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NO MAN'S SKY

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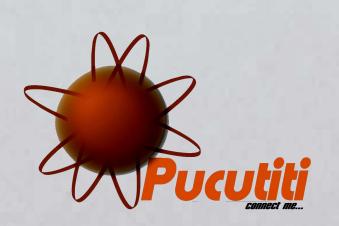
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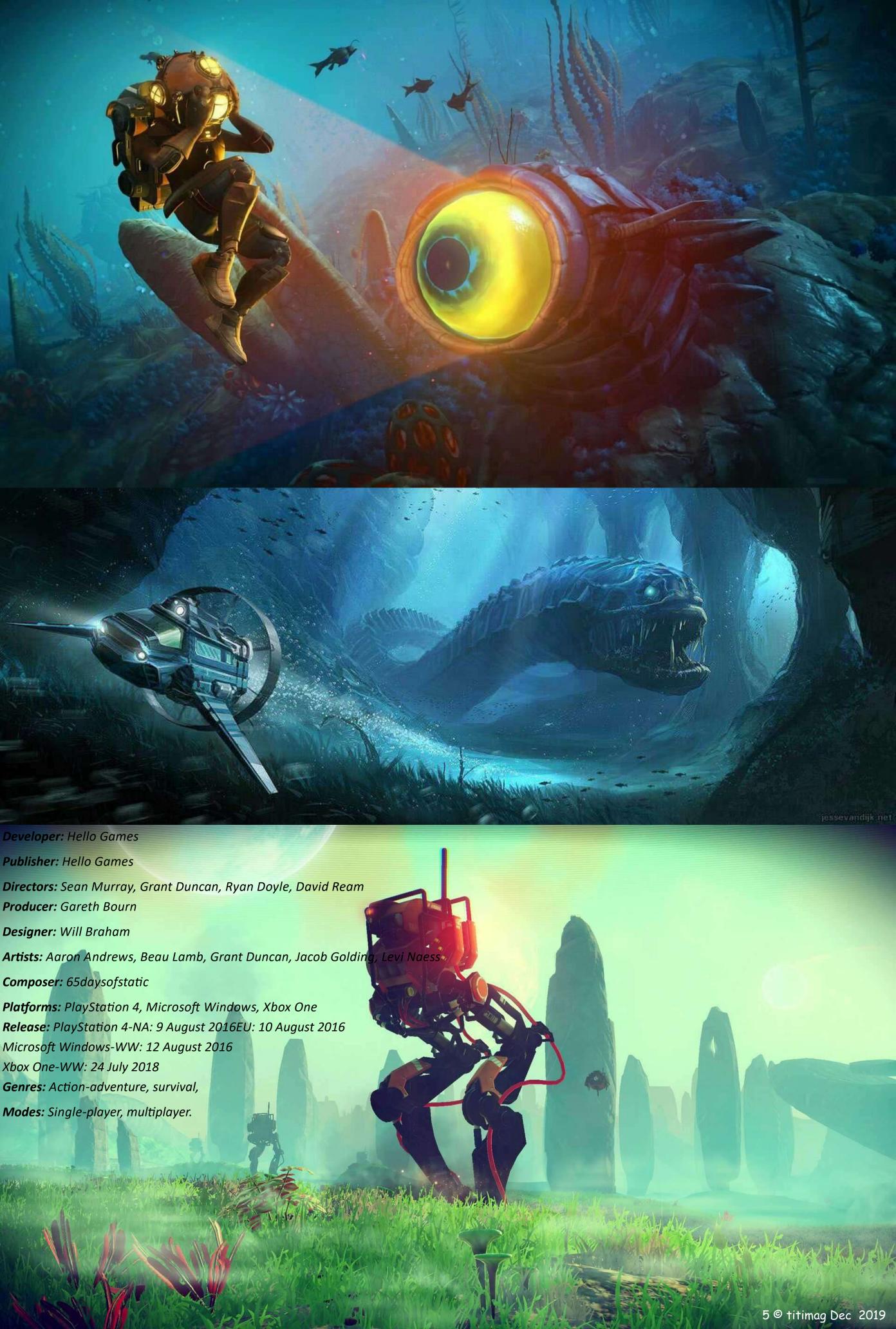+2348089216836

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GAMES

No Man's Sky

No Man's Sky is an action-adventure survival game developed and published by the indie studio Hello Games. It was released worldwide for the PlayStation 4 and Microsoft Windows in August 2016, and for Xbox One in July 2018. The game is built around four pillars: exploration, survival, combat, and trading. Players are free to perform within the entirety of a procedurally generated deterministic open world universe, which includes over 18 quintillion planets. Through the game's procedural generation system, planets have their own ecosystems with unique forms of flora and fauna, and various sentient alien species may engage the player in combat or trade within planetary systems. Players advance in the game by mining for resources to power and improve their equipment, buying and selling resources using credits earned by documenting flora and fauna, and otherwise seeking out the mystery around the Atlas, an entity at the center of the galaxy.

The founder of Hello Games, Sean Murray, had wanted to create a game that captured the sense of exploration and optimism of science fiction writings and art of the 1970s and 1980s with No Man's Sky. The game was developed over three years by a small team at Hello Games with promotional and publishing help from Sony Interactive Entertainment. The game was seen as an ambitious project by a small team by the gaming media, and Murray and Hello Games drew significant attention leading to its release.

No Man's Sky received mixed reviews at its 2016 launch, with some critics praising the technical achievements of the procedurally generated universe, while others considered the gameplay lacklustre and repetitive. However, the critical response was marred by the lack of several features that had been reported to be in the game, particularly multiplayer capabilities, though Murray had tried to downplay expectations prior to release. The game was further criticised due to Hello Games' lack of communication in the months following the launch, creating a hostile backlash from some of its player base. Murray stated later that Hello Games had failed to control the exaggerated expectations of the game from the media and the larger-than-expected player count at launch, and since have taken an approach of remaining quiet about updates to No Man's Sky until they are nearly ready to ship to avoid miscommunication. The promotion and marketing for No Man's Sky became a subject of debate, and the video game industry has used No Man's Sky as an example of missteps to avoid in marketing.

Hello Games has remained committed to improving and expanding No Man's Sky to achieve the vision of the experience they wanted to build, while the game continued to have a cult following of players. Since the initial criticism at its release, the game has received multiple major free content updates that have introduced several previously missing features, such as multiplayer components, while adding new features like surface vehicles, base-building, space fleet management, and virtual reality support, all of which have generally improved its overall reception.

Developer: Hello Games

Publisher: Hello Games

Directors: Sean Murray, Grant Duncan, Ryan Doyle, David Ream

Producer: Gareth Bourn

Designer: Will Braham

Artists: Aaron Andrews, Beau Lamb, Grant Duncan, Jacob Golding, Levi Naess

Composer: 65daysofstatic

Platforms: PlayStation 4, Microsoft Windows, Xbox One

Release: PlayStation 4-NA: 9 August 2016EU: 10 August 2016
Microsoft Windows-WW: 12 August 2016
Xbox One-WW: 24 July 2018

Genres: Action-adventure, survival,

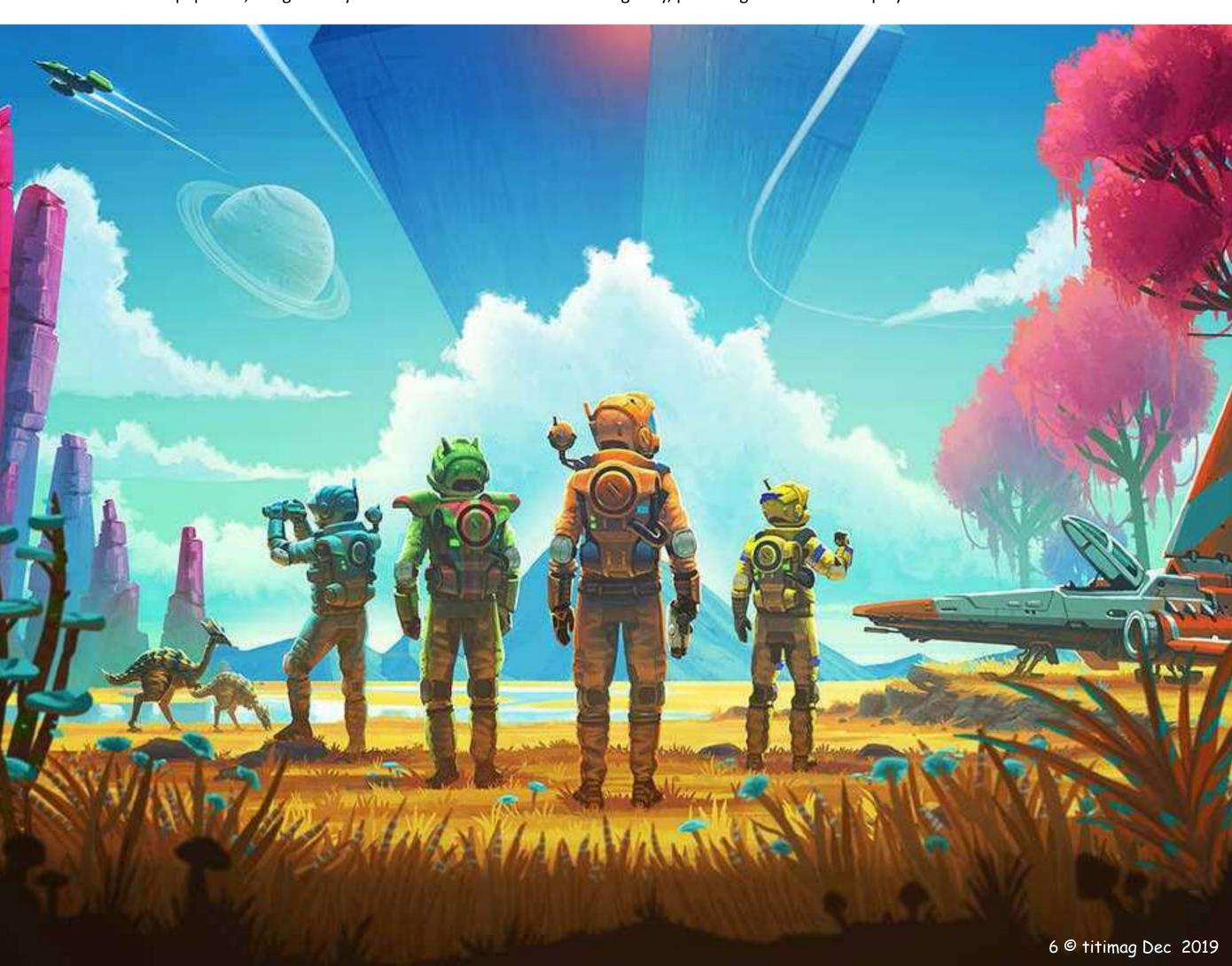**Modes:** Single-player, multiplayer.

Gameplay

No Man's Sky allows players to explore planets with procedurally generated flora and fauna
No Man's Sky is an action-adventure survival game played from a first or third person perspective that allows players to engage in four principal activities: exploration, survival, combat, and trading. The player takes the role of a specimen of alien humanoid planetary explorer, known in-game as the Traveller, in an uncharted universe. They start on a random planet near a crashed spacecraft at the edge of the galaxy, and are equipped with a survival exosuit with a jetpack, and a "multitool" that can be used to scan, mine and collect resources as well as to attack or defend oneself from creatures and hostile forces. The player can collect, repair, and refuel the craft, allowing them to travel about the planet, between other planets and space stations in the local planetary system, engage in space combat with alien factions, or make hyperspace jumps to other star systems. While the game is open ended, the player may follow the guidance of the entity known as the Atlas to head towards the centre of the galaxy.

The defining feature of No Man's Sky is that nearly all parts of the galaxy, including stars, planets, flora and fauna on these planets, and sentient alien encounters, are created through procedural generation using deterministic algorithms and random number generators from a single seed number. This 64-bit value leads to there being over 18 quintillion (1.8×10^{19}) planets to explore within the game. Very little data is stored on the game's servers, as all elements of the game are created through deterministic calculations when the player is near them, assuring that other players will see the same elements as another player by travelling to the same location in the galaxy. The player may make temporary changes on planets, such as mining resources, but these changes are not tracked once the player leaves that vicinity. Only some "significant" changes, such as destroying a space station, are tracked for all players on the game's servers. The game uses different servers for the PlayStation 4 and Windows versions.

