



Fallout 76



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HITMAN™ 2



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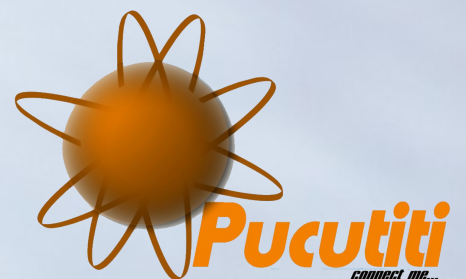
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GAMES



The Quiet Man

The Quiet Man is an action-adventure beat 'em up video game for PlayStation 4 and Windows. Developed by Square Enix and Human Head Studios, the game was marketed by Square Enix as being playable in one sitting.

The game's story is told through lengthy full-motion video sequences (some of which feature live-action actors) inserted between the gameplay sequences, and it features a deaf protagonist, which is reflected by having most of the events except for the opening and ending scenes having heavily muted sound with no subtitles regardless of the settings, being a deliberate choice from the developers. The audio was restored with the "Answered" update (which is activated only as a New Game Plus if the player finishes the game once).

The Quiet Man was critically panned upon it's release, with the complaints stemming from issues with the story, the underdeveloped gameplay sequences and the lack of commitment displayed towards the deafness gimmick, with the inconsistent portrayal of the protagonist's deafness and the game's cinematics being realized in a sound film way that would-n't work without sound like a proper silent film would.

Plot

The game's backstory - told through flashbacks interwoven during the game - involves Dane (played by James Hicks in story proper, Liam Bishop Cole in the flashbacks) who was walking with his mother Lorraine (Jessica Blackmore) as he witnesses his friend Taye (John Anthony Williams, K.J. Powell in flashbacks) fighting with Dominican teenager Isaac (Brian Molina, Jose Rivas in the flashbacks) over a pair of shoes. At one point Taye would draw his gun at Isaac and Dane approaches the teenagers, which gets Taye's attention. Isaac uses this distraction to throw the shoes at Taye and the teenagers proceed to wrestle over the gun, which results in Lorraine getting accidentally shot. In shock Taye drops the revolver, but it gets picked up by Isaac who proceeds to boast at Dane. Dane would get berated and abused by his policeman father Robert (Bobby Marchesso) over the incident, and Isaac gets taken by the police for detention. Since then Dane makes up his character "The Quiet Man" - resembling a plague doctor - to manifest his pain.

The story proper begins few years later in New York City, with Dane now being an enforcer for Taye who leads an American Mafia-styled mob owning Club Moonrise. Dane recovers a briefcase full of cocaine from a hideout belonging to the SOL 33 gang - led by Taye's childhood rival Isaac - and returns it to Taye. Taye displays concern regarding the behavior of Lala - the singer employed by Moonrise who has resemblance to Lorraine - and points to the suspicious letters she was receiving, signed with an emblem resembling a crow with a sewed-up beak. Taye sends Dane to investigate and deal with the possible stalker.

On his way to Lala's apartment through the subway where he beat up SOL 33 members, Dane is seen by Robert, now working as a detective. Dane sees Lala through the window as she's seen arranging a fake kidnapping with Robert through the phone. Dane also discovers a deceased sparrow and meets up with Taye, who has been meeting up with Lala. Dane shows the bird to Taye and Taye tells Dane to dispose it, displaying concern on the apparent stalker's increasing tracking ability. Taye orders Dane to escort Lala through a car and into Club Moonrise. Lala starts her piano performance but it gets interrupted as the SOL 33 gang invades the club. Dane fend off some of the gang, but Lala gets abducted by the stalker, dressed in a costume similar to how Dane has envisioned his Quiet Man character. Dane chases and confronts the stalker but he ends up getting stunned as he grabs the stalker's stun baton. Dane tries to follow the stalker, but he gets ambushed and eventually saved by the Moonrise mobsters appearing. B-Money (Daniel Kelly) wants Dane to call Taye over the escalation of the gang war, but Dane prefers to recover Lala on his own. B-Money ignores Dane's advice and calls Taye, enticing the latter's anger.

Dane gets to the SOL 33 hideout, discovering the stalker's shrine and getting confronted by the stalker himself, but Dane fend him off. Dane tries to go outside of the hideout, but the police breaks in. Dane on his way out meets up with Robert, the latter still blaming Dane for his actions. Dane returns to Taye's room displaying concerns, then he stumbles upon a box that contains the stalker's mask and Lala's bloodstained dress, prompting Dane to scream in agony. The scene then cuts to Dane cowering in Club Moonrise with the bodyguards being knocked down, implying that Dane may had a fit of rage on the bodyguards after presuming Lala to be deceased. Dane, however, receives footage of kidnapped Lala and the coordinates of the supposed footage.







THE QUIET MAN

Developer	Square Enix Human Head Studios
Publisher	Square Enix
Producer	Kensei Fujinaga
Programmer	Shaun Nivens
Artist	Ashley Welch
Writer	Joe Kelly
Engine	Unreal Engine
Platform	PlayStation 4 Windows
Release	November 1, 2018
Genre	Action adventure
Mode	Single player

Dane follows the coordinates while beating up more of SOL 33's gang on the way until he stumbles upon Isaac's home, with the leader inside it. Dane defeats Isaac and Lala ends up finding him. Dane and Lala both escape the building to get discovered by Taye and his men, now not on the good terms over the "treason". Lala attempts to explain Taye that she planned the events to no avail, and Taye orders his men to drag Dane out only to be stopped by Robert. Robert admits while driving Dane to Club Moonrise that ever since he saw Lala/Lorraine, he wanted to use Dane to escalate the gang war and kill off both of the gang leaders.

Dane beats up Taye's men as Taye tries to talk Dane out of the revenge, to no avail. As Dane and Robert follow Taye to his room, Taye shoots Robert and explains that the incident with Lorraine was an accident and expresses bewilderment over how the events have unfolded, including The Quiet Man mask. As Taye was about to shoot Dane, he gets interrupted by Lala, who gets chased out by Taye to the rooftops. Robert then encourages Dane to put on The Quiet Man mask to save Lala.

As The Quiet Man, Dane beats up Taye's men on the way to the rooftops and confronts Taye. As Taye is losing his battle, he decides to execute Lorraine but Dane thrusts himself to absorb the bullet. Taye shoots down Dane to make sure he killed him, only to have Dane rise up, awakened with supernatural abilities. Dane defeats more waves of Taye's men and eventually kills off Taye, causing Dane to express grief over killing his friend and blaming himself for the "death" of Lorraine. Lala comforts Dane, only to get encountered by the risen up Robert, now wearing The Quiet Man mask. Dane and Robert have a fight that ends with a stalemate, and Lala is then seen comforting the downed Dane once more.

In a post-credits scene, Dane is seen being released from prison as a result of his actions, and confronts Robert, whom he challenges to a second round of fighting.

Release

he Quiet Man was released on November 1, 2018 for PlayStation 4 and Microsoft Windows. Downloadable patch for the game named Answered, which provides a second play-through that restores the sounds, dialogue and soundtrack to the game was released a week later, on November 8, 2018.

Diablo III

Diablo III is a dungeon crawler action role-playing video game developed and published by Blizzard Entertainment. It is the third installment in the Diablo franchise and was released on May 15, 2012 for Microsoft Windows and macOS. A console version was released for the PlayStation 3 and Xbox 360 on September 3, 2013. Versions for PlayStation 4 and Xbox One were released on August 19, 2014.

