

# GOD OF WAR<sup>™</sup>

## RAGNARÖK





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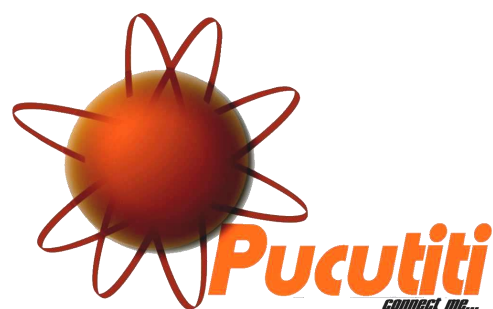
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**GAMES**



# Lego Star Wars: The Skywalker Saga

*Lego Star Wars: The Skywalker Saga is a 2022 Lego-themed action-adventure game developed by Traveller's Tales and published by Warner Bros. Interactive Entertainment. It is the sixth entry in TT Games' Lego Star Wars series of video games and the successor to 2016's Lego Star Wars: The Force Awakens. The game adapts all nine entries in the Skywalker Saga series of films, with additional characters based on other Star Wars films and television series released as DLC.*

*Lego Star Wars: The Skywalker Saga was released on 5 April 2022 for Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S. It received generally favorable reviews from critics, with praise for its graphics, level design, and humor; mixed opinions were directed at its side content and combat, while its technical issues and lack of online co-op were criticized. The game sold more than 3.2 million copies within two weeks of its release.*

## Gameplay

*Unlike most Lego video games in which players have to advance through the story in a linear order, players can choose to start the game from any of the three Skywalker Saga trilogies and complete them in any order they wish. Each episode contains five main story missions, totaling 45 levels, as opposed to six levels in previous games. There are also short pre-levels between the five main levels that advance the story forward but do not feature collectibles like minikits or True Jedi. Combat has been revamped from previous titles, such as lightsaber wielders now using a variety of combos with light attacks, heavy attacks, and Force moves, and blaster characters having an over-the-shoulder camera. The game features 380 playable characters, not necessarily restricted to the nine Skywalker Saga films.*

*Much like its predecessor, Lego Star Wars: The Force Awakens, the game's hub is not a single area, such as the Mos Eisley Cantina in Lego Star Wars: The Complete Saga, but a wide range of fully explorable planets filled with many iconic Star Wars landmarks. Planets and moons featured in the game include Naboo, Tatooine, Coruscant, Kamino, Geonosis, Kashyyyk, Utapau, Mustafar, Yavin 4, Hoth, Dagobah, Bespin, Endor, Jakku, Takodana, D'Qar, Starkiller Base, Ahch-To, Cantonica, Crait, Ajan Kloss, Pasaana, Kijimi, Kef Bir, and Exegol. Many ships have freely explorable areas in the hub as well, such as Star Destroyers and the Death Star. Random encounters may occur in the game's hub world. For example, an Imperial Star Destroyer could suddenly jump out of hyperspace and send a fleet of TIE fighters after the player. Players can choose to engage in dogfights with them or continue onward to progress the story.*

*Lego Star Wars: The Skywalker Saga does not feature a character customization tool unlike many previous Lego video games. The game also includes Mumble Mode, an extra feature allowing players to switch between the game's original voice acting and having the characters mumble and grunt, akin to the style of older Lego video games.*

## Development

*Disney and Lucasfilm had not shared significant details of The Rise of Skywalker with the game team before the film's release. In the meantime, TT Games worked on other aspects of the game until Lucasfilm shared more details. The game is developed in Traveller's Tales' new engine, NTT.*











# STAR WARS

## THE SKYWALKER SAGA

**Developer:** Traveller's Tales  
**Publisher:** Warner Bros. Interactive Entertainment  
**Director:** James McLoughlin  
**Producer:** Dan Crossley  
**Series:** Lego Star Wars  
**Platforms:** Windows, Nintendo Switch, PlayStation 4,  
PlayStation 5, Xbox One, Xbox Series X/S  
**Release:** 5 April 2022  
**Genre:** Action-adventure  
**Mode:** Single-player, multiplayer  
**TiTi Rating:** 7/10









On 20 January 2022, a report published by Polygon detailed the amount of crunch that occurred since the game began development back in late 2017, including dozens inside the company being at odds with management, due to expressing frustration over tight development schedules, the company's crunch culture, and outdated development tools. In addition, the use of NTT was extremely controversial within the company, as many employees had been pushing to instead use Unreal Engine. NTT turned out to be incredibly difficult to use, with some animations taking hours more to produce than they would on the old engine. As a result, *Lego Star Wars: The Skywalker Saga* would end up being the only game developed by Traveller's Tales to use NTT, with the company deciding to use Unreal Engine going forward for their future projects.

Like *Lego Star Wars: The Force Awakens*, *Lego Star Wars: The Skywalker Saga* features original voice acting, with some actors reprising their roles from the films and TV series. The game also marks Tom Kane's final acting credit, due to a forced retirement in the wake of his stroke in November 2020.

## Release

*Lego Star Wars: The Skywalker Saga* was first teased to be in development by Lucasfilm sound editor Matthew Wood at Star Wars Celebration Chicago. An announcement trailer premiered at E3 2019 during Microsoft's press conference. A second trailer showing one scene from all nine movies was released on 20 December to coincide with the release of *The Rise of Skywalker*.

On 7 May 2020, the release date was revealed as 20 October 2020 through a trailer posted on the official Star Wars YouTube channel. On the same day, the original video was made private and a new video, in which the release date was cut out, was uploaded. During 2020 Gamescom Opening Night Live, it was announced that the game would release in Q1/Q2 2021 with additional versions on the PlayStation 5 and Xbox Series X/S. On 2 April 2021, it was announced that the game had been delayed, with no further release window specified. On 25 August 2021, during Gamescom, a second gameplay trailer was released along with the announcement that the game will be released in early 2022. On 20 January 2022, a gameplay trailer was released, officially revealing the release date as 5 April 2022.

Before release, players were able to pre-order either the standard or deluxe edition of the game. The latter comes with all additional character packs, and a Luke Skywalker minifigure with "blue milk".

In May 2022, a month after the game was released, a patch was pushed out to address major glitches and added the Venator, Invisible Hand, Home One and the Fulminatrix as new unlockable capital ships.

## Downloadable content

On 7 March 2022, seven DLC packs were announced, to be released in the weeks following the game's launch.

On 5 April, four character packs were released alongside the base game. The *Mandalorian Season 1* adds five playable characters: Din Djarin, Greef Karga, Cara Dune, IG-11, and Kuiil; Grogu is also included as a non-playable companion for Djarin. *Solo: A Star Wars Story* features young versions of Han Solo, Chewbacca, and Lando Calrissian (as seen in the film), as well as Qi'ra, Tobias Beckett, and Enfys Nest. *Classic Characters* adds the original minifigure versions of Luke Skywalker, Princess Leia, Han Solo, Darth Vader, and Lando Calrissian while Obi-Wan Kenobi is included as an exclusive character for anyone who pre-ordered the game digitally. *Trooper Pack* includes five stormtrooper specialist variants: the Death Trooper, Incinerator Trooper, Range Trooper, Imperial Shore Trooper, and Mimban Stormtrooper. The latter two packs were only made available at launch to players who had pre-ordered the game, and were released for purchase individually at later dates: *Classic Characters* on 19 April, and *Trooper Pack* on 4 May (Star Wars Day).

On 19 April, a *Rogue One: A Star Wars Story* character pack was released, adding Jyn Erso, Bodhi Rook, Cassian Andor, K-2SO, Chirrut Îmwe, Baze Malbus, and Orson Krennic to the game.

On 4 May, the final two character packs were released. The *Mandalorian Season 2* includes the playable characters Ahsoka Tano, Boba Fett, Bo-Katan Kryze, Fennec Shand, and Moff Gideon, while *The Bad Batch* adds Hunter, Wrecker, Tech, Crosshair, and Echo.













# God of War Ragnarök

*God of War Ragnarök is an upcoming action-adventure game developed by Santa Monica Studio and will be published by Sony Interactive Entertainment. It is scheduled to be released worldwide on November 9, 2022, for the PlayStation 4 (PS4) and PlayStation 5 (PS5). It will be the ninth installment in the God of War series, the ninth chronologically, and the sequel to 2018's God of War. Loosely based on Norse mythology, the game will be set in ancient Scandinavia and feature series protagonists Kratos and his teenage son Atreus. Serving as the finale to the Norse era of the series, the game will cover Ragnarök, a series of events that bring about the end of days, and depicts the deaths of some of the Norse gods, which was foretold to happen in the previous game after Kratos killed the Æsir god Baldur.*

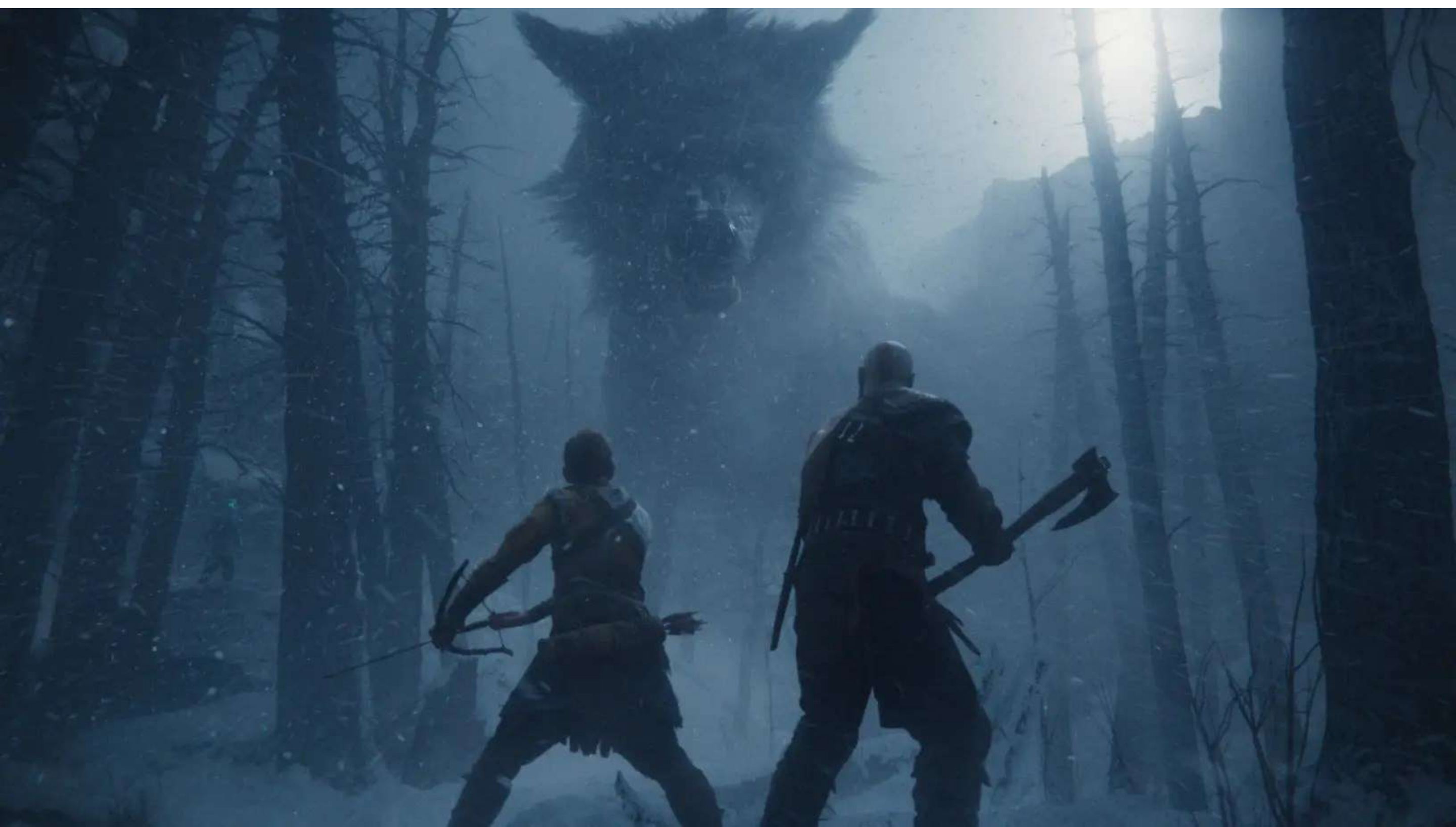
*In the months following the game's announcement in September 2020, many gaming journalists and websites regarded the sequel as one of their most anticipated games; the game won awards for Most Wanted Game and Most Anticipated Game from the 2020 Golden Joystick Awards and PlayStation.Blog awards, respectively. Originally slated for a 2021 release, the game was delayed in part due to the impact of the COVID-19 pandemic on development, and also because of Kratos actor Christopher Judge's health problems in August 2019.*

## Premise

*Taking place three years following the events of the previous game, Fimbulwinter, a great winter that spans three summers, is drawing to a close, which will begin the prophesied Ragnarök. Kratos and his teenage son Atreus begin to traverse the nine realms to seek out a means to prevent Ragnarök, while attempting to uncover answers behind Atreus' identity as Loki. Their journey will lead them to the Norse God of War, Týr, who was previously believed to be dead. Their conflict will lie with Thor, the Norse God of Thunder, and ally-turned-enemy Freya, who seeks revenge following the death of her son, Baldur.*

## Development

*A sequel to 2018's God of War was teased at the end of that game; it ended with Ragnarök looming, as well as a secret ending that showed a vision of the Æsir god Thor confronting Kratos and Atreus at the end of Fimbulwinter. Although he did not officially announce a new game at the time, that game's director, Cory Barlog, confirmed that the 2018 installment would not be Kratos's last game, and it was later revealed that future games would continue to be set in the Norse environment and include Atreus. In April 2019, a teaser came in the form of a PlayStation 4 dynamic background theme; the side of Kratos and Atreus' boat had runes that translated to "Ragnarök is coming". At the same time, in order to celebrate the first anniversary of the previous game's release, Barlog posted a thread of tweets on Twitter with pictures and a statement concerning the development process; some fans noticed that the first letter of each tweet spelled out "Ragnarök is coming". During the 2020 PlayStation 5 Showcase event on September 16, a new God of War was officially announced for a 2021 release on the newer console. The short trailer, which had a voice over by Kratos actor Christopher Judge, did not officially reveal the name of the sequel, but just like the previous teasers, the trailer stated that "Ragnarök is coming". This led some sources to believe the title of the game to be God of War: Ragnarök, but at the time, this was not confirmed by Sony. The tagline implied that this would be the start of Ragnarök in the God of War universe, which in Norse mythology is a series of events that bring about the end of days and the deaths of the Norse gods.*











# GOD OF WAR

RAGNARÖK

**Developer:** Santa Monica Studio

**Publisher:** Sony Interactive Entertainment

**Director:** Eric Williams

**Producer:** Cory Barlog

**Writer:** Matt Sophos

**Composer:** Bear McCreary

**Series:** God of War

**Platforms:** PlayStation 4, PlayStation 5

**Release:** November 9, 2022

**Genre:** Action-adventure, hack and slash

**Mode:** Single-player

**TiTi Rating:** 9/10

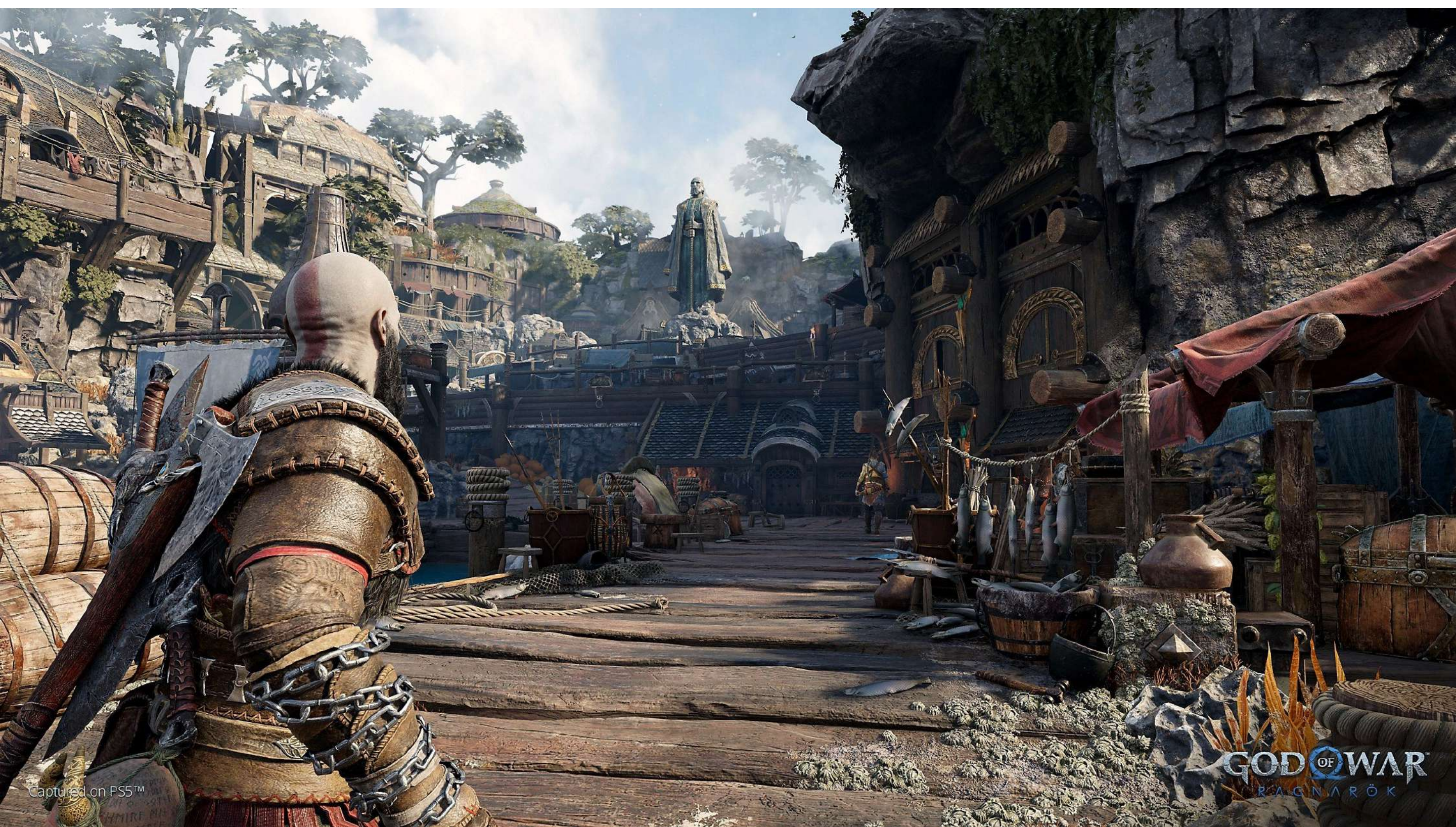




When the game was first announced in September 2020, it was only announced as a PlayStation 5 title. However, after Sony Interactive Entertainment (SIE) revealed their plans to support their previous console until at least 2022, speculation began on whether the new God of War would see a cross-gen release on the PlayStation 4 (PS4), as some other titles that were originally thought to be PlayStation 5 exclusives were also announced to release on PS4 (e.g., Horizon Forbidden West). In an interview with The Telegraph shortly after the newer platform's launch in November, SIE's president and Chief Executive Officer Jim Ryan was questioned on whether the new God of War would be a PS5-exclusive, but he had "nothing to say" at the time. In June 2021, it was confirmed that the game would release on both the PS4 and PS5.

By February 2021, neither Sony nor the game's developer, Santa Monica Studio, had given any updates regarding the game's release, prompting Cory Barlog to tweet that the game would be out "when it's done". In June 2021, head of PlayStation Studios, Hermen Hulst, stated that Sony had decided to delay the game until 2022 "to ensure that Santa Monica Studio can deliver the amazing God of War game that we all want to play". Development was partly impacted by the COVID-19 pandemic, as Hulst stated that there were issues getting access to performance capture and talent. Santa Monica Studio issued a statement, saying that while they were focused on delivering a top-quality game, they also wanted to maintain the safety of those involved with the development. The game's music composer, Bear McCreary, who also composed the music for the previous game, responded to the news of the delay, saying that it would be worth the wait. In a series of tweets posted by Christopher Judge in late September, he said that he was the reason that the game was delayed due to surgery he needed in August 2019. Judge said that Santa Monica Studio allowed him time to recover and waited for him to rehabilitate before continuing production. He also revealed that he had briefly quit the game after finding out that Eric Williams would be directing the sequel. Judge was uncertain about Williams; however, Barlog, who instead served as producer for the sequel, was able to convince Judge that Williams was fully capable of directing the game, which Judge affirmed after working with him. During Sony's May 2021 investment filing, they included a title treatment for the game which stated the title as God of War: Ragnarök, although the investment filing was later changed to state only "God of War". A report found that the logo used in the filing was unofficial and fan-made. Following this, various media outlets were uncertain of the legitimacy of the title of the game. In a statement to IGN, a representative from Sony stated that the game's logo and title were not yet finalized or official, and that the inclusion of the false logo in the investment filing was an error. However, the game's title was confirmed to be God of War Ragnarök during the 2021 PlayStation Showcase event on September 9.

