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GAMES


Age of Wonders 4

Age of Wonders 4

The 2023 4X turn-based strategy video game Age of Wonders 4 was created by Triumph Studios and released by Paradox Interactive. After Age of Wonders: Planetfall, it is the sixth game in the Age of Wonders series.

Synopsis

Plot

The rival Wizard Kings and Shadow Demons were exiled from Athla at the conclusion of Shadow Magic. As such, AoW III's Third Age was a lower-magic period. The exiled archmages' power vacuum was filled by the Human Commonwealth's renaissance empire. Merlin blocked the way back to Athla when wizards like Yaka, Karissa, and Nimue fled to seek their fortune in the Shadow Realm. They got caught in the emptiness between worlds. They were psychologically twisted and traumatized by the Torment of Shadows.
The Eldritch kingdoms perverted them for centuries. However, some made claims to additional territories and adherents in distant lands. The cunning Shadowborn made it possible for the Wizard Kings to break free from their otherworldly confines and return to Athla where they took control of mortals as gods. A new period where magical forces are once again free to flow is heralded by the Fourth Age. First, the returning Wizard Kings practiced their craft by preying on rich and melodic lands.
They can now generate followers who are very different from them and are not restricted to their initial mortal form. To repel the invasion and save the Fields of Rebirth, a new mortal monarch ascends. As the mortal hero ascends to Godirhood on Athla, old Wizard Kings regain the kingdoms they were exiled from and pose a challenge to him. The mortal champion needs to be ready by becoming an expert in the forbidden arts and organizing the populace for the greatest conflict in the cosmos.
The battles take place in the Astral Sea between Athla and other worlds. The mortal champion can only deliver the people from the perils beyond the World Gates by climbing to Godir. A massive conspiracy that is taking place in Magehaven threatens the fate of every Godir in the Astral Sea.

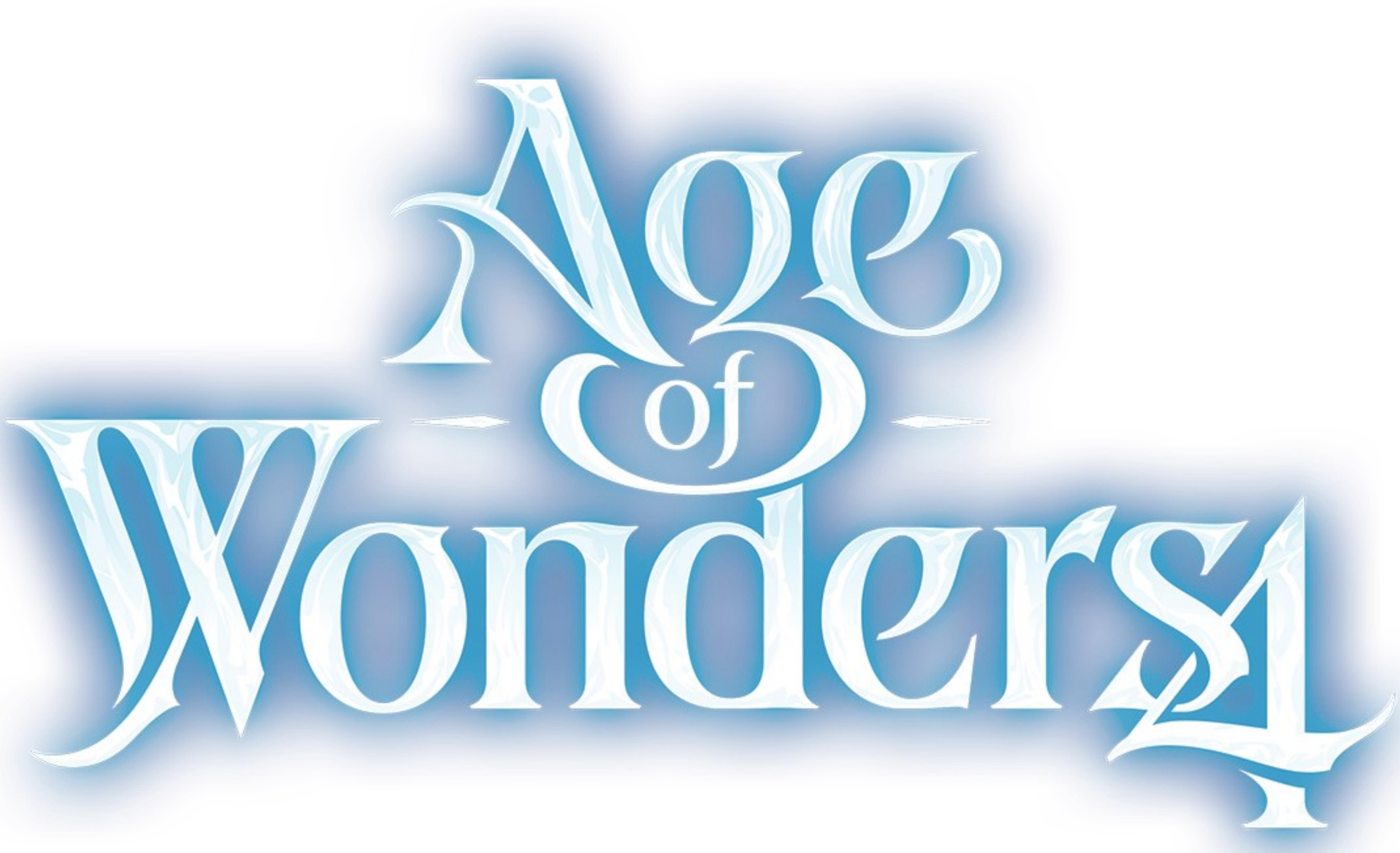
Setting

The events of AoW 4 take place in the Astral Sea on Athla and other worlds. Because of the confluence of Astral Flows, Athla is one of the oldest worlds, with remarkable natural beauty and magical potency. With significant conquering wars throughout the millennia, Athla played a crucial role in the formation of the universe, and many Godir are descended from this planet. The first humans from Athlan raided the Elven Court of House Inioch.
Beginning in the Valley of Wonders in the Blessed Continent on Athla, the Ascended Champion, who became a member of the Pantheon of Godir at Magehaven, begins the Fourth Age. In addition to constructing a new dwelling for their tribe in the Valley of Wonders, the Ascended Champion has to defeat the resurgent Wizard Kings who are vying for dominance throughout the Astral Sea's domains.
All worlds outside of Athla are interconnected via the Astral Sea, a vast ethereal ocean. The mortal champions can explore and take some of these far-off worlds as their own. The Mortal Champions and Wizards who have risen become godlike Godir, able to move between worlds and summon allies. The Pantheon was the name given to the assembly of Godir on Magehaven. The Godir have their forum for debate and council on the world of Magehaven, which is located in the Astral Sea.
In Magehaven, every living thing is protected by an unbreakable enchantment, including souls. Every Godir is a member of the Astral Sea's vast pantheon. The lawful Covenant and the cunning Shad'rai are the two most significant alliances. The Covenant seeks to preserve long-standing accords of stability and peace. The wild Shad'rai attack deserving domains to seize dominance because they think no power should be kept secret. To gain almost instantaneous entry to new realms, the Godir constructed magical portals known as World Gates.



Magic Victory
Research a Tier 5 Tome
Ancient Wonder Annexation
0/1 Annex an Ancient Wonder
Research Post
Golem Mine
Farm
Mine
Hidden Garden
Conduit
Forester
Seed of Materium
BENDLETON 18
30
Quarry
Orders required
GOLDSPIRE 15
70
Turn 34

Developer: *Triumph Studios*
Publisher: *Paradox Interactive*
Directors: *Lennart Sas, Arno van Wingerden, Richard Burgess*
Producers: *Djurre van Dijk, Frederick Milders, Davey Grotendorst*
Designer: *Tom Bird*
Writers: *Jakob Matthes, Michelle Kusters*
Composer: *Michiel van den Bos*
Series: *Age of Wonders*
Engine: *Creator Engine*
Platforms: *PlayStation 5, Windows, Xbox Series X/S*
Release: *May 2, 2023*
Genre: *4X turn-based strategy*
Mode: *Single-player, multiplayer*
TiTi Rating: *7/10*



Age of Wonders 4

Gameplay

High fantasy is the setting for the turn-based strategy game Age of Wonders 4. The fundamental gameplay of 4X is identical to the prequels, but with many enhancements, additional features, and extensive customization. Simultaneous Turns and Classic Turns are the two alternatives available for turn systems. Play in classic turns mode, where each player takes a turn in order. Every participant takes their turn at the same time in a simultaneous round. But in combat, the traditional wait for your turn method is used.

Factions

A race and a Ruler make up each faction. A player can choose from 20 recognized factions or create their own distinct starting race based on characteristics like as appearance, culture, and magical abilities. There are thirty-six qualities and more than ten bodily forms, ranging from humans to Molekin. Either Wizard King or Champion is the ruler's origin that the player selects. A mortal who has ascended from the ranks of their people is a champion. A Wizard King may be a different race from those who serve him and aspires to rule over a new kingdom. A better avatar character creator is included, along with new tools for faction establishment and evolution.
These qualities are embodied in the player's faction. The research, development, and evolution pathways of respective factions are customizable by the players.

Realms

The Fields of Rebirth, Valley of Wonders, Crystalized Sands, Paradise Plains, Infinite Forest, Vacant Throne, Husklands, and Frostbreeze Valleys are among the official realms, each having a unique portal vision. The difficulty level is indicated by the Tiers. The first realm in the Rise of the Godir tale is called the Valley of Wonders. The player can design and create new realms using the new realm creation options. Numerous characteristics exist, including unit modifiers, rule modifiers, free cities, people, climate, and geography. Nevertheless, there isn't a map editor to customize the contours of islands or continents.

Narrative

Players can now interact with others, negotiate, and respond to events thanks to the new narrative engine. Narrative events and story missions are also included. There isn't a mission-based plot campaign, though. Bounties are optional quests that the player can set and award other Rulers with.

Cities

Population increase determines how big the city jurisdiction gets. Every province offers upgrades that are optional. Separate lines exist for buildings and units in cities. The tool used to govern empires is called Imperium.

Combat

There is a new morale system and distinct unit roles in the turn-based battle. Numerous new skills and units have been added. The new siege mechanism gives defenders more options and preparations.

Tomes

With six affinities to the cosmic powers, there are more than fifty magic tomes.






Rotate
Zoom





Development and release

Expansions

Empires & Ashes

AoW 4's initial expansion was made available on November 7, 2023. Four books, the Seals of Power victory system, two story missions, an ancient wonder and an infection site, wildlife units and mounts, the militaristic Reaver civilization, the Avian form, and six Van den Bos music tracks were added. All players simultaneously received the free Golem Update. It includes updates for fundamental systems including form attributes as well as the Item Forge.

Eldritch Realms

June 18, 2024 saw the release of the second expansion. Two forms (Insectoids and Syrons), two story realms, two mounts, three realm traits, three realm templates, five pre-made rulers, the Umbral Abyss map layer, the Eldritch Sovereign ruler type, three tomes (Tentacle, Corruption, and Cleansing Flame), an event system with mini-crises, and six music tracks by Van den Bos were among the new features added.

Content packs

Dragon Dawn

On June 20, 2023, the Dragon Dawn content pack was made available. With this DLC, new tomes, the Ashen War realm, the Lizardfolk form, the Dragon Ruler godir origin, and Dragon Lords were included. For all gamers, the Wyvern Update was also made available. It has improved global maps, additional traits, including cavalry and mounted units.

Primal Fury

On February 27, 2024, the Primal Fury content pack was released, including new features such as the forms Lupine and Goatkin, the Primal culture, new tomes, the Stormwreathed Isles realm, four achievements, four new mounts, and more. All players can download the Wolf Update for free, which brings with it improvements to QoL, a revamp of Necromancy, Hero Recruitment, War Bounties, and Pantheon Expansion.




190
125 +60
0 / 2
3 / 4
277 +102
1242 +70
61 +3
105 / 105
9
3
2
2
Turn 60
Inspect
Path to Victory
0/1 Track a Victory Condition
Ancient Wonder Annexation
0/1 Annex an Ancient Wonder
AND 1 MORE
Quarry
Forester
Farm
Farm
Soulwell
Quarry
Harbor
Forester
NIGHTFORT 8
40
Quarry
Forester
Forester
Mob Camp
DRAKSPUR 15


Inspect
55/45
1255
Next Unit
Turn 1
Radial Menu


Age of Wonders 4




FINAL FANTASY VII
REBIRTH

Final Fantasy VII Rebirth

Square Enix is the developer and publisher of the 2024 action role-playing game Final Fantasy VII Rebirth. This game is the second installment in a trilogy that would recreate the 1997 PlayStation title Final Fantasy VII. It is a sequel to Final Fantasy VII Remake (2020).
Similar to its predecessor, Rebirth's gameplay incorporates role-playing, strategy, and real-time action components. Set right after the events of the Remake, players take control of mercenary Cloud Strife and a group of characters primarily made up of eco-terrorists AVALANCHE. Together, they set out to traverse the planet and stop the megacorporation Shinra from using its lifestream—the planet's life essence—as a source of energy. They also need to defeat Sephiroth, a former elite soldier who wants to unite with the planet in order to gain greater power.
Rebirth was announced in June 2022 and went into production in November 2019, before of the release of Remake. The primary actors from the last game return in their respective roles, but Naoki Hamaguchi is now the director and Tetsuya Nomura is the creative director rather than the director. On February 29, 2024, Rebirth was published for the PlayStation 5. The game was well-received by critics when it was released.

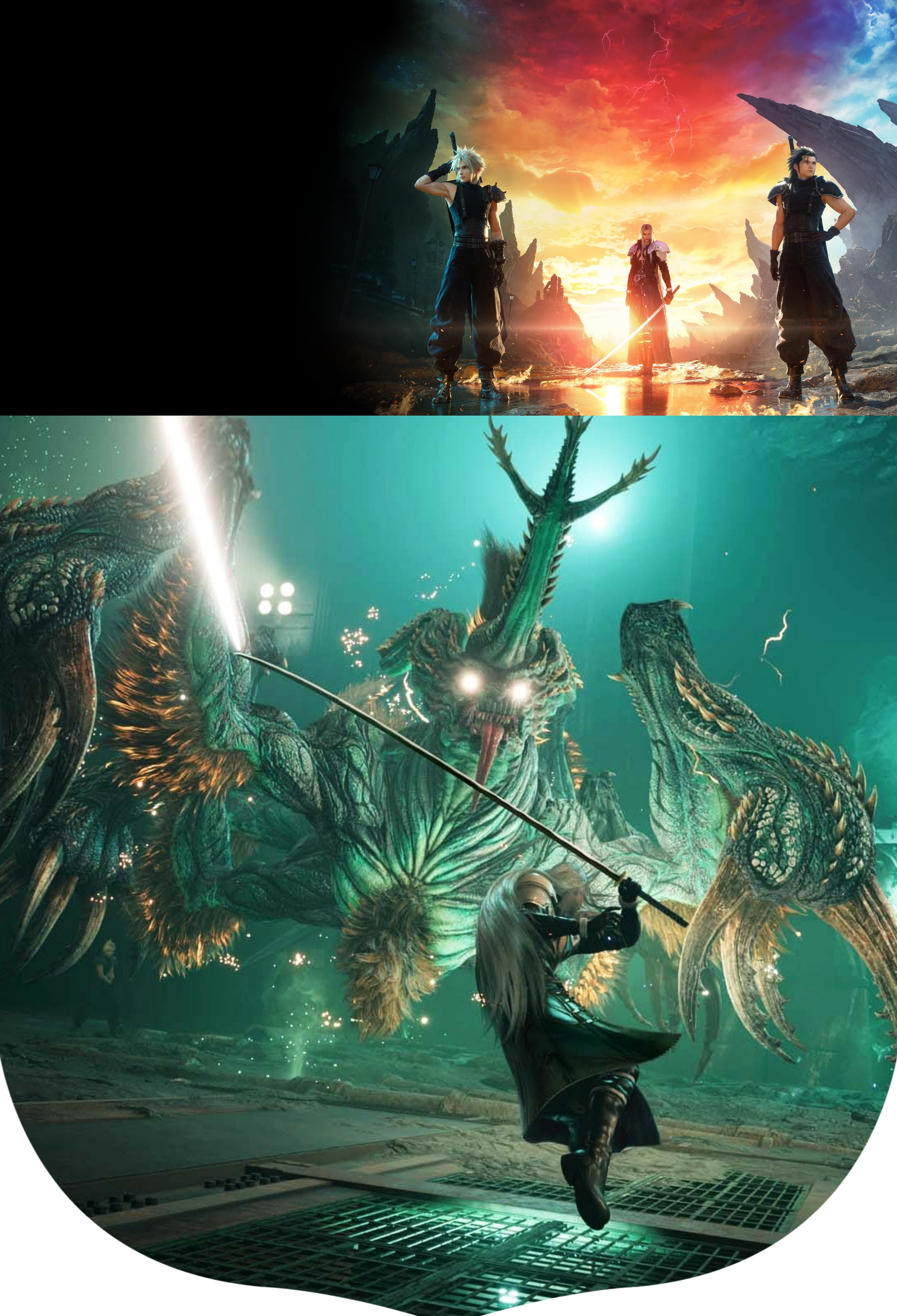
Gameplay

The second installment of a trilogy of video games that will recreate the 1997 PlayStation title Final Fantasy VII is called Final Fantasy VII Rebirth. It starts after the party's escape from Midgar's metropolis, which takes place after the events of Final Fantasy VII Remake (2020). In the game, players take control of Cloud Strife, a former Shinra soldier who joins AVALANCHE, an eco-terrorist group, to combat Shinra, who has been consuming the planet's life force. While fighting Shinra, Cloud Strife gets involved in a battle with the renowned SOLDIER Sephiroth, who has reappeared after being thought to be dead.
Similar to Remake, Rebirth builds on character development and the general story framework while reimagining certain aspects of the original game. In contrast to Remake's Midgar's linear progression, the game's overworld is more open-ended and contains real-time exploration and battle. The heads-up display displays objective markers that indicate which sidequests and main story tasks need to be completed and how far away they are from the party in the overworld. The group can travel more quickly by riding Chocobos in addition to trekking on foot.
Rebirth builds upon the blend of action-packed melee fighting and the Active-Time Battle (ATB) system, which lets players control a group of characters they can freely swap between while playing. Remake debuted this system. Characters can employ magic and physical assaults during in battle. The action is paused around them as they can use menu items for offensive, defensive, and resuscitation purposes.
Returning is the "Synergized" mechanic, which lets party members coordinate their attacks. It was first included in the downloadable content (DLC) "Episode INTERmission" campaign for Final Fantasy VII Remake Intergrade (2021).

Plot

The overall story that was first presented in Final Fantasy VII Remake (2020), which reimagines the story, setting, and cast of the original Final Fantasy VII (1997), is continued in Final Fantasy VII Rebirth. The game takes place on "The Planet" and revolves around the journey of the main characters as they try to defeat Sephiroth (Tyler Hoechlin/Toshiyuki Morikawa), a legendary veteran of Shinra's elite SOLDIER unit who was thought to be dead and wanted to summon Meteor to wound the Planet so he could become a god by uniting with the Lifestream, and end the tyranny of the Shinra Electric Power Company, which controls the megalopolis of Midgar through the weaponization of the Lifestream.
Though the events from departing Midgar to the Forgotten Capital are covered in Rebirth, the locales are explored in a different order than in the original game. We'll postpone the trip to Wutai, for instance, for the third chapter. The main character and head of the group is Cloud Strife (Cody Christian/Takahiro Sakurai), a mercenary who was formerly a part of SOLDIER's 1st Class and is currently helping the eco-terrorist organization AVALANCHE, which fights against Shinra's exploitation of the Planet and its resources.





Developer: *Square Enix Creative Business Unit I*
Publisher: *Square Enix*
Directors: *Naoki Hamaguchi, Motomu Toriyama, Tetsuya Nomura*
Producer: *Yoshinori Kitase*
Designers: *Teruki Endo, Masanori Sato*
Programmers: *Daiki Hoshina, Satoru Koyama, Ryo Hara*
Artists: *Shintaro Takai, Tetsuya Nomura, Roberto Ferrari*
Writer: *Kazushige Nojima*
Composers: *Mitsuto Suzuki, Masashi Hamauzu*
Series: *Final Fantasy*
Engine: *Unreal Engine 4*
Platform: *PlayStation 5*
Release: *February 29, 2024*
Genre: *Action role-playing*
Mode: *Single-player*
TiTi Rating: *7.5/10*



He is accompanied by two of its members: Tifa Lockhart (Britt Baron/Ayumi Ito), Cloud's shy but kind childhood friend who works as a bartender at the 7th Heaven in Midgar and is a practicing martial artist, and Barret Wallace (John Eric Bentley/Masato Funaki), the group's brash but sympathetic leader. Yuffie Kisaragi (Suzie Yeung/Yumi Kakazu), a skilled Materia thief and ninja from Wutai, joins the group to bring about Shinra's downfall after losing her partner Sonon Kusakabe in an unsuccessful attempt to extract the "Ultimate Materia" from their headquarters. Red XIII (Max Mittelman/Kappei Yamaguchi), an intelligent quadruped from Cosmo Canyon that Shinra held captive as a lab rat, and Aerith Gainsborough (Briana White/Maaya Sakamoto), a flower merchant who formerly lived in Midgar's Sector 5 Slums and the only survivor of the ancient Cetra.
Supporting characters appear throughout the narrative, such as Cait Sith (Paul Tinto/Hideo Ishikawa), a robotic cat that is remotely controlled by Shinra's Head of Urban Development Reeve Tuesti (Jon Root/Banjō Ginga); Zack Fair (Caleb Pierce/Kenichi Suzumura), Aerith's boyfriend and the former wielder of the Buster Sword, who fled with Cloud after Shinra experimented on them using the cells of the extraterrestrial life-form JENOVA);

A veteran of the Turks, Vincent Valentine (Matthew Mercer/Shōgo Suzuki) was the subject of experiments by Professor Hojo (James Sie/Shigeru Chiba); and Cid Highwind (J. Michael Tatum/Kazuhiro Yamaji), a seasoned Rocket Town pilot and former Shinra rocket scientist committed to spaceflight. Additional characters include AVALANCHE member Biggs (Gideon Emery/Shūhei Sakaguchi), who, in contrast to the original game, survives the collapse of the Sector 7 Plate in Midgar and now seeks revenge against Shinra for the deaths of his friends;[15] Dyne (Dave B. Mitchell/Kenjiro Tsuda), a childhood friend of Barret from Mt. Corel and the biological father of his adopted daughter Marlene; and Elena (Piper Reese/Megumi Toyoguchi), a new recruit of the Turks who aims to capture Cloud and his allies.

Synopsis

After the events of the last game, Zack Fair arrives at Midgar with a comatose Cloud. It is then revealed that he lives in a reality where the planet's mako has run out completely and the end of the world is near. Barret and Tifa have been taken prisoner by Shinra, while Red XIII gave his life to free a comatose Aerith.
Zack hides Aerith and Cloud at Elmyra, Aerith's mother, and finds Biggs, the last survivor of AVALANCHE, who was sent to Zack's reality by the Whispers. Biggs is shown to be from the original timeline. Zack is torn between saving Aerith and Cloud when Shinra forces kill Biggs and Marlene delivers a dire prophecy that Sephiroth would kill Aerith.
When Cloud and his comrades return to Kalm in the original timeline, he shares with them his history with Sephiroth. Five years prior, Cloud and Sephiroth were assigned to explore the mako reactor in Cloud and Tifa's hometown of Nibelheim. There, Sephiroth burned Nibelheim to the ground and killed a great number of its residents, including Cloud's mother and Tifa's father, after realizing he was actually an artificial being made from Jenova's cells.

Cloud doesn't remember what happened after pursuing Sephiroth to the reactor that held Jenova's corpse. Afterwards, Tifa tells Aerith that although the things that happened five years ago did happen, she doesn't remember Cloud being there. The party is forced to leave when Shinra forces invade Kalm the following day in an attempt to find them. The group of enigmatic "black robes"—former Shinra test subjects—that Cloud suspects are gathering near Sephiroth's location are the ones they choose to pursue.
The group of people follow the trail through a number of different locations, such as the port city of Junon, which is under Shinra occupation; the resort city of Costa del Sol; Barret's hometown of Corel; the Gold Saucer amusement park; Zack's hometown of Gongaga; Red XIII's hometown of Cosmo Canyon, where they discover that Red XIII is actually Nanaki; and a rebuilt Nibelheim. Along the way, they meet and bring in new members to their group, including Vincent Valentine, an ex-Turk supersoldier, Cid Highwind, a freelance pilot, and Wutai ninja Yuffie Kisaragi.





FINAL FANTASY VII™ REBIRTH



Along the way, the group learns that the Planet has sent its guardians, the Weapons, to defend itself and that the Arbiter of Fate has vanished, causing a split among the Whispers, with one faction supporting Sephiroth and the other attempting to save the Planet. As diplomatic relations sour between Shinra and Wutai, risking war, Rufus is sworn in as Shinra's new president and continues the company's search for the Promised Land in an attempt to surpass his father.
The group eventually learns that Sephiroth's ultimate goal is to summon Meteor to destroy the planet by using the Black Materia. After racing Shinra to an old Cetra Temple and obtaining the Black Materia, Sephiroth uses mind control to trick Cloud into giving it to him. He explains to Cloud and Aerith that once the Arbiter of Fate was destroyed, a great number of other worlds were produced. This allows him to carry out "Reunion" by forcibly fusing them into one world in order to build the paradise he wants to rule over.

Aerith discovers that her ancestors' White Materia, which can oppose the Black Materia, have been diminished by the Whispers. A different Aerith calls Cloud to her realm, revealing her affections for him and offering her White Materia in exchange. In an attempt to foil Sephiroth's schemes, Aerith performs a Cetra ritual, but he ambushes her. Even when Cloud disarms him and blocks his sword, reality warps so that he kills Aerith just as the White Materia falls into the water. For a brief period, Cloud and Zack's timelines overlap and they battle Sephiroth alongside the party. After Sephiroth sends Zack back to his own reality, a another Aerith shows up to save Cloud. Zack is sure that he and Cloud will meet again, especially as Sephiroth loses and withdraws. As more black robes gather in Nibelheim, Rufus discovers that Sephiroth set up the current conflicts between Shinra and Wutai to divert his attention.
Aerith's death depresses the group, and although Nanaki senses her for a short while, Cloud doesn't appear to realize that he is the only one who can see her. Cloud joins the alternate Aerith, who promises to stay behind to discover a method to stop the Meteor, and they combine the Black Materia into the Buster Sword as the group gets ready to follow Sephiroth farther north.

Development

In the midst of promoting Final Fantasy VII Remake (2020), Square Enix clarified that the game would function as the first installment of "a multi-part series, with each entry providing its own unique experience" rather than retelling the entirety of the original tale. A "massive undertaking to reconstruct Final Fantasy VII from the ground up with the current technology" was given by game director Tetsuya Nomura as the reason why a remake would not be feasible for a while. He continued by explaining that a remake would be deemed meaningless if all of its material could be recreated in a single installment without having to remove some features to fit the intended hardware and gameplay design.

He also mentioned that he wanted to go beyond how Midgar was shown in the first game, allowing players to explore different regions that were not available in the first, in greater depth because of the power that comes with modern hardware. Nomura saw the Remake as a reworking that would "get the fans of the original version excited," even if he was aware of the nostalgia associated with the tale of the original game.

The "multi-part" structure of the remake was compared by producer Yoshinori Kitase to the order of Final Fantasy XIII (2009), Final Fantasy XIII-2 (2011), and Lightning Returns: Final Fantasy XIII (2013). He said that because recreation is a recreation of an existing story with a single protagonist, Cloud Strife, rather than the numerous views that were the core of the XIII trilogy, its structure will be different from that of XIII. He also expected the length of each game in the Remake series to be comparable to that of a Final Fantasy XIII game.

Kitase would later disclose that the Final Fantasy VII Remake project will consist of three parts: the remake, the sequel, and the third and final installment. The development team had not been clear about how many pieces the remake would have because they were unsure of the path to take, therefore they had originally planned to remake it over two games instead of three. According to Kitase, this was because it was hard to determine the development schedule because nobody knew how big the project was.
Before the game's first PlayStation 4 release, in November 2019, the sequel to Remake has already commenced active production. Nomura claims that novices were taken into consideration when designing the game. Later, in July 2020, Nomura said that the goal was to create a game that was both more superior to its predecessor and published "as quickly as possible".








Punisher Mode
Attack
Commands Menu
Cloud HP 1398 MP 37
Limit
Tifa 1596 33
Aerith 1233 41

Nomura commented that although environmental effects like fog were added to the port to "further enhance the sense of realism and immersion in the world," he advised fans to hold off on playing Final Fantasy VII Remake Intergrade until future entries fully utilized the PS5's hardware and features in both gameplay and graphics. This was in reference to the technical improvements made in the enhanced 2021 port of the game.

In a separate statement, game director Naoki Hamaguchi stated that he hoped to incorporate new battle mechanics and gameplay—like Yuffie Kisaragi and Sonon Kusakabe's team-up attacks—into the upcoming game to create a "different feel in battle strategy." These elements were first revealed in the downloadable content (DLC) episode INTERmission. Rebirth was unveiled alongside Crisis Core: Final Fantasy VII Reunion, an Unreal Engine 4 remaster of Crisis Core for contemporary platforms that brings gameplay and display quality in line with the remake. This includes the English voice cast of the remake, who take the roles of the original performers from other media in the Final Fantasy VII Compilation. As a prelude to the main trilogy, Reunion was a part of the Final Fantasy VII Remake project. The remaster's goal was to introduce players to Zack Fair's backstory before he made his big screen debut in Rebirth.
Lead battle programmer Satoru Koyama discussed the possibility of adding enhanced party AI to the battle system for Rebirth and its follow-up in April 2023. He noted that the AI could be used to switch between physical attack methods and magic casting, and he expressed a wish to go beyond Final Fantasy XII's 'gambit' system for party members that are not under control (2006).

Marketing and release

During the Final Fantasy VII 25th Anniversary Celebration livestream in June 2022, Square Enix revealed Final Fantasy VII Rebirth as the third installment in the Final Fantasy VII Remake project, joining Crisis Core: Final Fantasy VII Reunion and the Steam version of Final Fantasy VII Remake Intergrade. The official game social media accounts started sharing developer messages in June 2023. Unlike the more structured, linear advancement around Midgar in Remake, game designer Naoki Hamaguchi claimed that Rebirth will have a "wide and multifaceted world with a high degree of freedom" with many plot routes. During that year's Summer Game Fest live show, which was hosted by Geoff Keighley, a gameplay teaser was unveiled on June 9th. It revealed the game's combat and exploration mechanics, teased several story points, and included character information.
At PlayStation's State of Play conference on September 14, 2023, a clip announcing the game's February 29, 2024 release date debuted. In addition to new gameplay featuring Vincent Valentine and Cid Highwind, a new video featuring Loren Allred's song "No Promises To Keep" was unveiled at The Game Awards 2023. A partnership with Apex Legends was also unveiled during The Game Awards.
On February 29, 2024, Rebirth—a limited-edition console exclusive that lasted at least three months—was published on the PlayStation 5. In addition to the regular version, a physical Deluxe version was sold by partnering merchants, and a Collector's Edition was made available in limited supply only via the Square Enix Store. A mini-soundtrack CD, an artbook, and a unique steelbook case for the game discs are included with both editions of the game. In addition to the previously listed features, the Collector's Edition comes with a collectible statue of Sephiroth and downloadable content (DLC) keys for more in-game goods. One of the earliest significant video game releases on Leap Day was this one.

Downloadable content

Final Fantasy VII Rebirth's Collector's Edition comes with access keys to downloadable content (DLC) items that can be equipped on the party early in the game. The Moogle Trio and Magic Pot Summons may be unlocked with the Summon Materia DLC pack, and other character accessories and gear like the Orchid Bracelet armor set and Reclaimant Choker are among them.
When opening Rebirth, players with save data from either Final Fantasy VII Remake on PlayStation 4 or Final Fantasy VII Remake Intergrade on their PS5 console can access more Summon Materia as early unlocks. The Leviathan Summon Materia may be unlocked at the beginning of the game by players with save data from the above mentioned games, while the Ramuh Summon Materia can be accessed by PS5 players with save data from the "Episode INTERmission" story DLC for Intergrade.




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Bomb Rush Cyberfunk

Team Reptile is the developer and publisher of Bomb Rush Cyberfunk, an independent action-adventure platforming game released in 2023. On August 18, 2023, the game was made available digitally for Windows and the Nintendo Switch. On September 1, 2023, it was subsequently made available digitally on the PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S. On December 5, 2023, it was also physically released on the Nintendo Switch, PlayStation 5, and Xbox One/Series X.

