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GAMES


MARVEL
SNAP

Marvel Snap

Marvel Snap is a digital collectible card game developed by Second Dinner and published by Nuverse for Android, iOS, macOS, and Windows. The game features a collection of different characters from the Marvel Universe. The game was released on October 18, 2022, after a period of beta testing.

Gameplay

Players each have a deck of 12 cards. Each card depicts a Marvel character with cost, power level, and potentially a special ability. At the start of each round, players simultaneously put one card or more face down on one of three locations. Locations are randomly assigned for each match, and each location has a unique effect. At the end of each round cards are revealed and special abilities of cards trigger. Whoever has the highest power at a given location wins that location. The goal of the game is to win two out of the three locations. The game usually lasts six rounds, each of them giving an increasing "energy" to play more powerful cards.

Players climb the game's ranked ladder by earning "cubes". A game begins with a single cube as its stakes, but a player may double the stakes at any time by "snapping", at which point their opponent has the option of retreating or acceding to the snap. Designer Kent-Erik Hagman compared the mechanic to the doubling cube of the traditional boardgame Backgammon.

The gameplay of Marvel Snap is considered relatively simple compared to other collectible card games, and individual games typically last a few minutes.

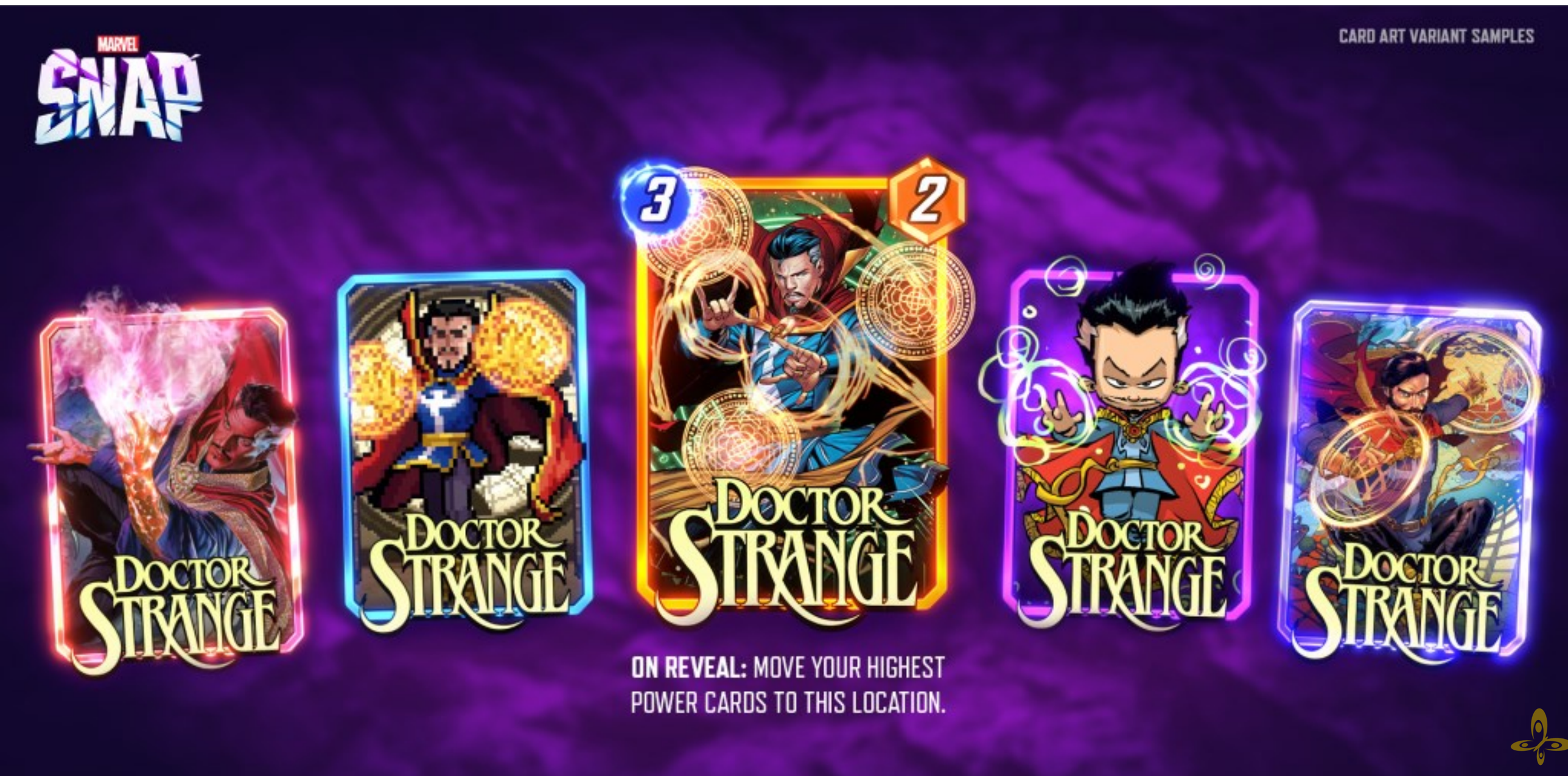
At the time of the global release the game featured over 170 characters, with the number increasing weekly.

Game modes

The normal gameplay mode involves one-on-one matches where a player competes against a randomly selected human opponent. In this mode, the game employs pre-made decks that are restricted to the cards the player has unlocked. Currently, the Standard mode only offers a Ranked game mode. At the start of every month, the Ranked season concludes, resulting in a soft reset of a player's season rank. Every player loses a total of 30 ranks, rounded down to the nearest multiple of 10.

Other multiplayer modes include:

Battle Mode enables players to compete against friends by inviting them to private battles. Cubes in this mode do not contribute to your season rank; instead, they affect your health. Each player begins with 10 health, and winning a round inflicts damage on the opposing player that corresponds to the cube value. Starting from Round 5, cube values are automatically doubled.
Conquest is a game mode that incorporates the gameplay style of Battle Mode and introduces its own ranked system in the form of leagues. Each match, players can select which league they want to compete in, such as Proving Grounds, Silver, Gold, or Infinite. Proving Grounds is always open for play, while the other leagues require a corresponding ticket to enter. Players can obtain a ticket by defeating a series of consecutive opponents in the preceding league. The mode was released in June of 2023.
Test Deck Mode, is an upcoming mode where players can test out decks against a computer, using a button in the deck editing screen.



MARVEL SNAP

MARVEL

AFTER THE FINAL TURN, MOVE
TO A LOCATION THAT WINS YOU
THE GAME. (IF POSSIBLE)

Developer: *Second Dinner*

Publisher: *Nuverse*

Platforms: *Android, iOS, macOS, Windows*

Release: *Android, iOS, macOS — October 18, 2022*
Windows — October 18, 2022 (early access)

Genres: *Digital collectible card game*

Mode: *Single-player, multiplayer*

TiTi Rating: *6/10*





MARVEL

SNAP



MARVEL SNAP

SAMPLE CARDS



ON REVEAL: GIVE A RANDOM CARD IN YOUR OPPONENT'S HAND +1 COST. (MAXIMUM 6)



ON REVEAL: BRING BACK ONE OF YOUR DISCARDED CARDS (TO THIS LOCATION).



ON REVEAL: YOUR OPPONENT CAN'T PLAY CARDS AT THIS LOCATION NEXT TURN.

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Monetization

The game follows a free-to-play-model featuring microtransactions for the purchase of cosmetic skins and a battle pass. The game's beta release included Nexus event with loot boxes to acquire certain cards or in-game cosmetics, allowing players to gamble for new cards and skins with in-game currency or real money, which sparked controversy among the player base and was called out as predatory by video game journalists. Nexus event and its loot boxes were ultimately removed from the game, and in a later patch gold was refunded to anyone who bought loot boxes. The current system allows players to buy a premium currency and exchange it for cosmetic skins, in-game currency, or various rotating bundles.

Development

Marvel Snap is the debut game from game company Second Dinner, a game development studio founded by former Hearthstone developers Ben Brode, Yong Woo and Hamilton Chu. On January 31, 2023, Second Dinner added Battle Mode to Marvel Snap, which allows for private games with friends.

The promotional trailer for the game features Samuel L. Jackson reprising his role as Nick Fury, returning to S.H.I.E.L.D. to discover that he was informally fired and replaced with a nerdy, teenage girl.

Game Art

In Marvel Snap, players can obtain variants of some of their favorite cards through the in-game shop or season rewards. Variants are alternate versions of a base card's artwork, and do not offer any gameplay advantages as they are purely cosmetic. As of January 2023, there are over one thousand different variants in the game. Some of the more notable artists who have variants named after them include Rian Gonzalez, Kim Jacinto, and Dan Hipp.




0
Xandar
Cards here have +1 Power.
3
+3
Quicksilver
0
Xandar
Cards here have +1 Power.
3
0
The Vault
On turn 6, cards can't be played here.
0
5
The Hub
Add a random card to each player's hand.
2
3
2
Misty Knight
3
2
The Punisher
3
2
MISTER FANTASTIC
2
MEDUSA
MARVEL
END TURN 3/6
Energy
2
Power
3
SHOCKER
"I'm gonna blast you!"

MARVEL SNAP


MARVEL
SNAP




THE DARK PICTURES
HOUSE OF ASHES

The Dark Pictures Anthology: House of Ashes

The Dark Pictures Anthology: House of Ashes is a 2021 interactive drama and survival horror video game developed by Supermassive Games and published by Bandai Namco Entertainment. It is the third instalment in The Dark Pictures Anthology, after Man of Medan (2019) and Little Hope (2020). Continuing the series' premise, the game features a cast of five playable protagonists and a multilinear narrative influenced by player choices. Its decision-making scenes can significantly alter the trajectory of the plot and change the relationships between the main characters; some can lead to the permanent death of the protagonists.

Staple mechanics of The Dark Pictures Anthology, such as quick time events (QTEs) and "pictures", collectable items that allow players to see visions of possible future events, appear again in House of Ashes. The game also introduces new features, including a more interactive camera system and three difficulty levels to manage QTEs. Jason Graves, a long-time collaborator with Supermassive Games, returned to compose the game's soundtrack, having created music for the earlier games in the series.

House of Ashes takes heavy inspiration from the book At the Mountains of Madness and the films Predator and The Descent. Set during the 2003 invasion of Iraq, the plot follows five characters—four Americans working for the US Armed Forces and one Iraqi Republican Guard—who fall into a subterranean Akkadian temple after an Iraqi ambush. They must find a way out of the ancient structure and cooperate to outmatch the vampiric creatures that infest the area. Ashley Tisdale was marketed as the game's leading actress, marking the third time Supermassive Games cast a high-profile actor to portray a character for the series.

The game was released for PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S on 22 October 2021. Its sequel, The Devil in Me, was released on 18 November 2022, serving as the final game in the anthology's first season. House of Ashes garnered mixed reviews from critics—some wrote it was a "step in the right direction" for The Dark Pictures Anthology, and others took issue with the gameplay's technical issues. Praise often focused on the multiplayer modes, the choice-and-consequence system, and the story and characters, all of which critics felt improved in quality compared to similar other games by Supermassive. Recurrent criticisms were about several bugs and glitches with the textures and animation, as well as the visual design of the monsters.

Gameplay

House of Ashes is an interactive drama and survival horror game developed on Unreal Engine 4 that is presented from a third-person perspective, and is set during the 2003 invasion of Iraq. Players take control of five protagonists who are enlisted in the armed forces of their respective countries; the characters fall and become trapped in an underground Mesopotamian temple, where bat-like monsters awaken to hunt the characters. A core element of the gameplay involves the management of relationships between the characters, and their allies and enemies. Players can choose to be courageous and ensure the creatures do not kill anybody, or to continue alone and be concerned with their own personal safety. Facing a common foe, the Iraqi and American characters must decide whether they should ignore their differences and become allies to survive the attacks. Characters often quote the proverb "the enemy of my enemy is my friend", which is one of the story's recurring themes.



Developer: *Supermassive Games*
Publisher: *Bandai Namco Entertainment*
Director: *Will Doyle*
Producer: *Dom Ireland*
Artist: *David Hirst*
Writer: *Khurrum Rahman*
Composer: *Jason Graves*
Series: *The Dark Pictures Anthology*
Engine: *Unreal Engine 4*
Platforms: *PlayStation 4, PlayStation 5, Windows, Xbox One, Xbox Series X/S*
Release: *22 October 2021*
Genre: *Interactive drama, survival horror*
Mode: *Single-player, Multiplayer*
TiTi Rating: *8/10*



House of Ashes introduces two gameplay features that are a departure from those of Man of Medan and Little Hope, previous entries in The Dark Pictures Anthology. The camera is no longer fully fixed and has been replaced with a controllable, 360-degree one. House of Ashes is the first game in the series to feature difficulty levels, such as "Forgiving", "Challenging" and "Lethal", which affect the game's quick time events (QTEs). To further adjust difficulty, players can choose which buttons to press for specific types of QTEs, and can customise the speed at which these prompts appear. The remainder of the features are consistent with those of the other two instalments. The game's developers at Supermassive Games said players will immediately understand House of Ashes' mechanics if they have played either Man of Medan or Little Hope.

Players must make several choices that can have long-term consequences on the narrative's progression and the character's perceptions of each other. In these scenarios, there is a limited amount of time in which one can choose an action or a line of dialogue with which to respond.[6] Protagonists may choose to say or do nothing when they are prompted to make a decision. An anatomical drawing of the brain and heart accompanies every choice in House of Ashes, indicating that the player character may choose actions based on either rationality or emotion.

To track the narrative branches in one's playthrough, the game's menu has a butterfly effect system called "bearings", which lists all consequential courses of action associated with each branch and their eventual outcomes. The story is interspersed with cutscenes featuring an omnipresent observer called the Curator (Pip Torrens), who returns from the previous games in the Anthology. He is a keeper of stories who converses with players about the choices they have made and provides clues about what will happen next in the plot. The survival of all five protagonists depends on these critical decisions, and the game continues without the deceased characters. As a result, House of Ashes has multiple endings and includes over 60 death scenes.

House of Ashes includes elements of exploration and allows players to pick up collectables while searching and moving through locations, and a new light source mechanic aids players in underground navigation and inspection by illuminating dark paths that lay ahead. Several scenes in the game, including ones that are combat-heavy, make use of QTEs that can lead to penalties like a protagonist's death in case of failure to provide a precisely timed input. Many types of QTE involve pressing specific buttons—either once or repeatedly—to trigger actions from the player character, such as dodging an obstacle or keeping calm when hiding from a threat. Another type is the moving of a crosshair onto an on-screen target to shoot it. The game displays a notice whenever players are about to perform a QTE, illustrating the type of action the QTE is intended to perform.



Eric
Jason
Nick
Salim

Commanding
Guarded
Abrasive
Headstrong
Determined



Current Objective:

Restart the generator
Find some gasoline
Search the ruins

View Rachel's relationship with Eric

L Navigate ✕ Select ○ Back

The Dark Pictures
House of Ashes



The eponymous "pictures" mechanic from its predecessors makes a return. Pictures, which have either a black, white, or gold frame, trigger a vision of possible future story branches to help players make decisions. In line with earlier games in the series, 50 "secrets"—items that are scattered throughout House of Ashes—provide background information and context to events that happened in the temple and preceded the main plot. Secrets partly consist of journal entries written during the 1940s that, when picked up, activate a cutscene in which the author's voice recounts a contemporaneous archaeology mission that occurred in the temple.

Another holdover feature present in House of Ashes is the set of four gameplay modes with which the game could be played. The "Theatrical" and "Curator's Cut" modes are single-player, and "Movie Night" and "Shared Story" are multiplayer. Customers who pre-ordered the game gained access to the "Curator's Cut", a version of the story that shows mostly the same scenes that are viewed from the perspective and control of another protagonist, as well as the default "Theatrical Cut" mode. "Shared Story" and "Movie Night" offer the option to control the characters with another person; "Shared Story" acts as a two-player version of the game and "Movie Night" accommodates up to three more players. The multiplayer concept was inspired by live streamers' collaborative manner of playing Until Dawn (2015), another game by Supermassive Games, which prompted the developers to incorporate such a feature in their next releases.

Characters

The game's five protagonists include Rachel King (Ashley Tisdale), a Central Intelligence Agency (CIA) operative working for the US Armed Forces, and her husband Eric King (Alex Gravenstein), who is a lieutenant colonel in the Air Force. Rounding out the ensemble cast's four-American tally are Sergeant Nick Kay (Moe Jeudy-Lamour) of the Marine Corps, Rachel's paramour; and US Marine First Lieutenant Jason Kolchek (Paul Zinno), the squad leader of callsign Mailman 2-1. Republic Guard lieutenant Salim Othman (Nick E. Tarabay) is the sole Iraqi protagonist.

House of Ashes centres around two main character dynamics: Rachel's relationship with Eric and Nick, and Jason's relationship with Salim. After a year apart, Rachel and Eric have grown distant, leading to her affair with Nick, which can cause serious issues between the three throughout the game. Haunted by memories of accidentally shooting an unarmed civilian at a checkpoint, Jason is searching for his purpose in life, having enlisted in the military after the September 11 attacks in an attempt to do so, motivated by Anti-Islamic sentiments. Salim, a father who wishes to reunite with his son after escaping the temple, may help Jason turn their initial animosity into friendship as part of the story's core theme. With this, he can make Jason empathize with Iraqis, especially Salim's reasons for joining the war, and overcome his prejudices.

Main plot

Eric arrives at Camp Slayer in Baghdad to debrief a team of Force Recon Marines led by Rachel about a mission to raid a village in the Arabian Desert. He tells her, Jason, Nick, and the others that there might be a facility underneath the village that stores chemical weapons by Iraqi president Saddam Hussein. Meanwhile, Salim returns home and searches for his son, carrying a birthday gift for him, but his commanding officer Cpt. Dar Basri forces Salim to intercept Eric's raid, spearheaded by Jason. Salim's squad ambushes the US troops when they arrive, but several sinkholes plunge everyone into the ancient Akkadian temple, now buried beneath the sand.

The five protagonists are separated during the fall. The Iraqis and Americans are frequently attacked by the aliens and certain reanimated humans who succumbed to the parasite inside the temple. Rachel and Jason can catch the infection later in the game. Throughout House of Ashes, the protagonists learn about the temple's history and about the remains of a failed British 1940s archaeological expedition. Led by Randolph Hodgson and Lady Bradshaw in a supposed search for Alexander the Great's tomb, the entire expedition team perished after encountering and studying the monsters; Hodgson tried but failed to destroy the temple with dynamite.



Salim explores the temple alone as the surviving marines regroup, using steel debris from a fallen truck to fight the vampires; Rachel is separated from Eric after a stand-off with Dar and falls into a blood-soaked pit. While the US forces search for ways to signal for help, she comes across an infected Clarice, abducted by the vampires earlier. Together, the two climb out of the pit, but due to Clarice's worsening state, Rachel must choose whether to abandon her or have her continue forward to medicate the illness. Regardless, Rachel reunites with her allies in the temple, after which they are promptly assaulted by the vampires. As they escape towards the catacombs below them, the Americans encounter Dar, now joined by Salim.

Salim suggests they unite to fight the monsters, to which the others reluctantly agree. The vampires continue their attack in the catacombs, splitting everyone up and killing Dar. After the assault, Salim encounters Jason and suggests to form an alliance with him; the two can choose whether to be cooperative yet distrusting of one another or become close friends. The two explore the temple and go deeper into the alien space-ship's remains, where they find the partially preserved remains of either Balathu or Kurum. Nick, and possibly Rachel and Eric, follow afterward. Once the survivors flee from another close encounter with the creatures, they further explore the spaceship and learn about the vampires' origin.

The survivors talk about a gigantic nest of hibernating vampires they found in the spaceship and incinerate it with explosives. As the cocoons burn, they escape to the surface to await extraction by a rescue team, but a total solar eclipse allows the aliens to attack the group one final time before the dispatched team arrives. During a post-credits epilogue at Camp Slayer, the located protagonists are transported—and interviewed if found alive—inside the base. The US military, planning to cover up the entire incident, begins analysis of the vampires.

Development

The game's screenplay was written by Khurrum Rahman, while Will Doyle directed the game and Dom Ireland was in charge of production. Doyle said that despite there being multiple non playable characters who have an effect on the story, having five playable characters was always the plan, as it's a "magic rule for us for the anthology".

House of Ashes is the third game in a series of eight planned for The Dark Pictures Anthology. The films Aliens (1986), Predator (1987), and The Descent (2005); the book At the Mountains of Madness; and the myth of the Curse of Akkad serving as inspiration for the team. House of Ashes was the first game in the anthology to be available on PlayStation 5 and Xbox Series X/S, making use of the next-generation graphics and resolution the new platforms provide. The two previous games, Man of Medan and Little Hope, received PS5/Xbox Series X/S upgrades in September 2022, which were free for those who already owned the games. Game director Will Doyle described House of Ashes as a creature feature and an exploration horror game about an ensemble cast of "trained experts" who are "beyond safety" and unable to get backup for a "critical" mission in a secluded location, where they encounter threats Doyle described as "horrible" and "inhumane". Like the other instalments, House of Ashes was designed to be a standalone story, but Supermassive Games included Easter eggs and callbacks to previous and future instalments to create a kind of shared universe within the anthology. Character models from House of Ashes' predecessors were used in this game. Sara Rechena from the Portuguese edition of IGN said the design choice is reminiscent of American Horror Story









Art director, David Hirst said that the team put in a lot of work studying ancient Mesopotamian architecture, dress, and headgear, "filling in the gaps where necessary to create a realistic yet memorable look" in order to bring the world of the game alive. They started by creating the temple, before aging it to fit into modern day by "shattering pillars, bringing down ceilings, and drowning corridors in sand".

Supermassive Games spent an extensive amount of time designing the monsters, the most complicated of their kind the team had made as of the game's release. To make the creatures lifelike, developers used both motion capture and hand animation. Executive producer Dan McDonald, in an interview with PCGamesN, said Supermassive focused on determining the monsters' physiology to achieve an "otherworldly" effect, which they did using "a bunch of props, stilts, and other things". Doyle also said the monsters' designs were created to be faceless so they would appear incomprehensible and unempathetic, and inhumane enough to "bring out the humanity" in the protagonists.

The developers implemented two new gameplay features for House of Ashes as a result of fan feedback on prior instalments in the anthology. The team created a difficulty level system for the game and overhauled the camera to make it freely movable. Because many scenes in House of Ashes involve "spookier" and more spacious areas, Supermassive found it appropriate to give players total control over the camera, which would aid in exploration and allow players to appreciate the cavernous locations. Doyle said after the release of Man of Medan and Little Hope, he noticed fans were divided about the difficulty of the QTE mechanics; many found the prompts "too easy" but others found them "too hard". In House of Ashes, players are able to toggle the speed at which QTEs appear and remain on screen. After Little Hope's limited number of endings due to its use of hallucinations as a plot twist provoked a backlash, the developers incorporated a wider variety of narrative branches into House of Ashes' story.

Casting the lead

For the character of Rachel King, the developers wanted to cast someone who could exhibit a "tough" personality but was simultaneously capable of showing a "soft side", and Supermassive Games decided Ashley Tisdale, known for her appearances in the High School Musical series, was fit for the role. The project would expand Tisdale's career experiences outside of her usual roles in comedy, so Tisdale agreed to provide Rachel's voice and likeness, making her debut as a video game actor. In an interview with the developers, Tisdale recounted her experiences while acting for House of Ashes and expressed excitement in her role as a CIA operative in the game:

Supermassive Games promoted Tisdale and Rachel as the House of Ashes lead. As observed by Kimberley Wallace from Game Informer, every game in the series follows this trend. Apart from House of Ashes' Tisdale, she noted that Shawn Ashmore and Will Poulter also starred in the series, playing characters in Man of Medan and Little Hope respectively.

During the filming process, Supermassive used motion capture technology on Tisdale and the other voice actors to create animations for the character models. To comply with social distancing protocols during the COVID-19 pandemic, she had to avoid bodily contact with the others while enacting their scenes. Their movements were digitally edited in post-production to give the impression of contact.

Release

In early September 2021, Supermassive and Bandai Namco made a playable demo of the game available to the public. On 7 October, the companies released a character trailer introducing the main cast. House of Ashes was released for PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S on 22 October 2021. Its release was accompanied by a trailer that includes live-action scenes of the Curator.






THE DARK PICTURES
LITTLE HOPE

The Dark Pictures Anthology: Little Hope

The Dark Pictures Anthology: Little Hope is a 2020 interactive drama and survival horror video game with psychological and folk horror elements developed by Supermassive Games and published by Bandai Namco Entertainment. The second installment in The Dark Pictures Anthology, Little Hope serves as the sequel to the anthology's season premiere, Man of Medan. Will Poulter stars as the game's leading actor and plays the role of one of the protagonists, named Andrew. Set in the fictional eponymous town, located in Massachusetts, the game follows four college students chaperoned by their professor. After their bus crashes by the area, the group finds themselves trapped within Little Hope by an impenetrable fog. As they explore the deserted town, the characters are pursued by demons whose appearances are reminiscent of the ways in which the townspeople of Little Hope's colonial era died.

Little Hope contains many decision-making scenes that dictate how the plot will progress and how the characters will develop over time. With these choices, which players make on behalf of the characters, any of the ensemble cast's five playable protagonists can die permanently or survive the night. Quick time events determine whether a protagonist will live through the very end. To guide players in navigating the story, the game features a set of collectable items called "pictures" that give premonitions of what may happen later in the plot. The developer, Supermassive Games, decided to tackle the topic of witch trials for Little Hope's story and explore the reasons why mass paranoia around witchcraft happened in the first place.