Through exploration, the player is credited with "units", the in-game currency, by observing not-yet-seen planets, alien bases, flora and fauna in their travels. If the player is first to discover one of these, they can earn additional units by uploading this information to the Atlas, as well as having their name credited with the discovery to be seen by other players through the game's servers. Players also have the opportunity to rename these features at this point within limits set by a content filter. No Man's Sky can be played offline, but interaction with the Atlas requires online connectivity.
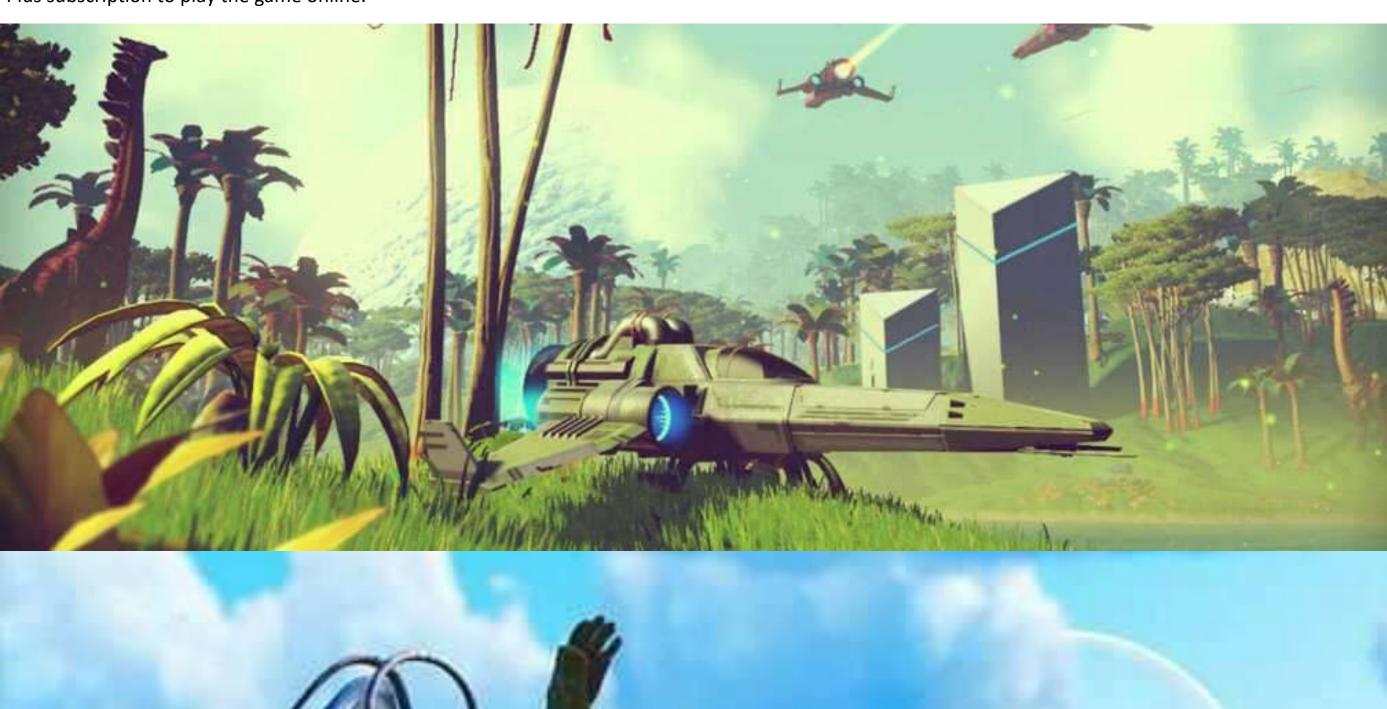
The player must assure the survival of the Traveller, as many planets have dangerous atmospheres such as extreme temperatures, toxic gases, and dangerous storms. Though the player can seek shelter at alien bases or caves, these environments will wear away at the exosuit's shielding and armour and can kill the Traveller, thus the player must collect resources necessary for survival. By collecting blueprints, the player can use resources to craft upgrades to their exosuit, multitool, and spacecraft to make survival easier, with several of these upgrades working in synergistic manners to improve the survivability and capabilities of the Traveller. Each of these elements have a limited number of slots for both upgrades and resource space, requiring the player to manage their inventories and feature sets, though the player can either gain new slots for the exosuit or purchase new ships and multitools with more slots. Many features of the exosuit, multitool, and spacecraft need to be refuelled after prolonged use, using collected resources as a fuel source. Better equipment, and the blueprints and resources to craft that equipment, are generally located closer to the centre of the galaxy, providing a driver for the player.

While on a planet, the Traveller may be attacked by hostile creatures. They also may be attacked by Sentinels, a self-replicating robot force that patrols the planets and takes action against those that take the planet's resources. The player can fend these off using the weapons installed on the multitool. The game uses a "wanted level" similar to that of the Grand Theft Auto series; low wanted levels may cause small drones to appear which may be easily fought off, while giant walking machines can assault the player at higher wanted levels. While in space, the Traveller may be attacked by pirates seeking their ship's cargo, or by alien factions with whom they have a poor reputation. Here, the player can use the ship's weapon systems to engage in these battles. Should the Traveller die on a planet, they will be respawned at their last save point without their exosuit's inventory; the player can recover these materials if the player can reach the last death location. If the Traveller dies in space, they will similarly respawn at the local system's space station, but having lost all the goods aboard their ship. Again, these goods can be recovered by travelling to the point at which the player died in space, but with the added uncertainty of pirates claiming the goods first.

Each star system has a space station where the Traveller can trade resources, multitools, and ships, and interact with one or more aliens from three different races that populate the galaxy. The player may also find active or abandoned alien bases on planets that offer similar functions. Each alien race has their own language, presented as a word-for-word substitution which initially will be nonsense to the player. By frequent communications with that race, as well as finding monoliths scattered on planets that act as Rosetta stones, the player can better understand these languages and perform proper actions when interacting with the alien non-player characters, gaining favour from the alien and its race for future trading and combat. Consequentially, improper responses to aliens may cause them to dislike the Traveller, and their space-bound fleets may attack the Traveller on sight. The game includes a free market galactic store accessible at space stations or alien bases, where some resources and goods have higher values in some systems compared to others, enabling the player to profit on resource gathering and subsequent trade.

No Man's Sky is primarily designed as a single-player game, though discoveries can be shared to all players via the Steam Workshop, and friends can track each other on the game's galactic map. Hello Games' Sean Murray stated that one might spend about forty hours of game-time to reach the centre of the galaxy if they did not perform any side activities, but he also fully anticipated that players would play the game in a manner that suits them, such as having those that might try to catalogue the flora and fauna in the universe, while others may attempt to set up trade routes between planets. Players can track friends on the galactic map and the system maps. Due to limited multiplayer aspects at launch, Sony did not require PlayStation 4 users to have a PlayStation Plus subscription to play the game online.

Post-release

A large update released in November 2016, known as the "Foundation Update", added the ability for the player to define a planet as a "home planet", and construct a base on that planet from modular components created from collected resources. Once constructed, the player can then immediately return to their base via teleportation from a space station in the rest of the galaxy. The base supports adding special stations, such as research terminals, that can be manned by one of the sentient aliens, which can help to unlock additional base components and blueprints, tend to harvesting flora for resources, and other aspects. The player may opt to tear down the base and relocate to a different home planet at any time. The player also has abilities to construct devices such as automatic mineral drills in the field. The player is able to purchase starship freighters, which serve both as a space-bound base, with similar base-building and construction options as the planetary base, and as additional storage capacity that collected resources can be transferred.
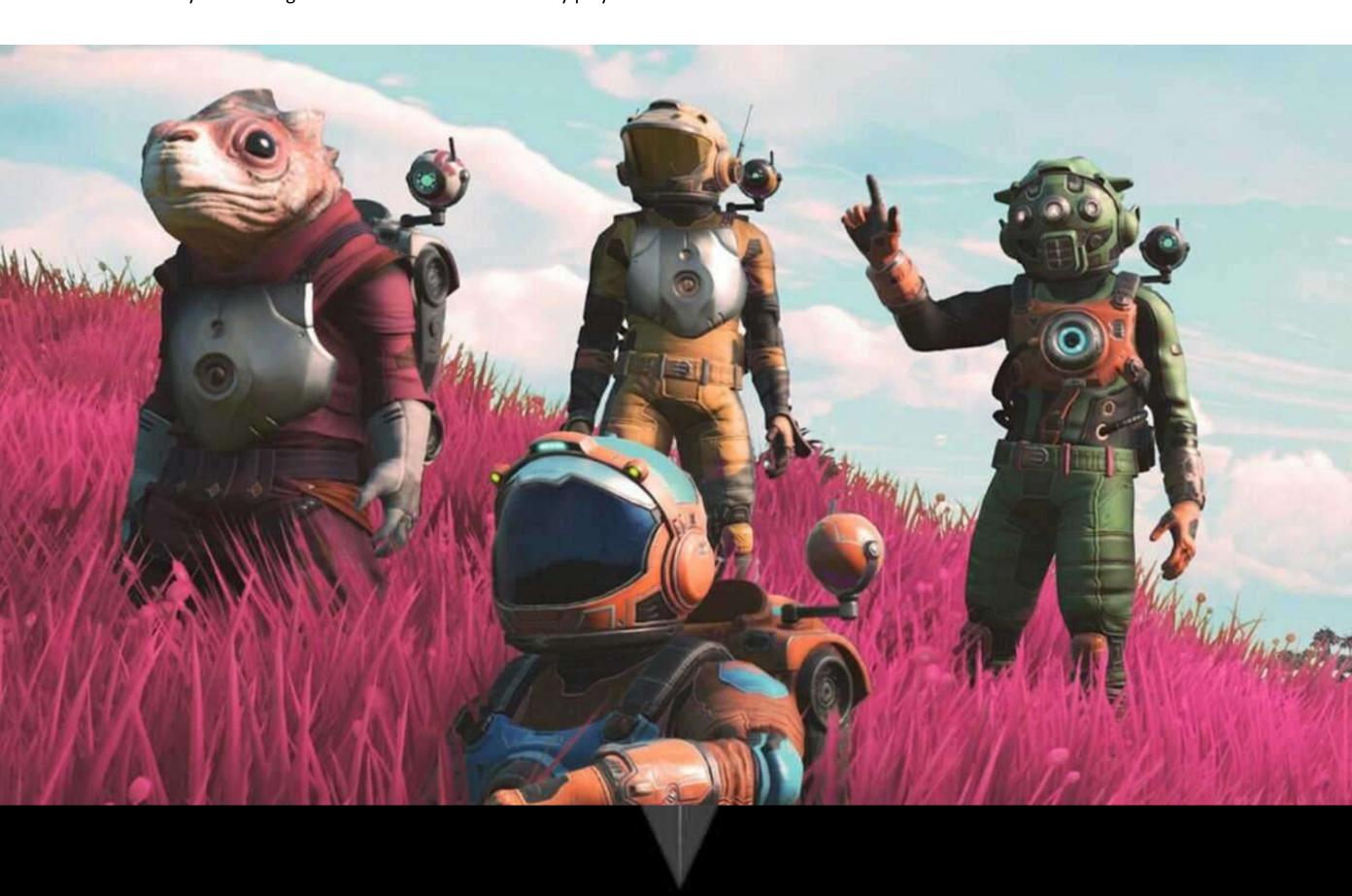
The Foundation update also adds in two new play modes, with the original gameplay considered as the third, default mode. Survival mode is similar to standard gameplay but the difficulty is much higher—atmospheric effects have larger impact on the exosuit's armour, alien creatures are more hostile, Sentinels are more alert and deadly, and resources tend to be sparse. If a player should die in Survival mode, they must restart without being able to recover their lost progress, though they still possess their credits, alien language progress, and known blueprints. Creative mode removes much of the mechanics that can kill the player's character, and gives them unlimited resources for constructing bases.

A second update released in March 2017, known as the "Path Finder Update", added several new features to the game. Among these included the ability to share bases with other players, as well as new vehicles called exocraft to help in exploration. The exocraft can be built on the player's set home planet, and called upon on any other planet via a minor update released a few days afterwards. The update also contained a permadeath option that wipes the player's progress completely on death; support for Steam Workshop for user modifications on the Windows version; new base building features and materials, ship and multitool classes and support for PlayStation 4 Pro enhanced graphics.

A third update, titled "The Atlas Rises," was released in August 2017. It included significant contributions to the game's story mode, added an estimated 30 hours of narrative, and added procedurally generated missions. The player can use portals to quickly transport across the game's galaxy. A limited online cooperative mode, called "Joint Exploration", allows for up to 16 players to explore the same planet and use voice chat and text commands to communicate to others in close proximity, seeing each other as glowing spheres, but otherwise they cannot directly interact with each other; Hello Games called it an "important first step into the world of synchronous co-op". The update was preceded by several weeks of a "Waking Titan" alternate reality game.

Next, Beyond, and further updates
The fourth major update, titled No Man's Sky Next, was released for Windows and PlayStation 4 on 24 July 2018; this also coincided with No Man's Sky's release on Xbox One which included all updates including Next. Additionally, the Next update included support for Tencent's WeGame distribution platform in China, which Hello Games says hosts a significant number of No Man's Sky players.

No Man's Sky Next is a significant update to the game that Hello Games considered to be more representative of the game they wanted to release in 2016. The update included a full multiplayer experience, allowing up to four players to create and customize their in-game avatar and to join as allies to explore planets and star systems and build bases together, or as opponents to fight against each other. Bases are no longer limited to specific spots on a planet and now can be built nearly anywhere, including underwater, and such bases are visible to all other players of the game (on their respective platform). Players are able to assemble fleets of starships to be used to send out on various missions. The game's engine has gotten a significant overhaul in how planets are procedurally generated as well as how they are rendered to the player. With the expanded multiplayer features, Next required players on consoles to have a PlayStation Plus or Xbox Live Gold service subscription to use the multiplayer elements. At launch, the GOG.com version of No Man's Sky Next lacked the multiplayer component, a feature that Hello Games expects to add later in the year to work with the GOG Galaxy software, but otherwise had all new content. As a result, GOG offered refunds within a limited window for anyone that had bought the game regardless of when that purchase was made.

Following Next, Hello Games stated their plans to be more interactive with the community and provide more frequent updates, including weekly content with special events with community-driven goals that would provide all players with in-game currency to purchase in-game items, but otherwise free to all players and without micro transactions. The first such event was launched in late August 2018. Additionally, Hello Games launched the Galactic Atlas, a website that players can upload information about interesting discoveries they found in-game for other players to explore themselves.

Subsequent content updates to the game continued after the release of Next. "The Abyss", added in October 2018, greatly expanded the game's features in aquatic biomes, with more creatures, resources, base-building features, additional story content, and a new personal submarine vehicle to help explore underwater areas. The next major update "Visions", released in November 2018, expanded the number of biomes available, incorporated more abnormal flora and fauna on certain worlds, and included the opportunity to collect resources and trophies from the crash sites of freighters, alien bases, and fossilized creatures. An April 2019 update to the Windows version provided a complete overhaul of the graphics API replacing OpenGL with Vulkan. This brought performance improvements, particularly players with AMD GPUs. The update also include improved loading times, HDR support and more graphic settings.