In order to acquire control of all five boroughs, the player, who is a member of the teenage gang Bomb Rush Crew, must avoid rival gangs, spray paint graffiti, and avoid police while navigating the made-up city of New Amsterdam on inline skates, skateboards, and bicycles. The cel-shaded art style, audio, gameplay, and overall aesthetic were all heavily influenced by the 2000s video games Jet Set Radio and Jet Set Radio Future, which were published by SEGA for the Dreamcast and Microsoft's Xbox platforms, respectively.
The game's soundtrack features several tracks written by independent musicians, but one particularly noteworthy composition is from Hideki Naganuma, the composer of the Jet Set Radio series. Reviewers praised Bomb Rush Cyberfunk's gameplay, visuals, and soundtrack in their positive assessments. Though some commended it for staying faithful to its inspirations, others condemned it for being unoriginal and for having simple deceptive mechanics and battling. They disputed over its resemblance to Jet Set Radio.

Gameplay

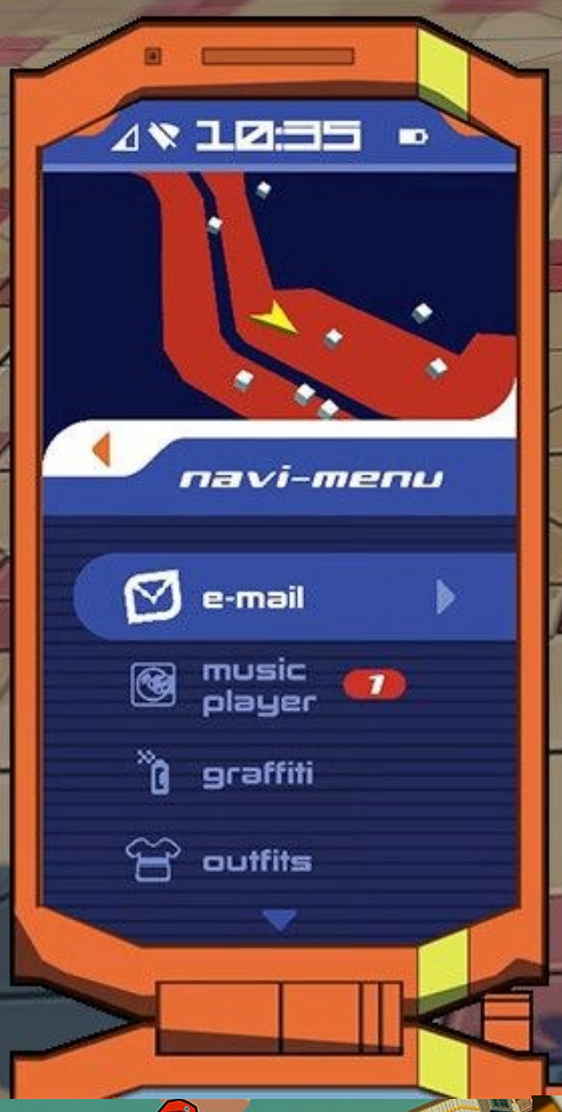
In Bomb Rush Cyberfunk, the player travels through the made-up metropolis of New Amsterdam while doing stunts on a BMX bike, inline skates, or skateboard. In addition, the player character is given a powerful backpack that they can utilize to move across the area more quickly. While putting graffiti on buildings to improve their gang's reputation—referred to in the game as REP—players will grind across the made-up metropolis. The player can challenge competing gangs to seize control of each of New Amsterdam's five boroughs by raising their REP.

Plot

Setting

Destroy and Run The fictional city of New Amsterdam serves as the setting for Cyberfunk. There, advancements in implant technology have allowed people to swap out their bodily parts on demand, both physically and digitally. Graffiti artists, known as writers in the city, are well-known for their various acts of vandalism in an attempt to become the next All City—a term used to describe an individual or group that has successfully painted over all five boroughs of New Amsterdam, making their name "known through all city"—against the police, who will stop at nothing to capture them.
The "Big 3"—New Amsterdam's top writers—ruled the city prior to the beginning of the narrative. These are Felix, the well-known writer who has never used a boostpack, Faux, the notorious crook with a spotless criminal record despite his numerous acts of vandalism, and DJ Cyber, the best DJ in the city. Felix is the only one of the three who has achieved All City status, but he unexpectedly dies soon after, creating a power vacuum and spreading instability throughout the city as the other five crews compete to become All Cities.
The plot centers on the aspirations of a group of budding writers named Bomb Rush Crew to become All City.




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navi-menu
e-mail
music player
1
graffiti
outfits


Bomb Rush Cyberfunk




DualSHOCKERS



Developer: *Team Reptile*
Publisher: *Team Reptile*
Director: *Dion Koster*
Composers: *Various, including Hideki Naganuma*
Engine: *Unity*
Platform: *Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S*
Release: *Windows, Nintendo Switch-18 August 2023*
PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S-1 September 2023
Genre: *Platform, action-adventure, sports*
Mode: *Single-player*
TiTi Rating: *7/10*



Boom Rush Cyberpunk

Synopsis

A man bursting out of Faux's cell wakes him up after he was apprehended by the cops and put in a cell. Identifying himself as Tryce, the man declares his intention to start a new gang. He promises to accept all available assistance, and he consents to assist Faux in getting out of jail. Lieutenant Irene Rietveld ambushes them shortly afterward. While Faux leaves Rietveld, Tryce works on a way out. As they flee, they come across a man fighting many police officers while wearing a robed outfit and a full-face mask. He takes out a vinyl record and throws it at Faux's neck, decapitating him.

In the hideaway of Tryce's new gang, Faux awakens and finds himself fitted with a crimson robotic head. All of his personality, memories, and sense of self that were connected to his head before it was severed have vanished. Tryce reveals that Faux was killed and that a gang member had connected him to a typical cyberhead. He presents Bel, a female skater, as their third gang member. Bel says that since Faux isn't the same guy he was before, he should just be called Red.
Tryce stated that DJ Cyber was the person who beheaded Faux and that he must still be in possession of Faux's head. Tryce informed Red that Faux was a well-known writer in New Amsterdam, one of the three members of the City's elite writing collective known as the Big 3, which also included DJ Cyber and a person going by the name of Felix. Felix is the only one of the three who has really been All City, but he passed away inexplicably, creating a power vacuum and destabilizing the city as the other crews competed to become All City as well. In order to get Faux's head and become All City, Red sets out for New Amsterdam with Tryce and Bel in tow.

The crew discovers more about the conspiracies in New Amsterdam as they conquer the boroughs and repel multiple police ambushes that escalate to the point of lethal force. Some of the information revealed to them includes the fact that Faux's head is actually in the hands of the police force and is used as the CPU for Project Algo, a supercomputer that Chief Inspector Berlage of the New Amsterdam Police Department created to eradicate all crimes, as well as the existence of a human head inside Red's purportedly cybernetic head.

By the time the Bomb Rush Crew takes over four boroughs and beats DJ Cyber in a one-on-one fight, it is revealed that Red was Felix all along. Felix killed Faux because, in addition to being jealous, Felix knew that Faux's father was a corrupt police officer and that Faux had been using his father's influence to blame other writers for all of his crimes, which had kept him from being caught. In an attempt to aid Felix in recalling his history, DJ Cyber assassinated Faux in the police station as payback for Faux's murder of Felix.
DJ Cyber also disclosed that Faux has been subtly informing the police—virtually mind-controlling them—about Project Algo in an effort to murder writers one by one and establish himself as the "All City King." Concurrently, Faux employs Project Algo to eliminate Berlage, apprehend Rietveld for defying him, and indoctrinate the whole police force to pursue every writer in New Amsterdam.

Faux arrives in a massive mech as the group takes over the last borough and vanquishes DJ Cyber's group. Following a short altercation, Faux changes into a mechanical monstrosity that tears Felix's head off of his former body. Felix's head is gradually going to death when Rietveld, who escaped from prison, shows up with Felix's old body and reattaches his head to it, thereby giving the renowned writer a second chance at life. After that, the group comes together and vanquishes Faux for good.
Back at their hideout, the group throws a dance party to celebrate being All City. DJ Cyber watches them from a distance, telling them that "this ain't over" and that they won't be All City for long.




UN70
JAKES


500 x 1
Frontside 50-50




FLORA

Development and release

The Dutch studio Team Reptile, which also created and released Lethal League and its follow-up Lethal League Blaze, is responsible for the development of Bomb Rush Cyberfunk. Initially unveiled during Nintendo's Indie World Showcase on August 11, 2021, Bomb Rush Cyberfunk was announced as a limited-edition Nintendo Switch game with a 2022 release window. The game was pushed out till August 31, 2022, until 2023. Team Reptile declared on April 19, 2023, that August 18, 2023, will be the official release date.

On August 18, 2023, Bomb Rush Cyberfunk became available digitally for Windows and the Nintendo Switch. On September 1, 2023, the game was subsequently made available digitally on the PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S. On December 5, 2023, it was also physically released on the Nintendo Switch, PlayStation 5, and Xbox One/Series X.

Soundtrack

Numerous independent musicians, including Hideki Naganuma, who composed the soundtrack for the Jet Set Radio series earlier, are featured on the Bomb Rush Cyberfunk soundtrack. Musicians Ethan Goldhammer, Sebastian Knight, Klaus Veen, 2-Mello, and Grrl are among those who have also contributed.








AGE
OF
II
EMPIRES
DEFINITIVE EDITION

Age of Empires II: Definitive Edition

Xbox Game Studios and Forgotten Empires produced the real-time strategy game Age of Empires II: Definitive Edition in 2019. In honor of the game's 20th anniversary, Age of Empires II: The Age of Kings, released in 1999, has been remastered. It includes all prior expansions from the original and HD Edition, has much enhanced graphics, and supports 4K resolution. The Last Khans, an expansion pack for the game, also introduces four new civilizations rooted in Eastern Europe and Central Asia, along with four new campaigns. November 14, 2019 saw the release of Age of Empires II: Definitive Edition for Windows, and on January 31, 2023, it was ported to the Xbox One and Xbox Series X/S.

Gameplay

There are many gameplay similarities between the original and this one. 4K visuals, enhanced unit and building visuals, zoom in and out capabilities, and a new spectator mode are all features of the remaster. The Last Khans, a recent addition, adds four new civilizations to the game: the Tatars, Cumans, Lithuanians, and Bulgarians.

Ivaylo, Kotyan Khan, Tamerlane, and Pachacuti—which centers on the Inca civilization and replaces El Dorado from the HD Edition—are the four new campaigns that were added for the new civilizations. (Lithuanians do not appear as a playable civilization in any campaign; however, they represent Poles in the Ivaylo campaign). All previous expansions from the HD edition (The Forgotten, The African Kingdoms, Rise of the Rajas) and original game (The Conquerors) are included.

The original AI, the revised HD Edition AI that was added along with the game's HD Edition, and a newer AI created for the Definitive Edition are the options available to players. The new AI is sufficiently sophisticated to not require cheating, whereas the old AI needed to in order to remain competitive.

When the new and old AIs were tested against one another, the new AI emerged victorious. Additionally, it is said to improve upon unit pathfinding. Villager duties can be shifted-queued by players. It is now possible for farms to receive automatic replenishment.

Development

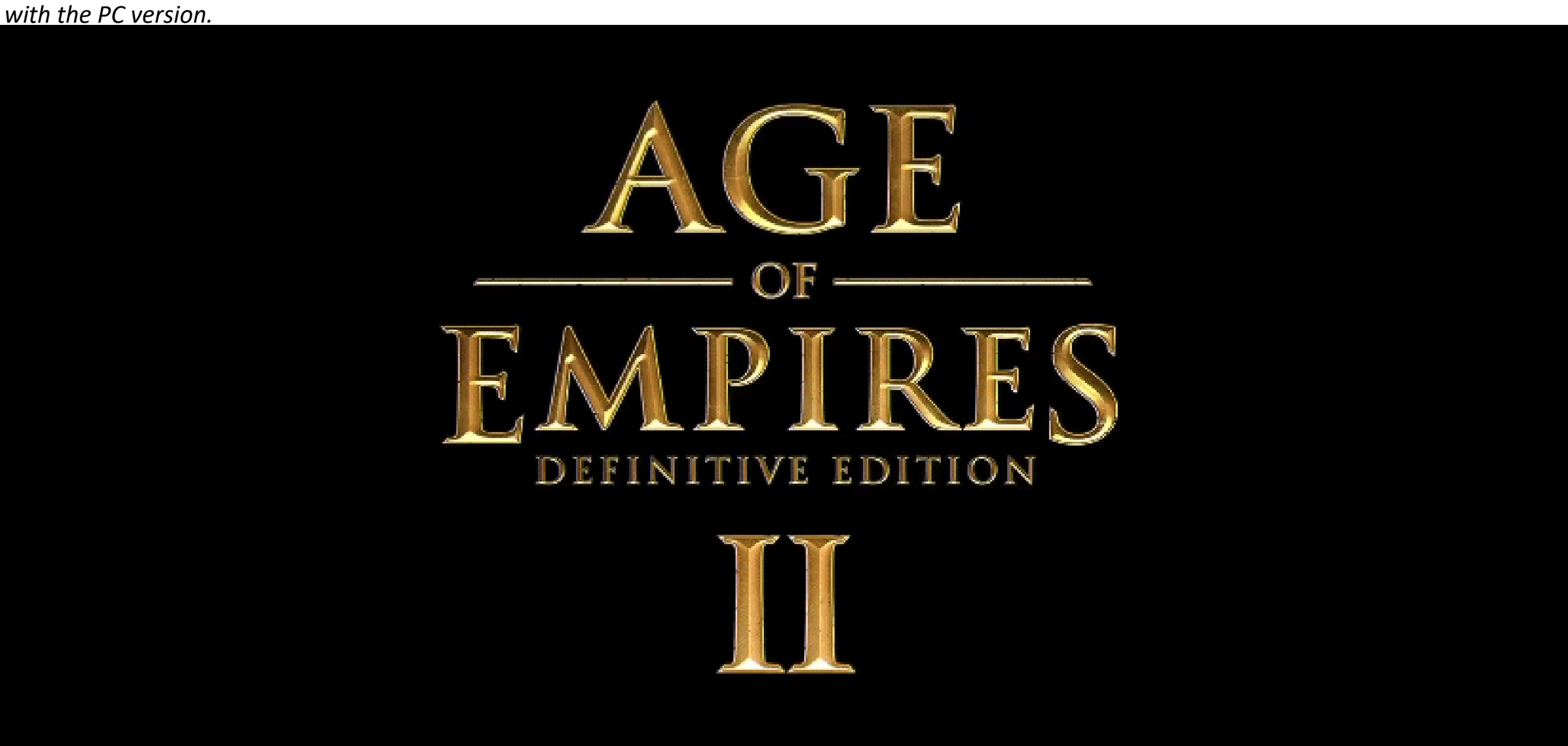
Ensemble Studios produced and published Age of Empires II: The Age of Kings in 1999. Microsoft purchased Ensemble Studios in 2001, and the company finally closed its doors in 2009, shortly after the completion of Halo Wars, its last project. Age of Empires II, HD Edition was remastered in high definition by Hidden Path Entertainment and released in 2013. The HD Edition included support for custom content through Steam Workshop integration, among other things.

Meanwhile, a community of modders had been working on Forgotten Empires, the original game, to add new features and solve bugs. After the mod was released in late 2012, the developer approached Microsoft and discovered that the company was working on an HD Edition and was considering making the mod an official release. Their work resulted in "The Forgotten," the first HD Edition expansion created in collaboration with Skybox Labs. The mod team, which is called Forgotten Empires LLC, is still working with Microsoft to develop new HD Edition additions.

Release

Forgotten Empires co-founder Bert Beeckman and Adam Isgreen at E3 2019 At Gamescom on August 21, 2017, Microsoft revealed that Forgotten Empires, Tantalus Media, and Wicked Witch Software were working on Age of Empires II: Definitive Edition. Microsoft unveiled the gameplay teaser at Xbox E3 2019 on June 9, 2019. On November 14, 2019, it became available on Steam, the Windows Store, and Xbox Game Pass for PCs.

During the 25th anniversary livestream on October 25, 2022, a port to the Xbox One and Xbox Series X/S was revealed. It was made available for download on January 31, 2023. In addition to keyboard, mouse, and gamepad inputs, the console version offers the option of cross-platform play with the PC version.












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Livestock
XBOX

Developer: *Forgotten Empires*
Publisher: *Xbox Game Studios*
Director: *Adam Isgreen*
Composer: *Todd Masten*
Series: *Age of Empires*
Platforms: *Windows, Xbox One, Xbox Series X/S*
Release: *Windows-November 14, 2019*
Xbox One, Series X/S-January 31, 2023
Genre: *Real-time strategy*
Mode: *Single-player, multiplayer*
TiTi Rating: *7/10*



Expansions

On December 15, 2020, the expansion pack Lords of the West was revealed. It was made available on January 26, 2021. Along with three new campaigns starring Edward Longshanks, the Dukes of Burgundy, and the Hautevilles, the Lords of the West expansion brought two more civilizations: the Burgundians and the Sicilians.

On April 10, 2021, a second expansion called Dawn of the Dukes was revealed, and on August 10 it was made available. It presented the Bohemians and the Poles, two civilizations from Central Europe, together with three brand-new ads starring Jadwiga, Jan Žižka, Algirdas, and Kestutis. Dynasties of India, the third expansion, was revealed on April 14, 2022, and it was made available on April 28. It includes the Gurjaras, the Dravidians, and the Bengalis as three new civilizations. The expansion also included modifications to the current Indian culture, which was given the new moniker Hindustani.

Additionally, three new campaigns starring Babur, Rajendra, and Devapala were unveiled. The announcement of Return of Rome, the fourth expansion, coincided with the franchise's 25th anniversary. It consists of the Roman civilization for the main game, one new civilization (the Lạc Việt), three additional campaigns (including Sargon of Akkad, Pyrrhus of Epirus, and Trajan), and content from Age of Empires: Definitive Edition incorporated into the Age of Empires II: Definitive Edition engine.

The date of release was May 16, 2023. The Ascent of Egypt and The First Punic War, two campaigns from Age of Empires: Definitive Edition, were added to Return of Rome on September 8, 2023. On October 31, Glory of Greece and Voices of Babylon were included as two more campaigns for Return of Rome. The Mountain Royals, the sixth expansion, was revealed on October 16, 2023, and it was made available on October 31.
It presents three new campaigns, with Tamar, Thoros the Great, and Ismail, and two new civilizations, the Georgians and the Armenians. Victors and Vanquished, a tale extension, was revealed on February 23, 2024, and made available on March 14. It includes 19 new situations by modder Ramsey Abdulrahim, 14 of which are reimagined versions of his earlier creations. Co-op campaigns were added to the game in June 2021, marking the first time they had been included since Age of Empires Online.







AGE OF EMPIRES

DEFINITIVE EDITION



DESTINY 2

THE FINAL SHAPE

Destiny 2: The Final Shape

A significant expansion for Bungie's first-person shooter video game Destiny 2 is called Destiny 2: The Final Shape. Although it was originally scheduled to be released in February 2024, it was eventually released on June 4, 2024. It represents the eighth expansion, the seventh year of extended content for Destiny 2, and the tenth year of content for the Destiny franchise. The main plot of The Final Shape is on the player's Guardian searching for the Witness, the main antagonist of the series, who vanished at the end of Lightfall (2023) after creating a portal on the surface of the celestial Traveler.

The "Light and Darkness" story, Destiny's first major saga, must come to an end when the Guardian and the Vanguard stop the Witness from constructing the title Final Shape, which would calcify and destroy all life in the cosmos. The character Cayde-6, who was killed after the events of Forsaken (2018), also makes a reappearance in the expansion.
Players can now combine and employ Light and Darkness powers simultaneously thanks to the advent of the new subclass "Prismatic" in addition to new super abilities for the already-existing Light subclasses. Along with new objectives, player versus environment areas, player vs player maps, player gear, weaponry, a new raid, and the first-ever 12-person PvE action for the series, the expansion also provided fresh material to the whole game. Year 7 departs from the previous years' seasonal paradigm, which divides the year's content offerings into four categories. Rather, three massive stand-alone episodes that describe the story of the expansion's aftermath will be released over the course of the year. Each episode is broken up into three acts.

The release dates of the three episodes—Echoes, Revenant, and Heresy—were also postponed as a result of The Final Shape's hold-up. Echoes debuted one week after the expansion's June 11 release, while the other two episodes are tentatively scheduled for October 2024 and February 2025, respectively. Along with the serial content, two new dungeons will be published throughout the course of the year.

Gameplay

With the addition of a new free roam location called the Pale Heart, which is housed inside the celestial creature known as the Traveler and features sections inspired by other locations explored throughout the franchise's history, The Final Shape improves upon the core Destiny 2 gameplay. If a player doesn't have a prepared fireteam, the destination is the first patrol zone that can be explored alone. Similar to the previous two expansion packs, new and old story content was increased with a "Legendary" difficulty.
A new raid called "Salvation's Edge" was added to The Final Shape on June 7, 2024. It is situated in the Witness monolith in the Pale Heart. Two more dungeons will also be added over the year's episodic content. After Salvation's Edge was finished for the first time in history, "Excision," the last plot task of The Final Shape, which requires players to face the Witness one last time, became available in the game.

The Dread, the Witness' personal soldiers, are the first new enemy race since Forsaken (2018), and they are introduced in the expansion. These include Husks, who move quickly and attack players with blades before unleashing a homing Geist adversary upon death; Grims, which resemble flying bats and can shoot players from midair as well as launch a sonic scream assault to suppress and slow players; Subjugators are tall, slender, bipedal creatures that use glaives that are split between Stasis-wielding Omens and Strand-wielding Harbingers; Attendants and Weavers are Cabal Psion-like enemies that use Stasis and Strand powers, respectively; and Tormentors are a single enemy type that was first introduced in Lightfall (2023).



RYKE

DESTINY 2

THE FINAL SHAPE

Developer: *Bungie*

Publisher: *Bungie*

Directors: *Joe Blackburn, Tyson Green*

Composers: *Michael Salvatori, Skye Lewin, Josh Mosser,*

Michael Sechrist, Rotem Moav, Pieter Schlosser, Paul McCartney

Series: *Destiny*

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

Release: *June 4, 2024*

Genre: *Action role-playing, first-person shooter*

Mode: *Multiplayer*

TiTi Rating: *8/10*







Three new Light-based supers are introduced for each of the Guardian classes in The Final Shape: "Song of Flame" for Dawnblade Warlocks, which allows them to imbue themselves with Solar energy to unleash an endless supply of powered melee attacks and grenades, akin to the Sunsinger Solar subclass in the original Destiny (2014); "Twilight Arsenal" for Sentinel Titans, which allows them to hurl three Void axes at enemies that can be picked up by other Guardians from the ground; and "Storm's Edge" for Arcstrider Hunters, which allows them to throw an Arc dagger at opponents and then teleport to it to unleash a spin attack.

A sixth subclass known as "Prismatic" is also introduced by the expansion; it mixes Light and Darkness powers, enabling players to combine skills and supers from the other five subclasses (Void, Solar, Arc, Stasis, and Strand). The Prismatic subclass adds two new meters that fill up when you use Light or Darkness weapons and abilities to destroy adversaries; Kinetic damage charges both meters more slowly. Players can unleash a supercharged melee and grenade regeneration, improved damage resistance, and increased weapon damage by using the superlike ability "Transcendence" when both meters are completely charged.
During Transcendence, players can also release special grenades of mixed components according to their class: Hailfire Spike (Solar and Stasis for Hunters), Freezing Singularity (Void and Stasis for Warlocks, and Electrified Snare (Arc and Strand) for Titans. In addition, compared to the other subclasses, Prismatic has more Aspect and Fragment slots. Additionally, there are exotic class items in the expansion—one for each class—for the first time since the last Destiny expansion, Rise of Iron (2016).

Further buildcrafting is possible with these exotic class goods, which are designed particularly for the Prismatic subclass. You may even combine exotic benefits from other exotic gear featured in the game from all three classes. Additional noteworthy modifications to the gameplay consist of:

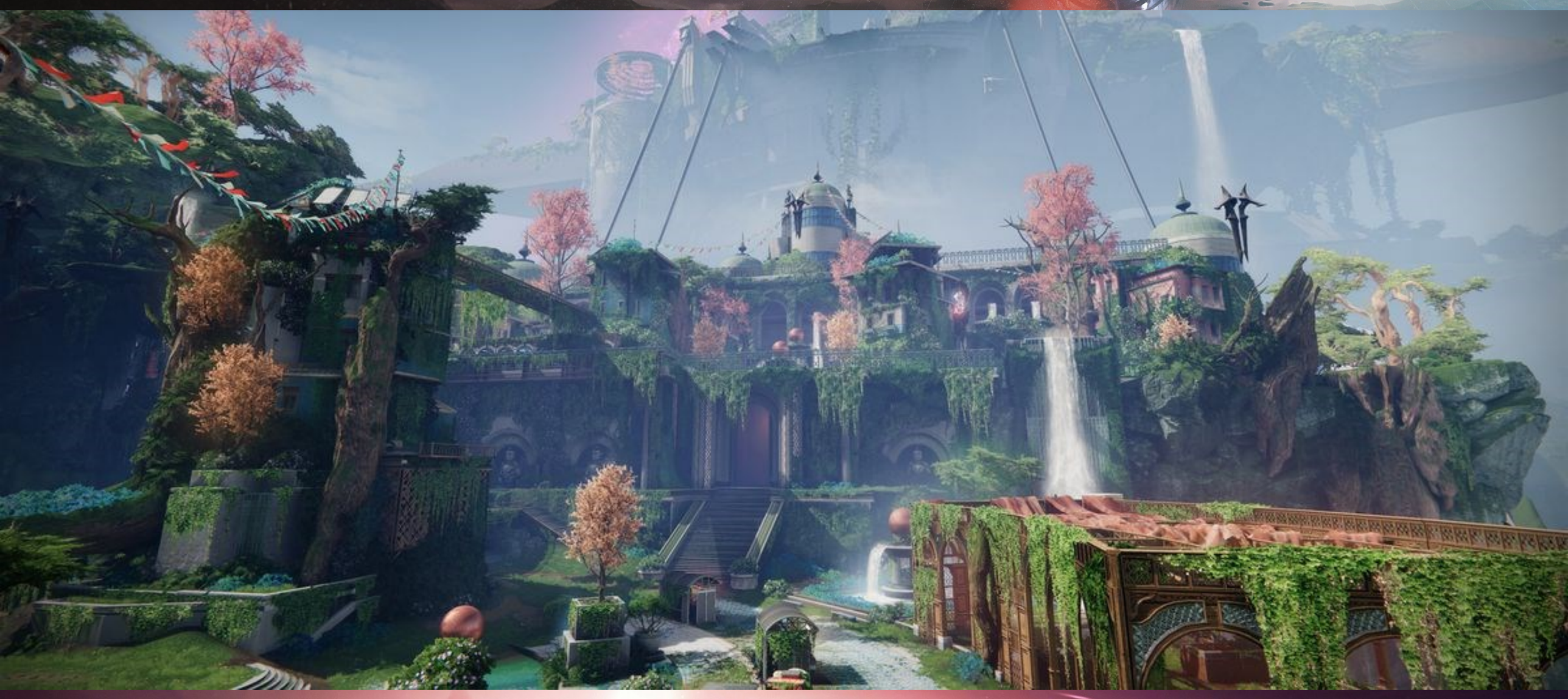
** The Final Shape included some significant modifications to the Power level system. Power enabled and disabled player statuses are now displayed by activities. For instance, if an activity is power enabled, a popup will appear indicating its power cap and whether or not a player has achieved it. More players can participate in Power-enabled activities regardless of their current Power level thanks to the Fireteam Power feature, which lowers players' Power levels by five levels relative to the fireteam leader with the highest Power level.*
Any player's character with a Power level corresponding to the character with the greatest Power level can receive items thanks to account-wide power. Additionally, Standard, Advanced, Expert, Master, Grandmaster, and Contest Mode were added to the list of Power-enabled difficulty settings, arranged from lowest to maximum difficulty. The expansion raised the Power level of both new and returning players to 1900 as the new minimum, 1940 as the soft cap, 1990 as the hard cap, and 2000 as the Pinnacle award cap.

** Because of the new Power level system, Bungie undid the weapon sunsetting that was initially implemented in Beyond Light (2020), enabling these weapons to be utilized in future content without incurring penalties. Bungie intends to reestablish sources for most or all legacy weapons and update them to the newest sandbox with origin perks added in The Witch Queen (2022) in addition to buildcrafting perks. Any legacy weapons that players disassembled were not able to be recovered.*

** The weapon crafting system first presented in The Witch Queen included a three-tier system of weapon enhancements for non-craftable weapons. After Season 17, players can now upgrade their weapons with improved perks without having to visit the Mars Relic. These weapons can be obtained from Vanguard Ops, Crucible, Gambit, Iron Banner, Trials of Osiris, the Prophecy dungeon, the 2024 Guardian Games event, the BRAVE weapons from Onslaught, and the Adept weapons from the "Vow of the Disciple" and "King's Fall" raids.*









** The bounties from Vanguard Ops, Crucible, and Gambit were combined with destination patrols, weekly vendor challenges, and the new "Pathfinder" system. Players must finish 20 tasks spread across five tiers in the Pathfinder system in order to advance and win rewards. There are two Pathfinder systems accessible at launch: one for the Pale Heart destination and one for ritual activities (Vanguard Ops, Crucible, Gambit, and Onslaught).*

** Critical information is now more clearly shown thanks to updates to the user interface and HUD (heads-up display) of the player. Key activity details, like modifiers and wipe mechanics, show up above the player's health bar in the HUD. Details on weapons, like current weapon perks, are shown above the subclass Super meter. Buffs and de-buffs are still displayed on the HUD's left side.*

** At the release of The Final Shape, legendary shards—which had been available since Year 1—were devalued in order to facilitate and level the playing field for all players. Additionally, completely masterworked exotic armor pieces now have the option to be further upgraded with an artifice armor slot for 10,000 Glimmer and an exotic cipher. In addition, Bungie added 100 more vault slots, for a total of 700 vault spaces to date.*

Episodic content

Seasons, which had been in use since the Forsaken expansion, have been replaced with episodes as Bungie's new method of distributing continuous content in between major expansions. In the past, content was released in four seasons every year, usually lasting three months each (excluding delays). The first season of each year debuted concurrently with the expansion, and the seasons connected the previous expansion to the subsequent expansion through narrative threads. Instead, three sizable episodes are released throughout the year, starting with The Final Shape.

"Aftermath and fallout of the events of the conclusion of the Light and Darkness saga" is the theme of each of these three-act standalone novellas. In addition, there is more awards and material than during the seasons. The episodes took the place of the previous seasonal model, but each episode still has a season pass with a free and paid tier of rewards. In addition, the season passes now have 200 levels of rewards instead of 100, with the first 100 being available in Act 1, the next 50 in Act 2, and the last 50 in Act 3.
The Vex, Scorn and Fallen, and Hive are the subjects of the Year 7 episodes, which are named Echoes, Revenant, and Heresy, respectively.
Episode: Echoes started on June 11, 2024, one week after The Final Shape's release. Act 2 will start on July 16 and Act 3 on August 27. Set soon after the events of The Final Shape campaign, "Salvation's Edge" raid, and "Excision" activities, the story of this episode centers on the Vex on the centaur Nessus. Collaborating with the Exodus Black AI Failsafe, the player explores the reasons behind Nessus's transformation due to the impact of the Witness's echo that touched down on the planetoid.

The episode is divided into two acts, each consisting of a new activity. In Act 1, a fireteam investigates the disturbances on Nessus and gathers data before facing a final boss. In Act 2, the fireteam engages in three Battlegrounds missions, where they must defeat Vex, Fallen, Shadow Legion Cabal, and Taken to advance from Nessus's surface to its planetary core. Enigma Protocol, a new three-player game, sees a fireteam breaking into the Vex Network to prevent the Vex from obtaining data from the Golden Age.
Act 3 will also feature an uncommon task. This episode's artifact is the Hunter's Journal, which has benefits centered around close-to-long range weapons as well as Void, Solar, and Arc abilities.





DESTINY 2

THE FINAL SHAPE



Episode: Revenant is scheduled to start in October 2024, with an emphasis on the Fallen/Eliksni and the Scorn. The Archon of the Scorn, Fikrul the Fanatic, who has taken control of an Awoken Watchtower in the Reef and obtained an echo of the Witness, will make his reappearance. In addition, the Eliksni are looking for a new place to live after their home world of Riis was destroyed by the Witness many millennia ago. There will be a new potion-crafting system where players may make potions that vary in their battle benefits and can also affect what drops as loot.
Episode: Heresy focuses on the Hive, particularly the relationships amongst the Hive pantheon (Oryx, Savathûn, and Xivu Arath), and is scheduled to start in February 2025. Players will be transported back to the Dreadnaught ship from the The Taken King expansion of the original game in this episode.

