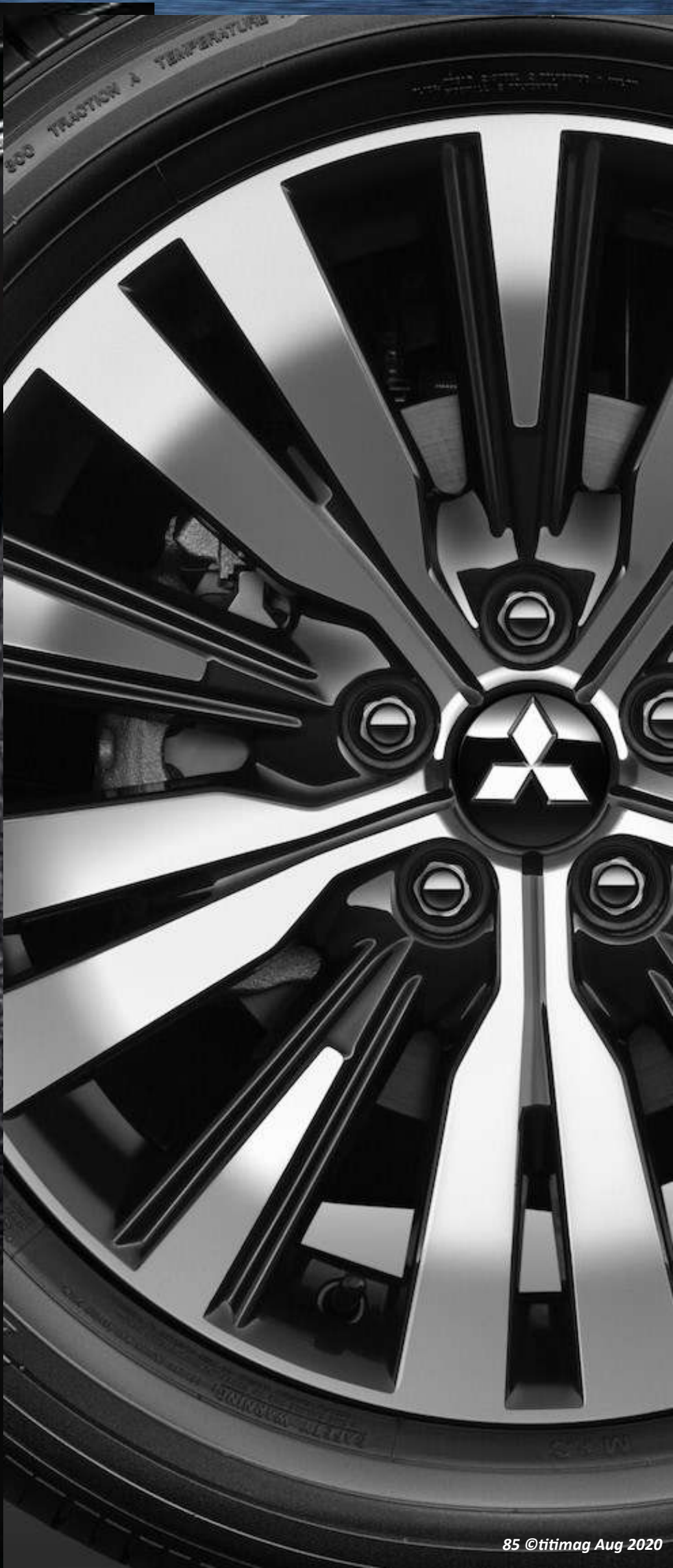


**COMFORT
OUTLANDER
SPORT**





INNER COMFORT THAT GOES ALL OUT





PREMIUM AUDIO





TECHNOLOGY OUTLANDER

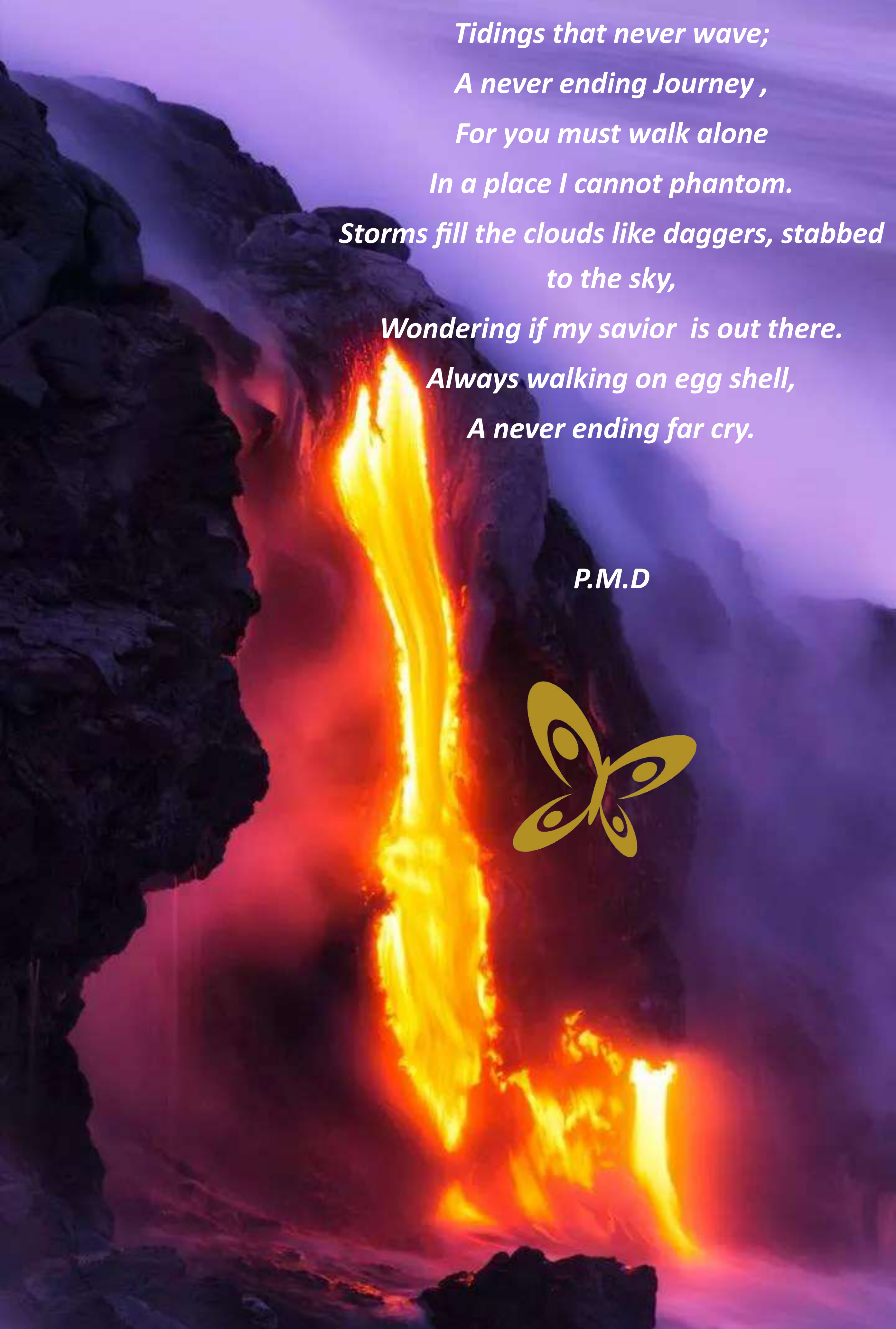




PERFORMANCE THAT OUTPERFORMS



INTUITIVE HANDLING



*Tidings that never wave;
A never ending Journey ,
For you must walk alone
In a place I cannot phantom.
Storms fill the clouds like daggers, stabbed
to the sky,
Wondering if my savior is out there.
Always walking on egg shell,
A never ending far cry.*