Another update, "Beyond", was released on 14 August 2019. "Beyond" features three major components. One component, called "Online", expands upon the game's multiplayer features, which Murray compared to the multiplayer features of Destiny. The game now features a larger number of players on the same server, with up to 32 players on personal computers. If players are in the same general area, they will see other players nearby, while alternatively, players are able to travel to the Nexus, where they can meet other players directly and group up, shop, upgrade equipment, and take on missions. A second component is virtual reality support for Windows-compatible headsets (Oculus Rift, HTC Vive, and Valve Index) as well as PlayStation VR on the PlayStation 4 version. Multiple different control schemes are available to players depending on what activity they are in to use with compatible VR controllers. The third part of the update features a number of general improvements across the breadth of the game to add more features. Bases have more customization features, featuring electrical grids and programmable elements, in addition to industrial automation features as to create small automated factories. The programmable options allow players to create custom interactions with the game; Hello Games developers had used the new system to create a version of Rocket League within No Man's Sky, for example. Players can domesticate alien creatures, raising them as livestock and use them as mounts in the game. This also added a recipe system that can use various resources to create beneficial items.

NO MAN'S SKY

Plot

The player character, known as the Traveller, wakes up on a remote planet with amnesia, and must locate their crashed starship. When they arrive, they are guided by their starship's computer, directing the character to make the necessary repairs to it, and collecting the resources needed to fuel a hyperspace jump to another planetary system. En route, they encounter individual members of three alien species, the Gek, the Korvax, and the Vy'keen, that inhabit the galaxy. During their voyage, the Traveller is compelled by an unknown force to reach the centre of the galaxy.

Along the way to the centre, the Traveller receives a message from an alien entity named Artemis, who tells them that they, like the player, are a Traveller and wished to meet others of their kind. They stepped through a strange, ancient portal, but they got trapped on a sunless world. After triangulating their position and talking with the local alien species, the Traveller discovers that Artemis's location does not exist. After telling Artemis the news, the transmission ends mysteriously and the Traveller learns of another Traveller named Apollo.

The Traveller contacts Apollo, telling them about Artemis's predicament. The player is told to uncover the connection between the portals and the Sentinels. After a skirmish with the Sentinels, the Traveller passes through a portal and is taken aboard a large, unknown vessel in space, where it comes face to face with a cosmic being. The Traveller is then sent to an unknown planet where they find the grave of Artemis, revealing Artemis has been dead the entire time. While trying to contact Apollo, they accidentally contact a new entity, -null. -null tells the Traveller that Artemis can be saved, through the use of a "Mind Arc".

While in space, they are alerted to a presence of a space anomaly in a nearby system. Traveling there they find a special space station ("space anomaly") where two aliens wait for them, Priest Entity Nada and Specialist Polo. Nada and Polo have knowledge beyond what other aliens in the galaxy appear to possess, including being able to speak without translation to the Traveller. They tell of the entity the player met, called "The Atlas", found at the centre of the galaxy. They are able to guide the Traveller towards meeting Atlas, either by directing them to the location of a nearby Atlas Interface, the vessel they were previously transported to, or to a black hole that can quickly take the Traveller closer to the centre of the galaxy. After constructing the Mind Arc, the Traveller must choose whether to upload Artemis's soul into a machine aboard the Anomaly or to let them die. Regardless of the choice, they are directed by a distress beacon to another portal, where they find themselves aboard another Atlas Interface. They learn that the Atlas is dying and must warn the other Travellers in the galaxy, but is unable to contact them.

The Traveller becomes aware that they, like Nada and Polo, are different from the other sentient beings in the galaxy, having some sense of the universe's construction and nature. It is revealed that the galaxy itself exists as a computer simulation managed by the Atlas, and the Travellers, or the fourth race, are entities that were created by the Atlas to explore the simulation. It is also revealed how Nada and Polo met, and how they are "errors" that had become self-aware of being in a simulation and isolated themselves in the anomaly to help others.

The Traveller investigates more Interfaces to find themselves once again in direct communication with the Atlas. The Atlas informs them it doesn't want to die. In order to save itself, it directs the Traveller to continue to explore and collect information all while moving towards the centre, where the entity appears to be. The Atlas judges the Traveller's progress, and grants it the blueprint for a different Atlas Seed if it deems the Traveller worthy. The Traveller must continue on its journey, continuing to gain help from Nada and Polo and Atlas Seeds from other Interfaces.

Ultimately, the Traveller reaches the galaxy's centre, finding yet another Atlas Interface. The Traveller must choose to either restart the simulation, saving the Atlas, or continue exploring. If they choose to restart the simulation, the Traveller presents the Interface with the Atlas Seeds they have obtained. The Atlas resets, upon which it creates a new galaxy, as well as creating another new Traveller entity to restart the exploration, but it is revealed this has happened many times before, each time shortening the life of the Atlas. The Atlas tries to see into the future, past its death, but sees nothing, besides the hand of its creator on its glass casing. The current Traveller is released, free to explore on its own, while from the player's view, they are placed in control of this new Traveller, effectively restarting the game.

Development

No Man's Sky represented Hello Games' vision of a broad, attention-getting game that they wanted to pursue while they secured their financial well being through the Joe Danger series of games. The game's original prototype was worked on by Hello Games' Sean Murray, who wanted to create a game about the spirit of exploration inspired by the optimistic science fiction of Isaac Asimov, Arthur C. Clarke, and Robert Heinlein, and the cover artwork of these works in the 1970s and 1980s. Development expanded into a small four-person team prior to its first teaser in December 2013. About a dozen developers worked on the game in the three years leading up to its release, with Sony Interactive Entertainment providing promotional and marketing support. Sony formally announced the title during their press conference at the Electronic Entertainment Expo 2014, the first independently developed game to be presented at the Expo's centre-piece events.

The game's engine employs several deterministic algorithms such as parameterised mathematical equations that can mimic a wide range of geometry and structure found in nature. Art elements created by human artists are used and altered as well. The game's audio, including ambient sounds and its underlying soundtrack, also uses procedural generation methods from base samples created by audio designer Paul Weir and the British musical group 65daysofstatic.
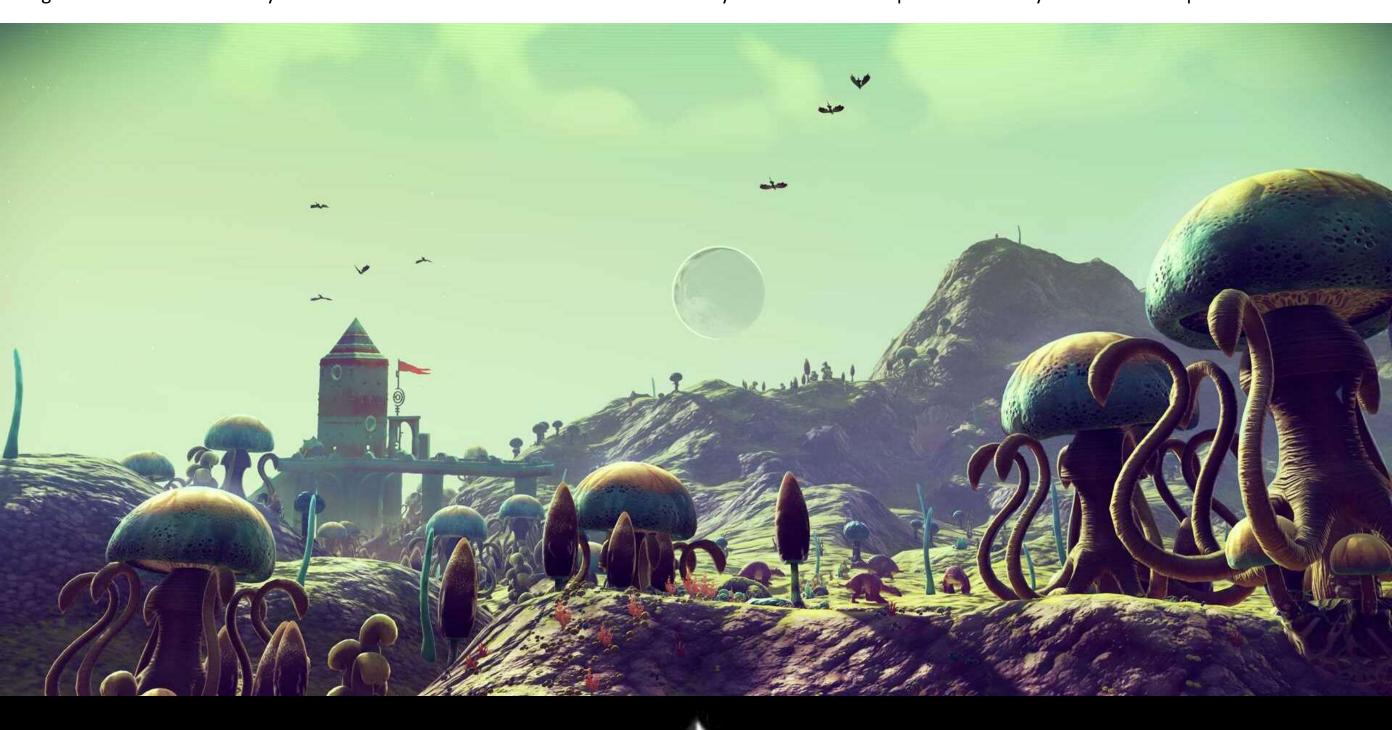
Release

No Man's Sky was first revealed at the VGX Awards in December 2013, and subsequently gained significant attention from the gaming press. Hello Games sought help from a publisher and got the interest of Sony Interactive Entertainment (then Sony Computer Entertainment). Sony offered to provide development funding but Hello Games only requested financial assistance for promotion and publication. Sony presented the game at their media event during Electronic Entertainment Expo 2014 (E3); until that point, no independently developed game has been demonstrated during these centre-stage events.

Rumors circulated in the lead-up to the 2015 Paris Games Week in October 2015 that No Man's Sky would be released alongside Sony's press conference, but Murray and Sony denied these rumours. Instead, Sony used their press conference to announce the game's expected release in June 2016 for the PlayStation 4.

The game's scheduled release during the week of 21 June 2016 was announced in March 2016, along with the onset of pre-orders for both PlayStation 4 and Windows versions. Hello Games also announced that the PlayStation 4 version would also be available in both a standard and "Limited Edition" retail release, published by Sony, alongside the digital version. About a month before this planned release, Sony and Hello Games announced that the game would be delayed until August 2016, with Murray opting to use the few extra weeks as "some key moments needed extra polish to bring them up to our standards". Hello Games opted not to present at the Electronic Entertainment Expo 2016 in June 2016 so as to devote more time to polishing the game, with Murray noting that due to the structure of the game, "we get one shot to make this game and we can't mess it up." The game had gone gold on 7 July 2016, and was officially released on 9 August 2016.

The release date in the United Kingdom, originally slated for 12 August and two days after the rest of Europe, was later pushed up to 10 August due in part to a new deal Sony arranged with retailers to allow for simultaneous release in both regions. Two weeks before release, the worldwide Windows version release was pushed out a few days, to 12 August 2016. Murray stated through Twitter that they felt the best experience for players would be a simultaneous worldwide release on the Windows platform, something they could not control with the retail aspects that were associated with the regional PlayStation 4 market, and thus opted to hold back the Windows release to make this possible. They also used the few extra days to finish additional technical features that they wanted to include at the Windows launch, such as multiple monitor widescreen support.

The limited edition retail version includes an art book and a comic written by Dave Gibbons, James Swallow and Angus McKie; Sony previously expressed interest in companion fiction for the game's release, and Murray had engaged with Gibbons on developing such a work. Swallow also helped with some of the in-game narrative. A limited-run "Explorer's Edition" for the Windows version, published by iam8bit, included a miniature replica of one of the game's spacecraft alongside other materials. Sony released a limited edition bundle with No Man's Sky and a custom face plate for the PlayStation 4 in Europe.