In the game, players choose one of seven character classes – Barbarian, Crusader, Demon Hunter, Monk, Necromancer, Witch Doctor or Wizard (with the Crusader being unavailable unless the player has purchased the expansion pack, Diablo III: Reaper of Souls and the Necromancer added later as separate online purchase) – and are tasked with defeating the Lord of Terror, Diablo.

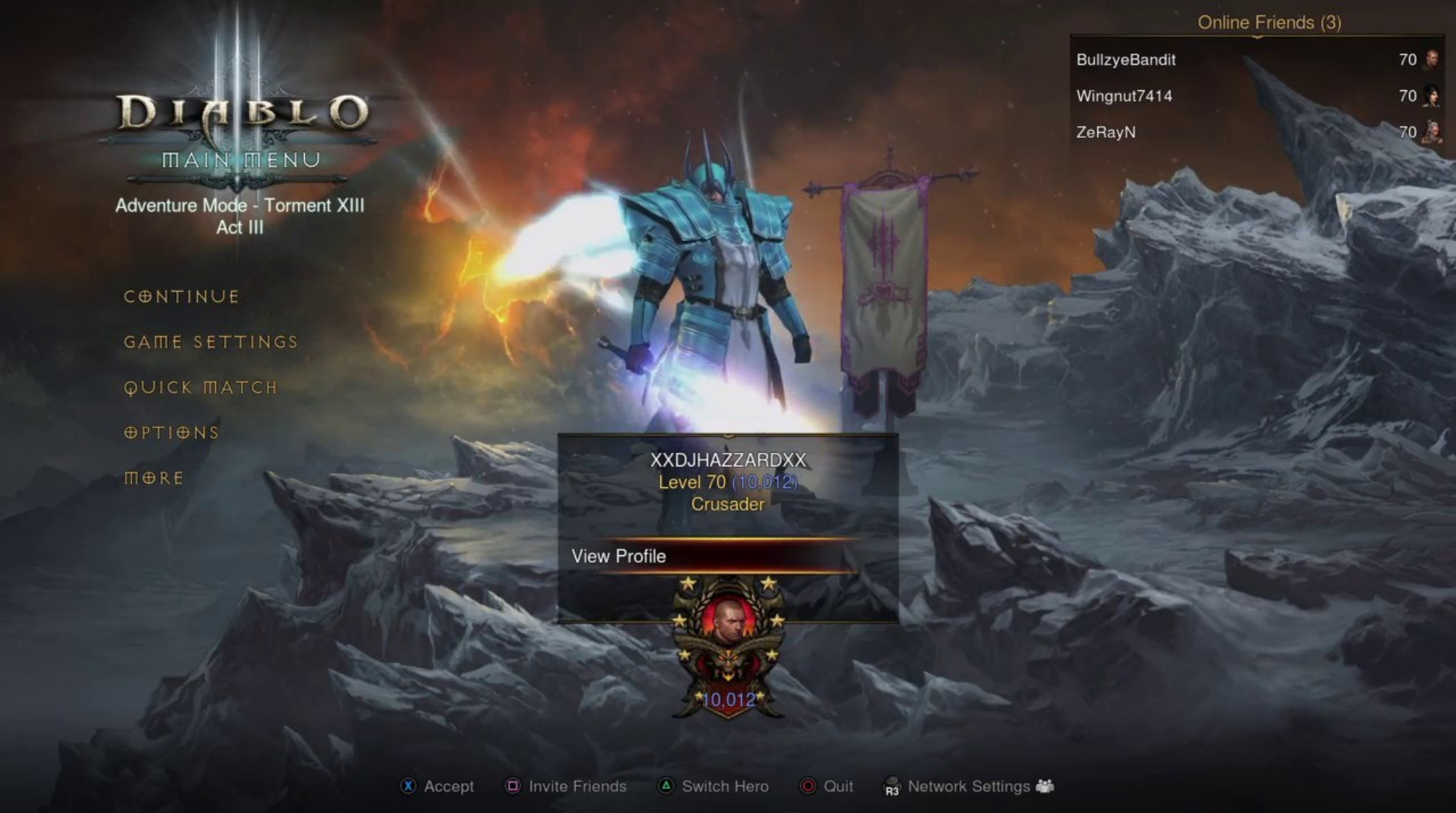
Diablo III set a new record for fastest-selling PC game selling over 3.5 million copies in the first 24 hours of its release, and was the best selling PC game of 2012, selling over 12 million copies during the year. It has sold, along with Reaper of Souls, 30 million copies across all platforms. Diablo III received critical acclaim from critics, although its digital rights management that requires an internet connection at all times was criticized.

The expansion pack Diablo III: Reaper of Souls was released for the Windows and macOS editions of the game on March 25, 2014. For consoles the expansion pack content was released as part of the Diablo III: Ultimate Evil Edition version. It was released for the PlayStation 4, Xbox One, PlayStation 3, and Xbox 360 on August 19, 2014. The Diablo III: Rise of the Necromancer pack was released for the Windows, macOS, and latest-generation console editions of the game on June 27, 2017. Diablo III: Eternal Collection, combining Reaper of Souls and Rise of the Necromancer, was released for PlayStation 4 and Xbox One on June 27, 2017, and was released for Nintendo Switch on November 2, 2018.

Plot

The game takes place in Sanctuary, the dark fantasy world of the Diablo Series, twenty years after the events of Diablo II. Deckard Cain and Leah are in Tristram Cathedral (the same cathedral that was the setting of Diablo) investigating ancient texts regarding an ominous prophecy. A mysterious star falling from the sky strikes the Cathedral, creating a deep crater into which Deckard Cain disappears.







Gameplay



Developer	Blizzard Entertainment
Publisher	Blizzard Entertainment
Directors	Joshua Mosqueira Kevin Martens
Producer	Alex Mayberry
Designers	David M. Adams Jesse McCree
Programmer	Jason Regier
Artist	Christian Lichtner
Writer	Brian Kindregan
Composers	Derek Duke Neal Acree Jason Hayes
Series	Diablo
Platforms	Microsoft Windows macOS PlayStation 3 PlayStation 4 Xbox 360 Xbox One
Genre	Action role-playing, hack and slash
Modes	Single-player, multiplayer

Much like in Diablo and Diablo II, the quality and attributes of equipment are randomized. In addition to base stats (such as damage and attack speed for weapon or armor points on armor), higher-quality items have additional properties, such as extra damage, attribute bonuses, bonuses to critical hit chance or sockets (which allow items to be upgraded and customized by adding gems for various stat bonuses). Magic-quality items have 1 to 3 random properties, rare-quality items have 4 to 6 random properties and legendary-quality items typically have 6 to 8 properties with varying degrees of randomness (for example, the Mempo of Twilight, a legendary helm, always has a socket, bonuses to elemental resistance, attack speed and life, a bonus to either Intelligence, Dexterity or Strength, and one additional random property, however the magnitude of these bonuses varies from item to item), and set items are a subtype of legendary items which provide additional, cumulative bonuses if multiple items from the same set are simultaneously equipped. Higher level monsters tend to drop higher level items, which tend to have higher base stats and bonuses.

The proprietary engine incorporates Blizzard's custom in-house physics, and features destructible environments with an in-game damage effect. The developers sought to make the game run on a wide range of systems without requiring DirectX 10. Diablo III uses a custom 3D game engine in order to present an over-head view to the player, in a somewhat similar way to the isometric view used in previous games in the series. Enemies utilize the 3D environment as well, in ways such as crawling up the side of a wall from below into the combat area.

As in Diablo II, multiplayer games are possible using Blizzard's Battle.net service, with many of the new features developed for StarCraft II also available in Diablo III. Players are also able to drop in and out of sessions of co-operative play with other players. Unlike its predecessor, Diablo III requires players to be connected to the internet constantly due to their DRM policy, even for single-player games.

