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# Phasmophobia



Phasmophobia is an investigative horror game developed and published by British indie game studio, Kinetic Games. The game became available in early access through Steam for Microsoft Windows with virtual reality support in September 2020. The game received a large influx of popularity the following month due to many well-known Twitch streamers and YouTubers playing it, mainly for the Halloween season. As of October 15, 2020, the game was the sixth-most popular game on Twitch. It was the best selling game on Steam globally for several weeks in October to November 2020.

# **Gameplay**

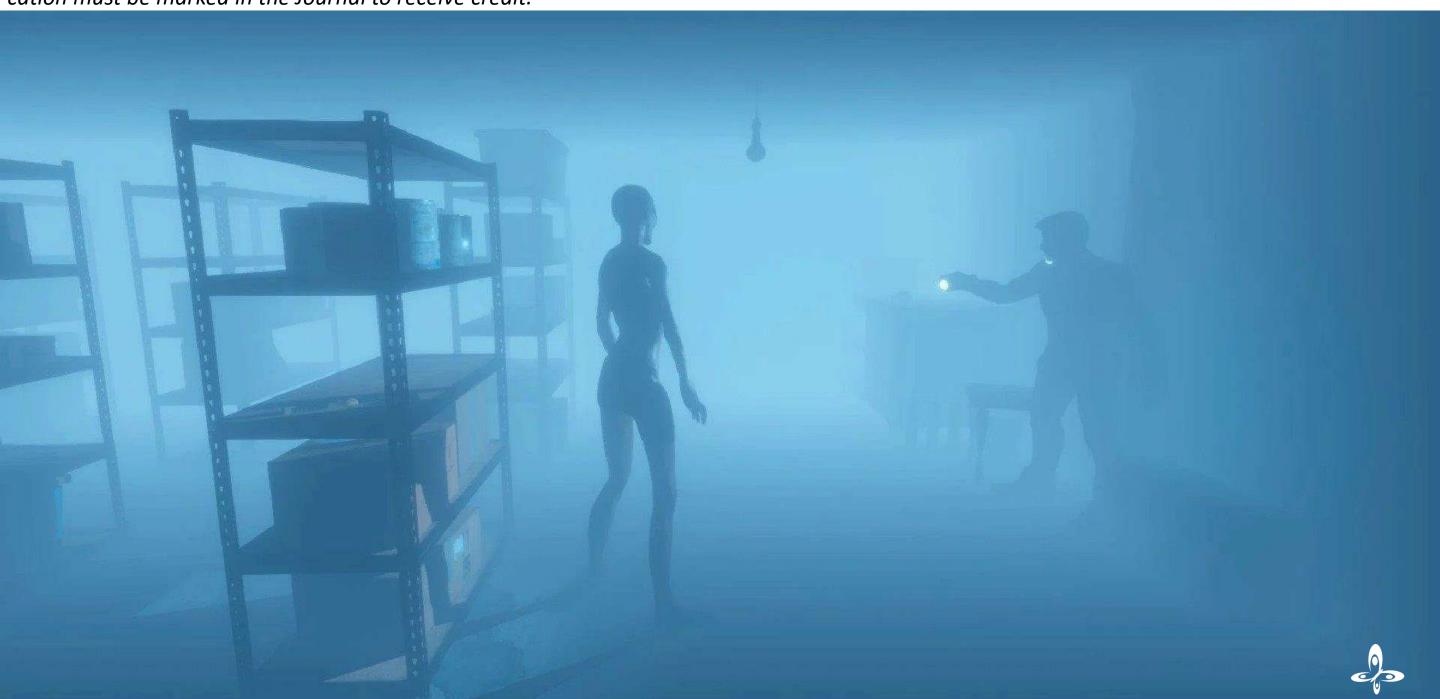
Phasmophobia is a horror investigation survival game played from a first-person perspective. The player works solo or in a group of up to four players to complete a contract in which they must identify the type of ghost haunting the specified site. Players can communicate through voice chat, both locally within a short distance and globally via walkie-talkies. Phasmophobia features speech recognition[4][5] allowing certain pieces of equipment and even the ghost to hear players speaking and understand key words. Completing objectives and gathering evidence provide a payout; complete as much as possible to level up, unlock maps and difficulties, and earn money.