Plot

pass replete with Ahamkara bones and a representation of a city inhabited by the Precursors, the original species of the Witness. Then, Zavala starts acting strangely around Ikora, Cayde, Crow, and the Guardian. He says he would sacrifice himself to the Darkness in order to defeat the Witness. When Ikora, Cayde, and Crow try to stop him, Zavala leaves without Targe because they think the Witness has tricked them using the veiled statues.
In order to learn how to destroy the Witness and what they had communed with Zavala, Targe, who is accompanied by the Guardian, chooses to pursue Zavala. The Guardian and Targe fight through Scorn forces and learn that the veiled statues are actually dissident Precursors who are imprisoned in statue form because they disagree with the Witness's cause. The statues communicate with Targe and the Guardian, urging them to "give (themselves) to Darkness" and to free them.

Zavala soon catches up with the Guardian, Cayde, Crow, and Ikora as she ventures into the Darkness to face the Witness head-on. While the dissenters whisper to Zavala that "what was made can be unmade" and to meet them at the location where the Witness was created, the Witness discloses to her its origins, as previously stated in Season of the Deep. After that, the Witness destroys Targe in an attempt to persuade Zavala to support it, but Ikora, Cayde, Crow, and the Guardian force it to leave the realm.
Now that they know how to use the Light to break the Witness apart, the Vanguard, Crow, and Guardian move forward towards the manifestation of the Sacrarium—the ritual site where the Witness was created—even though Zavala is now Lightless as a result of Targe being destroyed by the Witness.

The Witness tries to persuade the Guardian to give up on the Light and become a Disciple, while Mara pilots the H.E.L.M. into the Pale Heart to aid in the conflict. The Vanguard, Crow, and the Guardian battle through Dread and Taken forces to reach the Sacrarium, which is formed from the Witness's memories. The Witness shows up to the ceremony location in order to face the Guardian head-on.
The Guardian is then teleported into the Darkness, where the dissenters ask the Guardian to destroy them with the sword of Light in order to harm the Witness. However, the Witness quickly "cuts" the Guardian out when they do so. The Guardian is then given an exotic sword of pure Light named Ergo Sum by the Traveler. With severe injuries, the Guardian leaves the Sacrarium and escapes by transmatting onto the H.E.L.M. Zavala, Ikora, Cayde, and Crow follow, while the Witness, now wounded, changes into a huge, hideous creature.

Then, Mara tells the Guardian that although the Witness might have prevailed for the time being, she had transported the Awoken of the Reef, the Imperial Cabal under Empress Caiatl, the Eliksni of House Light under Mithrax, the Hunter Micah-10, and the Awoken of the Reef into the Pale Heart to join and get ready for the inevitable final confrontation with the Witness in its monolith. She counsels the Guardian to keep purging the Pale Heart of the Witness' corruption, lessen the Witness's power over the Traveler, and get ready for the last conflict with the Witness.

The Guardian collaborates with the allied forces to get ready for their raid on the Witness' monolith soon after he and the others escape the Witness from the Sacrarium. Savathûn and her Lucent Hive have found a way inside the Pale Heart, which is revealed to Mara, Crow, and the Guardian. While Savathûn taunts Mara and the Guardian nonstop, the Guardian, with the help of Luzaku and Mara, drives back the Lucent Hive, Taken, and Dread by releasing Taken energy and shifting fissures of Light into their own realm for Mara to use to aid the Traveler.

After helping Zavala and Caiatl stop the Shadow Legion from taking Light from the Traveler, the Guardian later helps Mithrax and Ikora stop House Salvation from taking paracausal energy from the Tree of Silver Wings. This forces them to fight Mithrax's enemy Korha the Hollow, who killed Mithrax's mother Inaaks, in a battle of vengeance. Along with helping Micah-10 deal with the Scorn, the Guardian also helps Cayde and Crow rescue injured and lost Ghosts from the Pale Heart and around the Solar System. After that, the Traveler returns the Guardian to the Sacrarium and gives him the unique sword Ergo Sum so he can be ready for the impending last battle.

After making all necessary preparations, a Guardian raid fireteam breaks into the Witness's monolith to take it on head-on and destroy it before it can finish the Final Shape ("Salvation's Edge" raid). After defeating the Herald of Finality and its army of Taken, the Guardians enter the monolith by channeling and pulsing Darkness resonance while battling Sol Divisive Vex. They keep fighting their way up, facing down shadowy statues of themselves, channeling and pulsating resonance, and overpowering the Dread, Shadow Legion Cabal, Xivu Arath's Hive, and Scorn in the process.

When the Guardians finally get to the peak of the monolith, they confront the Witness, who has evolved into a massive, god-like form and is revealed to be the monolith itself. They are able to weaken the Witness and break its hold on the Traveler.

Soon later, in a final assault ("Excision" activity), Zavala leads the assembled coalition armies and Guardians into the Pale Heart while wielding stasis to replace his lost Light. The Guardian returns to the Darkness with the raid fireteam and numerous other Guardians to silence the Witness's critics and severely cripple them. Ghost then gives his life in order to direct the Traveler's energy through him in a massive outpouring of Light, permanently destroying and unmaking the Witness and stopping the Final Shape.

The Traveler begs the Guardian to bring Ghost back, but Cayde shows up and decides to give up his Light and consciousness in order to bring Ghost back to life. After ten long years of fighting between Light and Darkness, the people of the Last City look back on and celebrate their victory, but Crow, who has now succeeded Cayde as Hunter Vanguard, knows that even with the Witness dead, there are still forces at work. Xivu Arath has gone into hiding, the Taken and the Scorn are now without direction, House Salvation has split due to Eramis's whereabouts, and Savathûn and her Lucent Hive are attempting to establish a stronghold in the Pale Heart.

Furthermore, the Traveler has started to emit an odd aurora of prismatic energy that has released three objects—echoes of the Witness—into the orbital track of Nessus, the Reef in the asteroid belt, and the dormant Dreadnaught in Saturn's rings.

Episode: Echoes

Act 1

The Exodus Black artificial intelligence Failsafe contacts the Guardian shortly after humanity defeats the Witness, informing him that the Vex are beginning to change as a result of the impact of the Witness echo that landed on the planetoid. This occurs shortly after Ikora Rey sends the Guardian, Saint-14, and Osiris to Nessus, where one of the Witness echoes discharged from the Traveler had made impact.

In the wreckage of the Exodus Black, the Guardian encounters Failsafe, who counsels the latter to blow up the Vex quarantine that is keeping her from doing scans. The Guardian leaves the quarantine for Failsafe and travels to the echo's impact location, where paracausal Prismatic energy is emitted from the crater. The Vex attacks as the Guardian activates a nearby data array to allow Failsafe to scan the area. The planetoid suddenly starts using Vex construction to "heal" itself after destroying the Vex, sealing off the impact crater.

Then, Saint tells Failsafe that Osiris's work will get her uploaded to the H.E.L.M. When the Guardian reunites with Saint, Osiris, and Failsafe in the H.E.L.M., Failsafe informs the Guardian that, according to her scans, the Vex had reacted to the impact of the echo, but that the Vex had also started to react to a new, distinct signal that had developed from the impact site. Then, in an attempt to ascertain what is going on with Nessus and the Vex following the Witness's passing, Failsafe requests that the Guardian go back to Nessus and collect additional information.

After taking out the armies of Vex, Shadow Legion, and House Salvation on Nessus and gathering information for Failsafe to interpret, the Guardian later collects samples of a novel substance called radiolite and a special specimen that became visible during a small earthquake. They return the specimen and samples to Failsafe in the H.E.L.M. for additional analysis. Failsafe then informs the Guardian that, according to the data gathered, Nessus has been experiencing odd environmental changes, with the Vex behaving strangely as a result of an unidentified force coming from the Witness' echo.

Osiris calls the Guardian to the H.E.L.M. after obtaining more samples from Nessus, informing them that Saint has vanished and has not answered any of his communications. The Guardian makes their way back to Nessus's Well of Flame, where they engage in combat with an army of Vex that has now demonstrated tactical and strategic abilities comparable to those of the Fallen and Cabal. After that, Failsafe is able to cut off Saint's communications, during which he begins to murmur that a "new Golden Age is coming, free from falsities like (him)" and that he does not belong in this era.

The Guardian defeats the Vex, Lydrion, Symphonic Mind, and Ikora, who brings up Osiris, causes Saint to awaken from his daze. After being brought back to the H.E.L.M. by the Guardian and Ikora, Saint tells them that he was brainwashed into believing he is a fake and that the real Saint-14 was not supposed to survive by "the Conductor," a mystery entity in charge of the Vex on Nessus. Though Osiris and Ikora convince him that he is real and that they are familiar with him, Saint asks to be left alone because the Conductor's voice is still trying to control him.











Act 2

A few weeks later, the Guardian and Ikora speak in the Tower, where Ikora informs them that the echoes of the Witness released from the Traveler's Pale Heart are actually memories of the civilizations destroyed by the Witness and the Black Fleet, given physical form by the Light's influence. The Conductor was given the authority to fully control the Vex that had landed on Nessus in order to carry out its will, as one of these enormously powerful items did.

Ikora dispatches the Guardian to return to Nessus and venture into its depths, following the radiolaria that are slowly draining away beneath the planetoid's surface to discover what the Conductor and the Vex are constructing in its core. In an attempt to discover where all of the drained radiolaria have disappeared, the Guardian descends onto Nessus, battles their way past Vex and Fallen House Dusk soldiers, and then descends into the Well of Flame to venture far below the planetoid's surface.

In the end, they track down and murder Kalliks, the Baron of House Dusk, in order to free the Hypolydron, Captive Mind, and Vex Hydra. This allows Failsafe to retrieve and interpret data from the creature's tail, allowing it to delve far deeper into Nessus and uncover the Conductor's intentions as well as retrieve the echo.

The Guardian returns to the Nessian caverns where they had defeated Kalliks and Hypolydron and delves deeper into the planetoid, defeating Shadow Legion Cabal along the way, who have also taken interest in the echo alongside House Dusk. This is after helping Failsafe obtain Vex code mutations to further decipher the data from Hypolydron's remains. The Guardian comes at a massive series of aqueducts, but Kamarian, the Radial Overseer, stops him from proceeding any more. The Guardian destroys Kamarian.

Unable to track the radiolaria any farther into the planetoid, Failsafe requests that the Guardian come back to the H.E.L.M. because more investigation is required. Subsequently, Saint gets in touch with the Guardian at the H.E.L.M., explaining that the Conductor was whispering to him, leading to his existential crisis.

Release

Bungie revealed three Destiny 2 additions in June 2020: Beyond Light, The Witch Queen, and Lightfall. These DLCs are scheduled for release in November 2020, late 2021, and late 2022, in that order. But in February 2021, word leaked out that The Witch Queen will now be released in February 2022 instead of February 2023 because of the COVID-19 epidemic and the fall's packed release schedule.

In order to complete the plot of Destiny's first saga, known as the "Light and Darkness" tale, Bungie decided they required one more addition, which they later confirmed will be released in early 2024 under the title The Final Shape. The Final Shape was supposed to launch on February 27, 2024. However, on November 27, 2023, the developer revealed that the expansion had been postponed by more than three months to June, citing the need for additional time to realize their expansion vision, in response to rumors of a delay sparked by Bungie layoffs the previous month.

The three Year 7 episodes were initially scheduled to air in March, July, and November of that year. However, they were also postponed, with Echoes debuting on June 11, one week after the expansion, and Revenant and Heresy possibly airing in October 2024 and February 2025, respectively. After Lance Reddick passed away, Keith David took over as Commander Zavala's voice actor for The Final Shape and upcoming Destiny DLC.

On June 4, 2024, The Final Shape was made available for the Xbox One, Windows, PlayStation 4, PlayStation 5, and Xbox Series X/S platforms. The expansion comes in multiple forms and is available as paid downloadable content (DLC). A Ghost shell, emote, two emblems, an exotic ship, and instant access to the Tessellation exotic fusion rifle (as early as Season 22 in Year 6) were all included with pre-orders for any edition. Echoes, the first episode, and the expansion are accessible with the regular version.

The expansion and access to all three Year 7 episodes, a dungeon key to enter the two dungeons to be published during Year 7, the premium track of the season pass for each episode, and an exotic sparrow are all included in the "The Final Shape + Annual Pass" bundle. It is also possible to buy each piece of material independently. In addition, a tangible collector's edition is available that comes with a replica of the original Tower from the first Destiny game in addition to "The Final Shape + Annual Pass" bundle.



GADGET


A13 Pro Max 5G
5G Surge, Unstoppable.
Dimensity 900 5G Processor
6.8-inch FHD+ Display | 90Hz Refresh rate
64MP Sony AI Triple Camera
12GB + 256GB large storage
5150mAh Massive Battery | Wi-Fi 6 & Android 12
$199.99



Networks

5G Network

Dual SIM Use, Dual Standby: 5G+5G

Supported network bands

Supports 5G / 4G / 3G / 2G

5G:
NSA/SA: N1 / 2 / 3 / 5 / 7 / 8 / 12 / 20 / 25 / 28 / 38 / 40 / 41 / 66 / 77 / 78

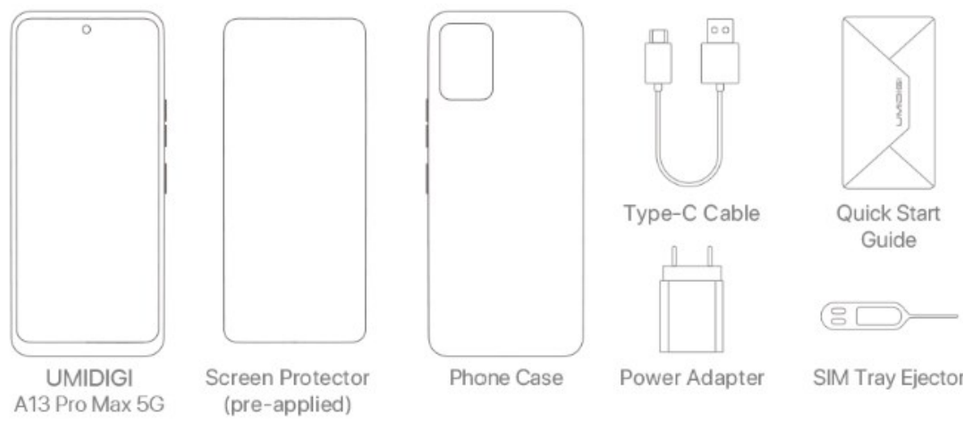
4G:
LTE-FDD: B1 / 2 / 3 / 4 / 5 / 7 / 8 / 12 / 13 / 17 / 18 / 19 / 20 / 25 / 26 / 28A / 28B / 66
LTE-TDD: B34 / 38 / 39 / 40 / 41

3G:
WCDMA: B1 / 2 / 4 / 5 / 6 / 8 / 19
CDMA EVDO: BC0 / BC1

2G:
GSM: B2 / B3 / B5 / B8

Included in the box

1x Phone
1x Protective Film (applied)
1x Phone Case
1x Type-C Cable
1x Power Adapter
1x SIM Tray Ejector
1x Quick Start Guide

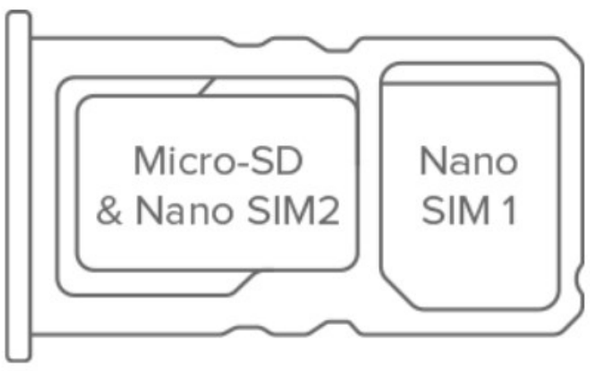


Connectivity

SIM1 + Hybrid (SIM or MicroSD) Slot

Support dual Nano-SIM card or Nano-SIM + dedicated Micro-SD expansion memory card

Wireless Network
Bluetooth 5.2, Bluetooth HID
Wi-Fi 6 (IEEE 802.11 b/g/n/ac/ax)
Supports 2.4G Wi-Fi / 5G Wi-Fi
Wi-Fi Direct / Wi-Fi Display



90Hz

With a 90Hz display, you'll feel smoother and faster while using it.

2460*1080
FHD+ Resolution

6.8 - inch
Large Display

Hz
180Hz
Touch Sampling Rate

DCI-P3
Wide Color Gamut

400 nit
Peak Brightness

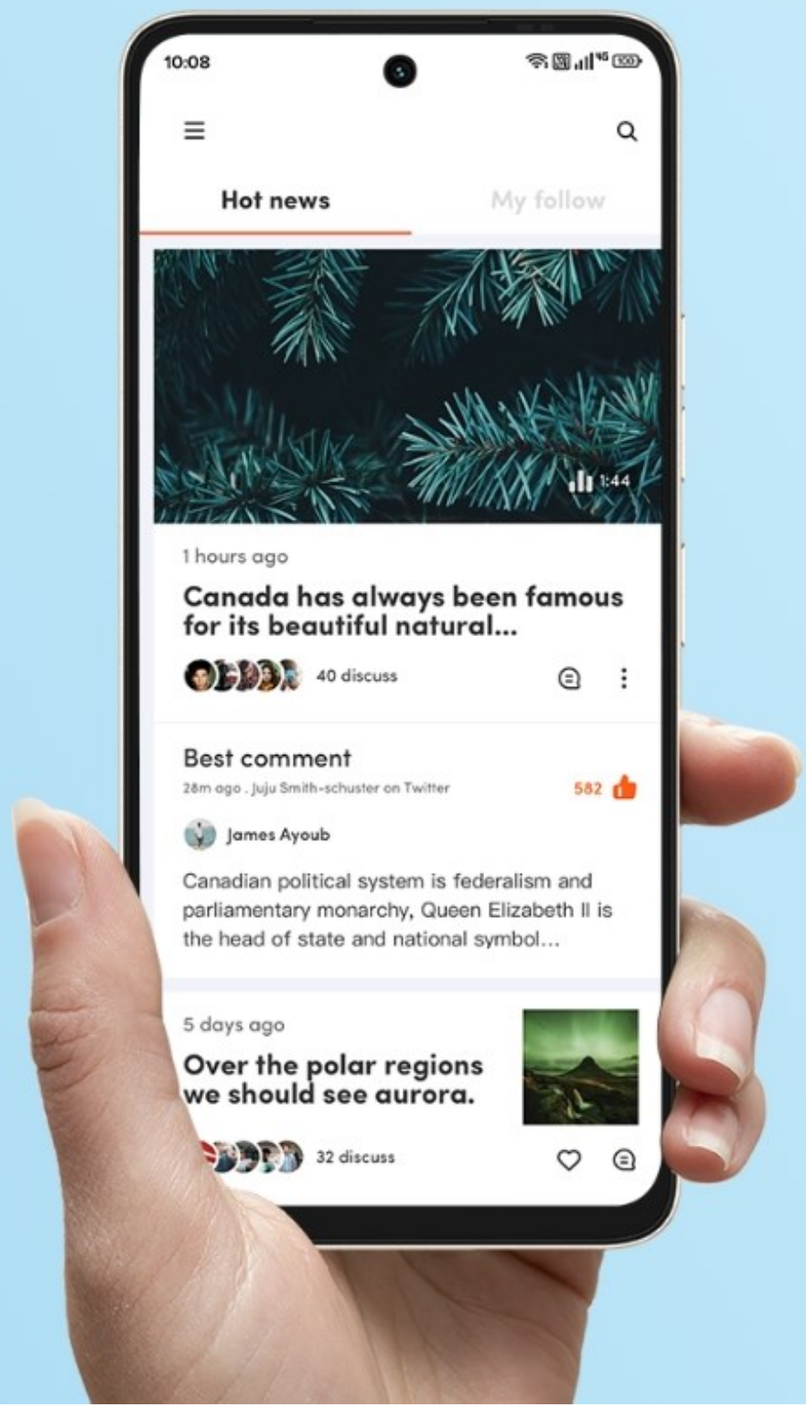
20.5:9
aspect ratio

24MP
Sony IMX576 Front Camera

With a 24MP front camera, A13 Pro Max 5G allows you to take enchanting selfies and stand out night and day.

Creating cinematic-quality videos

With 4K HDR video recording, you will be able to record more detail and experience smoother motion.



Navigation & Positioning

GPS | Glonass | Beidou | Galileo (4-choose-3 Automatically)

Audio

3.5mm Audio Jack

Sensors

Side Fingerprint Sensor, Proximity Sensor, Ambient Light Sensor, G-Sensor, Gyroscope, Electronic Compass

Operating System

Android 12

Charging

18W Fast Charging
USB Type-C

Security & Authentication

Side-fingerprint Sensor
AI Face Unlock*

Dimensions

Height: 168.46mm
Width: 76.3mm
Thickness: 8.76mm
Weight: 200g



*Data provided by UMIDIGI lab. Industry measurement methods may vary, and therefore actual results may differ.

Powerful 5G Processor

Featuring an advanced 6nm Dimensity 900 processor with an octa-core CPU running at up to 2.4GHz, as well as an ARM Mali-G68 GPU. Performance has been significantly improved with the upgraded configuration.



6nm	2.4GHz	GPU
Advanced Process	CPU Speed	Arm Mali-G68

Forget Time Immerse Yourself

Featuring a 5150mAh battery, you can enjoy watching videos, listening to music, and playing games for hours on end. It supports fast charging at 18W, so you can play for long hours without worrying about the battery running out.



Storage & RAM

12GB + 256GB
LPDDR4X + UFS 2.1

Supports expandable storage up to 512GB.

*Actual capacity may vary due to various factors. As the operating system occupies a portion of the ROM, actual available space is lesser than stated. As the phone comes with pre-installed applications, the actual storage size is smaller than stated.

Display

6.8" FHD+ Large Fullscreen

90Hz Refresh Rate
20.5:9 aspect ratio
Resolution: 2460*1080
Capacitive multi-touch

Dimensity 900 5G Processor

12GB + 256GB, LPDDR4X + UFS 2.1

64MP Sony Ultra-clear Triple Camera

90Hz Refresh Rate FHD+ Display

6.8-inch Ultra-large Screen

5150mAh Battery, 18W Charging

AG Matte Glass Finish

Android 12 & Wifi 6

Front Camera

24MP Sony IMX576 Front Camera

F/2.4

Front camera video features

AI Beautify, Face recognition, Selfie countdown

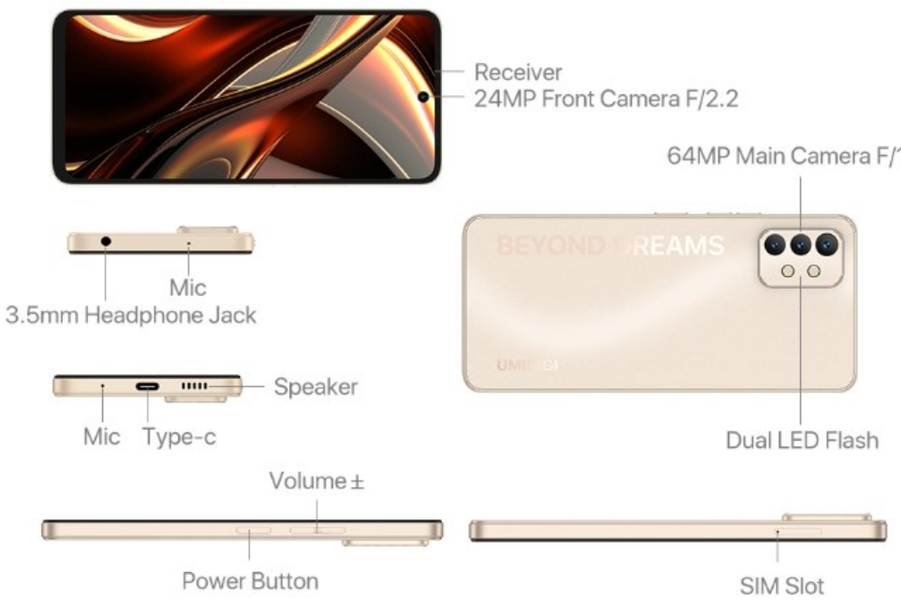
Front camera video recording

1080p, 720p, 480p video recording, 30fps

Battery

5150mAh Battery

Buttons



Processor

MediaTek Dimensity 900

CPU : Octa-Core, 2xCortex-A78 + 6xCortex-A55, Up to 2.4GHz

GPU : Arm Mali-G68 MC4, Up to 950MHz

Rear Camera

64MP Sony IMX686 Primary Camera F/1.8

6-element Lens
5MP Depth Camera
F/2.2
5MP Macro Camera
F/2.4

Rear camera features

64MP HD, Steady handheld night photography, Macro mode, Portrait mode, HDR, AI Beautify, Dual LED flash, Face recognition, Real-time filters

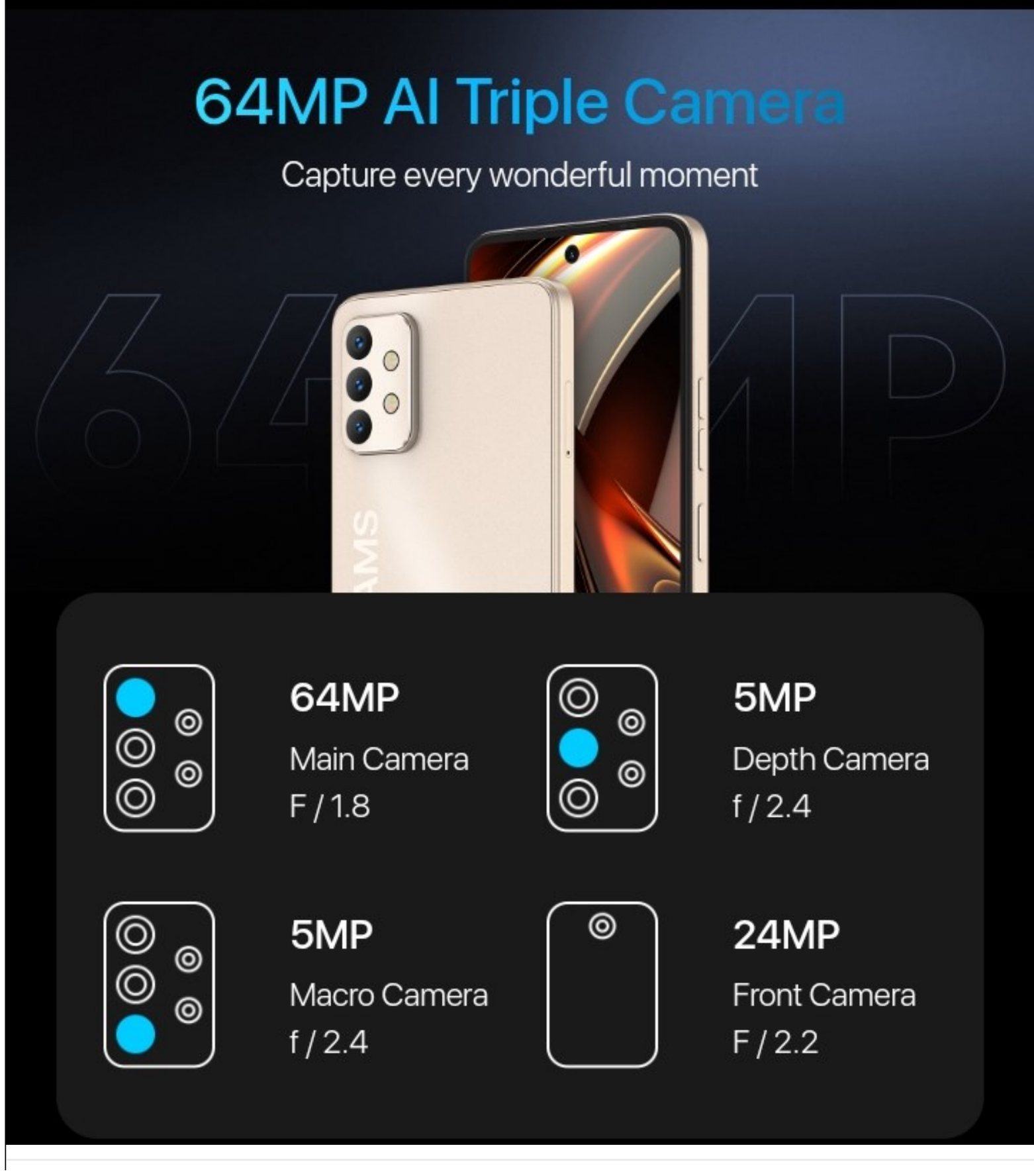
Rear camera video features

4K, 1080p, 720p, 480p video recording, 30fps

A13 Pro Max 5G



Starry Black Sunglow Gold



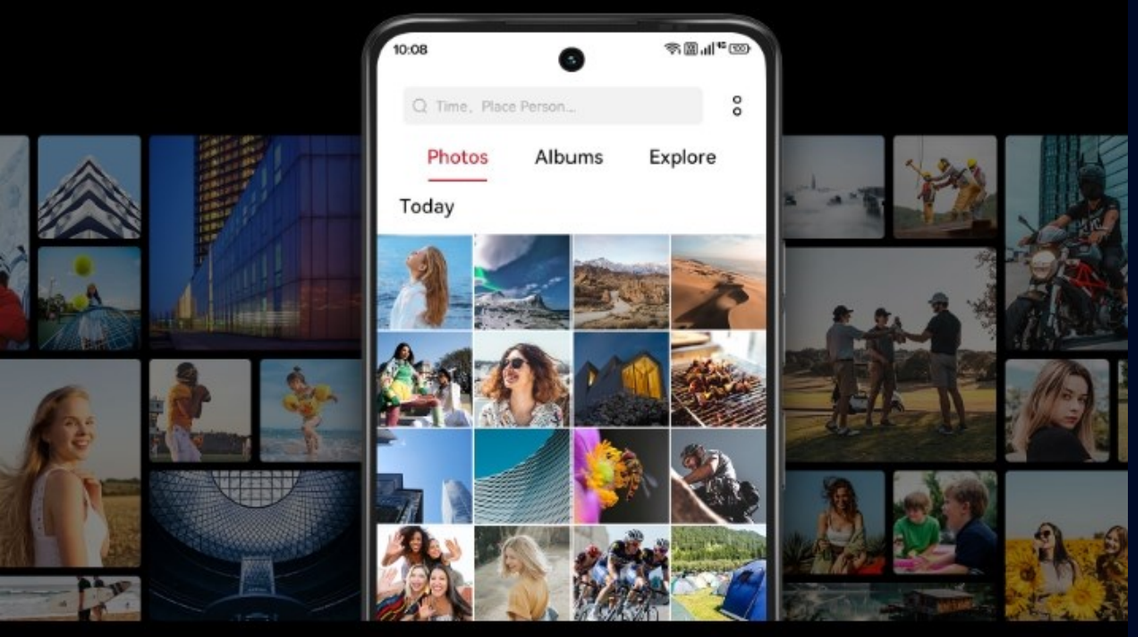
Night Mode

With advanced night mode, you can capture a natural, balanced, and clean night view.