An enhanced quest system, a random level generator, and a random encounter generator are used in order to ensure the game provides different experiences when replayed.

Unlike previous iterations, gold can be picked up merely by touching it, or coming within range, adjusted by gear, rather than having to manually pick it up. One of the new features intended to speed gameplay is that health orbs drop from enemies, replacing the need to have a potion bar, which itself is replaced by a skill bar that allows a player to assign quick bar buttons to skills and spells; previously, players could only assign two skills (one for each mouse button) and had to swap skills with the keyboard or mouse wheel. Players can still assign specific attacks to mouse buttons.

Skill runes, another new feature, are skill modifiers that are unlocked as the player levels up. Unlike the socketable runes in Diablo II, skill runes are not items but instead provide options for enhancing skills, often completely changing the gameplay of each skill. For example, one skill rune for the Wizard's meteor ability reduces its arcane power cost, while another turns the meteor to ice, causing cold damage rather than fire.



Fallout 76

Fallout 76 is an online multiplayer action role-playing video game developed by Bethesda Game Studios and published by Bethesda Softworks. It is the ninth game in the Fallout series and serves as a narrative prequel to the series. It was released for Microsoft Windows, PlayStation 4, and Xbox One on November 14, 2018.

Gameplay

Fallout 76 is Bethesda Game Studios' first online multiplayer game. Players may play individually or with a party of up to three others. All the servers for the game are dedicated, with the player automatically allocated to one of them. While the game is expected to launch with public servers only, game director Todd Howard revealed plans for private servers to be introduced some time after the game's launch. These private servers allow players to invite friends to play in order to prevent undesirable aspects of player versus player gameplay such as grieving from affecting an individual player's experience of the game. Howard described the delay as being necessary to allow Bethesda time to assure the stability of public servers. Elements of previous Fallout games are present and are modified to work with the real-time game. The V.A.T.S. system—a mechanic first introduced in Fallout 3 that allows players to pause the game to target specific locations on an enemy's body to attack—is used in Fallout 76 as a real-time system, though it still allow players to specify targets on an enemy's body.

The game features an open world four times the size of that of Fallout 4. The game world is called "Appalachia" and is a representation of West Virginia. It features recreations of real locations in the region, including the West Virginia State Capitol, The Greenbrier, Woodburn Circle, New River Gorge Bridge, and Camden Park. The game also features numerous new mutated monsters, several of which—such as the Mothman and the Flatwoods monster—were inspired by West Virginian folklore.

The game includes revisions to the SPECIAL progression system. Character attributes fall into one of seven categories: strength, perception, endurance, charisma, intelligence, agility and luck. As the player levels up, they are able to spend skill points to boost their attributes on a scale of one to fifteen. Players are able to choose perks, or passive abilities that offer gameplay bonuses. These perks fall into each of the SPECIAL categories and take the form of trading cards. Each card has a value and the player can adopt perks equal to their respective value; for example, if the player has a strength rating of five, then they may equip strength perks worth five points. The player can merge similar cards together to create more powerful—albeit more expensive—perks. The system is designed to encourage the player to recognize the situation they are in and choose perks that aid them rather than passively selecting them and having them for the duration of the game.

Fallout 76 does not feature any human non-player characters (NPCs) as all surviving humans are other players. This required Bethesda to change their approach to storytelling as previous games in the series relied on NPCs to assign quests, engage the player in dialog and advance the overall narrative. Fallout 76 instead uses a combination of NPCs in the form of robots, recordings such as collectible holotypes, terminals throughout the game world, and environmental storytelling where the player uncovers fragments of a narrative by exploring locations that they then piece together themselves. Each of these elements had previously been used in the series, often to provide backstory for characters and the world of the game whilst remaining separate from the main narrative. According to Howard, this system allows Bethesda to tell a story whilst giving players a greater ability to create their own narratives.







Developer	Bethesda Game Studios
Publisher	Bethesda Softworks
Director	Todd Howard
Composer	Inon Zur
Series	Fallout
Engine	Creation Engine
Platforms	Microsoft Windows PlayStation 4 Xbox One
Release	November 14, 2018
Genre	Action role-playing
Mode	Multiplayer

The game expands on Fallout 4's settlements by allowing the player the ability to build bases at any location of the map. These creations are assigned to the player's profile and will be removed from the game world when the player is offline to prevent progress from being lost. While other players are able to attack player settlements while they are online, the game preserves player creations in some form to prevent players from having to start over if their creations and progress are destroyed.

Players are able to use nuclear weapons to reshape the game world. After acquiring launch codes, the player can access missile silos and fire a missile at any point on the map. This will irradiate the area, which the player can then explore to find rare weapons, gear and items; however, it will also attract powerful enemies and the player will need to be sufficiently strong to survive.

Fallout 76 also includes a photo mode. The player has the ability to pose their character and choose from a variety of facial expressions and filters.

Release

The game was announced on May 30, 2018; the announcement was preceded by a twenty-four hour live stream on Twitch showing a Vault Boy bobblehead toy in front of a monitor with a "Please Stand By" test pattern screen, a signature image of the series. This stream was watched by a total of over two million people, with more than one hundred thousand people watching at any time.

Details of the game were announced by Howard during Bethesda's press conference at the Electronic Entertainment Expo on June 10, 2018, including its anticipated release date of November 14, 2018. As it is Bethesda Game Studio's first experience with a fully online game, Howard confirmed that there will be an open beta phase, beginning on October 23, 2018 for Xbox One, and October 30, 2018 for PlayStation 4 and PC.





Just Cause 4

Just Cause 4 is an upcoming action-adventure game developed by Avalanche Studios and published by Square Enix. It is the fourth game in the Just Cause series and the sequel to 2015's Just Cause 3 and is scheduled to be released for Microsoft Windows, PlayStation 4, and Xbox One on December 4, 2018.

Gameplay

Just Cause 4 is a third-person action-adventure game set in an open world environment. The player assumes the role of series protagonist Rico Rodriguez.

Development and release

Just Cause 4 is being developed by Avalanche Studios and published by Square Enix. The game is being developed with a new version of Avalanche's Apex game engine. The new technology allows the game to have diverse and extreme weather effects including blizzards, sandstorms, tornadoes and more. Developers of the game noted that improvements had been made to the game's artificial intelligence over Just Cause 3. These changes were intended to make non-player characters smarter so that they behave more tactically and pose more of a threat to the player. Other improvements to the game engine include physics-based rendering and a new animation system.

The game was announced during Microsoft's press conference at E3 2018, and also appeared later at Square Enix's showcase and the PC Gaming Show. On October 30, the game had "gone gold", signifying the completion of development on the base game. The game is scheduled to be released for PlayStation 4, Windows, and Xbox One on December 4, 2018.

Just Cause 4



Developer	Avalanche Studios
Publisher	Square Enix
Director	Francesco Antolini
Writer	Omar Shakir
Series	Just Cause
Platforms	Microsoft Windows
	PlayStation 4
	Xbox One
Release	December 4, 2018
Genre	Action-adventure
Mode	Single-player









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Hitman 2 (2018)

Hitman 2 is a stealth video game developed by IO Interactive and published by Warner Bros. Interactive Entertainment for Microsoft Windows, PlayStation 4, and Xbox One. It is the seventh entry in the Hitman video game series and is the sequel to the 2016 game Hitman. The game was released on 13 November 2018 and was met with generally positive reviews.