The game was released for PlayStation 4, Windows, and Xbox One on 30 October 2020 to mixed reviews. On 27 September 2022, the game was released on PlayStation 5 and Xbox Series X/S. Another installment in the series, House of Ashes, was released in October 2021 and stars Ashley Tisdale.

Gameplay

The Dark Pictures Anthology: Little Hope is a survival horror video game played from a third-person perspective in which the player assumes control of five characters who are trapped in a ghost town of Little Hope. The player needs to choose different dialogue options, which will influence the course of the narrative and the relationships between the protagonists. The game can be played multiple times, as there are multiple endings and multiple scenarios based on the decisions that the players make. Depending on the choices of the players, some or all characters may or may not die by the end of the story. Action sequences mainly feature quick time events, most of which, if missed, can lead to dire consequences for each character.

Similar to Man of Medan, the game features two multiplayer modes. "Shared Story" allows 2 players to play co-op online and "Movie Night" allows up to 5 players to select their own characters and prompts them to pass the controller at each turn.

Plot

Little Hope is presented as an unfinished story in the possession of the omnipresent Curator (Pip Torrens/Tony Pankhurst), who requests the player's assistance in completing it.



THE DARK PICTURES

LITTLE HOPE

THE DARK PICTURES
LITTLE HOPE



Developer: *Supermassive Games*
Publisher: *Bandai Namco Entertainment*
Director: *Nik Bowen*
Producers: *Dan McDonald, Ross Manton*
Designers: *Kalev Tait, Wayne Garland*
Programmer: *Romain Toutain*
Artist: *Robert Craig*
Writers: *Andrew Ewington, Dario Poloni*
Composer: *Jason Graves*
Series: *The Dark Pictures Anthology*
Engine: *Unreal Engine 4*
Platforms: *PlayStation 4, Windows, Xbox One, PlayStation 5, Xbox Series X/S*
Release: *PS4, Win, XBO — 30 October 2020*
PS5, Xbox Series X/S — 27 September 2022
Genre: *Interactive drama, Survival horror*
Mode: *Single-player, multiplayer*

TiTi Rating: *7/10*

SAY NOTHING

INSISTENT
I definitely saw someone

DEFENSIVE
Don't you believe me?

In the present day, a bus driver is taking four students, Andrew (Will Poulter), Angela (Ellen David/Rachel Dobell), Taylor (Caitlyn Sponheimer/Eleni Miariti), and Daniel (Kyle Bailey/Jonathan Burteaux), and their professor, John (Alex Ivanovici/Sukesh Khosla), on a class trip, before crashing after being forced to take a detour through the ghost town of Little Hope. The story then jumps back to a prologue set in 1972 regarding the Clark family: the parents, Anne (David/Dobell) and James (Ivanovici/Khosla), and their four adopted children, Anthony (Poulter), Tanya (Sponheimer/Miariti), Dennis (Bailey/Burteaux), and Megan (Ella Rose Coderre). Megan places her doll onto a stove lit by Anthony, starting a house fire where each of the family members die except for Anthony, who runs back into the burning house as the prologue ends.

Back in the present, the group set off into Little Hope to search for help as the bus driver goes missing. They enter a bar to use a phone and encounter Vince (Kevin Hanchard/Winston Thomas), Tanya's boyfriend at the time of the house fire, who reveals that there is no power. On the way up the road, Andrew and Angela find a doll and are dragged backwards in time by a ghostly figure named Mary (Holly Smith). The group all begin to collide with Mary and see flashbacks where Reverend Carver (David Smith/Leonardo Patane) is blackmailing Mary into helping him frame residents of Little Hope (doppelgängers of the present-day group) for witchcraft. Each member of the group except for Andrew witnesses their doppelgänger be executed before being attacked by a demonic version of them and either successfully fleeing or dying based on player choice. Ultimately, the group ends up at the Clark family household and witness one final flashback where Carver has betrayed Mary and has her framed for witchcraft. Andrew can instruct his doppelgänger to either blame Carver and have him taken away, have Mary's doll burned, or blame Mary and have her executed.

Returning to the present, Andrew is revealed to have actually been the bus driver, Anthony, who hallucinated the present-day group and the residents from the flashbacks as figures from his past, including his family, after being forced to return to Little Hope. Depending on his treatment towards Vince, who he ultimately blamed, and whether he has a gun, Anthony will either be arrested, commit suicide, continue to blame himself for his family's deaths, or accept that the house fire was not his fault.

Development

Little Hope is the second game in a series of eight planned for The Dark Pictures Anthology. The game was first revealed as a post-credits teaser trailer at the end of Man of Medan. Unlike Man of Medan, which was a modern-day story, Little Hope's story covers multiple timelines, with the narrative jumping back and forth between the present and the past. The game features more supernatural elements when compared to its predecessor and the team chose witchcraft as the game's main theme as they wanted to explore its root causes. Pete Samuels, the game's director, added that the team was intrigued by the "greed, paranoia, and fear of God" which motivated people to commit heinous acts during that period. The team took inspirations from both the Silent Hill series and The Crucible, which is a play about the Salem witch trials that took place in the Massachusetts Bay Colony during 1692–93. The game was also inspired by films including The Witch, The Blair Witch Project, Hellraiser, It Follows, The Omen, and Season of the Witch. Will Poulter was hired to voice and provide motion capture for Andrew, the game's lead character.

Like its predecessor, the game was designed to be replayable. The team refined the gameplay, after hearing feedback from players who complained about Man of Medan's gameplay. For instance, the player character can walk faster. In addition, the team lowered the difficulty of the game's quick-time events, giving more time for the players to react. It had also removed the tank controls.

The Dark Pictures Anthology was envisioned by Supermassive Games as a series of unrelated games which explores different themes and horror genres. The studio's plan was to release each instalment every six months, though this target was missed. The game was first revealed when Man of Medan launched in August 2019. The teaser trailer was included as a post-credit scene for the game. Publisher Bandai Namco Entertainment announced the game on 14 April 2020. The game was released for PlayStation 4, Windows, and Xbox One on 30 October 2020. PlayStation 5 and Xbox Series X/S versions were later released on 27 September 2022, alongside a patch for all versions that included new quality-of-life features and accessibility options.



THE DARK PICTURES

LITTLE HOPE




THE QUARRY

The Quarry

The Quarry is a 2022 interactive drama horror video game developed by Supermassive Games and published by 2K. Players assume control of nine teenage counsellors who must survive their last night at Hackett's Quarry summer camp amongst supernatural creatures and violent locals. Players make many choices throughout the game which may significantly affect character development, relationships, the story's plot, and its ending. All nine playable characters may survive or die, depending on the player's decisions.

Envisioned as the spiritual successor to Until Dawn (2015) and inspired by teen slasher and monster films such as Friday the 13th and The Thing, the game features a large ensemble cast including Brenda Song, David Arquette, Halston Sage, Ted Raimi, Ariel Winter, Ethan Suplee, Lance Henriksen, Lin Shaye, Justice Smith, and Grace Zabriskie. The Quarry was released on 10 June 2022 for PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S.
The game received mostly positive reviews from critics, who praised its narrative design, characters, cast performances, graphics, and its homages to classic horror films, though criticism was aimed at its gameplay, lack of interaction and camera system.

Gameplay

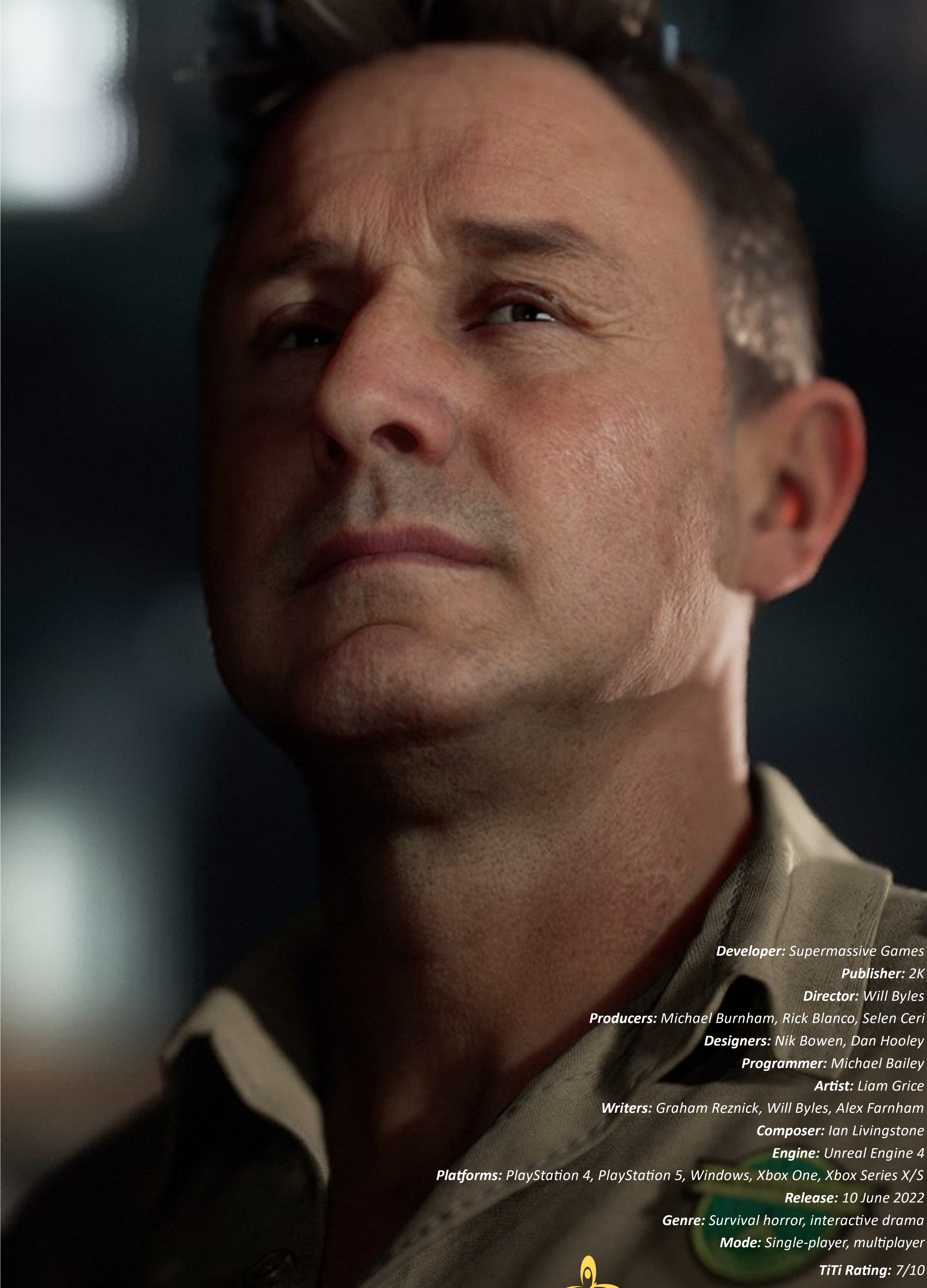
Played from a third-person perspective, the player assumes control of nine different teenagers who must survive a night at the Hackett's Quarry. The player must regularly make different decisions, which can change the character development, the plot, and the relationships between different characters. All nine playable characters may die via multiple ways by the end of the game. Although the game lasts about ten hours, early deaths of certain characters may shorten it.

The game is divided into ten chapters along with a prologue and epilogue. In between each chapter, as is traditional with Supermassive Games' horror games, there are occasional intermissions with a narrator, this time being fortune teller, Eliza (Grace Zabriskie), addresses the player directly and guides their future choices by reading tarot cards that the player has collected throughout the game.

Due to the game's branching storyline, it has 186 different endings, affected by player choices, performances in quick-time events, and vigilance in finding evidence and clues determine the game's conclusion, as well as the public's perception of the deaths that occurred at Hackett's Quarry. Once the player completes their first playthrough of the game, they will unlock Death Rewind, which allows them to undo three character deaths in each subsequent playthrough. Players can disable certain gameplay elements such as button mashing, quick-time events, and aiming and shooting, allowing them to progress in the game with minimum input.

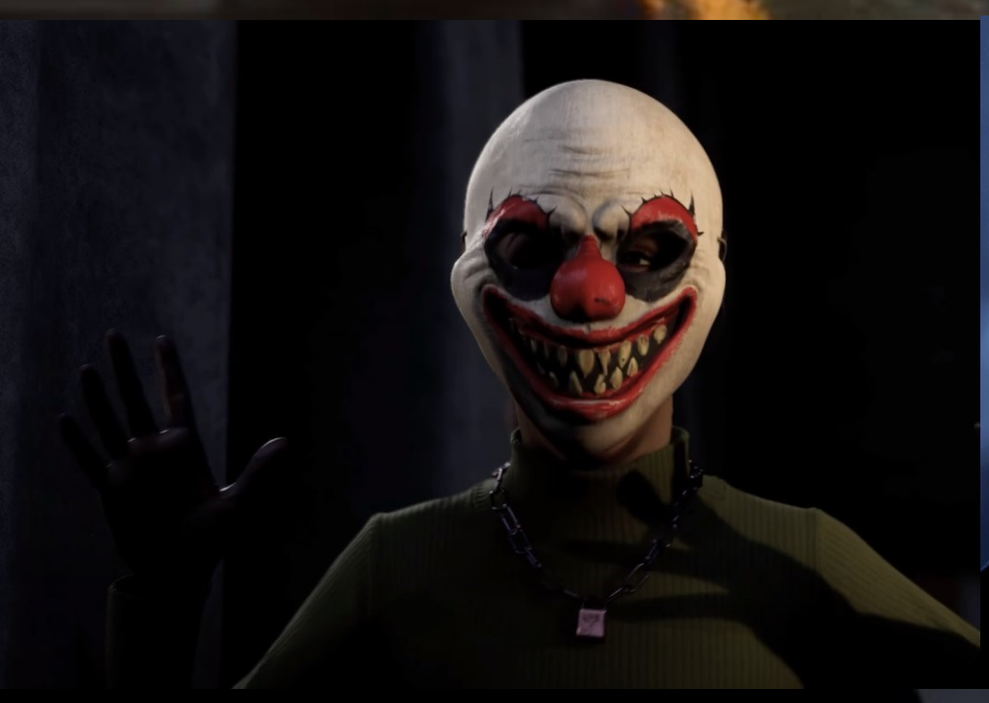
The game features local and online multiplayer. In local multiplayer, players take turns to control different characters, while in the online mode, seven other participating players can vote in key decisions. Players can participate in voting by only downloading the demo version of The Quarry. The game also features a movie mode in which the player can set the personality traits of different characters and then let the story play out. Downloadable content was also included for purchase which allowed the player to use the "Death Rewind" option at the first playthrough, as well as an "80s throwback" mode which gives the characters alternate outfits which were popular in the 1980s.





Developer: *Supermassive Games*
Publisher: *2K*
Director: *Will Byles*
Producers: *Michael Burnham, Rick Blanco, Selen Ceri*
Designers: *Nik Bowen, Dan Hooley*
Programmer: *Michael Bailey*
Artist: *Liam Grice*
Writers: *Graham Reznick, Will Byles, Alex Farnham*
Composer: *Ian Livingstone*
Engine: *Unreal Engine 4*
Platforms: *PlayStation 4, PlayStation 5, Windows, Xbox One, Xbox Series X/S*
Release: *10 June 2022*
Genre: *Survival horror, interactive drama*
Mode: *Single-player, multiplayer*
TiTi Rating: *7/10*








Hackett's Quarry
Summer Camp
Est 1953



Laura, Ryan, and Travis can drive towards the same spot where Laura and Max crashed two months ago to kill Silas and end the curse permanently.

In all endings, police and cars from an unknown government agency comes to the location to investigate.
Afterwards, the fortune teller who has been guiding the player's actions throughout the game reveals herself to be the spirit of Eliza, seeking vengeance on the Hacketts. Depending on whether all of the Hacketts are killed and whether Silas is spared, Eliza will either congratulate the player, be disappointed in the player and banish them from Hackett's Quarry, or be furious with the player and promise to haunt them for the rest of their lives.

Development

The Quarry was developed by British developer Supermassive Games, and was envisioned as a spiritual successor to the studio's Until Dawn (2015). It is heavily inspired by teen slasher and monster films, and adheres to established horror movie tropes more firmly than The Dark Pictures Anthology, Supermassive's other horror franchise. Creative director Will Byles added that while the game is set in modern times, "there's a very '80s feel" about the setting and the characters, citing movies including Sleepaway Camp and Friday the 13th as major sources of inspiration. The locals living near the Hackett's Quarry have a more "retro" feel and the team was influenced by films such as The Hills Have Eyes, The Texas Chainsaw Massacre, and Deliverance. Supermassive was also inspired by Evil Dead and The Thing. The team wanted the game to feature horror movie tropes from different eras, and Byles went on to compare the game to a horror theme park. While the game pays homage to various horror films, the team learnt from their experience making Until Dawn, allowing the team to build up players' fear through creating tension rather than relying heavily on jump scares.

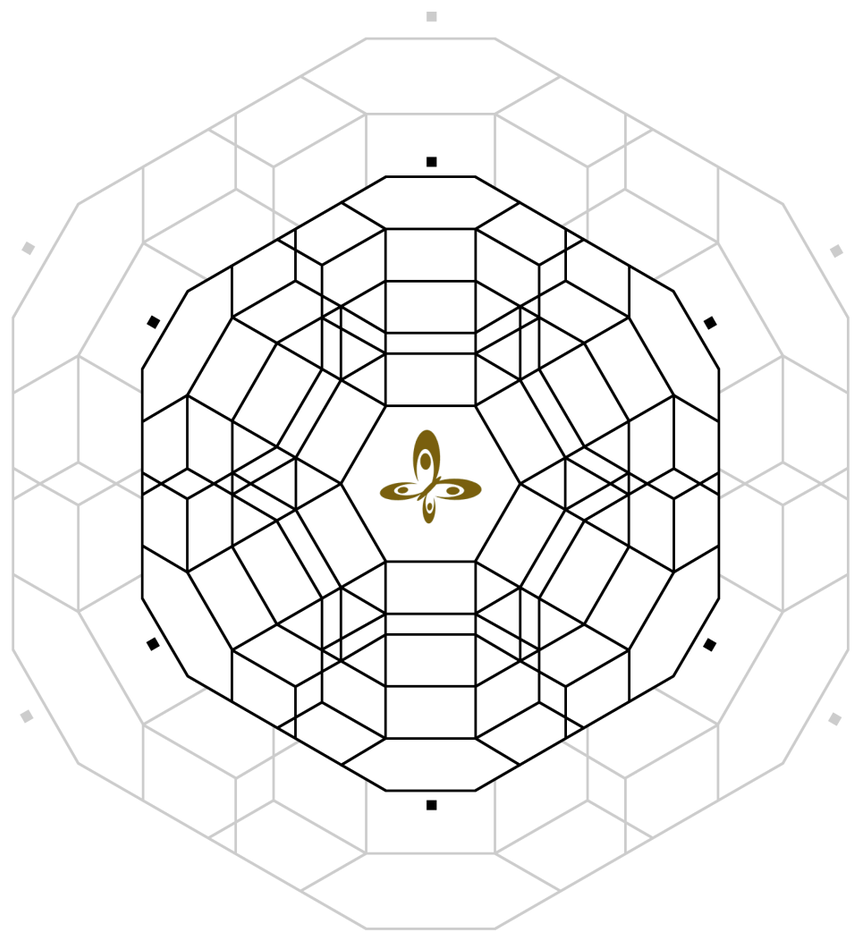
To capture the feelings of a classic horror films, Supermassive recruited a large cast of actors and several genre mainstays to portray the characters in the game, and collaborated with Los Angeles-based production company Digital Domain on the game's motion capture technology. The game's ensemble cast includes David Arquette, Siobhan Williams, Lin Shaye, Lance Henriksen, Grace Zabriskie, Ted Raimi, Ariel Winter, Ethan Suplee, Miles Robbins, Halston Sage, Zach Tinker, Brenda Song, Skyler Gisondo, Evan Evagora, and Justice Smith. According to Byles, the team wrote more than 1,000 pages for the game's script, and the game has a total of 186 different endings.
While Until Dawn was designed to be a solo experience, the team found that players like to play the game in small groups, and acknowledged that Until Dawn was a popular game for people to simply watch. Therefore, the game introduced a Movie mode, and expanded the multiplayer options introduced in previous Supermassive games such as Hidden Agenda and The Dark Pictures Anthology in order to appeal to people who would simply like to watch the game. The accessibility options were also designed to cater to more casual gamers who may not be experienced in playing games. When compared to The Dark Pictures Anthology, The Quarry was designed for a broader audience and had a smaller focus on gameplay.

Publisher 2K and Supermassive officially unveiled the game on 18 March 2022. The game was initially planned to be a Stadia exclusive, but ultimately did not release on the platform due to Google cancelling its plans for first-party titles in February 2021. The game was released for PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X and Series S on 10 June 2022. Players who purchased the Deluxe version of the game would unlock the "Gorefest" option in the Movie mode, which features more brutal imagery when compared to the normal Movie mode. They would also receive additional character outfits, instant access to the Death Rewind feature, and the Horror History Visual Filter Pack, which allows players to change the aesthetic of the game by choosing from three visual filters inspired by horror films in different eras and various styles of horror filmmaking.



THE QUARRY





SIGNALIS

Signalis

Signalis is a survival horror video game developed by rose-engine and published by Humble Games and Playism. The game was released for Windows PC, Nintendo Switch, PlayStation 4 and Xbox One on October 27, 2022. It received generally positive reviews upon release.

Gameplay

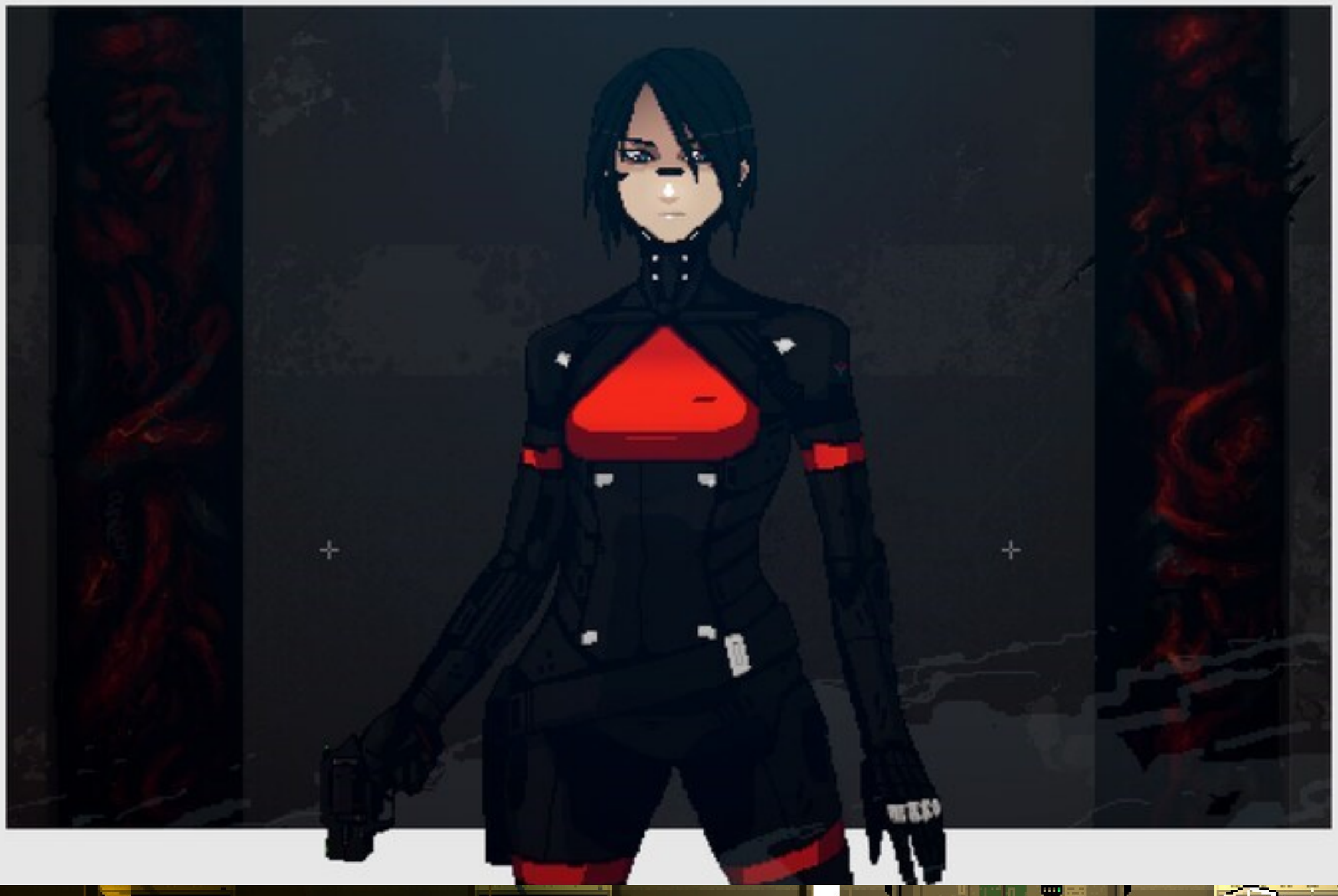
The core gameplay consists of third-person shooter elements from a top-down 2.5D perspective, with occasional puzzle elements. Puzzles vary from manipulating switches and dials, to searching for certain frequencies to broadcast in Elster's radio implant.
Difficulty and thematic elements are enhanced through the use of resource management as a gameplay and narrative mechanic. Elster is limited to six items on her person, including weapons, ammunition and key items for use in puzzle-solving and unlocking doors. In the fashion of Resident Evil, another survival horror series, there are safe rooms that allow the player to save progress and store their items for future use.