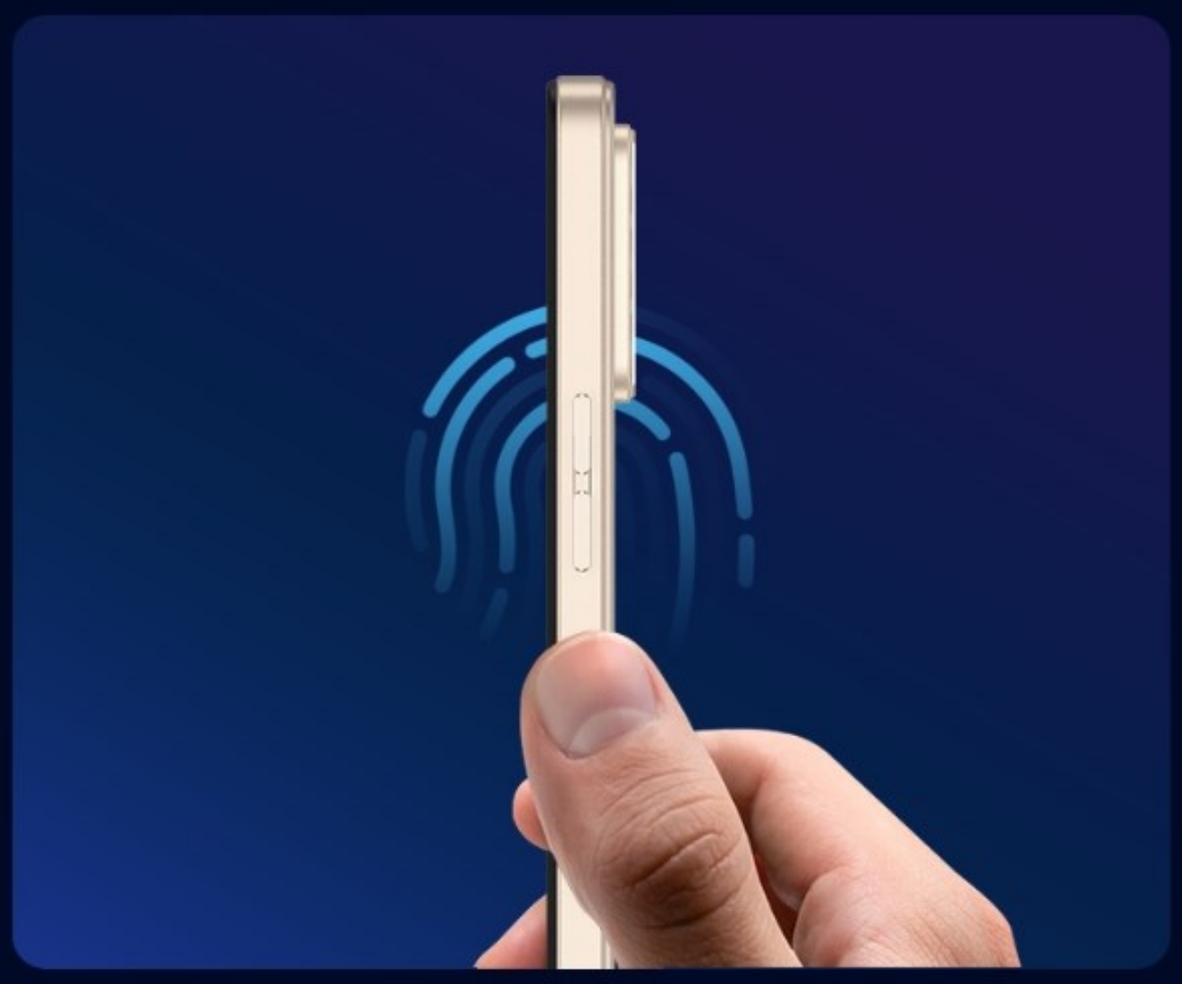
Up to 12GB+5GB=17GB

With "Memory Expansion", you can expand your RAM up to 12GB + 5GB = 17GB, multitasking will run very smoothly at the same time. With 256GB ROM, bid farewell to memory anxiety, massive photos, music, videos, and storage as you like. It can also be expanded to 512GB for extra storage capacity so that you can keep all those sweet memories forever.



Extended RAM is realized by software. In UMIDIGI A13 Pro Max 5G, there is 5GB Extended Ram is available in "memory expansion"

More Convenient Unlocking



BROADEN YOUR VIEWS

With a 6.8" FHD+ screen, you can enjoy an immersive visual experience.



Install Android 12 more personal ,safe, and effortless

With updated visual elements, a new operating center, improved privacy and security, redesigned notifications, and more convenient WiFi sharing, you can enjoy a better user experience.

LPDDR4X + UFS 2.1

Good performance with high-speed storage. Games load quickly and apps run smoothly so the fun never stops!



Supports Wifi 6

With Wifi 6, the device provides low latency and faster transmission speed, resulting in increased efficiency, reliability, and security.

64MP
Sony IMX686
Main Camera

With a 64MP high-resolution camera, you can expect crystal-clear, breathtaking images. By incorporating AI algorithms, the clarity and colors are further enhanced, giving you a truly immersive experience.



5MP
Marco Camera

Discover the world in breathtaking detail.



practical features you need

- 3.5mm headphone jack
- FM Radio
- Bluetooth 5.2
- Global Bands
- GPS

Improved
To Enjoy Higher Speed
Highest Atutu Score: 497041

CPU Performance

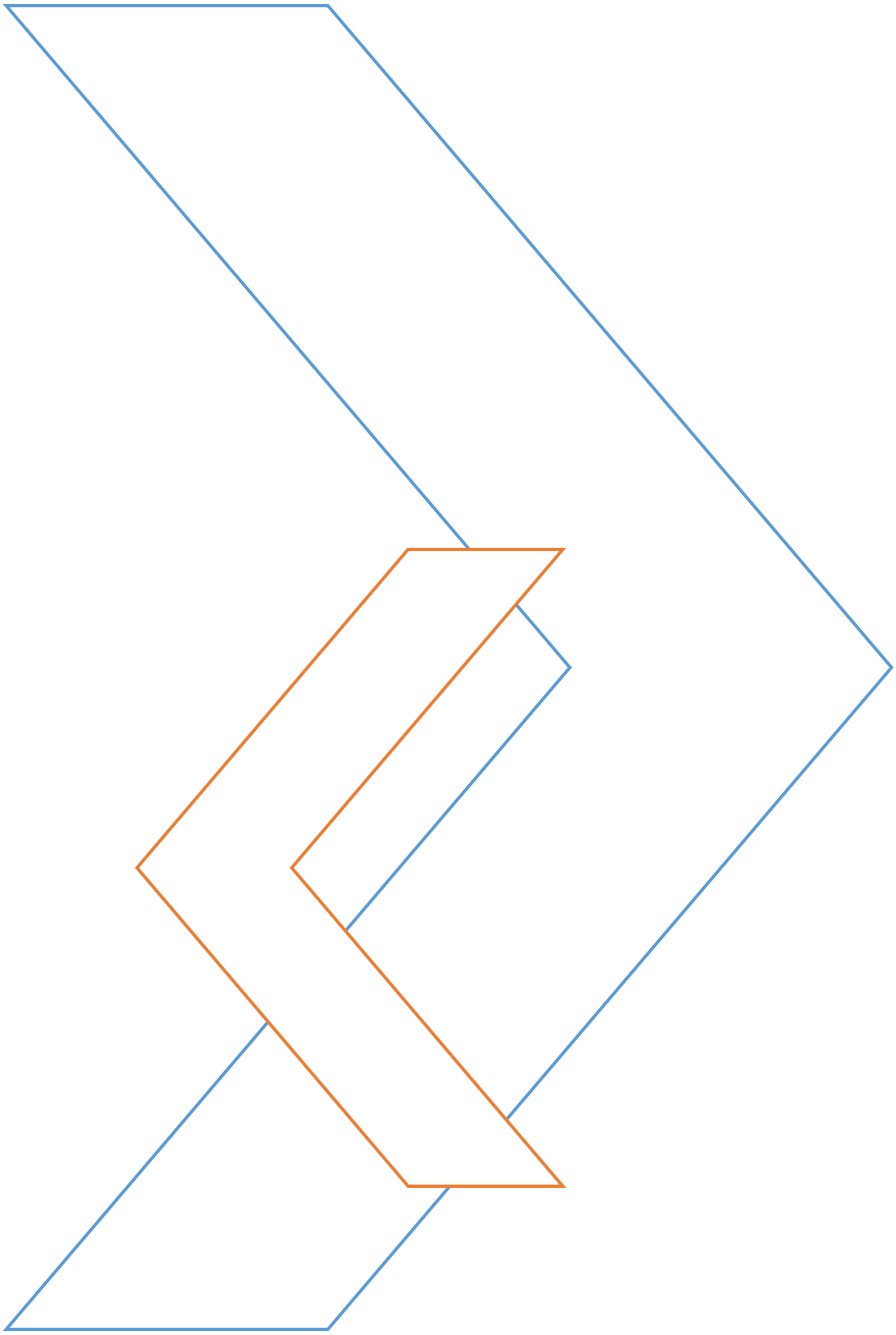


Gaming Performance



Battery life





UMIDIGI A15T

Designed to Empower

64MP Ultra-Clear AI Camera

8+8GB Extended RAM, 128GB ROM

6.7'' HD+ Full-View Water Drop Display

MediaTek Helio G95 Octa-Core Processor

5000mAh Battery, 18W Fast Charging



$97.60

Super Thin, Super Light

Thickness: 8.6mm Weight: 195g



64MP Ultra-Clear AI Camera
16MP Selfie Camera



More Capacity, More Fun

8+8GB RAM 128GB ROM



MediaTek Helio G95 Octa-Core



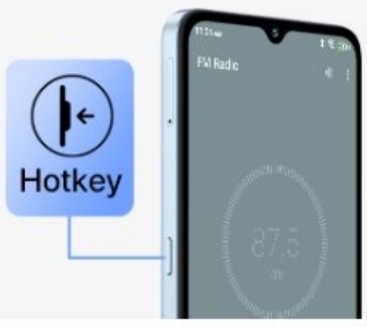
Multifunctional NFC



5000mAh Battery

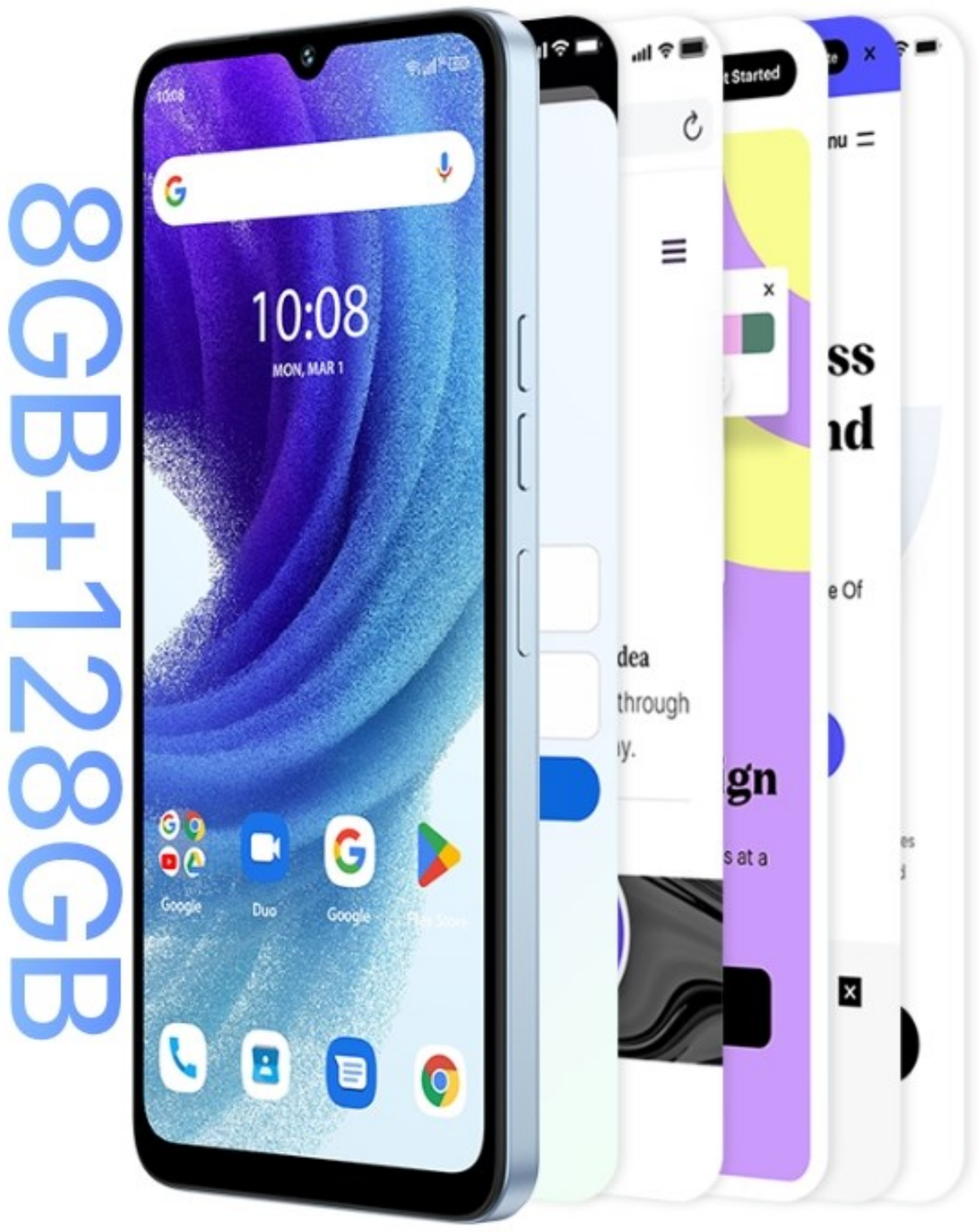


Headset-free FM Radio





Nebula Purple



Panorama Mode

Great for capturing beautiful vistas, group photos, or any scene that you want to capture in its entirety.



Video Mode

Every Moment Is a Cinematic Adventure.



Night Mode

Shine Against the Night, Pitch-black night? It detects the highlights in darkness to give you surprising outcomes.



Time-Lapse Mode

Time-Lapse feature helps you capture the beauty of time's passage in high-quality videos.



Ultra-Wide Mode

With ultra-wide mode, you can capture a wider perspective, as if you were seeing the scene with your own eyes.



Macro Mode

It is a fantastic mode for exploring the miniature world around us and unleashing your creativity in photography.



8+8GB Extended RAM, 128GB ROM

Up to 1TB TF Expansion

64MP Ultra-Clear AI Camera

16MP Front Camera

MediaTek Helio G95

Octa-Core Chipset

6.7″ HD+ Full View Display

Ultra Smooth Display

5000mAh Long-Lasting Battery

18W Fast Charging

NFC & Headset-free FM Radio

Hotkey and Dual Unlock

AG Matte Composite Material finish

The AG Matte Composite Material finish provides a comfortable and secure grip, ensuring that the device feels just right in your hand.



Front Camera

16MP Front Camera

F/2.2

Front Video Recording

720P, 480P ; 30fps

Processor

MediaTek Helio G95

TSMC 12nm Process, Octa-Core
CPU: Up to 2.05 GHz

Display

6.7″ HD+ Full View Display

Resolution: 1650 × 720
Aspect ratio: 20.6:9
Brightness: 500 nit (typ)
Contrast ratio: 1500:1

Dimensions

Height: 167.6mm
Width: 75.3mm
Thickness: 8.6mm
Weight: 195g

Battery & Charging

5000mAh (type)
18W Fast Charging
Type-C USB

Boost Your Performance

With 128GB ROM expandable to up to 1TB, the UMIDIGI A15T never lets you confront the dilemma of deleting old digital content to make room for new one. Store as many photos, videos, or songs as you please with zero compromises[1].

Up to 16GB RAM (8+8GB extended RAM) turns your RAM-intensive games or multitasking more than effortless and buttery-smooth[2].

Superb Matte & Dazzling Design

The back of the UMIDIGI A15T is carved out of a piece of superb dazzling glass-feel and matte composite material with a beautiful contour. The glass-feel surface glares and the matte finish minimizes fingerprints, so the phone has a smooth and comfortable hand grip and aesthetic design.



Exceptional Performance for Lightning-Quick Speed

The UMIDIGI A15T carries a 12nm MediaTek Helio G95 chipset that delivers superb performance in CPU-intensive 3D games while still remaining highly power-efficient to extend the battery life. Bolstered by the capable Arm Mali-G76 MC4 GPU, MediaTek Helio G95 further accelerates data processing and maximizes performance in everyday tasks[3].



UMIDIGI A15T



Space Black | Nebula Purple | Glacier Blue

6.7" Immersive Smooth Screen

Experience an unparalleled cinematic vision with a bigger screen and enjoy smooth interactions and animations with a lightning-fast display. Whether you're working or taking a break, you can enjoy an immersive visual experience without any limitations[4].

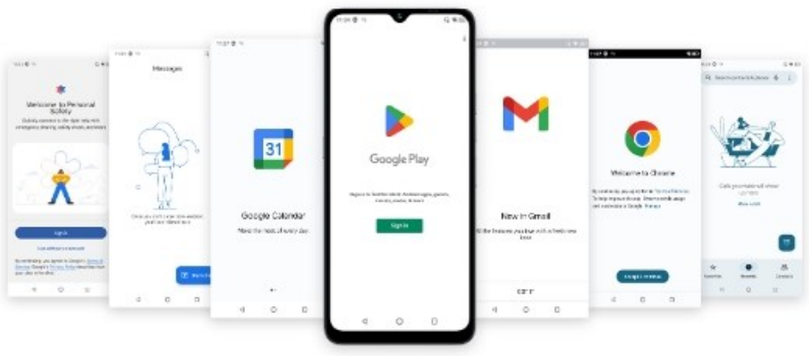
Eye Care Mode



6.7″ Display | 1650×720 HD+ Resolution | 1500:1 Contrast ratio | 500nits Brightness

The Android 13 System

The Android 13 system features improved security, faster performance, better privacy controls, and a more intuitive user interface, ensuring you a seamlessly fluid experience.



Sensor

G-Sensor | Gyroscope | E-compass | Ambient Light Sensor
Proximity Sensor | Side Fingerprint Sensor

Operating System

Android™ 13

Package Contents

1x UMIDIGI A15T
1x Protector Film (applied)
1x Phone Case
1x Power Adapter
1x SIM Tray Ejector
1x USB Type-C Cable
1x Quick Start Guide

Triple Halo Ring

Triple-ring design meticulously carved by micro-level lens etching.



Powerful Dynamic Speaker

The UMIDIGI A15T comes with a brand-new dynamic speaker that delivers excellent sound quality for crystal-clear and crisp audio. This means that whether you're watching movies or listening to music, you will feel more immersive than ever before.





Shorter Charge
Longer Battery Life

Long hours of playing games without seeking a charger has seldom been possible until you meet the UMIDIGI A15T with a gargantuan 5000mAh battery that will lengthen your endless entertainment! Plus, binge-watching, live streaming, gaming, or calling now can go on for days as you are battery anxiety-free[6].



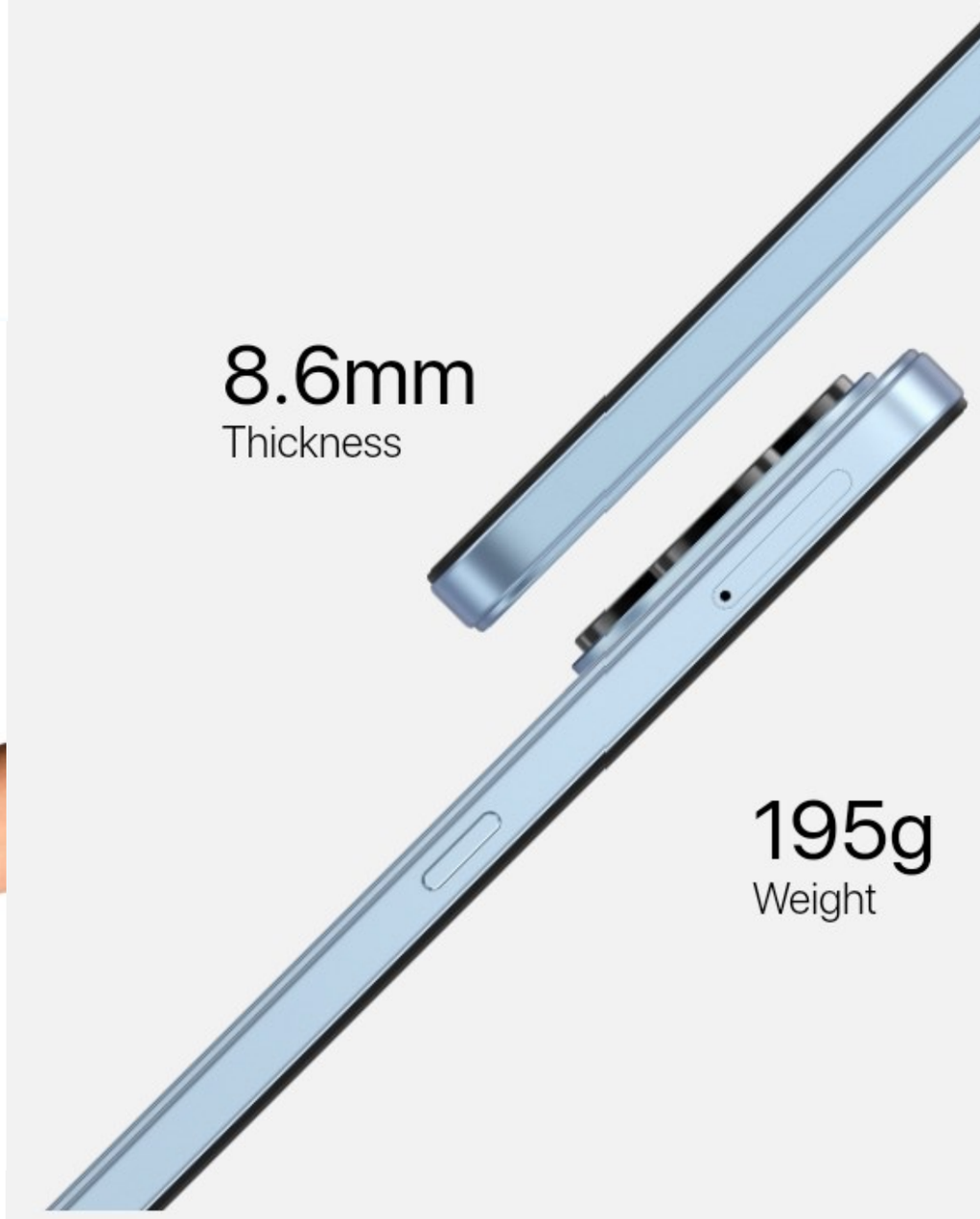
Dual 4G & Global Bands

Contact Anyone, Anywhere, Anytime. Dual 4G enables simultaneous usage of two 4G SIM cards, ensuring a stable and reliable connection for calls, messaging, and internet access. Global Bands support a wide range of frequency bands used by different mobile network operators worldwide, allowing the smartphone to work seamlessly in various countries and regions.



Super Thin, Super Light

We have successfully fitted the latest technology, such as a massive battery, into a slim and lightweight body that is only 8.6mm thick and weighs 195g[5].



Multifunctional NFC You Pay All the Way

Motivated by powerful sensors, NFC makes your payment anywhere and anytime without any hassle. You can even double it as a virtual key for your home and office.



Seamless Gaming with Gyroscope

The UMIDIGI A15T is equipped with a gyroscope. You can control your game by simply tilting or moving your device, similar to how you would steer a car or control a character in the game. This means you can aim, steer, or navigate through the game world by physically moving your device, making it feel more interactive and engaging. It's a convenient and intuitive way to enjoy games without the need for buttons or joysticks.



Powerful Hotkey

The button allows users to customize its functionality according to their preferences. They can assign specific actions or shortcuts to the button, such as launching apps, taking screenshots, or controlling device settings. This personalization enhances the user experience and makes the smartphone more tailored to individual needs.



Flashlight



Screenshot



Emergency Call



Sound Recording



Other Apps



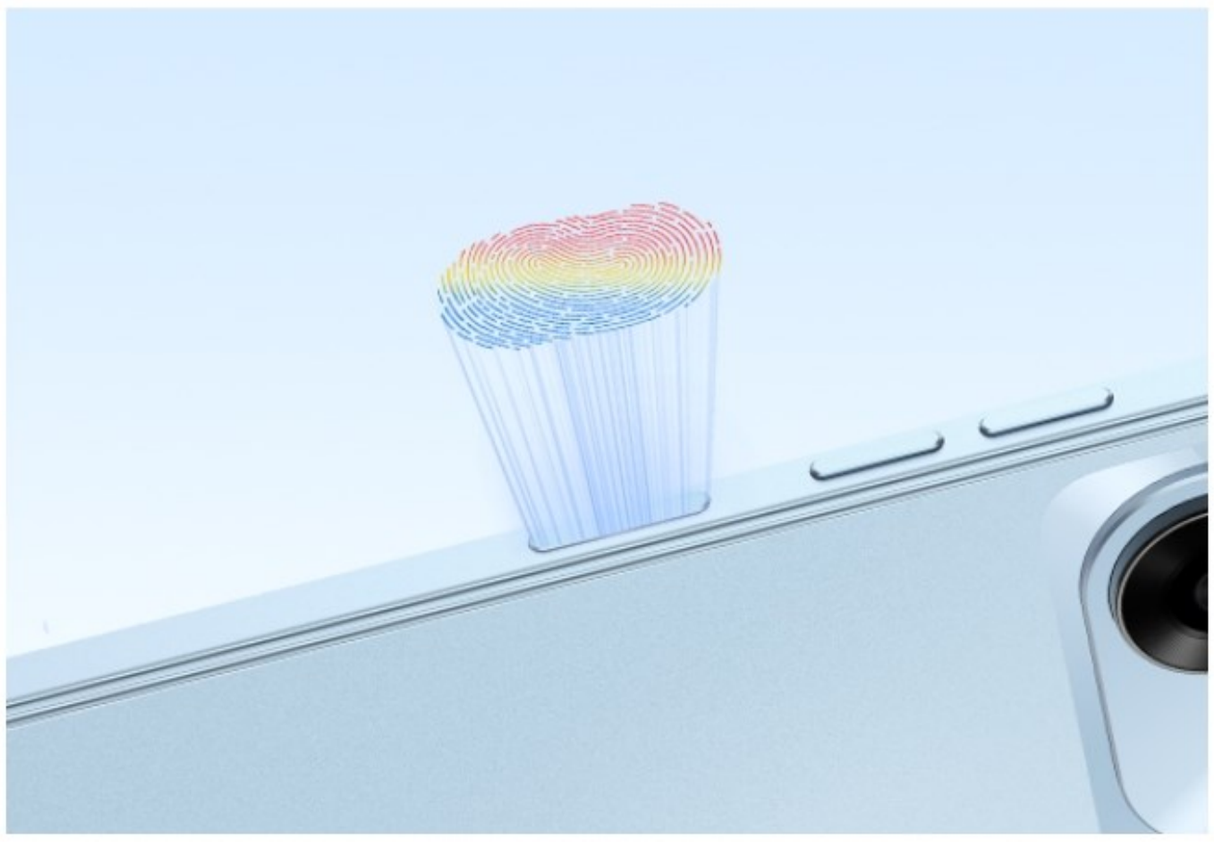
Headset-free FM Radio

With the UMIDIGI A15T, you can enjoy International FM radio or world radio without the need for earphones. It's like having a music player that lets you access all your favorite local music. FM radio offers powerful and practical functions, making it crucial during emergencies. It doesn't rely on network data or mobile phone signals, ensuring its reliability. For example, during Hurricane Harvey in the United States, when power and network were cut off and mobile phones lost signal, FM radio remained unaffected, enabling effective communication and faster relief efforts.

Dual Unlock

Side Fingerprint Sensor

By scanning fingerprints, you can unlock devices, authorize transactions, and access sensitive information, providing a secure and convenient way for users to authenticate themselves and access their devices.



AI Face Unlock Fast and Easy

AI Face Unlock offers users a fast, convenient, secure, and personalized method of device authentication without the need for passwords or PINs.

Capture Every Moment in High-Resolution

The UMIDIGI A15T features an impressive camera setup that includes a 64MP ultra-clear main camera, an 8MP ultra-wide camera, a 5MP macro camera, and a 16MP front camera. The 64MP rear camera leaps a huge step forward with 30% upgraded image color fidelity, presenting the true color of any subjects you capture with maximum accuracy.

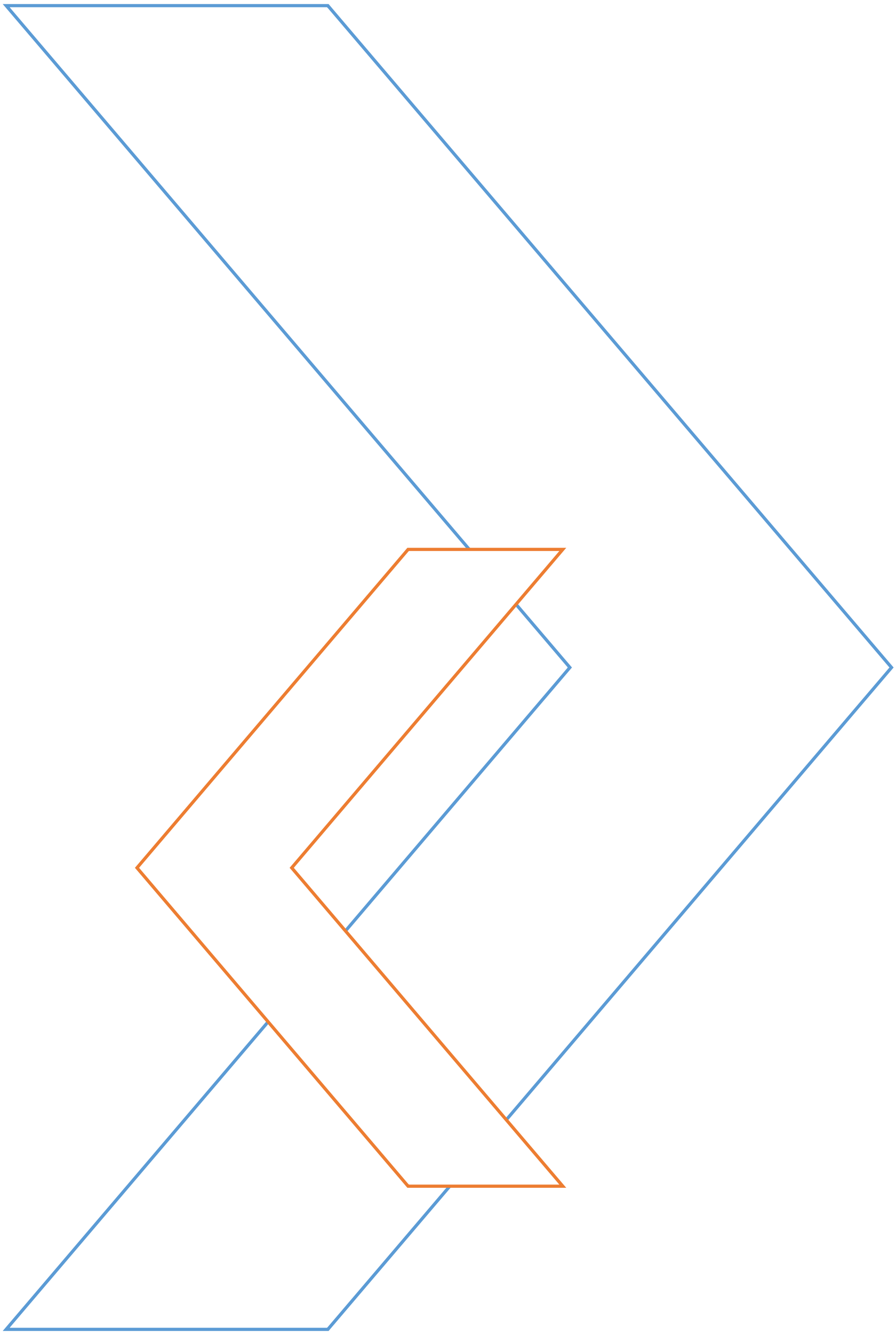
16MP
Front Camera

64MP
Main Camera

8MP
120° Ultra-Wide Camera

2MP
Macro Camera






UMIDIGI G6 5G
Speed Up Your Life
50MP Ultra-Clear Dual Camera
Front and Rear Infrared Night Vision Dual Camera
6.57" 90Hz Eye-Care Large Display
5000mAh Mega Battery | NFC
$139.99

Octa-Core Dimensity 6100+

Seamless 5G Speed



Up to 12GB+128GB

Ample Space Worry-Free Storage



Stylish Design with Vibrant Colors

Minimalism Meets Aesthetics



50MP Ultra-Clear Camera

Ultra-Clear Dual Camera Vivid in Detail



6.57″ Eye-Care Large Display

Dynamic Eyes 90Hz High Refresh Rate



6.57″ Dynamic Eyes[1], 90Hz Eye-Care Large Display

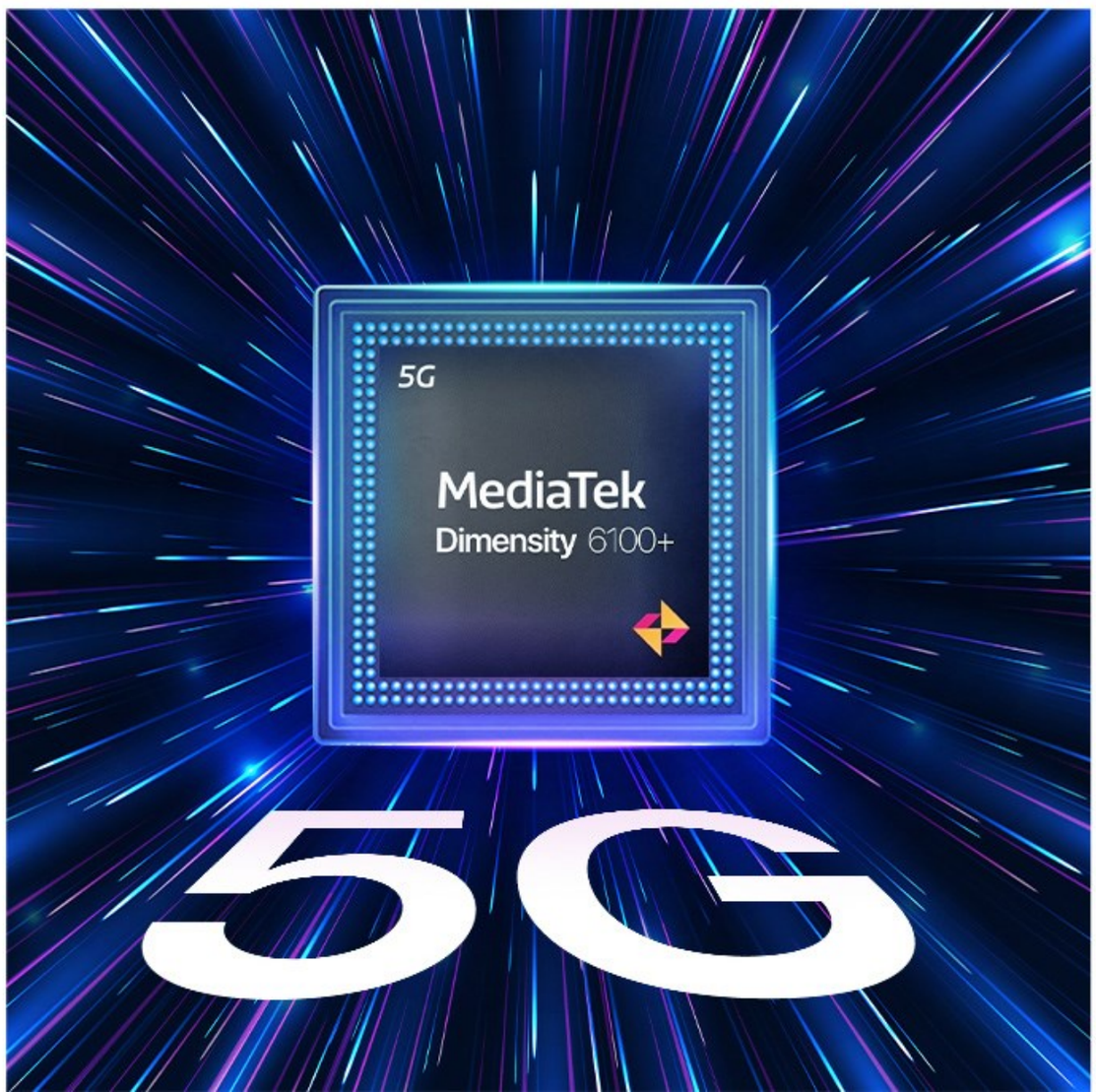
Unlock in an Instant

Day or Night, Bright or Dark

Immerse yourself in every detail with vibrant clarity and fluid motion on the large display, designed to elevate your viewing experience to new heights.