During the 2021 PlayStation Showcase event, the game's first gameplay trailer was shown, featuring gameplay similar to the previous installment, while also showing that Kratos and Atreus would use a dog sled pulled by wolves to traverse snowy terrain. It was also confirmed that all nine realms of Norse mythology could be explored; the previous game only allowed players access to six realms, with Asgard, Vanaheim, and Svartalfheim inaccessible. It was also during this event that Eric Williams, who worked on every previous installment, was confirmed as the game's director, continuing the previous era's tradition of having a different director for each game. Williams revealed that Richard Schiff would play Odin, the king of the Norse gods. Other casting announcements included Ryan Hurst as Thor; Ben Prendergast as Týr, the Norse God of War; Laya De Leon Hayes as Angrboða; and Usman Ally as Durlin. In addition to Christopher Judge returning as Kratos, it was confirmed that Sunny Suljic, Danielle Bisutti, and Alastair Duncan would be reprising their roles as Atreus, Freya, and Mímir, respectively, and Robert Craighead and Adam J. Harrington would reprise their respective roles as the Huldra Brothers, Brok and Sindri. Unlike the popular portrayal of Thor by Chris Hemsworth in the Marvel Cinematic Universe, the Thor in Ragnarök will look closer to his depiction in Norse mythological literature, having a hefty build with long red hair and beard. After the premiere of the trailer, Alanah Pearce confirmed that she was part of the development team. and SungWon Cho announced that he would be providing the voice and motion capture for Ratatoskr, and worked directly with the writers to write his scenes.









Also during the 2021 PlayStation Showcase event, it was confirmed that Ragnarök would be the finale of the Norse era of the series. One of the reasons Santa Monica decided to end the Norse era with Ragnarök was due to the game's size and scale. The 2018 installment and Ragnarök each respectively took five years to develop, and they did not want to take another five years, totaling 15 years, to tell one story. Barlog also compared it to watching the extended editions of The Lord of the Rings film trilogy, stating that being able to condense the story to two games was similar to the feeling of watching that trilogy of films, as the consumer would feel they were told a complete story with a definitive beginning and end.

On May 18, 2022, Santa Monica revealed that Ragnarök would have over 60 accessibility options. The developer's stated that they had redesigned the game's user interface (UI) system "to allow for more flexibility and readability", and they also added more customization options for combat and interaction systems. All accessibility features from the 2018 installment were retained but also expanded upon to allow players to adjust the gameplay to suit their own play style and needs. On July 6, 2022, a new cinematic trailer was unveiled, which confirmed the release date for November 9, 2022.

## Release

God of War Ragnarök is scheduled to be released worldwide on November 9, 2022, for the PlayStation 4 and PlayStation 5. In addition to the standard version of the game (physical and digital), there will be two physical collector's editions: the "Jötnar Edition" and the "Collector's Edition", both of which will include a replica of Thor's hammer Mjölnir among the other physical and digital items; however, both collector's editions do not include a physical copy of the game, only a digital copy for both platforms. There will also be a "Launch Edition" for players who purchase the game before launch and it includes the Risen Snow Armor and Risen Snow Tunic as downloadable content (DLC) for Kratos and Atreus, respectively, as well as a "Digital Deluxe Edition" with various DLC included. Pre-orders will open on July 15, 2022.













# Darkest Dungeon II

*Darkest Dungeon II is a role-playing video game developed and published by Red Hook Studios. As the sequel to Darkest Dungeon (2016), the game was released in early access for Microsoft Windows in October 2021. The full version of the game is set to be released in February 2023.*

## Gameplay

*Like its predecessor, Darkest Dungeon II is a role-playing video game with roguelike elements. The game features multiple characters, and each of them has their own unique strengths and abilities. Players can equip these characters with trinkets and combat items. The player can commandeer the stagecoach, which is the primary way of navigating the game's world. The ultimate goal is to reach a mountain, which is the source of evil that has overtaken the world. As the player explores, they will encounter different locations of interest and roadblocks, and the player will enter combat scenarios. Combat in the game is turn-based, and the heroes must be positioned properly as some of their skills cannot be used when they are standing in a wrong spot. As the player explores the world, they can also visit Shrines of Reflection, where players can learn more about the backstories of the game's characters.*

*As the characters progress in the game, their stress level would increase. Under a lot of stress, they will have a debilitating meltdown during combat, which would result in a massive decrease in health and the acquisition of negative traits. In addition, high stress levels would affect the relationships between the game's characters. If a character is friendly with another, they would gain additional gameplay perks. However, if the characters share a hostile relationship, one may stop another from using their skills and increase each other's stress level. Players can visit a Hospital to remove bad character traits. When a member of the team dies, another one will join the player's team once they reach an inn. It is also the place where the players can lower the stress level of characters and improve team dynamics. However, a stay at the inn would also increase Loathing, a stat which indicates the all-consuming evil of the world. The flame on the stagecoach represents the team's hope. The player's team will suffer from penalties when the flame is nearly extinguished. When a run ends, Profile rank would increase, which would unlock new characters and items for players to use in subsequent runs.*

## Development

*While the game will use an improved version of the core combat system, the studio stated its intent offer a completely different metagame experience, including the transition from 2D to 3D graphics using Unity. Narratively, the game is planned to show the nature of the evils emerging into the world beyond what players saw at the estate from the first game. To complete the sequel, Red Hook had already expanded its team from 5 developers for the original game to 14 and potentially more. Composer Stuart Chatwood, narrator Wayne June, and sound design team Power Up Audio will continue to support work for the sequel.*

*Red Hook announced Darkest Dungeon 2 in February 2019. Red Hook anticipates using early access again for the sequel as player feedback was essential to the development of the first game. The sequel was released in early access via the Epic Games Store on October 26, 2021 for Windows. 100,000 copies were sold on the day of the game's early access release. The game is set to be released in full in February 2023 via both the Epic Games Store and Steam. Console versions are currently in development.*









**Developer:** Red Hook Studios  
**Publisher:** Red Hook Studios  
**Director:** Chris Bourassa  
**Designer:** Tyler Sigman  
**Composer:** Stuart Chatwood  
**Engine:** Unity  
**Platform:** Microsoft Windows  
**Release:** October 26, 2021— (early access)  
February 2023— (full release)  
**Genre:** Role-playing, roguelike  
**Mode:** Single-player  
**TiTi Rating:** 6/10







Hoffman



The Grave Robber  
Audrey

Rank ●●●●● Target ●●●●●



Breacher + Soft









# Baldur's Gate III



Baldur's Gate III is an upcoming role-playing video game that is being developed and published by Larian Studios. It is the third **main game** in the Baldur's Gate series, itself based on the Dungeons & Dragons tabletop role-playing system. A partial version of the game was released in early access format for Microsoft Windows, the Stadia streaming service, and macOS on 6 October 2020. The game is expected to remain in early access until 2023.

## Gameplay

Baldur's Gate III is a role-playing video game that offers both a single-player and cooperative multiplayer element. Players can create one or more characters and form a party along with computer-generated characters to explore the game's story. Optionally, players will be able to take one of their characters and team up online with other players to form a party. Unlike previous games in the Baldur's Gate series, Baldur's Gate III has turn-based combat based on the D&D 5th Edition rules, similar to Larian's earlier games Divinity: Original Sin and Divinity: Original Sin II.

## Plot

In the year 1492 DR, over 120 years after the events of Baldur's Gate II: Shadows of Amn and months after the events of Baldur's Gate: Descent into Avernus, the forces of darkness are on the rise. The player character (default name Tav) has been taken captive by the mind flayers, who have launched an invasion of Faerûn. They have implanted Tav, as well as a host of other creatures, with illithid tadpoles, parasites capable of enthralling and transforming them into another mind flayer. Before the mind flayers can transform their victims, the nautiloid flying ship they are all aboard comes under attack from githyanki warriors and their red dragons and flees through multiple realms, including Avernus, the first of the Nine Hells. Tav is freed during the fighting and steers the damaged ship back to Faerûn, where it crashes. As Tav searches for a way to remove their parasite, they encounter other survivors of the wreck: the human wizard Gale, the half-elf cleric Shadowheart, the high elf vampire rogue Astarion, the human warlock Wyll, and the githyanki fighter Lae'zel.

## Development

The original Baldur's Gate game was developed by BioWare and Black Isle Studios, and published by Interplay Entertainment in 1998. The game used a licensed version of the Dungeons & Dragons (D&D) rule set, specifically in the Forgotten Realms setting. The game's success led to a sequel, Baldur's Gate II: Shadows of Amn, and its expansion pack, as well as Icewind Dale and its sequel, and finally, Planescape: Torment. Black Isle Studios began work on a further sequel, Baldur's Gate III: The Black Hound, in 2003, but Interplay faced significant financial crisis that year and shut down Black Isle, cancelling the game. Interplay lost the license to make D&D video games to Atari in 2008. Atari later released Neverwinter Nights and its sequel, Neverwinter Nights 2. Wizards of the Coast had long since acquired the rights to D&D as part of their purchase of TSR, and had been making updates to the core rule sets over the previous years. The new sequel from Larian Studios has no connection to the cancelled Baldur's Gate III: The Black Hound.

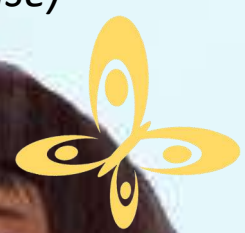








**Developer:** Larian Studios  
**Publisher:** Larian Studios  
**Director:** Swen Vincke  
**Composer:** Borislav Slavov  
**Series:** Baldur's Gate  
**Platforms:** Microsoft Windows, Stadia, macOS  
**Release:** 6 October 2020 (early access)  
2023 (expected full release)  
**Genre:** Role-playing  
**Mode:** Single-player, multiplayer  
**TiTi Rating:** 7/10









The series' intellectual property (IP) had been sought after by multiple developers. This includes Brian Fargo, the founder of both Interplay and inXile Entertainment, as well as Feargus Urquhart of Obsidian Entertainment, who were seeking the IP rights for at least a decade. Larian Studios was interested in making a sequel in the Baldur's Gate series for some time, having first approached Wizards of the Coast after their release of Divinity: Original Sin around 2014. At this time, Wizards of the Coast felt the studio was still too new to the industry to be trusted with the Baldur's Gate license. Larian then developed Divinity: Original Sin II, which was released in September 2017. Pre-release materials related to the game impressed Wizards of the Coast, so they contacted Larian to ask if they still had interest in Baldur's Gate III. Larian accepted, and while working to wrap up the release stage of development for Divinity: Original Sin II, a small group gathered to develop the design document to present to Wizards of the Coast with their ideas for the new Baldur's Gate.

The game will be based on the 5th-edition Dungeons & Dragons rule set, though it will include tweaks and modifications that Larian found necessary in translating it to a video game. For example, the combat system is expected to be weighed more in favor of the player than in the tabletop version, to make the game more enjoyable.

Larian Studios teased Baldur's Gate III in the week prior to E3 2019. They formally revealed it during Google's presentation on the Stadia platform just ahead of E3, confirming its release for both Microsoft Windows and Stadia. The tabletop adventure Baldur's Gate: Descent Into Avernus was published by Wizards of the Coast in September 2019, and has been described as a "prequel" to Baldur's Gate III. The Descent into Avernus adventure takes place roughly 100 years after the events of Baldur's Gate II, and the story of Baldur's Gate III takes place immediately following the events of the Descent into Avernus tabletop module. On 5 October 2020, Larian Studios announced the game would be released for macOS in addition to Windows and Stadia.

Baldur's Gate III was originally set to be released in early access on 30 September 2020. This date was later delayed to 6 October 2020. The early access version contained only the first act of the game, amounting to approximately 25 hours of content and one-fifth of the game world's map. The character creator also initially included a selection of 16 races and six classes to choose from, with more planned for the finalized release. Additional features and content, including multiplayer functionality and more classes, were gradually added to the early access version through patches as development progressed towards the final release. Save files created during early access will not be transferable to the completed game.

The game is expected to remain in early access until 2023.











*Overwatch 2 is an upcoming first-person shooter game developed and published by Blizzard Entertainment. The sequel to the 2016 hero shooter Overwatch, the game is intended to have a shared environment for player-versus-player (PvP) modes with the first game while introducing persistent cooperative modes. A major change in PvP was to reduce team sizes from six to five, which required several characters to be reworked. Overwatch 2 is set to launch as free-to-play on Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S in early access on October 4, 2022. It will feature full cross-platform play.*

## Gameplay

*Overwatch 2 is a hero shooter, where players are split into two teams and select one of more than 30 established hero characters as of 2022. Characters are broken out into damage class, doing most of the team's offense against the opposing team; support class, providing heals and buffs to teammates; and tank class, having a high damage threshold which absorb damage for their teammates. Each character has a different skill kit with a combination of active and passive abilities as well as a special Ultimate power that can be used after it is charged up. The base Overwatch 2 game, like Overwatch, features primarily player versus player battles across several different modes and maps, and includes both casual and ranked matched play.*

*A significant departure from the first game was moving to a five-on-five player-versus-player (PvP) mode, with a restriction of only allowing one tank in play on a team. According to Aaron Keller, the prior allowance for six players per team and two tanks made gameplay slower than they would have liked, and by moving to five players and removing one tank, they believed this sped up play. This additionally simplified how much action there was to watch for both players and spectators. New maps were thus designed to include more options for cover due to the reduced presence of tanks. Heroes have a general reworking within their classes as to make the game generally faster. Damage heroes have increased movement speed, while Support heroes slowly self-heal. Tank heroes underwent the largest change to make them able to take on more offensive roles. Heroes also underwent a visual update to reflect the few years of in-game time that has passed between the events of Overwatch and Overwatch 2. The game includes a ping system similar to that of Apex Legends for players to easily alert teammates to points of interest on the map.*

*A new PvP mode, "Push", will be introduced, which functions like a tug of war, where each team is vying for control of a robot that is pushing a team's payload to the opponent's side of the map when a team controls it. Push will become part of the standard map rotation in the Overwatch League as well as be available for Quick and Competitive play. Some existing gameplay modes may be dropped in Overwatch 2; Kaplan has stated that two control point maps, such as Horizon Lunar Colony, will likely not be available in Overwatch 2 as these have been difficult to balance in response to monitoring gameplay and player feedback.*

*The game will have persistent player versus environment modes (PvE). These are similar to the special seasonal events, which will feature four-player cooperative missions against computer-controlled opponents. In this mode, players can gain experience for the hero they are using, and at certain experience levels, unlock new passive skills called talents that boost the hero's current abilities, allowing them to customize how the hero plays. At least two PvE modes will be added: a story-based mission mode, where players are limited to their hero selection in replaying missions based on Overwatch's lore, and Hero missions which allow all heroes to be used in fending off waves of enemies at various locations. Blizzard anticipates that Overwatch 2 will ship with over 100 different missions, utilizing new maps as well as existing multiplayer maps expanded out to include new areas, and adding in dynamic effects, such as night and day modes and weather effects. Enemy types will be expanded out from the Null Sector robotic opponents used during seasonal PvE mods, adding in new types with unique behavior.*

*Overwatch 2 will be released as a free to play game, rather than a premium priced game. It will also eliminate loot boxes in favor of a battle pass system to be offered on a seasonal basis which will correspond with the introduction of new maps and heroes. The game will also have an in-game store where players can use real-world funds to buy items directly.*









**Developer:** *Blizzard Entertainment*  
**Publisher:** *Blizzard Entertainment*  
**Platforms:** *Nintendo Switch, PlayStation 4, PlayStation 5,*  
*Windows, Xbox One, Xbox Series X/S*  
**Release:** *October 4, 2022*  
**Genre:** *First-person shooter*  
**Mode:** *Multiplayer*  
**TiTi Rating:** *8/10*









# Development

Overwatch 2 was announced at BlizzCon on November 1, 2019. When announced, it was planned that the game would maintain a "shared multi-player environment" between it and the original Overwatch, so that the players in either game can compete together in the existing player versus player (PvP) modes, retaining all unlocked cosmetics and other features. Jeff Kaplan stated that this was a major push he had to argue for this "player-first standpoint" to his superiors at Blizzard, given the current industry trend to draw in new sales. All new heroes, maps, and PvP modes were to be added to both games to maintain this shared environment. However, Overwatch 2 was later announced as a free-to-play title, and that on its release on October 4, 2022, Blizzard affirmed that the Overwatch 2 live services will replace those of the original game. Existing players will have all of their current collection of cosmetics still available in Overwatch 2, as well as transition of their in-game coins. Unopened loot boxes from Overwatch will be automatically opened and the player give their contents or coins if duplicates. At least four new heroes will be added, which include Sojourn, a Black Canadian Overwatch officer introduced in the Overwatch Archive seasonal events, and the Junker Queen, the organizer of arena fights in Junkertown.

Overwatch 2 runs on an upgraded version of the original game's engine which allows for larger map sizes to better support the new story-based PvE elements. Additionally, all of the existing heroes are getting visual redesigns for Overwatch 2, although Blizzard does not expect every hero to have theirs finished by the time Overwatch 2 launches, with twelve of the existing 31 completed at the time of the game's reveal.

Overwatch 2 is expected to release for Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S in early access on October 4, 2022. Kaplan stated they were more concerned about quality of the product than timeliness of the release. Investor documents released in November 2021 had reported that an initial planned release window in 2022 had been pushed to at least 2023, intended for "giving the teams some extra time to complete production and continue growing their creative resources to support the titles after launch". Kaplan anticipated that Overwatch and Overwatch 2 will ultimately merge into a single product to avoid having any engine differences affecting player experience. Technical director John Lafleur has stated they are also interested in supporting, at minimum, cross-platform progression and are looking at the possibility of cross-platform play. In March 2022, Blizzard stated that they had put too much focus on Overwatch 2 over the past few years to the detriment of support of the original game, and have changed plans to release Overwatch 2 in parts, with the PvP portion to be released in beta form starting in April 2022 and the PvE part to come at a later time. This would allow them to also continue to support Overwatch alongside Overwatch 2's development. Later, Blizzard announced that the first wave of Overwatch 2 invitation-only betas would begin on April 26, 2022, and end on May 17. Access to the closed beta could be earned either by signing up for a chance to participate or by watching select Twitch streamers for a limited time on April 27.







**OVERWATCH®**





***GADGET***





# Nokia PureBook Pro 17.3"

**\$896**



Universal simplicity. The Nokia PureBook Pro 17.3" wraps work, life, and entertainment needs into one intuitive experience.



## Simply productive

Boosted by the latest 12th Gen Intel® Core™ processors, Windows 11, and upgradable memory and storage, the Nokia PureBook Pro delivers seamless performance for your increased productivity.







## Up to speed

The Nokia PureBook Pro features the latest 12th Gen Intel® Core™ processor and specs for more productivity.

## Ahead of the curve

Upgrade the 8 GB RAM and 512 GB SSD storage to achieve more, longer, and sustainably. Also, expand your storage through an additional micro SD slot.

## Windows to the world

Benefit from all the latest productivity apps and tools built into the pre-installed Windows 11.

## Simply comfortable

The Nokia PureBook Pro offers all round comfort and ease-of-use with a large touchpad, backlit keyboard, and fingerprint reader. Whether you’re working, enjoying a blockbuster or on a video call, it delivers an immersive multimedia experience.



## Large touchpad, easy navigation

Edge-to-edge dragging in a single movement so your productivity never drops.

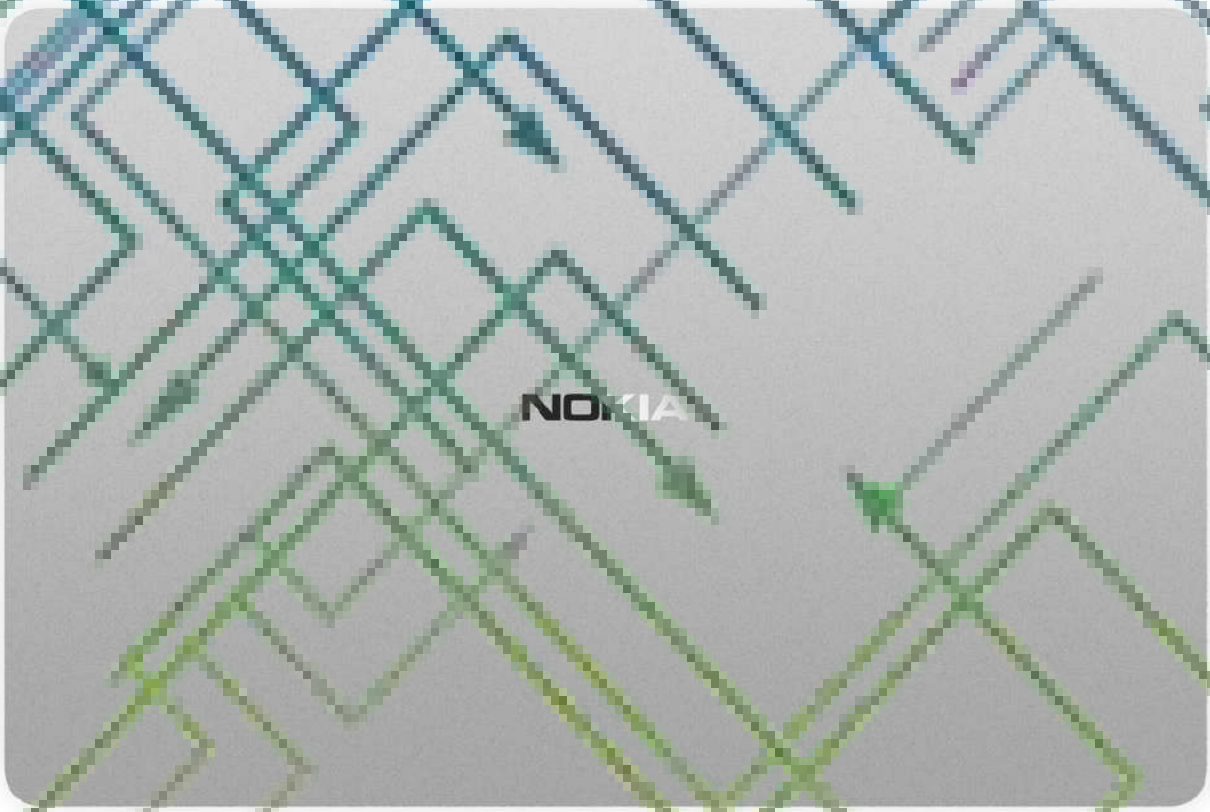
## Work to your schedule

Keep productivity alive when the lights are off with the Nokia PureBook Pro's wide backlit keyboard.





The Nokia PureBook Pro  
17.3" is available in  
Blue, Dark gray, Red and  
Silver.





## Security at your fingertips

The fingerprint reader is a safe and easy way to log into your device's apps and online services.