Plot

A scout shuttle known as the Penrose-512 crashes on an unknown planet. A Replika unit known as Elster (LSTR) awakens and searches for her missing Gestalt partner, Ariane. She eventually leaves the ship and crosses a rectangular arch, finding herself in front of a hole with a staircase leading down to its bottom. After she descends and crawls into a tight tunnel leading into a room, the hole closes behind her. As she picks up The King in Yellow, the radio turns on and a message from the "Three note oddity" numbers station is read out, while "Great holes secretly are digged where Earth's pores ought to suffice, and things have learnt to walk that ought to crawl." from H.P. Lovecraft's The Festival flashes on the screen. The broadcast ends with visions of Ariane asking Elster to "Remember our promise" and "wake up".
Elster then finds herself in the Sierpinski-23 mining facility, located on the planet Leng with a photograph of a woman resembling Ariane named Alina Seo. She quickly discovers that most of the Gestalt staff are dead and the Replika workforce has gone rogue, having turned into mindless beings that attack her on sight. Elster explores the facility, gathering supplies and looking for clues about what happened and Alina's location. She opens a box belonging to Alina and encounters a "red plate that is warm to the touch", before being transported to Ariane's mother's radio station and receiving a transmitter module. She then encounters the facility's Replika administrator, Adler. After a brief interaction, he pushes her down an elevator shaft after telling her "You shouldn't have returned.". Elster lands on dozens of bodies from other LSTR units, surviving the fall.
Continuing her search, she finds Adler's diary, discovering he recollects memories he never lived - which he believes originated from other realities. Elster delves deeper into the mines below the facility, finding the lowest levels to consist of a gigantic mass of flesh before entering through a rectangular arch identical to the one at the start of the game. Adler despairs about the fate of Falke, the commander of the facility, who changed when she returned from beyond the arch, never explaining what she saw. Elster crosses the threshold and finds the Penrose, but tears her own arm off attempting to open the airlock and subsequently passes out, with other LSTR bodies being seen.
While unconscious, Elster dreams of Ariane, portraying a happy memory between the two in which they end up dancing after embracing each other. Afterwards, Ariane is portrayed standing above Elster, asking her if she remembers their promise. Elster regains consciousness and manages to reenter the Penrose, scavenging parts from another dead LSTR unit to repair herself. She then jumps down a hole that has appeared in the ship, finding herself back in Sierpinski-23, though the environment has become inundated with masses of flesh. Making her way through the facility again, Elster drops down another hole and finds herself on the colonized moon of Rotfront. There, she learns that Ariane was relentlessly bullied by her classmates, signing up for the Penrose program to escape her torment. Elster continues on as the environment becomes more surreal, finally encountering Falke. Various collected notes reveal that Falke inherited Elster's memories and now has a crisis of identity, leading her to attack.









Developer: *rose-engine*
Publishers: *Humble Games, Playism*
Director: *Yuri Stern*
Designers: *Barbara Wittmann, Yuri Stern*
Programmer: *Yuri Stern*
Artist: *Yuri Stern*
Writers: *Barbara Wittmann, Yuri Stern*
Composers: *1000 Eyes, Cicada Sirens*
Engine: *Unity*
Platforms: *Windows, Nintendo Switch, PlayStation 4, Xbox One*
Release: *October 27, 2022*
Genre: *Survival horror*
Mode: *Single-player*
TiTi Rating: *7/10*


512
A
MINEN-
SCHACHT
ZUGANG
8
FÜHRUNGS
KOMMANDO
SIGNALIS
SIGNALIS
- PRE-ALPHA VERSION -
SIGNALIS

Elster defeats Falke, as flashbacks of both Elster's and Falke's memories are shown. Elster then returns to the threshold where Adler waits for her, warning Elster that no matter what she does, once she crosses the threshold, time will loop again and reality will fall apart with it shattering at any time. Elster continues regardless and a scuffle ensues, with both Replikas being mortally wounded — Adler being shot and Elster stabbed in the eye. Elster continues on, returning to the wreckage of the Penrose, where it is revealed that if the scout pilots failed to find a habitable planet, they were not expected to return home. Eventually, the radiation shielding of the ship starts to malfunction and Ariane starts to show symptoms of radiation poisoning. Despite promising to mercy kill Ariane to end her suffering, Elster instead sealed her in the ship's cryogenic pod to keep her alive as long as possible.

Depending on the player's actions throughout the game, four endings are possible:

To acquire the "Leave" ending, the player must be conservative with ammunition, heal frequently, and spend a long time exploring. In this ending, Elster cannot work up the courage to see Ariane again and carry out their promise, instead leaving the ship to succumb to her wounds in the wasteland outside.
To get the "Memory" ending, the player must utilize a balanced playstyle. Elster awakens Ariane, but she doesn't remember who Elster is nor their promise. Elster cannot follow through and stays by Ariane's side until she succumbs to her wounds.
The "Promise" ending requires the player to play aggressively, killing numerous enemies, dealing a significant amount of damage, and spending a long time in-game. Elster awakens Ariane, who remembers her and asks her to keep their promise. Elster reluctantly follows through, killing Ariane before succumbing to her own wounds.
In the secret "Artifact" ending, after acquiring three hidden keys throughout the game (only on a second playthrough) that unlocks Ariane's safe which yields a vase of white lilies, Elster performs an esoteric ritual that results in her apparent death. A memory of her and Ariane dancing can then be seen inside the wreckage of the Penrose-512.
It is to be noted that a significant part of the plot is left up to the player's interpretation; while some theories are more accepted than others, there is no single consensus about the story.

Development

The game was developed by the two person German studio rose-engine, with development beginning in 2014. Additional help was brought on through external composers. The game was released across multiple platforms on October 27, 2022. Publishing was handled by Humble Games and Playism.

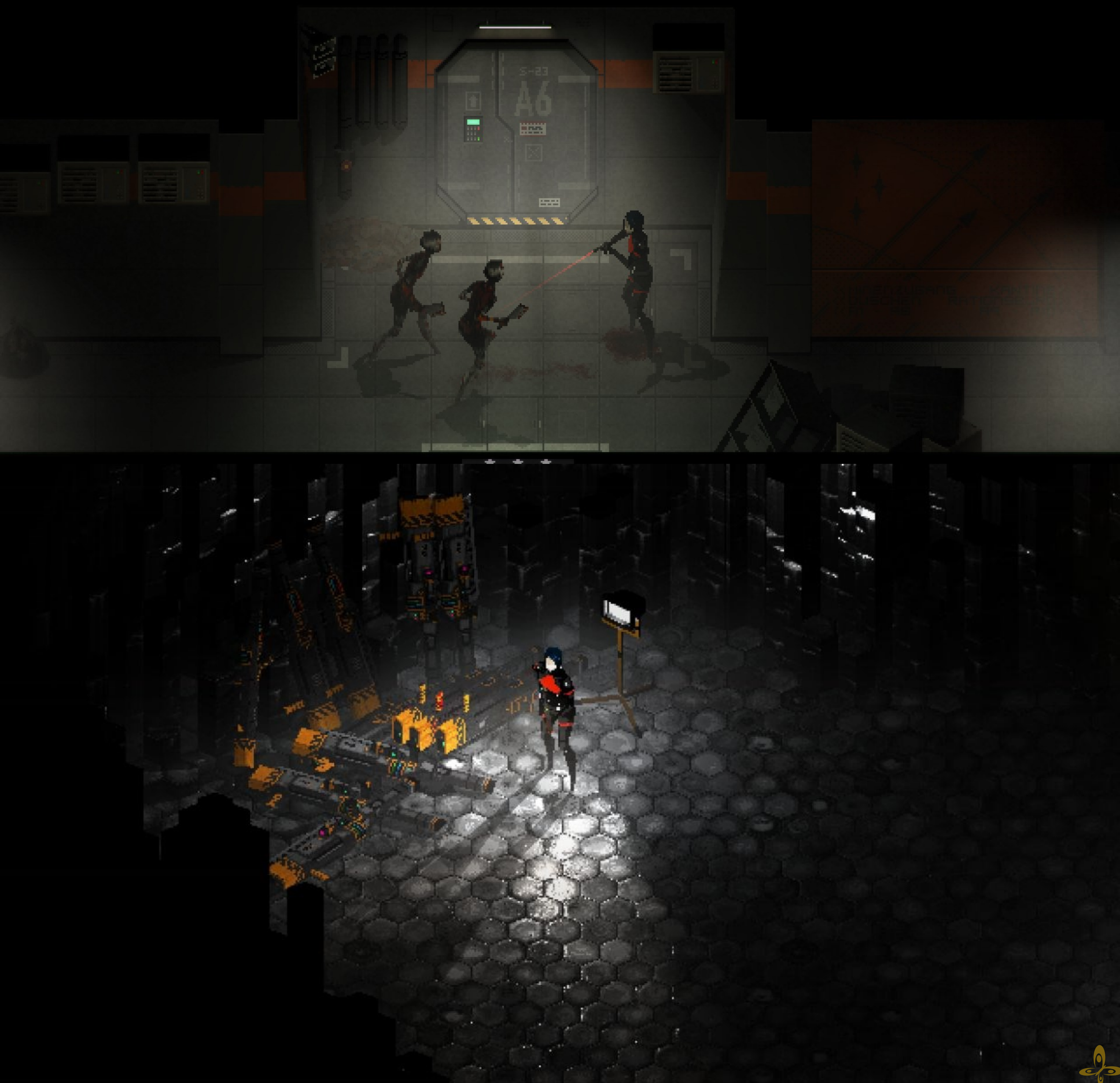
Aesthetically, the game pulls inspiration from the graphics of the fifth generation of video game consoles, particularly from the original PlayStation game console. The game includes a CRT mode to further mimic the effect. Additional aesthetic influence comes from more traditional artwork, incorporating The Shore of Oblivion by Eugen Bracht as well as Arnold Böcklin's Isle of the Dead into the game. Literary influences include The Festival by H. P. Lovecraft and The King in Yellow by Robert W. Chambers. Filmic works by Stanley Kubrick, Hideaki Anno and David Lynch helped shape the narrative's themes of identity and memory in the game.
During the title screen of the game, the Number station "Three Note Oddity" can be heard.



S I G N A L I S

S I G N A L I S




S-23
A6

GADGET

HUAWEI WATCH 4 Series

Health at a Glance[1] | Spherical Sapphire Glass[2] | eSIM Cellular Calling[3]

$492



Spherical Sapphire Glass



Phone-Free Smart Features



Put Your Best Face Forward

There’s truly a watch face for every occasion, with different themes, including a Discovery Series for the cosmic and spectacular, and a Photography series for timeless everyday moments. Choose from more than 20,000 intuitive designs,[13] feel free to mix and match, and marvel at what you've chosen!

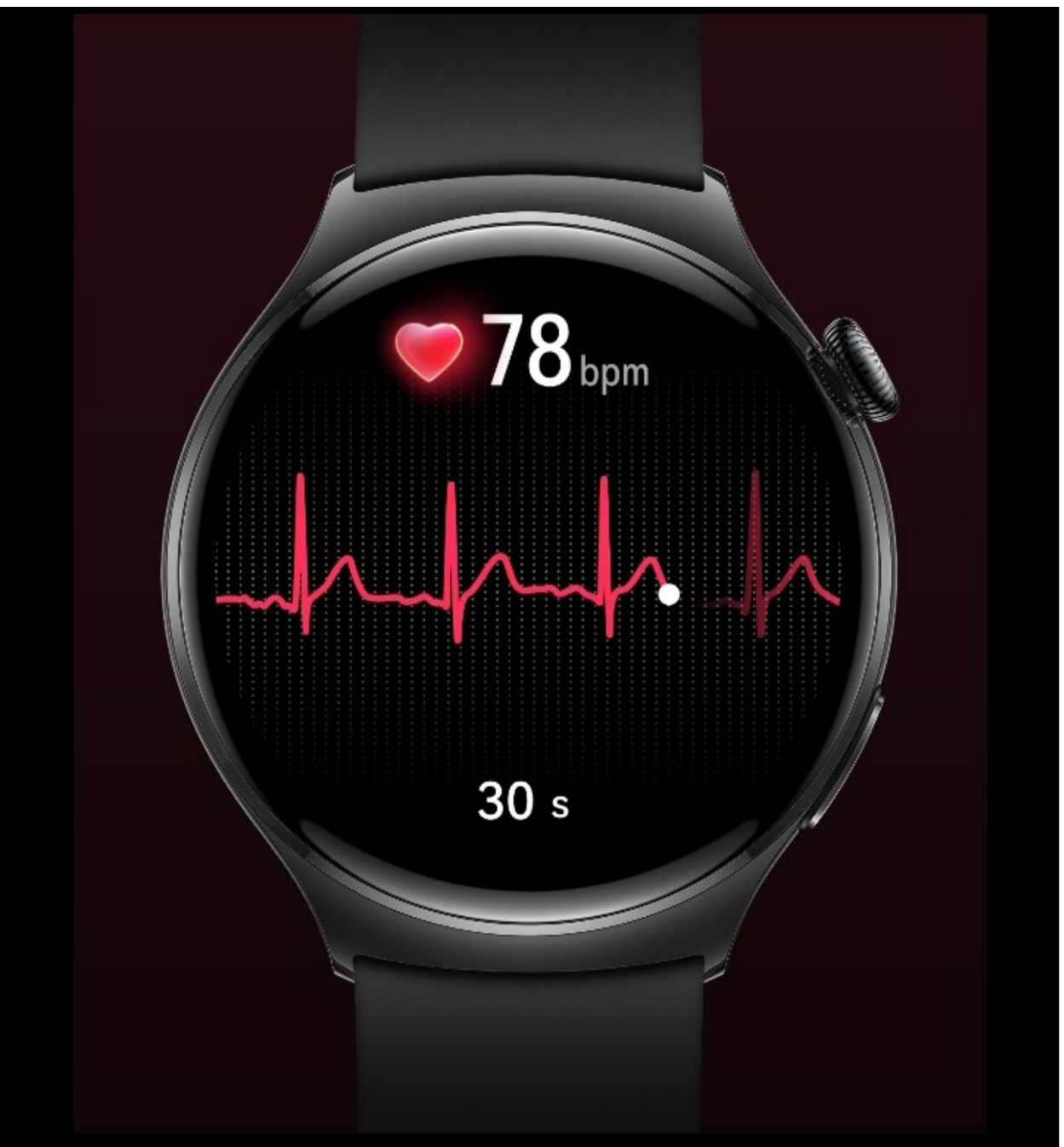


Aerospace-Grade Titanium Case



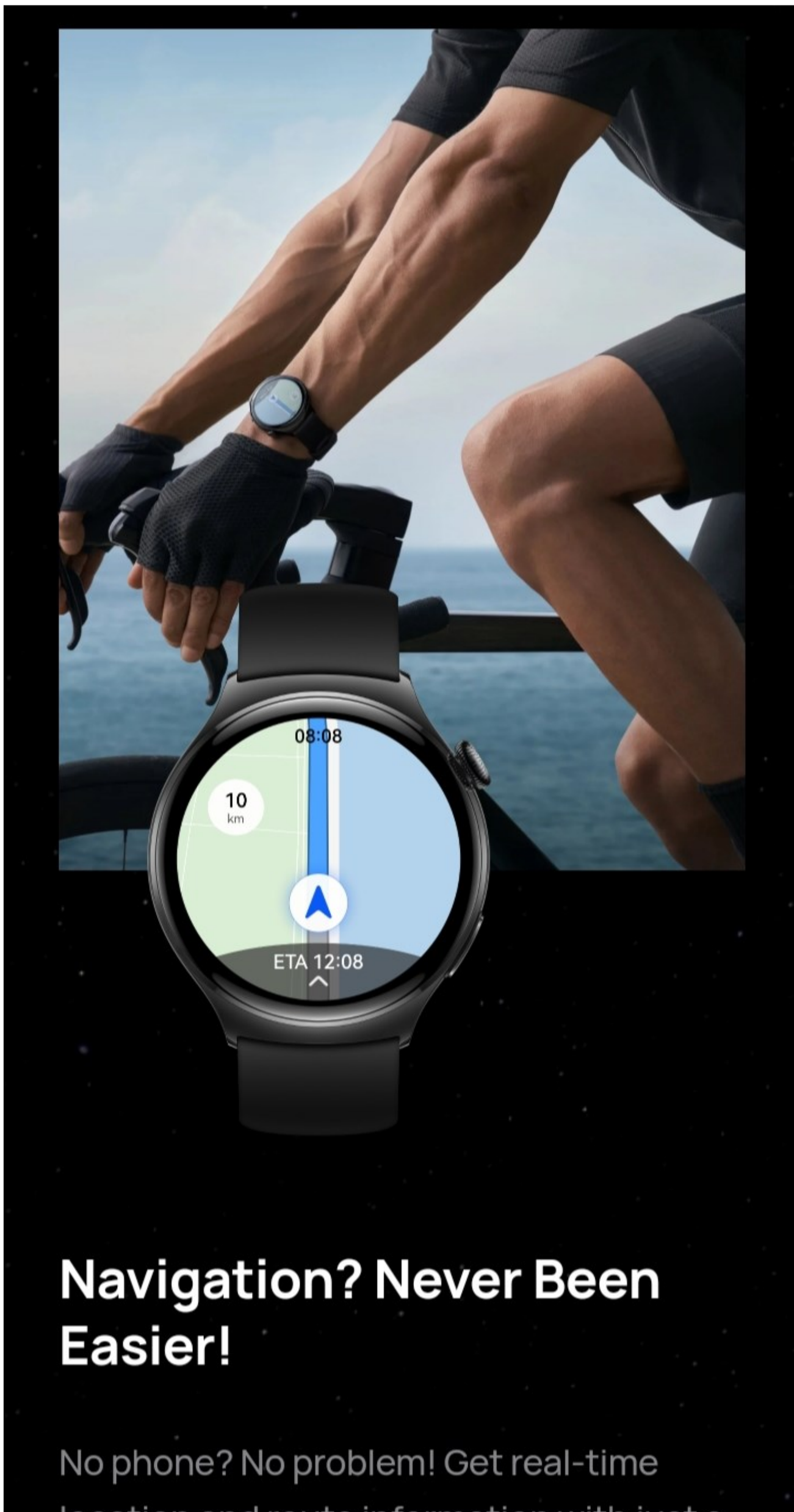
Go Ahead, Make the Call

This watch keeps you plugged in phone-free, with eSIM One number and eSIM Standalone Number.[3] Make calls, send and receive SMS messages[16] all on your watch.



Beat-by-Beat ECG Analysis[6]

New and improved electrode technology has made ECG signal collection more accurate and responsive. Just touch the electrode on the side for 30 seconds to get real-time data that can help you screen for common heart conditions at the earliest opportunity.



Navigation? Never Been Easier!

No phone? No problem! Get real-time location and route information with just a glance on your wrist when walking or on a bike.

Two Battery Modes



Standard mode | Ultra-long Battery Life mode

HUAWEI WATCH 4 Pro

4.5 days[9]

Typical usage under Standard mode

HUAWEI WATCH 4

3 days[9]

Typical usage under Standard mode

HUAWEI WATCH 4 Series comes equipped with dual battery life modes.
In Standard mode,[9] you can enjoy smooth interaction and use the Health Glance app, standalone calling, and phoneless navigation.

Two Battery Modes



Standard mode | Ultra-long Battery Life mode

HUAWEI WATCH 4 Pro

Up To

21 days[10]

Ultra-long Battery Life mode for given conditions

12 days[22]

Ultra-long Battery Life mode for typical usage

HUAWEI WATCH 4

Up To

14 days[10]

Ultra-long Battery Life mode for given conditions

8 days[22]

Ultra-long Battery Life mode for typical usage

In Ultra-long Battery Life mode,[10] features such as workout, health monitoring, Bluetooth hands-free calling, and communications can be used easily.

Health Has Never Been So Handy



Get a Handle on Your Health

Health Glance[1] tracks seven key indicators all at one time, including the heart rate, SpO_2 level, respiratory overview, and cardiovascular health, the results of which can be printed out and shared. Find the analysis and more on the HUAWEI Health app.

Fresh New Interactions



Two Battery Modes

Wireless SuperCharge, Charge for 15 Minutes, Wear for a Day[8]

HUAWEI WATCH 4 Pro

4.5 days[9] Typical usage under Standard mode

Up to **21 days**[10] Ultra-long Battery Life mode

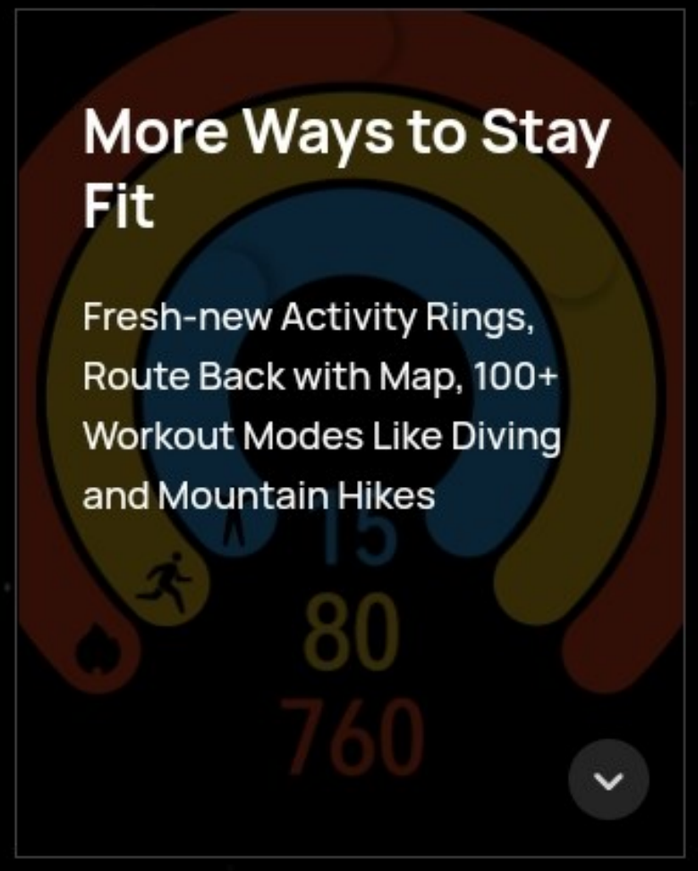
HUAWEI WATCH 4

3 days[9] Typical usage under Standard mode

Up to **14 days**[10] Ultra-long Battery Life mode

More Ways to Stay Fit

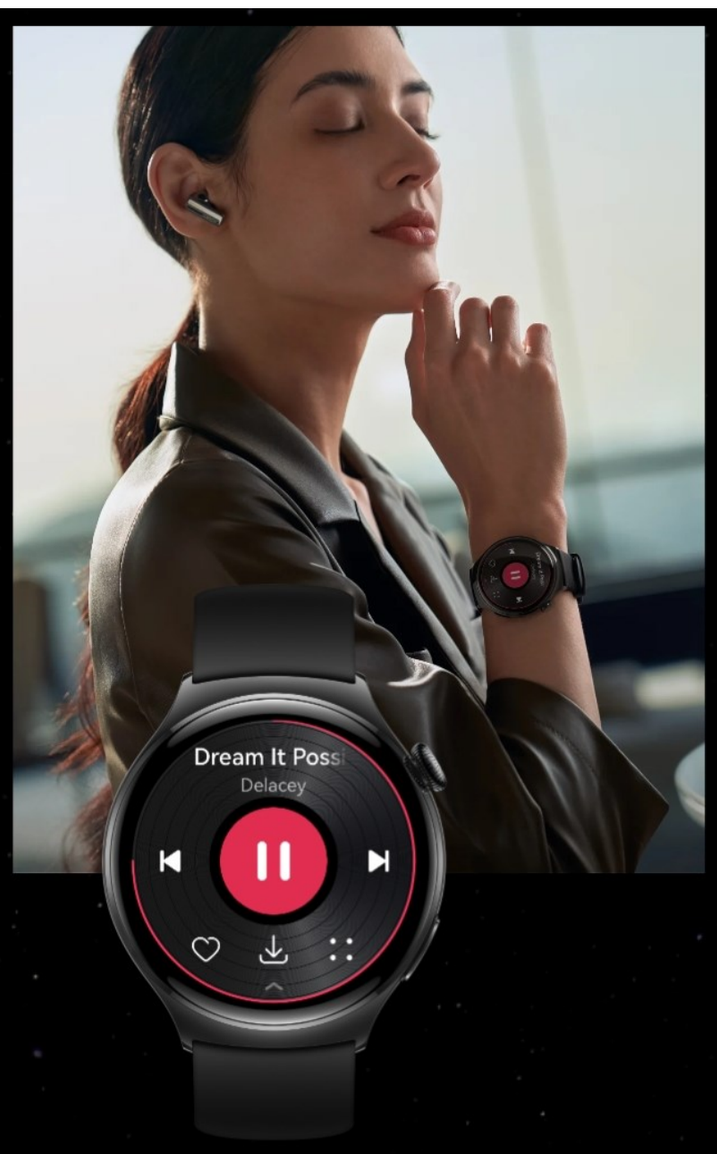
Fresh-new Activity Rings, Route Back with Map, 100+ Workout Modes Like Diving and Mountain Hikes



Rugged and Durable

Wear-Resistant Sapphire Glass,[2] Titanium Case,[4] 5 ATM and Diving-level Water Resistance[11]





Fresh New Interactions



Fresh New Interactions



Wealth of Third-Party Apps

Listen to your favorite tunes and browse your favourite apps[17] covering payment, sports, navigation, while giving your phone the rest it deserves.