Technology	Core Quantity
6nm	Octa-Core



G6 5G



Space Black | Nebula Purple | Lake Green | Glacier Blue



Dynamic Eyes
Infrared Night Vision
Dual Camera



Dual-SIM and Dual-Mode 5G

Experience enhanced connectivity
and flexibility with Dual-SIM and Dual-Mode 5G,
providing seamless network performance
and versatility.



Ultra-Clear Dual Camera Vivid in Detail

50MP Ultra-Clear
Main Camera

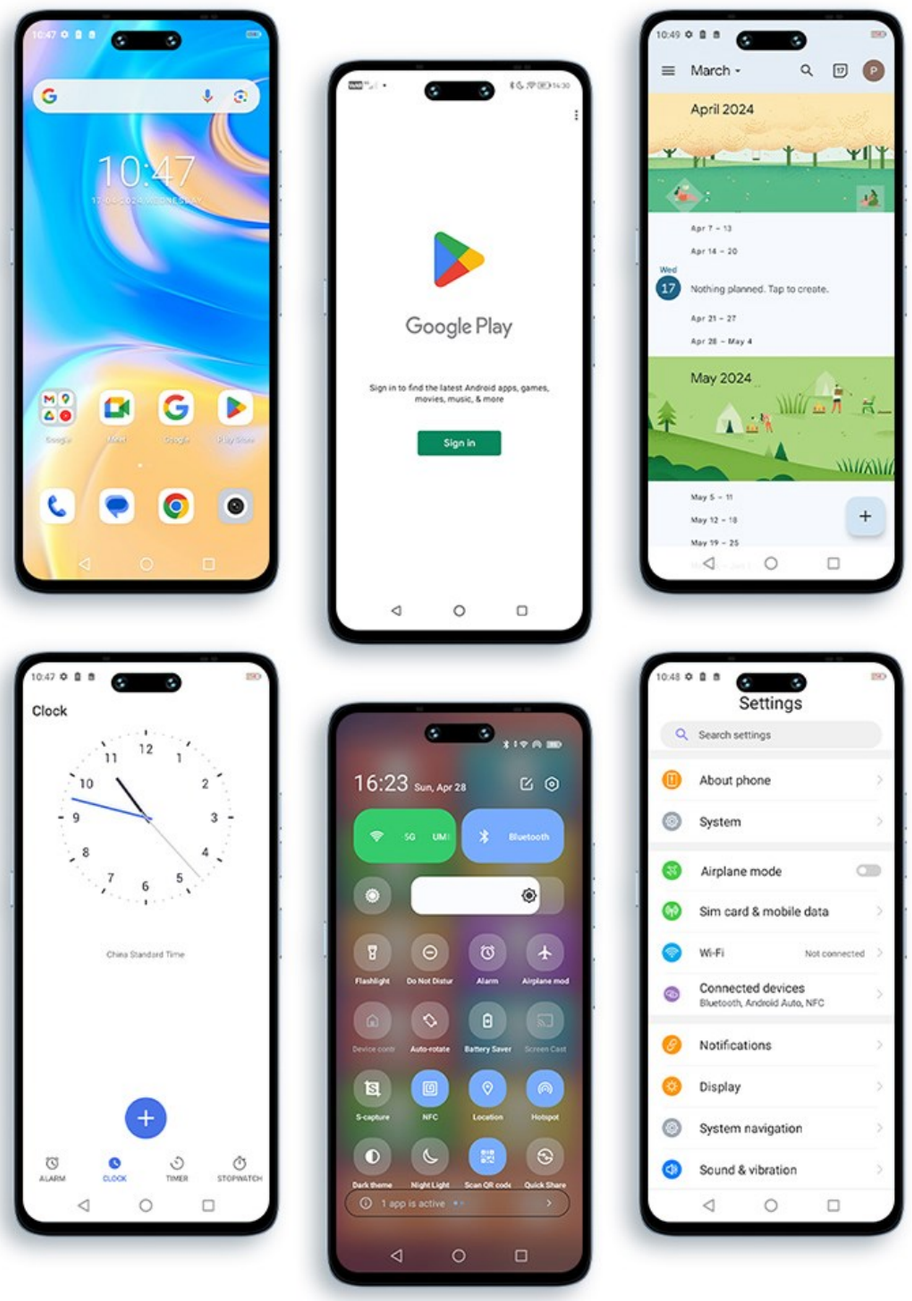
Four-in-One Pixel Synthesis Technology,
1.4μm Fused Large Pixels

5MP Infrared
Night Vision Camera

You can accurately capture details in the scene
where darkness and no light.

Smooth and User-friendly, Smart and Versatile

Android™ 13



Super Night Mode

In night mode, it captures detailed and natural colors in the bustling or serene night scenes, revealing every aspect of the night.

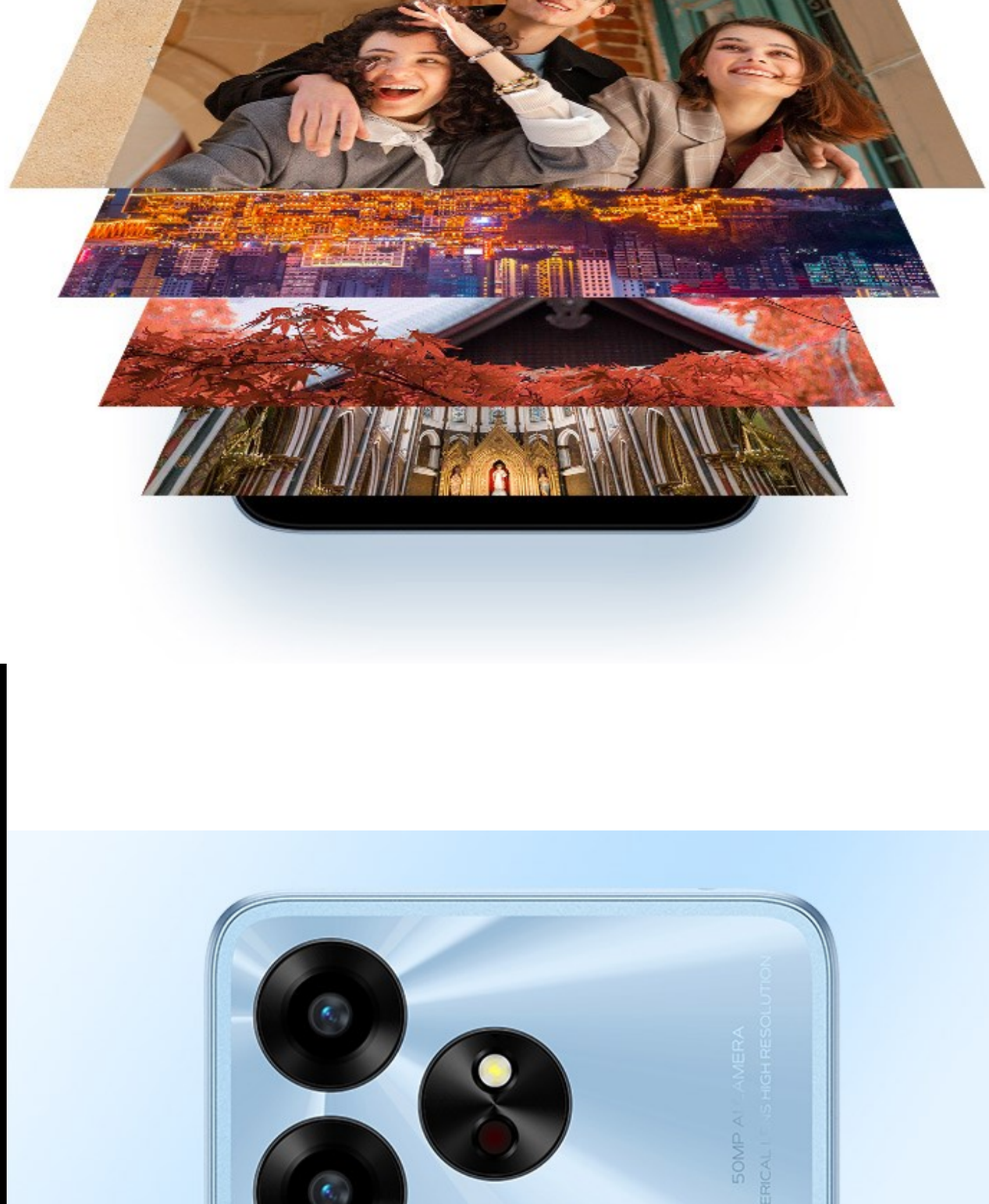


Up to 12GB+128GB Memory[4]

Say goodbye to the hassle of deletion.

Every cherished photo, every movie,

every piece of music can be perfectly preserved here.





5MP Infrared
Night Vision Mode

Experience stunning clarity and visibility even in the dark with the captivating 5MP Infrared Night Vision Mode.



Video Mode

Create your own microfilm effortlessly anytime, anywhere, and enjoy the process.

Dynamic Eyes

50MP Ultra-Clear Main Camera

5MP Infrared Night Vision Camera

Enhance your selfies with greater
beauty and clarity and support low-light unlocking.
Makes for crisp and clear photos
in all lighting conditions, day or night, bright or dim.

Dual Unlock +

AI Infrared Night Vision Low-Light Unlock

Unlock in an Instant
Day or Night, Bright or Dark

Capture Simply
Capture Magnificently

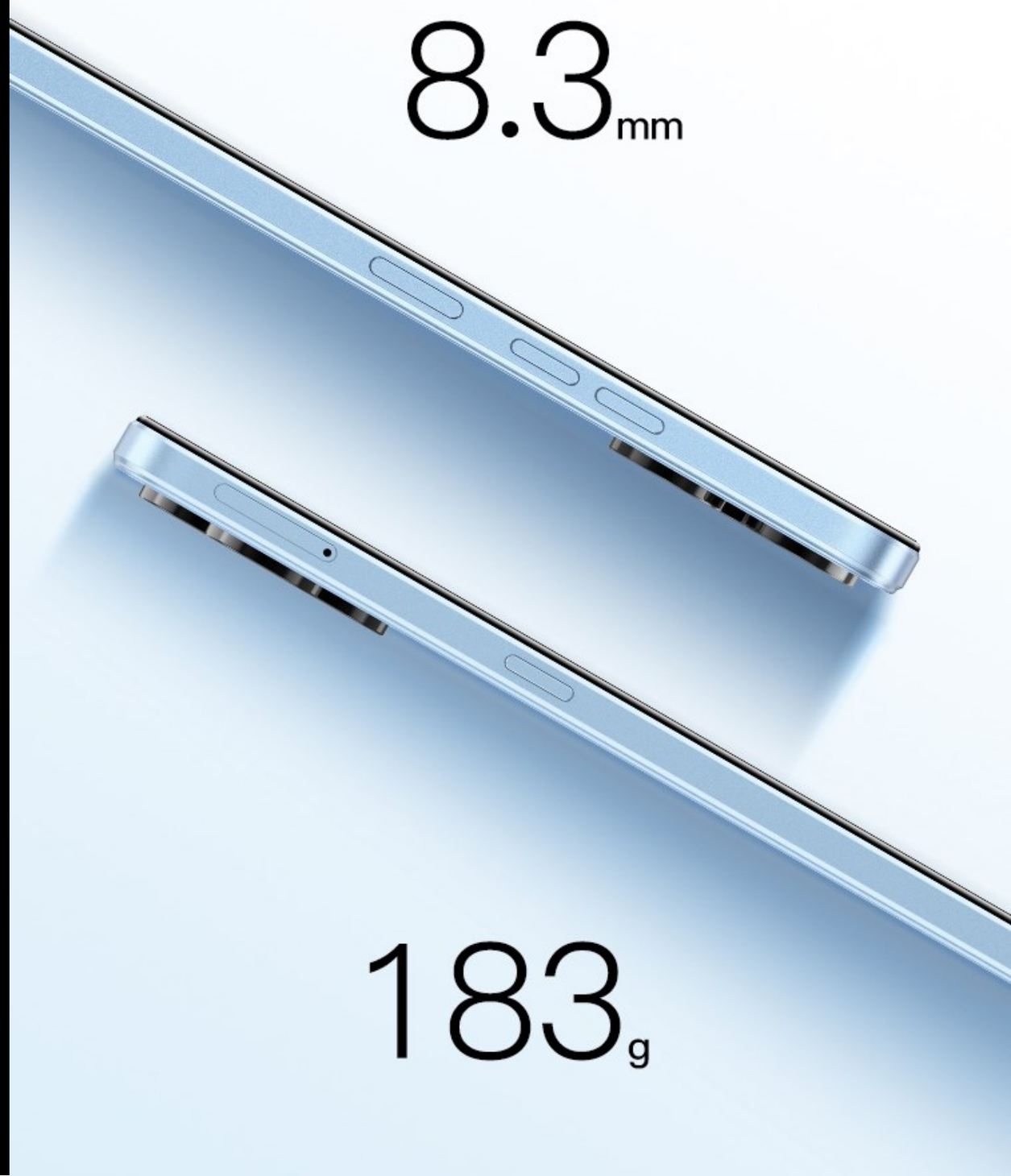
Capturing selfies that delight everyone, with comprehensive coverageand a touch of magic. The stable imaging engine delivers breathtaking photos, preserving light and shadow to immortalize every moment.

Ultra-Modern Straight-Edge Design

Minimalist and Elegant
Sleek and Slender

Ultra-thin at 8.3mm, Lightweight at 183g [2]

8.3mm



183g



You Pay All the Way

Multifunctional NFC

Motivated by powerful sensors, NFC makes your payment anywhere and anytime without any hassle. You can even double it as a virtual key for your home and office.



5000mAh Long-Lasting Battery

Thin but Powerful Excitement Never Stops

With its ultra-slim body and a 5000mAh large battery, bid farewell to battery anxiety and enjoy effortless use all day long.[5]



One Back Panel, Two Artistic Techniques

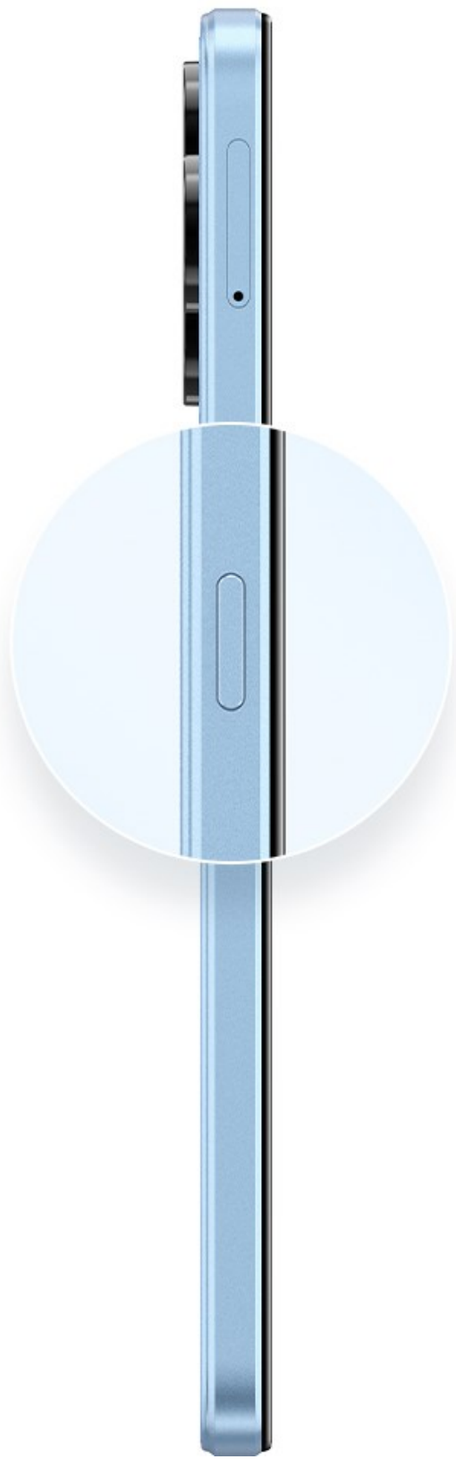
Mirror finish meets matte texture, creating a captivating collision of artistry.



Built-in Independent Express Key

One-touch Access, Efficient and Worry-free

One-touch customization, personalize your shortcuts, allowing you to easily navigate on your phone and stay one stepahead in efficiency!



Stylish Color, Aesthetic Design

Adorned with a dazzling laser starlight pattern, G6 5G gleams with brilliance. Its matte texture offers an extraordinary tactile experience, complemented by an anti-fingerprint design for comfortable grip.



Dimensity 6100+ 5G Processor

6nm Octa-Core

5000mAh Massive Battery

Long-lasting Play Time

Dimensity 6100+ Processor

Empowering 5G Empowering the Future

The Dimensity 6100+ features TSMC 6nm process and octa-core, which strikes an effective balance between performance and power efficiency. With excellent 5G capabilities, dual-carrier aggregation (2CC-CA) and MediaTek 5G UltraSave 3.0+ power-saving technology, this chipset achieves high performance while optimizing battery life, especially in demanding usage scenarios.[3]

50MP Ultra-Clear Dual Camera

Infrared Night Vision Dual Front Camera

6.57" 90Hz Eye-Care Large Screen

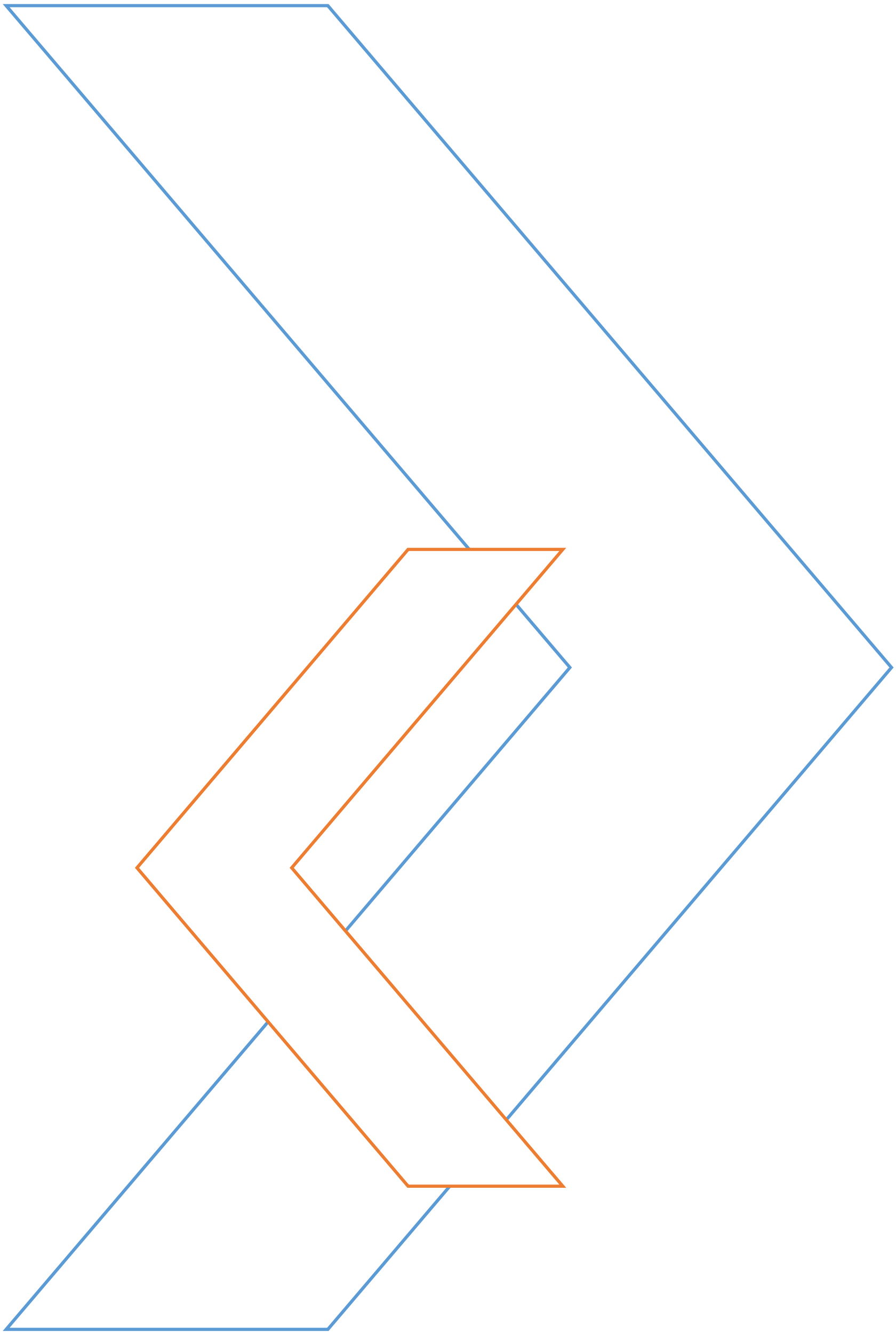
Emersive and Visual Experience

Light as Air, Slim as Style

8.3mm thin, 183g Weight

NFC, Dual Unlock and Express Key

Efficient and Convenient



Zenfone 11 Ultra

Expand Your Vision



$899.99

Grand size meets groundbreaking innovation.



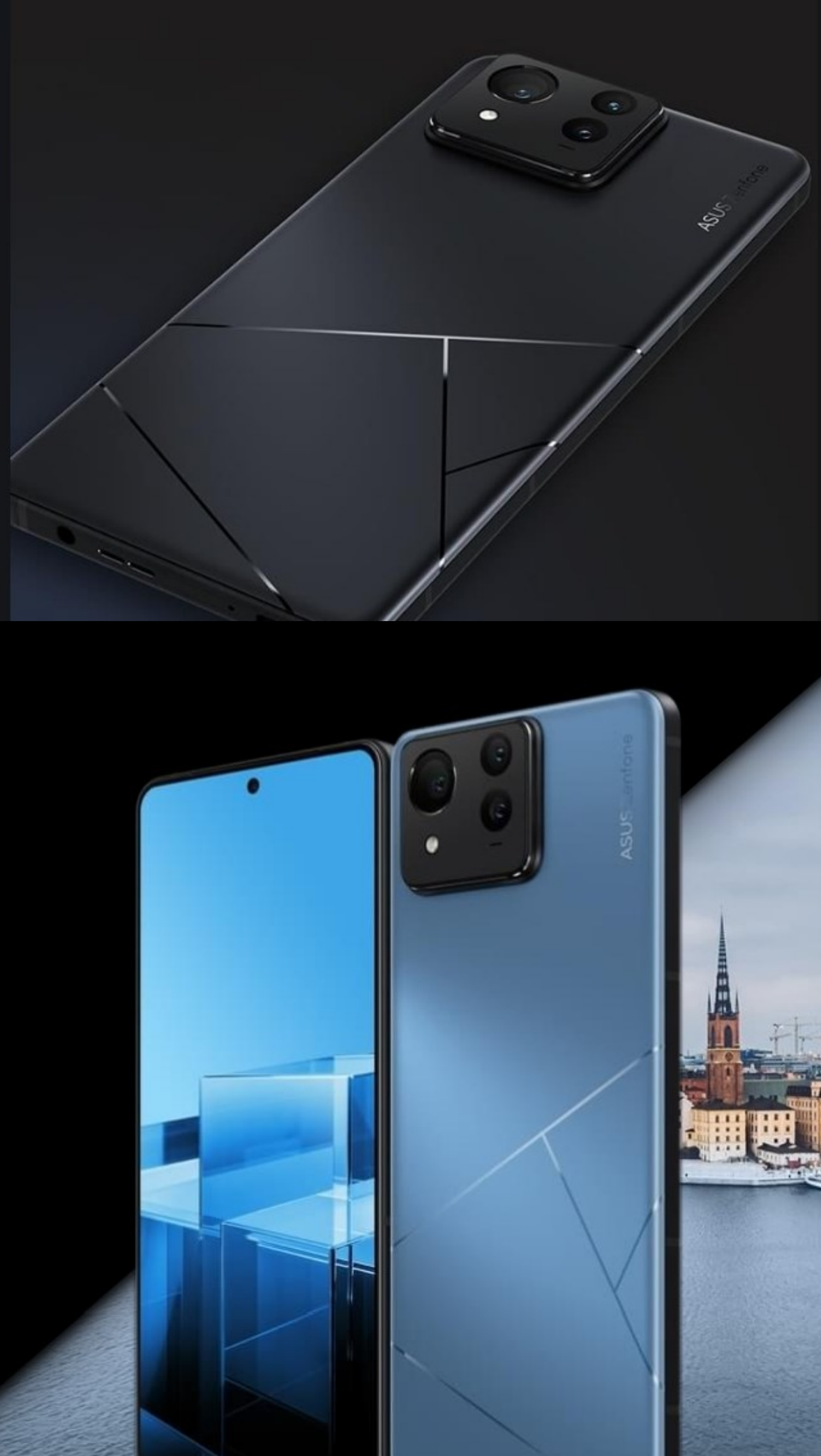
Design

Sleek design, glossy-matte finish, eye-catching A monogram — embodying ASUS DNA.



Colors from earth's canvas

Our product design beautifully encapsulates Earth's diverse terrains. Each shade transcends mere color, offering an experience and tribute to nature's captivating beauty.





Verdure Green

Skyline Blue

Capturing the expansive blue of Stockholm's skies, it radiates the tranquility of Swedish summer.

Pro-level camera

Flagship sensors, cutting-edge AI algorithms — capturing moments effortlessly.





Aesthetic brilliance

Glossy and matte finishes combined, reflecting elegance with every ray of light, encapsulating the beauty of evolution in its design. Echoing the Chinese symbol 人 (‘people’) to represent the ASUS spirit.



Everyone’s included!

Zenfone 11 Ultra’s front camera expands its FOV to nearly 90°, so you can include all your friends and family in the frame.

Front camera

32 MP

RGBW sensor
FOV 90°

Eternal Black

Evoking the deep polar nights of Iceland, this color hints at Arctic midnight's profound mystery.

Eco-friendly packaging

Our packaging uses FSC™-certified paper and non-toxic soy-based ink, with paper wraps for the phone and cable.

FSC
www.fsc.org
FSC™ N004058
The mark of responsible forestry

Reduced
94%
plastic in packaing[2]

Bumper made of
50%
mechanically recycled plastic

AI makes life simpler

Designed with you in mind, Zenfone 11 Ultra incorporates exclusive ASUS AI algorithms[5], offering an array of intelligent functions that bring the future to your fingertips!

Semantic Search

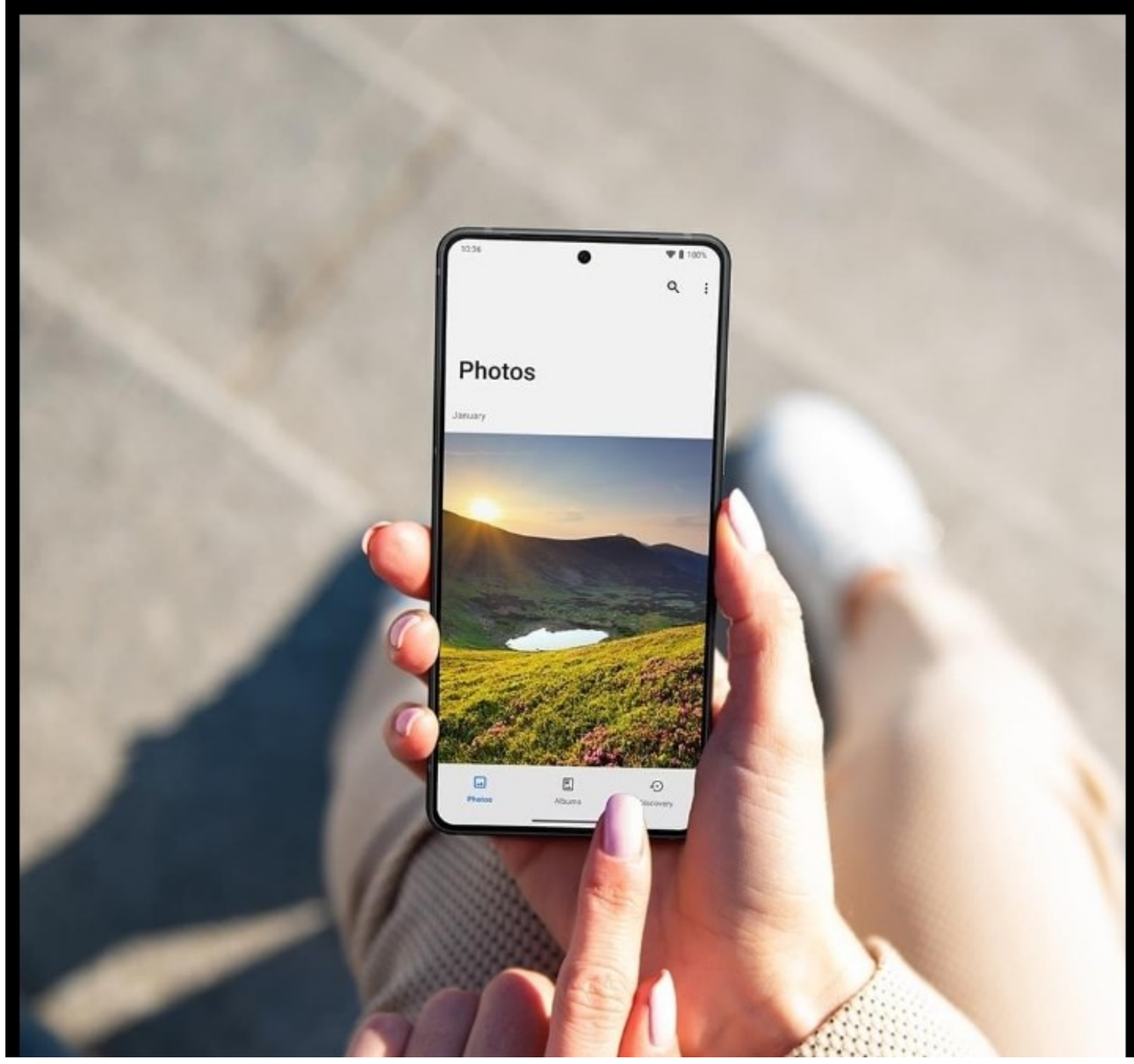
Let AI provide instant, relevant results with natural language — events, time, locations, and objects in your photos. Enjoy convenient searches for phone settings, apps — all without cloud uploads.