## Count on your PureBook Pro

An integrated numpad and wider 17.3" display gives you a full picture of your data.



## Emotions need nuances

Vibrant colors and wide full HD screen, augmented by a sharp and clear 2MP HD camera.

## When sound matters

Immersive sound for clearer video chats and more engaging entertainment thanks to the Nokia PureBook Pro's 4 speakers.



## Simply beautiful

Its minimalistic chassis with aluminum top cover and edge-to-edge display is an instant eye-catcher. Benefit from a modern selection of ports for an uncluttered experience.



## Minimal design for everyday use

Elegant curves, edge-to-edge display and an aluminum cover for a laptop you can be proud of.

## Your type of simplicity

The 2 USB-C 3.2 ports allow fast data transfer, quick charge and connection to all your peripherals and monitors for an uncluttered workspace.









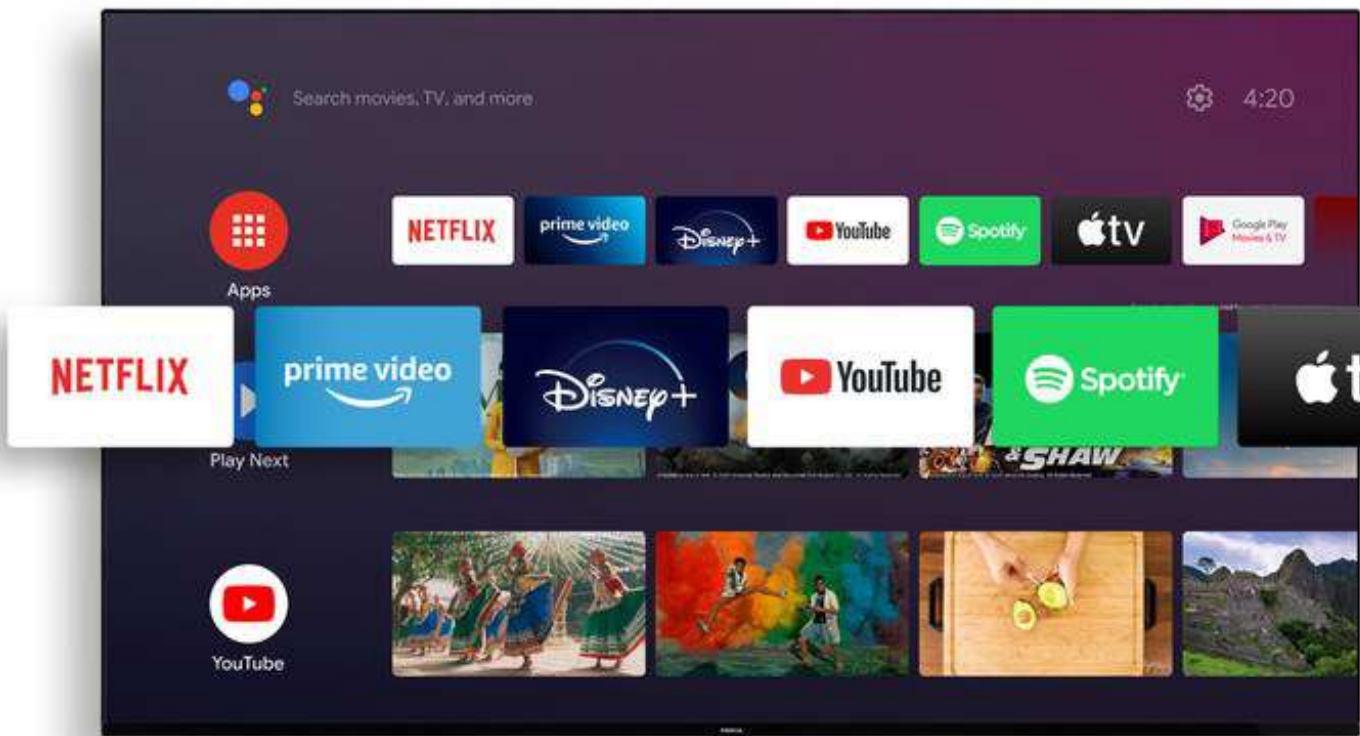


# Nokia QLED Smart TV 70 inch 4K UHD

**\$1,348.90**



Upgrade your home entertainment. Get stunning colors and sharp contrast and enjoy a rich sound with the Nokia QLED Smart TV 70” with Android TV.



## Pure Android TV experience

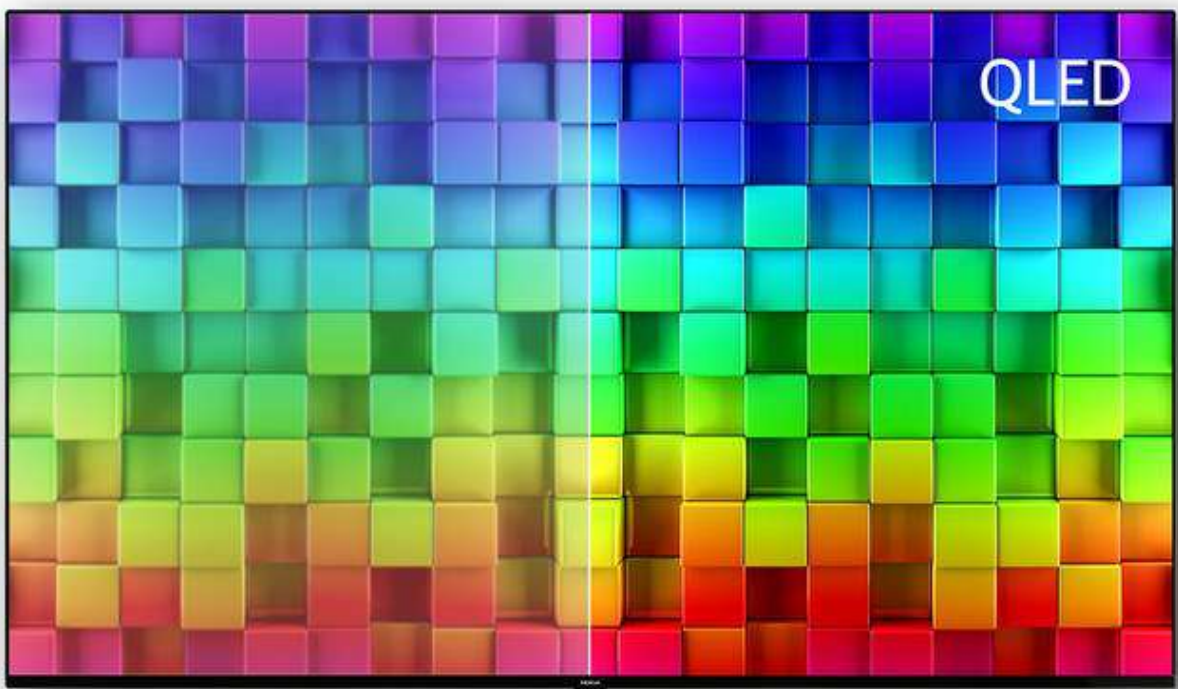
Experience a world full of entertainment with your favorite movies, shows and media libraries on the Google Play Store.

Enjoy Netflix, Disney+, YouTube and Prime Video, restart broadcasted TV programs, play games, listen to music and access over 7000 apps.



# Lifelike picture quality

Precise colors and sharper images. Equipped with Quantum Dot technology the Nokia QLED Smart TV creates a broad color spectrum for a lifelike viewing experience.



# True contrast

Watch comfortably in any lighting situation, no matter if the room is bright or dark. The integrated Quantum Dot filter offers you the most brilliant brightness to the deepest dark.



# Dynamic sound quality

The built-in subwoofer adds a rich audio dimension to the on-screen action. It's designed to produce more saturated tones and a broader range for a highly immersive sound experience.







## Pure design

Round off your interior with the elegant black Nordic style.

The integrated swivel stand enables a perfect viewing experience, no matter where you are in your room.

## Backlit remote

The ergonomic remote control fits snugly in your hand and the backlit buttons make it easy to find the right control, even when the lights are dimmed for cosy evening viewing.

The featured Netflix and YouTube buttons make it easy to switch between these popular apps.



## What's your mode today?

With 4K UHD resolution and dynamic sound quality, you can get closer to the sporting action, deep in the game, or absorbed in your favorite movie.

The built-in mode selector means you can choose between sports, game or movie to get the best effects.



# Hey Google

Ask your Google Assistant to search for the latest blockbusters, stream your top shows or launch the games you are most excited about.

It's a faster way to the entertainment you love.



Play Top Hits on YouTube!



Playing Top Hits on YouTube!



## Chromecast built-in

With built-in Chromecast you easily cast pictures, videos and music from your smartphone, tablet or computer on your big QLED screen. Get your pictures and videos in up to 4K UHD.

Watch precious memories from your last vacation on your TV and relive those moments in dynamic QLED quality.

## Package's contents

- 1 x Nokia Smart TV
- 1 x Swivel stand
- 1 x Bluetooth voice remote control
- 2 x AAA-Batteries
- 1 x Quick guide









# xiaomi Smart Band 7

Step up your game

\$65



1.62"

1.62" AMOLED high-resolution display with always-on mode.



100+

custom band faces



All-day SpO<sub>2</sub> monitoring



Sleep monitoring



VO<sub>2</sub> max professional workout analysis



Heart rate monitoring

Colorful straps



Supports 110+ sports modes



5ATM water resistance\*



14-day battery life\*



# Design







New band faces,  
new attitudes

**100+ Dynamic  
Band Faces**



## Too magnificent to miss **1.62" AMOLED Display**

The magnificent large AMOLED display debuts on your wrist, making it easy for you to read and control. Everything is presented in detail at high resolution. Even better, thanks to always-on mode, you can read date and time without lifting your wrist or using your fingers.

**25%**

More viewing area

\*Compares to Mi Smart Band 6.

**326** ppi

**100** levels

Brightness adjustment



## The views are better **The Advanced UI designs**

Every UI interface has been redesigned and improved with the key information and numbers stand out to you. In brief, the interfaces are clearer and easier.



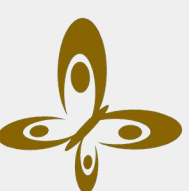


Ivory | Olive | Orange | Blue | Black | Pink



New colors, new statements  
**Find the eye-catching quartet**

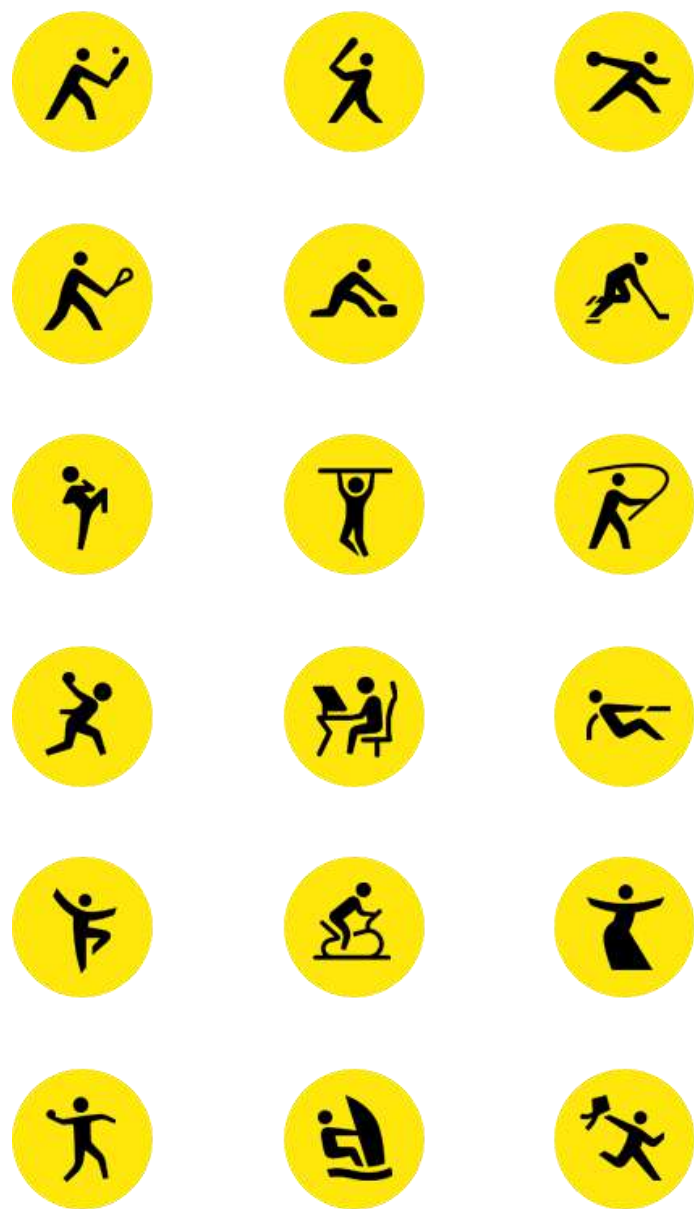
Neon Green | Neon Orange | Khaki Green | Khaki Blue



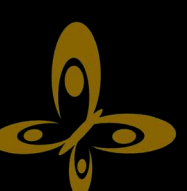




# Supports 110+ Sports Modes



5ATM water resistance







All-day SpO<sub>2</sub> monitoring



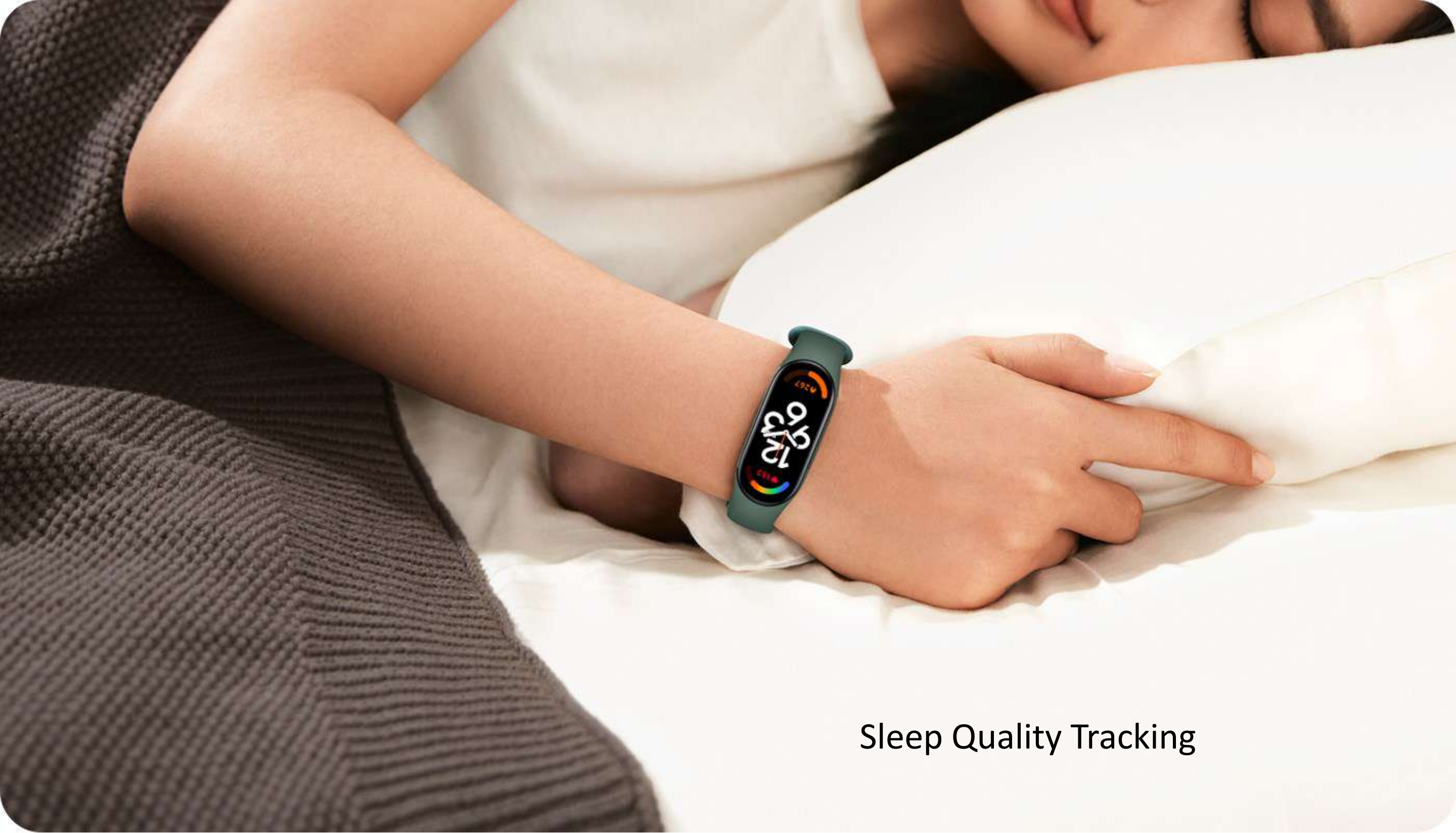
No Loose end on Your Health



All-day heart rate monitoring

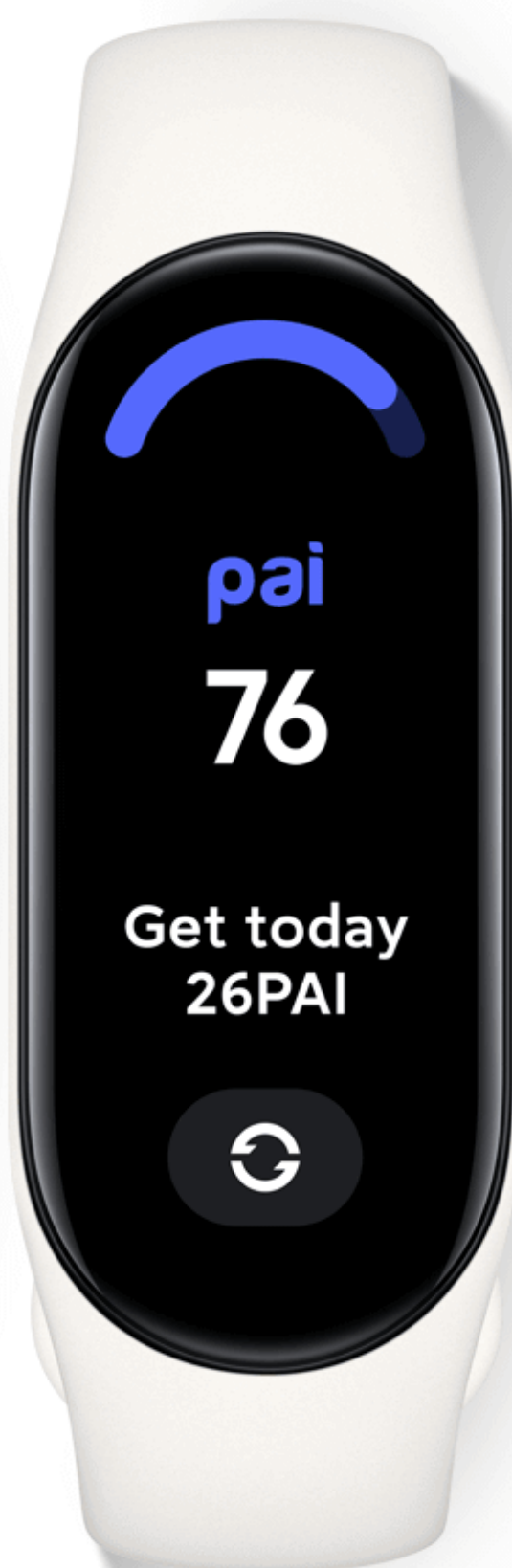






Sleep Quality Tracking

## More About Your Health





# More Useful Features



Find My Phone



Countdown  
Timer



Tomato Clock



Weather  
Forecast



Stand Up Alerts



Incoming Call  
Notification\*



Unlock My Phone



Notification\*



Silent Mode



Flash Light



Do Not Disturb



## Magnetic Charging

Extended Battery Life

14 Days

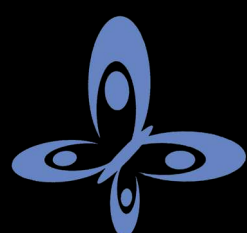
With typical usage mode

9 Days

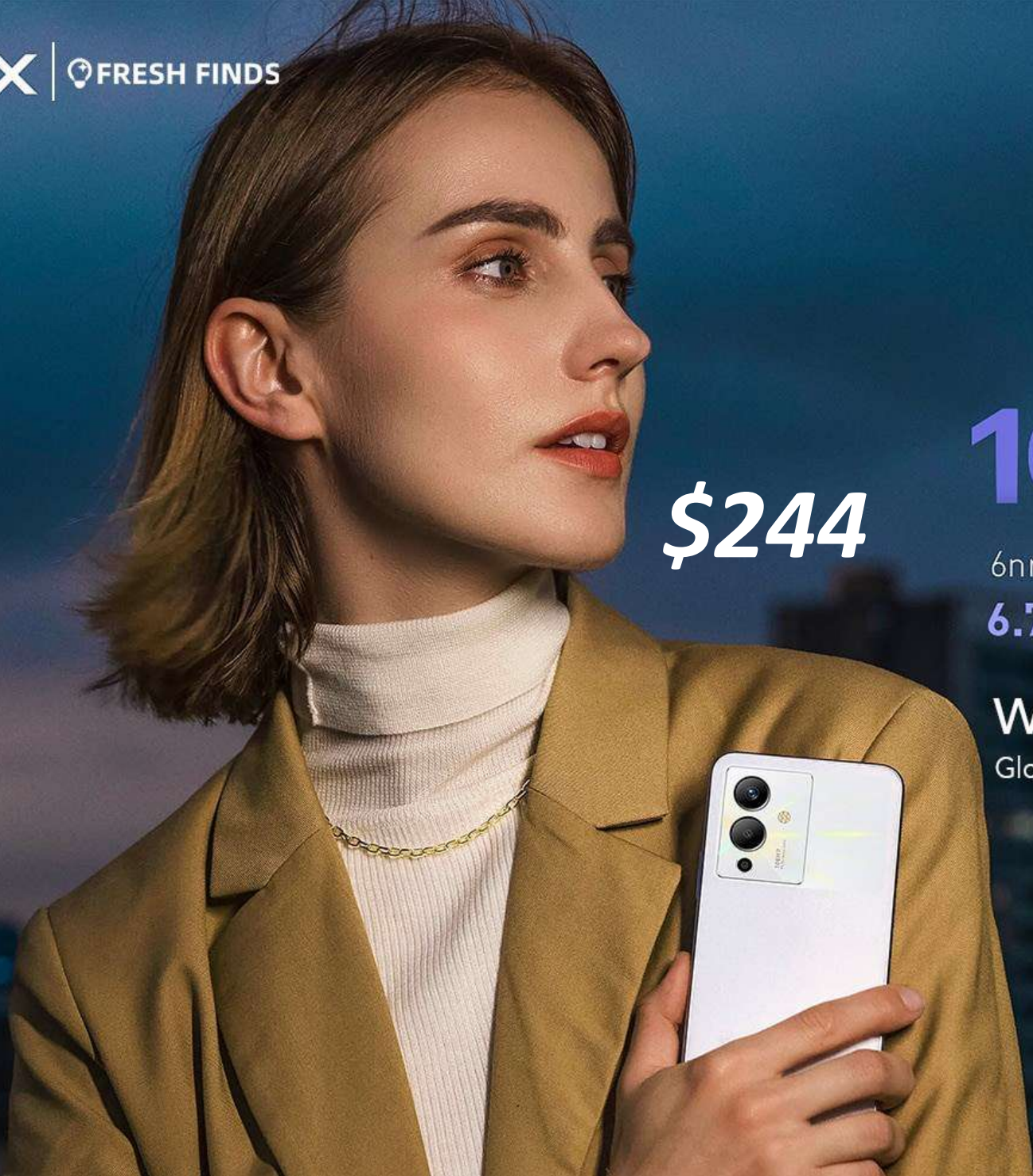
With heavy usage mode











\$244



NOTE 12 PRO 5G  
TAKE THE LEAD With 5G

108MP 5G

6nm Ultra 5G Processor 108MP Ultra Night Triple Camera  
6.7" FHD+ True Color AMOLED Display

World Premier

Global Version | on sale: 18 - 22 July PST



6nm Ultra 5G Processor

5G



6.7" FHD+ True Color AMOLED Display

6.7"



108MP Ultra Night Triple Camera

108MP



5000mAh Battery with 33W Charge

33W

5000mAh



7.9mm Ultra Sleek Design

7.9mm



Dual Speaker with DTS

dts



High-Performance  
5G Processor

Supports 5G connection with both SA and NSA networks, which is compatible with most Global and manistream bands.