Players create or join a lobby where preparation for the contracts is done. Phasmophobia gives players the option to customize their appearance by picking between eight different paranormal investigators to distinguish between group members. Located at a whiteboard in the lobby, a contract location and difficulty (Amateur, Intermediate, Professional of Nightmare) is selected. All equipment is purchased at this board and selected to be loaded into the Van from which the group will operate out of upon arriving at the site.

As of June 2021, there are nine sites of various sizes: small, medium, or large. The small maps include four suburban-style houses and two farmhouses, the medium maps are a high school and prison, and the large map is an asylum. Potential future maps located at an apartment building, mansion, sewer, and hospital have been hinted at. In August 2021 an update featured one small type map Willow Street house. October 2021 update brought medium sized, first outside type map Maple lodge campsite.

Phasmophobia features twenty different ghosts, each of which behaves differently and provides unique clues. The ghost types are Spirit, Wraith, Phantom, Poltergeist, Banshee, Jinn, Mare, Revenant, Shade, Demon, Yurei, Oni, Yokai, Hantu, Myling, and Goryo. October update brought four new ghost types Onryo, The Twins[disambiguation needed], Obake and Raiju with sets of new unique behaviors. Upon arriving at the site, one of these ghost types will be randomly assigned to locate and identify. As players attempt to complete the contract, sanity will drain with certain events and circumstances affecting the rate at which it does so. When sanity is low enough, a ghost will begin to hunt and attempt to kill the players. During the hunting phase, all exit doors are locked so players must outrun and/or hide from the ghost until the end of the hunt.

Players will start in the Van where they will find the equipment they have selected and another whiteboard, the Objective Board, listing the objectives they need to complete as well as the name of the ghost. It also houses the Surveillance Computer, Sanity Monitor, map of the current site, Sound Sensor Screen, and Site Activity Monitor. This set of equipment is permanently located inside the Van and is used to track the status of the players and ghost's activity. Players who survive and have completed their objectives (or wish to give up) must return to the Van to leave. Players will also have a journal on hand permanently where information about the ghosts, evidence, and photos can be found. Evidence and ghost identification must be marked in the Journal to receive credit.





**Developer:** Kinetic Games **Publisher:** Kinetic Games

**Engine:** Unity

**Platform:** Microsoft Windows

Release: 18 September 2020 (early access)

*Mode:* Single player, Multiplayer

TiTi Rating: 7/10







Basic equipment includes a Spirit box, Ghost Writing book, Photo Camera, EMF Reader, Video Camera, UV Flashlight, and Flashlight. Additional equipment types can be purchased and may be needed to complete the optional objectives. A Ouija Board has a chance of spawning at the site and can be used to speak to the ghost. These tools can be used as a means of communication, investigation, protection and clue gathering.

Players must utilize the various pieces of equipment to identify the three pieces of evidence unique to the type of ghost they are dealing with and often to complete optional objectives as well. As of August 2021, there are seven possible pieces of ghost evidence: DOTS Projector, EMF Level 5, Fingerprints, Freezing Temperatures, Ghost Orb, Ghost Writing, and Spirit box.

Additional photo evidence can be taken with a Photo Camera to earn extra money and will give points according to the category and distance from which the photo was taken (which is denoted by a star rating). A photo of the ghost will net the most money, but other items that count towards photo evidence include: bones, dead bodies (of teammates), fingerprints, footprints, Ghost Writing book (after being written in), sink full of dirty water, and voodoo dolls.

## **Development and release**

### Release

The game was first seen on March 6, 2020, when its Steam page became live. An announcement trailer was then released three months later, announcing additional VR support and a release date for the early access build. On September 18, 2020, the game was released in early access for \$14. After the release, the game received two major updates regarding bug fixes in the following week. Dknighter, the founder and sole member of Kinetic Games, has stated he hopes to release the full game somewhere in 2021. However, until that happens, he plans to keep the game's price the same. During the course of game development after the early access release, one of the main goals for the updates was to improve the ghosts' AI, making them smarter and less predictable, and consequently harder for players to deal with. According to Kinetic Games, there are no current plans on bringing the game to PlayStation 4.

### **Popularity**

Although first releasing around mid-September, the game began to pick up steam around the beginning of October when it was being played by many notable Twitch streamers and YouTubers such as xQc, Jacksepticeye, Sodapoppin and Markiplier. This was likely due to the game becoming early access around the beginning of the Halloween season, as well as being similar in popularity to its inspiration P.T. It could also be due to the start of the second wave of the COVID-19 pandemic causing many people to stay at home. With the influx of players due to the large amount of popular streamers playing the game, hackers became widespread during the later weeks of the game's release, mostly by trying to jumpscare players or spawn an infinite amount of items. One of the more concerning examples of hacking were stream snipers, who changed their player models to a more NSFW one, likely causing said streamers to receive warnings and bans for inappropriate content. The devs then began working on updates to solve the problem.