Even in the sun!

With a peak brightness of 2500 nits, Zenfone 11 Ultra ensures easy readability even under direct sunlight, dynamically adapting to indoor and outdoor environments.

2500 nits
peak brightness



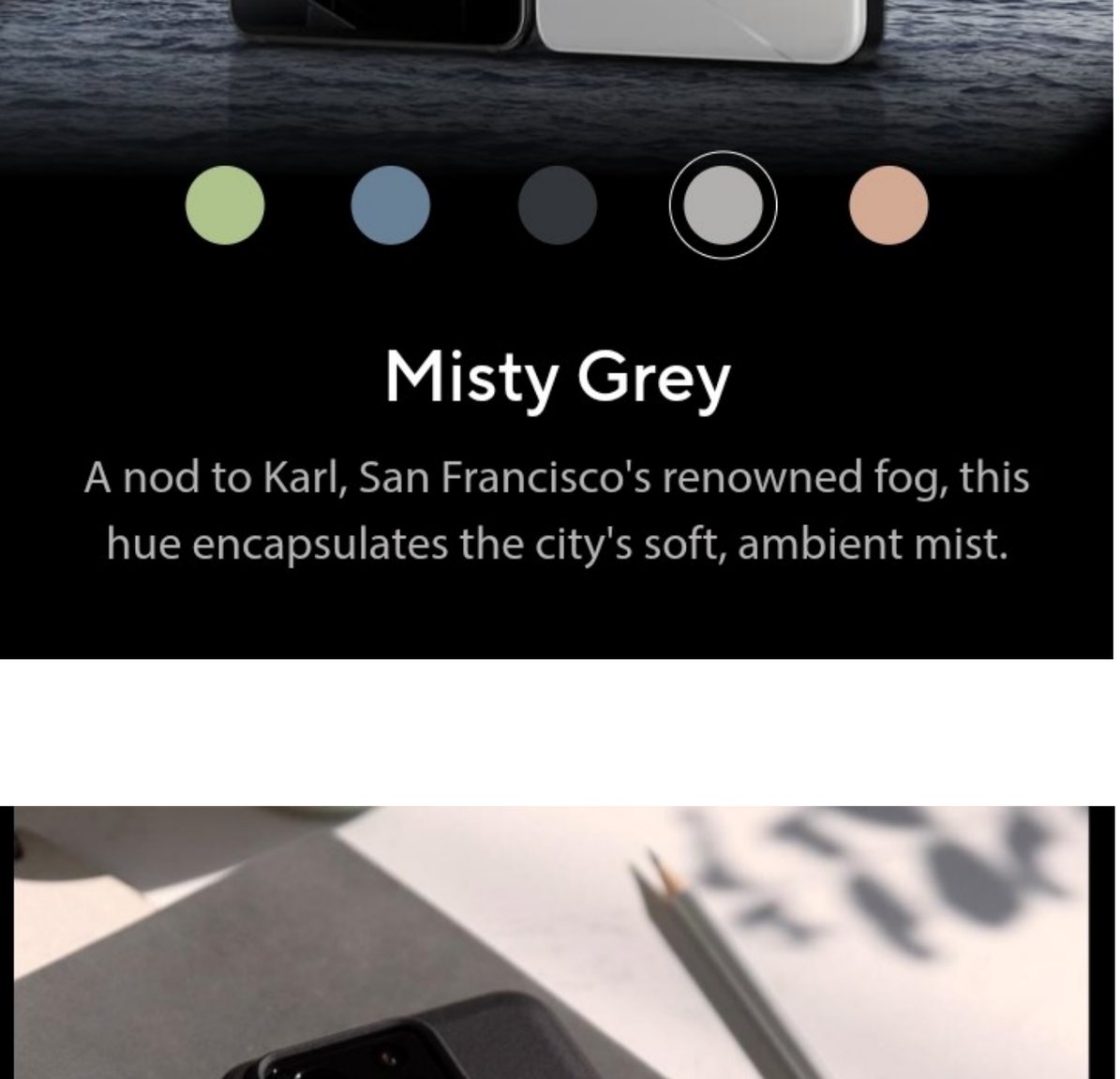
Seamless integration, anywhere

Zenfone 11 Ultra delivers the ultimate PC continuity experience for your life. It seamlessly integrates with ASUS GlideX and is compatible with Microsoft® Phone Link and Qualcomm® Seamless technology, ensuring flawless connectivity with your PC.



Misty Grey

A nod to Karl, San Francisco's renowned fog, this hue encapsulates the city's soft, ambient mist.



DEVILCASE Guardian Case

With the new ShockSpread™ material, you get maximum protection with a premium finish that's easy to grip and anti-slip. It's also got a built-in magnetic ring for Ultra convenience!

Longevity

Powering you effortlessly, day after day — endurance redefined.





Main camera

50 MP

Sony IMX890
6-Axis Hybrid Gimbal Stabilizer 3.0
2x lossless zoom

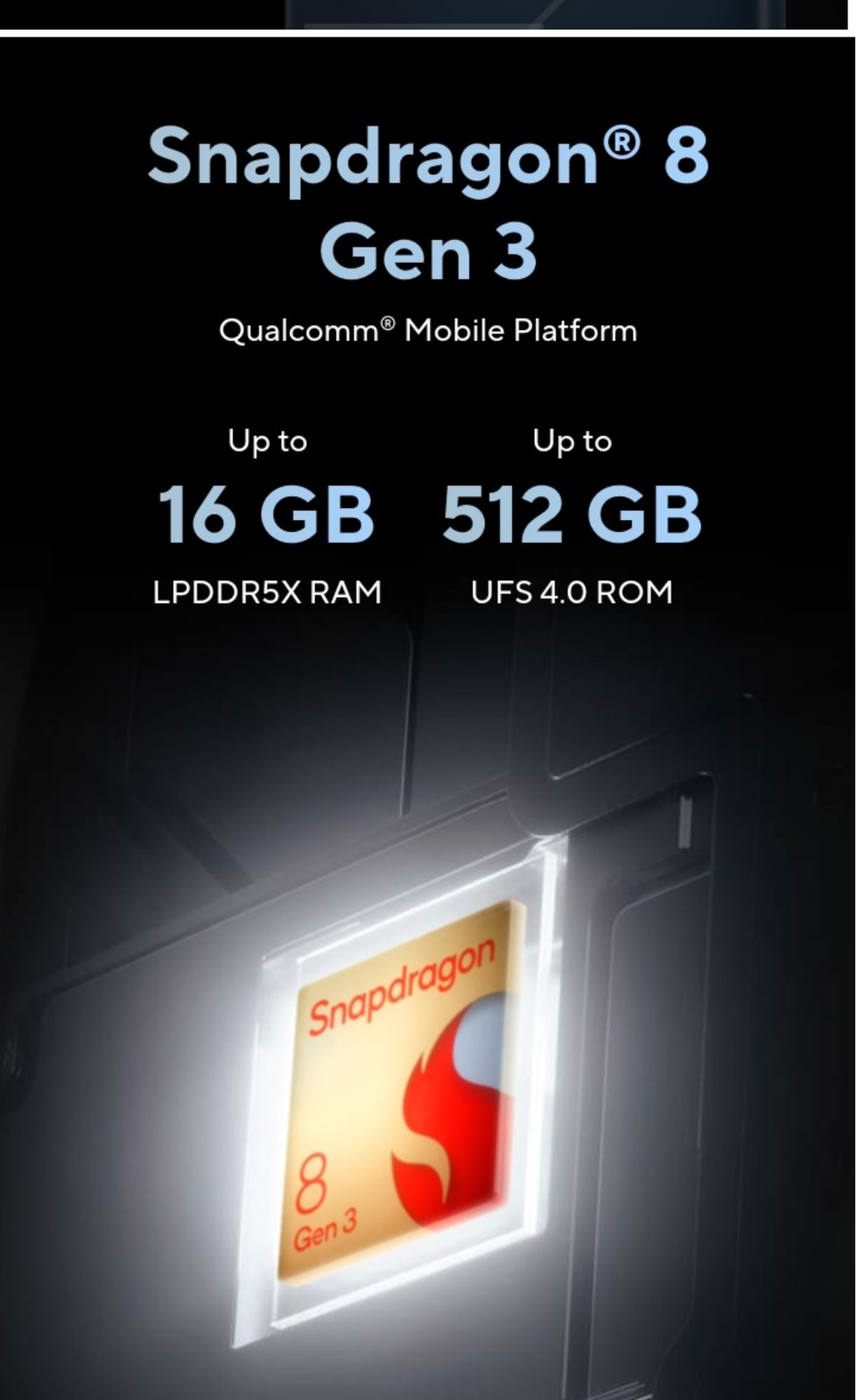


Snapdragon® 8 Gen 3

Qualcomm® Mobile Platform

Up to **16 GB** LPDDR5X RAM

Up to **512 GB** UFS 4.0 ROM



ASUS GlideX

GlideX allows you to mirror the phone so that you can easily share photos and videos, transferring files across different devices, using your Zenfone to extend your screen, or turn your phone's camera into a webcam for high-quality video calls.



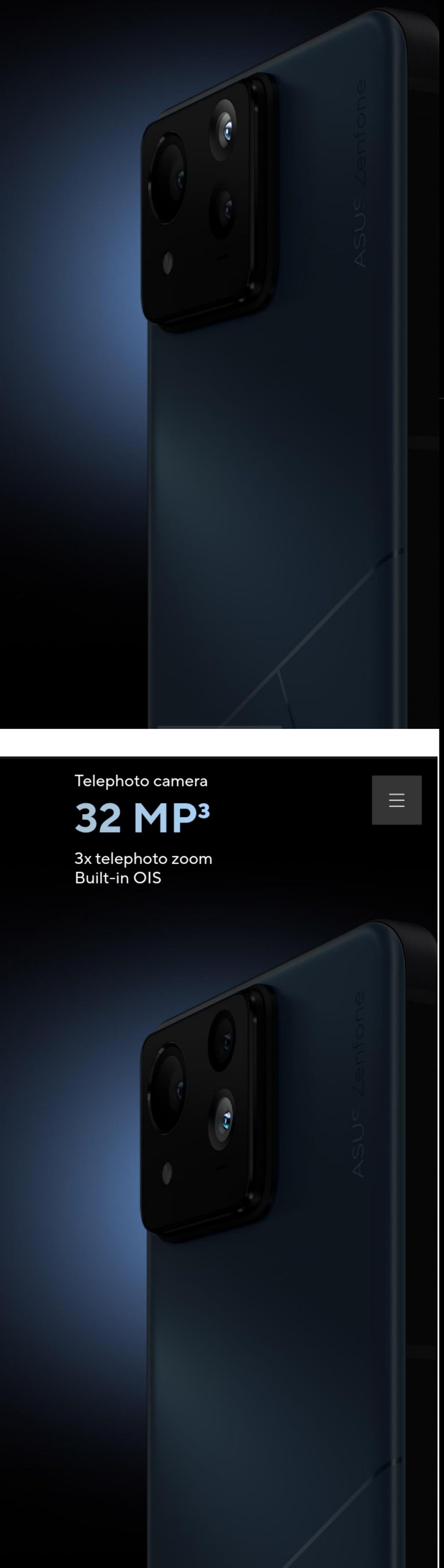
RhinoShield SolidSuit Case

The silky, soft-touch finish of the silicone exterior feels great in your hand. The magnetic ring version [16] ensures impeccable device protection and support for magnetically attached accessories.

Ultrawide camera

13 MP

FOV 120°
Freeform lens



Telephoto camera

32 MP[3]

3x telephoto zoom
Built-in OIS

Sensor

In-display fingerprint sensor
Face recognition
Accelerometer
E-compass
Gyroscope
Proximity sensor
Ambient-light sensor
Hall sensor
In-display fingerprint sensor
Face recognition
Accelerometer
E-compass
Gyroscope
Proximity sensor
Ambient-light sensor
Hall sensor

Battery

Equivalent 5,500 mAh (typical) high-capacity battery, supports Quick Charge 5.0, PD Charging, and Qi 1.3 wireless charging

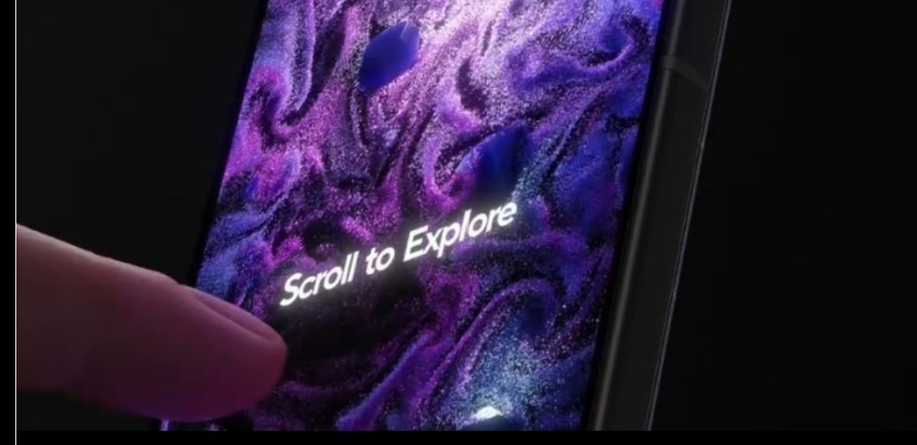
Network Standard

WW version:
5G SA&NSA: n1 / n2 / n3 / n5 / n7 / n8 / n12 / n18 / n20 / n25 / n26 / n28 / n38 / n40 / n41 / n48 / n66 / n77 / n78 / n79
4G FDD-LTE: B1 / B2 / B3 / B4 / B5 / B7 / B8 / B12 / B17 / B18 / B19 / B20 / B25 / B26 / B28 / B32 / B66
4G TDD-LTE: B34 / B38 / B39 / B40 / B41 / B42 / B43 / B48
WCDMA: 800 / 850 / 900 / 1700 / 1900 / 2100MHz
GSM: 850 / 900 / 1800 / 1900MHz
US version:
5G SA&NSA: n1 / n2 / n3 / n5 / n7 / n8 / n12 / n18 / n20 / n25 / n26 / n29 / n30 / n38 / n40 / n41 / n48 / n66 / n71 / n77 / n78 / n79
4G FDD-LTE: B1 / B2 / B3 / B4 / B5 / B7 / B8 / B12 / B17 / B18 / B19 / B20 / B25 / B26 / B29 / B30 / B32 / B66 / B71
4G TDD-LTE: B34 / B38 / B39 / B40 / B41 / B42 / B43 / B48
WCDMA: 800 / 850 / 900 / 1700 / 1900 / 2100MHz
GSM: 850 / 900 / 1800 / 1900MHz
* ASUS phone 5G/4G band compatibility varies by region, please check compatibility with local carriers.

Video Recording

Rear Camera
8K UHD (7680 x 4320) video at 24 fps for main rear camera
4K UHD (3840 x 2160) video at 30 / 60 fps for main rear camera, at 30 fps for second rear camera
1080p FHD video recording at 30 / 60 fps
720p HD video recording at 30 / 60 fps
HDR10+ video recording (4K UHD video) for main rear camera and second rear camera
Time Lapse (4K UHD video)
Slow Motion video (4K at 120 fps; 1080p at 120 / 240 fps; 720p at 120 / 240 / 480 fps)
Take still photo while recording video (do not support in 8K video recording)

Front Camera
1080p FHD video recording at 30 fps
720p HD video recording at 30 / 60 fps



Vivid display experience

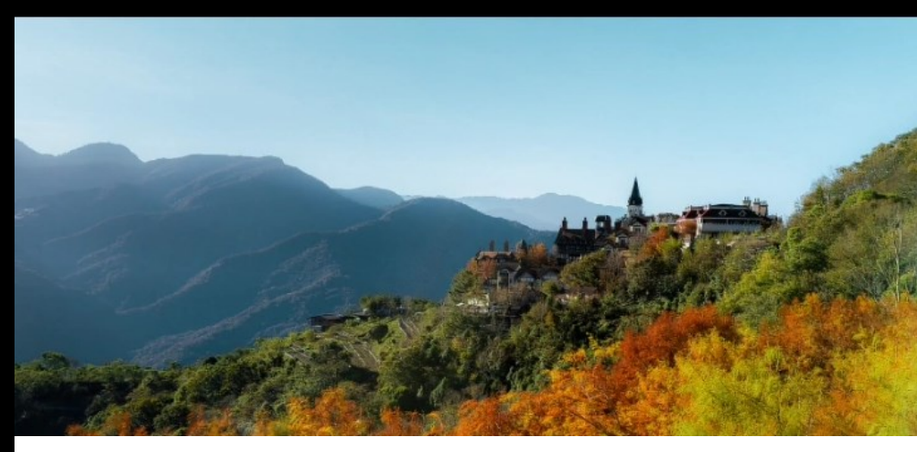
A new 6.78-inch Flexible E6 AMOLED display with a narrow bezel and Delta E < 1 color accuracy and 107% DCI-P3 color gamut ensures deeper immersion in games and movies.

94%
display-to-body ratio

pixelworks®

A vision of brilliance

AI Object Sense recognizes various objects, and optimizes them through a specialized algorithm. Zenfone 11 Ultra effortlessly captures and showcases the most beautiful aspects of a scene.



Front Camera

32MP RGBW sensor
Pixel binning 1.4µm (Actual output photo: 8MP)
22mm equivalent focal length in 35mm film camera

Audio

Speaker
Multi-magnet dual stereo speakers

Audio Output
Hi-Res Audio up to 384 kHz / 32-bit for 3.5mm output
Dirac Virtuo for Headphone™
Spatial Sound
AudioWizard with multiple listening profiles

Microphone
Dual-microphones with ASUS Noise Reduction Technology



Desert Sand

Drawn from the hues of the Tottori sand dunes in Japan, this tint mirrors the warmth of desert sunsets.

Earth-conscious design



Recycled materials

The phone's frame is meticulously crafted from 100% recycled aluminum[1] and the front screen incorporates environmentally friendly 22% recycled glass[1], reflecting our commitment to sustainability.

dual stereo speakers

3.5 mm headphone jack

Qualcomm® aptX™ Adaptive

Qualcomm® aptX™ Lossless Audio

Snapdragon sound

Hi-Res AUDIO

Hi-Res AUDIO WIRELESS

DIRAC

Dirac Virtuo™

Weight and Dimension

225g
163.8x76.8x8.9 mm

Operating System

Android™ 14

Processor

Qualcomm Snapdragon 8 Gen 3, SM8650, Qcta-core CPUs, 3.3GHz
Qualcomm Adreno 750

Memory

LPDDR5X 12GB
LPDDR5X 16GB

Storage

UFS4.0 256GB
UFS4.0 512GB

Display

6.78" FHD+ (2400x1080 pixels) SAMSUNG Flexible AMOLED
LTPO 1~120Hz, Max to 144Hz for gaming only
1,600 nits HBM/ 2,500 nits peak brightness
Corning® Gorilla® Glass Victus™ 2
107.37% DCI-P3 / 145.65% sRGB / 103.16% NTSC color gamut coverage
HDR10 / Amazon HDR / Youtube HDR supported
Supports Always-On display, refresh rate down to 1Hz
Capacitive touchscreen with 10-point multitouch (supports glove touch)

Rear Camera

Third Camera
32 MP, f/2.4, built-in OIS
3X optical zoom
65.3mm equivalent focal length in 35mm film camera
Third Camera
32 MP, f/2.4, built-in OIS
3X optical zoom
65.3mm equivalent focal length in 35mm film camera

Main Camera
Sony® IMX890 50 MP - 1/1.56" large sensor size, gimbal OIS
Quad Bayer technology - 12.5 MP, 2 µm large effective pixel size
F1.9 aperture
23.8mm equivalent focal length in 35mm film camera
2x2 on-chip-lens phase detection autofocus
LED flash

Second Camera
13 MP, 120° ultrawide-angle camera
Free-form lens
12.7mm equivalent focal length in 35mm film camera

Live boldly

Employing Corning® Gorilla® Glass Victus® 2 for superior durability and protection.

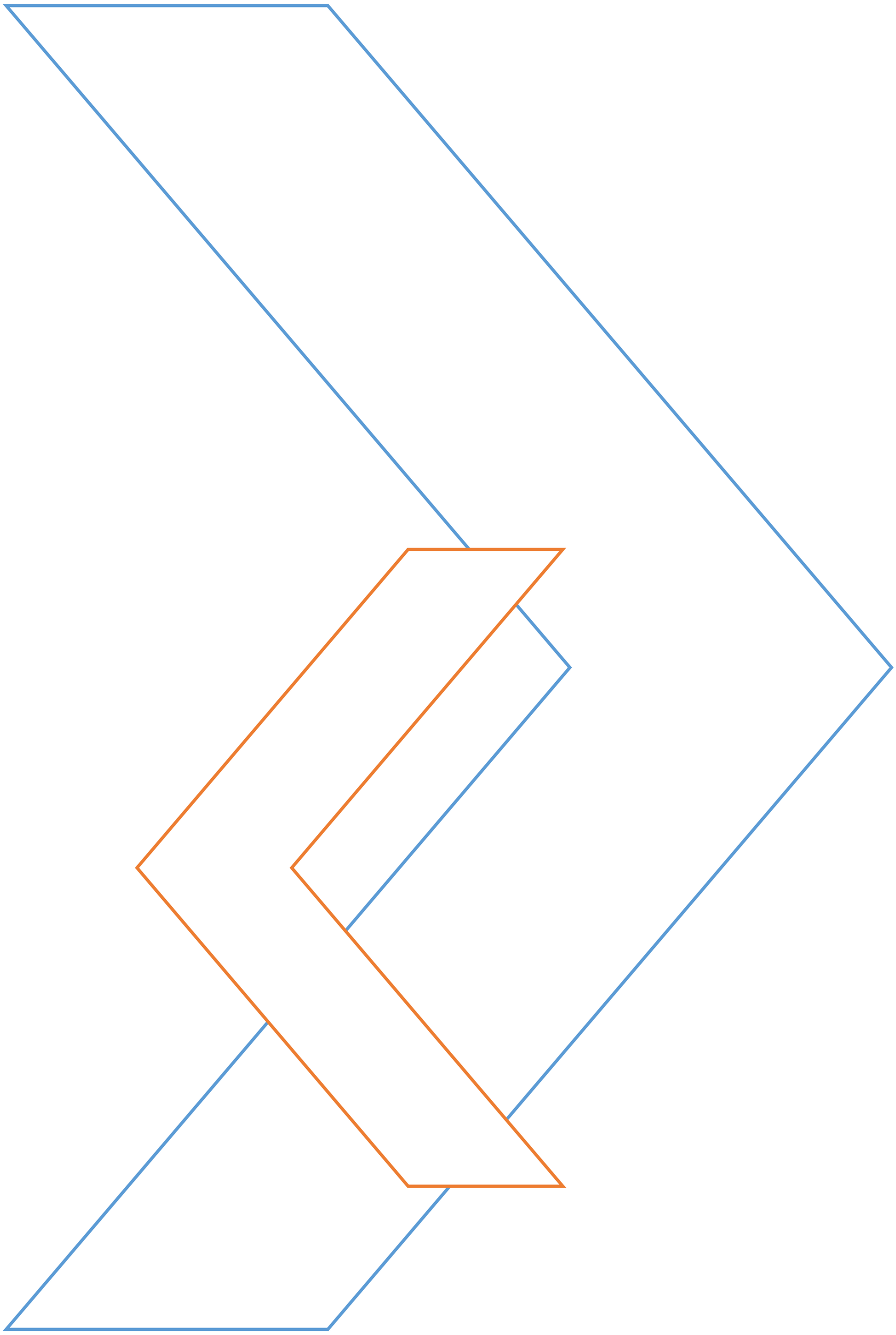


IP68[15] water resistance effortlessly handles splashes, allowing you to live life to the fullest.

AI ingenuity

Integrated AI features to your daily usage — making life easier.





Automobile



2024 Mercedes EQB 250

Starts at $53,050

Mercedes-Benz



2024 EQB 300 4MATIC SUV

Starting at

$57,200 *

Includes:

Standard Features



2024 EQB 250+ SUV

Starting at

$53,050 *

Includes:

Distinction in style.

Full-width LED lighting elements accent the EQB's signature Black Panel front end. Red rear lighting similarly spans the wide power liftgate.

Giant steps

TO A SMALLER FOOTPRINT

Luxury



Power front seats with 3-position memory



Sport front seats



40/20/40-split folding/reclining/sliding 2nd-row seats



2nd-row center armrest with dual cupholders

Multimedia



Mercedes-Benz User Experience (MBUX)



Voice Control with Natural Language Understanding



"Hey, Mercedes" keyword activation



10.25-inch digital instrument cluster display

Range to roam. Room for up to 7.

It's a capable SUV with room for up to seven. And an advanced EV you can enjoy every day. Intelligent technology and thoughtful luxury are delivered with swift response and silenced refinement.

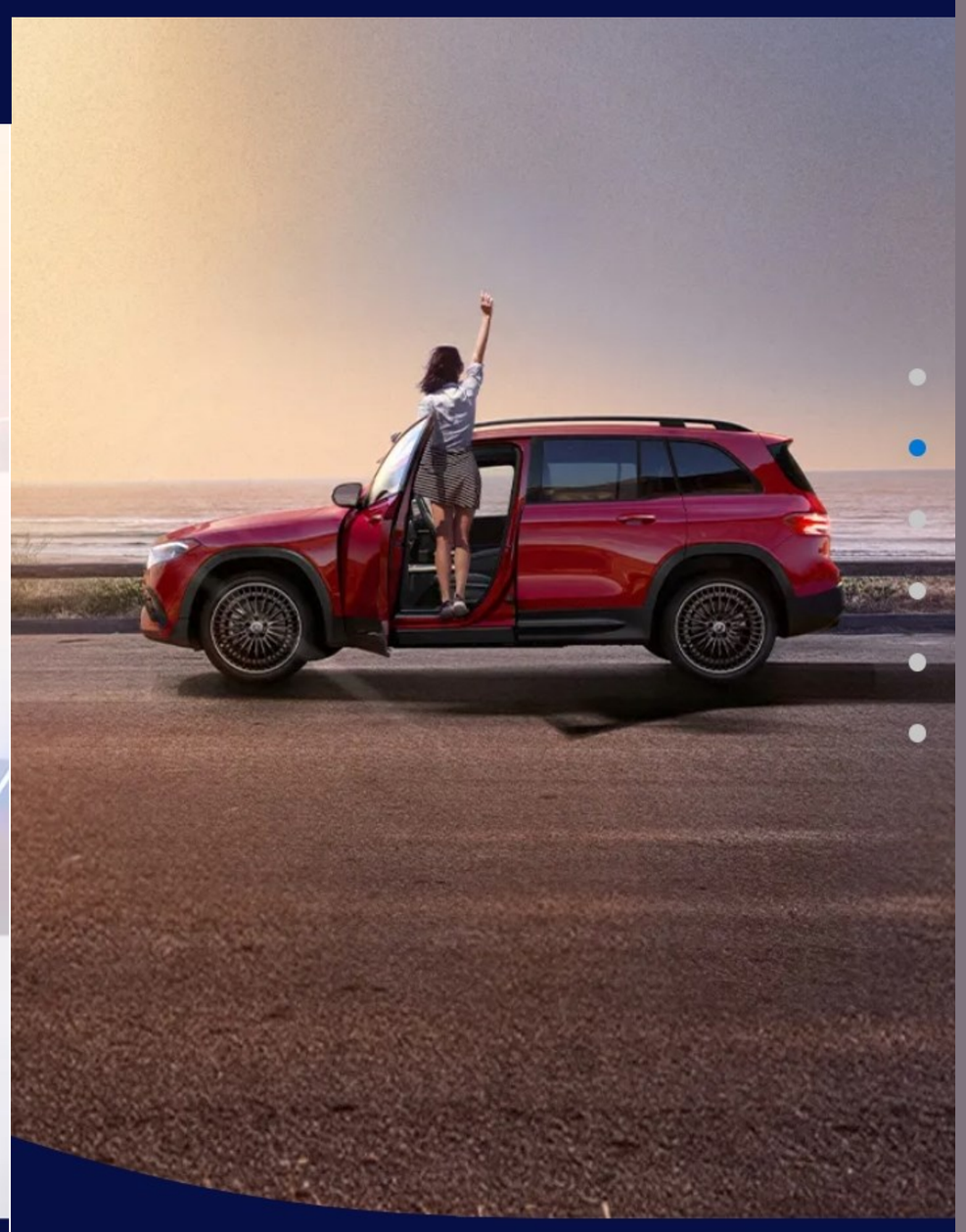



225hp
288hp






eQB 300
4MATIC





Feature Highlights

5 (7 optional)
Passenger capacity

Front-mounted asynchronous (ASM)
Electric motor type

188 hp
Power (hp)

Single-speed
Automatic transmission

25.9-61.8 cu ft
Cargo capacity

8.5 sec 0-60 mph **
Acceleration

Engine

Electric motor type	**Front-mounted asynchronous (ASM)**
Power (hp)	**188 hp**
Power Kw	**140 kW**
Torque	**284 lb-ft**
Battery capacity	**70.5 kWh**

Safety



Active Brake Assist



Mercedes-Benz Emergency Call service



ATTENTION ASSIST



LED Daytime Running Lamps









A cabin that's mind-expanding.

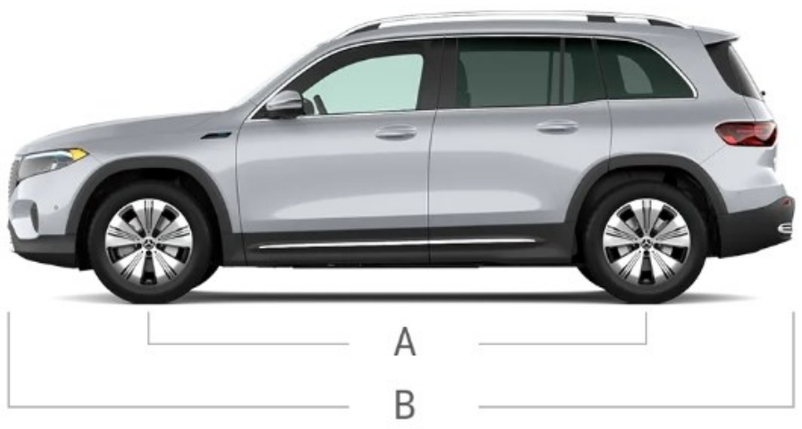
EQB luxuries help energize your spirit while you enjoy electric motoring. Power/memory front seats can be heated. Dual-zone climate control filters cabin air for dust, pollen and odors. And a giant Panorama roof is available for stargazing.