P.M.D





MOVIES

NOTE: Release dates are subject to change

SCOTT ADKINS



LEGACY OF LIES



A FILM BY ADRIAN BOL

ACTION, SUSPENSE

LEGACY FILMS PRESENTS A TOY CINEMA PRODUCTION A PRINCIPAL FILM FINANCE 13 FILMS AND ABC STORY PRODUCTION A FILM BY ADRIAN BOL STARRING SCOTT ADKINS YULIA SODOL ANNA BUTKOVYCH MONICA KNEASEY BEARCO ROBINSON MUSIC BY MARK FOLIANO COSTUME DESIGNER ANNA BUTKOVYCH EDITOR DMITRY SUKHANOV EXECUTIVE PRODUCERS SCOTT ADKINS GRANT BRAGLEY PRODUCED BY MARK FOLIANO GREG SCHENZ TANNAZ AMIS ANDY THOMPSON WRITTEN BY TOM GEORGE BASED UPON THE NOVEL BY ALLA BELAYA DIRECTED BY KRZYSZTOF SOLEK CASTING BY KATHARINE BULL

Aug 20, 2020

KEANU REEVES

ALEX WINTER

MUST
SEE



BILL & TED
FACE THE MUSIC

Aug 28, 2020

THE FUTURE AWAITS
SUMMER 2020

COMEDY, SEQUEL



© 2020 Orion Releasing LLC. All Rights Reserved. Distributed through United Artists Releasing