5G  
Dimensity 810

2.4 GHz  
CPU Clock Speed

700 %  
Faster than 4G



UNLIMITED SPEED  
UNLEASHED





# LIGHTNING-FAST 5G

The future is in your hand



## Smart 5G

Smart 5G is an intelligent function that can seamlessly and automatically switch between 5G/4G networks, reduce power consumption and improve the battery life of the phone.

4H<sub>RS</sub>  
Battery Lasts

20%  
Lower Power Consumption

## 5G Dual-SIM Dual-Standby

Dual-channel network acceleration technology that allows you to enjoy dual-network anytime, anywhere.





# MORE THAN SPEED

## Advanced 6nm Process

An advanced transistor technology, resulting in lower power consumption and a more powerful performance.

Lower  
Power Consumption

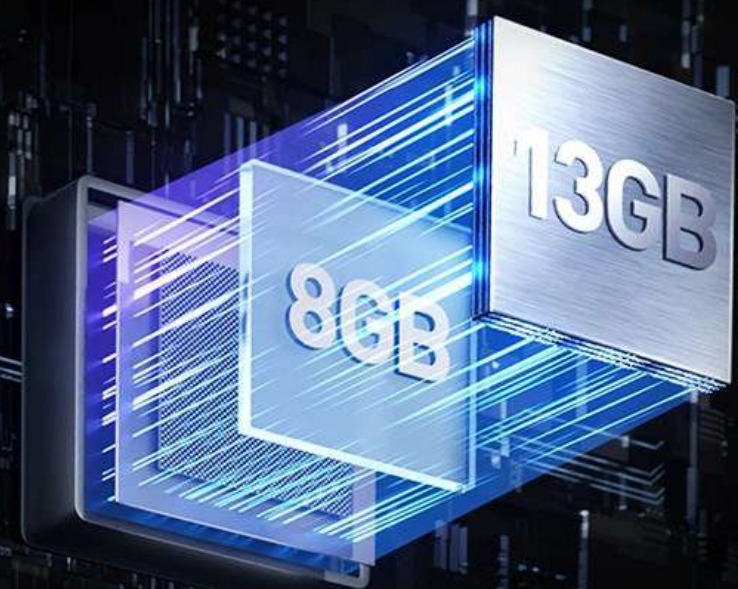
6nm

Powerful  
Performance

Advanced  
Transistor Density

## Up to 13GB Extended RAM 8GB+5GB

You'll be able to quickly switch between different apps and enjoy smooth operation even with multiple apps running in the background.



\*The 5GB expansion is based on the 8GB physical RAM version, please refer to the actual product for details.

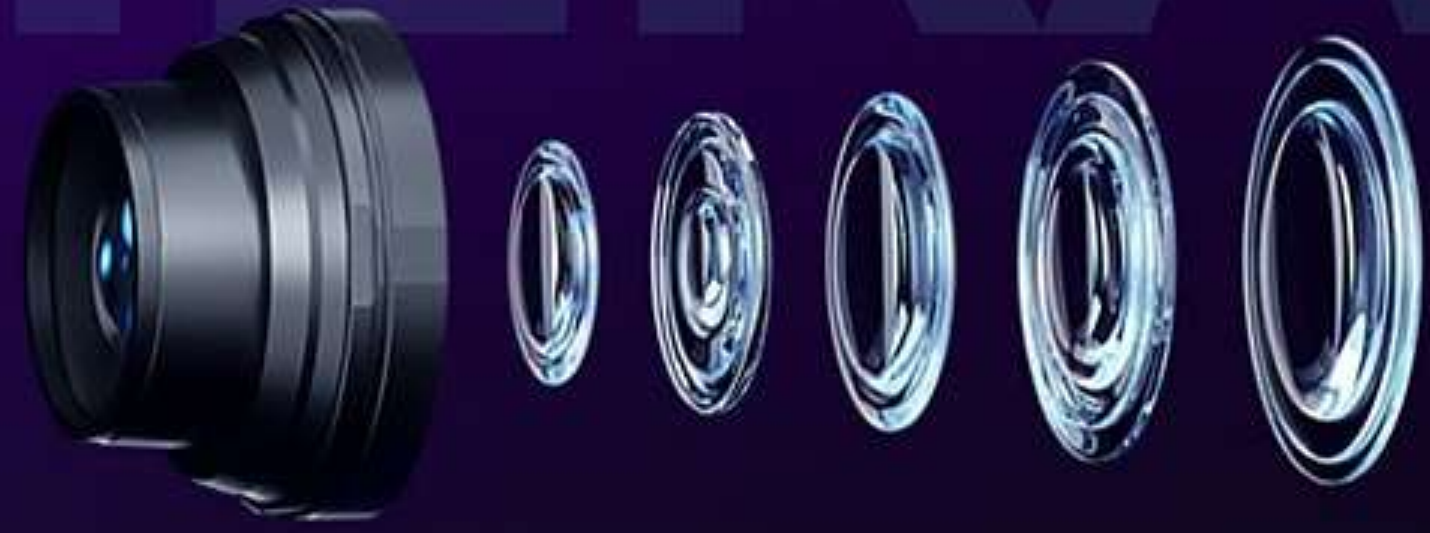
# GAMER

## DISTINGUISHED EXPERIENCE, INTELLECT.





# UNPARALLELED CAMERA, UNMATCHED.



## 108MP Ultra Night Triple Camera

Reimagine Photographic Excellence



108MP

f/1.75 Aperture

Depth Lens

f/2.4 Aperture

The Micro-lens

f/2.4 Aperture





# 108MP Ultra Night Camera

Pro-level photography in the  
palm of your hand.

12000x9000 Ultrahigh Resolution  
1/1.67 Super Large Image Sensor  
9-in-1 Super Pixel  
1.92  $\mu\text{m}$  Large Pixel Size





Professional  
Portrait Mode



**AMOLED VISION, Untamed.**

A near-perfect screen with immaculate clarity.





# 6.7" FHD+ True Color AMOLED Display

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

92%

Screen-to-body Ratio

100000:1

Color Contrast Ratio

100%

DCI-P3 Color Gamut



## 7.9mm Ultra Sleek Design

Feather-light proportions, sleek design. The NOTE 12 PRO 5G is a slick composition that embodies impeccable form and function.



7.9mm





# Monster Game Kit

An Immersive Gaming system that redefine the experience through the Omnidirectional optimization.



## XArena-Darlink 2.0

Dar-link 2.0 learns your usage patterns to optimize battery, temperature and memory, and you can get maximize play performance.





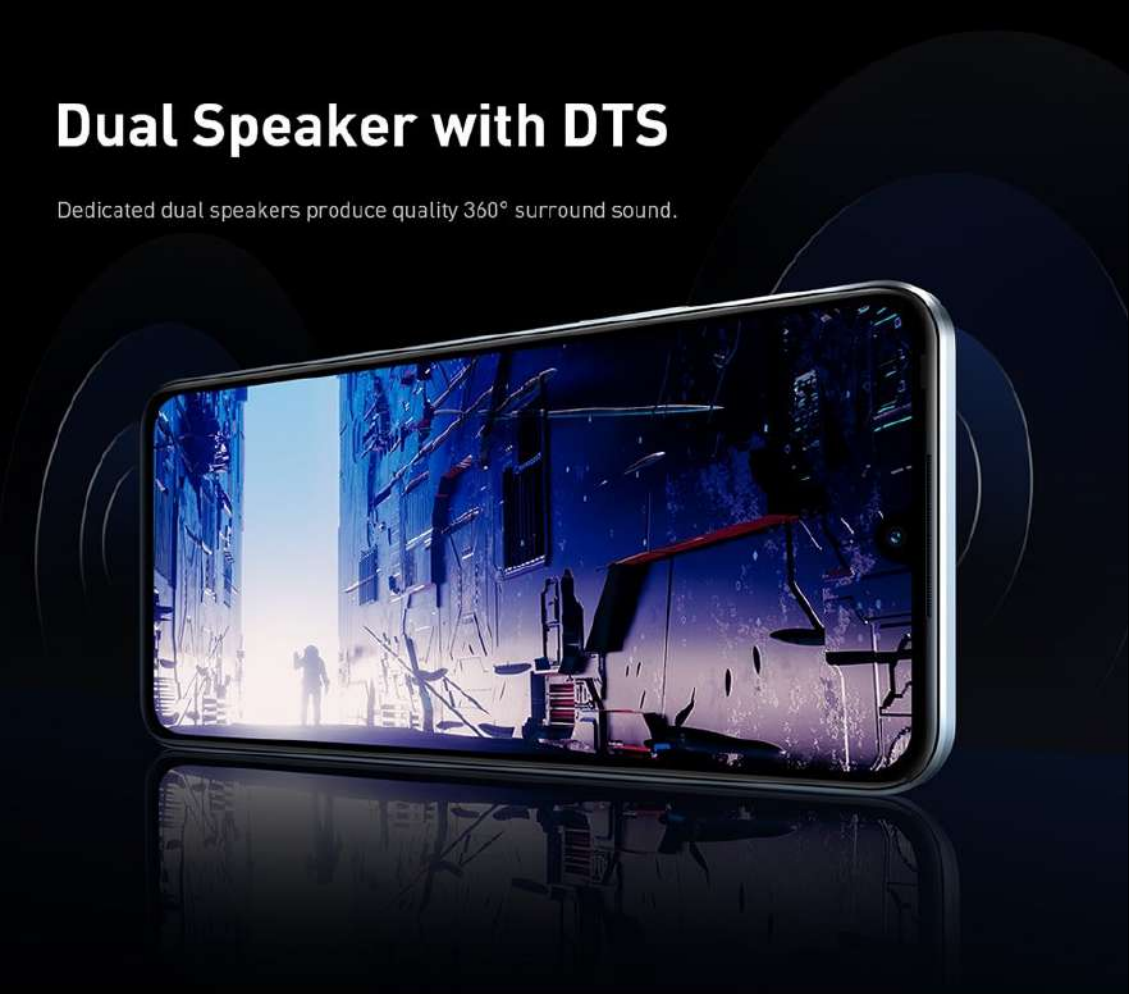
# 5000mAh Battery with 33W Super Charge

The 5000mAh 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.



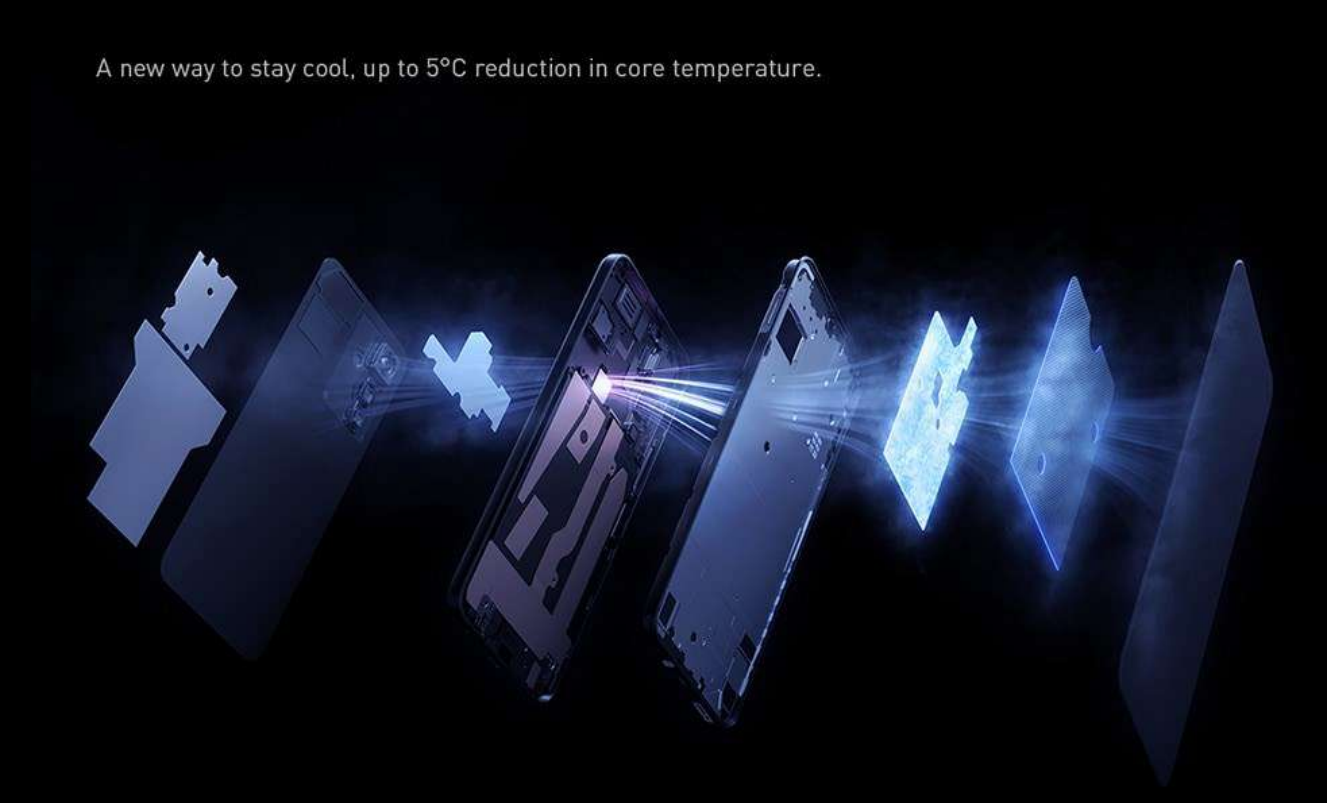
## Dual Speaker with DTS

Dedicated dual speakers produce quality 360° surround sound.



## 9-layers Graphene Cooling System

A new way to stay cool, up to 5°C reduction in core temperature.





# XOS 10.6

## SMARTER WAY

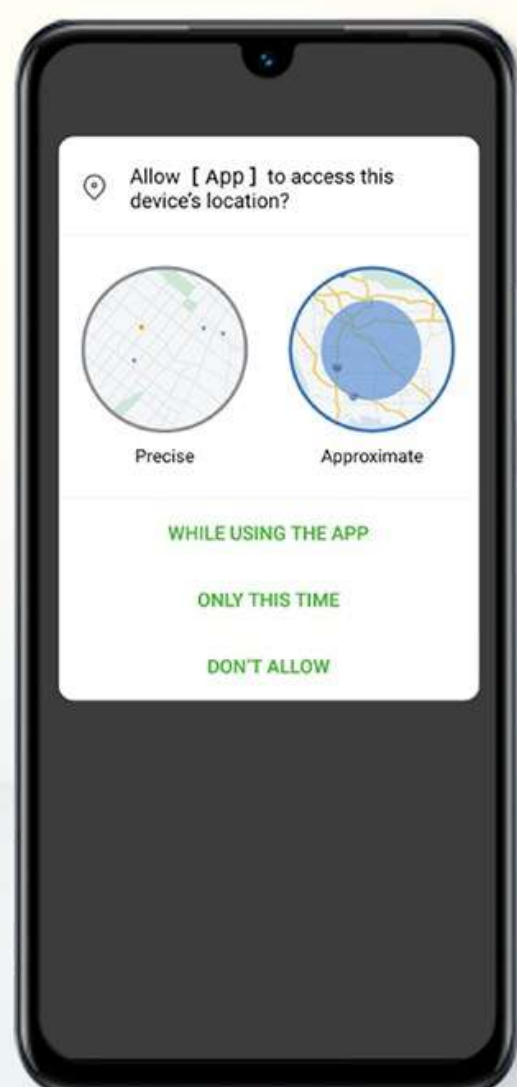
### Lightning Multi-Window Multitaskers' Favourite

Lighting Multi-Window gives you access to multiple windows with a swipe on the screen, enabling you to switch between tasks quicker than ever.



### Privacy Guradian No Data Pass without Your Permission

The latest version XOS provides precise or approximate location GPS options to protect your privacy.







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**Automobile**  
*CLASSIC*

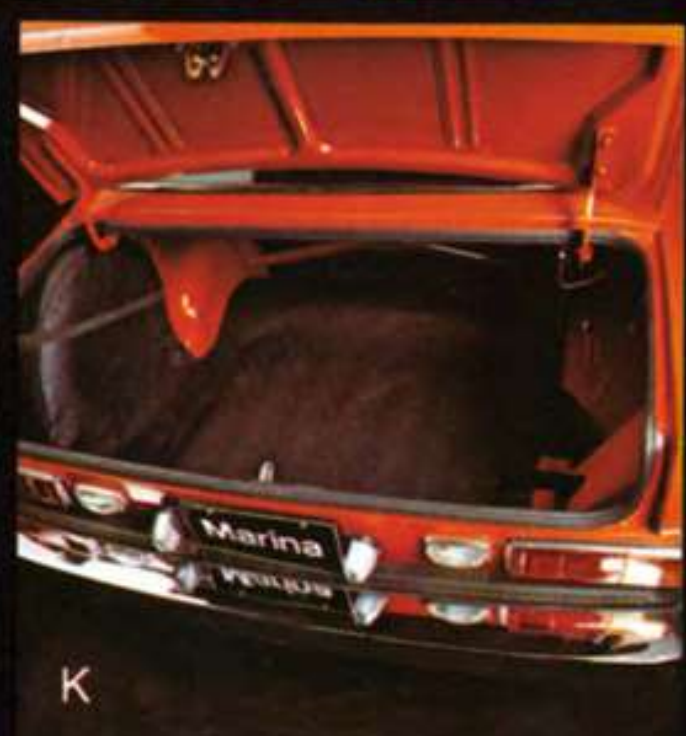




# 1974 AUSTIN 'MARINA'

**The Gas-Saving Marina.  
Some family car. From some family of cars.**







The Marina is powered by a gas-saving, single carburetor version of the MGB engine, proven reliable in over 2 billion miles of driving. When a great engine goes in, economy comes out—over 20 miles per gallon's worth.



The Marina also has a strong bodyshell with an unusually high degree of torsional stiffness—stiffer, in fact, than that of the rugged Land Rover. When strong construction like this goes in, longer body life comes out.



The Marina has positive rack and pinion steering like the Jaguar's. Now when that goes in, responsive handling comes out. It's the kind you'll really appreciate on winding country roads, or when slipping in and out of tight downtown parking spaces.



The Marina has a rugged transmission (automatic optional) and fade-resistant disc brakes like the Triumph's. We put them in, so driving satisfaction and confidence come out.



When it comes to striking an ideal balance between power and economy, the Marina is right on the money.

Its energetic 1800 c.c. MGB engine delivers the kind of power needed on today's highways. Yet its efficiency yields economy at a rate of over 20 miles to the gallon.

Besides this blend of economy and performance, you'll find the Marina to be a true four-seater, with a comfortable interior and generous leg room front and back.

What's more, the Marina's long-life good looks are assured by a seven-stage phosphating process, extensive electroplating of anti-corrosive agents and the application of heavy-duty under-sealants.

And, to suit your individual driving preferences, the Marina offers you two distinctive models. The sporty Marina GT coupe with its woodgrained dash and true sports car tachometer. Or the practical Marina sedan with rear door locks that can be adjusted so children cannot accidentally open them. And, for extra driving control and gas economy, both models come equipped with road-hugging, gas-saving radial ply-tires (whitewalls optional).