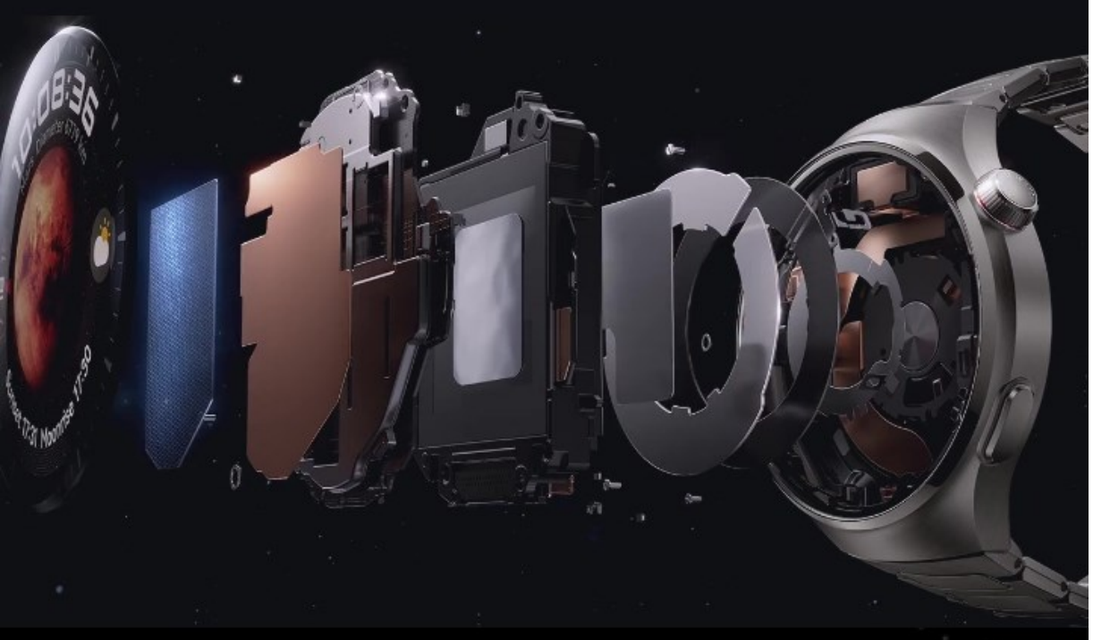


Manage Your Heart Health

Get alerts when your heart rate strays high or low, or arrhythmia is detected, thanks to an 8-channel heart rate sensor and ECG signal collection.[18]

Fast Charging for Instant Power

A 15-minute wireless fast charge gives enough power for a whole day,[8] and a full charge takes only 60 minutes.[23] This watch is packed with a graphene 3D heat dissipation system, to boost heat dissipation by 24%.[24]





Your Daily Activity Tracker

Set goals for each Activity Ring, such as calories burnt, training time, and hours active, with reminders and inspirational advice - to help you live every day to the fullest.



Deep Sleep Every Night

Hit the hay with a sleep tracker that's tailored to you, and get accurate sleep and wake-up times, nap recognition, and science-based tips on how to rest easy every night.

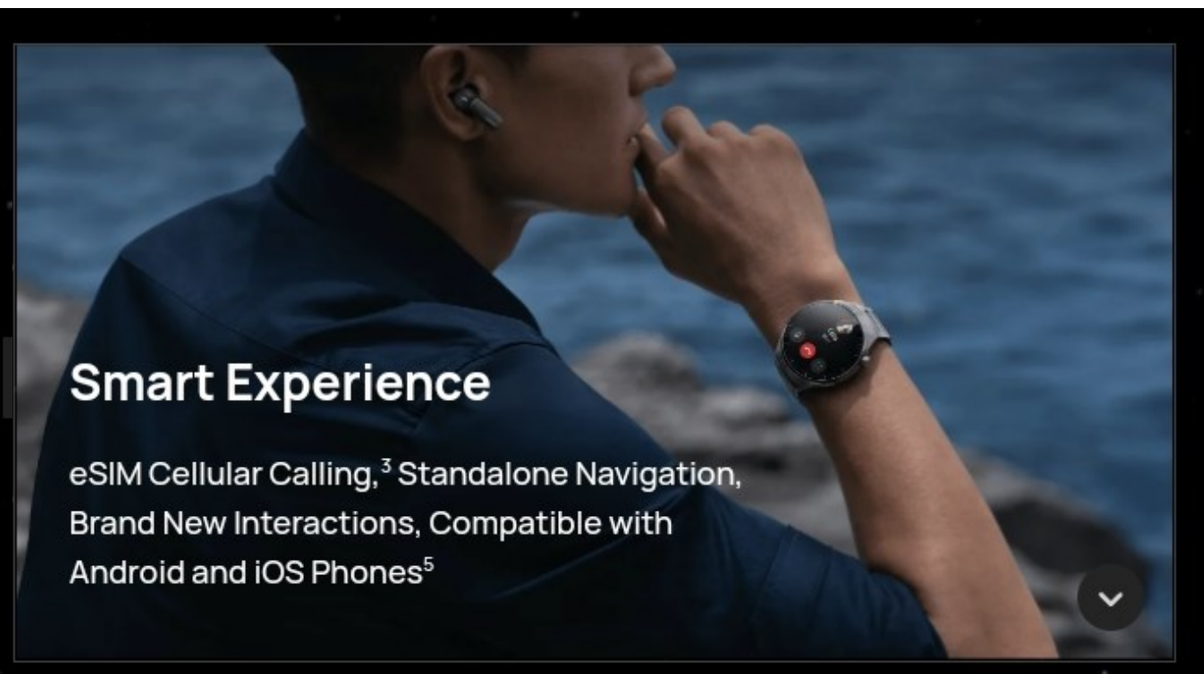


Respiratory check, Care for Your Every Breath

Breathe easy, with comprehensive check designed to give at-risk users the peace of mind they deserve.[19]

With the watch's LTPO screen and fresh AOD watch faces, you can see key information at a glance.[12]



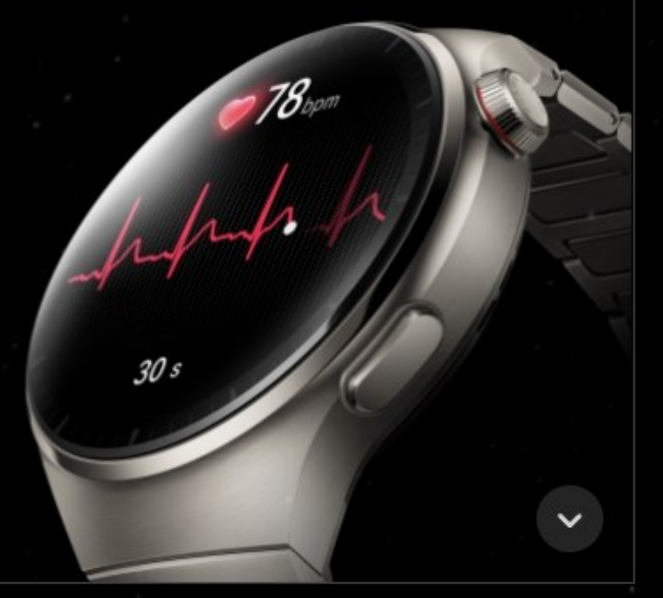


Smart Experience

eSIM Cellular Calling,[3] Standalone Navigation, Brand New Interactions, Compatible with Android and iOS Phones[5]

Health on Wrist

Health at a Glance,[1] ECG,[6] Health Trend Analysis[7]



Two Battery Modes

Wireless SuperCharge, Charge for 15 Minutes, Wear for a Day[8]

HUAWEI WATCH 4 Pro

Up to **4.5 days**[9] Typical usage under Standard mode

Up to **21 days**[10] Ultra-long Battery Life mode

HUAWEI WATCH 4

Up to **3 days**[9] Typical usage under Standard mode

Up to **14 days**[10] Ultra-long Battery Life mode

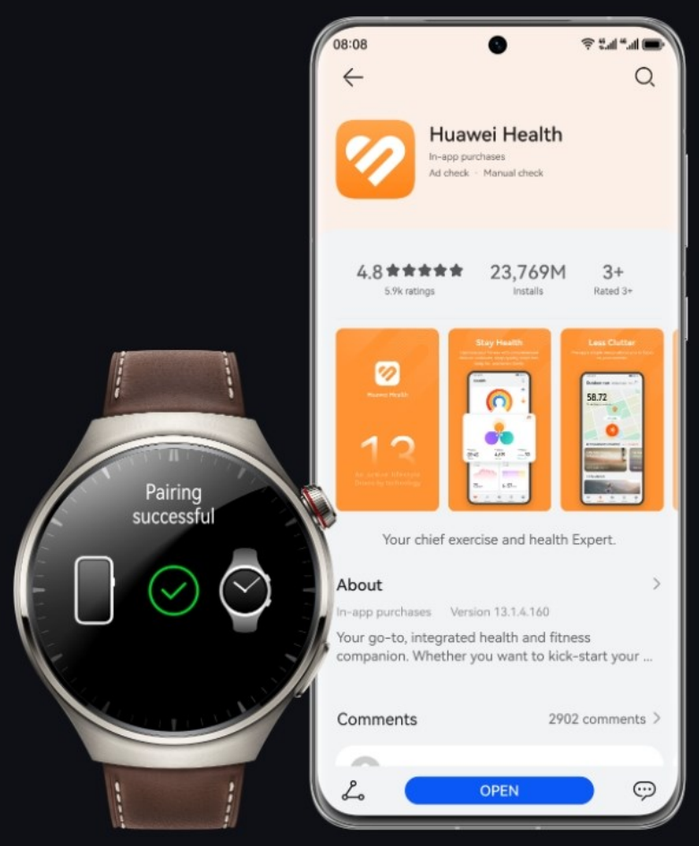
Futuristic Planetary Aesthetics



Titanium Strap Dark Brown Leather Strap

Even More Compatible

The watch is compatible with both iOS and Android, for greater ease of use.[5]



Futuristic Planetary Aesthetics



Titanium Strap Dark Brown Leather Strap

Health Trends and Reminders





Shows More of What You Want

The watch's 1.5-inch screen is specially crafted for your viewing comfort, with ultra-narrow bezel and a 72%+ sky-high screen-to-body ratio, delivering a clear, concise layout.

HUAWEI WATCH 4 Pro

Black bezel reduced by[14]

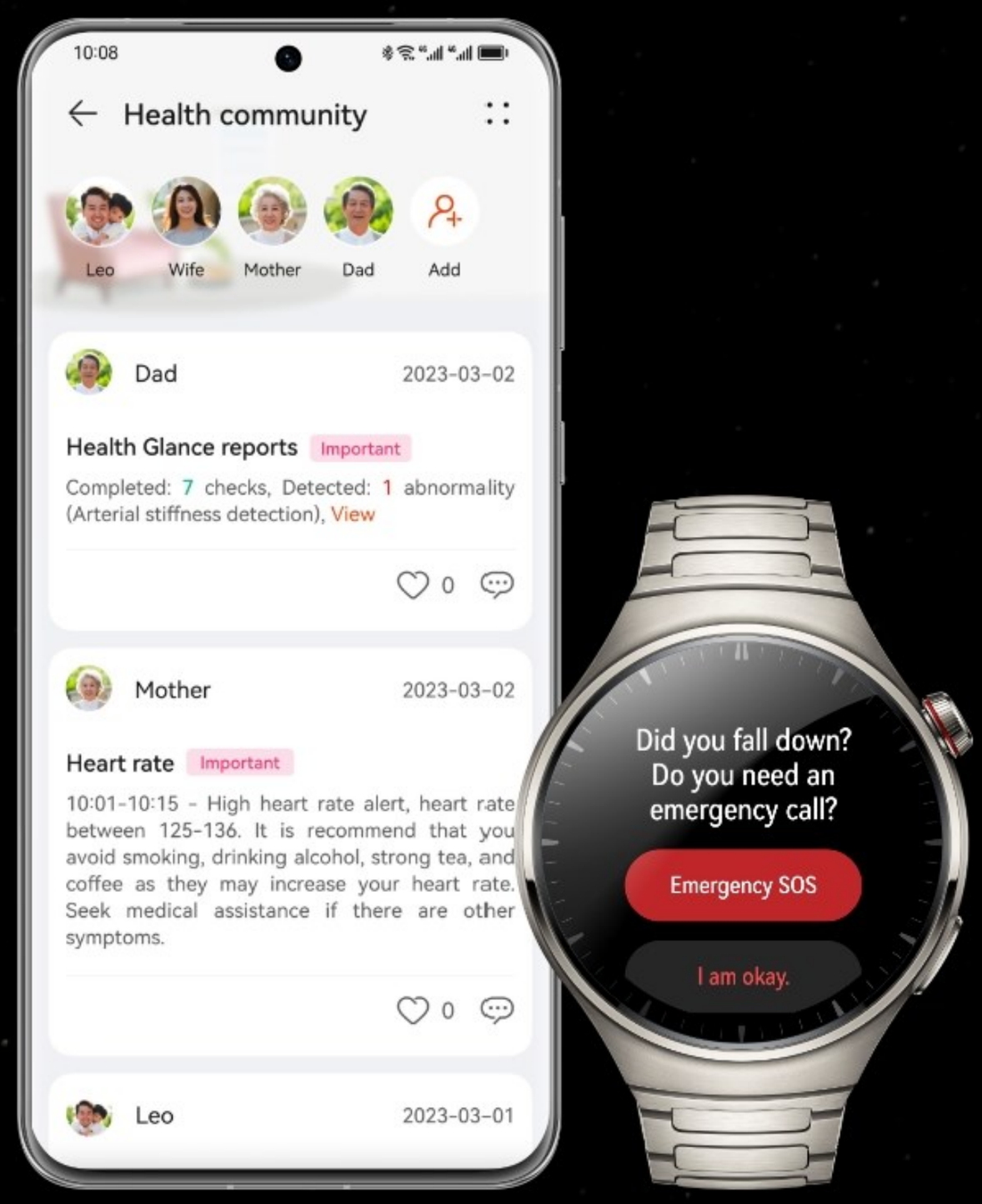
16.5 %

HUAWEI WATCH 4

Black bezel reduced by[15]

21.6 %

Stay informed of abnormal heart rate, and SpO_2 readings as soon as they occur, and view graphs of long-term health trends in the ever-handy HUAWEI Health app.[20]



Family Care

This watch is for your family members as well. It will remind you when your family members' heart rate and SpO_2 are abnormal, and can detect if a family member has fallen by providing an automatic emergency call pop-up.[21]

Planet Lights Up on Your Wrist





The Better Way to Work Out

Choose from 100+ workout modes, including niche outdoor activities like free dives and hikes. The mountain hiking watch face displays trail-ready data covering altitude, atmospheric pressure, step count, location, and SpO_2. Lost your way? Just enable route back with map to make it back to your starting point, safe and sound.



Diverse styles for different occasions

From intense workouts to high-power meetings and relaxing after parties, we've got a strap that's just right for you. Featuring high-quality materials and comfortable, click the button below to customize you strap.

Choose your style





HUAWEI EasyFit Strap

HUAWEI WATCH 4 Series



HUAWEI WATCH 4
Black Fluoroelastomer Strap

HUAWEI WATCH 4 Series



HUAWEI WATCH 4 Pro
Titanium Strap

A Universe on Your Wrist

HUAWEI WATCH 4 Pro brings the boundless fantasy of outer space into your orbit, with its durable aerospace-grade titanium case[4] and scintillating, star-like sheen. The watch's spherical sapphire glass[2] is built to face the hazards you might encounter. And invigorating planet watch faces mean that each new look is truly out-of-this-world!

Rugged and Durable

The aerospace-grade titanium case[4] fuses with the sapphire glass cover[2] to give you ultimate protection, while water resistance[11] supports free diving to a maximum depth of 30 m. 5 ATM and IP6X water and dust resistance[25] protect your watch against liquid spills and damage while underwater.

HUAWEI WATCH 4 Pro

HUAWEI WATCH 4



HUAWEI MateBook X Pro

See Greatness in Lightness

Skin-Soothing Metallic Body[1] I HUAWEI Real Colour FullView Display[2] I Super Device[3]



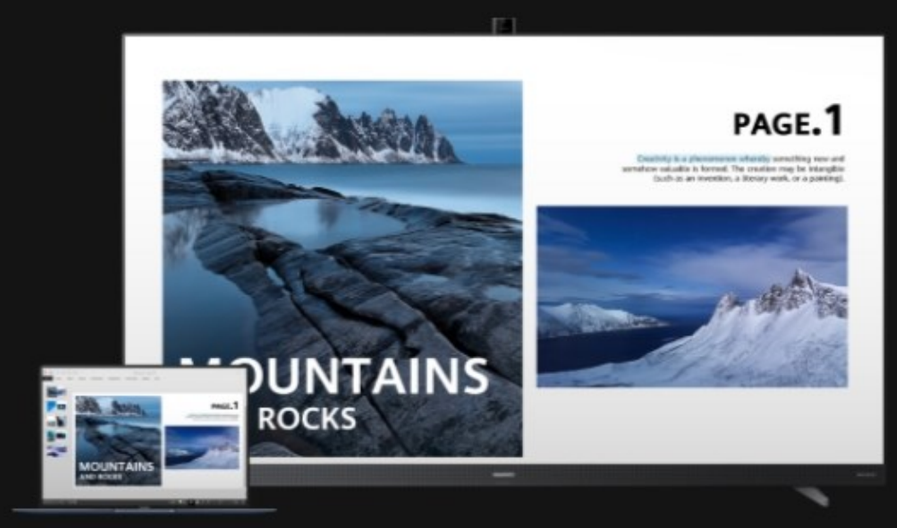
$1,200

Windows | Get to know Windows 11

Super Device, Super Collaboration

Laptop + Vision[20]

Extend your laptop to a HUAWEI Vision, to share on one screen in real time while working on the other during online conferencing, to bring your efficiency through the roof.





Laptop + Phone[17]

Open up to 3 mobile apps on the vast laptop screen. Browse away to your heart's content with the spacious app windows in Landscape mode and App Multiplier.

Skin-Soothing Metallic Body[1]



HUAWEI Real Colour FullView Display[2]



Super Device[3]





Super Turbo[4]

Smart Conference



13th Gen Intel® Core™ Processor





SuperCharge Turbo

Charge for 10 minutes to work for up to two hours on-the-go,[24] with the laptop's premium, pocket-sized 90 W charger.[25] You can also enable HUAWEI SuperCharge Turbo during charging, for extra protection against battery drain when using the laptop.[26]

HUAWEI Real Colour FullView Display

A True Eye-Opener

The 14.2-inch vast display with a screen-to-body ratio of up to 92.5%[8] brings you a wide immersive view. 90 Hz high refresh rate[9] works with 3.1K high resolution,[10] gives you a clearer perspective for your work and daily needs.

A True Eye-Opener

The 14.2-inch vast display with a screen-to-body ratio of up to 92.5%[8] brings you a wide immersive view. 90 Hz high refresh rate[9] works with 3.1K high resolution,[10] gives you a clearer perspective for your work and daily needs.



Rapid Power-On

Smart facial recognition will take you straight to the desktop in under 8 seconds as soon as you open the lid[22] – the time it takes to take a sip of coffee.

Software Startup Booster

Open a 1 GB file 40% faster[23] and start apps right away, thanks to refined scenario load identification and smart performance scheduling.



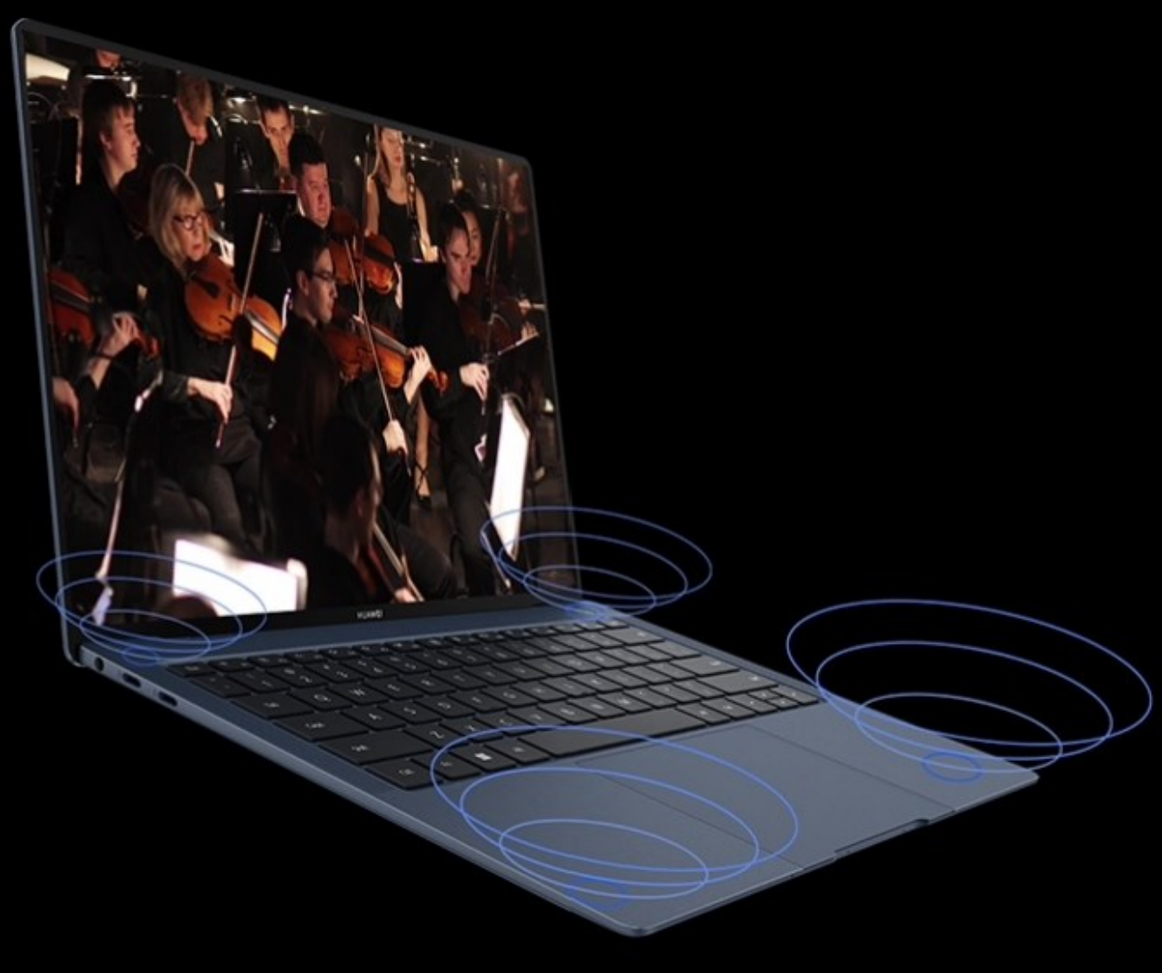
Ink Blue

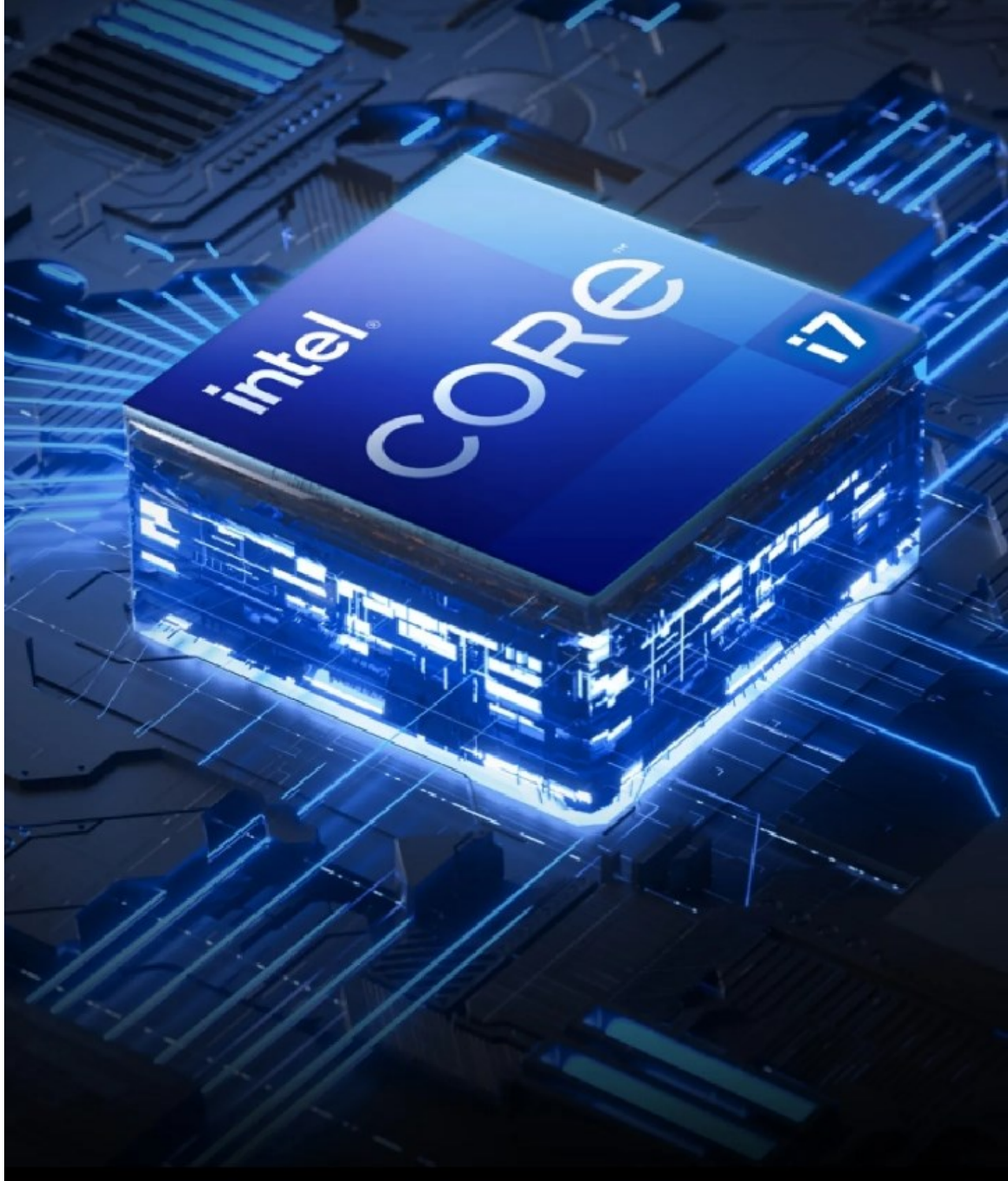


White

Sound that Speaks for Itself

HUAWEI SOUND® 6 speakers and split-frequency setup allow for clear treble and powerful bass. The bass speaker adopts a back-to-back design, which effectively reduces the noise caused by resonance, produces immersive surround sound effects, making your favourite films and music sound as you've never heard them before.