NO MAN'S SKY

The Dark Pictures Anthology: Man of Medan

★★★★★

The Dark Pictures Anthology: Man of Medan is an interactive drama survival horror video game developed by Supermassive Games and published by Bandai Namco Entertainment. It is the first of eight planned installments in The Dark Pictures Anthology series, and was released for Microsoft Windows, PlayStation 4 and Xbox One on 30 August 2019.
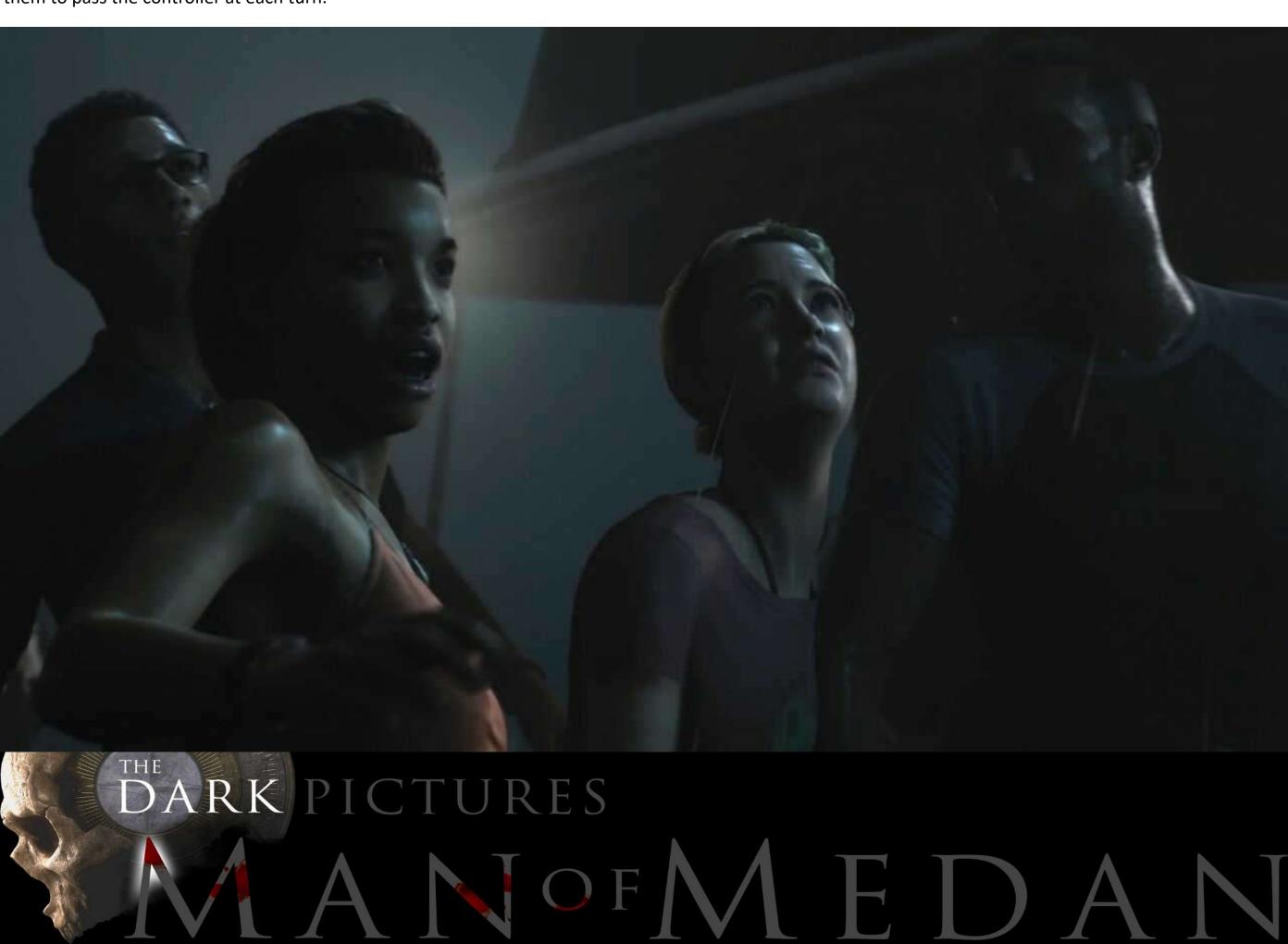
The main plot of Man of Medan is presented as an unfinished story in the possession of the omnipresent Curator (Pip Torrens), who requests the player's assistance in completing it. Decisions made by the player alter the outcome of the story and the fates of its characters.
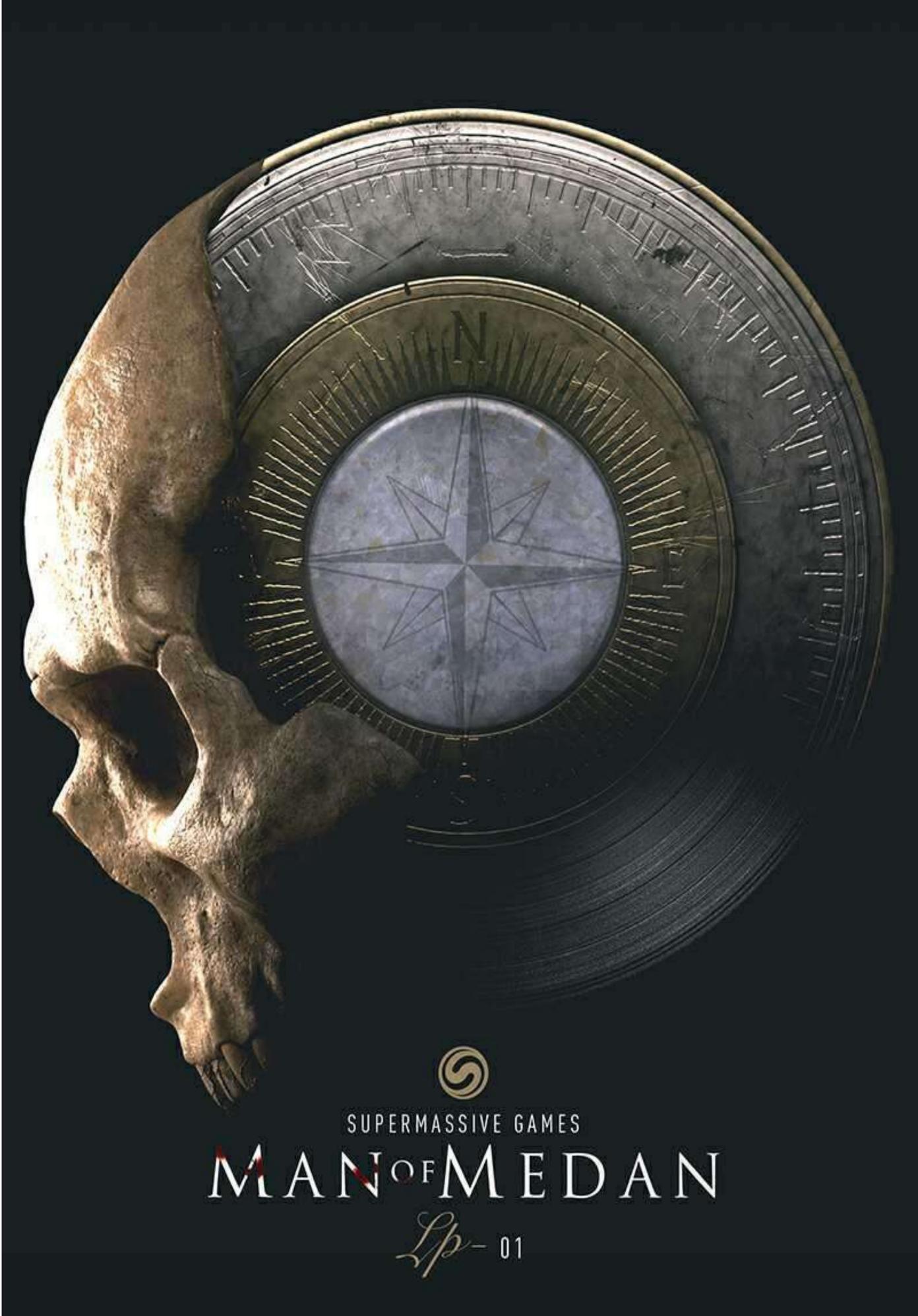
The Curator's story centers on five individuals partaking in an underwater diving expedition to find a submerged WWII plane wreck in the South Pacific Ocean: brothers Alex (Kareem Alleyne) and Brad Smith (Chris Sandiford), Alex's girlfriend Julia (Arielle Palik), Julia's brother Conrad (Shawn Ashmore), and Félicité "Fliss" DuBois (Ayisha Issa), the captain of the group's dive boat. The expedition quickly turns dangerous, however, when the five are taken hostage by fishermen Olson (Kwasi Songui), Junior (Chimwemwe Miller), and Danny (Russell Yuen). Against their will, the group is brought to a large ghost ship – the fabled Indonesian Ourang Medan – where their worst nightmares become reality. With their safety threatened, their sanity tested, and their survival at stake, the five must make swift life-or-death choices that could either lead them to freedom or cause them to suffer fatal consequences.

Gameplay
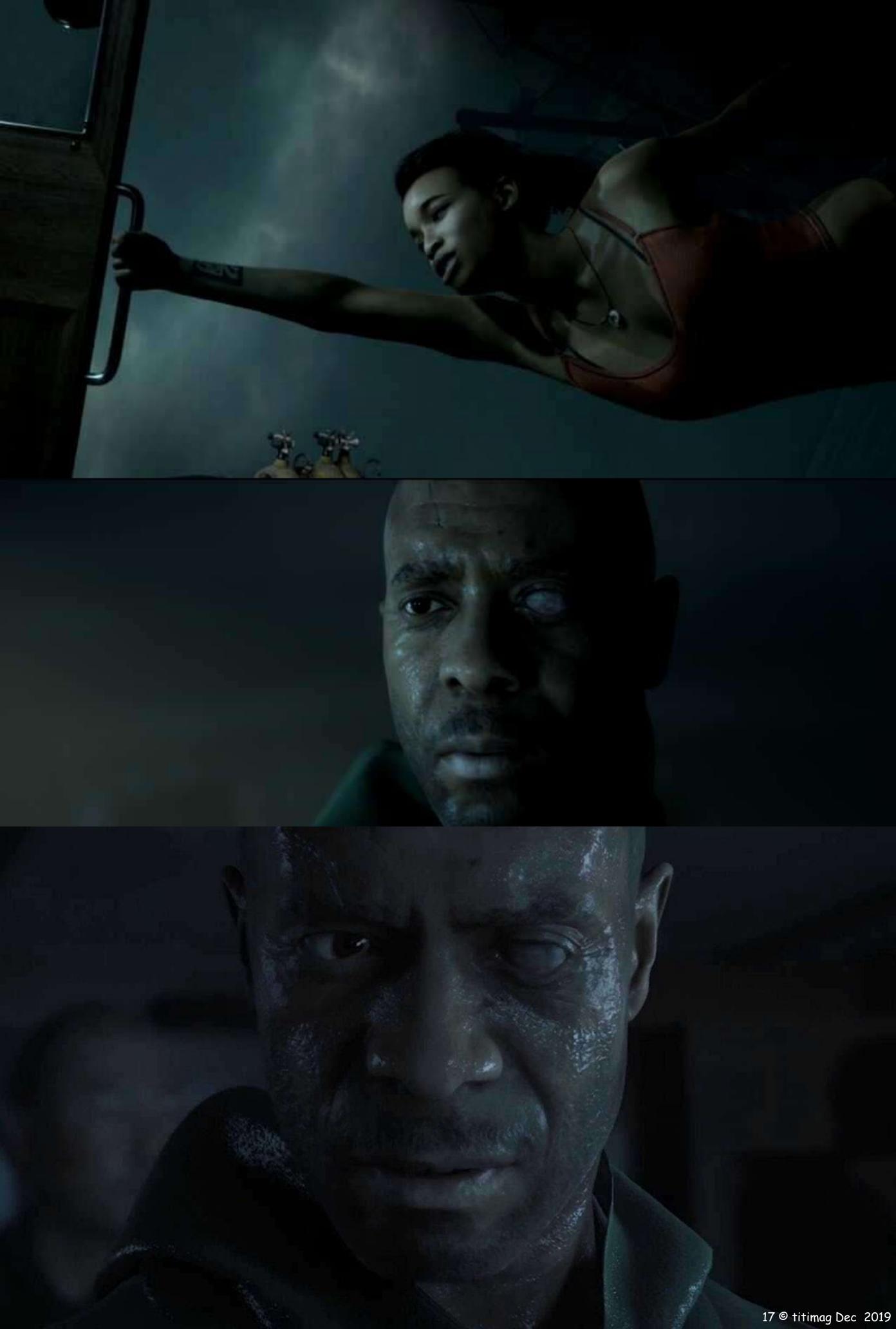
The Dark Pictures Anthology: Man of Medan is a survival horror video game played from a third-person perspective in which single players or multiplayers assume control of five different characters that become trapped on board of a ghost ship. Players are required to make decisions based on their character's "head" or their "heart", or can choose for them to do nothing, whilst selecting between different options when interacting with other characters. The selection of options are stylised as a compass, which is both representative of the characters' "moral compass" and reflective of the game's nautical themes. The narrative changes and adapts to the choices that the players make, thus making it possible for players to keep all playable characters alive or to have some (or all) of them die. Choices also affect the characters' personality traits (which affects subsequent cutscenes and dialogue options), as well as their relationships with each other. The game can be played multiple times, as there are multiple endings and multiple scenarios based on the decisions that the players make. Action sequences mainly feature quick time events, most of which, if missed, can lead to dire consequences for the characters. As players explore the ghost ship, they can find different "Dark Pictures" that gives them premonitions of what may happen in the future. Players can also uncover the mystery surrounding the tragedy that occurred on the ship in the past, which can help save their character's lives in the present.

Inspired by the popularity of their 2015 game Until Dawn's streaming, and the number of people playing the game with their friends by sharing the controls, Supermassive Games introduced two different multiplayer modes in The Dark Pictures Anthology: Man of Medan titled "Shared Story" and "Movie Night". "Shared Story" allows two players to play co-operatively online. "Movie Night" allows up to five multiplayers to select their own characters and prompts them to pass the controller at each turn.

SUPERMASSIVE GAMES

MAN OF MEDAN

Lp – 01

Developer: *Supermassive Games*

Publisher: *Bandai Namco Entertainment*

Director: *Tom Heaton*

Producer: *Dan McDonald*

Writer: *Larry Fessenden, Graham Reznick*
Composer: *Jason Graves*

Engine: *Unreal Engine 4*

Platforms: *Microsoft Windows, PlayStation 4, Xbox One*
Release: *30 August 2019*

Genres: *Interactive drama, survival horror*

Modes: *Single-player, multiplayer*

Development

The Dark Pictures Anthology: Man of Medan was developed by Supermassive Games. After favourable reception of their 2015 title Until Dawn, the team realized that there was a market for interactive drama horror games, and wanted to expand the concept to a larger audience. Thus, The Dark Pictures Anthology series was created, with Man of Medan being the first of eight planned installments in the series. Supermassive Games stated that they plan on releasing the subsequent seven games every six months in the anthology, with each game based on a horror trope that will feature a unique story that has no correlation to the other entries in the series.