Gameplay

Hitman 2's gameplay is similar to its 2016 predecessor, as Agent 47, a contract assassin working for the International Contract Agency (ICA), travels to various locations around the globe to eliminate high-profile targets. The game features six missions, which are set in six distinct locations. One of the missions in the game will take place at a racetrack in Miami, where 47 must assassinate one of the drivers and her tech mogul father, while another, set in the fictional area of Santa Fortuna, Colombia, has him hunting the leaders of a local cartel.

The other four missions of the game were announced on 23 October 2018. The locations are Hawke's Bay, Mumbai, a fictional Vermont suburb, and the mysterious Isle of Sgàil in the North Atlantic.

The game introduces concussive gadgets, which can be used to render an NPC unconscious, and reintroduces the briefcase, which allows the player to conceal and carry large weapons, such as sniper rifles, in public without arousing suspicion. The game's announcement was accompanied by the release of a cooperative multiplayer mode titled Sniper Assassin, available immediately to those who pre-order Hitman 2. This mode is also bundled with all copies of Hitman 2 when the game releases. In this mode, players are tasked with eliminating targets using a sniper rifle within a set time limit. In addition to Agent 47, players can play as Knight and Stone, both of whom have access to unique ammo types.

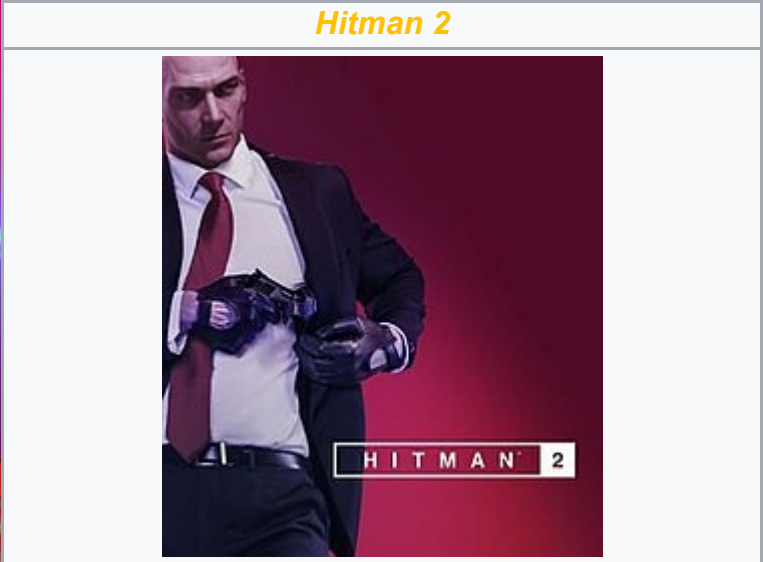
As with its predecessor, Hitman 2 features the time-limited "Elusive Targets" missions. British actor Sean Bean portrays the first Elusive Target in the game.

Release

The game was announced on 7 June 2018 during a livestream by WB Games. Hitman 2 was released on 13 November 2018, although those who have pre-ordered the game's gold edition or collector's edition gain access to the game four days early: on 9 November. Unlike its predecessor, Hitman 2 is not episodic.

The game has two paid expansions following its release, adding locations, missions, sniper maps, outfits, and weapons. Gold edition owners get both expansions at no cost while silver edition owners get only the first expansion for free.





Developer	IO Interactive
Publishers	Warner Bros. Interactive Entertainment
Directors	Christian Elverdam Jacob Mikkelsen
Writer	Michael Vogt
Composer	Niels Bye Nielsen
Series	Hitman
Platforms	Microsoft Windows PlayStation 4 Xbox One
Release	13 November 2018
Genre	Stealth
Modes	Single-player, multiplayer





Darksiders III

Darksiders III is an upcoming hack and slash action-adventure video game being developed by American studio Gunfire Games and will be published by THQ Nordic. It is a sequel to Darksiders II and the third entry in the Darksiders series. The game is scheduled for release on November 27, 2018 for Microsoft Windows, PlayStation 4 and Xbox One.

Gameplay

Darksiders III is an action-adventure game. Players take control of Fury, sister of War and Death, two of the Four Horsemen of the Apocalypse, from a third-person perspective. Fury, a mage who is described as the most unpredictable and enigmatic of the Four Horsemen, relies on whips, swords, flails, daggers and magic in combat. Fury can take on multiple different elemental forms in order to enhance her combat capabilities by granting her new weapons, attacks and traversal abilities. One of these many forms is a Flame form.


Enemies are stronger than in previous installments, but appear less in numbers during encounters, so as to make battles feel more personal. Some enemies from previous games will return, while other foes will be new. Gated combat is not a feature, in an attempt to make everything within the setting contextualized and interconnected. The game takes place in a continuous open world environment where exploration plays a large role. While exploring, Fury must solve puzzles and overcome platforming obstacles, some of which make use of her whip. Such puzzles include using bombs and the Flame Form to blow up obstructed pathways and materials in the environment.

Darksiders III will feature a levelling system and a crafting system. Similar to War, yet dissimilar to Death, Fury collects souls from enemies and from objects in the environment, as a form of currency or an expendable resource. According to the developer, the threats of the game's world will grow stronger as the player progresses through the story, matching Fury's power every time a Deadly Sin is defeated.

Plot

Darksiders III takes place parallel to the events of the previous games in what is described as a dilapidated, war-torn planet Earth. It follows the protagonist Fury, Rider of the Black Horse, sister Horseman of the Apocalypse, and one of the last of the Nephilim, in her quest to hunt down and destroy the Seven Deadly Sins, as ordered by the Charred Council.

Fury encounters the Lord of the Hollows, a powerful entity within the Hollows that helps Fury in her quest to destroy the Seven Deadly Sins. Wielding power enabling both weary Angels and Demons to complete release from the cycle of life, death and rebirth of the Well of Souls, the Hollow Lord aids Fury but his own goals remain unknown. The Hollow Lord attempts to inform Fury that she is being manipulated by the Charred Council for their machinations, going so far as to call her ignorant and blind to their plans and lies. Though Fury denies it, the Lord of the Hollows nonetheless aids her by giving her the power of fire and instructs her to hunt down a demon that endangers the stability of Earth.

Darksiders III	
	
Developer	Gunfire Games
Publisher	THQ Nordic
Series	Darksiders
Engine	Unreal Engine 4
Platforms	Microsoft Windows
	PlayStation 4
	Xbox One
Release	November 27, 2018
Genres	Hack and slash, Action-adventure
Mode	Single-player





Development

A third entry in the Darksiders series was originally planned by Vigil Games, however, the fate of its franchise was threatened due to financial complications. Its parent company, THQ, filed for bankruptcy in 2012. The company's assets were sold at an auction, excluding Vigil Games, which was shut down along with the parent company, THQ. In April 2013, THQ began a process to auction off the remaining IP that it had not yet sold, including Darksiders. Several companies publicly expressed interest in bidding for the franchise, including the Japanese developer Platinum Games, and Crytek USA, a new Crytek subsidiary led by former Vigil CEO David Adams, and primarily staffed by former Vigil employees. Adams had expressed interest in allowing Darksiders to come back "home" to its creators.[3][4] On April 22, 2013, Darksiders, along with Red Faction and MX vs. ATV, were purchased by Nordic Games in the final transaction of THQ's assets. On June 14, 2013, Nordic Games has stated in an interview with Joystiq that fans "should not look for a Darksiders III before two years from now".