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# MASERATI 'BORA'



1971 MASERATI 'BORA'













## THE WIND & THE STAR

### MERAK SPECIFICATIONS

GRAN TURISMO: 2 passenger

BODY: Coupe. Length: 170" (4335 mm) Width: 69.6" (1768 mm) Height: 44.6" (1134 mm)

ENGINE: V-6 (mid-engine) Bore: 3.6" (91.6 mm) Stroke: 2.95" (75 mm) Cubic Displacement: 180.9 cu. in. (2965 cc) 4 overhead camshaft, 3 Weber carburetors. Maximum Torque: 185 lb. ft. at 3000 r.p.m. Compression ratio: 8.75 to 1 Water cooled

CLUTCH: Hydraulically operated diaphragm clutch

GEAR BOX: 5 speed synchromesh plus reverse

CHASSIS: Integral body chassis construction Wheelbase: 102.3" (2600 mm) Front Track: 58" (1474 mm) Rear Track: 56.9" (1447 mm)

SUSPENSION: Fully independent suspension with coil springs, torsion bar and telescopic dampers

BRAKES: Power assisted ventilated disc brakes on all 4 wheels Dual Master Cylinders Independent systems for each axle

STEERING: Rack and pinion with damping

FUEL TANK: Capacity: 23 U.S. gallons

WHEELS: 7.50 x 15 light alloy wheels

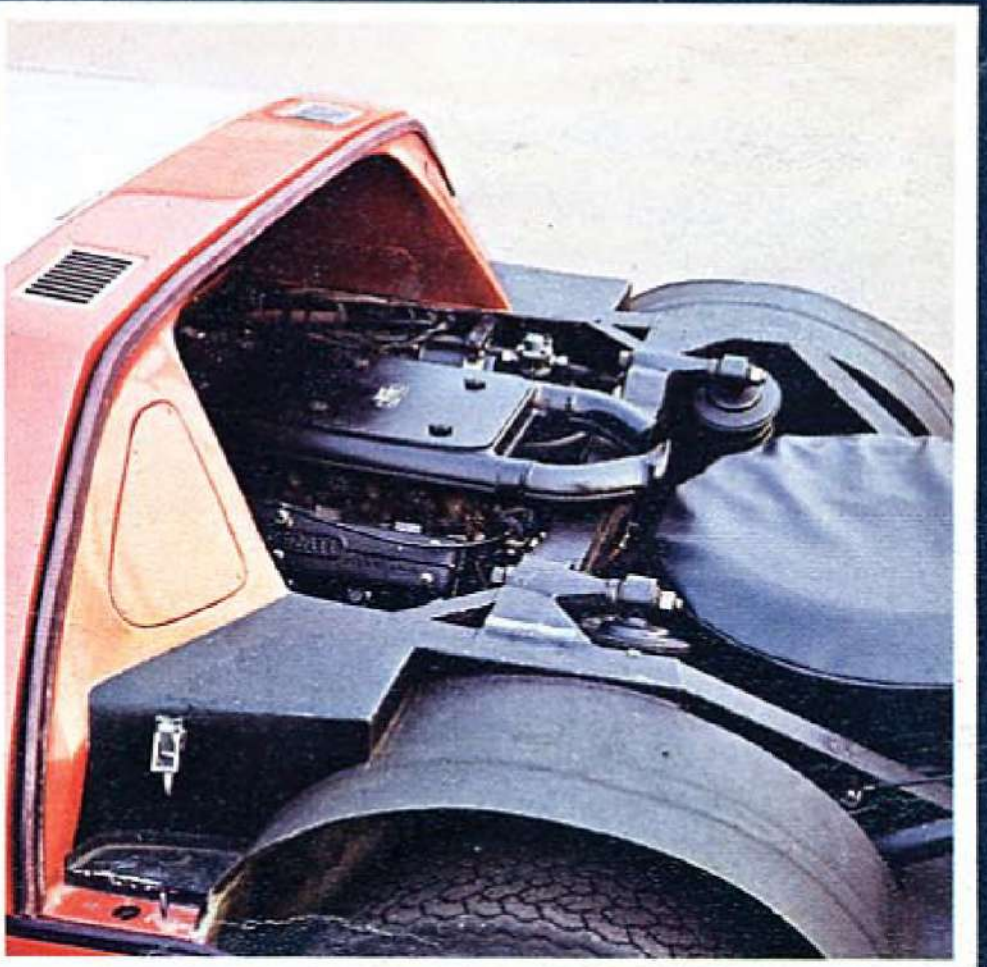
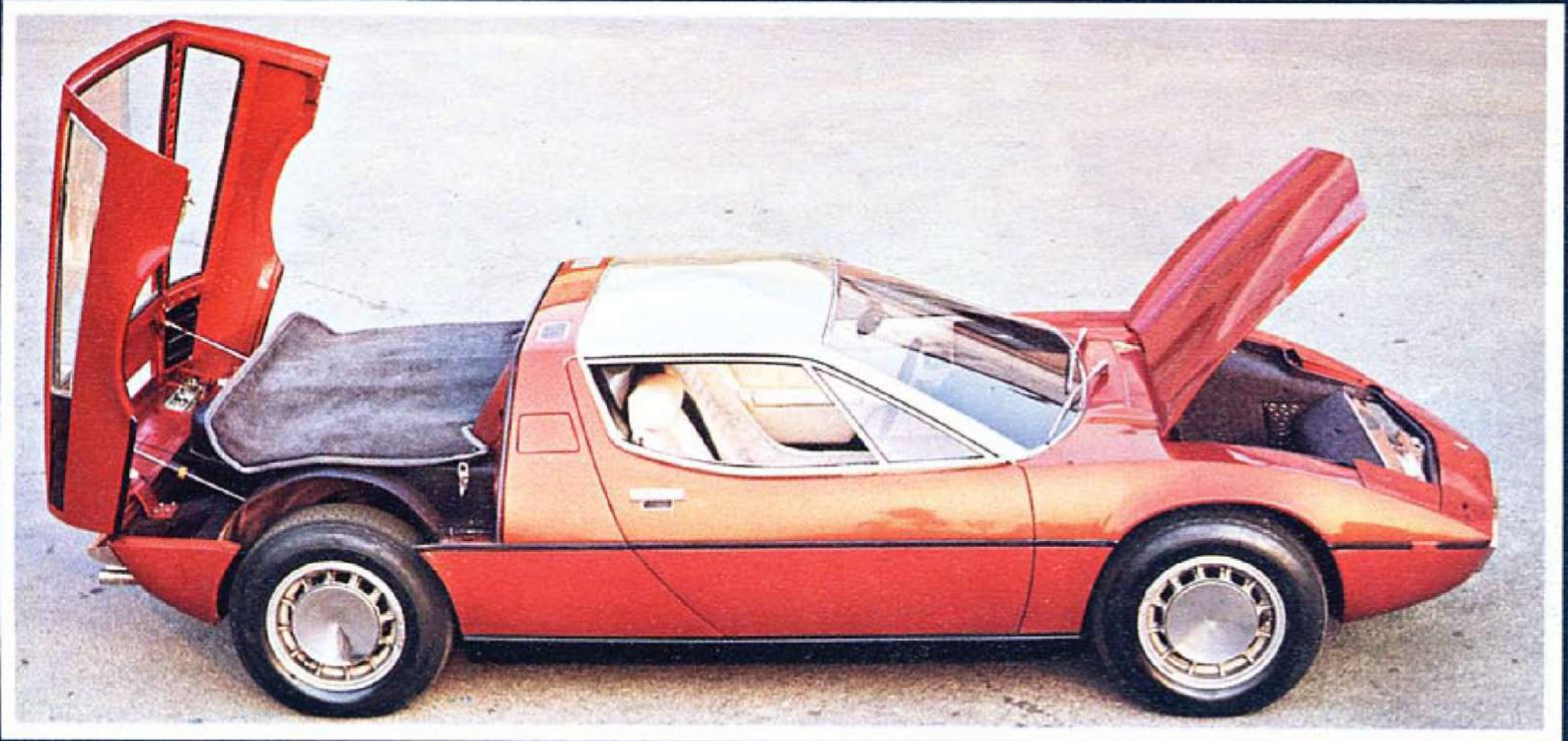
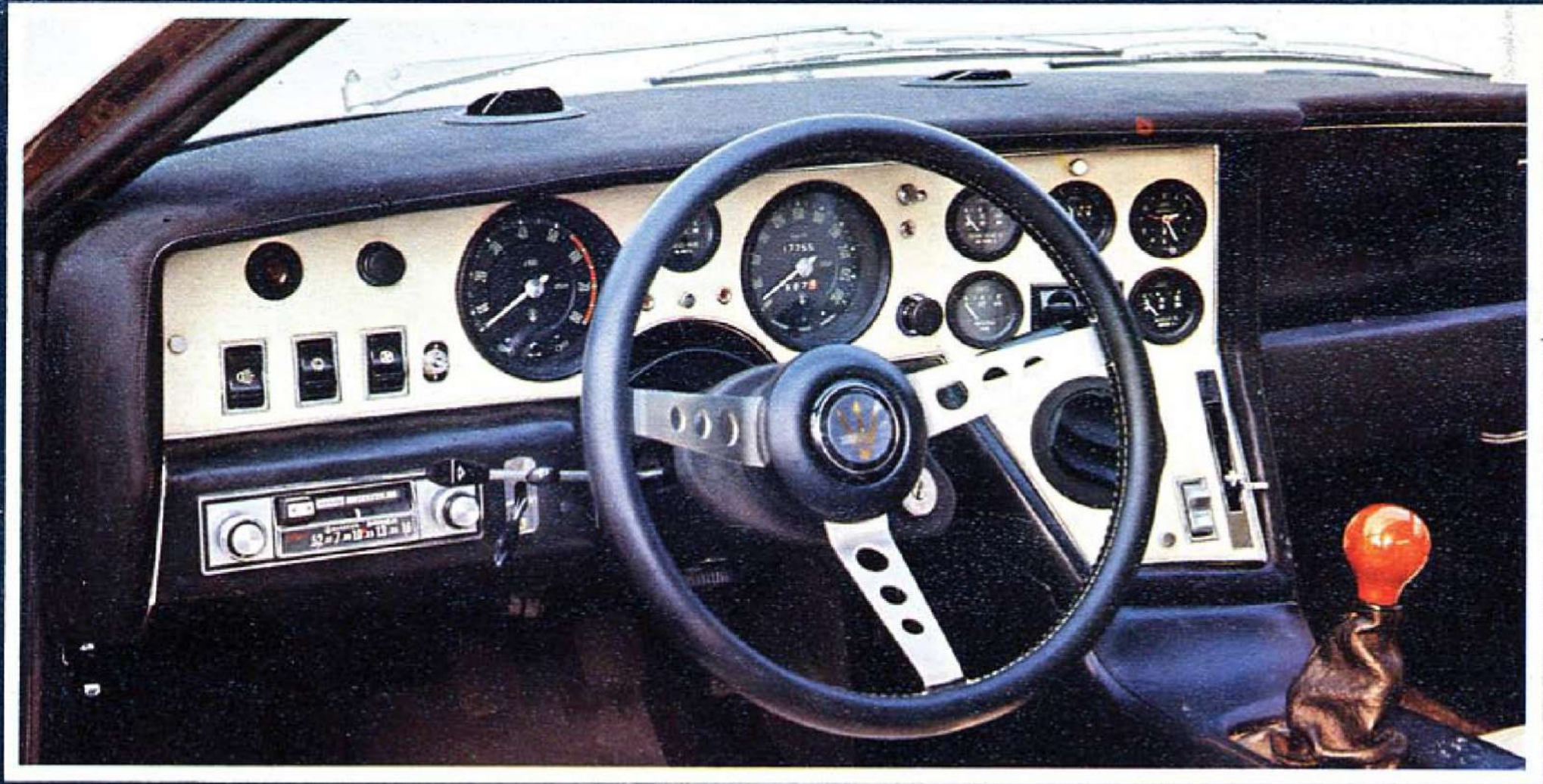
TIRES: Michelin steel belted radial

MAXIMUM SPEED: Approximately 149 m.p.h.

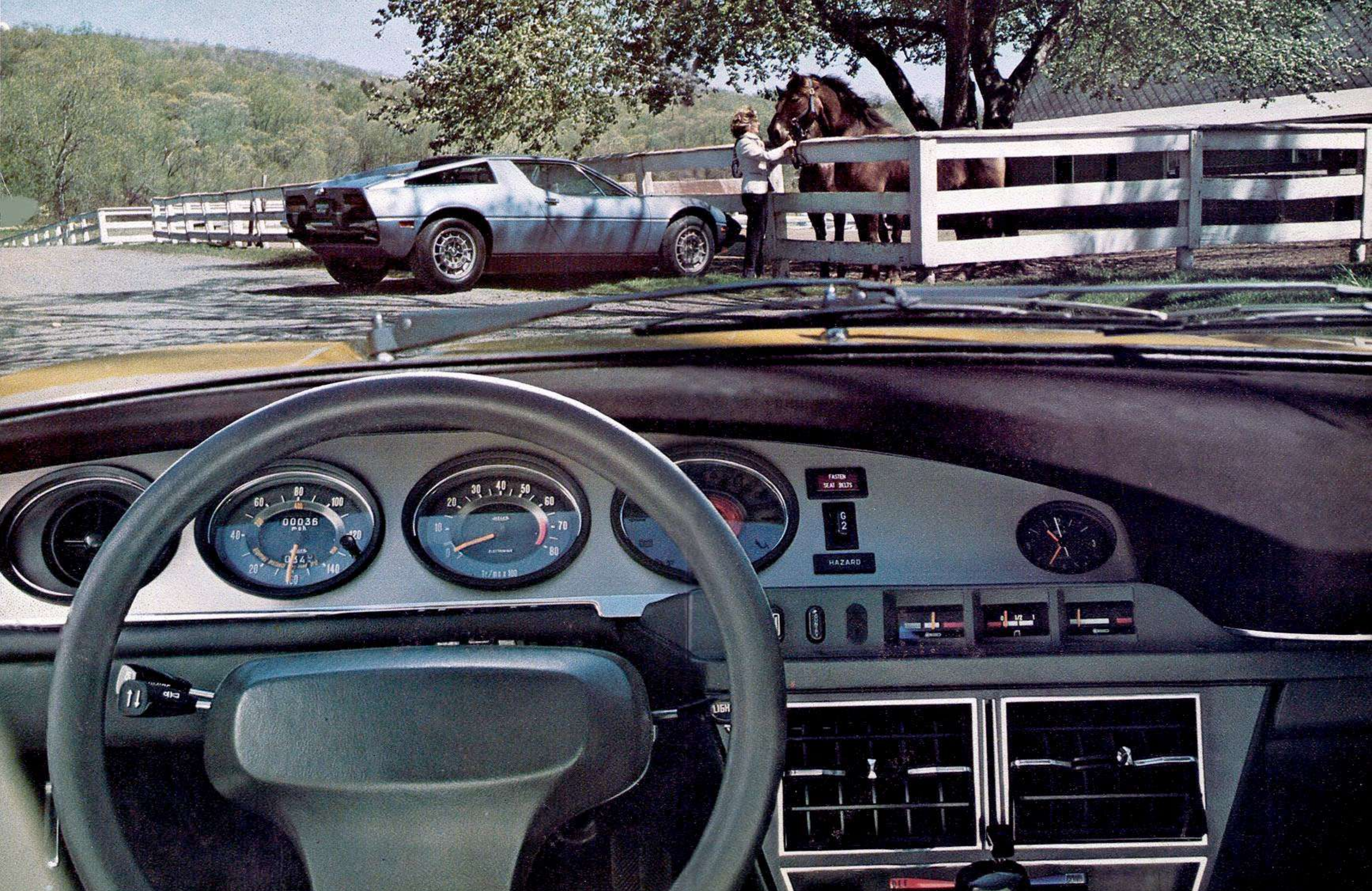
STANDARD EQUIPMENT: Air conditioning, leather upholstery, power windows and antenna, tinted glass, speakers, adjustable steering wheel, electric rear window defroster

OPTIONAL: Radio, tape deck











# BORA





viaggiate comodi sicuri veloci  
con una tecnica d'avanguardia

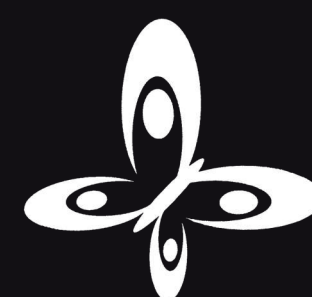








JAGUAR



1990 JAGUAR 'FULL-LINE'





### *The XJ-S Convertible*

Thoughtfully designed and ingeniously executed, the XJ-S convertible is an elegant performer that offers the added excitement of top-down motoring.

Jaguar engineers designed the chassis of the S-type convertible with a degree of structural rigidity rarely found in open motorcars. The S-type convertible's beautifully tailored top closes at the touch of a button.

Inside the elegant cabin, supple leather on the doors and seats and the warmth of polished burl walnut add Old World elegance.

Under the hood, lies a race-bred V-12 engine. For 25 years, Jaguar has been perfecting V-12 power with the philosophy that the quality of power an engine delivers is just as important as the quantity of power it produces. Jaguar's V-12 has more firing pulses per crankshaft revolution than a six- or eight-cylinder engine. The additional pulses make the V-12 operate more smoothly—helping to account for the S-type's uncannily silent cabin and quiet ride.



## The XJ6

In the manner of its legendary forebears, the XJ6 continues the 50-year tradition of style, speed and strength that is uniquely Jaguar. For 1990, the XJ6 is endowed with significant improvements—starting with a more powerful, 4-liter engine that produces an impressive 223 horsepower and 278 lbs. ft. of torque.

A new, electronically controlled, four-speed automatic transmission not only channels the larger engine's power, it also enables the driver to switch the transmission to an exhilarating "sport" mode for more spirited driving.

A more sophisticated Teves anti-lock (ABS) braking system helps the driver maintain steering control while braking hard on slippery roads. Larger front brakes improve fade resistance.

Jaguar's four-wheel, fully independent suspension system provides a near-perfect balance of smooth-riding comfort and athletic agility.

But perhaps the most distinctive characteristic found in all Jaguar sedans is their styling—a heritage developed by a company with a 50-year history of building one classic automobile after another.

## The Sovereign

A car of classic proportions, the brand new Sovereign blends British style and elegant bearing with the Jaguar traditions of advanced engineering and inspired technical innovation.

Aerodynamic headlights—in the manner of fine European Jaguar sedans—shine a brilliant pathway through the darkness. An electrically operated sunroof floods the cabin with fresh air, sunlight, or the glow of a moonlit evening.

The warmth of inlaid and book-matched, burl walnut graces the interior of the Sovereign. Each beautifully tailored seat is faced in leather and all four seats are equipped with headrests.

To help keep the cabin of the 1990 Sovereign whisper quiet, specially molded Teroson insulation is fitted throughout the body.

The Sovereign also has the additional benefits of Jaguar's electronically controlled, hydraulic leveling system. It automatically raises the car to an appropriate height to keep Jaguar's patented, fully independent suspension in the proper position when the car is heavily loaded.

## The Vanden Plas

Over 100 years ago, the European firm of Vanden Plas was heralded as one of the world's finest coachbuilders. Today, the traditions of fine coachbuilding and Jaguar's legendary performance are brought together in the 1990 Jaguar Vanden Plas.

Outside, chrome bodyside moldings and rear trim, fog lamps, flush wheel-center covers, heated headlight washers and unique badging set the Vanden Plas apart from other Jaguar sedans.

Inside, you'll find the warmth of inlaid burl walnut. Fleece-like throw rugs grace the passenger footwells and the fragrance of leather abounds. Fold-down, burl walnut tables, adjustable reading lamps and individual headrests give rear seat passengers the comfort of a favorite clubroom reading chair.

Lively performance comes from Jaguar's 4-liter, 24-valve, double-overhead cam engine. A limited-slip differential offers superior traction on slippery surfaces. The Vanden Plas also has the sophistication of Teves anti-lock braking, as well as Jaguar's automatic suspension leveling system.





## *The Vanden Plas Majestic*

Grace, elegance and unabashed style are the hallmarks of the Vanden Plas Majestic—without question the most luxurious and exclusive sedan Jaguar offers.

From its distinctively fluted chrome grille and regency red, mica-metallic finish, to its polished, diamond-turned wheels, this is clearly a very special Jaguar Vanden Plas.

Tasteful appointments abound inside the cabin. mulberry piping on the seats accents the glorious magnolia interior, while red sheepskin rugs counterpoint wine-red carpets. The rich warmth of burl walnut graces the deep fascia, control panel, center console, door inserts and rear fold-down picnic tables. Unique rear badging identifies the Majestic as a limited edition.



Inside the XJ-S, the luster of hand-finished burl walnut graces the fascia, console and door waist rails. Carefully tailored leather covers the seats, console sides, armrests and door pockets.

The S-type's sports seats are uniquely contoured to offer refined comfort for elegant motoring, as well as support for spirited driving. Both front seats feature power-variable lumbar support and electrical heating.

The leather-covered steering wheel tilts for optimum driving position and also houses a driver-side air bag.

A full array of analog gauges on the instrument panel keeps the driver fully informed. Beautiful sound is provided by Jaguar's 80-watt stereo system which plays through four acoustically matched speakers.

The rear seat in the coupe is comfortably contoured for occasional seating. In the convertible, the area behind the front seat provides luggage space and a lockable stowage compartment.





Within the handsome cabin of the XJ6, select hardwoods display their natural beauty. On the doors, fascia and center console, the rich warmth of highly polished walnut has been carefully hand fitted by Jaguar craftsmen. Supple leather graces the orthopedically designed seats.

To provide a superb driving environment, the XJ6 has sophisticated cockpit controls, classically British analog gauges and a six-function trip computer. The steering column telescopes for driver comfort. Jaguar's new electronically controlled transmission provides effortless automatic shifting. Move the shifter to the left side of the unique J-gate and it limits upshifts to your choice of second or third gear.