REFINED HAS BEEN

redefined

TO RESPOND, AND BEYOND

EQB 250+ SUV Specifications











THREE ROWS AT THE

forefront

OF TOMORROW

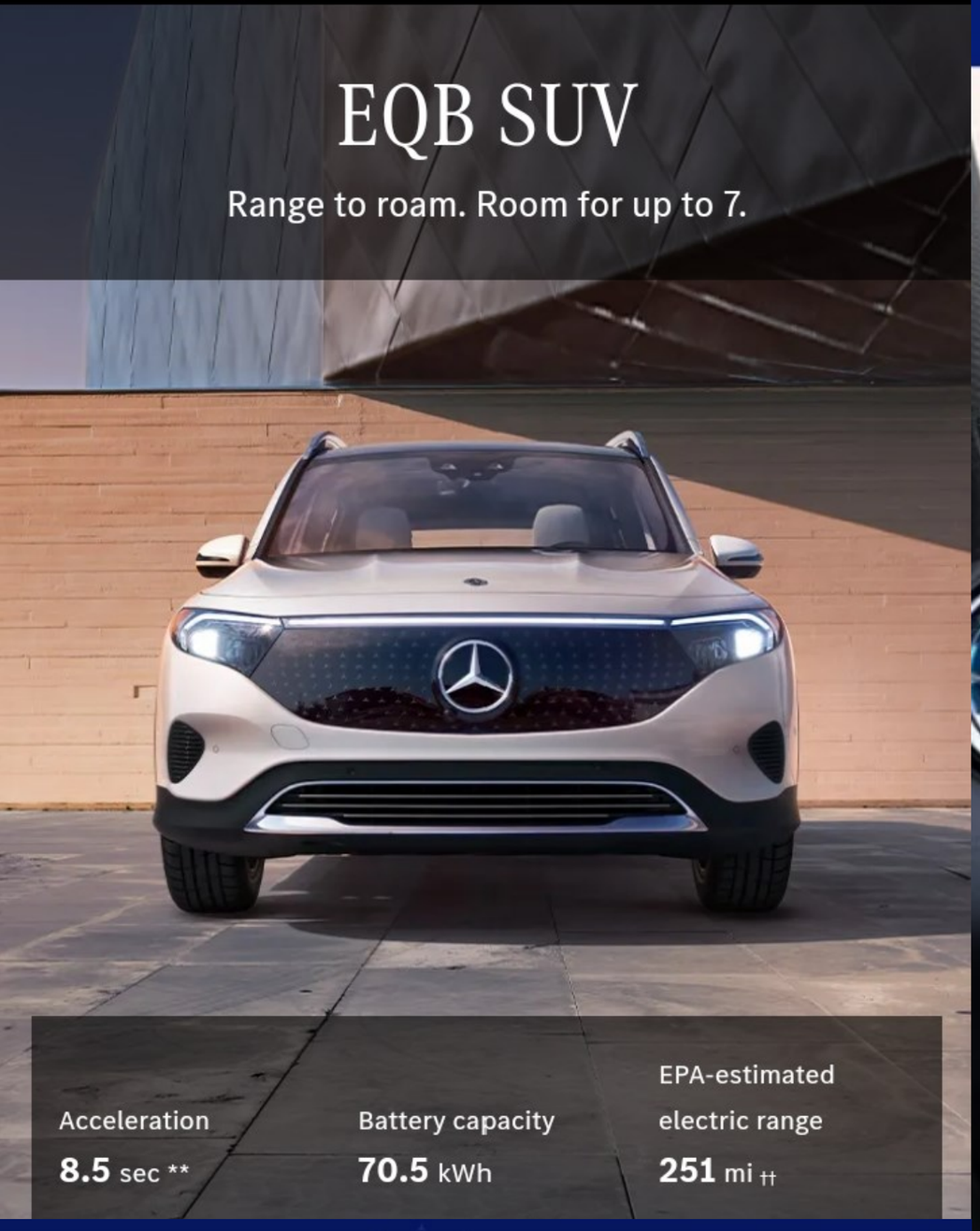
With big ideas in a compact footprint, carbon footprint included, what makes a great all-electric SUV? It starts with being all-Mercedes.

Every touch is electrifying.

The fully digital cockpit responds to you with tactile and visual clarity. Steering wheel, console and central screen all offer intuitive touch controls. Reconfigurable digital instruments include EV-specific displays and designs.

EQB SUV

Range to roam. Room for up to 7.



Acceleration	Battery capacity	EPA-estimated electric range
8.5 sec **	**70.5** kWh	**251** mi ‡‡







Design



Progressive SUV character



Flexible, futuristic cabin

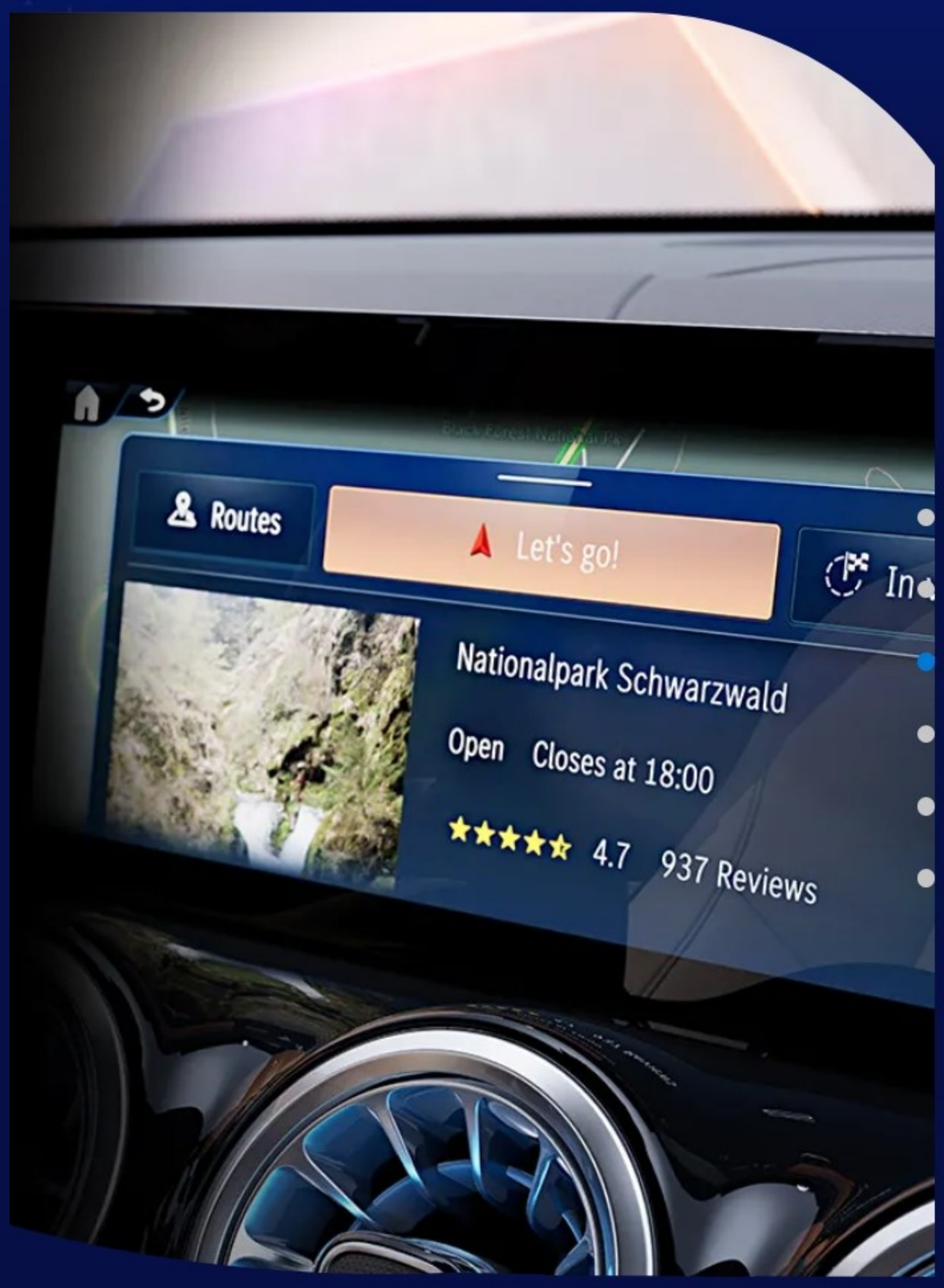


Panorama roof



Aluminum roof rails




Routes
Let's go!
Nationalpark Schwarzwald
Open Closes at 18:00
4.7 937 Reviews







For changing times, and moods.

Crisp yet aerodynamic lines outside define a modern marvel of space-efficiency inside the EQB. The 64-color cabin lighting lets you dial up your own ambience, including a dash trim option that evokes a starlit night.

Agility, for all-road ability.

The EQB balances sporty response with refined comfort thanks in large part to its 4-wheel independent suspension. Its multilink design, pioneered by Mercedes-Benz for cars and SUVs, continues to set industry standards. Multimode adaptive damping is a new option.

Performance

Acceleration 0-60 mph	**8.5 sec ****

Chassis

Suspension	**4-wheel independent, MacPherson strut/wishbone front, multilink rear**
Steering type	**Rack-and-pinion with electromechanical power assist**
Turning circle	**38.4 ft, wall-to-wall**

Wheels/Tires

Wheels	**18-inch 5-spoke (7.5x18 front and rear)**
Tires	**235/55R18, all-season Extended Mobility**




S EQ 430E



2024 Mercedes EQE 350

Starts at $77,900

Mercedes-Benz



EQE 350+ in Neva Grey/Biscaya Blue leather
The stitching of the supportive seats cascades in a pattern that complements the human form.



EQE 500 4MATIC Exclusive Trim in Sable Brown/Black Nappa leather with standard Hyperscreen
The vent strip above the ultramodern digital dash is detailed in a rose gold hue.

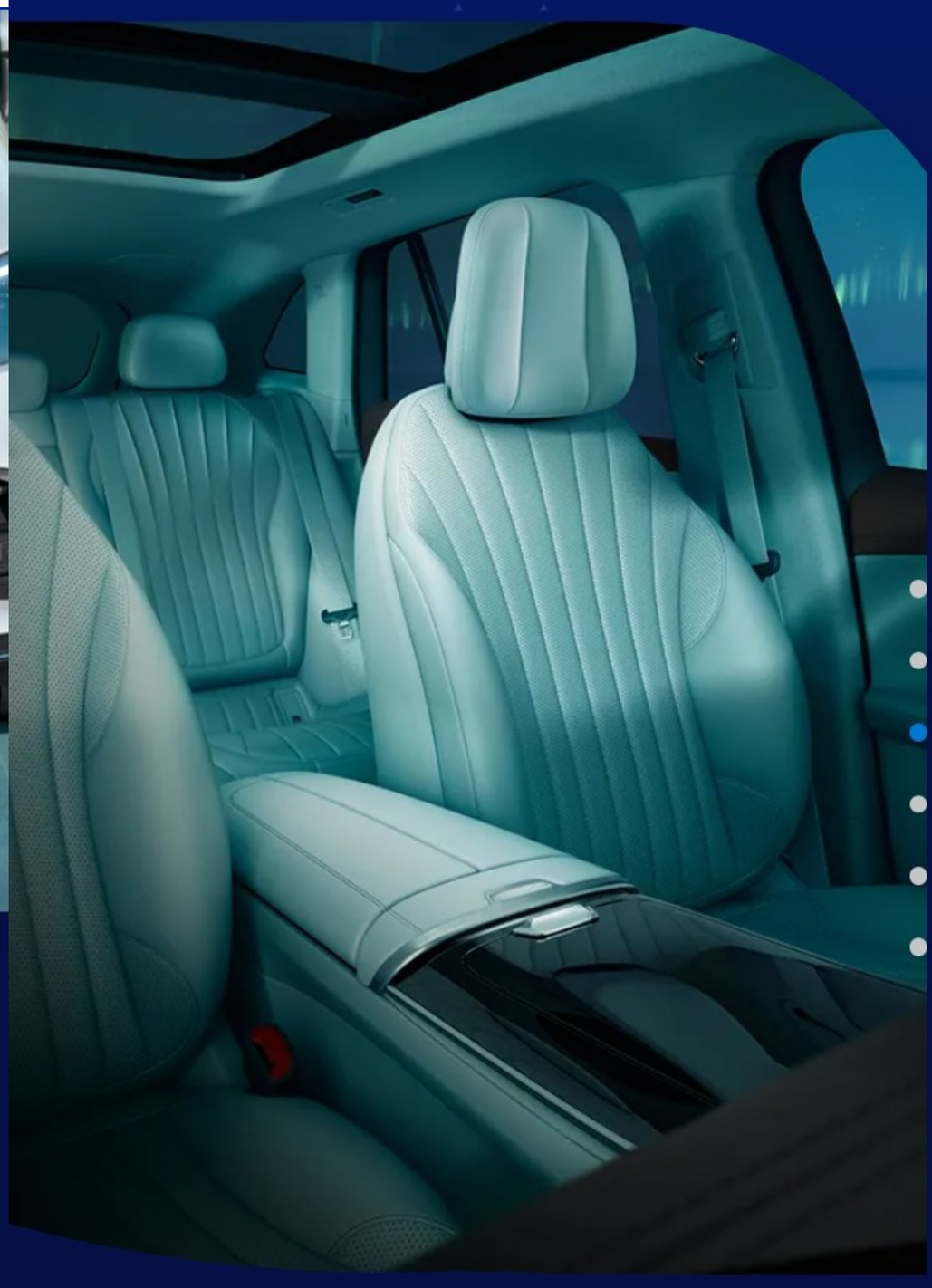


EQE 350+ in Black/Space Grey MB-Tex
Standard heated power front seats are each equipped with a 3-position memory feature.



EQE 350+ in Neva Grey/Sable Brown leather
The spacious rear seat can be folded down in a versatile 40/20/40 split. (Always secure cargo properly.)





Advanced, adaptive, adventurous.

More than new, it can update its advancements down the road. More than thoughtful, it can anticipate needs and desires. Beyond futuristic, it can make better use of your time, and make your time using it better.







ALL WE'VE EVER DONE IS

to change

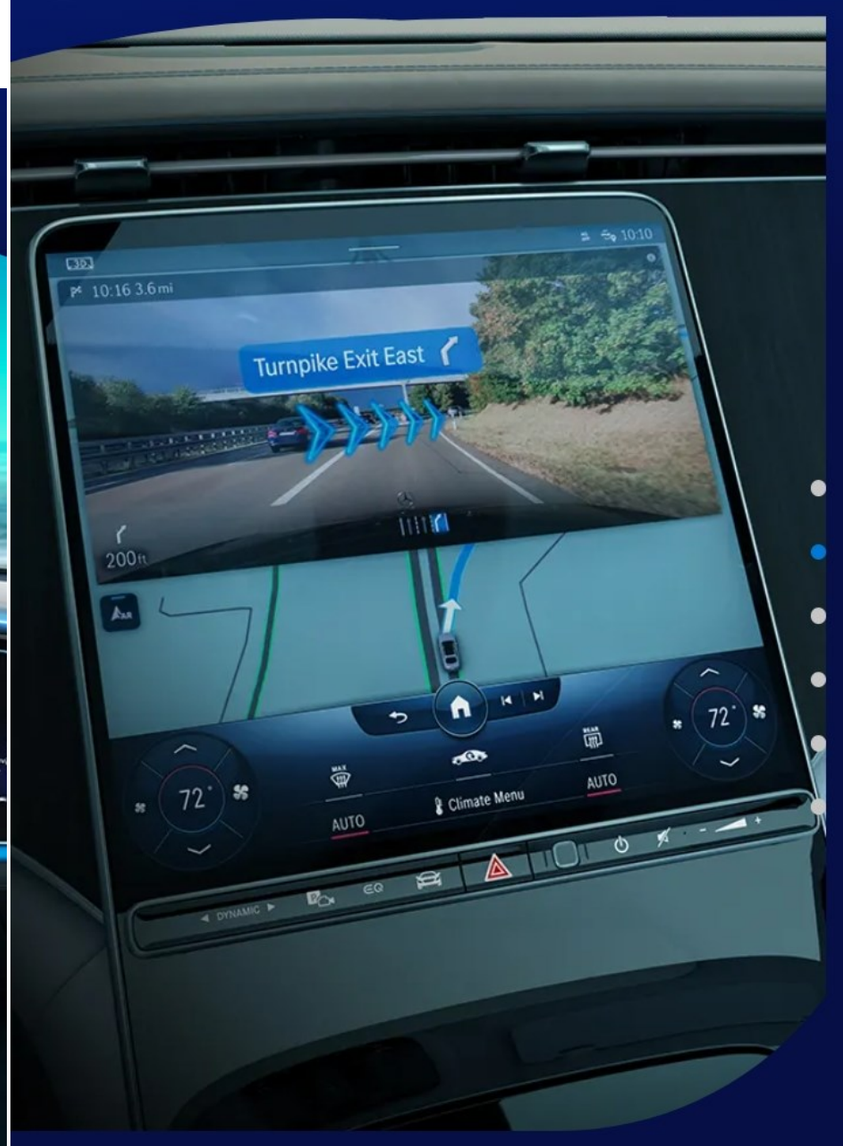
WHAT COMES NEXT

The road to the future might not even be a road. Why not travel in comfort, with confidence, and the competence to meet every new mile with a can-do attitude. That's the aptitude of the EQE SUV.



INNOVATION







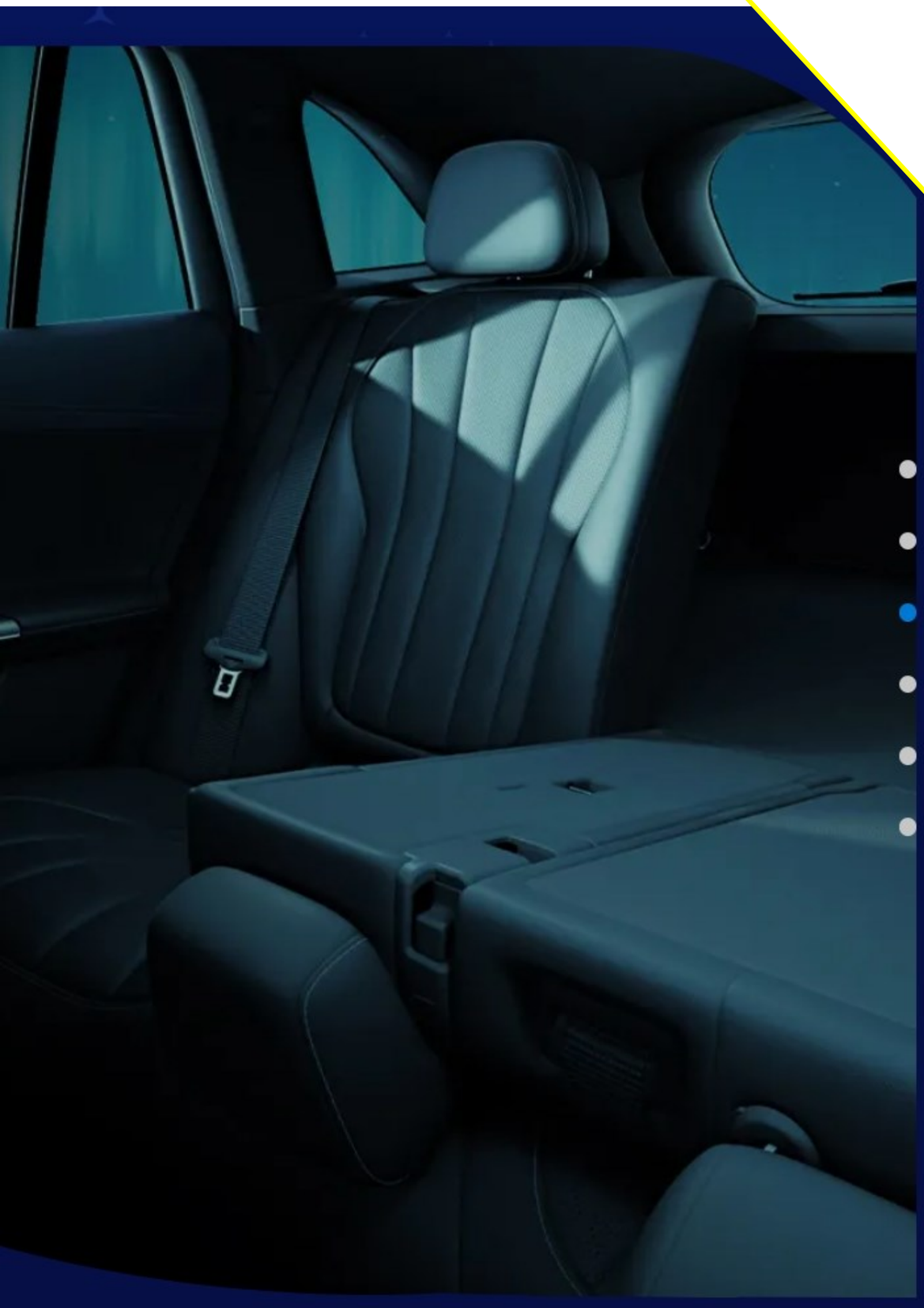


DESIGN & LUXURY



PERFORMANCE & CHARGING








EQE 350
4MATIC



Exterior Dimensions	
Wheelbase (A)	**119.3 in**
Overall length (B)	**191.5 in**
Overall height (C)	**65.8 in**
Overall width w/mirrors (D)	**84.3 in**
Overall width w/o mirrors (E)	**76.4 in**
Track width, front (F)	**65.1 in**
Track width, rear (G)	**65.7 in**
Coefficient of drag	**0.26**
Curb weight	**5,412 lbs**
Interior Dimensions	
Passenger capacity	**5**
Battery capacity	**96.0 kWh**
Charging	
AC charging speed	**9.6 kW**
AC charging time (10-100%)	**11.5 hrs**
AC charging connector type	**J1772**
DC charging speed	**170 kW**
DC charging time (10-80%)	**32 minutes**
DC charging connector type	**Combined Charging System (CCS)**
Electric Range	
Electric Range	**307 mi** ††
Drivetrain	
Automatic transmission	**Single-speed**

Headroom (front)	**39.5 in**
Legroom (front)	**40.6 in**
Shoulder room (front)	**58.8 in**
Headroom (rear)	**39.4 in**
Legroom (rear)	**40.6 in**
Shoulder room (rear)	**TBA**
Cargo capacity	**14-55 cu ft**
Engine	
Electric Motor	**Permanently Excited Synchronous (PSM)**
Power	**288 hp**
Power Kw	**215 kW**
Torque	**417 lb-ft**

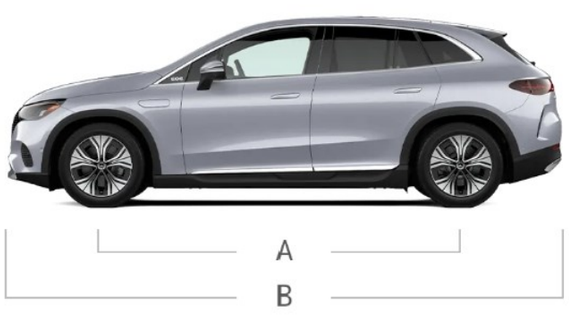
Standard Features

- **Rear 215kW permanently synchronous electric motor**
- **Intelligent Energy Recovery with paddles**
- **ECO Assist feature**
- **DYNAMIC SELECT**
- **Advanced 96-kWh EV battery**
- **Multiple charging options**
- **Power charging door**
- **Mercedes me Charge**
- **Intelligent thermal management**
- **Innovative heat pump**
- **Mobile Flex Charging Cable**

Optional Features

- **AIRMATIC suspension**
- **Adaptive Damping System Plus (ADS Plus)**
- **10-degree rear axle steering**

EQE 350+ SUV Specifications





Feature Highlights

5 Passenger capacity	Permanently Excited Synchronous (PSM) Electric Motor
288 hp Power	Single-speed Automatic transmission
14-55 cu ft Cargo capacity	6.4 sec 0-60 mph ** Acceleration

Mercedes-Benz

2024 —
EQE 350+ SUV

$77,900 * MSRP

Acceleration	6.4 sec **
Torque	417 lb-ft
Power	288 hp

Three-dimensional luxury.

Even the tiniest detail is part of a big idea: that a Mercedes SUV is a haven of thoughtful luxury, wrapped in a rugged yet refined body. The cabin is generous in room, attentive to detail, and thanks in part to advanced aerodynamics, supremely quiet.

Sheds new light. Brilliantly.

More than a warm glow inside and a visual signature outside, the EQE SUV's all-LED lighting offers intelligent benefits. Available DIGITAL LIGHT headlamps and active ambient lighting can project warning icons on the pavement, or illuminate alerts in the cabin.

Keeps you informed. Seamlessly.

Digital displays are crisp, colorful and reconfigurable. The EQE 500's new Hyperscreen unites three displays in a full-width span of glass, including one for the front passenger to enjoy.

Acceleration 0-60 mph
6.4 sec

Battery capacity
96.0 kWh

Electric Range
307 mi

EQE 500 4MATIC in Black/Space Grey Nappa leather with Natural Grain Anthracite Linden wood
The Hyperscreen's three seamlessly integrated displays include a touchscreen for the front passenger.

EQE 500 4MATIC Pinnacle Trim in Obsidian Black with 21-inch AMG multispoke wheels
The AMG Line Exterior can be paired with a range of stylish, aero-optimized AMG® wheels up to 21 inches.

ELECTRIC UTILITY, REDEFINED

The EQE electrifies the spirit, soul and body of the Mercedes-Benz SUV. User-friendly technology meets thoughtful utility, thorough refinement, and earth-friendlier power. More than an EV, it's an electric SUV born under the brightest Star on the road.





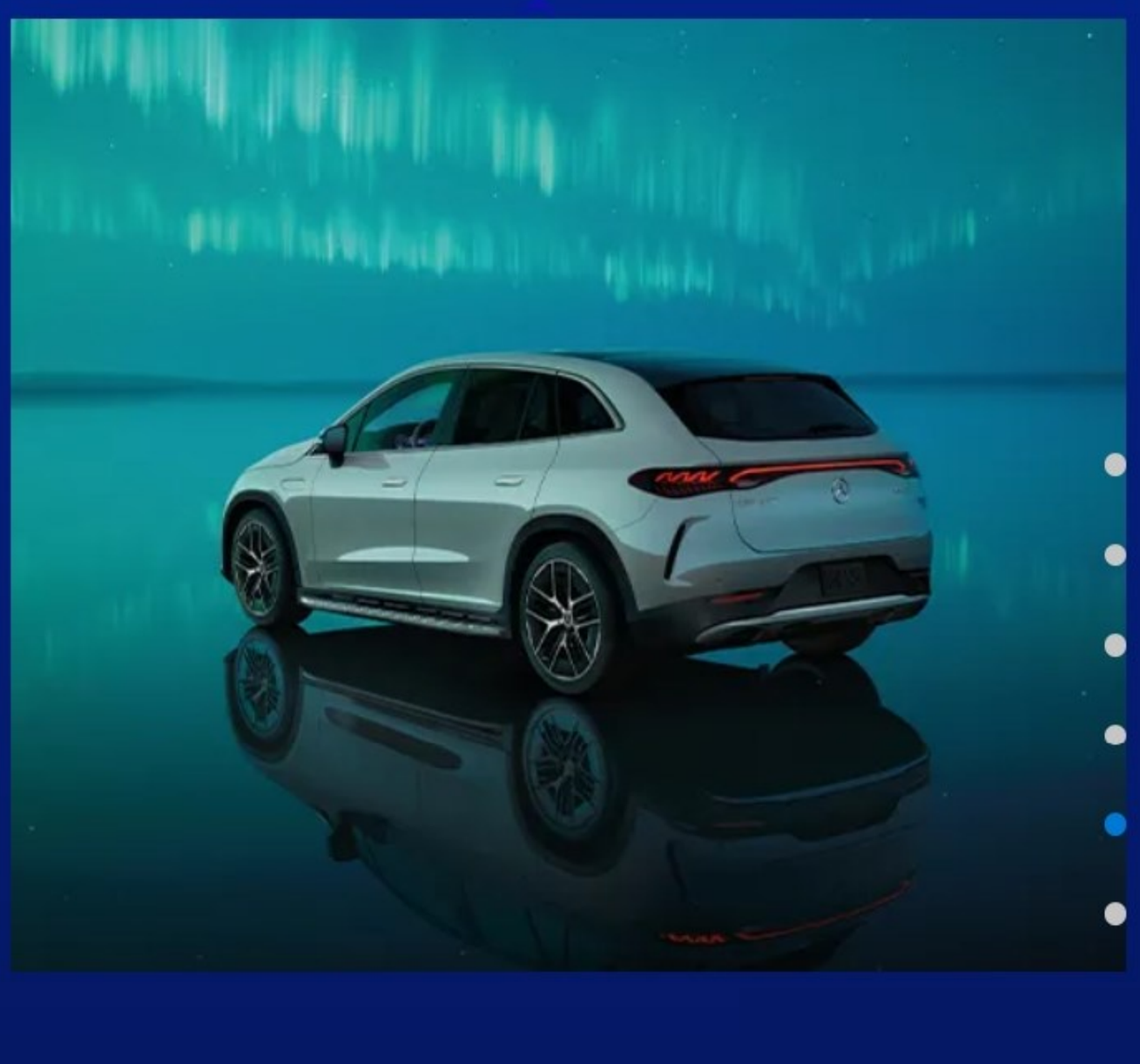
EQE 350+ in Black/Sable Brown leather

Dash trim options include stylishly inlaid Natural Grain Yacht-design Norway Maple wood.



EQE 350+ in Emerald Green with 20-inch 5-spoke wheels w/Wave pattern

DIGITAL LIGHT headlamps and sleek running boards are among the options that meld flair with function.



EQE 350 4MATIC Pinnacle Trim in Cirrus Silver with 21-inch quad 5-spoke wheels

Taut, muscular lines and a wide stance assert the confident handling of an all-wheel-drive EQE on or off-road.

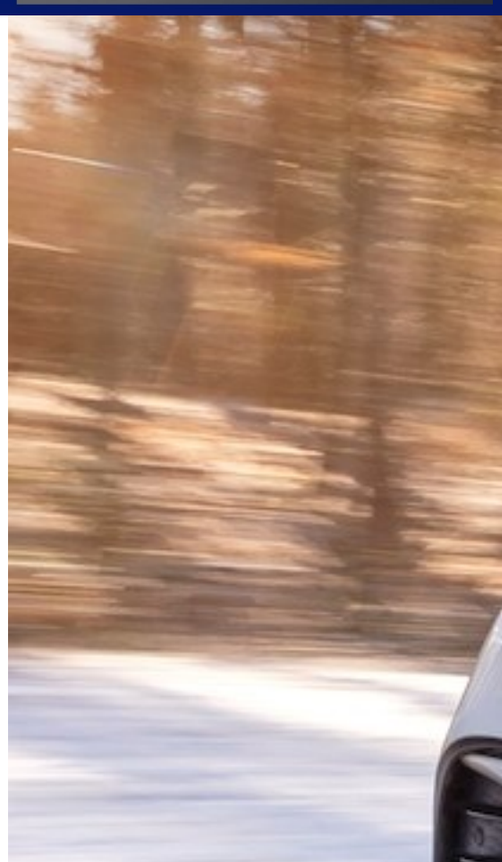



S EQ 1010E










BB EQ 812E

Performance



Rear 215kW permanently synchronous electric motor



Intelligent Energy Recovery with paddles



ECO Assist feature



DYNAMIC SELECT

Design



All-electric architecture



Seamless design



Advanced aerodynamics



Distinctive interior design

Safety



Car-to-X Communication



PRE-SAFE



PRE-SAFE Sound



LED headlamps and taillamps

Multimedia



Mercedes-Benz User Experience (MBUX)



Zero-layer menu concept



Voice Control with Natural Language Understanding



"Hey, Mercedes" keyword activation



2024 Mercedes GLA SUV

Starts at $40,000

Mercedes-Benz





GLA SUV

Outfitted to overdeliver.



DESIGN

More than a commanding view of the road ahead, the GLA offers a rewarding view of what's next. With intelligent tech, thoughtful luxury and smart looks, it not only puts more sport in compact SUVs, it puts more you.

Fit more in. Fit in more.

Within its nimble length, the GLA gives you more space to ride, more room to shop, stow and be spontaneous. A hands-free power liftgate and 40/20/40 rear seats welcome your gear. [4]



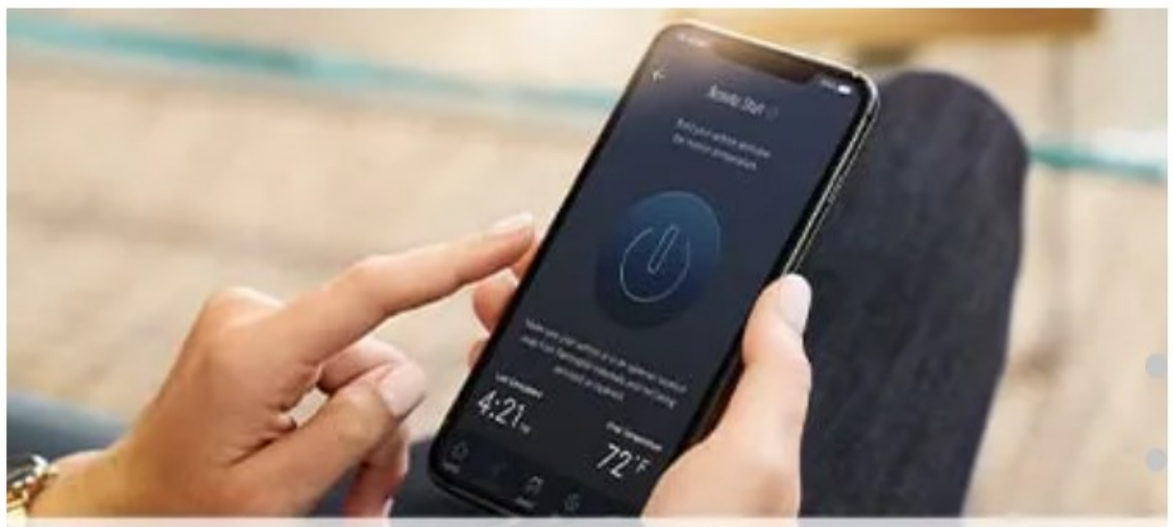


Twin widescreens. Side-by-side.