On May 2, 2017, a product listing for Darksiders III appeared on Amazon.com. The game was announced the same day by publisher THQ Nordic under development by Gunfire Games. The development team consists largely of former Vigil Games employees whose previous work includes development of the first two Darksiders games. The game was revealed to be released on November 27, 2018. Alongside it, THQ Nordic announced various editions for the game; a deluxe edition, which comes with the soundtrack and two future downloadable content packs, the Collector's Edition, which comes with a Fury figurine, and the Apocalypse edition, which comes with figurines of War, Death, Fury and Vulgrim.





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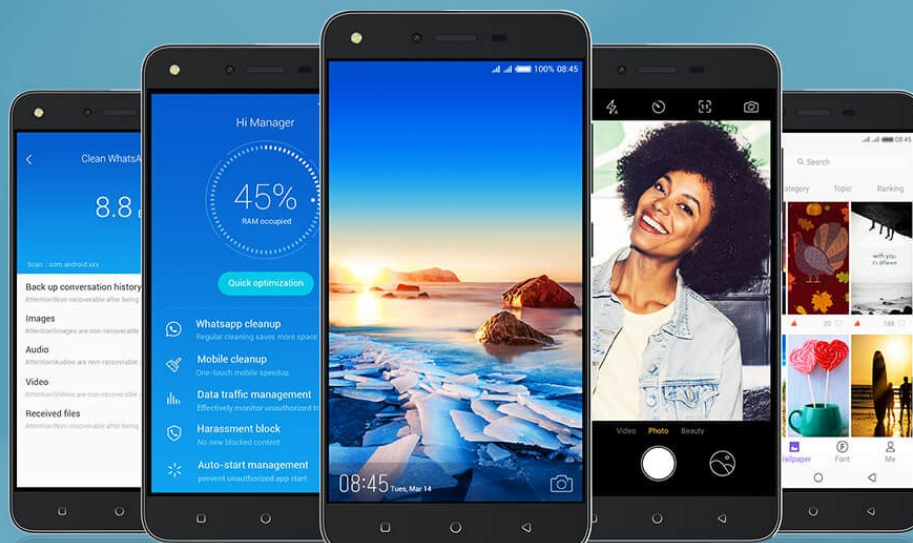
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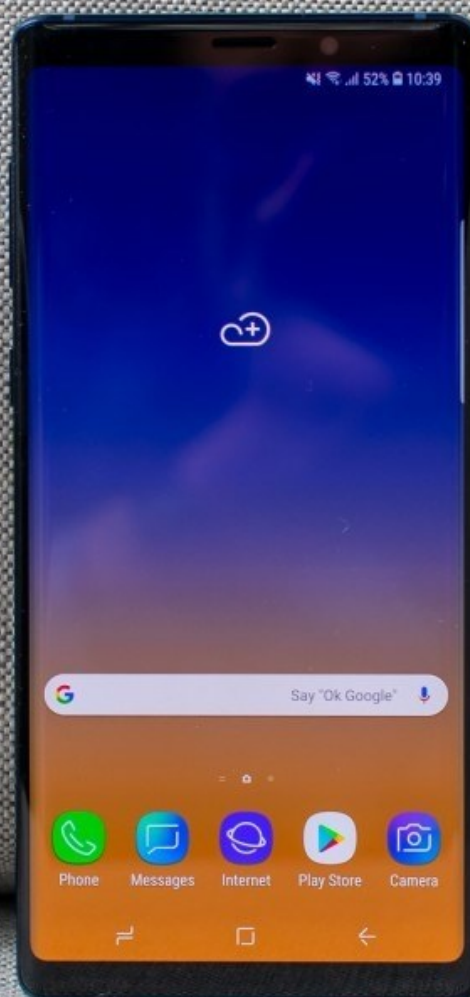


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experience with a
single cable.



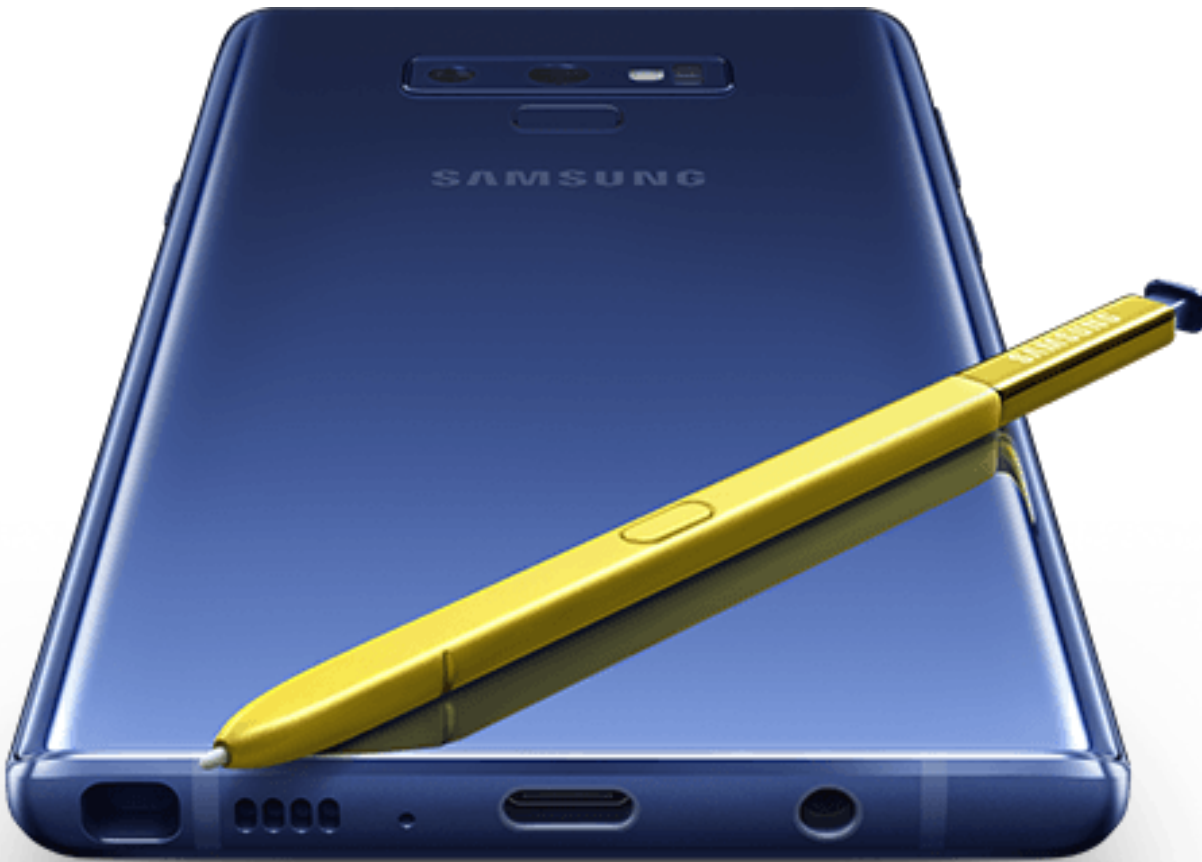
- **IP68:** Water and dust resistance
- **AP:** 10nm 64-bit Octa-Core Processor
- **Storage:** 128GB, expandable up to 512GB via microSD card
- **Battery:** 4000mAh



- **OS:** Android 8.1 (Oreo)
- **Display:** 6.4" Quad HD+ Super AMOLED
- **Camera:** Rear: Super Speed Dual Pixel 12MP AF Front: 8MP AF
- **Speakers:** Stereo speakers tuned by AKG, Dolby Atmos surround sound



Bluetooth Enabled and Perfect Control



The all new S Pen now boasts powerful Bluetooth technology, letting you press a button to take control of your camera, presentations, and apps without touching your phone. While drawing, taking notes, and sending Live messages with the S Pen is as intuitive and natural as pen and paper, thanks to the fine tip and 4096 pressure levels



Intelligent Camera

New revolutionary features make it nearly impossible to take a bad shot. The Galaxy Note9 intelligently recognizes what you're looking at, optimizing color settings like contrast, white balance, exposure, and more. And by detecting blinks and blurs, you can reshoot while the moment's right.