Computerized climate control maintains the cabin temperature you select and allows you to adjust the level of incoming humidity for added comfort. Vent controls in the center console allow rear seat passengers to adjust cabin air flow to the back. For your listening pleasure, Jaguar's 80-watt sound system plays through six high-fidelity speakers to surround you in near-concert-hall quality sound.



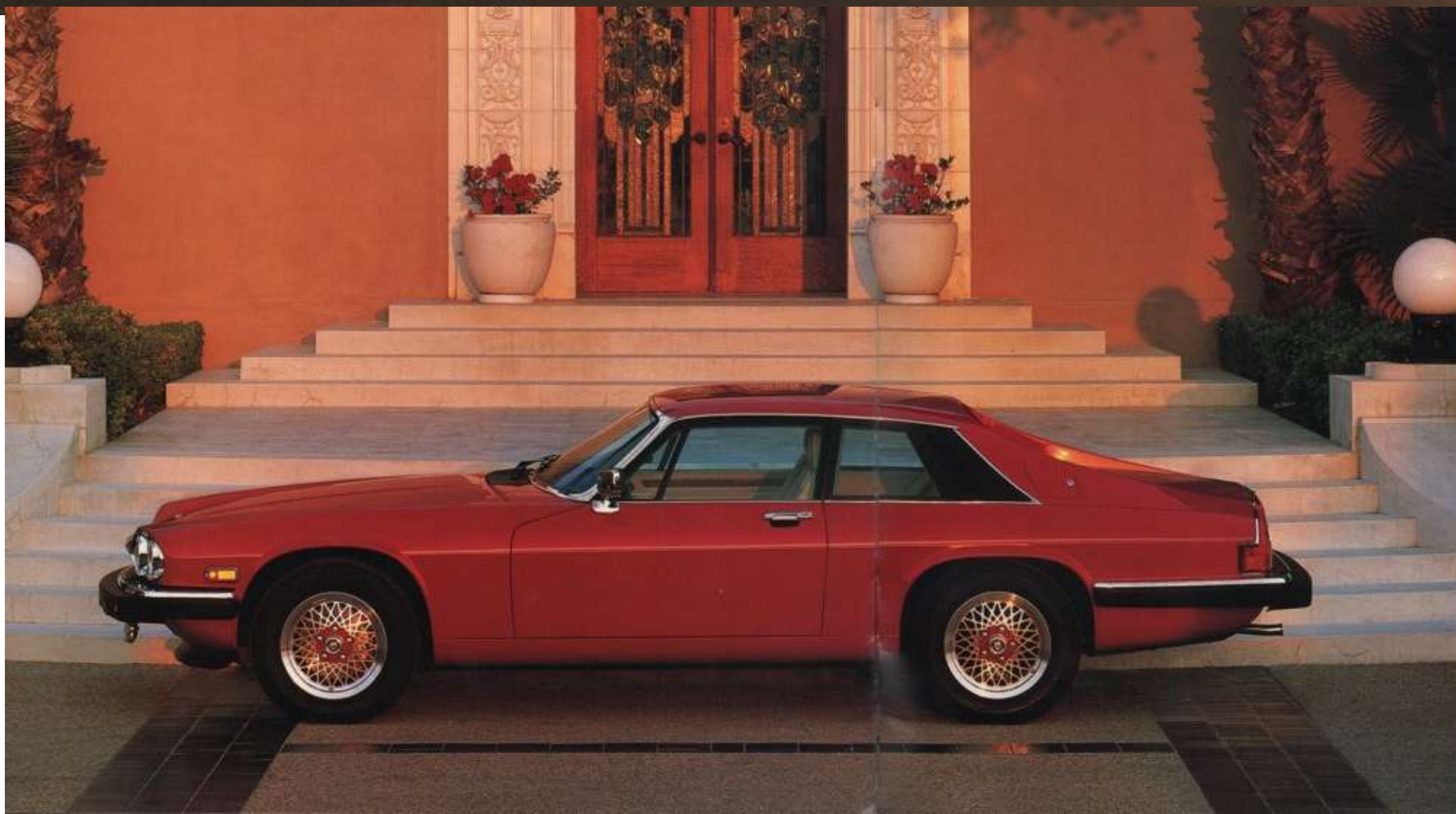
## *The XJ-S Coupe*

Bred to advance the art of true grand touring, the 1990 XJ-S coupe displays a powerful sense of purpose in its broad-shouldered stance.

On the interstate or the switchbacks of a winding road, the sophistication of the S-type's fully independent suspension system, power disc brakes and one of the most advanced anti-lock (ABS) braking systems in the world provide a near-perfect blend of smooth riding comfort and athletic handling agility. The XJ-S is powered by Jaguar's extraordinary, 262 horsepower, overhead cam, V-12 engine.

Inside the S-type's handsome 2+2 cabin, leather abounds, while the warmth of hand-polished burl walnut graces the fascia, control panel, console and door waist rails. The specially contoured front sports seats offer power-variable lumbar support and electrical heating for comfort.

The steering wheel tilts for optimum position and also houses a driver-side air bag. Jaguar's 80-watt sound system plays through four, acoustically matched speakers.



## *The XJ-S Rouge*

With dashing style and Jaguar's proud heritage of blending performance with luxury, the new 1990 XJ-S Rouge brings added excitement to the time-honored concept of grand touring.

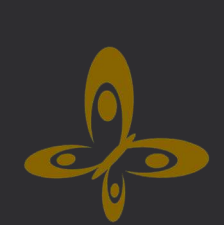
From its glorious signal red body to its highly polished, diamond-turned wheels with spokes faceted in red, the Rouge stands apart as an XJ-S coupe so special, only a limited number will be available.

Gold-plated badging on the hood and trunk identify the Rouge as Jaguar's ultimate grand touring coupe.

Inside, the magnolia leather interior is accented by red piping on the seats, while deep-pile, champagne carpeting covers the footwells.

For added distinction, only the XJ-S Rouge, among all Jaguars, receives the warmth and beauty of highly polished burl elm on the fascia, control panel, console and door waist rails.





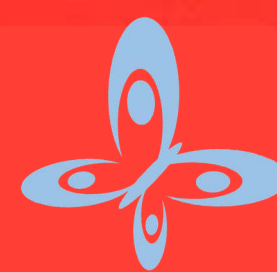








BITURBO



1985 MASERATI BITURBO



## STANDARD FEATURES ACCESSORIES

- ☐ Maserati Automatic Boost Control
- ☐ All engine and electrical components
- ☐ Steering wheel lock
- ☐ Vertical and longitudinal adjustment of steering wheel
- ☐ 5 speed transmission (automatic transmission optional)
- ☐ Electronic ignition
- ☐ Headrests
- ☐ Folding armrest between rear seats
- ☐ Safety rear view door mirror adjustable from inside
- ☐ Passengers sun visor vanity mirror with automatic light
- ☐ Digital quartz clock with stop-watch
- ☐ Front ashtray, lighter and cigarette box
- ☐ Centralized door locking
- ☐ Open door safety lights
- ☐ Air conditioning system with additional distribution of air to rear seats and side windows
- ☐ Aluminum alloy wheels
- ☐ Electrically operated side windows
- ☐ Tinted glass
- ☐ Heated rear window
- ☐ Opening rear side windows
- ☐ Blinds at the rear window
- ☐ AM/FM digital cassette radio with 4 speakers
- ☐ Halogen headlights
- ☐ Seatbelts
- ☐ Hand sewn Italian leather seat facings
- ☐ Engine and luggage compartment lights
- ☐ Full size spare wheel in retractable carrier
- ☐ Electronic warning system to monitor
- ☐ Remote trunk release in driver's door post
- ☐ Emergency tool kit

## AUTOMATIC TRANSMISSION

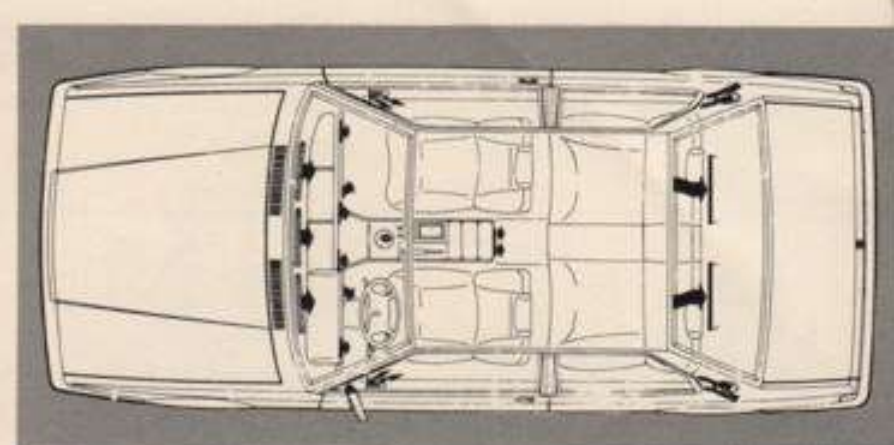
Equipped with ZF 3-speed automatic, the incredible power of Maserati's biturbo motor can be applied to the road effortlessly with no loss of performance. The automatic allows no loss of revs between shifts which keeps the "biturbos" spinning at full efficiency and engine output at its maximum.



## THE INSTRUMENTATION

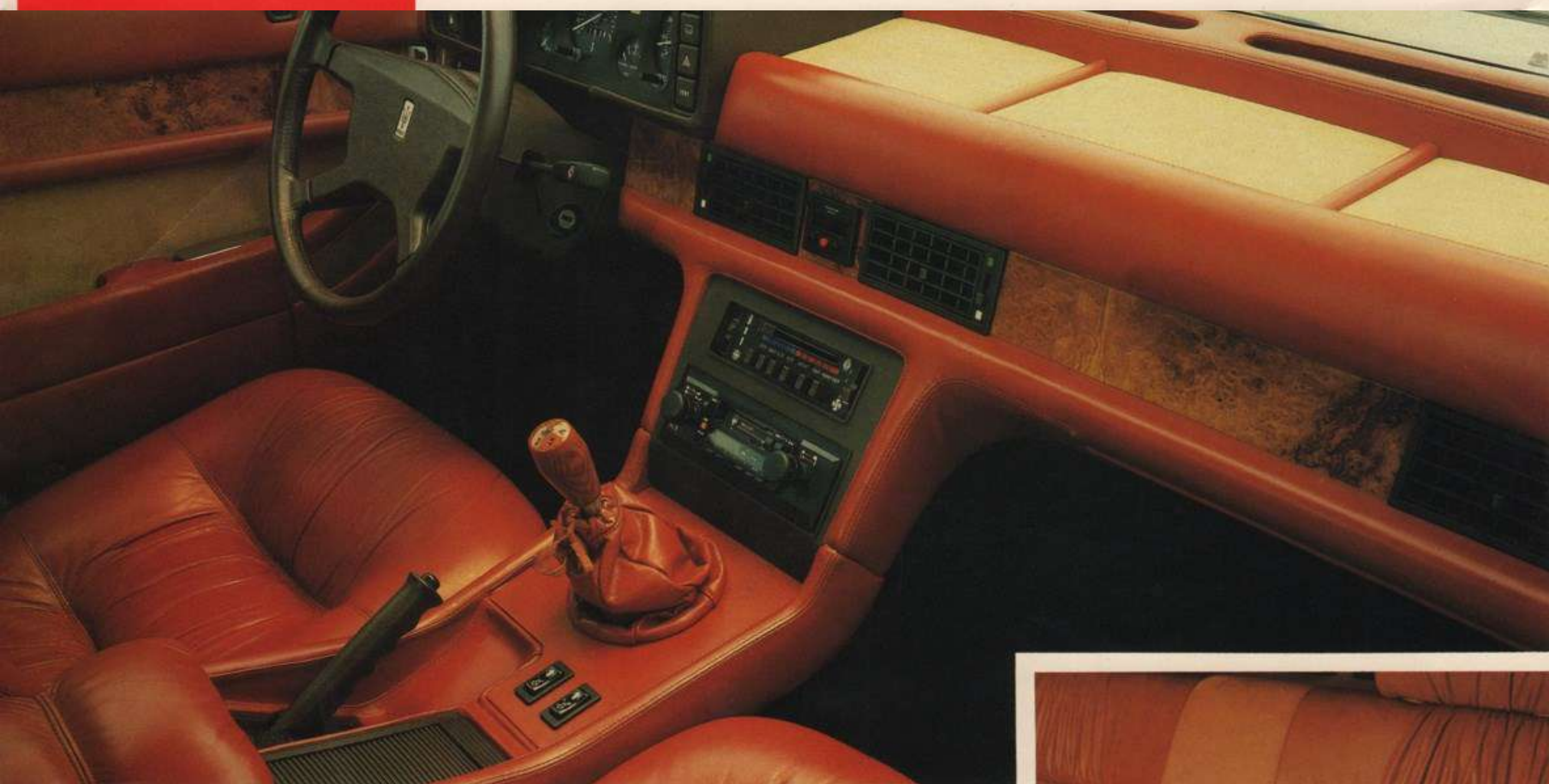
The instrumentation includes:

- ☐ Instrument panel illumination rheostat
- ☐ Electronic speedometer with standard odometer and trip odometer
- ☐ Tachometer
- ☐ Water temperature gauge
- ☐ Turbocharger pressure gauge
- ☐ Engine oil pressure gauge
- ☐ Engine oil pressure gauge
- ☐ Fuel level gauge
- ☐ Voltmeter
- ☐ A set of warning lights for various functions, including:
  - parking and stop light failure
  - water temperature, oil pressure, brake oil level, failure of the braking circuit and brake pad wear



— direction indicators, parking lights, headlamp high beam, fog lights, generator, hand brake, fuel level, choke, safety belts, heated rear window

☐ A set of electric control buttons: — hazard warning lights, heated rear window, fuel flap opening and fog light — test control and corresponding warning light.



## THE INTERIOR AND CONTROLS COMBINATION

The Biturbo interior represents a combination of comfort, Italian style, and functionality.

The steering wheel position is adjustable in both vertical and longitudinal directions.

The four hand-made bucket seats are covered in

soft Italian glove leather, and they slide forward when tilted to allow easy access to the rear seats.

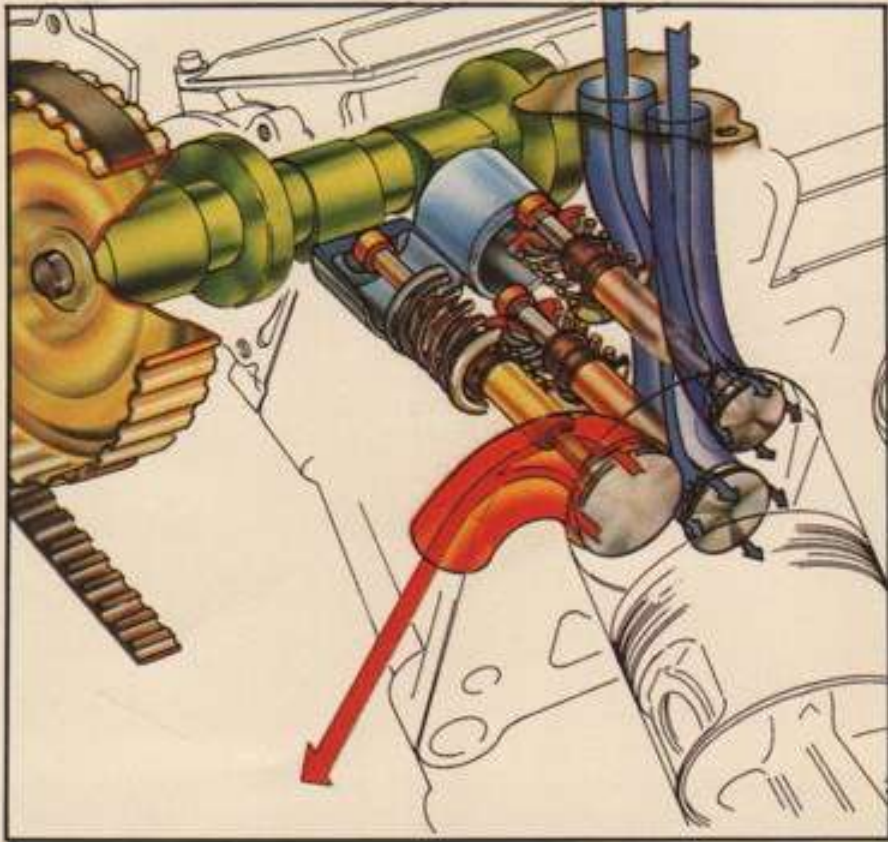
The Biturbo console houses the air conditioning, heater controls, radio, and side window switches in an elegant area that incorporates a spacious storage compartment and armrest.





### 3-VALVE INNOVATION

A patented 3-valve head (2 intake, 1 exhaust) allows the engine better breathing while increasing combustion efficiency. Without the use of complicated rocker arms or double arms, this cylinder head remains simple, compact, and lightweight. The exhaust valve uses the traditional method with the valve stem inside a cup; however, the two intake valves are actuated by the edge of a strengthened valve cup off a single cam lobe. The single overhead camshafts are belt driven to reduce noise and weight.



### FUEL EFFICIENCY

Simplicity is the key to efficiency. A single Weber two-barrel carburetor is mounted inside a plenum chamber. Pressurized air from the turbochargers enters the plenum and travels through the carburetors into the combustion chamber.

### BEAUTY IN DEPTH

The body and chassis are of unitized construction for maximum strength. They are completely rust proofed and painted in a new facility, using the most modern technology. Suspension is independent on all four wheels, using MacPherson struts in front with telescopic, double-acting shock absorbers and an anti-roll bar. The rear uses semi-trailing arms with coil springs over telescopic, double-acting shock absorbers. The brakes are four wheel disc with servo-assist by ATE of Germany. They provide safe stopping power with ease, a must in a high performance car. The interior is spacious, yet compact and is hand-crafted to provide the luxury that has always been expected from Maserati. The controls are designed with functionality in mind so that the driver can keep his mind on driving. The Maserati legend was earned with exceptional cars. The Biturbo is only the newest Maserati masterpiece—one which can only be appreciated through driving.

### MASERATI BITURBO— TECHNICAL DATA

#### ENGINE

Position/Drive		Front/Rear
Cylinders	No.	V-6 at 90°
Bore	mm	91.6
Stroke	mm	63
Cubic Capacity	cc	2491
Compression Ratio		8.0 to 1
Max. Torque	ft. lbs.	233 @ 3000 rpm
Max. H.P.	H.P.	192 @ 5500 rpm
IHI Turbochargers	No.	2
Carburetor		1 Twin Weber
Electronic Ignition		

#### GEAR BOX

Manual; 5 speed, ZF Type  
Automatic 3-speed, ZF Type

#### STEERING

Mechanical Rack & Pinion.

#### WHEELS AND TIRES

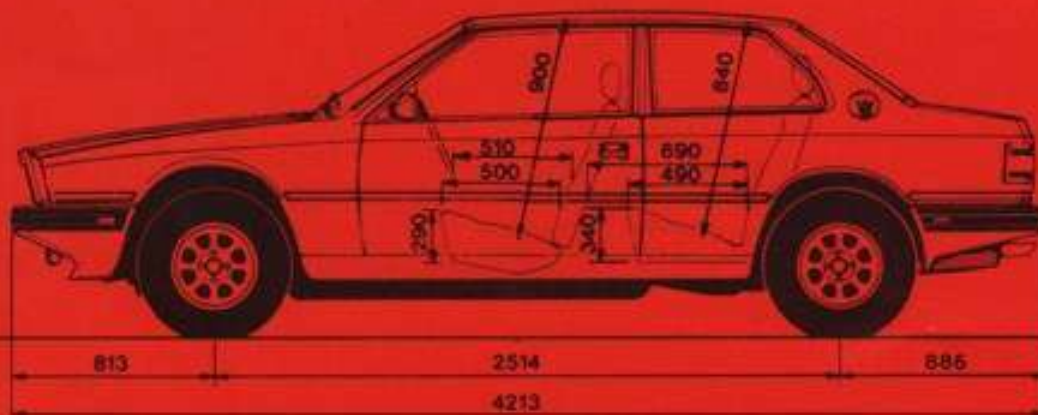
Magnesium Alloy 5 1/2" Rims with  
Pirelli P6 195/60HR14