On Twitch, the game grew exponentially and even reached the top 5 most viewed game in mid October, overtaking games such Among Us, Fortnite Battle Royale, FIFA 21, and Genshin Impact. According to online player tracker GitHyp, the game hit a peak of over 86,000 active players around October 10. The game became a Steam top-seller, and by the end of October 18, 2020, was the best selling game of that week, even beating out Fall Guys and pre-orders for Cyberpunk 2077. The game was the highest selling game on Steam for two weeks in a row.





# Grounded ?

Grounded is a survival game developed by Obsidian Entertainment and published by Xbox Game Studios. It was released for Windows and Xbox One in early access on July 28, 2020, with the full release expected in 2021. An enhanced version for the Xbox Series X/S was released on November 10, 2020. In the game, players are shrunk to the size of an ant and attempt to survive in a backyard filled with dangers.

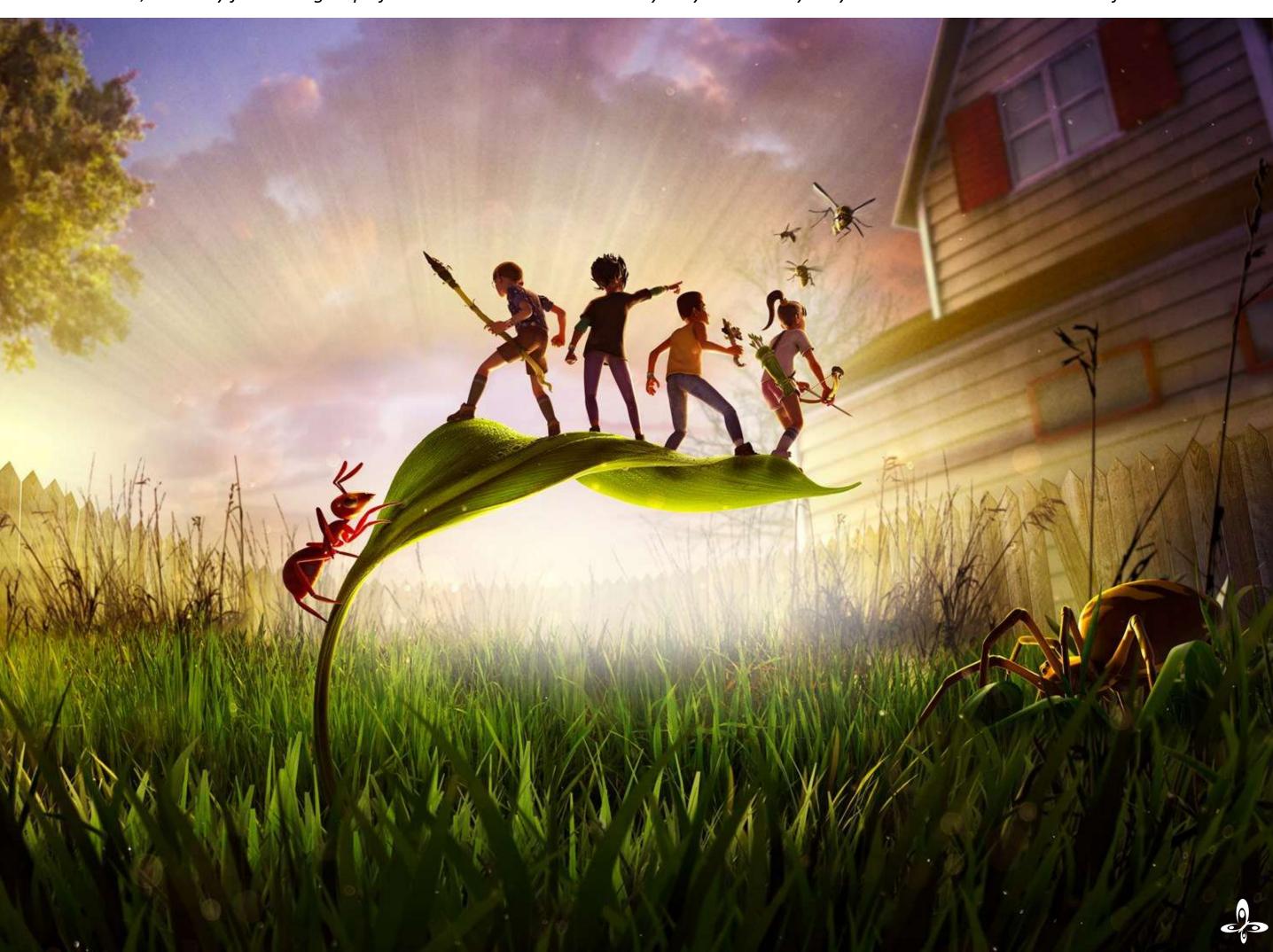
## Gameplay

Grounded is a survival game that can be played either in first-person or a third-person. In the game, the protagonist is shrunk to the size of an ant and must strive to survive in a backyard. In the game, the player character needs to consume an adequate amount of food and water, or they will lose health due to starvation or dehydration respectively. The backyard is filled with various bugs and insects, such as spiders, bees, dust mites, and ladybugs. Different insects serve different purposes in the game. For instance, spiders are one of the game's apex predators that will hunt down the players, ladybugs can lead players to food sources, and aphids can be cooked and consumed for food. Players can also cut down grass to collect dewdrops. The game has an accessibility option for players who have arachnophobia, which allows players to decide how scary spiders are going to be in the game.

As players progress in the game, they will visit new areas in the backyard. The game's difficulty would slowly increase and enemies that are more dangerous would be introduced. Throughout the game, players need to scavenge resources in the world in order to construct a base so as to defend themselves from hostile enemies, in particular during nighttime as some of the insects become more aggressive. The resources can also be used to craft different tools, traps and weapons, such as axes, spears and bows and arrows, to defeat enemies. Players also need to manage their stamina as the playable character may become exhausted in sustained combat. The game can be played solo, though it also has a four-player cooperative multiplayer mode.

# Story

Set in the 1980s, the story follows a group of teens who must unravel the mystery behind why they have been shrunk to the size of an ant.