Camera

Dual Aperture adapts like the human eye for stunning shots, day or night.

Happiness is free, they say;
As long as u want, it will stay.
Yet it eludes most of mankind all day.
On the pursuit of it always.
What is the rationale?
They were born to love euphoria.
There's always a tale to tell, tale
Of happiness; how it was made,
the price that was paid.
In the end nothing is free, not even
the ticket to hell.

Ernest .O





Automobile



TIGER
SPORT

ENDLESS **POSSIBILITIES.**





TIGER
SPORT



ENDLESS POSSIBILITIES.



- 800 XR**
- STANDARD EQUIPMENT:**
- Adjustable brake and clutch levers
 - Adjustable handlebar position
 - Adjustable seat height
 - Auxiliary socket





HILL HOLD CONTROL



RIDING MODES (CUSTOMISABLE ABS, TRACTION CONTROL & THROTTLE RESPONSE)



WP SUSPENSION



TRIUMPH SEMI-ACTIVE SUSPENSION (TSAS)



FOR THE ADVENTURE IN EVERY DAY.



HEATED SEAT AND GRIP



ADJUSTABLE SCREEN



TIGER SPORT

HORSEPOWER 126PS / 123bhp (93kW) @ 9475rpm
TORQUE 106Nm @ 7000rpm

ENGINE TYPE Liquid-cooled, 12 valve, DOHC,
in-line 3-cylinder

ENGINE SIZE 1050cc

SEAT HEIGHT 830mm

FRONT SUSPENSION Showa 43mm upside down
forks with adjustable preload, rebound and
compression damping, 140mm travel

REAR SUSPENSION Showa monoshock with
adjustable preload and rebound damping,
155mm rear wheel travel

FRONT BRAKES Twin 320mm fl oating discs,
Nissin 4-piston radial calipers, ABS

REAR BRAKES Single 255mm disc,
Nissin 2-piston caliper, ABS

TANK CAPACITY 20l

TROPHY SE

HORSEPOWER 134PS / 132bhp (98.5kW) @ 8900rpm
TORQUE 120Nm @ 6450rpm

ENGINE TYPE Liquid-cooled, 12 valve, DOHC,
in-line 3-cylinder

ENGINE SIZE 1215cc

SEAT HEIGHT 800-820mm

FRONT SUSPENSION WP 43mm upside down
forks, electronically adjustable rebound damping
(sport/normal/comfort), 127mm travel

REAR SUSPENSION WP monoshock with integral
oil reservoir, electronically adjustable hydraulic
preload (1up, 1up+luggage, 2up), electronically
adjustable rebound damping (sport, normal,
comfort), 120mm rear wheel travel

FRONT BRAKES Twin 320mm fl oating discs,
Nissin 4-piston calipers, linked brakes (2 pistons
in RH caliper activated by rear brake), ABS

REAR BRAKES Single 282mm disc,
Nissin 2-piston sliding caliper, ABS

TANK CAPACITY 26l

DRY WEIGHT 295kg

SPRINT GT SE

HORSEPOWER 130PS / 128bhp (96kW) @ 9200rpm
TORQUE 108Nm @ 6300rpm

ENGINE TYPE Liquid-cooled, 12 valve, DOHC,
in-line 3-cylinder

ENGINE SIZE 1050cc

SEAT HEIGHT 830mm

FRONT SUSPENSION Showa 43mm cartridge
forks with dual rate springs and adjustable
preload, 127mm travel

REAR SUSPENSION Showa monoshock with
adjustable rebound damping and hydraulically
adjustable preload, 152mm rear wheel travel

FRONT BRAKES Twin 320mm fl oating discs,
Nissin 4-piston calipers, ABS

REAR BRAKES Single 255mm disc,
Nissin 2-piston sliding caliper, ABS

TANK CAPACITY 20l

DRY WEIGHT 239kg

TIGER SPORT

Wherever your adventure takes you, the Tiger Sport takes you there in style, and it will give you a ride that is deserving of its name.

The power at your command from the 1050cc engine gives you a smooth, responsive, sporty performance, while its compact single-sided swinging arm and subframe give a sportier but still comfortable riding position, which lets you cover the miles with ease.

Five minutes down to the shops or 500 miles across the country: the Tiger Sport lets you take it easy or push on to really enjoy the ride.

TIGER SPORT.

NOT JUST AN EVERYDAY MOTORCYCLE,

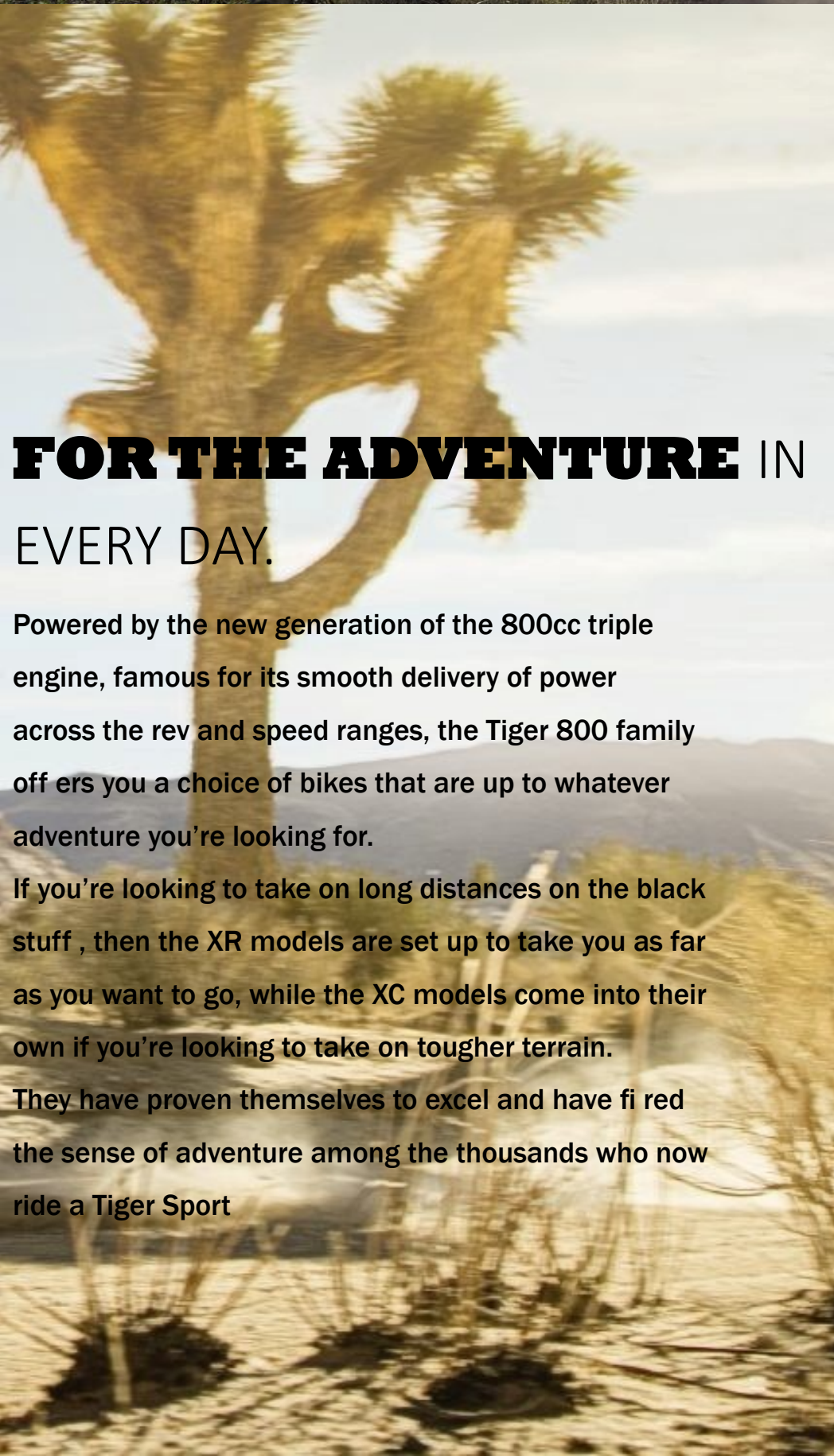
**IT'S A MOTORCYCLE YOU WILL WANT
TO RIDE EVERY DAY.**