30W
Performance mode[28]

Dual
HUAWEI Shark fin fans

Ultra slim
VC heat dissipation modules

Evo™
Certified

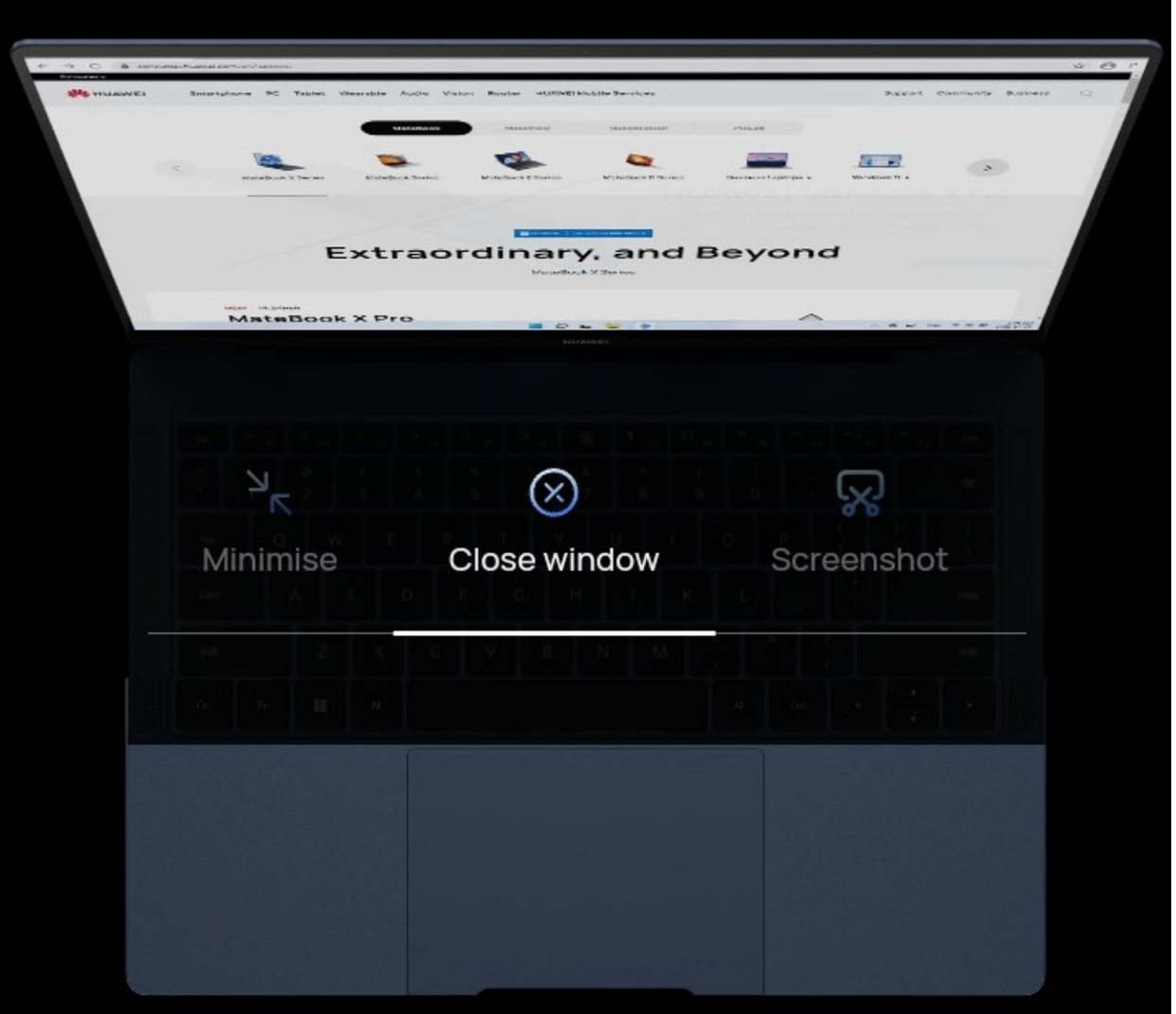
HUAWEI Metaline Antenna Full Signal Ahead

The laptop's HUAWEI Metaline Antenna keeps the signal smooth and secure, for seamless video conferencing, file downloads, and online gameplay – even when you're up to 270 metres away from the router.[32]

270 m
Ultra-long-range connections[32]

Your Wish Is Its Command

The full-area pressure-sensitive Free Touch pad is responsive to every touch of your finger. With eight innovative gestures, the slightest movement is all you'll need to move across the screen.[31]



Press the upper right corner to close the window or the current browser tab.



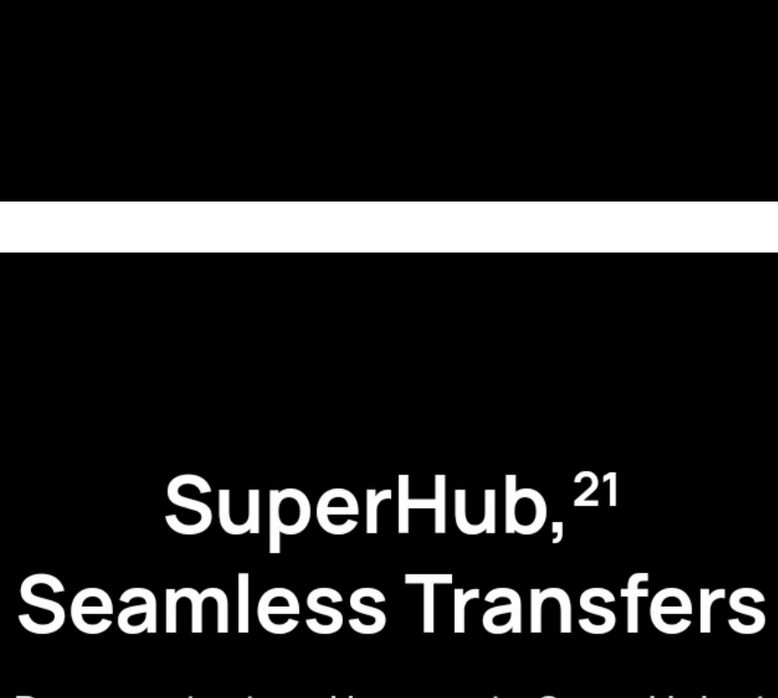
Uncompromising Colour on Every Screen

Wouldn't it be nice to know an image will look the same on your mobile phone, tablet, and laptop? Universal Colour Consistency[11] makes this a reality, applying pristine colours across different screens.

SuperHub,[21] Seamless Transfers

Drag any text and images to SuperHub at will, and simply paste, transfer, and share them between your Huawei phone, tablet and laptop with remarkable ease.

Explore more Smart Office features ›





Meticulous colour accuracy[12]

ΔE < 1

Precise device-by-device authentic colour calibration

Dual colour gamut

P3 and sRGB

Immersive viewing and web browsing

Vibrant colour depth

1.07 billion colours[13]

Smooth colour transitions and natural images

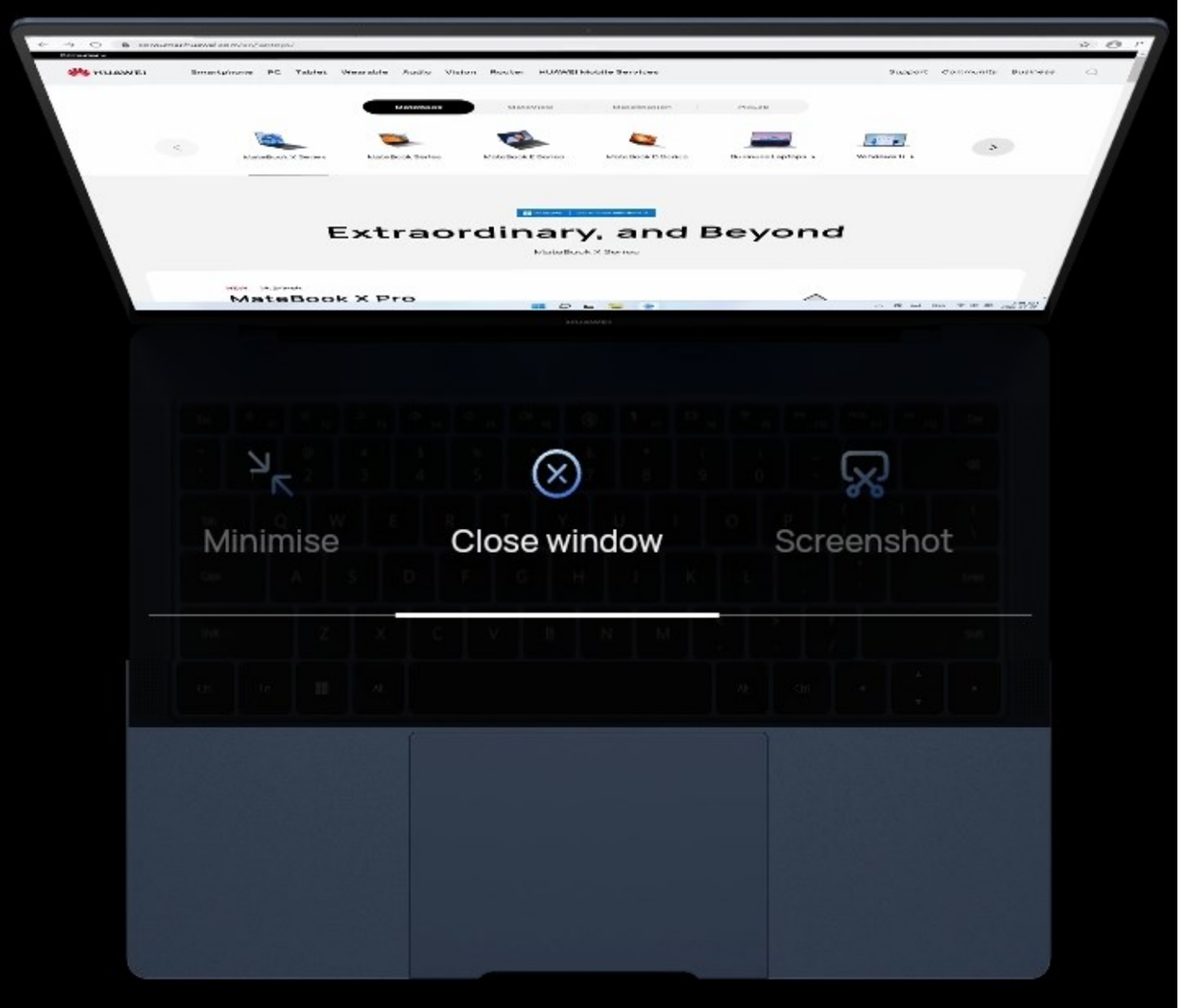
Your Private Conferencing Space

HUAWEI SOUND® 4 microphones work with AI noise cancellation to filter out ambient noise during sound pickup, such as ringtones and keyboard typing. Slip on a pair of Bluetooth wireless earphones[29] and enable Mobile Personal Voice Enhancement to tune out surrounding chatter, and make online meetings more pleasant and productive.



Your Wish Is Its Command

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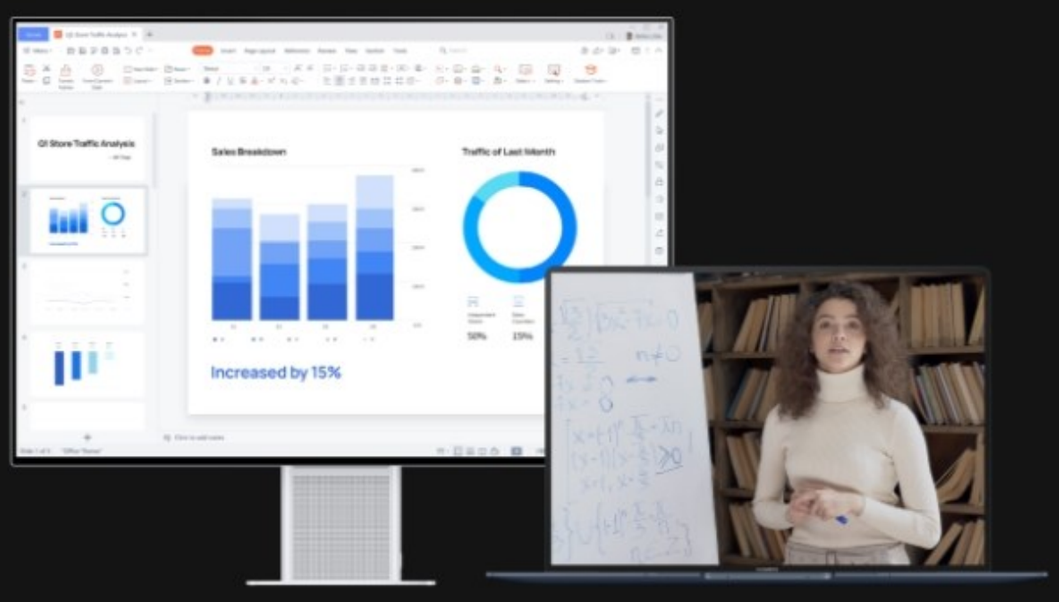


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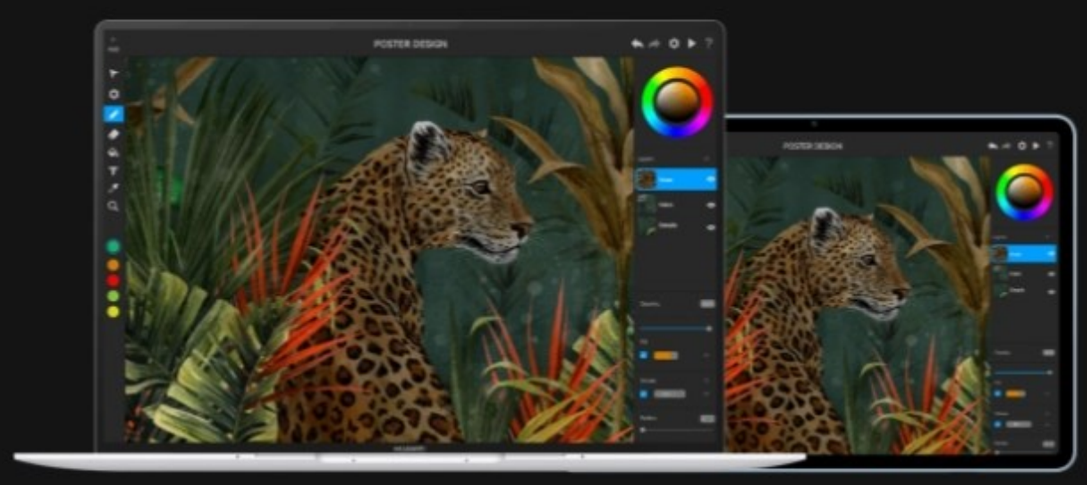
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Laptop + Tablet[18]

Combine the power of your laptop with a tablet, and unlock an ideal sketch pad for your creative projects, together with the HUAWEI M-Pencil stylus.



Laptop + Monitor[19]

Drag to wirelessly project your laptop to a monitor, and enjoy a pristine big-screen view, with HD image quality and low-latency data transmission to magnify content while reducing blur.

Stunning Colours Soothing the Eyes

The HUAWEI MateBook X Pro comes coated in a magnetically-controlled nano optical layer[14] that reduces light reflection by 60%. So you can rest assured that the content onscreen will remain clear at a glance, even under fluorescent lighting or direct sunlight.



TÜV Rheinland Eye Comfort 3.0 Certification[15]

The screen has passed 17 stringent tests, to ensure comprehensive eye protection.

Natural Tone[16]

Dynamic colour temperature adjustment to ambient light conditions

Smart Brightness

Dynamic brightness adjustment to ambient light conditions

HUAWEI MateBook X Pro 2023

13th Gen Core



White, Ink Blue, Space Gray

Takes Performance to the Top

HUAWEI MateBook X Pro has obtained the Intel® Evo™ certification, and packs a 13th Gen Intel® Core™ Processor, a 32 GB memory, and a 2 TB SSD,[27] for blazing-fast file transfers and nimble operations. The smart heat dissipation module keeps overheating and distracting noise at bay, even when your laptop is churning away.





HUAWEI MatePad Pro 11"

Powerful Productivity in Thinness



$728

Newly Upgraded HUAWEI M-Pencil[4]



Detachable HUAWEI Smart Magnetic Keyboard[4]



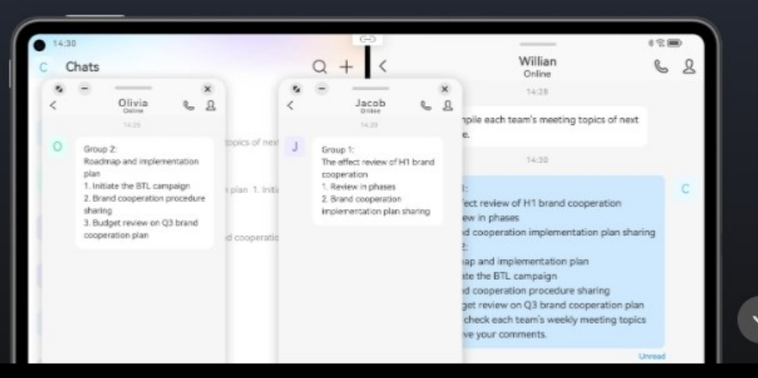
Stunning and Sleek



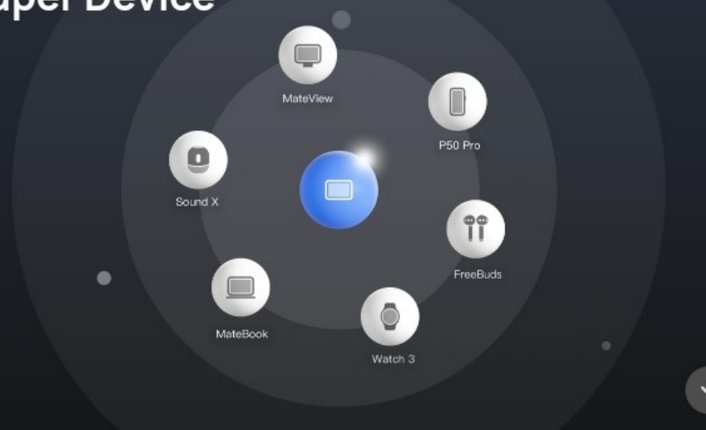
120 Hz[1] OLED HUAWEI FullView Display[2]



Pro-level Professional Experience

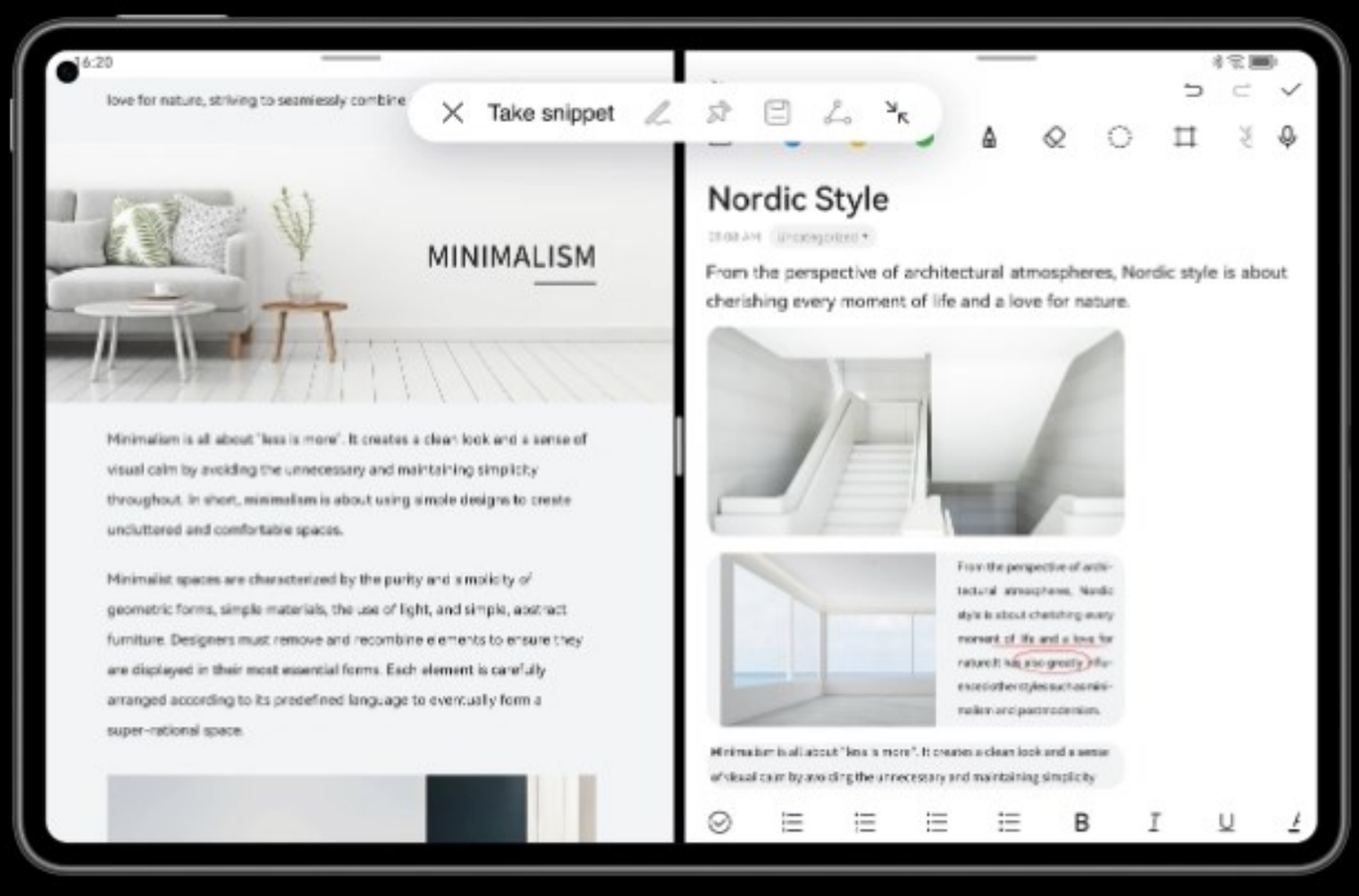


Super Device[3]



Drag to Copy and Paste

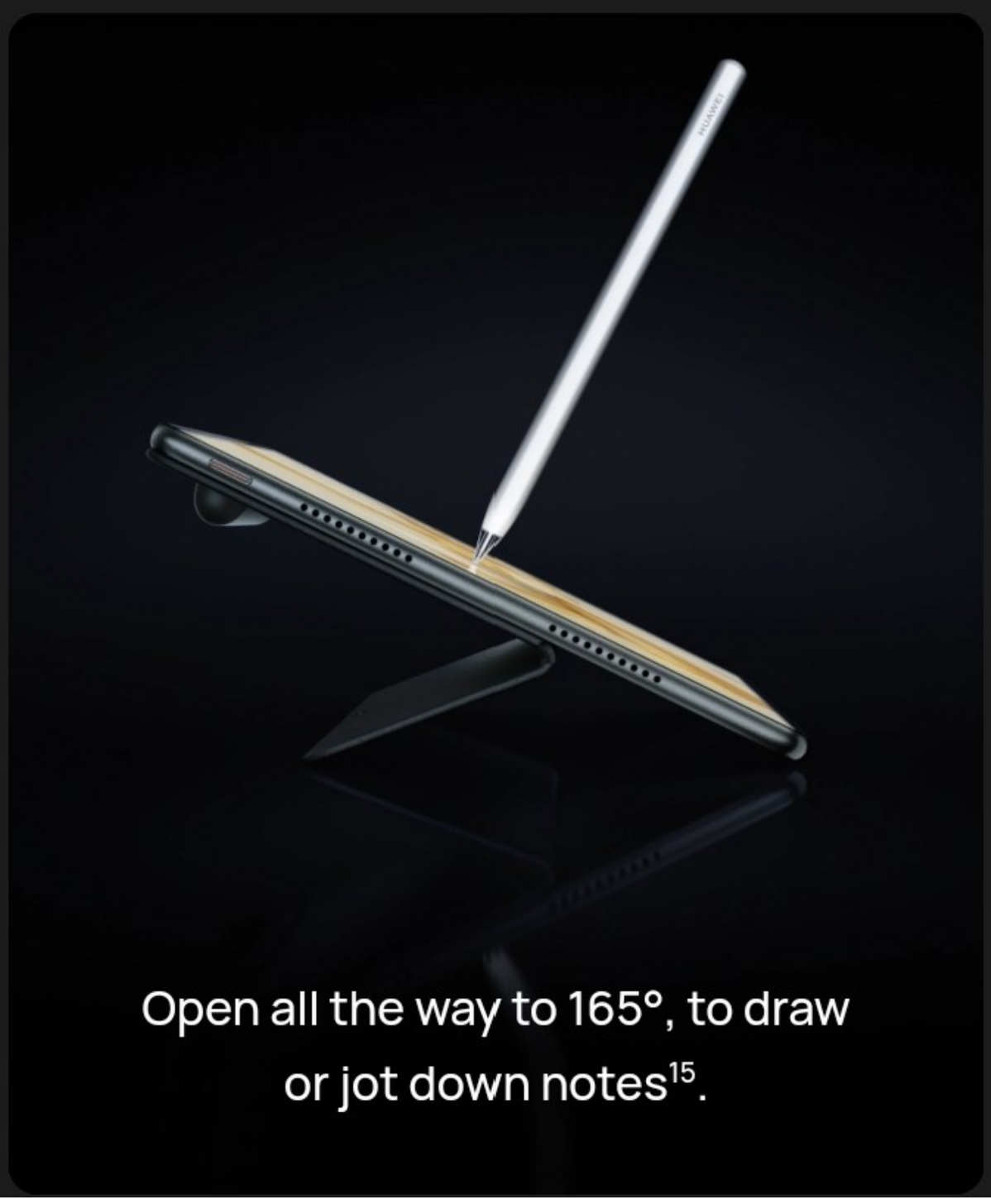
Copying and pasting on the tablet just got even easier! Swipe to select text or an image, and then drag it to copy and paste it to a new location. [17]



FollowCam[20] zooms in or out to keep you centered within the frame at all times, and cutting-edge AI noise cancellation technology keeps your voice clear as a bell, whether you're in a public place, at home, in your car, or in the boardroom.