Disney
Phineas and Ferb
THE MOVIE
CANDACE
AGAINST THE UNIVERSE

Disney+

Disney + PIXAR + MARVEL + STAR WARS + NATIONAL GEOGRAPHIC

Original Movie Streaming Aug. 28

Aug 28, 2020

ANIMATION, COMEDY, ADVENTURE



CULLEN
BUNN

VANESA
R. DEL REY

MICHAEL
GARLAND

THE EMPTY MAN™

Aug 7, 2020

ACTION, SUPERNATURAL



FROM THE PRODUCER OF
HARRY POTTER & PADDINGTON



Aug 14, 2020

ADAPTATION, FAMILY

COLIN JULIE
FIRTH WALTERS EGERICKX

INTRODUCING
DIXIE

THE SECRET GARDEN

UNLOCK YOUR IMAGINATION

STUDIOCANAL HEYDAY FILMS

MORENA BACCARIN

GERARD BUTLER

SCOTT GLENN

Aug 14, 2020

DISASTER, THRILLER



GREENLAND



WATCH ON NETFLIX

ANIME, THRILLER, DISASTER

A NETFLIX ORIGINAL ANIME

JAPAN SINKS 2020

NETFLIX | COMING

**MUST
SEE**

CALACH FILMS AND TARANTULA DISTRIBUTION PRESENT

Amber ANDERSON

Udo KIER

Jefferson HALL

Sophie MOUSEL

Luc SCHILTZ

SKIN WALKER

A film by Christian NEUMAN

HORROR, THRILLER, DRAMA



Aug 5, 2020



CAVAR



ACADEMY AWARD® WINNER

MARK
RYLANCE

ACADEMY AWARD® NOMINEE

JOHNNY
DEPP

ROBERT
PATTINSON

GANA
BAYARSAIKHAN



WAITING — FOR — THE BARBARIANS

DIRECTED BY CIRO GUERRA

Aug 7, 2020

ACTION, ADVENTURE, DRAMA



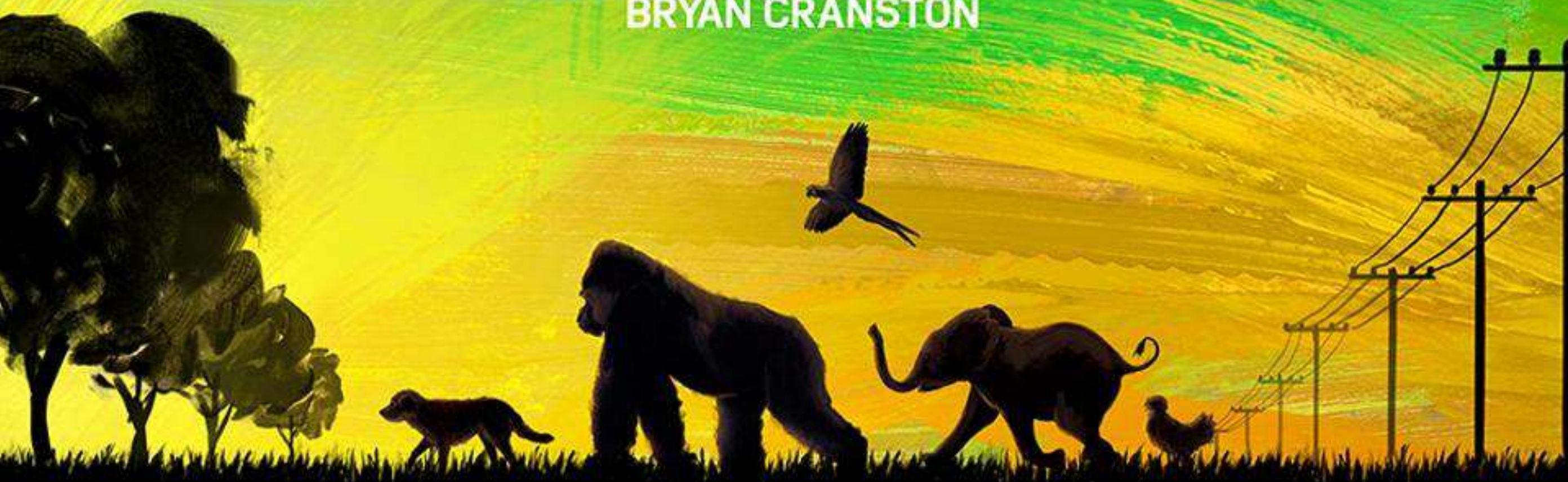
SAMUEL GOLDWYN FILMS AND AMBI DISTRIBUTION PRESENT AN IERVOLINO ENTERTAINMENT PRODUCTION IN ASSOCIATION WITH MICHAEL FITZGERALD PRODUCTIONS "WAITING FOR THE BARBARIANS"
MARK RYLANCE JOHNNY DEPP ROBERT PATTINSON GANA BAYARSAIKHAN GRETA SCACCHI COSTUME CARLO POGGIOLI PRODUCTION CRISPIAN SALLIS DOMENICO SICA EDITOR JACOPO QUADRI PHOTOGRAPHER CHRIS MENGES
EXECUTIVE PRODUCERS SIR MARTIN E. FRANKLIN CRISTINA GALLEG0 DANIELLE MALONI DEBORAH DOBSON BACH PENELOPE GLASS PRODUCED BY MICHAEL FITZGERALD OLGA SECURA ANDREA IERVOLINO MONIKA BACARDI BASED ON THE NOVEL BY J.M. COETZEE SCREENPLAY BY J.M. COETZEE DIRECTED BY CIRO GUERRA



© 2020 IERVOLINO ENTERTAINMENT S.p.A.



SAM ROCKWELL
ANGELINA JOLIE
DANNY DeVITO
HELEN MIRREN
BROOKLYNN PRINCE
RAMON RODRIGUEZ
ARIANA GREENBLATT
CHAKA KHAN
RON FUNCHES
PHILLIPA SOO
MIKE WHITE
AND
BRYAN CRANSTON