RIDING MODES (CUSTOMISABLE ABS,
TRACTION CONTROL & THROTTLE RESPONSE)



CRUISE CONTROL



FOR THE ADVENTURE IN EVERY DAY.

Powered by the new generation of the 800cc triple engine, famous for its smooth delivery of power across the rev and speed ranges, the Tiger 800 family offers you a choice of bikes that are up to whatever adventure you're looking for.

If you're looking to take on long distances on the black stuff, then the XR models are set up to take you as far as you want to go, while the XC models come into their own if you're looking to take on tougher terrain.

They have proven themselves to excel and have fired the sense of adventure among the thousands who now ride a Tiger Sport





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“**The Mustang represents
the heart, soul and passion
of the Ford brand.**”

Mark Fields, COO, Ford Motor Company



Introducing the all-new 2015 Mustang. All of the bloodlines of a Mustang.
Designed for the 21st century. See it now. ford.com/2015-mustang



Go Further

Available late 2014. Preproduction vehicle shown.



Aquaman (2018)

PG3 -1///Action , Adventure , Fantasy

Arthur Curry learns that he is the heir to the underwater kingdom of Atlantis, and must step forward to lead his people and be a hero to the world.

Director: James Wan

Writers: David Leslie Johnson-McGoldrick (screenplay), Will Beall (screenplay)

Stars: Jason Momoa, Amber Heard, Nicole Kidman ...





Phil Lord and Christopher Miller, the creative minds behind The Lego Movie and 21 Jump Street, bring their unique talents to a fresh vision of a different Spider-Man Universe, with a groundbreaking visual style that's the first of its kind. Spider-Man: Into the Spider-Verse introduces Brooklyn teen Miles Morales, and the limitless possibilities of the Spider-Verse, where more than one can wear the mask.

TiTi Magazine Rating: 95%

Genre: Action & Adventure, Animation, Kids & Family, Science Fiction & Fantasy

Directed By: Bob Persichetti, Peter Ramsey, Rodney Rothman

Written By: Phil Lord

In Theaters: Dec 14, 2018

Studio: Sony Pictures

Cast: Shameik Moore, Hailee Steinfeld, Mahershala Ali, Jake Johnson (XVI), Liev Schreiber, Brian Tyree Henry

PETER JACKSON PRESENTS MORTAL ENGINES



Hundreds of years after civilization was destroyed by a cataclysmic event, a mysterious young woman, Hester Shaw (Hera Hilmar), emerges as the only one who can stop London - now a giant, predator city on wheels -- from devouring everything in its path. Feral, and fiercely driven by the memory of her mother, Hester joins forces with Tom Natsworthy (Robert Sheehan), an outcast from London, along with Anna Fang (Jihae), a dangerous outlaw with a bounty on her head.

TiTi Magazine Rating: 85%

Genre: Action & Adventure, Science Fiction & Fantasy

Directed By: Christian Rivers

Written By: Peter Jackson, Philippa Boyens, Fran Walsh

In Theaters: Dec 14, 2018 Wide

Studio: Universal Pictures

Cast: Hugo Weaving, Hera Hilmar, Robert Sheehan, Jihae, Ronan Raftery, Leila George



Every adventure has a beginning

BUMBLEBEE



CHRISTMAS

BUMBLEBEE

On the run in the year 1987, Bumblebee the Autobot seeks refuge in a junkyard in a small California beach town. Charlie, on the brink of turning 18 years old and trying to find her place in the world, soon discovers the battle-scarred and broken Bumblebee. When Charlie revives him, she quickly learn...

TiTi Magazine rating: 78%

Director: Travis Knight

Writers: Christina Hodson
(screenplay by)

Christina Hodson (story by)

Stars: Hailee Steinfeld, Justin Theroux, Angela Bassett



titimagazine.com



T A R A J I P . H E N S O N

Revenge is only the beginning.



MUST SEE!

T Y L E R P E R R Y ' S
ACRIMONY

TITI MAGAZINE



PRESENT

BLACK
ART STREET
FESTIVAL

TEMA **INTER COMMUNITIES**

GAMES TOURNAMENT

7TH - 9TH DECEMBER

TEMA COMM.4
BASKETBALL COURT

FIFA19 & MKXL

OTHER GAMES:

Injustice 2

Call of Duty

PS4 VR

FOR REGISTRATION & ENQUIRIES

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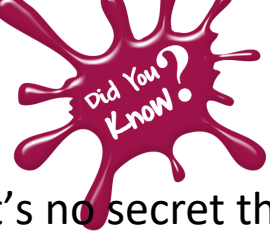


TAMATOKU
JEWELRIES

WhatsApp: +2347080196357



**The Japanese Live Longer Than Any
Other People On Earth**



The Japanese Live Longer Than Any Other People On Earth

It's no secret that the people of the land of the rising sun tend to outlive pretty much everyone else. For years, people in the West have been looking at the Japanese and scratching their heads, witnessing as Japan rose from having one of the lowest life expectancies post-WWII, to topping the charts globally. What gives? Although there are no definite answers, years of scientific research and anecdotal evidence have revealed some answers — and tips for the rest of us to follow.

#1. They eat a lot of vegetables

Traditionally, the Japanese eat lots of rice, veg and fish — generally in that order — and Japan's infatuation with fermented soy and seaweed means they have no lack of vitamins, minerals, and beneficial phytochemicals.

Unfortunately, from the 19th century onward, there has been an increase in unhealthy Western habits — breaded and battered meats and more recently, white bread, refined sugars, and copious amounts of sweets.

While the rest of the world is heading towards a pit fall, Japan seems to be moving to greater heights when it comes to their choice of food and eating habits.



#2. They cook their food differently.

Tempura, tonkatsu and croquettes notwithstanding, Japanese food involves a lot of steaming, pan-grilling, broiling, stir-frying, slow-cooking, and fermenting. They also have a habit of making at least one bowl of soup and usually they prepare small dishes. It helps when they couple their veg and fish intake with lots of fiber from beans, rice, and often beans and rice. Fast food have taken over the world, from drive-ins to diners, who are in a hurry to meet the fast demand of customers, while failing to take proper time to prepare the food. In Japan cooking and eating is a tradition that must be respected.



#3. They drink a lot of tea.

While coffee isn't necessarily bad, there's a huge tea drinking culture in Japan — and good quality Japanese tea contains far more antioxidants than coffee. This is especially true for Japan's tea-time specialty: matcha, which is a fine (and often expensive) powdered tea made of young leaves grown specifically to increase their chlorophyll and antioxidant content by depriving them of sunlight. The average Japanese take more tea than modern carbonated water.