Dual 10.25-inch screens help keep you informed, entertained and in command. One's for gauges, one's a multimedia touchscreen. Both let you customize, personalize and visualize to suit your style.

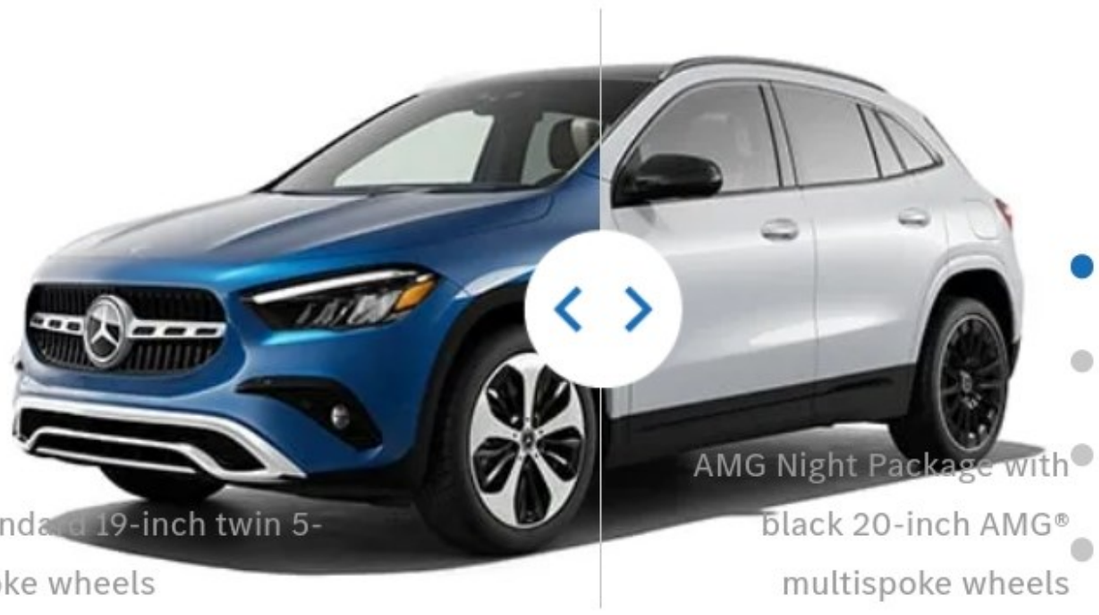
Say what you want, your way.

Along with its own intelligent voice assistant, wireless Apple CarPlay® and Android Auto are standard, too. Wireless charging is standard as well. [7] [8]



Keep your world, and car, close.

Mercedes me connect makes ownership easy, with an acclaimed app that includes Remote Start and countless other benefits. You can also add Online Music Streaming, or in-car WiFi for a low monthly rate. [9] [10]



Standard 19-inch twin 5-spoke wheels

AMG Night Package with black 20-inch AMG® multispoke wheels

Two looks, both sporty. Six wheels, all stylish.

Show how you roll on 18, 19 or 20-inch wheels. The AMG Night Package includes a chrome grille, darkened details all around, plus AMG® styling and wheels.





Dress it up now. Change it up later.

Expressive design and elegant details are just the start of GLA style. The AMG Night Package adds sporty pedals, seats and steering wheel. Standard 64-color ambient lighting lets you choose the hues that suit your mood.



Settle in. But never settle for less.

Even a compact Mercedes-Benz goes big on luxury. Front seats are power-adjustable with memory. Climate control is dual-zone and double-filtered. Opt for the power Panorama roof and even the sky feels bigger.



INNOVATION

People are talking. The Mercedes-Benz User Experience (MBUX) is truly user-friendly tech. Its natural, intuitive speech interface is easy to learn because it can learn you.

Tell it, tap it, watch it, and go.

Say "Hey, Mercedes, I'm cold" or "I need a coffee," and MBUX can control many features from cabin lighting to the available MB Navigation. It even gets smarter the more you use it. Multiple touch interfaces let you take charge silently. [11]



Change how you change lanes.

Along with standard Blind Spot Assist and hands-free parking, available DISTRONIC® adaptive cruise can stop-and-go in traffic, even slow for an offramp. [12]



Fully independent. With true team spirit.

With front wishbones and a multilink rear setup, each wheel tackles bumps on its own for composed comfort. But they're all in for crisp handling. Multimode adaptive damping is also available.



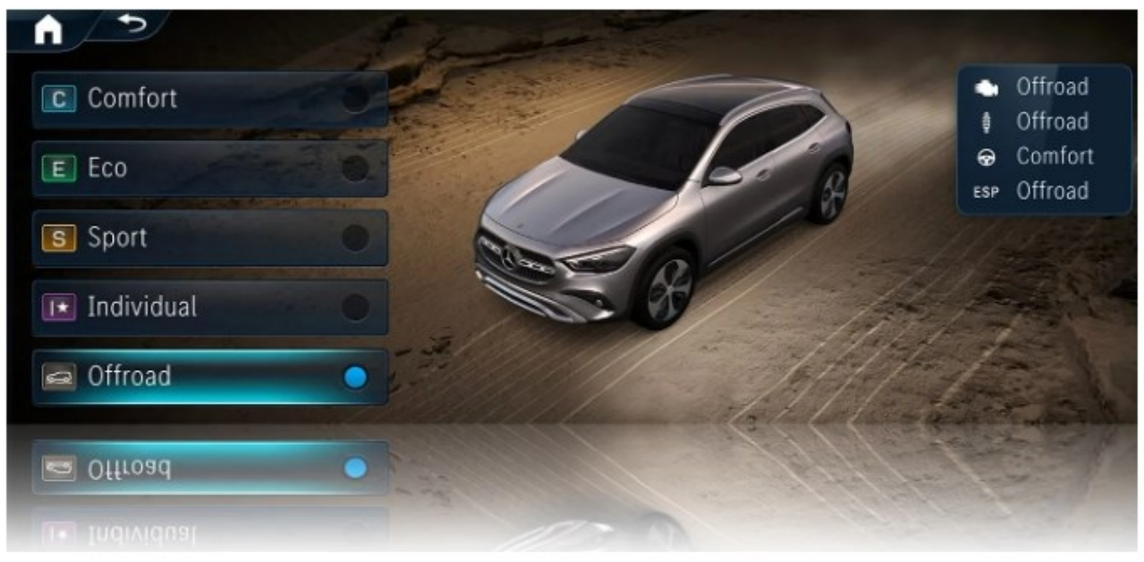


VERSATILITY

From a tight corner of the city, to a tight corner of a back road, the GLA is agile and easy to maneuver. Turbo-hybrid power and a solid stance make it quick on its feet, confident in your hands.

Geared to please.

The dual-clutch 8-speed is a quicker, smoother automatic, or a paddle-shifted manual on demand. With DYNAMIC SELECT, one console control calls up a range of performance profiles.



Sun, snow or rain. Tarmac or terrain.

Light, nimble variable-torque 4MATIC® can send power from front wheels to rear based on each tire's real-time grip. A suite of engineering features heightens off-road capability. [5] [6]



Turbo torque, with an electric twist.





Mercedes-Benz



MOVIES

THIS MUST BE THE PLACE

Released: *9 Aug 2024*

Genre: *Drama.*

FROM **BLUMHOUSE** PRODUCER OF
M3GAN AND **THE BLACK PHONE**

WRITTEN AND DIRECTED BY **CHRIS WEITZ**



Released: *30 Aug 2024*

Genre: *Thriller, Suspense, Horror.*

AFRAID

EXCLUSIVELY IN MOVIE THEATERS
AUGUST 30

AFRAID.MOVIE #BeAFRAID



Released: *9 Aug 2024*

Genre: *Thriller, Crime.*



Released: *30 Aug 2024*

Genre: *Drama, Romance.*

FROM THE KENDRICK BROTHERS

CREATORS OF WAR ROOM OVERCOMER COURAGEOUS

THE FORGE

IN THEATERS EVERYWHERE AUGUST 2024



Released: *23 Aug 2024*

Genre: *Drama, Faith.*

KENDRICK BROTHERS

provident FILMS

AFFIRMFILMS a Sony Company

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Released: *9 Aug 2024*

Genre: *Drama, Romance, Adaptation.*

Released: *9 Aug 2024*

Genre: *Suspense, Horror.*

Released: *16 Aug 2024*

Genre: *Adventure, Action Comedy, Thriller.*



Released: *2 Aug 2024*

Genre: *Adventure, Family.*



Released: *23 Aug 2024*

Genre: *Thriller, Suspense, Crime.*



Released: *21 Aug 2024*

Genre: *Action, Thriller, Horror.*

IN THEATERS AUGUST 9

A FILM BY JULIEN HAYET-KERKNAWI IN ASSOCIATION WITH ENIGMA RELEASING 'THE LAST FRONT' IAIN GLEN SASHA LUSS JOE ANDERSON KOEN DE BOUW DAVID CALDER JAMES DOWNIE EMMA DUPONT AND PHILIPPE BRENNINKMEYER PRODUCED BY BART EYCKEN CASTING BY JEREMY ZIMMERMANN CINEMATOGRAPHY BY XAVIER VAN D'HUYNSLAGER, SBC EDITED BY CATHERINE VAN BREE MUSIC BY EVIE HAMELS ART DIRECTION BY FRANK VAN DE CASTEELE EDITED BY DIETER ALLAERTS AND DAVID VERDURME SOUND BY FREDERIK VAN DE MOORTEL SOUND SUPERVISOR FILIP JACOBS AND PIERRE VAN CALOEN COSTUME DESIGN BY TOON SINTOBIN VISUAL EFFECTS BY ALEXANDER PELS COLORIST FLOW POST PRODUCTION MADE WITH KATE WOOD AND JULIEN HAYET-KERKNAWI CO-PRODUCED BY MARTIN DEWITTE SANDER HERBERS 'THE LAST FRONT BV' PRODUCED BY BRECHT ARNAERT PRODUCED BY VIRGINIE HAYET WRITTEN AND DIRECTED BY JULIEN HAYET-KERKNAWI

IAIN GLEN

THE LAST FRONT

WRITTEN AND DIRECTED BY JULIEN HAYET-KERKNAWI

FAMILY

IS

WORTH

DYING

FOR



Released: *9 Aug 2024*

Genre: *Thriller.*

LOVE IS NEVER AS EXPECTED



GOODBYE, HELLO

Released: *9 Aug 2024*

Genre: *Drama, Comedy.*

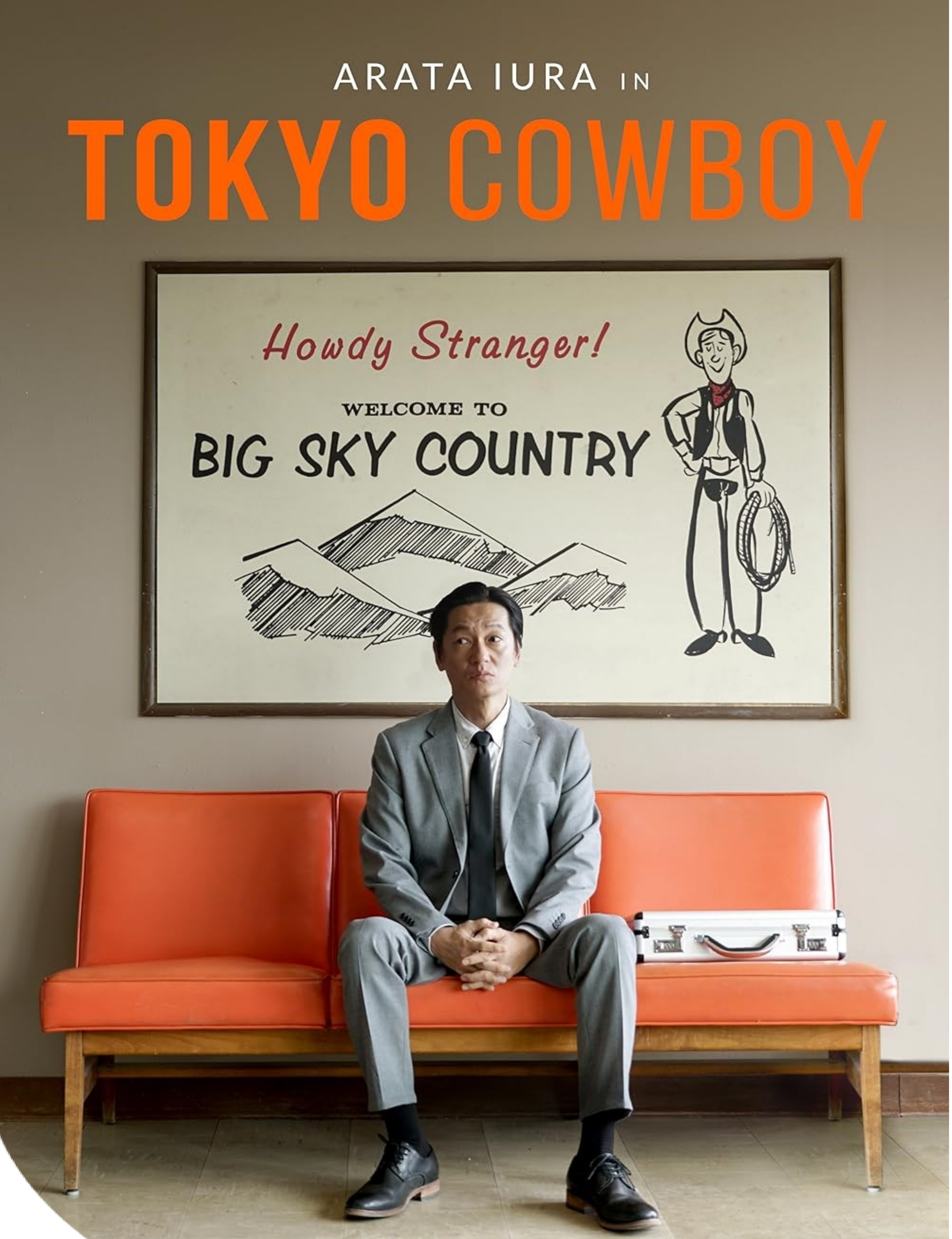
Released: *27 Aug 2024*

Genre: *Horror.*



Released: *19 Aug 2024*

Genre: *Thriller.*



Released: *30 Aug 2024*

Genre: *Drama.*



Released: *23 Aug 2024*

Genre: *Drama, Comedy.*



Released: *6 Aug 2024*

Genre: *Fantasy, Romance.*



Released: *23 Aug 2024*

Genre: *Thriller, Horror.*

SLINGSHOT



Released: *23 Aug 2024*

Genre: *Sci-fi.*



Released: *30 Aug 2024*

Genre: *Drama, Biography, Political.*



Released: *16 Aug 2024*

Genre: *Adventure, Family.*



Released: *15 Aug 2024*

Genre: *Adventure, Comedy, Action.*

THE SHAKEDOWN

Released: *8 Aug 2024*

Genre: *Crime, Comedy.*

SXSW LONDON
FILM & TV FESTIVAL 2023
OFFICIAL SELECTION

"HEARTFELT, AUTHENTIC,
AND ENDEARING."

– COLLIDER

"DELIVERS ROMANTIC BEAUTY FOR
HEARTBROKEN MILLENNIALS."

– THE DAILY BEAST

PEAK SEASON

A SCHLEMIEL PICTURES FILM "PEAK SEASON" CLAUDIA RESTREPO DERRICK DEBLASIS BEN COLEMAN
WILL NEFF CAROLINE KWAN RON HANKS WITH STEPHANIE COURTNEY AND FRED MELAMED CINEMATOGRAPHY AND EDITING BY STEVEN KANTER & HENRY LOEVNER
MUSIC SUPERVISOR ADAM BENNATI CO-PRODUCER TARA SEEWACK EXECUTIVE PRODUCERS CLAUDIA RESTREPO DERRICK DEBLASIS BEN COLEMAN ROB MASSAR
PRODUCED BY LOVELL HOLDER PATRICK WARD STEVEN KANTER HENRY LOEVNER SCREENPLAY BY HENRY LOEVNER STORY BY STEVEN KANTER & HENRY LOEVNER
DIRECTED BY STEVEN KANTER & HENRY LOEVNER

Schlemiel Pictures visitfilms

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Released: *2 Aug 2024*

Genre: *Romance, Comedy.*



Released: *6 Aug 2024*

Genre: *Drama, War.*



Released: *8 Aug 2024*

Genre: *Adventure, Action, Sports.*

VALLEY HEART

NOTHING GOOD EVER HAPPENS IN VAN NUYS.

Released: *6 Aug 2024*

Genre: *Drama, Action, Thriller.*

TRUST THE PROCESS

ART OF A HIT

PICTURES PRESENTS A DEWEY AND BUG PRODUCTION "ART OF A HIT" RYAN DONOWHO TIM JO ALLIE MACDONALD
DAVID VALDES WITH ROB RACO AND CHARLIE SAXTON MUSIC BY JETS TO BRAZIL EDITED BY GAELAN DRAPER
BERNARDO RAMÍREZ SFX MAKEUP BY SHAKIRA KIBIRIGE DIRECTOR OF PHOTOGRAPHY JOE SIMON
CHARLIE SAXTON & GAELAN DRAPER DIRECTED BY GAELAN DRAPER

Released: *20 Aug 2024*

Genre: *Thriller, Horror, Musical.*



Released: *23 Aug 2024*

Genre: *Thriller. Drama, Crime, Remake, Mystery.*



Released: *23 Aug 2024*

Genre: *Action, Thriller, Remake.*

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Released: *2 Aug 2024*

Genre: *Crime, Thriller, Psychological.*



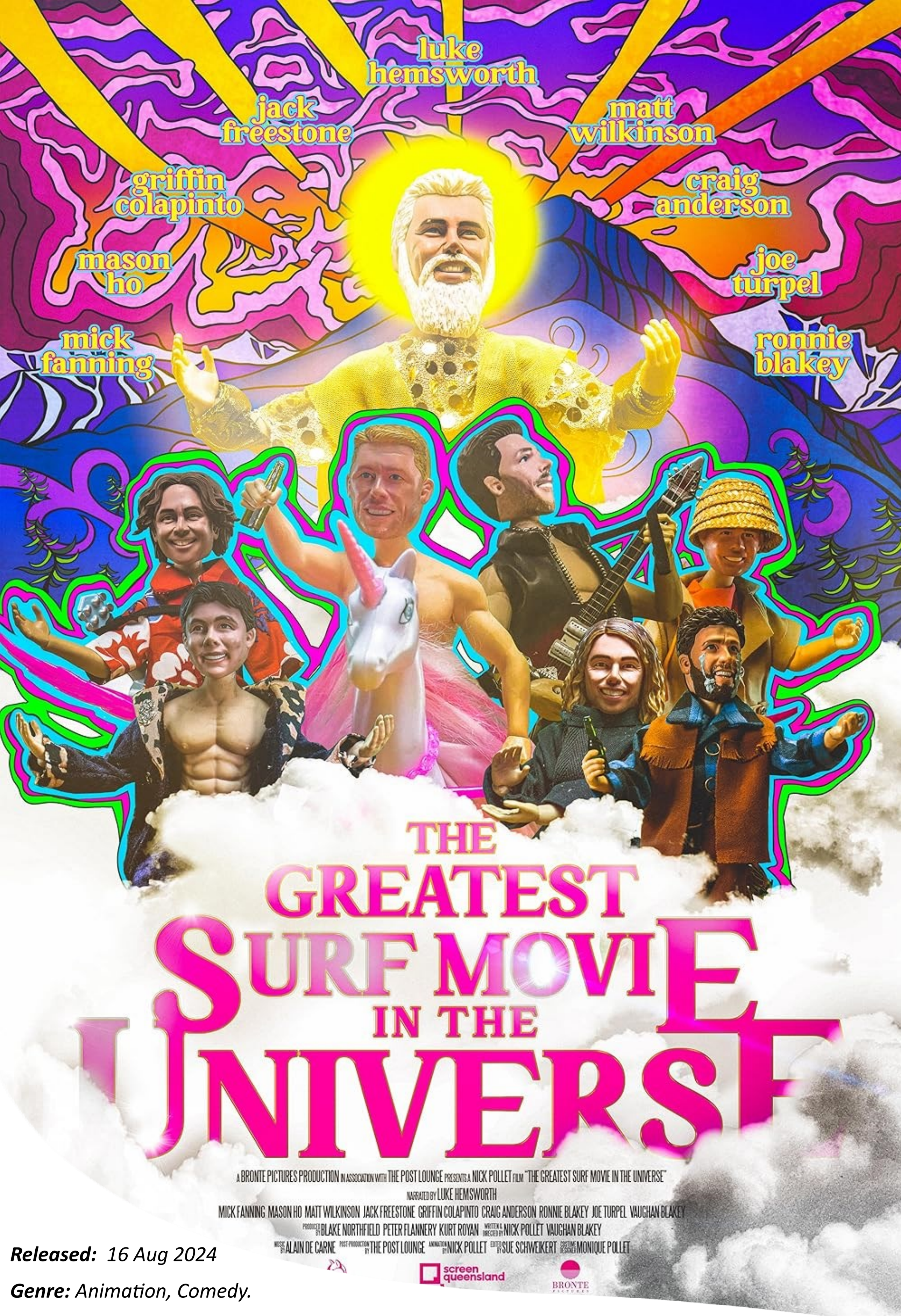
Released: *2 Aug 2024*

Genre: *Drama, Comedy.*



Released: *30 Aug 2024*

Genre: *Drama, Thriller..*



Released: *16 Aug 2024*

Genre: *Animation, Comedy.*



Released: *30 Aug 2024*

Genre: *Drama, Crime.*



Released: *9 Aug 2024*

Genre: *Adventure, Action, Sci-fi, Based on game.*

JOSH HARTNETT

A NEW

M. NIGHT SHYAMALAN

EXPERIENCE

TRAP

30,000 FANS.

300 COPS.

1 SERIAL KILLER.

NO ESCAPE.

ONLY IN THEATERS

AUGUST 2

BLINDING EDGE

Released: *2 Aug 2024*

Genre: *Thriller, Suspense.*



“UNFORGETTABLE...
A RADIANT BEACON OF HOPE.”
DEADLINE

SXSW 2024 FILM FESTIVAL
AUDIENCE AWARD WINNER | Narrative Feature

OFFICIAL SELECTION
tiff
TORONTO INTERNATIONAL FILM FESTIVAL 2024

SING SING

TRUST THE PROCESS

ACADEMY AWARD® NOMINEE
COLMAN DOMINGO

CLARENCE MACLIN

SEAN SAN JOSÉ

ACADEMY AWARD® NOMINEE
AND PAUL RACI

Released: *2 Aug 2024*

Genre: *Drama, True-Story.*



Released: *29 Aug 2024*

Genre: *Adventure, Action, Animation, Series.*



Released: *9 Aug 2024*

Genre: *Drama, Coming-of-age.*



Released: *16 Aug 2024*

Genre: *Thriller, Horror.*



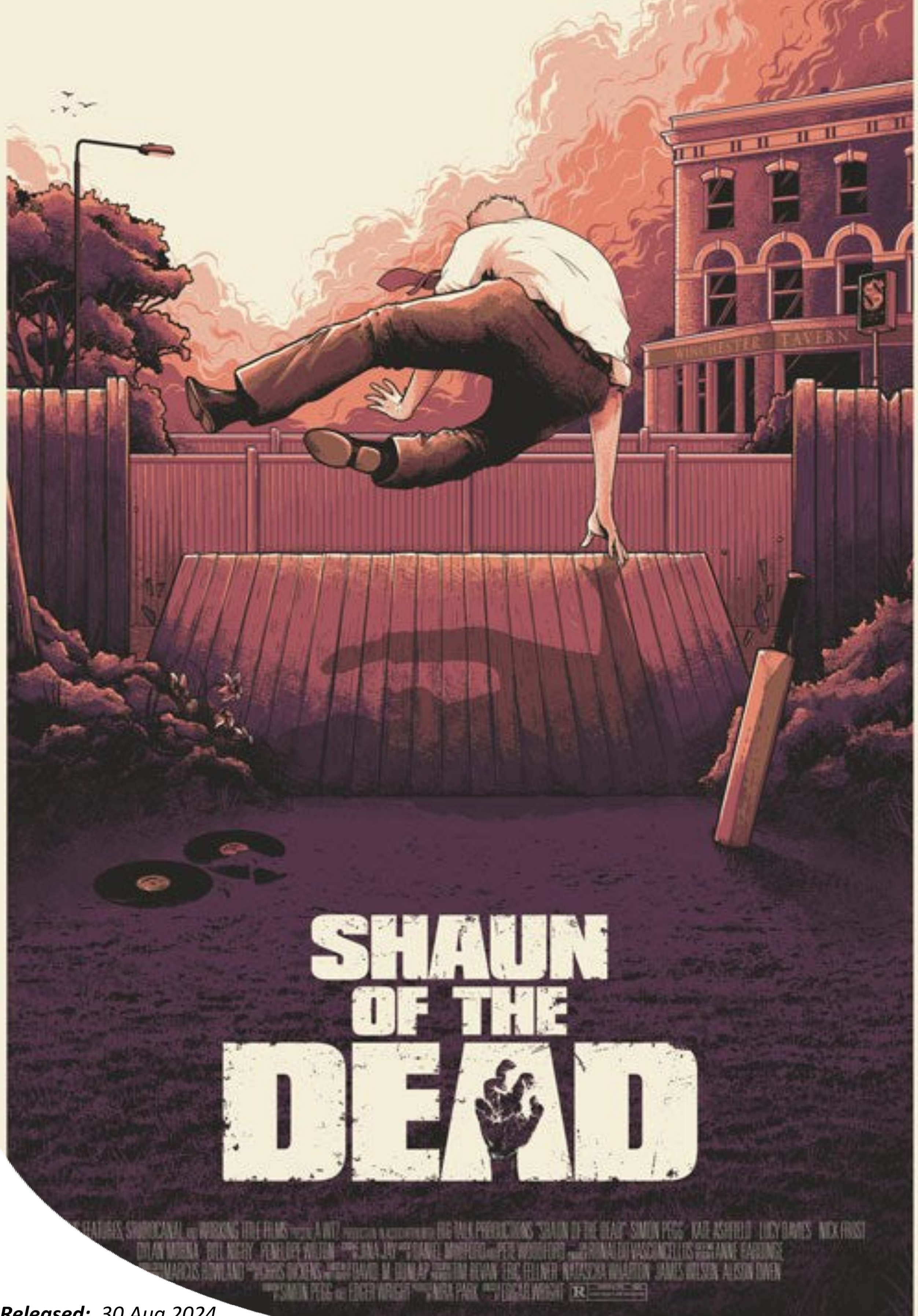
Released: *23 Aug 2024*

Genre: *Thriller, Horror.*



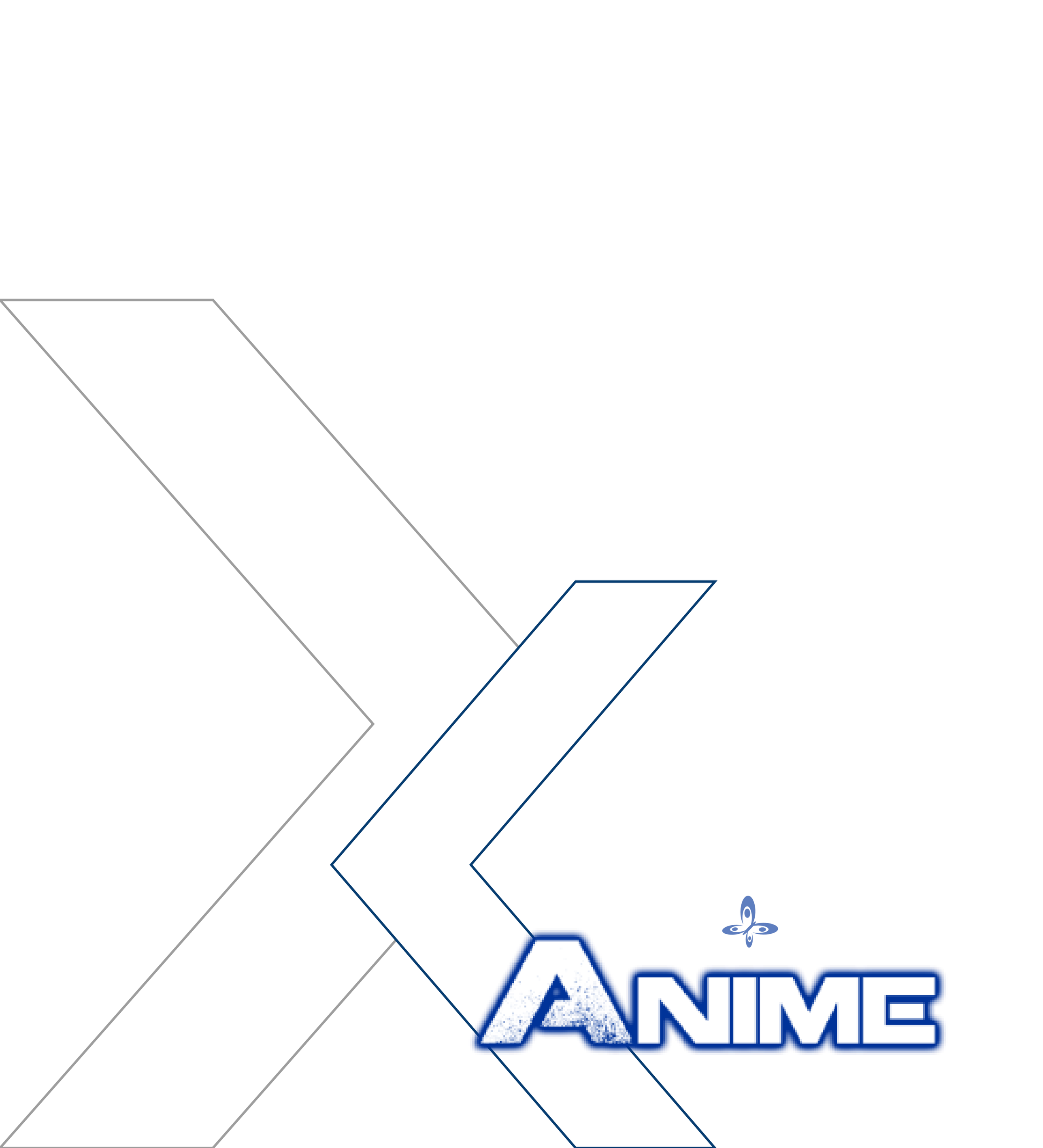
Released: *16 Aug 2024*

Genre: *Action, Horror, Thriller, Sci-fi.*



Released: *30 Aug 2024*

Genre: *Horror, Comedy, Thriller.*


ANIME



Title: ***Jashin-chan Dropkick X***

Genre: *Comedy, Supernatural.*

Type: *Series*

Status: *Completed*

Released: *Summer 2022*

TiTi Rating: *7.4/10*


Title: Black summoner
Genre: Action, Fantasy.
Type: Series
Status: Completed
Released: Summer 2022
TiTi Rating: 7.1/10
BLACK SUMMONER

In/Spectre
虛構推理



Title: ***In spectre***

Genre: *Mystery, Romance, Supernatural.*

Type: *Series*

Status: *Completed*

Released: *Winter 2023*

TiTi Rating: *7.4/10*

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Title: ***Vanitas no karte (pt 2)***

Genre: *Vampire, Supernatural.*

Type: *Series*

Status: *Completed*

Released: *Winter 2022*

TiTi Rating: *8.2/10*

Engage Kiss

Title: ***Engage Kiss***

Genre: *Comedy, Romance.*

Type: *Series*

Status: *Completed*

Released: *Summer 2022*

TiTi Rating: *6.9/10*



Title: Leadale no Daichi nite

Genre: *Adventure, Fantasy.*

Type: *Series*

Status: *Completed*

Released: *Winter 2022*

TiTi Rating: *7.0/10*



Title: ***Bucchigire!***

Genre: *Action.*

Type: *Series*

Status: *Completed*

Released: *Summer 2022*

TiTi Rating: *6.0/10*

Title: ***Kakkou no Linazuke***

Genre: *Comedy, Romance.*

Type: *Series*

Status: *Completed*

Released: *Spring 2022*

TiTi Rating: *7.0/10*

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