Man of Medan was inspired by the urban legend of the SS Ourang Medan, which is about a ghost ship that had allegedly become a shipwreck in Dutch East Indies waters in the late 1940s. Its entire crew was found deceased under suspicious and mysterious circumstances, with their faces twisted into horrified expressions, which seemed to indicate that they were terrified and had suffered before passing, despite having no visible signs of injury to their bodies and the ship being seemingly unscathed. An effort was made to bring the SS Ourang Medan back to port, but before it could be transported, the ship exploded and sunk underwater. Theories of how the ill-fated crew perished vary, ranging from the rational to the paranormal, while there is speculation as to whether the ship even existed at all. The word Ourang is Malay or Indonesian for "man" or "person", while Medan is the largest city on the Indonesian island of Sumatra; giving an approximate translation of "Man from Medan".

Supermassive and publisher Bandai Namco Entertainment officially announced the title on 21 August 2018. The game's cast includes Shawn Ashmore as one of the playable characters and Pip Torrens as the Curator, an omniscient individual who observes the events of the game and communicates directly with the player. It was released for Microsoft Windows, PlayStation 4 and Xbox One on 30 August 2019.
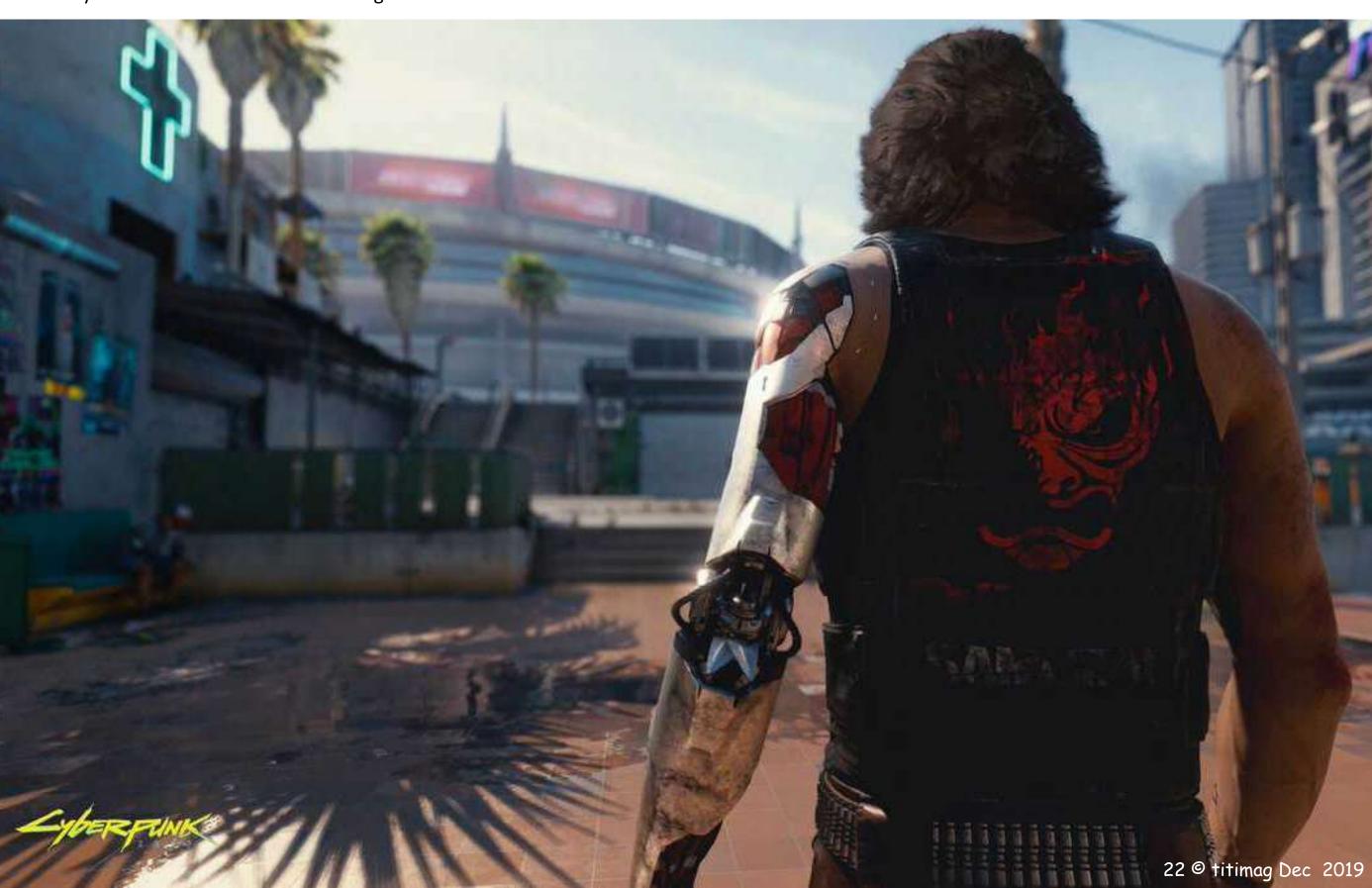
THE
DARK PICTURES

MAN OF MEDAN

Cyberpunk 2077

Cyberpunk 2077 is an upcoming role-playing video game developed by CD Projekt Red, an internal studio of publisher CD Projekt, that is releasing for Google Stadia, Microsoft Windows, PlayStation 4, and Xbox One on 16 April 2020. Adapted from the Cyberpunk franchise, it takes place in dystopian Night City, an open world with six distinct regions. Players assume the role of the customisable mercenary V in a first-person perspective, with skills in hacking and machinery, as well as an arsenal of ranged weapons and options for melee combat.

Cyberpunk 2077 is developed using the REDengine 4 game engine. They launched a new division in Wrocław and partnered with Digital Scapes to assist production. Around 450 total staff members are involved with the development, exceeding the number that worked on the studio's previous game, The Witcher 3: Wild Hunt. Cyberpunk creator Mike Pondsmith consulted on the project, with actor Keanu Reeves having a starring role.

Gameplay

Cyberpunk 2077 is played in a first-person perspective as V,[8] a mercenary whose voice, face, hairstyles, body type, body modifications, background, and clothing are customizable. V's clothing alters how interactions fare with non-player characters (NPCs), with whom they have the potential to form romantic and sexual relationships. Stat categories—Body, Intelligence, Reflexes, Technical, and Cool—are malleable depending on the character classes that players assume, which are NetRunner (hacking), Techie (machinery), and Solo (combat). The perk tree is branched into melee, blades, handguns, shotguns, rifles, sniper rifles, hacking, two-handed combat, assassination, "cold blood", engineering, and athletics. V must consult a "ripperdoc" to upgrade and purchase cyberware implants; black markets offer military-grade abilities. The rarity of any given equipment is shown by a coloured tier system. V can take cover, aim, run on the ground and walls, jump, double jump, and slide. With arm blades, V may climb walls and, like with other close-combat weapons, deal melee strikes. There are three types of ranged weapons—Power (standard), Tech (which penetrate walls and enemies), and Smart (with homing bullets). These can be customised and modified. Ranged weapons are equipped to ricochet bullets in a target's direction and slow them down in bullet time. Four types of damage can be inflicted and resisted—Physical, Thermal, EMP, and Chemical. Weapon use increases accuracy and reloading speed, which are manifested in character animations. Gunsmiths repair and upgrade weapons. The game can be completed without taking a life, with nonlethal options for weapons and cyberware.

The open world metropolis Night City, California consists of six regions—the corporate City Center, immigrant-inhabited Watson, luxurious Westbrook, suburban Heywood, gang-infested Pacifica, and industrial Santo Domingo. Night City's surrounding area, the Badlands, can also be explored. V navigates these locations on foot and in vehicles, which are customisable and subject to either a first or third-person view. Autonomous cars allow V to focus on combat instead of driving while engaging in gunplay. Pedestrians can be run over by vehicles. Radio stations are available to listen to. The full day-night cycle and dynamic weather affect the way NPCs behave. V can buy apartments—in which to fetch weapons, get dressed, use a computer, and bring back NPCs for sexual activity—and garages. The game features non-English-speaking characters; players who do not speak the languages can buy translator implants to better comprehend them. "Braindance", a digital recording device streamed directly into the brain, allows V to experience the emotions and muscle movements of another person. Branching dialogues enable interaction with NPCs and actions in quests. Experience points are obtained from main quests and fuel the stats, while side quests yield "street cred" and unlock skills, vendors, places, and additional quests. Quests are acquired from characters known as Fixers. Throughout the game, V is aided by various companions. Consumables, like soft drinks, are used for healing, and objects can be inspected in V's inventory. Minigames include hacking, boxing, auto racing, martial arts, and shooting ranges. "Game over" messages only appear at the point of death; if a quest is failed, the game moves on all the same. Player choice leads to different endings.
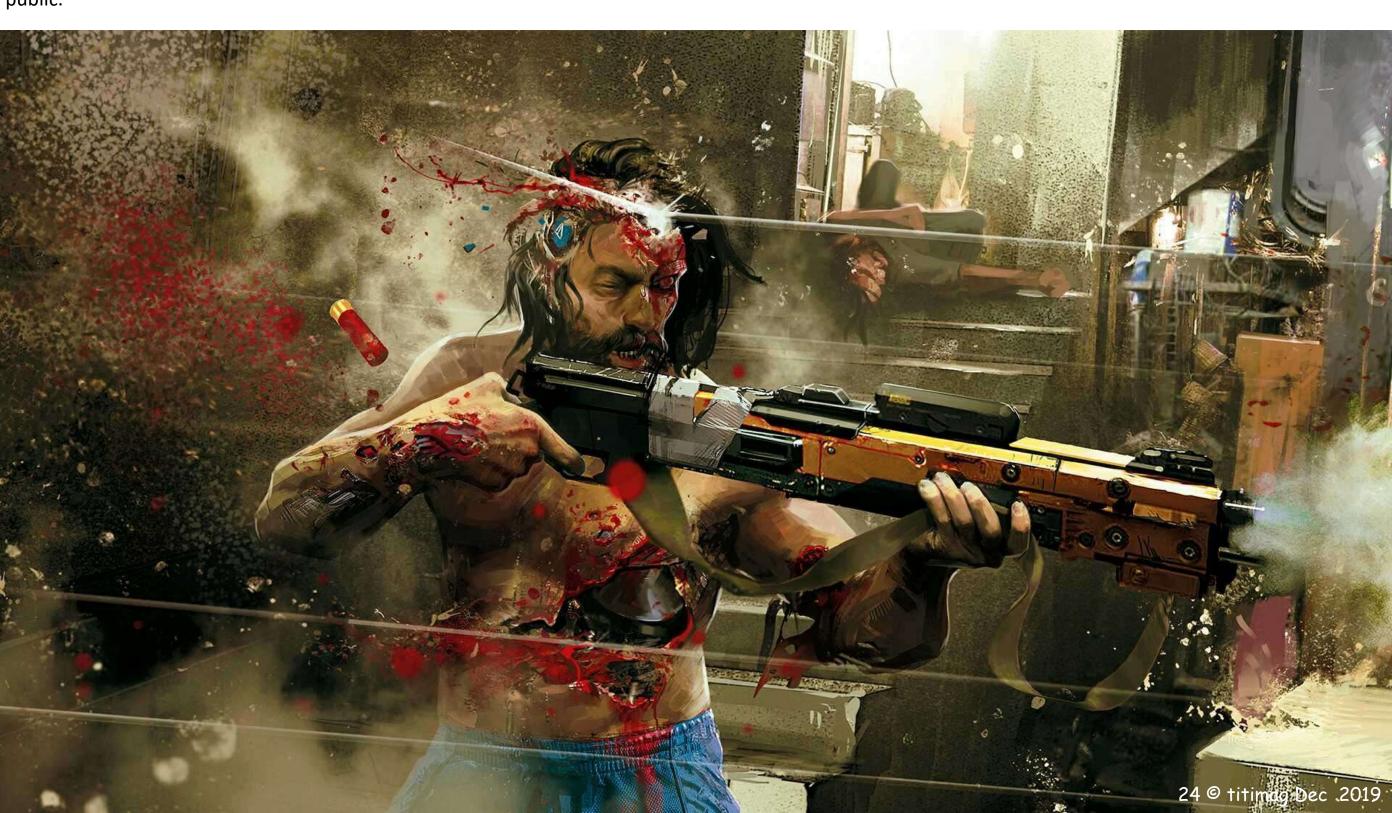
Development

Cyberpunk 2077 entered pre-production as soon as developer CD Projekt Red had finished The Witcher 3: Wild Hunt – Blood and Wine. Around this time, approximately fifty staff members were involved. They later devoted a team larger than that of The Witcher 3: Wild Hunt, and after it was released, began upgrading their REDengine 3 to complement Cyberpunk 2077. The team learned early on how aspects like stream processing and global illumination would function without overwhelming the central processing unit. CD Projekt Red was granted subventions of US$7 million by the Polish government, whose funding application confirmed they were using REDengine 4. In June 2017, early designs were stolen and threatened to be released to the public, but the developer refused to comply with the ransom demand. The development reportedly reached a milestone in late 2017, and in March 2018, a new studio was opened in Wrocław to aid the production. That July, nearly 350 employees were developing it, and by the following month, the story was fully realised and could facilitate a complete playthrough. In October 2018, CD Projekt Red announced the establishment of a long-term partnership with Canadian studio Digital Scapes to craft additional tools for Cyberpunk 2077. In early 2019, the staff exceeded 400, which was around 450 by June 2019, and estimated at 500 that October. CD Projekt Red partnered with Nvidia to achieve ray tracing in real time.