Disney
The *One* And *Only*
IVAN

Aug 14, 2020



ANIMATION, FAMILY, DRAMA

JAMIE FOXX

Aug 14, 2020



ACTION, CRIME, SCI-FI

PROJECT
POWER



FROM THE EXECUTIVE PRODUCER OF *BONE TOMAHAWK*

CLAES BANG OLGA KURYLENKO AND BRIAN COX

THE **BAY OF SILENCE**



Aug 28, 2020



SUPERMANTM

MAN OF TOMORROW

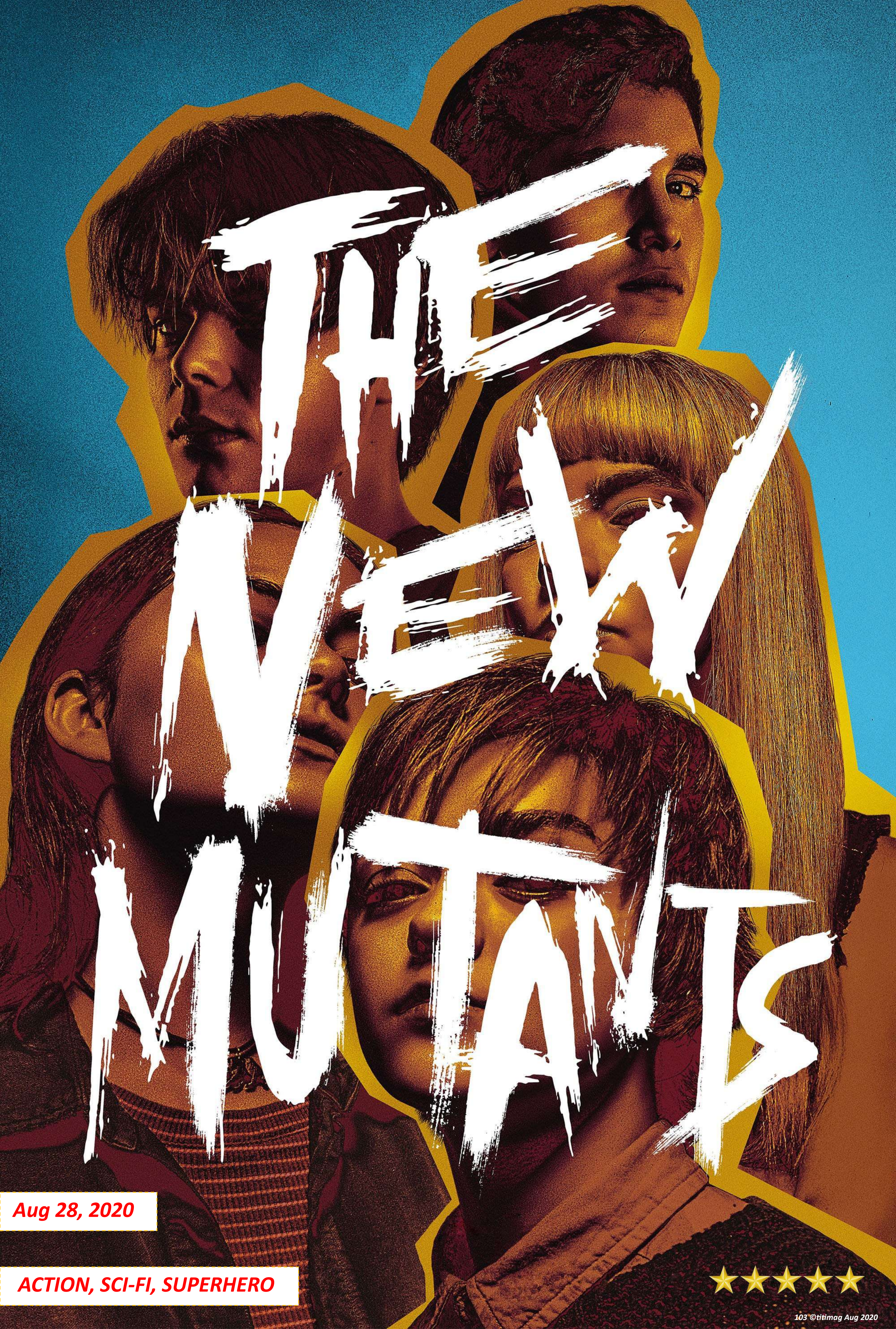


Aug 23, 2020



**MUST
SEE**

ACTION, ANIMATION, SUPERHERO



Aug 28, 2020

ACTION, SCI-FI, SUPERHERO





DEATHSTROKE™

KNIGHTS & DRAGONS

THE MOVIE

MUST
SEE



Aug 4, 2020

ACTION, ANIMATION, SUPERHERO FICTION

FROM THE PRODUCER OF
GET OUT
AND
Us

THRILLER

Aug 21, 2020



ANTEBELLUM

IF IT CHOOSES YOU
NOTHING CAN SAVE YOU

2020
LIONSGATE
Video Picture Group © 2018 Summit Entertainment, LLC. All Rights Reserved

MUST
SEE



A NETFLIX ORIGINAL ANIME SERIES

DRAGON'S DOGMA

ANIME, THRILLER, FICTION, MYSTERY

WATCH ON NETFLIX

NETFLIX | SEPT 17