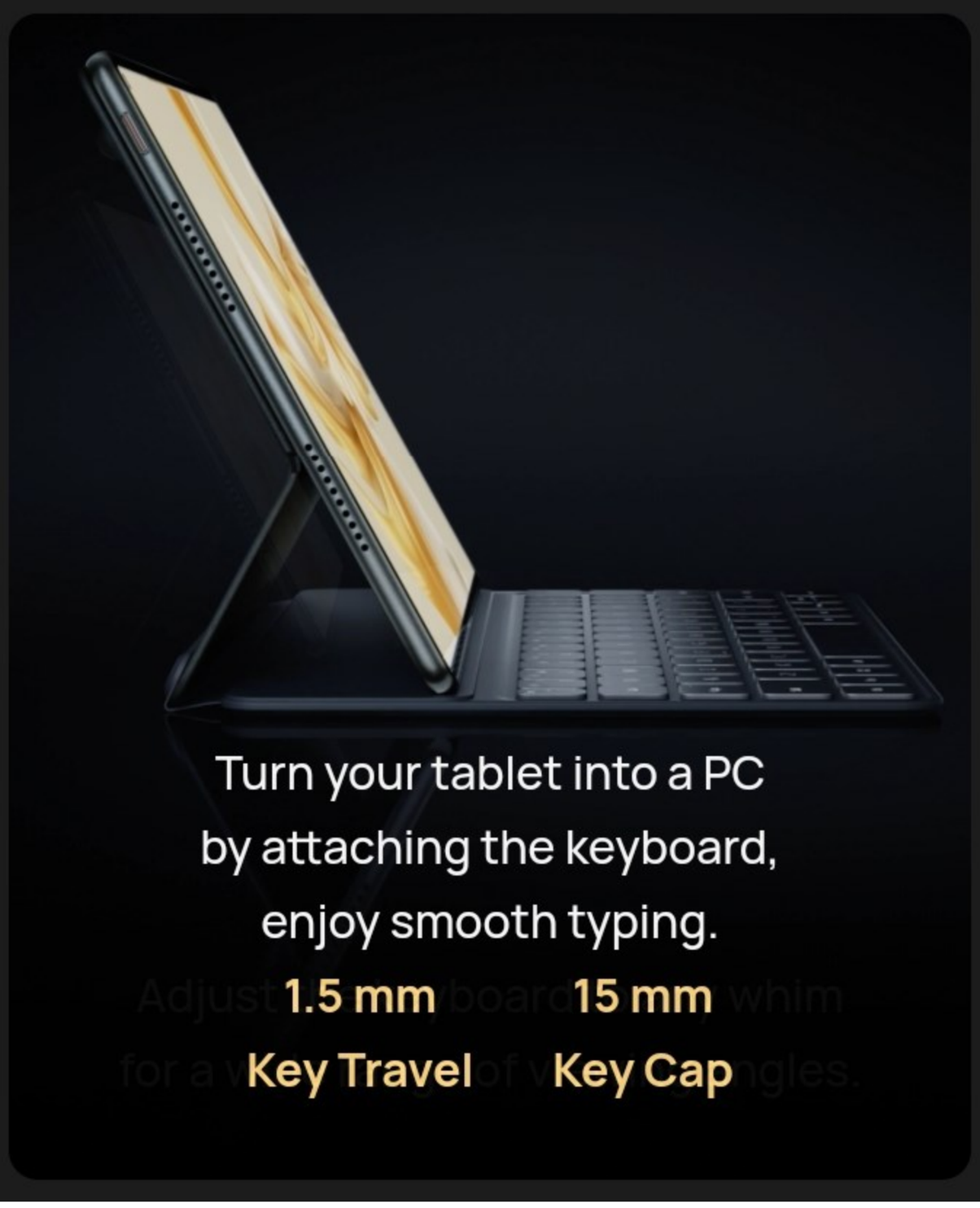


you can sit, stand, or recline, to work in the way that's most comfortable and convenient.



Open all the way to 165°, to draw or jot down notes[15].

you can sit, stand, or recline, to work in the way that's most comfortable and convenient.



Turn your tablet into a PC by attaching the keyboard, enjoy smooth typing.

1.5 mm Key Travel **15 mm** Key Cap

3D Modeling

on A Tablet

Transform your ideas into beautiful 3D models and prototypes on HUAWEI MatePad Pro. With the flexible control of HUAWEI M-Pencil, you can design for 3D printing, animations, architecture, and gaming wherever you go.



Detachable Magnetic Keyboard[4], for Unmatched Versatility

With a versatile HUAWEI Smart Magnetic Keyboard at your disposal, you can sit, stand, or recline, to work in the way that's most comfortable and convenient.



HUAWEI M-Pencil[4]
Your Handy Tool

HUAWEI M-Pencil (2nd generation) comes in a skin-soothing form and offers a brand new White Colour, complemented by an antioxidant coating, for a comfortable grip at all times. You will find that each stroke of the stylus onscreen is uncanny, as if you're scratching across the surface on a sheet of paper, pushing the experience to a next level.



Create Musical Works
with Little Effort

Form your personal band with the tablet, and create dazzling instrumental works in the music creation apps at your fingertips, or play a wide range of instruments.



Sleek, Slender,
and Stunning

As light as 449 g[12], the 5.9 mm[12] ultra-slim Huawei's sleekest-ever 11-inch tablet comes encased in a durable rear cover, which is highlighted by the frosting process, producing a fine-grained metallic coating. Gracefully rounded corners provide the finishing touch, giving off a highly satisfying look and feel.

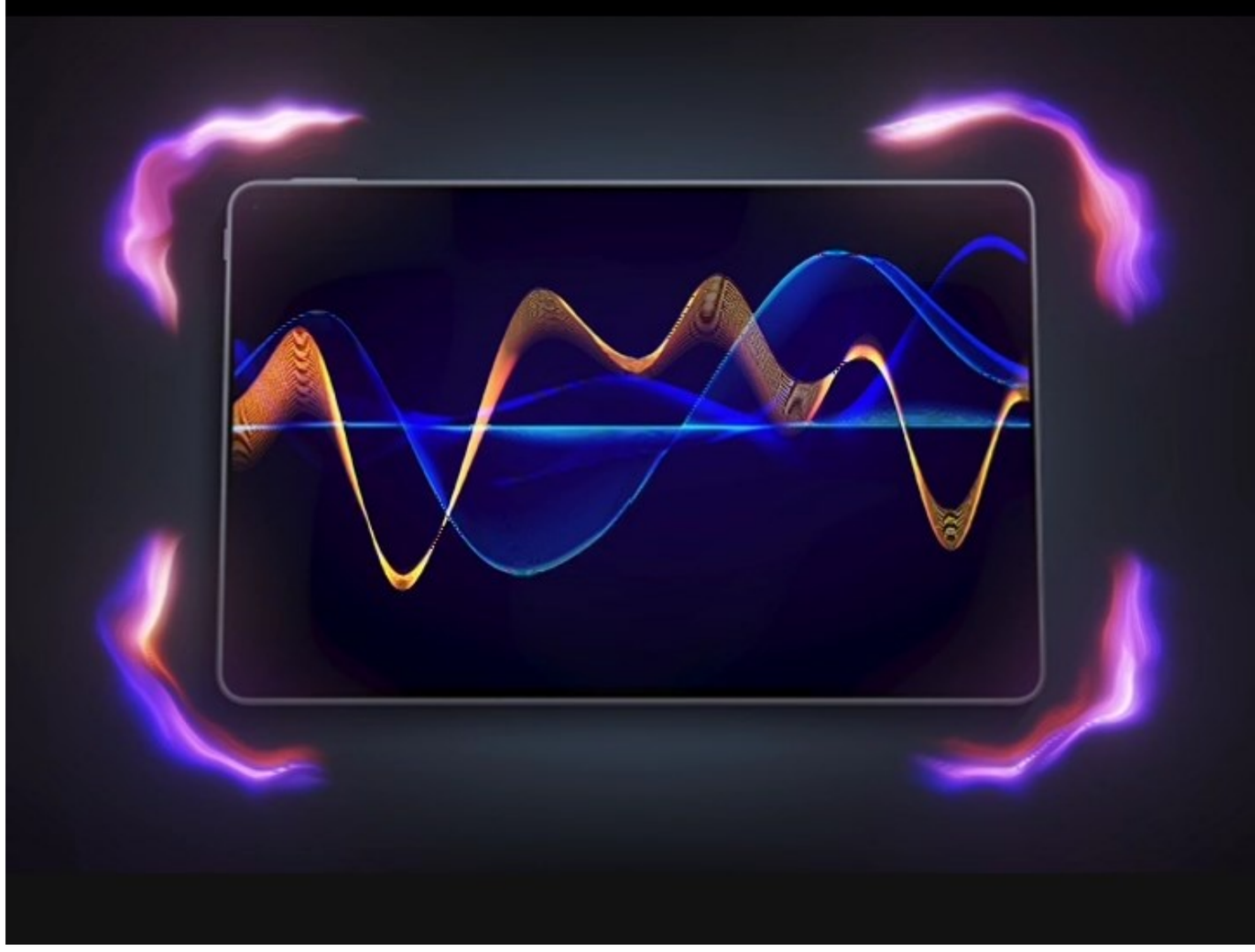


Diverse Brush Effects

The ultra-low latency HUAWEI M-Pencil works in tandem with the 120 Hz refresh rate screen[1], providing ultra-low latency for writing and painting. Before delivery, the touch unit of each HUAWEI MatePad Pro has been calibrated to enable precise on-screen response of the stylus. An enriching hand-painting ecosystem allows you to indulge your creative side in wholly new ways.



and audiophiles. Six custom speakers are fine-tuned to extract as much enriching detail from your music as possible with clear high and low frequency division, allowing you to enjoy immersive, cinematic surround sound from the comfort of home.



The 11-inch HUAWEI MatePad Pro gives you a glimpse into a new world[5], with an exquisite OLED display that provides for true-to-life detail at every turn. 4.2 mm narrow bezels[6] help produce an impressive 92% ultra-high screen-to-body ratio[7].

120 Hz

High Refresh Rate[1]

2560 × 1600

High Resolution[8]

1.07 Billion

Colours

ΔE < 1

Colour Accuracy[10]

600 nits

Brightness[9]

TÜV Rheinland Full Care Display 3.0 Certification[11]

Designed to Make Office Work Easy

One-Step Multi-Tasking

The new and improved App Multiplier[14] allows you to drag on an app to turn it into a floating window, and divide the screen into up to four independently-operating windows, allowing orderly one-to-many communication, and free and easy multi-tasking at a moment's notice.

Multi-Window[14], One-tap Interaction

Easy-to-use Multi-Window
Slide to the upper left corner to split the screen
Slide to the upper right corner to bring up a floating window
Swipe up to enter full screen mode
Swipe inward to turn it into App Bubble
Swipe down to exit



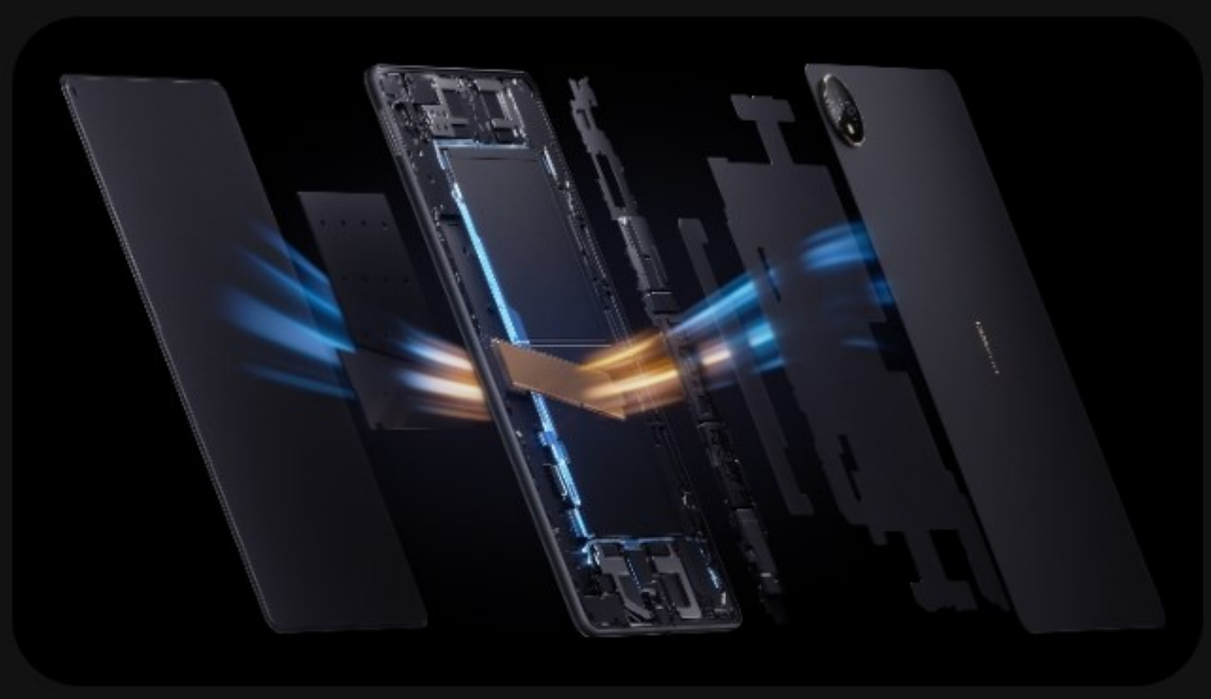
you can sit, stand, or recline, to work in the way that's most comfortable and convenient.



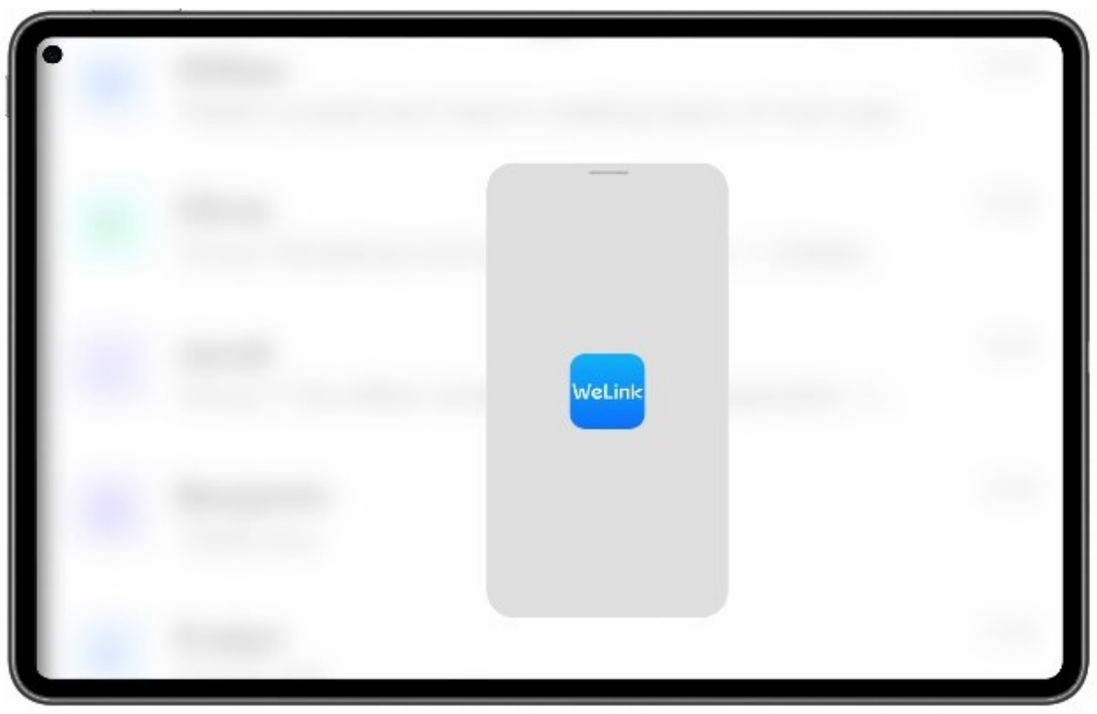
Adjust the keyboard to any whim for a wide range of viewing angles.

Stays Cool When Running Hot

The HUAWEI MatePad Pro packs a six-layered heat dissipation system, which distributes heat with remarkable ease, to unleash a new realm of performance. The ultra-thin VC liquid cooling and large-area graphene keeps the tablet sleek, powerful, and quiet, so that you can tap into nearly boundless capabilities.



into a floating window, and divide the screen into up to four independently-operating windows, allowing orderly one-to-many communication, and free and easy multi-tasking at a moment's notice.



Productivity Mode to Boost Performance

All-New Layout, with Groupable, Stackable Widgets[13]

A brand-new home screen layout allows you to stack or group widgets to suit your needs, so that the most frequently-used app are just a touch away and the scattered ones can be well organised to your liking.

OLED HUAWEI FullView Display[2] Go for a Stunning View



Apply Colour Capture on Multiple Devices[14]

This stylus doesn't just allow you to capture and apply colours across apps; it also extends this seamless capability to your phone apps, when you've initiated Multi-screen Collaboration[16] between the two devices. One touch is all you'll need to transfer a striking color to a new screen!



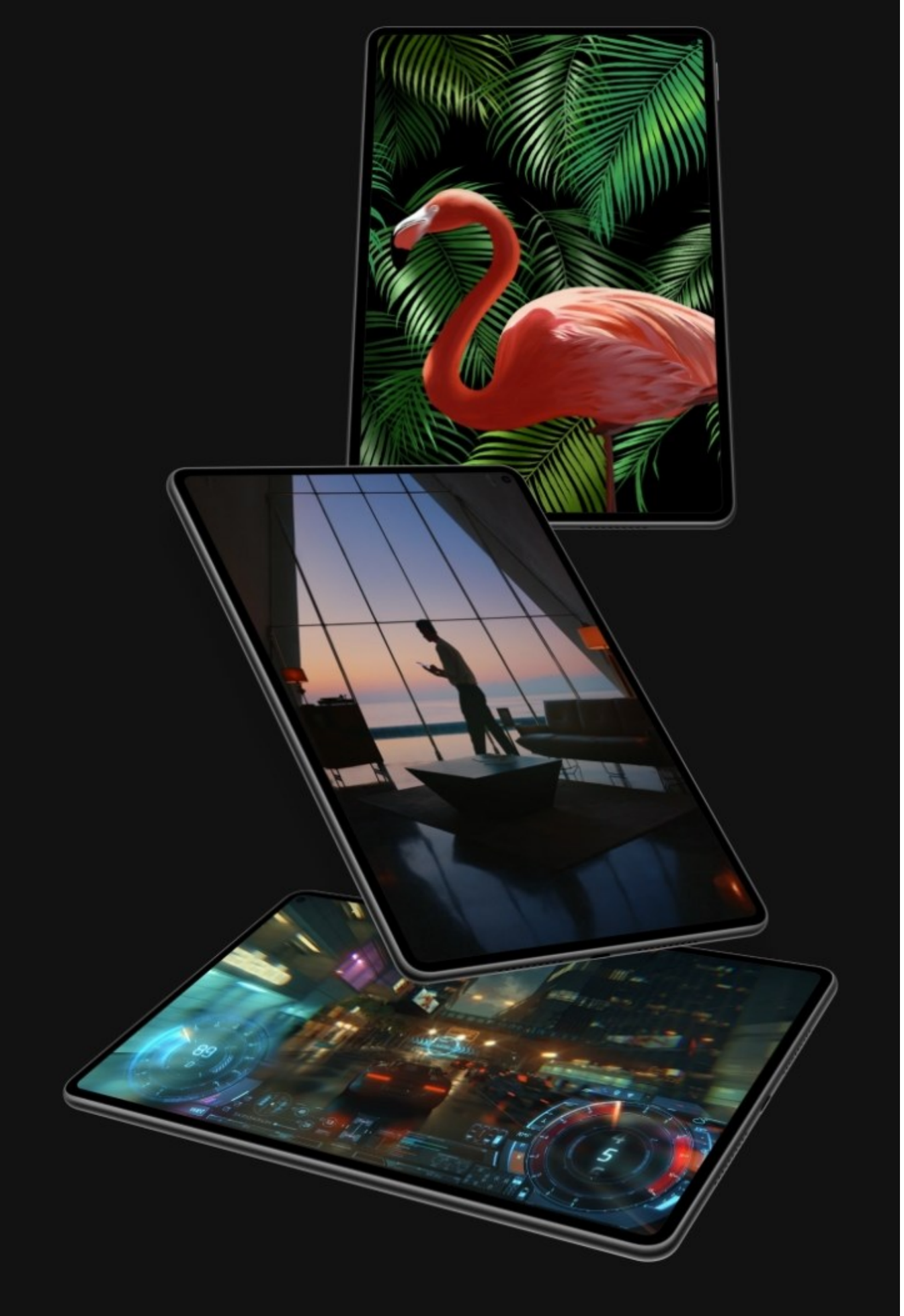
Powers You
Through the Workday

HUAWEI MatePad Pro's formidable 8300 mAh battery sustains up to 11.5 hours of continuous local video playback[21]. Together with the 66 W SuperCharge[22], the ultra-fast charging capability makes the tablet a permanent backup for your mobile office.

11.5 hours
of continuous local video playback

Up to 66 W
HUAWEI SuperCharge

Battery **8300 mAh**



away and the scattered ones can be well organised to your liking.



Widget Stack **Widget Group**

Both Widgets and Apps can be sorted into one group based on scenarios.