Originally to launch with multiplayer, this was first assigned to research and development, and later confirmed as a post-release feature. The first-person perspective was selected to immerse players more than a third-person view would allow, given the detail the developer devoted to the open world. Cutscenes and gameplay were both made in first-person to seamlessly blend together, also for the purpose of immersion. Cyberpunk 2077 features full nudity, which game director Adam Badowski said encapsulates the theme of transhumanism—"the body is no longer sacrum [sacred]; it's profanum [profane]". The quest designers, who oversee the making of their own ideas, enabled players to decide the order in which quests are undertaken. Side quests were often made from unused parts of the main story. CD Projekt Red invented a technology based on sound analysis from neural networks, producing real-time lip sync for all localisations. Animation systems were remade to better generate muscle movement, motion capture was improved, and environments were created from prefabricated designs. Reused models have altered colours and details. Some things were procedurally generated. Feedback from E3 2018 influenced the developers to allow a non-lethal playthrough and disallow the male-female option in character customisation. The world is loaded using vertical streaming to render only the assets that appear on screen. The content was nearly complete in mid-2019, with the rest of development focused largely on polishing.

Cyberpunk 2077 draws inspiration from the 1982 film Blade Runner, manga and anime series Ghost in the Shell, and video games System Shock (1994) and Deus Ex (2000). It also features a motorbike from the Akira manga and anime film. Mike Pondsmith, creator of the Cyberpunk franchise, started consulting on the project in 2012. He also appears in it as a character. Pondsmith's follow-up to Cyberpunk 2020, Cyberpunk Red, influenced the lore. The Witcher 3: Wild Hunt composer Marcin Przybyłowicz was chosen to write the score, accompanied by P. T. Adamczyk and Paul Leonard-Morgan. Songs for in-game radio stations have been specially made; Swedish punk rock band Refused created music for the group Samurai. In July 2018, actor Keanu Reeves was approached for the role of Johnny Silverhand, who was codenamed "Mr. Fusion" to maintain secrecy. He would lend his likeness to, voice, and do motion capture for the character. Reeves' dialogue amount is second only to the main character. Having first spent fifteen days recording his lines, Reeves was later granted his request that Silverhand's screen presence be doubled. Sebastian Stępień served as head writer and creative director before leaving for Blizzard Entertainment in early 2019.

Setting

Night City is an American megacity in the Free State of California, controlled by corporations and unassailed by the laws of both country and state. It sees conflict from rampant gang wars and its ruling entities contending for dominance. The city is contingent on robotics for everyday aspects like waste collection, maintenance, and public transportation. Its visual identity is derived from the four eras it underwent—austere Entropism, colourful Kitsch, imposing Neo-Militarism, and opulent Neo-Kitsch. The Internet is managed by corporations and the army. Homelessness abounds but does not preclude cybernetic modification for the poor, giving rise to cosmetic addiction and consequent violence. These threats are dealt with by the armed force known as Psycho Squad. Trauma Team can be employed for rapid medical services. Because of the constant threat of physical harm, all citizens are allowed to own and openly carry firearms in public.

Release and marketing

Cyberpunk 2077 was announced in May 2012. In January 2013, a teaser trailer was released, reaching 12 million views by June 2018. The game was confirmed for Microsoft Windows the same year, and for PlayStation 4 and Xbox One at E3 2018, where they revealed a second trailer and a media-exclusive, pre-alpha gameplay demonstration, released to the public in August of that year, following its appearance at Gamescom. The game will be distributed in North America by Warner Bros. Interactive Entertainment. Bilkom is publishing it in Turkey. Bandai Namco Entertainment will act as publisher for twenty-four European countries and distributor for Australia and New Zealand. At E3 2019, a third trailer revealed the release date of 16 April 2020. It received more pre-orders than The Witcher 3: Wild Hunt shortly after; one third of PC sales were done through GOG.com, a subsidiary of CD Projekt. The PC version will be free of digital rights management. A second gameplay demonstration was shown to E3 attendees, and a 15-minute version appeared online in late August, after the game was announced for Google Stadia. At the Tokyo Game Show, a full-scale replica of the Yaiba Kusanagi motorcycle was displayed.

The standard edition provides the base game, while the collector's edition comes with a custom box, steelbook, figurine depicting a male V, hardcover artbook, metal pin set and keychain, A Visitor's Guide to Night City, embroidered patches, world compendium, Night City postcards and map, and stickers; digital items include the soundtrack, art booklet, Cyberpunk 2020 sourcebook, and wallpapers. If pre-ordered, the standard edition also contains the compendium, postcards, map, and stickers, alongside the digital soundtrack, booklet, sourcebook, and wallpapers. The World of Cyberpunk 2077, a 200-page hardcover book, will be published by Dark Horse Books on 21 April 2020. A standalone card game created alongside publisher CMON Limited, Cyberpunk 2077 – Afterlife: The Card Game, is slated to come out the same year. In June 2019, CD Projekt Red launched a cosplay competition which will end in 2020. Cyberpunk 2077 will receive downloadable content after release.

Developer: CD Projekt Red

Publisher: CD Projekt

Director: Adam Badowski

Producer: Richard Borzymowski

Designer: Konrad Tomaszkiewicz

Artist: Katarzyna Redesiuk

Writers: Jakub Szamałek, Stanisław Święcicki
Composer: Marcin Przybyłowicz, P. T. Adamczyk, Paul Leonard-Morgan
Engine: REDengine 4

Platforms: Google Stadia, Microsoft Windows, PlayStation 4, Xbox One
Release: 16 April 2020

Genre: Role-playing

Modes: Single-player, multiplayer

The Last of Us Part II

★★★★★

The Last of Us Part II is an upcoming action-adventure game developed by Naughty Dog and published by Sony Interactive Entertainment for the PlayStation 4. Set five years after the events of The Last of Us (2013), players control 19-year-old Ellie, who comes into conflict with a mysterious cult in a post apocalyptic United States. The Last of Us Part II is played from a third-person perspective. Players use firearms and improvised weapons, and can use stealth to defend against hostile humans and cannibalistic creatures infected by a mutated strain of the Cordyceps fungus. The game was announced in December 2016, and is scheduled for release on May 29, 2020.

Development

Development of The Last of Us Part II began in 2014, soon after the release of The Last of Us Remastered. Troy Baker and Ashley Johnson reprise their roles as Joel and Ellie, respectively. The story is written by Neil Druckmann and Halley Gross. Druckmann is also the creative director, reprising his position from The Last of Us; Bruce Straley, game director on the original game, left Naughty Dog in 2017. Anthony Newman and Kurt Margenau were selected to be game directors for Part II; Newman was previously the melee combat designer for The Last of Us, and Margenau was game director on Uncharted: The Lost Legacy. Gustavo Santaolalla returns to compose and perform the score. Plans for multiplayer were cancelled because resources were shifted to improving the scale of the game. Naughty Dog stated that The Last of Us Part II was the longest game they had made.

The Last of Us Part II was announced at the PlayStation Experience event in December 2016. The first trailer revealed the return of Ellie and Joel, whose story takes place five years after the first game. Players control a 19-year-old Ellie; Joel was the primary playable character of the first game, but Ellie was also playable in some sections. Whereas the first game centers on love, Druckmann stated Part II centers on hate. Motion capture began in 2017.

The second trailer was released in October 2017 as a part of Paris Games Week. It revealed four new characters: Yara (played by Victoria Grace), Lev (Ian Alexander), Emily (Emily Swallow), and an unnamed character played by Laura Bailey.[14] Druckmann stated that the characters "are integral to [Ellie and Joel's] next journey". The game was featured at Sony's E3 2018 event. Another trailer was featured in the State of Play, a presentation concerning upcoming PlayStation games, in September 2019. It revealed a release date of February 21, 2020. In October 2019, Druckmann announced the game had been delayed to May 29, 2020, to allow for more development time.

Release

The game will release in four editions: standard, special, collector's, and an Ellie edition. Different editions come with various collector items as well as items and unlocked abilities in the game, as well as a bonus for pre-ordering the game.

Developer: *Naughty Dog*

Publisher: *Sony Interactive Entertainment*

Directors: *Neil Druckmann, Anthony Newman, Kurt Margenau*
Designers: *Emilia Schatz, Richard Cambier*
Writers: *Neil Druckmann, Halley Gross*
Composer: *Gustavo Santaolalla*

Platform: *PlayStation 4*

Release: *May 29, 2020*

Genres: *Action-adventure, survival horror*

Mode: *Single-player*

THE LAST OF US PART II

THE
LAST
OF US
PART II™

Crash Team Racing Nitro-Fueled

Crash Team Racing Nitro-Fueled (stylized as CTR: Crash Team Racing Nitro-Fueled) is a kart racing game developed by Beenox and published by Activision. It is a remaster of Crash Team Racing, which was originally developed by Naughty Dog for the PlayStation in 1999, and also includes content from the games Crash Nitro Kart, originally developed by Vicarious Visions in 2003, and Crash Tag Team Racing, originally developed by Radical Entertainment in 2005. It is the seventeenth installment in the Crash Bandicoot series, and the fourth racing game overall. The game was released worldwide for Nintendo Switch, PlayStation 4, and Xbox One on June 21, 2019, and received generally favorable reviews from critics.

Gameplay

Like the original Crash Team Racing, Nitro-Fueled is a racing game featuring characters from the Crash Bandicoot series. Players must avoid obstacles and navigate the various tracks to reach the finish line, performing boosts via power sliding and jumping to gain speed, and using power-ups scattered across the track to give themselves a boost or hinder their opponents. The game supports local quick races and grand prix circuits, multiple battle modes, and online multiplayer, as well as featuring a full adventure mode with new areas, characters and boss battles being unlocked as the player progresses.

Nitro-Fueled includes all of the content from Crash Team Racing, along with several new features not present in the original game, including online multiplayer and the ability to choose different karts, which can be customized by the player. The adventure mode has also been tweaked: in addition to new cinematic cutscenes being added, players can choose between "Classic" and "Nitro-Fueled" adventure modes, the latter of which allows players to change their character and kart between races, as well as choose between three difficulty levels. An additional "Ring Rally" mode was added as part of a post-launch update, in which players must pass through rings on a track to gain time extensions and prevent a timer from expiring. Nitro-Fueled also adds a substantial amount of content from Crash Nitro Kart, including all of its characters, race tracks, battle arenas, karts and battle modes. Additional karts and character skins from Crash Tag Team Racing are included as well. This and other new content is accessible via the Pit Stop, an in-game shop that allows players to purchase unlockables using Wumpa Coins earned through gameplay or obtained via micro transactions.

Nitro-Fueled features limited-time Grand Prix events that began taking place following the game's launch. Each event is accompanied by a free update that adds a new race track to the game. Players can compete in special challenges on these new tracks during the event period to earn Nitro Points; by acquiring a certain number of points, they will be able to unlock new characters, karts, and customization items. If players are unable to obtain enough points before the event concludes, they will instead be able to purchase the content from the Pit Stop at a later date.

CTR
CRASH TEAM RACING
NITRO•FUELED

Characters

The launch roster of playable characters in Nitro-Fueled includes all the racers featured in Crash Team Racing and Crash Nitro Kart, totaling 26. This includes characters who previously only appeared as boss opponents. Only the eight base characters from the original Crash Team Racing are initially available to players. The other Crash Team Racing characters can be unlocked by progressing through the game's adventure mode and by completing challenges, while Crash Nitro Kart characters are unlocked via purchase from the Pit Stop.

Several additional characters have been added as part of free post-launch game updates, and can be unlocked through progression in Grand Prix events or via the Pit Stop. These new characters include baby versions of Crash and Coco; Tawna, N. Brio and Koala Kong from the original Crash Bandicoot; Komodo Moe from Cortex Strikes Back; Baby T. from Warped; Ami, Isabella, Megumi and Liz, who previously appeared as non-playable characters in Team Racing; Nina Cortex from Twinsanity; Pasadena O'Possum and Ebenezer Von Clutch from Tag Team Racing; guest characters Spyro, Hunter, and Gnasty Gnorc from the Spyro series; and an original character, King Chicken. Other characters are planned for inclusion via forthcoming Grand Prix events.

Development

After the release of Crash Bandicoot N. Sane Trilogy, a collection of remasters of the first three Crash Bandicoot titles, it was speculated that Crash Team Racing would be remastered. In an interview with Vicarious Visions, producer Kara Massie did not rule out the possibility of a remaster of Crash Team Racing for the PlayStation 4. She also acknowledged that she was repeatedly asked about it by fans.

The game was revealed at The Game Awards on December 6, 2018, and was announced to be releasing on June 21, 2019 for Nintendo Switch, PlayStation 4, and Xbox One. Much like N. Sane Trilogy, the game was recreated from the ground up with new assets, online play, and added new content including all characters, tracks, battle arenas, kart customizations and battle modes from Crash Nitro Kart, which was developed by Vicarious Visions, who also developed the N. Sane Trilogy. Several karts, character skins, and later characters were also added from Crash Tag Team Racing, which was originally developed by Radical Entertainment. The game features an option to choose between the original and remastered soundtracks.

Release

Players who pre-ordered the game received a set of "Electron" character skins for Crash, Coco and Cortex. A premium "Nitros Oxide Edition" of Nitro-Fueled was announced alongside the game in December 2018, while its contents were detailed in April 2019. The Nitros Oxide Edition provides immediate access to the unlockable Hovercraft kart and the characters Nitros Oxide, Crunch, Zem and Zam, along with the pre-order skins and additional character skins and kart customization options not available in the base game.

The PlayStation 4 version of Nitro-Fueled includes exclusive skins for Crash, Coco and Cortex based on their polygonal appearances in the original Crash Team Racing, along with additional low-poly karts and a retro-themed bonus track. Players who pre-ordered this version also received a set of PlayStation-themed stickers for kart customization.