#### PERFORMANCE

Top Speed	130 mph
0-60	6.8 Sec.
MPG (EPA)	15 mpg City 20 mpg Highway

#### DIMENSIONS AND WEIGHTS

Wheel Base in.	98.9
Length in.	163.5
Width in.	67.4
Dry Weight lbs.	2580
Fuel Tank gal.	19 Usable



dimensions in millimeter



**WEST COAST**  
Maserati Import Company  
901 Van Ness Avenue  
San Francisco, CA 94109  
(415) 775-3721

**EAST COAST**  
Maserati Automobiles, Inc.  
1501 Caton Avenue  
Baltimore, MD 21227  
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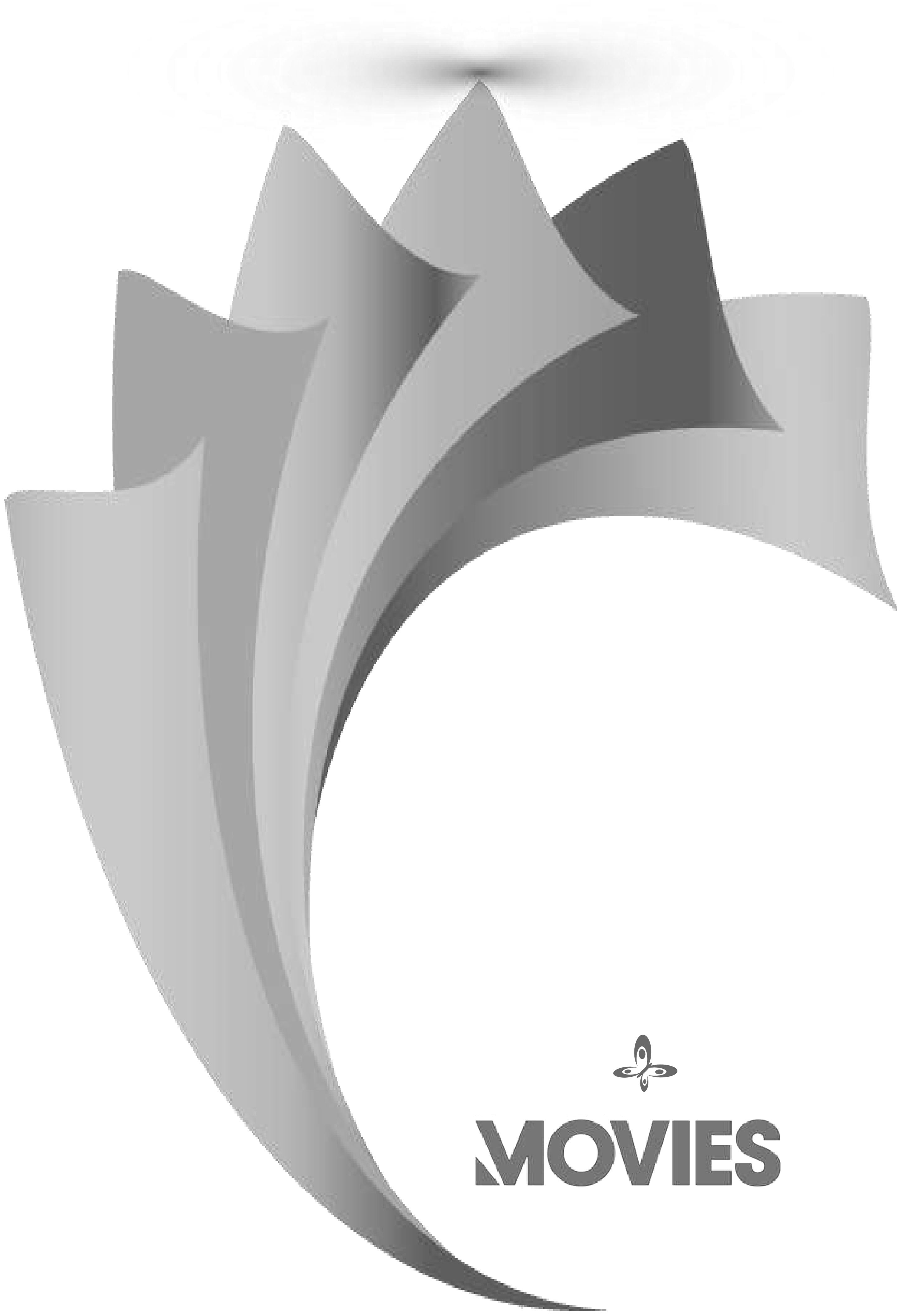
@titimagazine



@titimagazine







**MOVIES**



FROM THE DIRECTOR OF  
**10 CLOVERFIELD LANE**

*Thriller, Action, Sequel, Sci-fi*

*Release: August 5 2022*



# PREY

ORIGINAL FILM  
**AUG 5 ONLY ON**





From the creative visionary behind  
**TOY STORY** and **CARS**

An Apple Original Film

by

SKYDANCE  
ANIMATION

# Luck

*Comedy, Fantasy, Family, Kids, Animation*

*Release: August 5 2022*



AUGUST 5 |  tv+



A24

# BODIES BODIES BODIES

@keirhgdesigns

DROPPING  
**AUGUST 5**

*Thriller, Horror*

*Release: August 5 2022*





**HOME IS WHERE  
THE CRAZY IS**

*Comedy*

*Release: August 5 2022*

**JO KOY**

**EASTER  
SUNDAY**



# FEAR

*Thriller, Horror, Psychological*

*Release: August 26 2022*



REBECCA HALL

# RESURRECTION

Maintain control.

Thriller

Release: August 5 2022

**"A GONZO FINAL ACT ...**  
**has to be seen to be believed."**  
—David Sims, THE ATLANTIC

**"DELICIOUSLY DERANGED ...**  
**intrinsically frightening."**  
—Slant Magazine

**"WILDLY ENTERTAINING ...**  
**a stone-cold bonkers horror thriller."**  
—Allisa Wilkinson, VOX







VIACOM 18  
STUDIOS  
PRESENTS

AAMIR KHAN PRODUCTIONS'

*Drama, Comedy, Bollywood-Tamil*

*Release: August 11 2022*

# Laal Singh Chaddha

DIRECTED BY ADVAIT CHANDAN

SCREENPLAY BY ERIC ROTH INDIAN ADAPTATION BY ATUL KULKARNI

MUSIC PRITAM LYRICS AMITABH BHATTACHARYA

PRODUCED BY AAMIR KHAN, KIRAN RAO, VIACOM18 STUDIOS

a  
a

AAMIR K



The movie poster for 'Emily the Criminal' features a close-up of a woman's face, looking upwards with a wide-eyed, intense expression. Her mouth is smeared with blood. Above her, several US dollar bills are shown in mid-air, as if falling or floating. The background is dark and moody, with a blueish tint. The title 'EMILY THE CRIMINAL' is prominently displayed in large, white, sans-serif capital letters across the top.

# EMILY THE CRIMINAL

*Thriller, Drama, Suspense*

*Release: August 12 2022*



F E A R   R E A C H E S   N E W   H E I G H T S



*Thriller, Suspense*

*Release: August 12 2022*

FALL





# MY FAVORITE GIRLFRIEND

Find love for  
the first time.  
Every time.



*Comedy, Romance, Romantic-Comedy*

*Release: August 5 2022*



FROM A PRODUCER OF IT AND AN EXECUTIVE PRODUCER OF THE RING AND THE GRUDGE



Thriller, Drama, Suspense

Release: August 31 2022

GEORGINA  
CAMPBELL

BILL  
SKARSGÅRD

JUSTIN  
LONG

# BARBARIAN

REGENCY ENTERPRISES PRESENTS IN ASSOCIATION WITH ALMOST NEVER FILMS AND HAMMERSTONE STUDIOS A BOULDERLIGHT PICTURES / VERTIGO ENTERTAINMENT PRODUCTION  
A FILM BY ZACH CREGGER "BARBARIAN" GEORGINA CAMPBELL BILL SKARSGÅRD JUSTIN LONG CASTING BY NANCY NAYOR, C.S.A. LINE PRODUCER CHRIS ABERNATHY MUSIC BY ANNA DRUBICH  
EDITOR JOE MURPHY DIRECTOR OF PHOTOGRAPHY ZACH KUPERSTEIN EXECUTIVE PRODUCERS YARIV MILCHAN MICHAEL SCHAEFER NATALIE LEHMANN DANNY CHAN ALEX LEBOVICI BILL SKARSGÅRD  
PRODUCED BY ARNON MILCHAN ROY LEE RAPHAEL MARGULES J.D. LIFSHITZ WRITTEN AND DIRECTED BY ZACH CREGGER





IDRIS  
ELBA

TILDA  
SWINTON



FESTIVAL DE CANNES  
HORS COMPÉTITION  
SÉLECTION OFFICIELLE 2022

Drama, Fantasy, Romance

Release: August 31 2022

UN FILM DE GEORGE MILLER  
CRÉATEUR DE MAD MAX: FURY ROAD

# TROIS MILLE ANS À T'ATTENDRE

THREE THOUSAND YEARS OF LONGING

FLUINATION

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“A supremely  
funny film.”

VANITY FAIR

# SHARP STICK

Comedy

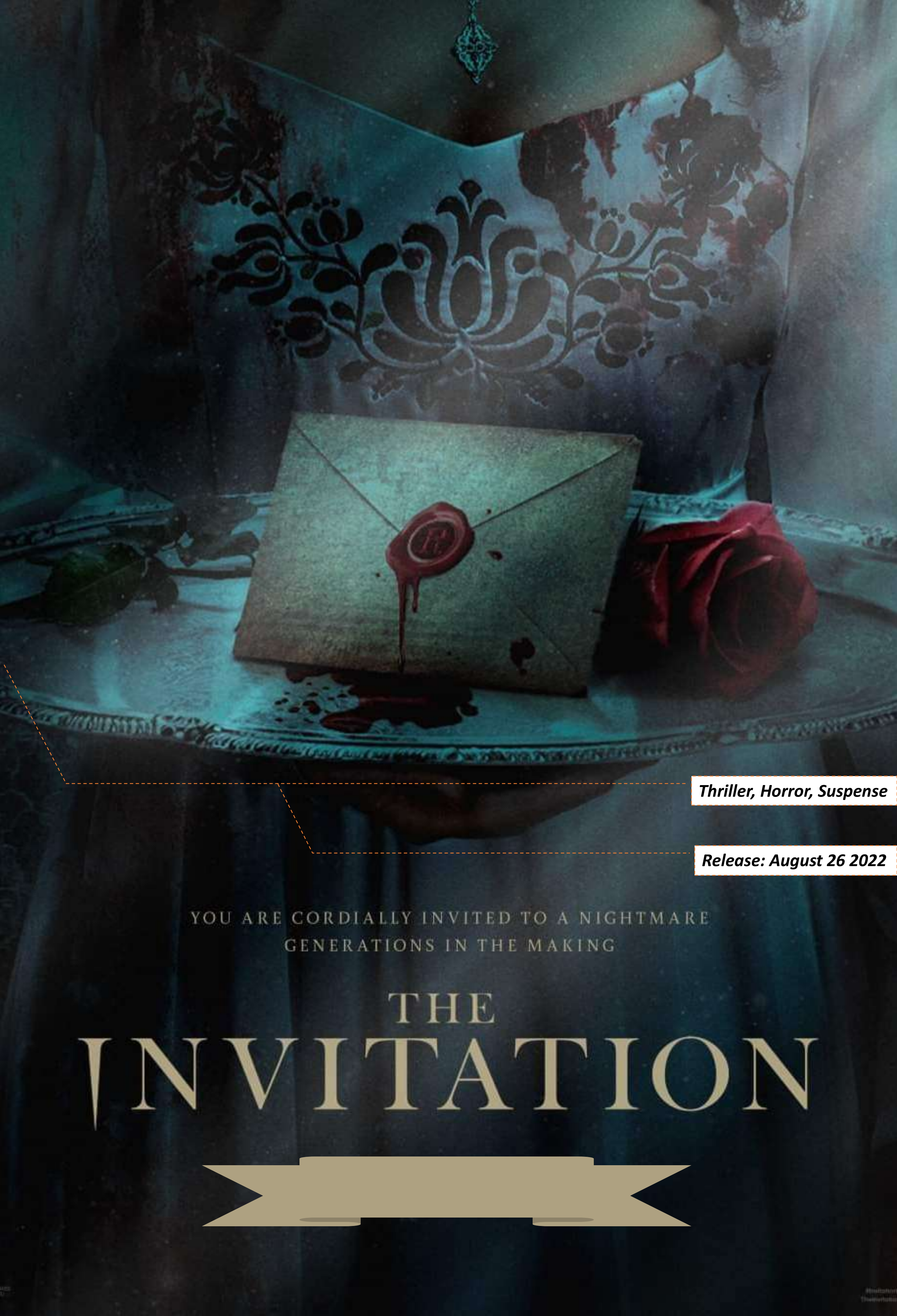
Release: August 5 2022

A FILM BY LENA DUNHAM

UTOPIA AND FILMNATION ENTERTAINMENT PRESENT A GOOD THING GOING PRODUCTION “SHARP STICK”  
KRISTINE FROSETH JON BERNTHAL LUKA SABBAT SCOTT SPEEDMAN LENA DUNHAM  
EBON MOSS-BACHRACH WITH TAYLOUR PAIGE AND JENNIFER JASON LEIGH

MUSIC BY LUIS FELBER AND MATT ALLCHIN MUSIC SUPERVISORS JEN MALONE AND NICOLE WEISBERG COSTUME DESIGNER KATINA DANABASSIS  
EDITED BY CATRIN HEDSTROM PRODUCTION DESIGNER MARGAUX RUST DIRECTOR OF PHOTOGRAPHY ASHLEY CONNOR CO-EXECUTIVE PRODUCER HARRISON KREISS  
EXECUTIVE PRODUCERS BEN BROWNING GLEN BASNER TAYLOUR PAIGE JON BERNTHAL KENNETH YU WILLIAM GREENFIELD  
PRODUCERS LENA DUNHAM MICHAEL P. COHEN KEVIN TUREN KATIA WASHINGTON WRITTEN AND DIRECTED BY LENA DUNHAM



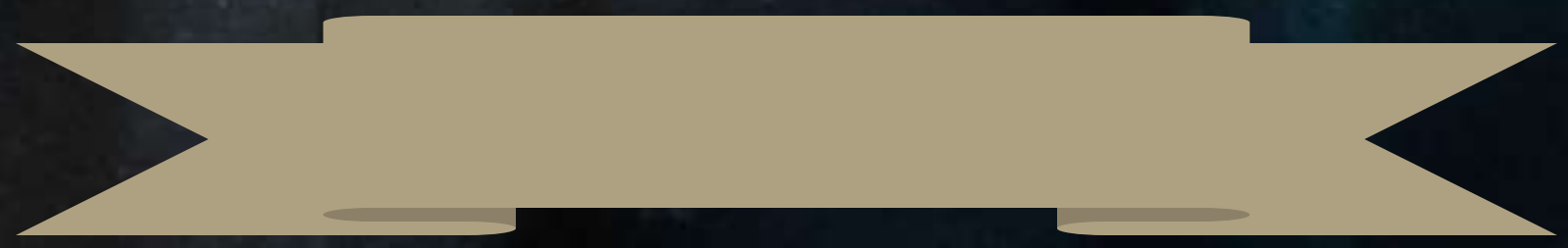


Thriller, Horror, Suspense

Release: August 26 2022

YOU ARE CORDIALLY INVITED TO A NIGHTMARE  
GENERATIONS IN THE MAKING

# THE INVITATION





“The delightful Laure Calamy (*Call My Agent!*) hijacks a family trekking holiday in this warm comedy of infidelity and animal magnetism” **The Guardian**

Chapka Films and La Filmirie  
present

Laure Calamy in

# My Donkey, My Lover & I

a film by  
Caroline Vignal



**WINNER**  
BEST ACTRESS

46<sup>TH</sup> FRENCH ACADEMY  
**CÉSAR**  
AWARDS 2021



FESTIVAL DE CANNES  
OFFICIAL SELECTION  
2020

Documentary

Release: August 30 2022

Benjamin Lavernhe

Olivia Côte

GREENWICH ENTERTAINMENT CHAPKA FILMS AND LA FILMERIE PRESENT LAURE CALAMY IN CAROLINE VIGNAL'S "MY DONKEY, MY LOVER & I" WITH BENJAMIN LAVERNHE OLIVIA CÔTE MARC FRAIZE JEAN-PIERRE MARTINS  
WRITTEN BY CAROLINE VIGNAL DIRECTED BY SIMON BEAUFILS EDITOR ANNETTE DUTERTRE PRODUCTION DESIGNER NICOLAS CAMBOIS PRODUCTION DESIGNER VALÉRIE SARADJIAN, A.D.C. COSTUME DESIGNER ISABELLE MATHIEU MAKEUP DESIGNER NOA YEHONATAN  
SCRIPT SUPERVISOR MARGOT SEBAN CASTING MICHAEL LAGUENS MUSIC MATEI BRATESCOT SUPERVISOR ÉLISE LUGERN SOUND GUILLAUME VALEIX FRÉDÉRIC DEMOLDER JEAN-PAUL HURIER  
POST-PRODUCTION ABRAHAM GOLDBLAT GAËLLE GODARD-BLOSSIER NICOLAS BASSETTO PRODUCTION THOMAS DE SAMBI PRODUCTION OLIVIER LAGNY PRODUCED BY LAETITIA GALITZINE AND AURÉLIE TROUVÉ-POUVIERE  
A CO-PRODUCTION OF CHAPKA FILMS LA FILMERIE FRANCE 3 CINÉMA BELGA PRODUCTIONS BELGIAN EXECUTIVE PRODUCER BELGA LINE PRODUCERS WITH THE TAX SHELTER DU GOUVERNEMENT FÉDÉRAL BELGE  
VIA BELGA FILMS FUND PARTICIPATION OF CANAL+ CINÉ+ FRANCE TÉLÉVISIONS IN ASSOCIATION WITH LA BANQUE POSTALE IMAGE 13 AND CINEMAGE 14 WITH THE SUPPORT OF CENTRE NATIONAL DU CINÉMA ET L'IMAGE ANIMÉE  
DÉPARTEMENT DE LA LOZÈRE COFIMAGE DÉVELOPPEMENT 9 (GROUPE BPCE) INDÉFILMS INITIATIVE 7 LA SACEM INTERNATIONAL SALES PLAYTIME

CHAPKA FILMS LA FILMERIE

3cinéma

BELGA

BELGA

CANAL+

CINÉ+

france.tv

PLAYTIME

2014

Cinemage

COFIMAGE DÉVELOPPEMENT 9

INDÉFILMS

LOZÈRE

SACEM

LE CERCLE NOIR POUR FIDÉLITÉ

diaphana

RIALTO  
DISTRIBUTION

VERTIGO  
RELEASING

GREENWICH  
ENTERTAINMENT



THE END OF THE LINE IS JUST THE BEGINNING



Thriller, Action, Adaptation

Release: August 5 2022

BRAD PITT  
**BULLET  
TRAIN**



FROM ACADEMY AWARD® WINNING DIRECTOR RON HOWARD  
BASED ON THE TRUE STORY OF THE WORLD'S GREATEST RESCUE MISSION

5000 PEOPLE

17 COUNTRIES

1 MIRACLE

THAT UNITED THE WORLD

True-Story, Adventure

Release: August 5 2022

# THIRTEEN LIVES

STORY BY DON MACPHERSON AND WILLIAM NICHOLSON  
SCREENPLAY BY WILLIAM NICHOLSON  
DIRECTED BY RON HOWARD

AUG 5 | prime video

U BRON MGM

PG-13  
PARENTS STRONGLY CAUTIONED  
Some Material May Be Inappropriate for Children Under 13

AMAZON  
STUDIOS



25 YEARS AGO THE WORLD'S GREATEST HERO VANISHED

SYLVESTER STALLONE  
**SAMARITAN**

Action, Superhero

Release: August 26 2022

NEW MOVIE  
AUGUST 26 | prime video

METRO GOLDWYN MAYER PICTURES PRESENTS A BALBOA PRODUCTION A JULIUS AVERY FILM SYLVESTER STALLONE "SAMARITAN" JAVON "WANNA" WALTON PILOU ASBAEK DASCHA POLANCO  
MOISES ARIAS MUSIC BY JED KURZEL KEVIN KINER COSTUME DESIGNER KELLI JONES EDITORS MATT EVANS PETE BEAUDREAU PRODUCTION DESIGNERS GREG BERRY CHRISTOPHER GLASS DIRECTOR OF PHOTOGRAPHY DAVID UNGARO, A.C.  
EXECUTIVE PRODUCERS BRAGI F. SCHUT DAVID KERN ADAM ROSENBERG GUY RIEDEL PRODUCED BY SYLVESTER STALLONE, P.G.A. BRADEN AFTERGOOD, P.G.A. WRITTEN BY BRAGI F. SCHUT DIRECTED BY JULIUS AVERY

MGM

PG-13  
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U  
AMAZON  
STUDIOS



FIGHT FOR FAMILY

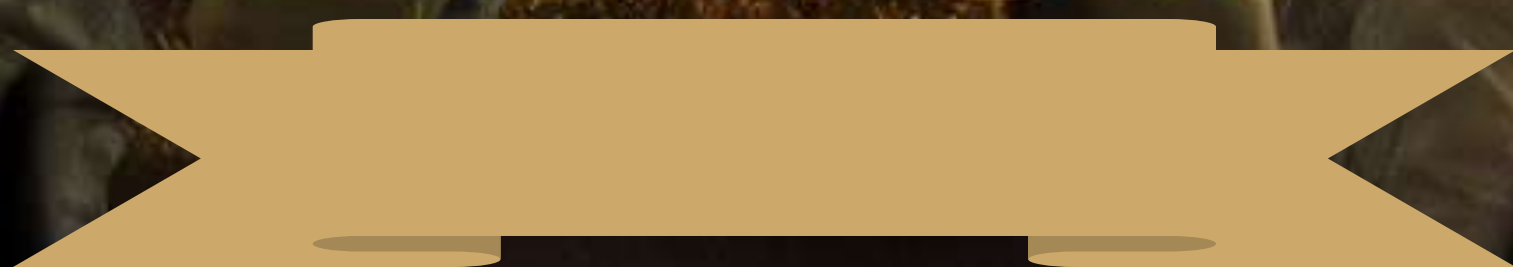


Thriller, Adventure

IDRIS ELBA

Release: August 19 2022

# BEAST





APACHES PRÉSENTE

HUGO BECKER

LYA OUSSADIT-LESSERT

PAUL HAMY



Adventure, Sci-fi

Release: August 26 2022

# LE DERNIER VOYAGE

UN FILM DE ROMAIN QUIROT

AVEC LA PARTICIPATION DE PHILIPPE KATERINE ET JEAN RENO

TANDEM PRÉSENTE UNE PRODUCTION APACHES EN ASSOCIATION AVEC DIGITAL DISTRICT ET BELGA PRODUCTIONS EN ASSOCIATION AVEC KINOLOGY SOVIETCINE 2 ET MANON. TOUS LES DROITS DE PRODUCTION APPARTIENNENT A ROMAIN QUIROT. GÉNÉRALISTE: JÉRÔME LATE. CO-PRODUCTION: FRANÇOIS RICHARD. CO-PRODUCTION: CHRISTOPHE TOULMONDE. AVEC LA PARTICIPATION DE OCS ET CINE 4. UN FILM DE ROMAIN QUIROT "LE DERNIER VOYAGE" AVEC EMILIE GARRES-KAHN, JEAN-LUC LUCCHINI, DARRIS GARRIER, JEAN-BAPTISTE BLANC, AVEC LA PARTICIPATION DE ROMAIN QUIROT, LUCIE GARNIER, SWAN PHAM, ALEXIS ETIENNE, FLORENT FORGET, ALEXIS RICHARD, ROMAIN QUIROT. MUSIQUE: THE BIRD, L'ESTRÉE. MONTAGE: ELVIER SEILER. AVEC JEAN-PAUL AGOSTINI. PRODUCTION: ROMAIN QUIROT, FANNIE PHILLIPS. PRODUCTION: ROMAIN QUIROT, FRANTZ RICHARD. RÉALISÉ PAR ROMAIN QUIROT. CO-ÉCRIT PAR ROMAIN QUIROT ET CHRISTOPHE TOULMONDE. AVEC ANTOINE LAMONIN ET ALBERT THURNE. PRODUIT PAR FANNIE PHILLIPS, PAUL LOUX ET DAVID DANESE. MONTÉ PAR ROMAIN QUIROT.