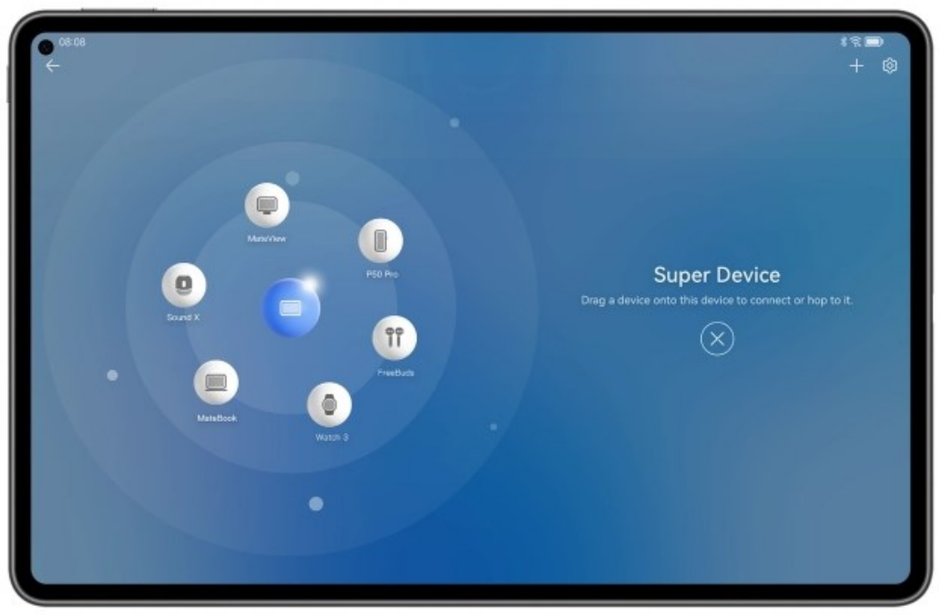
HUAWEI MatePad Pro 11-inch



Golden Black

Super Device[3],
Drag to Connect

The all-new Super Device enables more devices to connect as one cohesive unit at the same time, with sharable resources and capabilities.





HUAWEI P60 Pro

XMAGE

Vision Enlightened

$1,025



Glimmer Meets Glamour

Classical Camera Array;
Rococo Pearl, Pearl Texture Design[1]



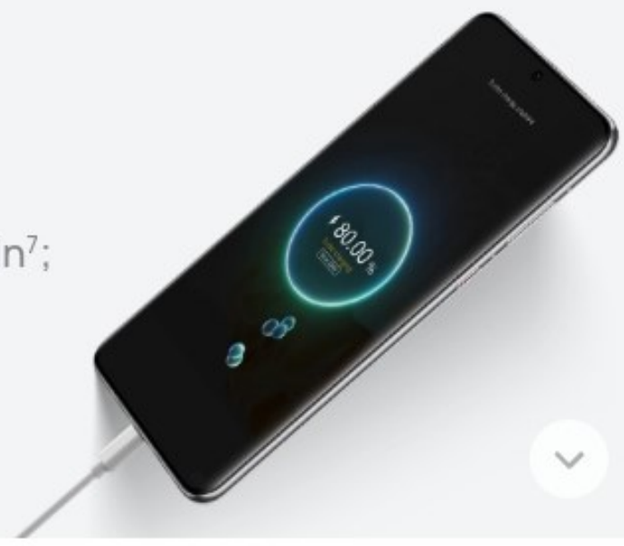
Durable Kunlun Glass, Quad-Curve Display

6.67-inch[2] LTPO Display,
1–120 Hz Adaptive Refresh Rate[3];
10× More Drop-resistant Kunlun Glass[4];
IP68 Splash, Water, and Dust Resistance[5]



88 W HUAWEI SuperCharge[6]

Charges to 50% in 10 Min[7];
50 W Wireless HUAWEI SuperCharge[8];
4815 mAh Battery[9]





Ultra Lighting XMAGE Camera

Ultra Lighting
Telephoto Camera,
F2.1 Large Aperture;
Ultra Lighting Main Camera,
F1.4–F4.0 Adjustable
Physical Aperture;
Telephoto Super Macro

Be the One







Rococo Pearl

The signature Rococo Pearl advocates romance and elegant style. Each piece is unique.

This exquisite smartphone adopts a unique Pearl Texture Design[1] that makes it shine through like a timeless ornament, and gives a distinct pattern on each phone with its shimmering Rococo Pearl exterior, letting elegance utterly express every step of the way.

Durable Kunlun Glass, Quad-Curve Display

The 6.67-inch Quad-Curve LTPO screen gives you a smooth grip and immersive view with its 1-120 Hz adaptive refresh rate. The HUAWEI X-True™ Display provides accurate colours and true-to-life details in bright and dark areas. Supporting P3 wide colour gamut, it has gained TÜV Rheinland Colour Accuracy Dual Certification (Colour Accuracy & Precise Colour Projection).



Textured Imaging with Breathtaking Detail



HUAWEI XD Fusion Pro's bold-new texture engine is packed with a texture imaging channel, which precisely reproduces the details of objects in collaboration with the AI learning algorithm — whether it's glistening glass or intricate leather fabric — so what you see is what you'll get.

Ultra Lighting XMAGE Camera



The Ultra Lighting Telephoto Camera lets you take pics that look pristine from whatever the distance, whatever the time. The Ultra Lighting Main Camera, boasting an F1.4–F4.0 auto-adjustable physical aperture, helps produce marvellous images day and night with its unprecedented full-path light capturing

Out of the Shadows



The revolutionary light intake and high dynamic range bring true-to-life details and contrasts out of the shadows, into the open — and onto your screen.

The Fast Goes Even Faster

Turn Turbo mode on to boost the battery to 50% in just 10 minutes[7], with 88 W HUAWEI SuperCharge[6]. Robust 4815 mAh battery[9] and BatteryCare optimizations further prolong battery life to help you get the most out of each charge.



4815 mAh

large battery[9]

88 W

HUAWEI Wired SuperCharge[6]

50 W

HUAWEI Wireless SuperCharge[8]

XMAGE Never Just Call It a Night



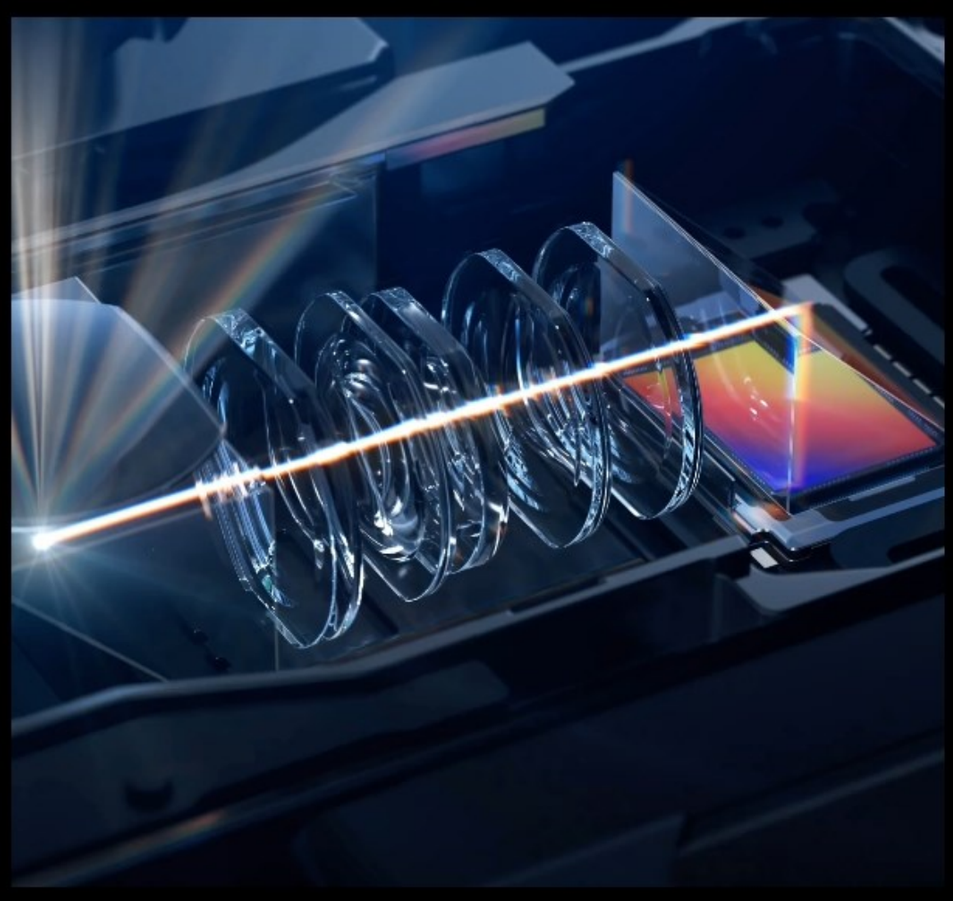
Unravel new mysteries and tell new stories after dark, by capturing vivid night shots that speak for themselves. Prowl around and see what you can find — from nearby neon to far-off skyscrapers.

Unravels Night Scenes from Afar



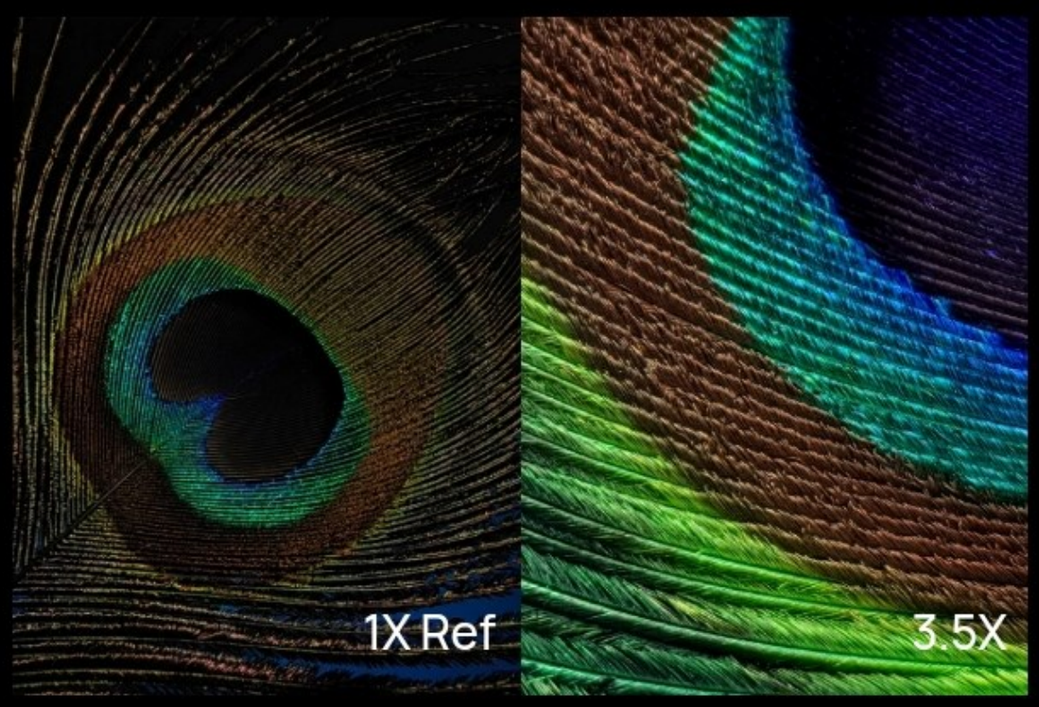
Zoom within the full 200× range[11] after darkness descends, and reproduce astonishing nightscapes in HD splendour, with the help of the HUAWEI XD Optics algorithm.

Ultra Lighting Telephoto Camera

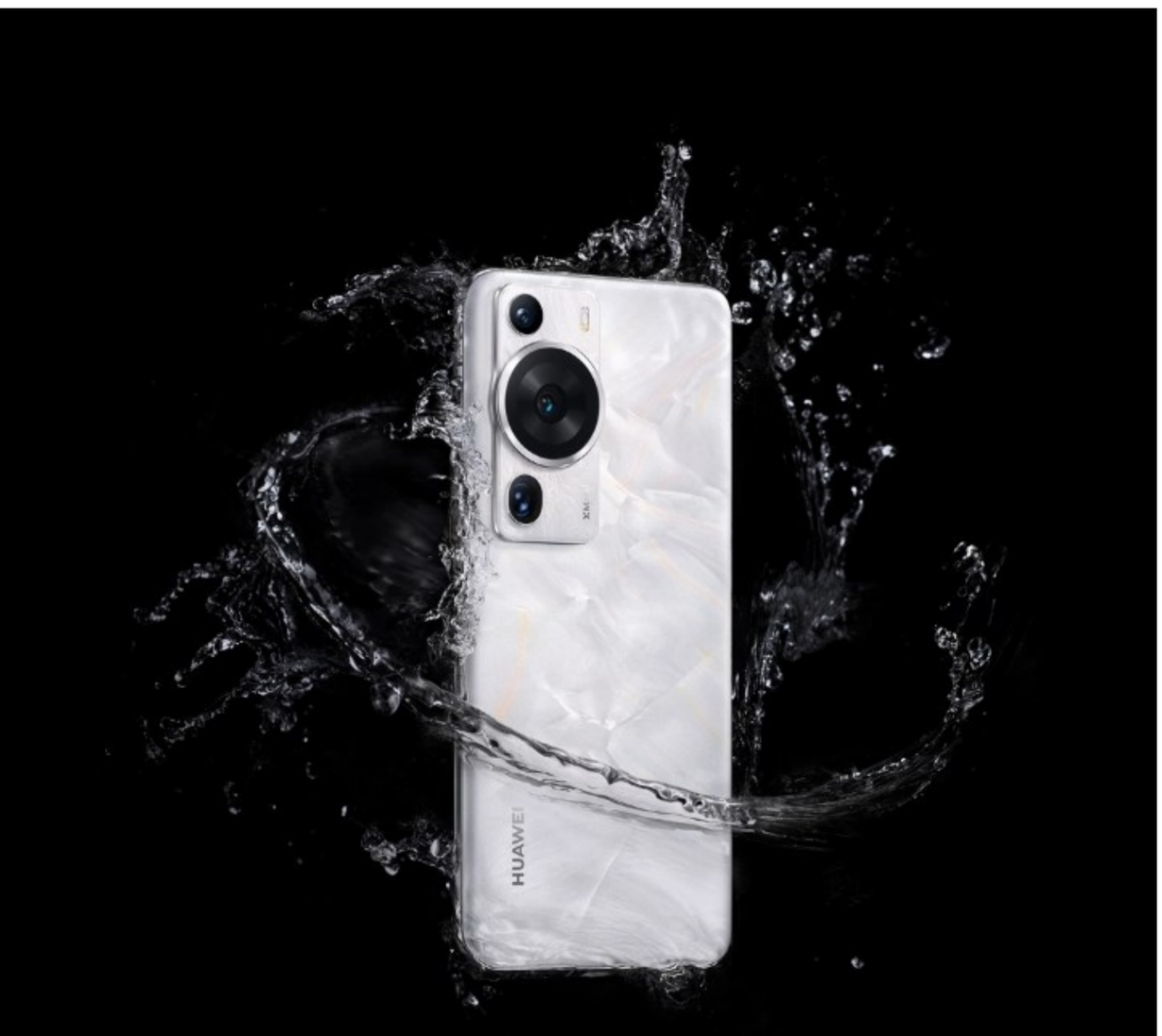


Go the distance under the cover of darkness, with a cutting-edge Ultra Lighting Telephoto Camera loaded with Multiple Lens Groups and an F2.1 large aperture that takes in 178% more light[10] to bring out rich details. Just one tap lets you zoom in on tiny, dimly-lit scenes, and makes your masterpieces steadily sharp, free from unwanted blurriness.

Marvel with Super Macro



Touch the shutter and dive into a new level of detail, with Telephoto Super Macro, to find breathtaking beauty hiding in plain sight — even in dim light.



*This advertising image is for reference only.

Designed to Stay Durable

KUNLUN GLASS

The phone's Kunlun Glass receives the five-star glass drop-resistance certification from Switzerland's SGS. The overall drop-resistance is boosted 10 times[4]. And IP68-rated splash[5], water, and dust resistance give you extra protection against daily mishaps.

Vibes of Super Moon Scene



Your photos of the moon look more stunningly radiant than ever before. Just point your phone at your desired target and frame it alongside the mesmerizing moon, and fill your photo with moon vibes.

Steer Clear of Blur



The advanced Telephoto Anti-shake Sensor Rotation has made significant improvements on image stabilization consistency among the center and four corners, so that your images look sharper and crisper, with an even shorter exposure time.

Adjustable Aperture for Pro-level Photos



F1.4 F2.0 F4.0

F1.4–F4.0 auto-adjustable physical aperture helps you take photos with outstanding bokeh effects. The aperture will automatically switch to F1.4 for dim-lit scenes to bring out the best darkness has to offer, to F2.0 for the fine-grained magnificence of bright landscape, and to F4.0 for groupies that feature focused portraits and tailored depth of field.

Soaring Through the Sky



Capture an eagle flying with unparalleled grace and power in pristine detail with your phone, from far away, a testament to the beauty and majesty of nature.

Ultra Lighting Main Camera



The main camera's massive F1.4 aperture and RYYB sensor boost light intake hugely, producing images of such sharpness, richness, and contrast you'll hardly believe your eyes!

XMAGE

Leading the Style



Original Vivid Bright

Choose a XMAGE style you prefer for the freedom to paint outside the lines of each shutter press. Opt for Original to capture your world in dazzling true-to-life colours, select Vivid to infuse your pics with an extra vigorous flavour, or try Bright to lighten up your images for the sparkle you're looking for.



Violet

The Anti-Fingerprint Feather-Sand Glass on the Violet version offers a soothing sensation, while managing to stay smudge-free.



Black

The Black version, adopting the Anti-Fingerprint Feather-Sand Glass, is a classic piece of work.



Green

The polished glass cover on the Green version brings the elegance of jade into the palm of your hand.

Make a Match



HUAWEI P60 | P60 Pro Stand PU Case

Make a Match





HUAWEI P60 I P60 Pro Cases

3D Weather AOD at a Glimpse

Glance at the screen and immediately see a 3D weather animation, and check the weather for your city in a whole new way.

HUAWEI P60 Pro



Rococo Pearl, Violet, Black, Green



Automobile



GEELY COOLRAY

$16,643



GEELY















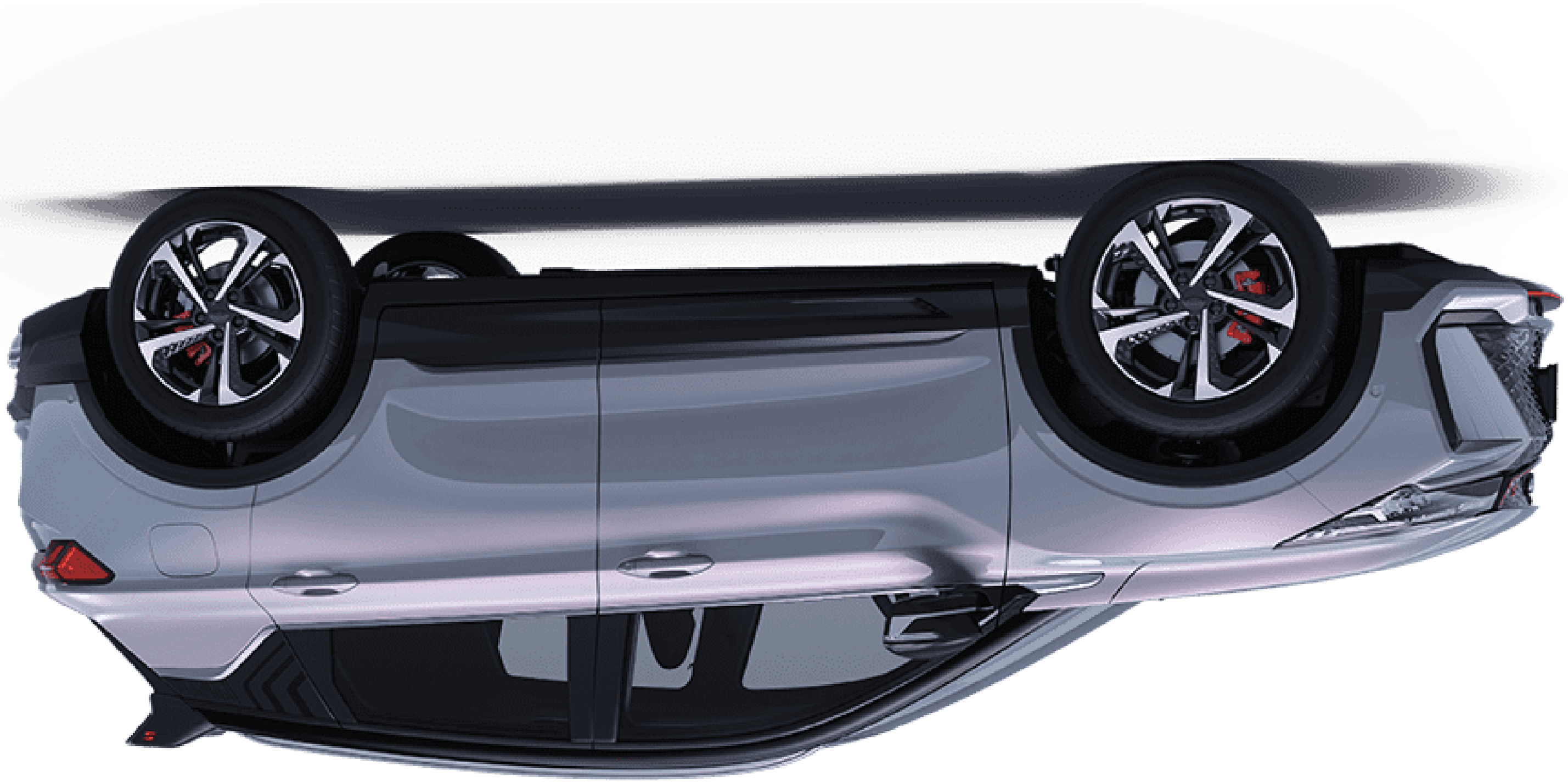

COOLRAY











GEELY








SPEED HUNTERS
TOYO TIRES



2023 TOYOTA CAMRY

$28,760






Home
12:44




TOYOTA




CAMRY HYBRID






CAMRY


CAMRY
XLE
HYBRID


45MPH
12:34
Menu
Destination
Audio
Phone
Apps
Projection
Info
Setup
Display
JBL
AUTO
68
72
SYNC
A/C








Menu
12:34
Engine
Electric Motor
Battery
Trip Information
History




TRD


CAMRY
JGE 422

Range 272 miles
JBL
AUTO
SYNC
A/C
ECO
NORMAL
SPORT





2023 BMW X5

$61,600


PUU619










M XC 808E


BMW
TwinPowerTurbo






HYBRID ECO PRO
X5


KWave
15:55
SPORT
COMFORT
SPORT
COMFORT
"Zoom in"
"How long before we arrive?"
Talk to me
SETUP
INFO
PERSONAL ASSISTANT
MY BMW
RESUME
CANCEL
AIRBAG












BMW
BMW
eDrive





MOVIES



Released: *11 August 2023*

Genre: *thriller, suspense, horror, adaptation, vampires.*



Released: *18 August 2023*

Genre: *thriller, drama.*

"AN IMAGINATIVE, IMPRESSIVE, AND HILARIOUS TWIST ON THE AMERICAN DREAM."

–SLATE

Released: *4 August 2023*

Genre: *comedy.*

TILDA SWINTON

JULIO TORRES

RZA

GRETA LEE

CATALINA SAAVEDRA

JAMES SCULLY

NARRATED BY ISABELLA ROSSELLINI

PROBLEMISTA

WRITTEN AND DIRECTED BY JULIO TORRES

A24 PRESENTS A FRUIT TREE PRODUCTION TILDA SWINTON "PROBLEMISTA" JULIO TORRES RZA NARRATED BY ISABELLA ROSSELLINI MUSIC BY ROBERT OUYANG RUSLI COSTUME DESIGNER CATHERINE GEORGE EDITED BY SARA SHAW JACOB SECHER SCHULSINGER PRODUCTION DESIGNER KATIE BYRON DIRECTOR OF PHOTOGRAPHY FREDRIK WENZEL LINE PRODUCER BECKY GLUPCZYNSKI PRODUCED BY JULIO TORRES PRODUCED BY DAVE McCARY ALI HERTING EMMA STONE WRITTEN AND DIRECTED BY JULIO TORRES

Released: *15 August 2023*

Genre: *action, sci-fi, animation.*

Released: *4 August 2023*

Genre: *drama.*

Released: *4 August 2023*

Genre: *thriller, horror.*

A FILM BY VICTORIA U. BELL

HEIR OF THE WITCH

COLIN FORD DENNIS QUAID JOELLE CARTER SCOTT GLENN

THE HILL

Released: *25 August 2023*

Genre: *drama, sports.*

BASED ON A TRUE STORY

STAR WARS

AHSOKA

August 2023 Disney+

Released: *23 August 2023*

Genre: *action, adventure, sci-fi.*

©2023 & TM Lucasfilm Ltd.



Released: *18 August 2023*

Genre: *action, superhero, IMAX, comic book.*

THE LEGEND HAS ARRIVED

THE MONKEY KING



Released: *18 August 2023*

Genre: *action, comedy, epic, animation.*

PARENTAL GUIDANCE SUGGESTED
PG
ACTION/VIOLENCE AND BRIEF THEMATIC MATERIAL
Some Material May Not Be Suitable for Children

ONLY ON NETFLIX | AUGUST 18

Released: *4 August 2023*

Genre: *thriller, action, sequel.*

BACK FOR SECONDS.