#4. Their food is fresh.

It’s seriously, seriously fresh. And seasonal. Being a relatively small archipelago with a large amount of arable land, there isn’t much need for food to travel very far before it enters people’s mouths, and that can be said for Japan’s veg as much as it can be said for its fish and grain. In Japanese markets, food isn’t dated by the day — it’s dated by the half-hour according to Naomi Moriyama, who wrote a book entitled: Japanese Women Don’t Get Old or Fat.

The Japanese hardly preserve food by storing it away in the freezer; the ingredients are fresh, the spices are fresh, the food is fresh. Simply evidence of good health and good living.



#5. They’ve got smaller plates.

Portion control is a traditional part of Japanese cuisine. Etiquette is a huge part of Japanese living, and part of that is the careful use of chopsticks, the practice of eating from a small plate or rice bowl, only garnishing food lightly, serving each item on its own little dish, never completely filling a plate or serving large portions.

In Okinawa, the locals attribute part of their longevity to the saying: [hara hachi bu](#), meaning “eat until you are 80% full”.

Eating slowly is cultivated in Japan, that way you know when you are filled.



#6. They walk, stand, and squat more.

Part of daily Japanese life is the great commute — getting up, heading to the station, waiting for the train, standing in the train, walking from the next station to work, and getting on with life. Public transport is the norm in Japan. People jump on bikes and hop on trains — a car is considered a luxury. Many employees, such as those at Canon, work standing up.

Even going to the bathroom is different in Japan. While there are a lot of Western-style toilets available, old-school Japanese lavatories involve squatting, which is healthier for the bowels. You have got to respect the Japanese.



#7. They’ve got morning exercise — on the radio.

Called *radio taiso*, Japan literally has on-the-air exercise routines that are completed in massive groups every morning. The majority of Japanese partake, and there are several degrees of difficulty for different people. Imagine waking up to an exercise routine every morning, is like waking up to find your inner self to be one with yourself, pardon the rhymes. I think the world at large needs to adopt this method to tackle obesity.

The benefits are obvious — an increased level of athleticism, alertness and energy, alongside better flexibility and focus at the workplace and in school.

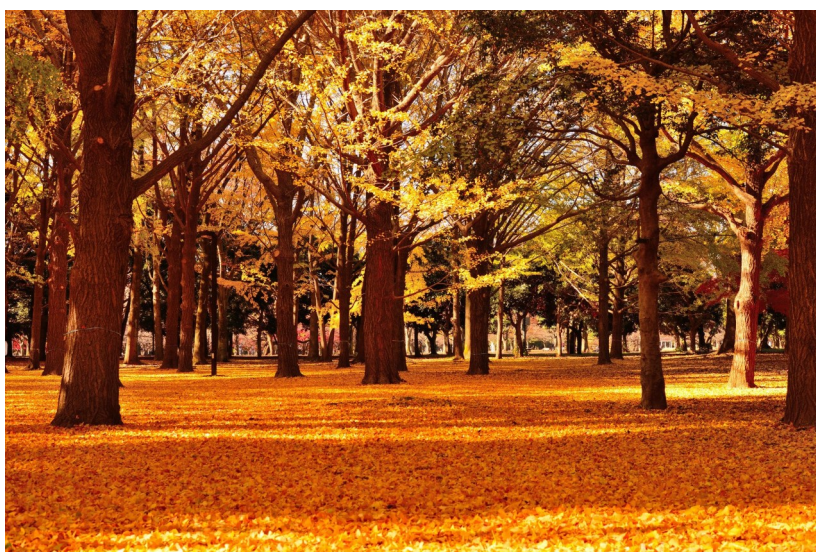


#8. They've got universal healthcare

Japan has had a mandatory healthcare system that gobbles up only 8% of the GDP (less than half of what America pays for its current system) while keeping people very much healthy. The average Japanese person visits their doctor over a dozen times a year for check-ups, four times as much as in the States, and eight times as much as the rest of the world.

Japan is where old meets new, despite the advancement of modern medicine the Japanese still do rely on ancient and traditional medicinal methods 80% of the time.

Not just advancing with technology but advancing with cul-

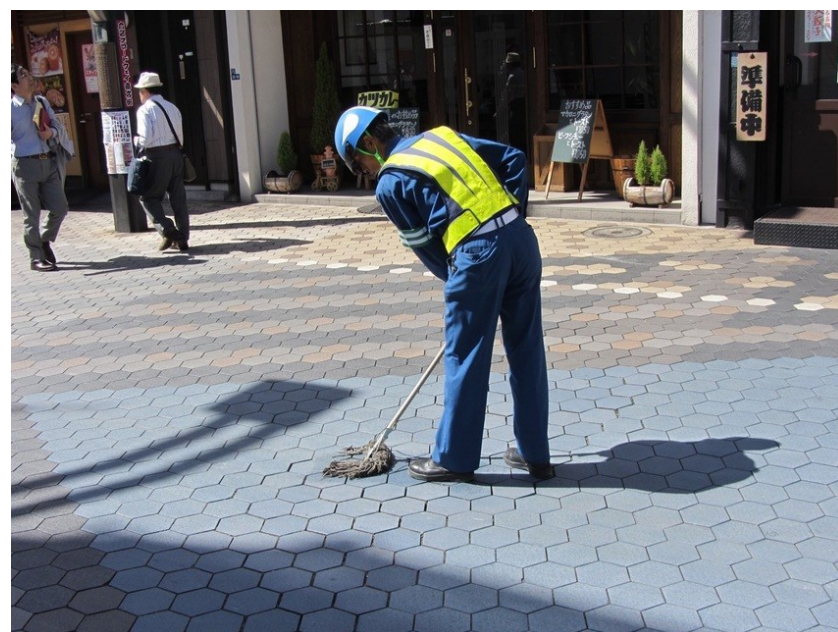


#9. They spend more time outside.

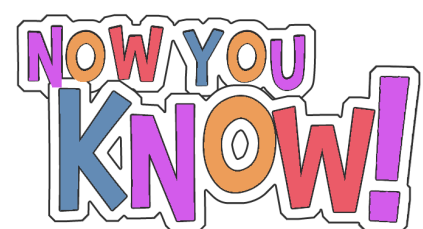
In addition to walking practically everywhere, it's a Japanese custom to eat out with friends rather than invite them in. Japanese living spaces are modest, while restaurant prices are relatively cheap — so socializing outside is a regular occurrence. While the effect of hanging out with people hasn't been tested on Japanese longevity, social coherence and friendships are important for emotional health.

#10. They focus on cleanliness.

The Japanese are obsessed with cleanliness, and it's for the better. Their cultural methods are largely based on the centuries-old traditions of Shintoism, a large part of which is the concept of purification. In Japan, it's not uncommon to bathe twice a day in the summer. Communal baths are a regular thing, and the guidelines and rules within them are strict. The saying cleanliness is next to Godliness is true to the Japanese



In Japan, companies, governments, and schools have been very strict about employees, staff, and students arriving on time for work or school. When so much of the population relies on public transportation, especially the railway system, any delay can impact a large number of individuals. To help their passengers avoid trouble with those in authority over them, Japanese railways have long instituted a procedure to prove that a passenger's tardiness was through no fault of his or her own. When a train is delayed in Japan, the staff at each station where a delayed train stops will distribute a 電車遅延証明書 (densha chien shoumeisho) or train delay certificate which can be provided to a boss, a teacher, school administrator, or other person in authority as an acceptable excuse for being late.





THE
WITCHER
RISE OF THE WHITE WOLF





Merry Christmas

See you next year..