APACHES

DIGITALDISTRICT

BELGA

KINO

OCS

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CINE 4

SORTICINE 2

MAISON

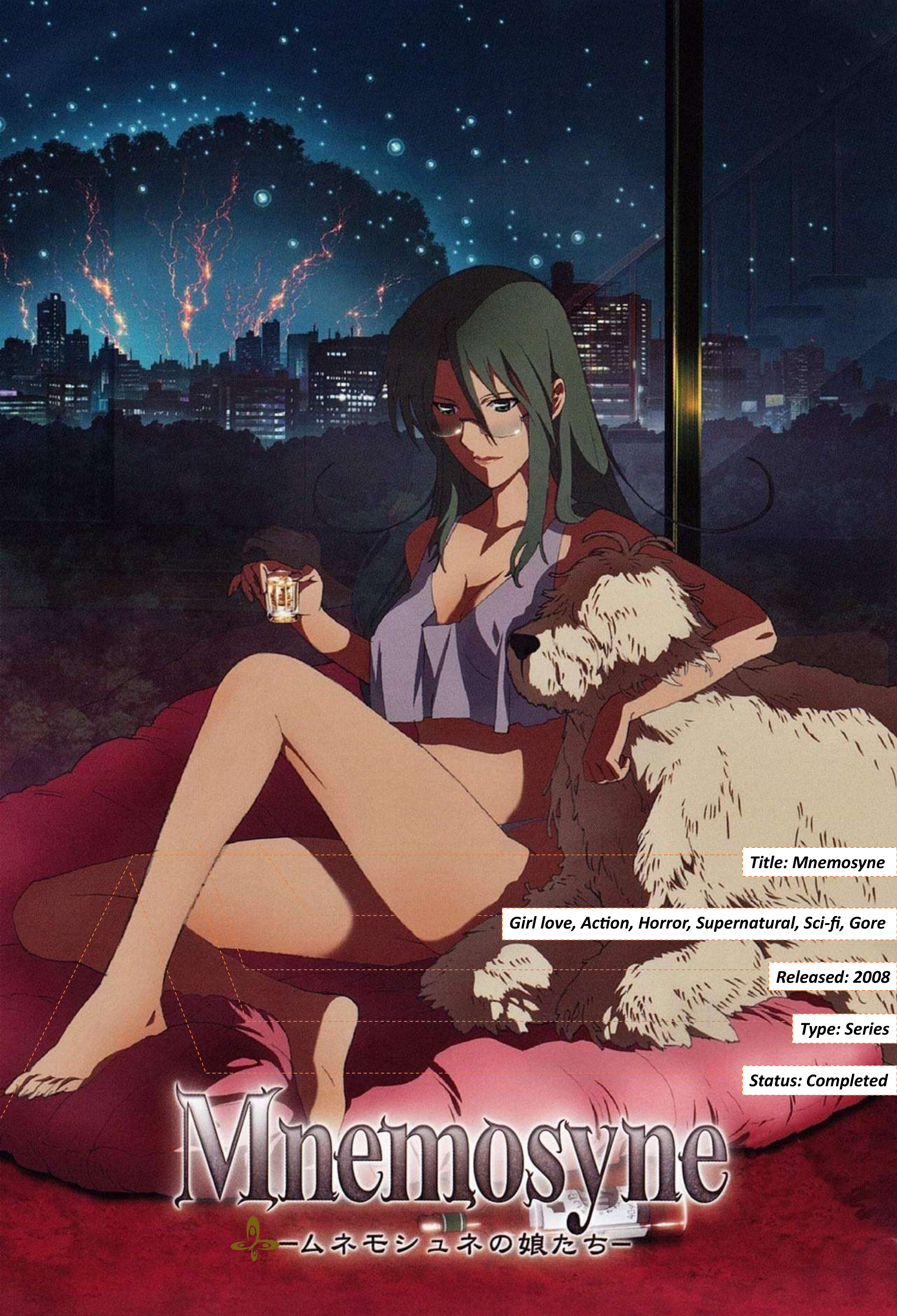
TANDEM





**ANIME**





*Title: Mnemosyne*

*Girl love, Action, Horror, Supernatural, Sci-fi, Gore*

*Released: 2008*

*Type: Series*

*Status: Completed*

# Mnemosyne

ムネモシユネの娘たち





**Title:** *The Dawn Of The Witch*

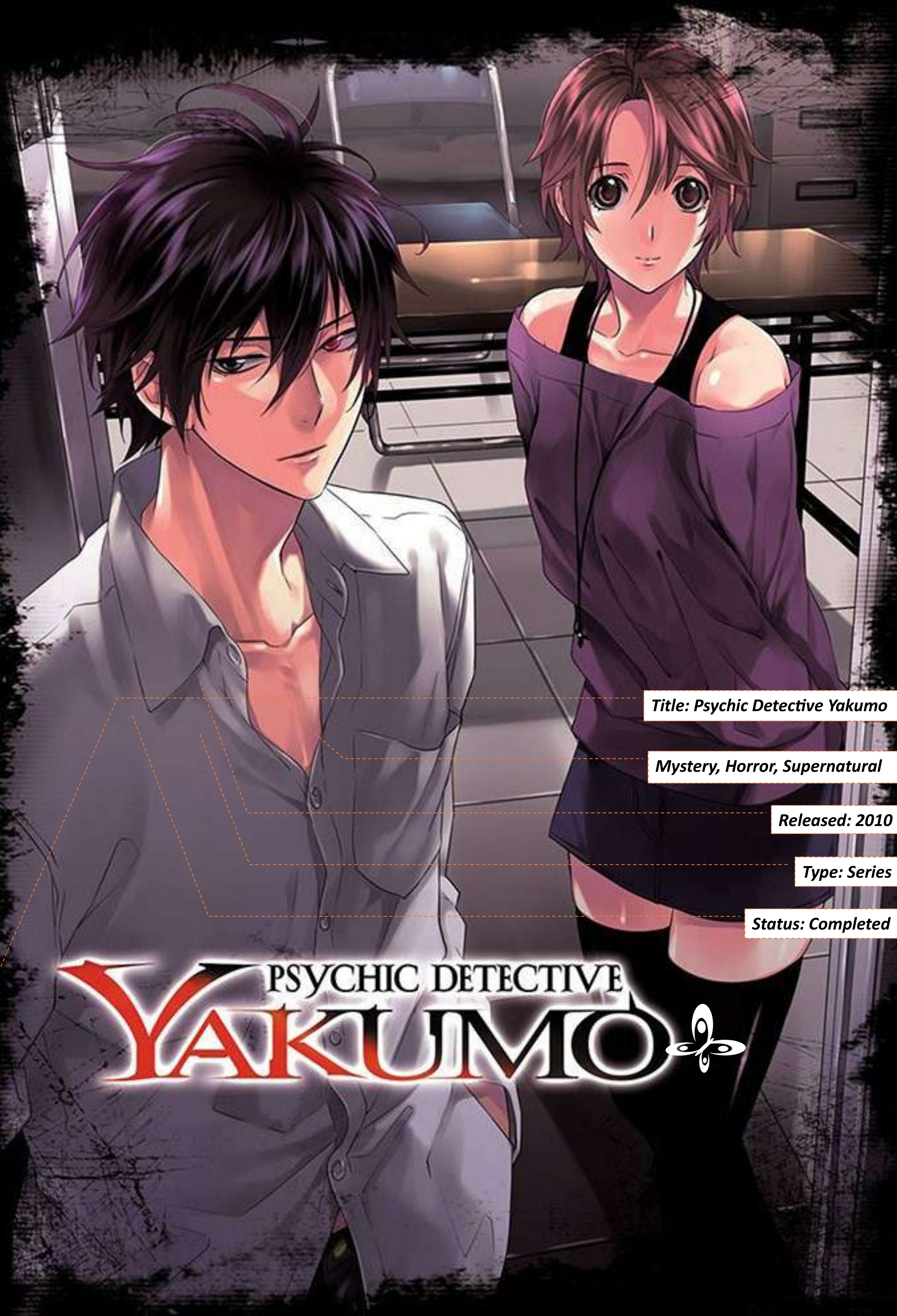
**Comedy, Action, ecchi, Supernatural, Fantasy**

**Released:** 2022

**Status:** Completed

**Type:** Series





**Title:** *Psychic Detective Yakumo*

**Mystery, Horror, Supernatural**

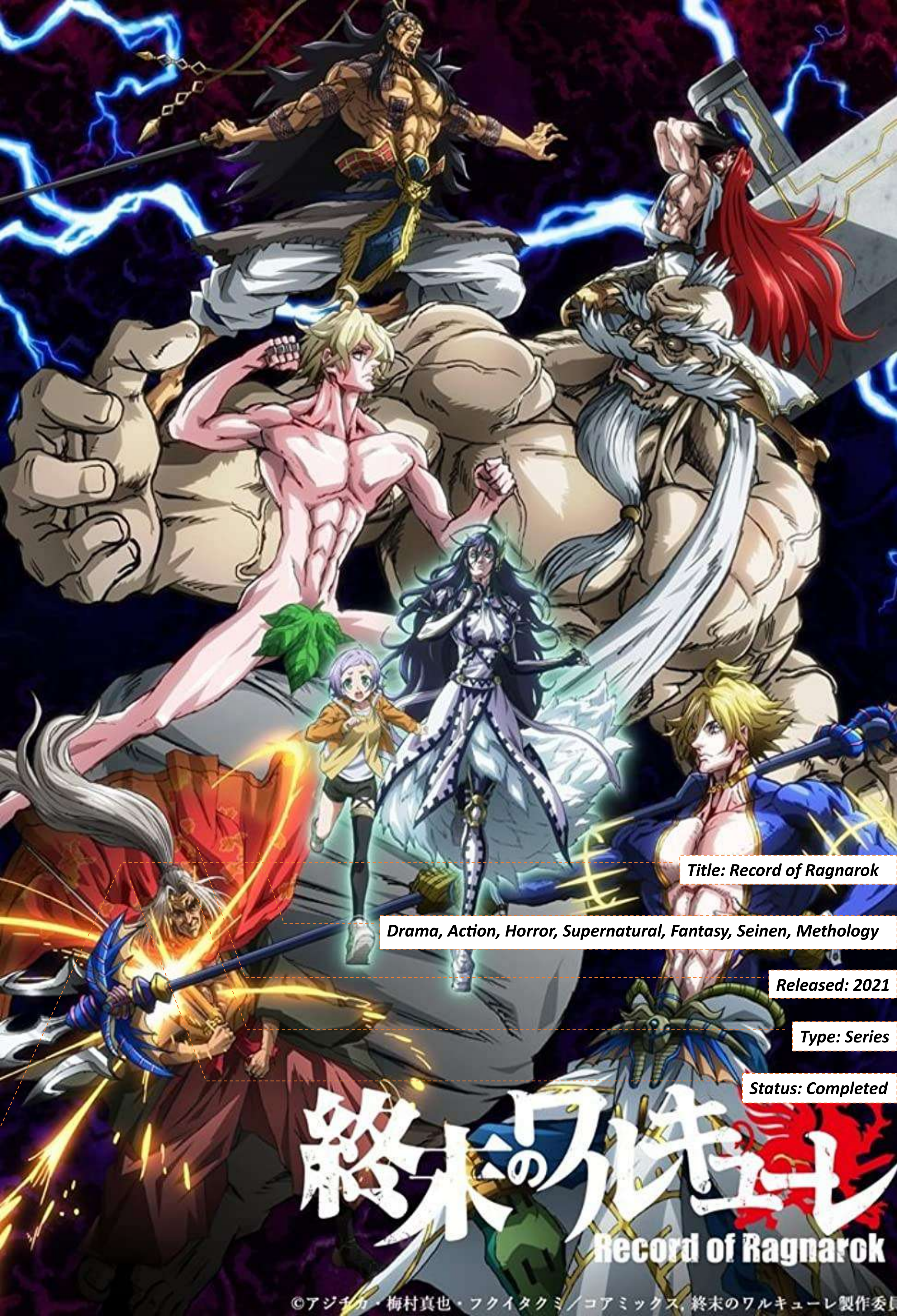
**Released:** 2010

**Type:** *Series*

**Status:** *Completed*

# PSYCHIC DETECTIVE YAKUMO





*Title: Record of Ragnarok*

*Drama, Action, Horror, Supernatural, Fantasy, Seinen, Methology*

*Released: 2021*

*Type: Series*

*Status: Completed*

# 終末のワルキューレ

## Record of Ragnarok



火刑の母より生まれし赤児。

その命が引き継いだのは、運命の称号――。

Title: *Garo: Divine Flame*

Action, Fantasy, Supernatural,

Released: 2016

Type: Movie

劇場版

# GARO

## DIVINE FLAME

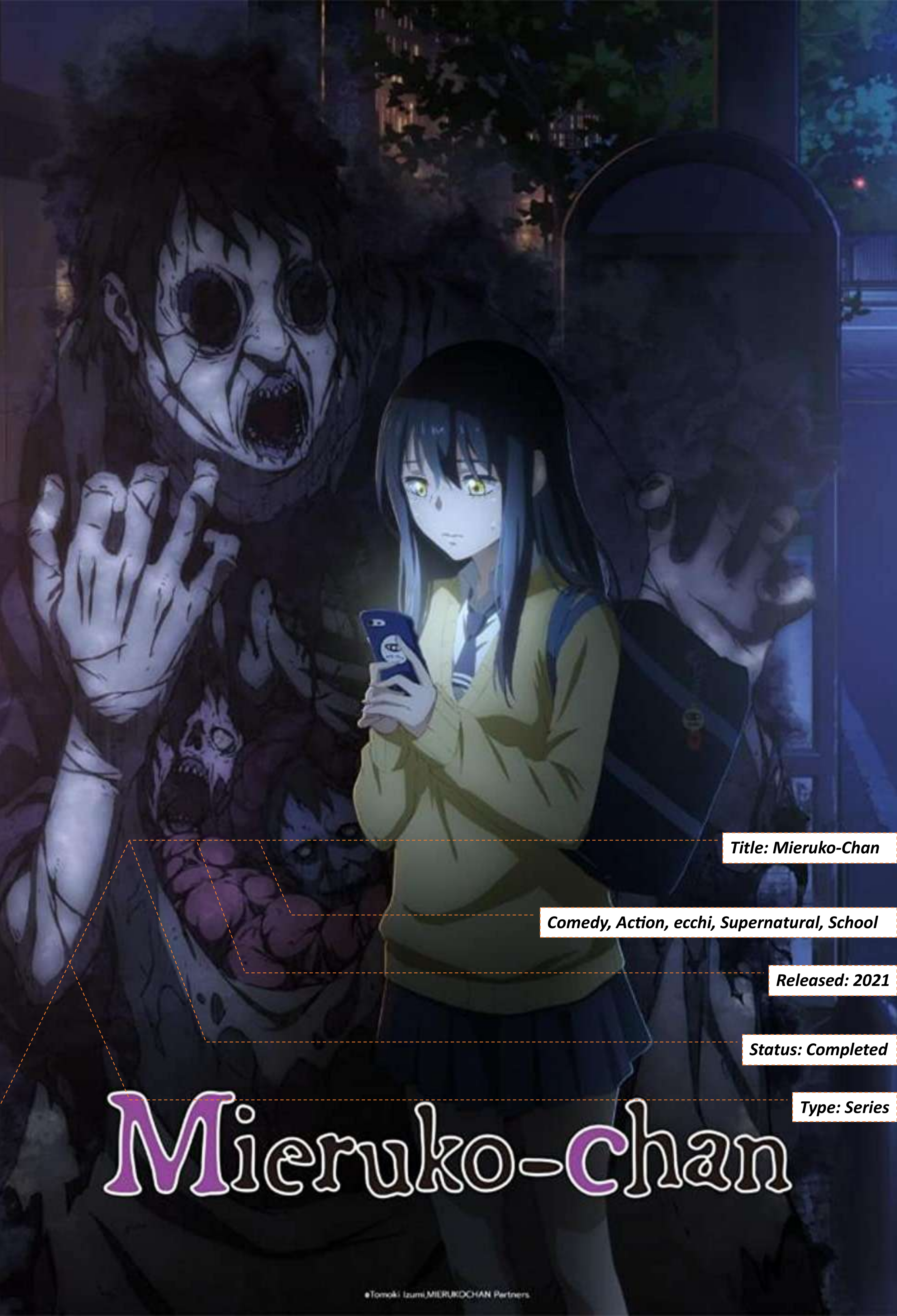
原作: 雨宮慶太 監督: 林祐一郎 脚本: 小林靖子  
制作: MAPPA / 東北新社 製作: 東北新社

牙狼<GARO>10周年記念作品

2016  
SPRING  
<http://garo-divineflame.jp>







**Title:** *Mieruko-Chan*

**Comedy, Action, ecchi, Supernatural, School**

**Released:** 2021

**Status:** Completed

**Type:** Series

# Mieruko-chan





@titimagazine



@titimagazine



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*Title: Skeleton Knight in Another World*

*Comedy, Action, Fantasy, Adventure*

*Released: 2022*

*Status: Completed*

*Type: Series*

# Skeleton Knight

in Another World





*Title: Paprika*

*Comedy, Action, ecchi, Supernatural, School*

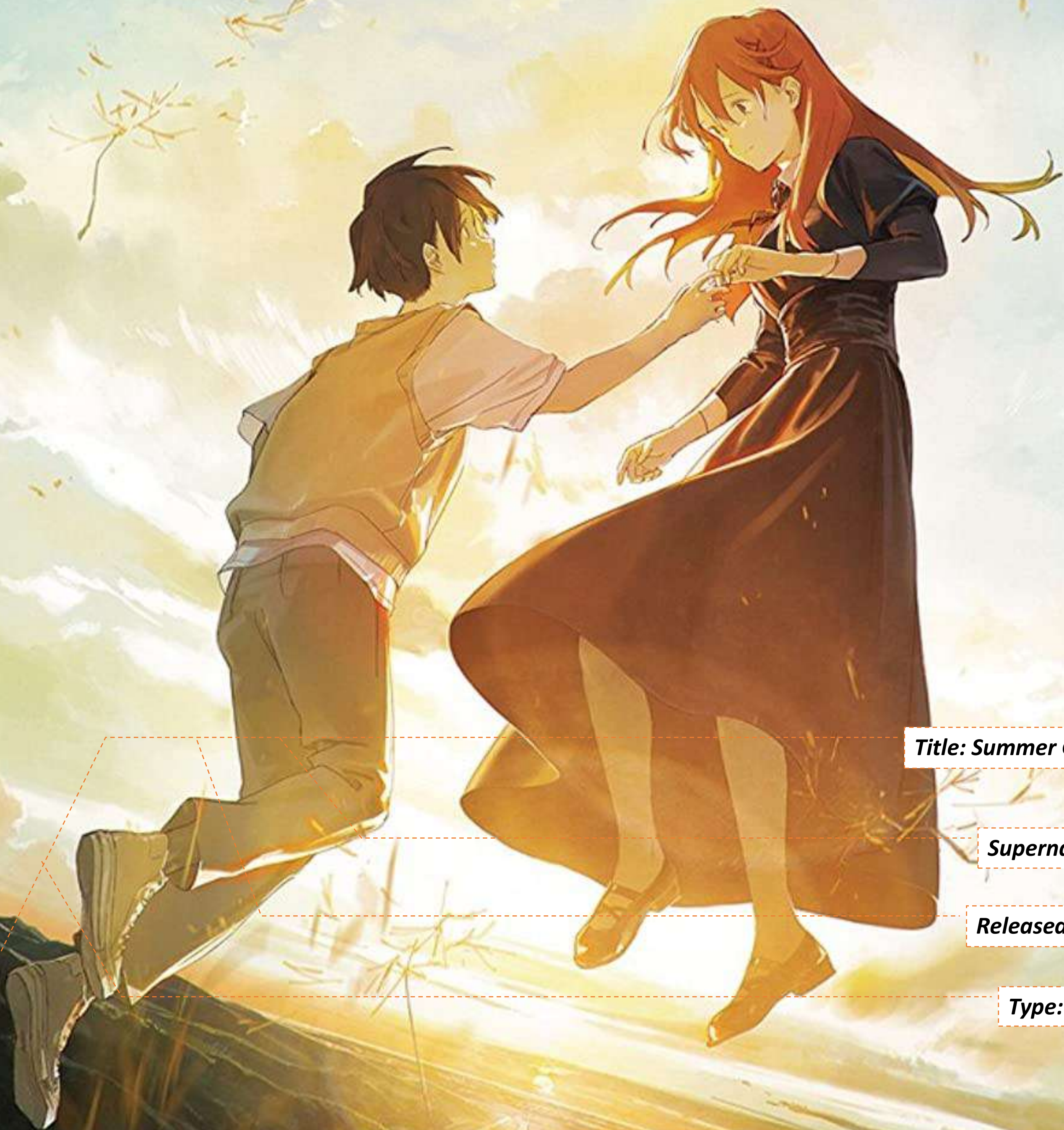
*Released: 2006*

*Type: Movie*



# サマーゴースト

Summer Ghost



Title: Summer Ghost

Supernatural

Released: 2021

Type: Movie

2021.11.12 Fri  
ROADSHOW