MEG2

THE TRENCH

ONLY IN THEATERS

AUGUST 4

SETTING SAIL 2023

Released: *31 August 2023*

Genre: *action, adventure, adaptation.*

ONE PIECE

ONLY ON

NETFLIX



Released: *4 August 2023*

Genre: *comedy, comic book, adaptation.*



Released: *11 August 2023*

Genre: *drama, sci-fi.*



Released: *4 August 2023*

Genre: *thriller, drama.*



Released: *22 August 2023*

Genre: *drama, comedy, biography.*

A COMPASSIONATE SPY

HE SAW A WORLD ABOUT TO BURN
AND WOULD DO ANYTHING TO SAVE IT.

MAGNOLIA PICTURES AND PARTICIPANT PRESENT A MITTEN MEDIA AND KARTEMQUIN FILMS PRODUCTION
A FILM BY STEVE JAMES "A COMPASSIONATE SPY" STEVE JAMES TOM BEREMANN SARAH DUNN
JEFF SKOLL DIANE NEVERMANN TIM FORSBURGH GORDON QUINN MARK MITTEN, p.g.a. DAVE LINDORFF STEVE JAMES
STEVE JAMES magnolia

Released: *4 August 2023*

Genre: *documentary .*

OFFICIAL SELECTION TORONTO INTERNATIONAL FILM FESTIVAL

OFFICIAL SELECTION BFI LONDON FILM FESTIVAL

OFFICIAL SELECTION VANCOUVER INTERNATIONAL FILM FESTIVAL

OFFICIAL SELECTION GOTEBORG FILM FESTIVAL

OFFICIAL SELECTION CINÉFEST SUDBURY

OFFICIAL SELECTION EDMONTON INTERNATIONAL FILM FESTIVAL

OFFICIAL SELECTION ATLANTIC INTERNATIONAL FILM FESTIVAL

OFFICIAL SELECTION BUSAN INTERNATIONAL FILM FESTIVAL

From Acclaimed Director Clement Virgo

BROTHER

Based on David Chariandy's best-selling novel

"This Movie Deserves Your Attention"
- RogerEbert.com

"Reaffirms Why I Love Movies"
- Deadline

"Remarkable"
- The Globe and Mail

"Superb"
- The Guardian



Released: *4 August 2023*

Genre: *drama.*

CRIME. FAMILY.

Released: *4 August 2023*

Genre: *thriller, action, crime.*

SHILOH FERNANDEZ · STEPHEN DORFF · ASHLEY BENSON · WITH KEVIN DILLON · AND JOHN TRAVOLTA

MOB LAND

SABAN FILMS PRESENTS A 308 ENT PRODUCTION IN ASSOCIATION WITH TPC BONDIT MEDIA CAPITAL GRANDAVE CAPITAL
SHILOH FERNANDEZ STEPHEN DORFF ASHLEY BENSON WITH KEVIN DILLON AND JOHN TRAVOLTA "MOB LAND" TIMOTHY V. MURPHY
DIRECTOR OF PHOTOGRAPHY NICK MATTHEWS EDITING BY BRYAN GAYNOR EXECUTIVE PRODUCERS WILLIAM V. BROMILEY SHANAN BECKER JONATHAN SABA
NESS SABAN MATTHEW HELDERMAN DAVID GENDRON ALI JAZAYERI VIVIANA ZARRAGOITIA RUBEN ISLAS STANLEY PRESCHUTTI
JEFF ELLIOTT KEVIN DILLON SHILOH FERNANDEZ STEPHEN DORFF AMANDA MORRIS DAVID MASON ANTONIA MASON DANNY CHAN
PRODUCER BERNIE GEWISSLER PRODUCED BY COREY LARGE STORY BY NICHOLAS MAGGIO AND ROB HEALY WRITTEN & DIRECTED BY NICHOLAS MAGGIO

RESTRICTED R VIOLENCE AND LANGUAGE THROUGHOUT

SABAN FILMS 308 TPC Bondit

© 2022 AMERICAN METAL PRODUCTIONS, LLC. ALL RIGHTS RESERVED.



Released: *4 August 2023*

Genre: *drama, comedy.*

METALOCALYPSE

ARMY OF THE DOOMSTAR

Released: *22 August 2023*

Genre: *animation, adult swim.*

[adult swim]

STEPHEN KING ON SCREEN

THE MAN BEHIND YOUR NIGHTMARES

Released: *11 August 2023*

Genre: *documentary.*

A NETFLIX FILM

ZOM 100

BUCKET LIST OF THE DEAD

Released: *3 August 2023*

Genre: *thriller, comedy.*



ONLY ON NETFLIX | AUG 3

© Haro Aso, Kotaro Takata, Shogakukan / ROBOT

Released: *8 August 2023*

Genre: *horror.*

SUMMONING THE SPIRIT

SOMETHING HAS AWAKENED

WHEN $100 MILLION DOLLARS GOES MISSING,
THE HUNTER BECOMES THE HUNTED.

RACHEL COOK
RIB HILLIS
BOBBY MAXIMUS
MARA OHARA

KILL SHOT

A FILM BY ARI NOVAK

Released: *15 August 2023*

Genre: *action.*

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INSIDE MAN

Released: *11 August 2023*

Genre: *thriller, crime.*



Released: *25 August 2023*

Genre: *comedy, teens.*

Released: *11 August 2023*

Genre: *thriller, spy.*

GAL GADOT

HEART OF STONE

DEFY THE ODDS

FROM EXECUTIVE PRODUCERS OF
MISSION: IMPOSSIBLE · DEAD RECKONING
AND PRODUCERS OF THE OLD GUARD

“

A WORK OF ART

DALLAS OBSERVER



OLDBOY

PARK CHAN-WOOK’S

Released: *16 August 2023*

Genre: *thriller, suspense, action, adventure.*

Released: *5 August 2023*

Genre: *thriller, fantasy, adaptation.*

Series: season 2

MASTER OF DREAMS

A NETFLIX SERIES

THE SANDMAN

AUG 5 | NETFLIX



Released: *18 August 2023*

Genre: *thriller, drama, action.*



Released: *14 August 2023*

Genre: *thriller.*



Released: *2 August 2023*

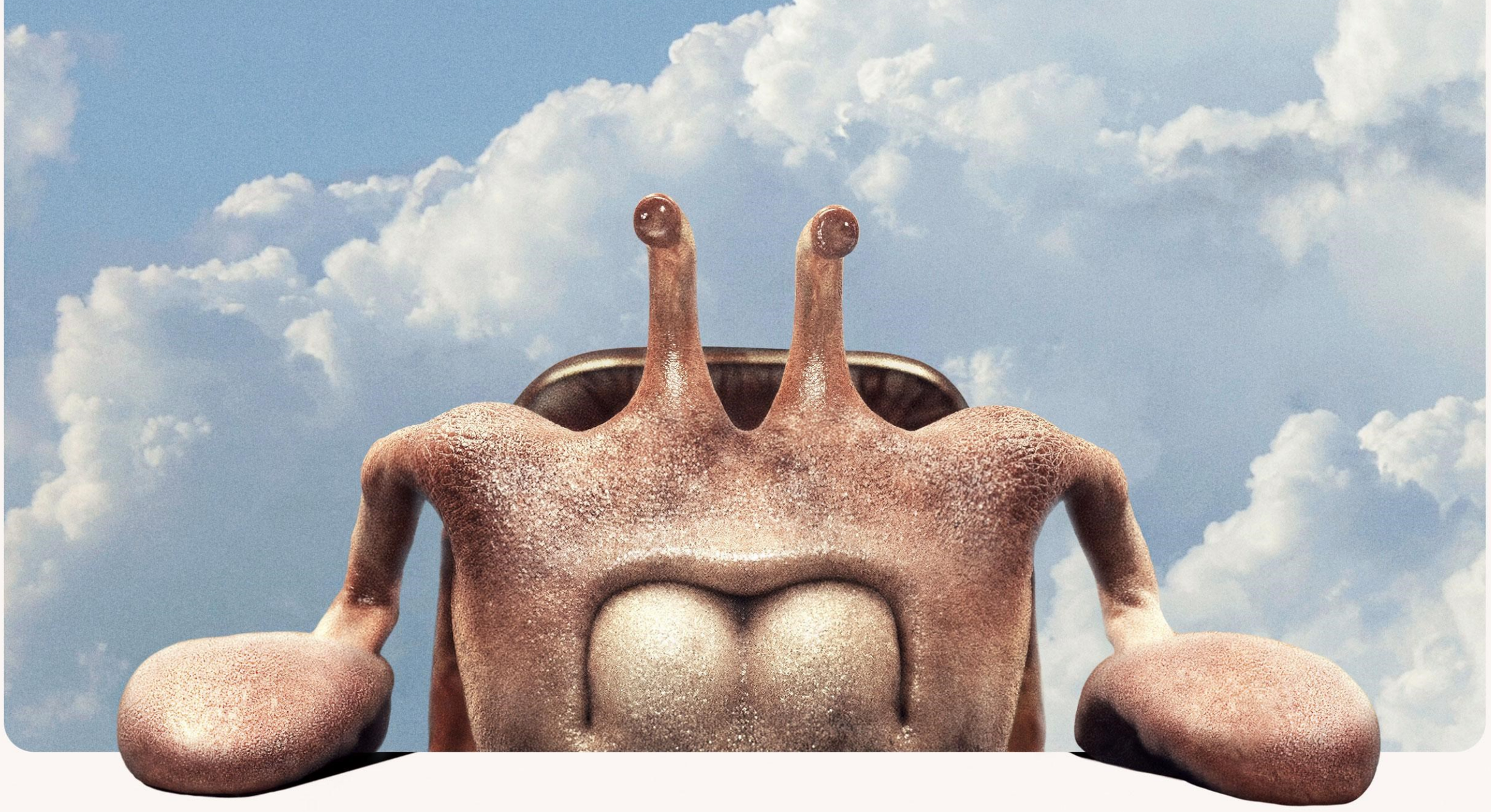
Genre: *action, adventure, animation, CGI.*

FROM THE DIRECTOR OF

THOROUGHBREDS & BAD EDUCATION

OFFICIAL SELECTION 2023
sundance
film festival

They came for our love.



LANDSCAPE WITH INVISIBLE HAND

Released: *18 August 2023*

Genre: *drama, comedy, sci-fi.*

LUCAS TILL

RUBY ROSE

TYRESE GIBSON

DON JOHNSON

THE COLLECTIVE

THE HUNT IS ON
AUGUST

QUIVER

Released: *11 August 2023*

Genre: *thriller, action.*

BASED ON THE INCREDIBLE TRUE STORY OF A GAMER WHO BECAME A RACER

Released: *11 August 2023*

Genre: *drama, action, true story, based on game.*

DAVID HARBOUR

ORLANDO BLOOM

ARCHIE MADEKWE

GRAN TURISMO

EXCLUSIVELY IN THEATERS

AUGUST 11

IN PREMIUM LARGE FORMATS AND IMAX

THIS FILM IS NOT YET RATED. FOR FUTURE INFO GO TO FILMRATINGS.COM

GranTurismo.Movie

#GranTurismoMovie

COLUMBIA PICTURES

Released: *15 August 2023*

Genre: *thriller.*



73 Internationale Filmfestspiele Berlin
Encounters

MICHAEL CERA

HANNAH GROSS

SOPHIA LILLIS

TRIBECA FESTIVAL 2023 OFFICIAL SELECTION

THE ADULTS

"A POIGNANT WORK"
JONATHAN ROMNEY, SCREEN DAILY

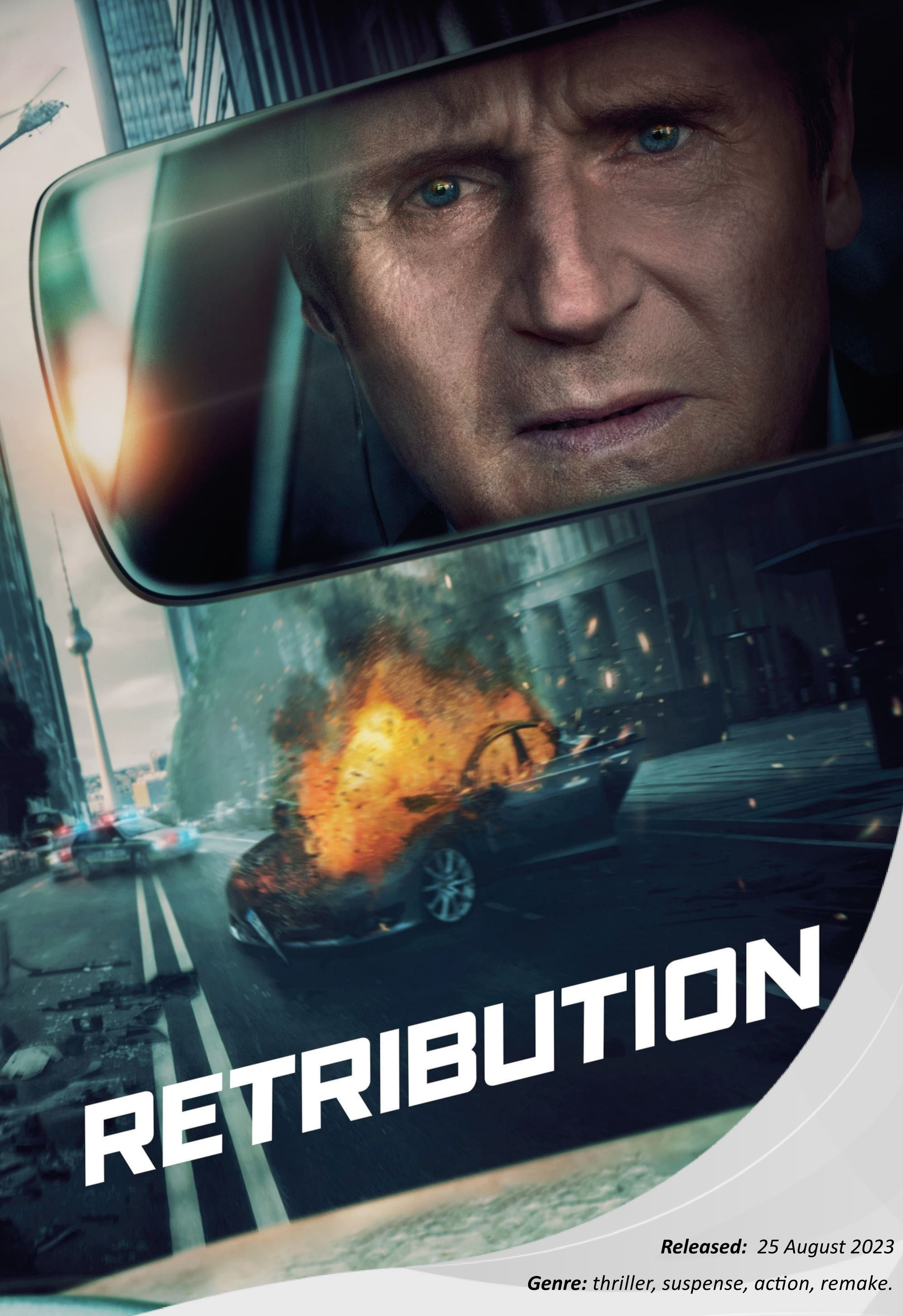
"QUIETLY MOVING"
GUY LODGE, VARIETY

"RAW, SENSITIVE, AND TRUE"
STEPH GREEN, INDIEWIRE

Released: *18 August 2023*

Genre: *drama, comedy.*





Released: *25 August 2023*

Genre: *thriller, suspense, action, remake.*

CAM GIGANDET

JASON PATRIC

NATALIE BURN

ORLANDO JONES

FROM THE CREATOR OF

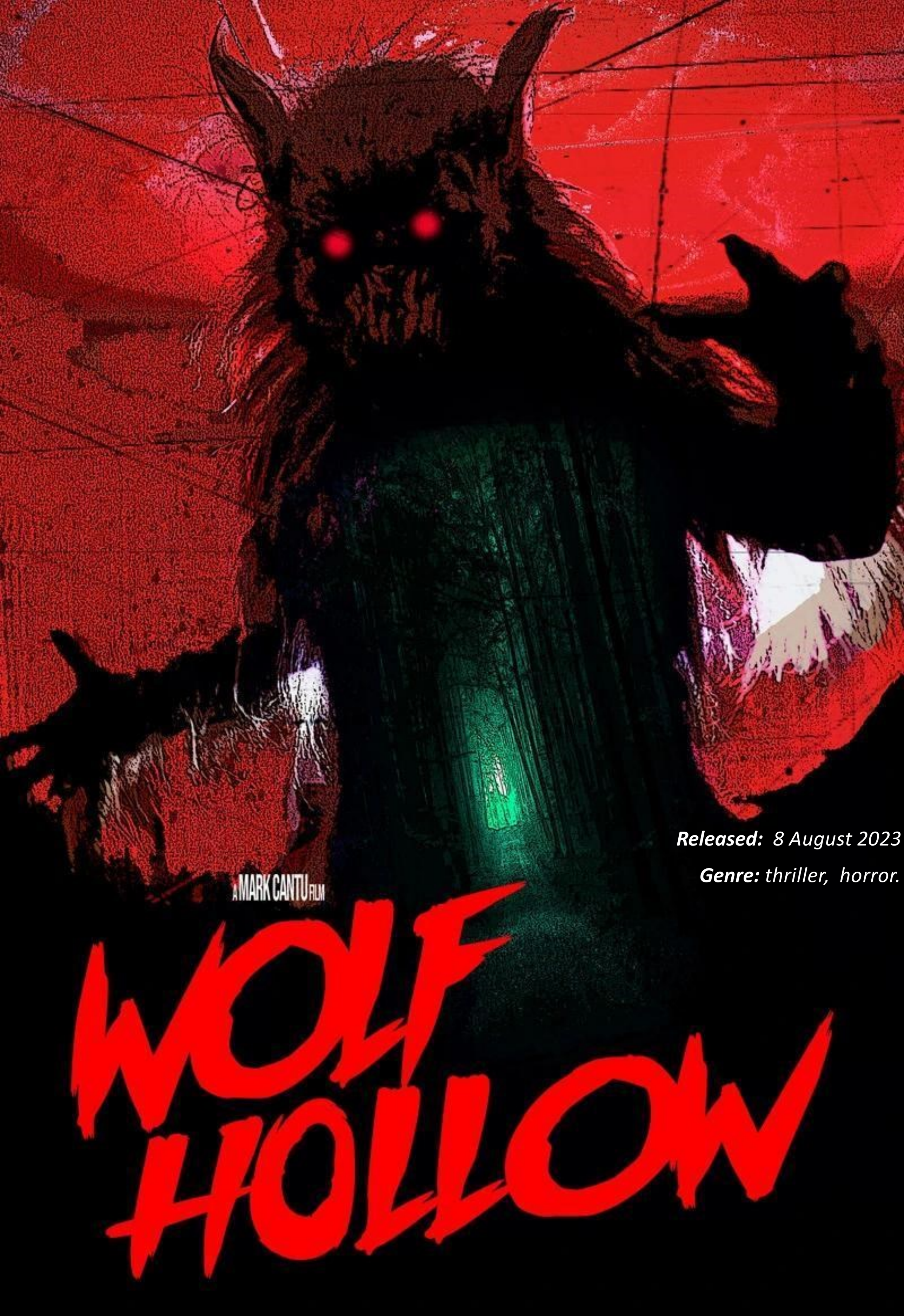
FINAL DESTINATION

TIL DEATH *Do Us Part.*

A TIMOTHY WOODWARD JR. FILM

Released: *4 August 2023*

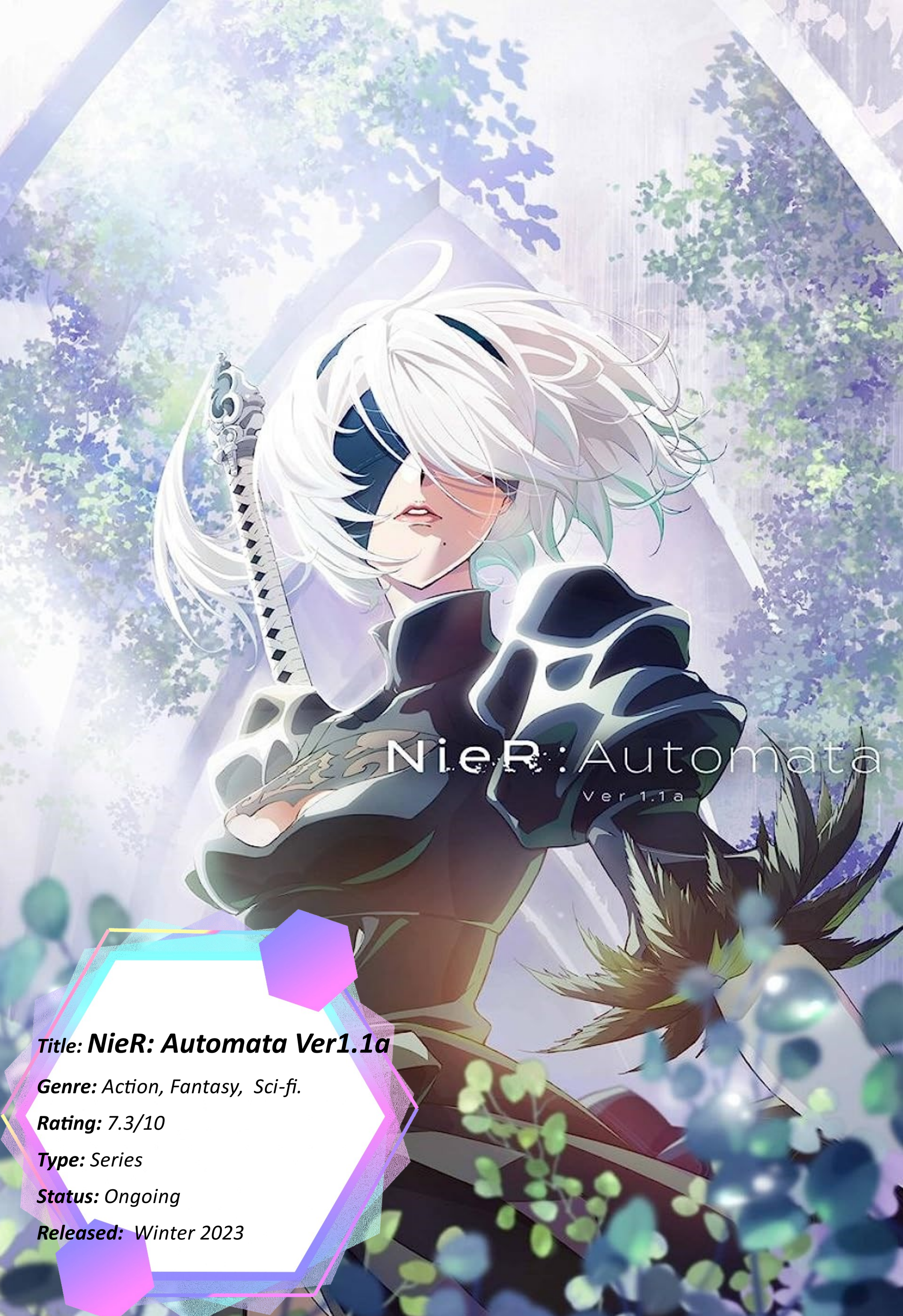
Genre: *thriller.*



Released: *8 August 2023*

Genre: *thriller, horror.*

ANIME



Title: ***NieR: Automata Ver1.1a***

Genre: *Action, Fantasy, Sci-fi.*

Rating: *7.3/10*

Type: *Series*

Status: *Ongoing*

Released: *Winter 2023*

AYAKA

— あやか —

A STORY OF BONDS AND WOUNDS

Title: ***Ayaka***

Genre: *Fantasy.*

Rating: *6.5/10*

Type: *Series*

Status: *Ongoing*

Released: *Summer 2023*

©GoRA・KINGRECORDS／Project AYAKA


Title: AI no idenshi
Genre: Drama, Suspense, Sci-fi.
Rating: 7.0/10
Type: Series
Status: Ongoing
Released: Summer 2023
The Gene of AI

家族。

いつから、

Title: ***Buddy Daddies***

Genre: *Action, Comedy.*

Rating: *7.8/10*

Type: *Series*

Status: *Completed*

Released: *Winter 2023*

Buddy Daddies

バディ・ダディズ

Family Story
of Two Killers and a Girl

青のオーケストラ

Title: ***Ao no Orchestra***

Genre: *Drama.*

Rating: *7.1/10*

Type: *Series*

Status: *Ongoing*

Released: *Spring 2023*


Title: Dead mount Dead play
Genre: Action, Fantasy, Supernatural.
Rating: 7.3/10
Type: Series
Status: Completed
Released: Spring 2023
DEAD MOUNT
DEATH PLAY

Title: ***High Card***

Genre: *Action, Fantasy.*

Rating: *7.1/10*

Type: *Series*

Status: *Completed*

Released: *Winter 2023*


Title: Mashle
Genre: Action, Fantasy, Comedy.
Rating: 7.5/10
Type: Series
Status: Completed
Released: Spring 2023
MASHLE
MAGIC AND MUSCLES
©Hajime Komoto/SHUEISHA, MASHLE Committee

呪術廻戦 (じゅじゅつかいせん)

懐玉・玉折

Title: ***Jujutsu Kaisen (season 2)***

Genre: *Action, Fantasy.*

Rating: *8.6/10*

Type: *Series*

Status: *Ongoing*

Released: *Summer 2023*

©芥見下々／集英社・呪術廻戦製作委員会


Title: Dark Gathering
Genre: Horror, Supernatural.
Rating: 7.2/10
Type: Series
Status: Ongoing
Released: Summer 2023
DARK GATHERING
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