On July 30, Activision announced the addition of in-game purchases to the game, allowing players to purchase the in-game Wumpa Coin currency used to unlock new characters, karts and other customization items. The feature was implemented August 8. As part of a co-promotion with Mondelez International, codes for candy-themed kart customization items were included with specially-marked packages of Sour Patch Kids and Trident Vibes. An additional vehicle, the "Firehawk", was released as paid downloadable content to support the Call of Duty Endowment.

TROPHY RACE

POLAR PASS
GLACIER PARK AREA

CTR
CRASH TEAM RACING™
NITRO▸FUELED

Developer: Beenox

Publisher: Activision

Director: Philippe Turcotte

Designer: Mathieu Mercier

Programmer: Alexandre Gratton

Artists: Etienne Beaulieu, Jason Godbout

Composers: Josh Mancell, Ashif Hakik, Todd Masten, Nicolas Tremblay

Series: Crash Bandicoot

Platforms: Nintendo Switch, PlayStation 4, Xbox One

Release: June 21, 2019

Genre: Kart racing

Modes: Single-player, multiplayer

Onrush

Onrush (stylized as ONRUSH) is a vehicular combat game developed by Codemasters and published by Deep Silver for PlayStation 4 and Xbox One. It was developed by Codemasters and the team from Evolution Studios.
Onrush

Gameplay

Onrush is an arcade-style vehicular combat game in which players drive a variety of off-road vehicles, from motorcycles to buggies, across large levels over hilly terrain. The game features a boost mechanic that players can use to increase their vehicle's speed. Players earn boost by performing stunts and slamming rival racers to take them out. The game itself is a team game; twelve players are split into two teams of six.
In a significant departure from other games in the racing genre, none of the game modes involve reaching the finish line first. In "Overdrive", teams score points by boosting; the first team to boost enough to reach the target score wins. "Countdown" involves a series of checkpoints and a timer that drains over time; teams can keep the timer from running out by successfully passing the checkpoints, and if either team's timer ever hits zero, the other team scores a point. "Lockdown" is a King of the Hill-style mode in which teams fight to stay inside a zone that moves along the track with them for points. "Switch" gives each member of each team three lives and tasks the teams with taking each other down to win, but upon crashing, players will respawn in a more powerful vehicle if they have lives left.

Development

In March 2016, Sony Computer Entertainment shut down Evolution Studios, a subsidiary development studio known for working on racing video games. One month later, British game developer Codemasters announced that it had hired former Evolution Studios staff to create a new studio. The Codemasters studio formed from ex-Evolution Studios employees is developing Onrush. The project is being led by Paul Rustchynsky, who directed the team's previous game, Driveclub. Onrush was announced in October 2017 during Paris Games Week. The game was published by Deep Silver and was released on 5 June 2018 for PlayStation 4 and Xbox One. A Windows version is scheduled for a later date.

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Developer: *Codemasters Evo*

Publisher: *Deep Silver*

Director: *Paul Rustchynsky*

Platforms: *PlayStation 4, Xbox One, Microsoft Windows*

Release: *PlayStation 4, Xbox One5 June 2018 Windows TBA*

Genre: *Vehicular combat*

Modes: *Single-player, multiplayer*

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Mi MIX Alpha

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Innovative flexible screen layered compiling
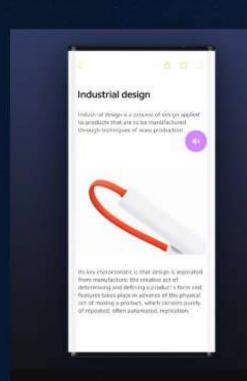
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108MP ultra high-resolution camera
1/1.33" super sensor, 7P lens, ƒ/1.69, 4-axis OIS

20MP ultra wide-angle camera
FOV 117°, ƒ/2.2
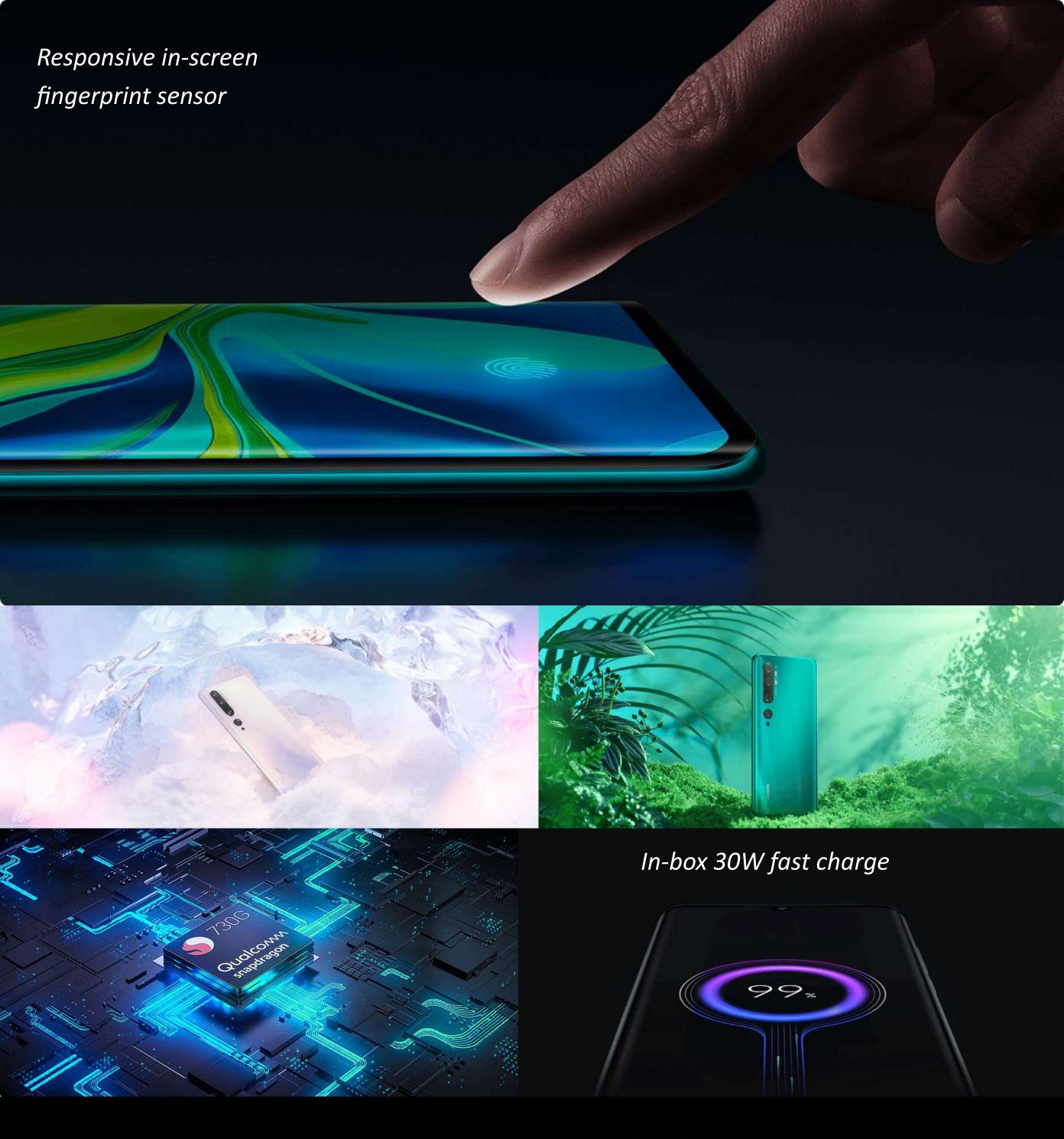
2MP macro camera
macro zoom shooting

5260mAh

Responsive in-screen
fingerprint sensor

In-box 30W fast charge
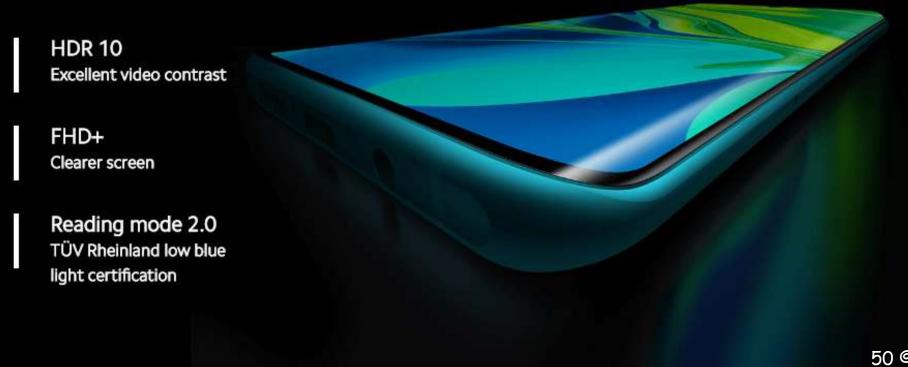
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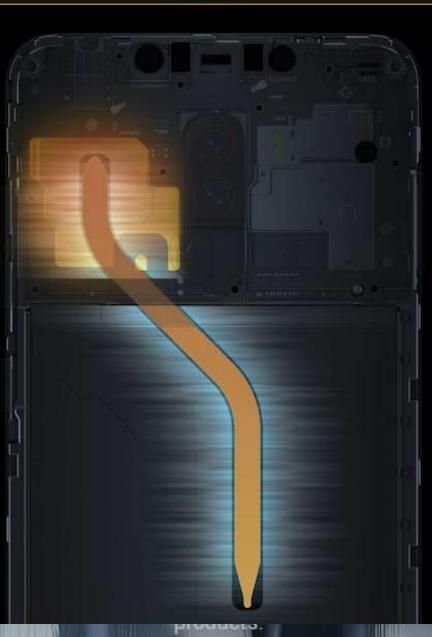
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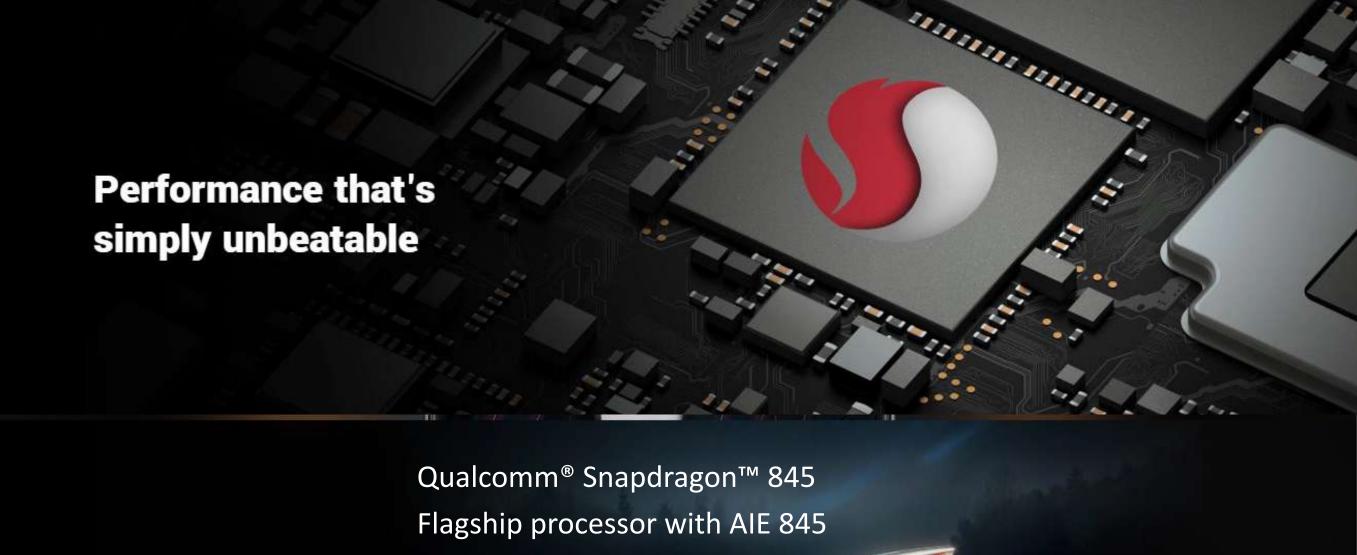
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Super Pixel

POCOPHONE F1 Armoured Edition
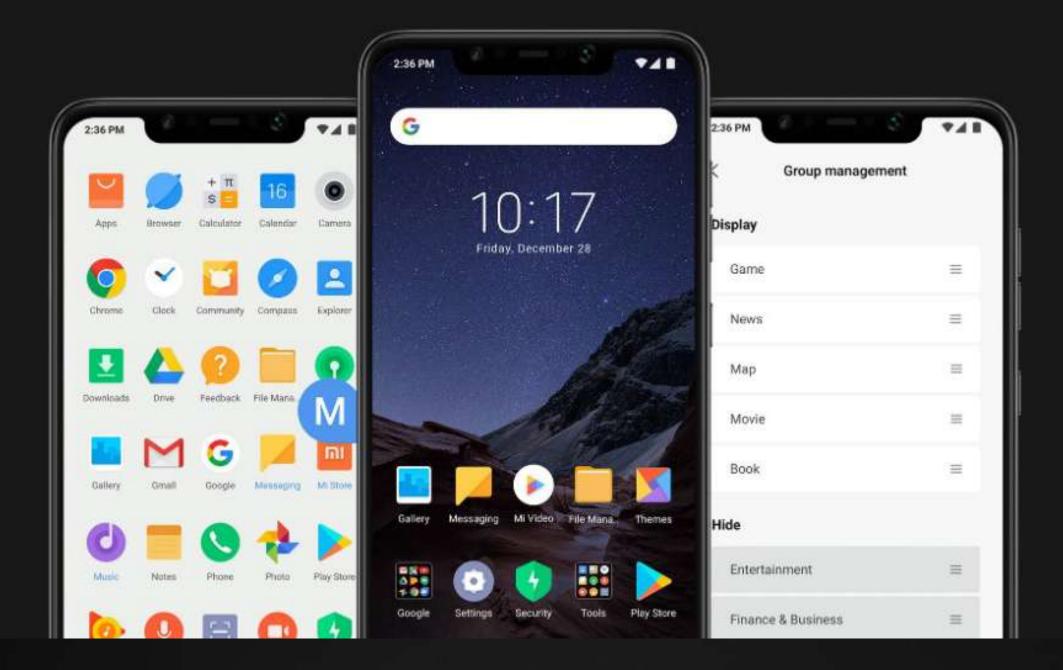
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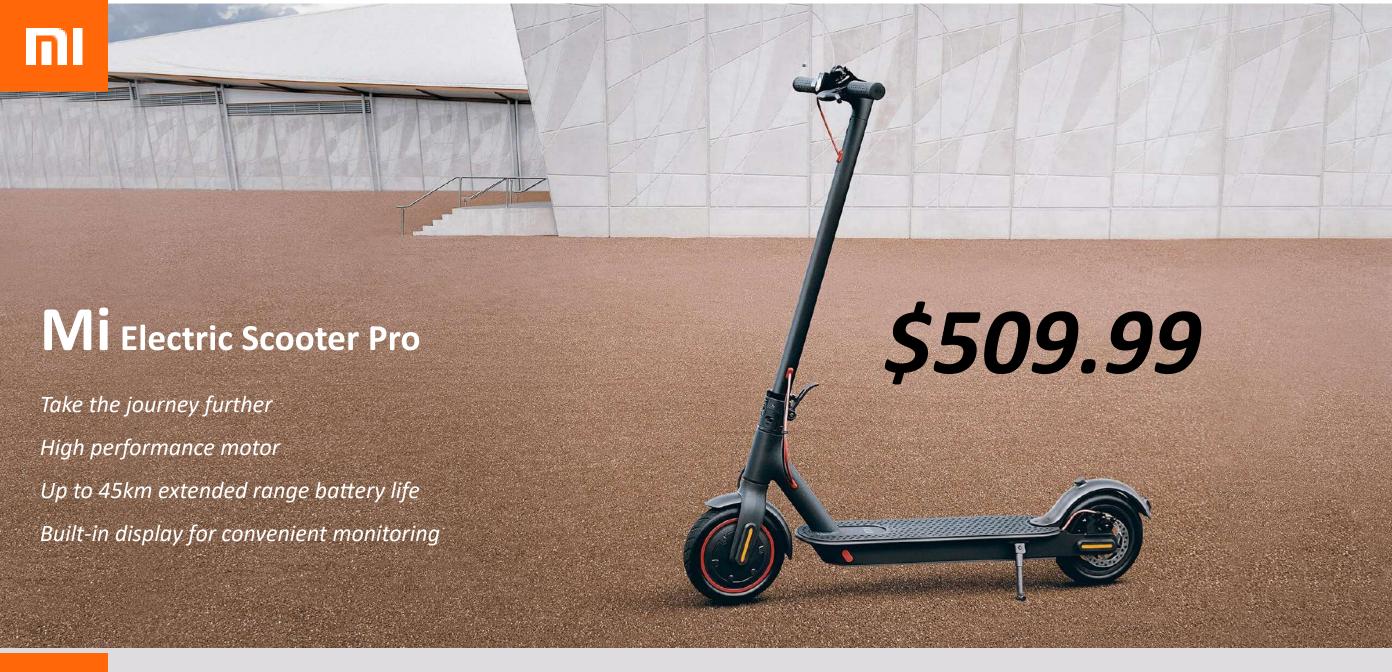
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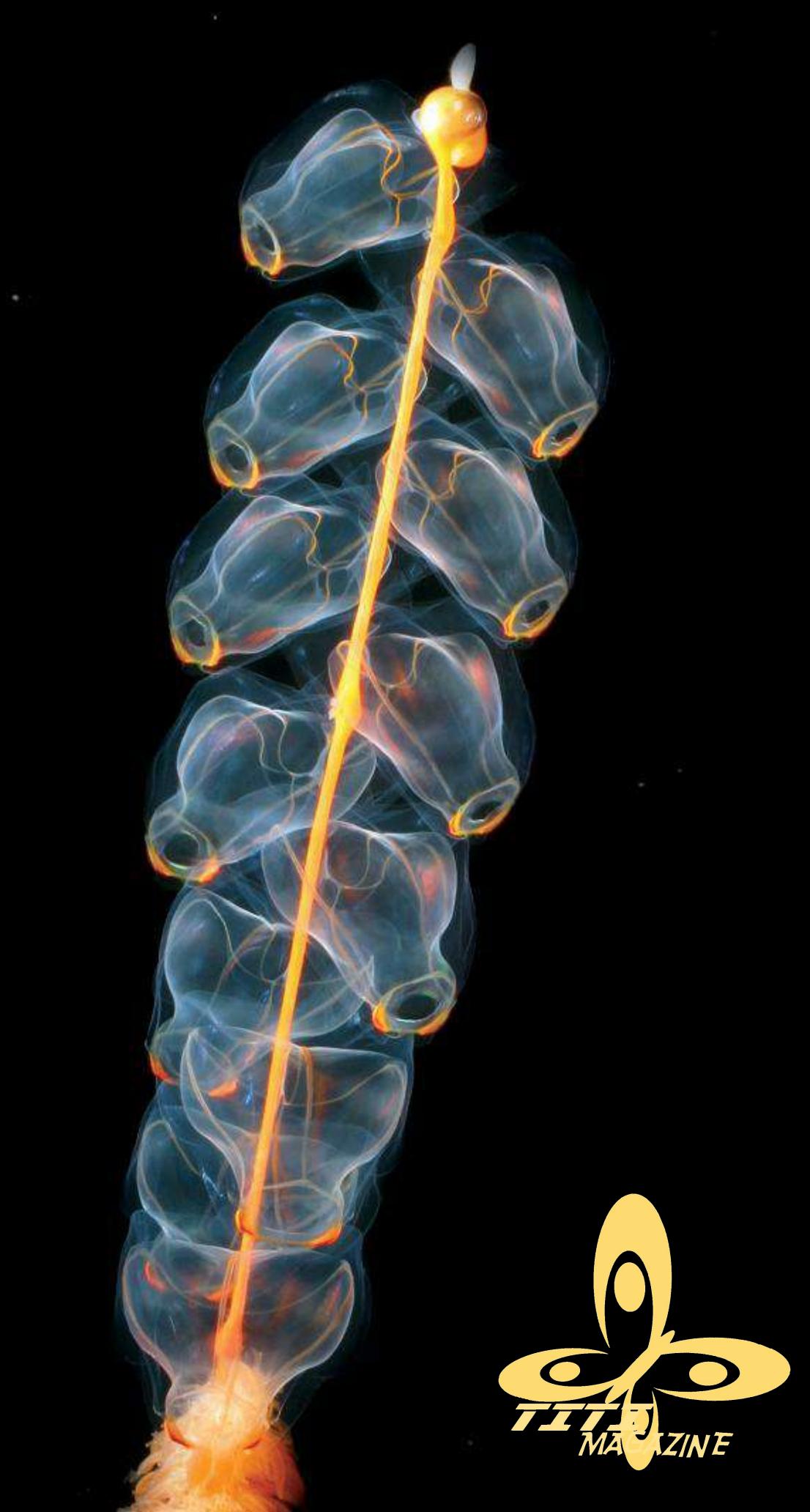
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2020 LEXUS
RX

Speak no more for here comes the 2020 LEXUS RX, unprecedented,

Seamless design, breath taking interior and of course a dazzling exterior.

The 2020 LEXUS RX truly is a modern epitome in the automobile industry.

TiTi MAGAZINE

DESIGN
BEYOND
LUXURY

Sleeker and more sophisticated than ever before, the 2020 RX features a redesigned front fascia, elegant character lines, and more expressive headlamps and taillamps.

PUSHING THE LIMITS

OF SPACE AND STYLE

Embrace the unexpected with power-folding third-row seats and class-leading cargo space.

Discover refined styling, comfort and a larger interior with the seven-passenger RX 350L.

Android Auto functionality. Amazon
Alexa compatibility. A convenient,
new touchscreen and much more.
This is the most connected RX yet.

INTERIOR DESIGN

Crafted with attention to even the
smallest details, the RX is filled with an
abundance of distinctive extras.

CUTTING-EDGE
CRAFTSMANSHIP

A renowned eye for detail,

wood accents and hand-selected leather trim come together to create our most refined RX yet.

precision-crafted Yamaha

®

Experience connected technology at your fingertips and the forefront of driver convenience.

TECHNOLOGY
BEYOND TODAY

Presenting Lexus Safety System+ 2.0,
an integrated suite of class-leading
standard active safety equipment.

You drive us forward.

CONGRATULATIONS TO 2017'S TOP NISSAN DEALERS.

NISSAN
Innovation
that excites

The 2017 Nissan Rogue

2019

GLC

Shouting sometimes makes you seen, well not for this GLC

Mercedes Benz has wowed us with this beast, top of the class interior,

An intimidating exterior as well, the best money can buy in terms of

technology and safety. The 2019 GLC is a force to be reckoned with...

TiTi MAGAZINE

FROM DRIVING MODES
TO PASSENGER SPACE TO
CARGO CONFIGURATIONS,
THE GLC ADAPTS TO FIT
YOUR GEAR, YOUR MOOD,
AND YOUR NEVER-ENDING
SENSE OF ADVENTURE

THE REWARDS OF A GLC
ONLY START WITH WHAT
YOU SEE, TOUCH AND
HEAR. IT'S ENGINEERED
AND CRAFTED TO REACH
YOUR SENSES, AND YOUR
SENSE OF CONTENTMENT.

WHETHER REAR-WHEEL OR ALL-WHEEL DRIVEN, THE GLC 300 SUV FUSES SPORTY WITH SECURE, REFINED WITH RUGGED, AND INNOVATIVE WITH INSPIRING AS ONLY A MERCEDES-BENZ CAN.

POPULAR OPTION GROUPS MAKE IT EASY TO CREATE A GLC THAT'S TAILORED TO FIT YOUR LIFE AND YOUR STYLE.

Offroad

MOVIES

STAR WARS
THE RISE OF SKYWALKER

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DWAYNE
JOHNSON

JACK
BLACK

KEVIN
HART

KAREN
GILLAN

JUMANJI
THE NEXT LEVEL

IN CINEMAS
5 DECEMBER

SONY

DAVID
ARQUETTE

JAMIE-LYNN
SIGLER

JENNIFER
ESPOSITO

DANNY A.
ABECKASER

MOB TOWN

SABAN FILMS AND BLEIBERG ENTERTAINMENT PRESENT A 2B FILMS PRODUCTION A DANNY A. ABECKASER FILM "MOB TOWN" DAVID ARQUETTE JENNIFER ESPOSITO
DANNY A. ABECKASER JAMIE-LYNN SIGLER P.J. BYRNE JAMES McCAFFREY WITH ROBERT DAVI CASTING BY SIG DE MIGUEL AND STEPHEN VINCENT
COSTUME DESIGNER KAREN YOUNG MUSIC BY LIONEL COHEN EDITED BY DAVID LEONARD PRODUCTION DESIGNER ERIC LIEBRECHT
DIRECTOR OF PHOTOGRAPHY HERNAN TORO, S.V.C. LINE PRODUCER B.D. GUNNELL EXECUTIVE PRODUCERS WILLIAM V. BROMILEY
SHANAN BECKER JONATHAN SABA NESS' SABAN ISAAC GINDI EDDIE GINDI RON ROFE PRODUCED BY DANNY A. ABECKASER
VINCE P. MAGGIO ROBERT IVKER STORY BY ROBERT IVKER WRITTEN BY JON CARLO AND JOE GILFORD

R | RESTRICTED | LANGUAGE THROUGHOUT AND SOME VIOLENCE | SABAN FILMS | © 2019 SitDown Film Inc. All rights reserved. | DIRECTED BY DANNY A. ABECKASER | 2B | BLEIBERG ENTERTAINMENT

One cop will stand up for justice
and change history forever.

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THEY SAY NO ONE CAN SAVE THE WORLD.
MEET NO ONE.

RYAN REYNOLDS

A MICHAEL BAY FILM

6 UNDERGROUND

DECEMBER 13 | NETFLIX

SKYDANCE   WRITTEN BY PAUL WERNICK & RHETT REESE   DIRECTED BY MICHAEL BAY   NETFLIX

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ACADEMY AWARD™ WINNER
HELEN **HUNT**
JON **TENNEY**   JUDAH **LEWIS**

I SEE YOU

EVIL HIDES IN PLAIN SIGHT

Written and Directed By
TERRENCE MALICK

A
HIDDEN
LIFE

Based on True Events

"EXTRAORDINARY.
THE QUIETEST ACTS OF RESISTANCE
ARE PART OF WHAT SAVE CIVILIZATION."

Owen Gleiberman, VARIETY

tiff
Official Selection
Toronto International
Film Festival 2019

FESTIVAL DE CANNES
2019 OFFICIAL SELECTION

"A BOLDLY ORIGINAL COMING-OF-AGE THRILLER"
Hollywood Reporter

CAROLYN IS MISSING.

KNIVES
and
SKIN

EVERYONE ELSE IS LOST.

★★★★
"HYPNOTIC AND SURREAL"
UK Film Review

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The Tokoloshe

WHERE SHE GOES, IT FOLLOWS

ACADEMY AWARD® WINNER   ACADEMY AWARD® NOMINEE
EDDIE REDMAYNE   FELICITY JONES

THE AERONAUTS
INSPIRED BY TRUE EVENTS

TOUCH THE SKY. ONLY IN CINEMAS & IMAX WEDNESDAY 6TH NOVEMBER

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