**Developer:** Obsidian Entertainment

**Publisher:** Xbox Game Studios

**Director:** Adam Brennecke

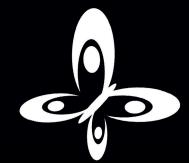
**Designer:** Bobby Null **Composer:** Justin E. Bell **Engine:** Unreal Engine 4

Platforms: Microsoft Windows, Xbox One, Xbox Series X/S
Release: Windows, Xbox One- July 28, 2020 (Early access)
Xbox Series X/S- November 10, 2020 (Early access)

**Genre:** Survival

*Mode:* Single-player, multiplayer

TiTi Rating: 4/10







# **Development**

Following the release of Pillars of Eternity II: Deadfire, the team at Obsidian Entertainment began brainstorming ideas for a survival game. While the majority of the staff in Obsidian worked on The Outer Worlds, a small team of 13 people began the production of Grounded. The game was already in production before Microsoft's acquisition of Obsidian in 2018. Announced by Xbox Game Studios at X019 in November 2019, the game was released on July 28, 2020 for Steam's early access and Xbox Game Preview. The early version will feature about 20% of the game's main campaign, and Obsidian planned to listen to the feedback from the community as they continued to work towards the game's full release in 2021. The early access version amassed 5 million players within 6 months of release.

The team watched films including Disney's A Bug's Life and Honey, I Shrunk the Kids in order to get inspirations. To know more about different types of insects, the team also watched long featurettes at YouTube produced by insect enthusiasts. The team chose the backyard as the game's setting as the team felt that it is a recognizable and approachable location. Also, they believed that a backyard can also be "larger-than-life" and have a "real sense of danger". The game's director, Adam Brennecke, compared the setting to a "theme park", as the team added numerous landmarks into the world in an attempt to make it more interesting.

The team envisioned a game world that was interactable, and that players' actions would change the state of the world. Brennecke added that the game would feature a "memorable" story like other Obsidian's games. The team worked extensively on the artificial intelligence of insects, which govern their behaviors. For instance, ants are curious about the player character and initially do not attack. However, if the player builds a base around their food, or the player character becomes stronger and the ants begin to see them as a threat, they will attack the players.





# Valheim



Valheim is an upcoming survival and sandbox video game by the Swedish developer Iron Gate Studio. Published by Coffee Stain Studios, it was released in early access on 2 February 2021 for Windows and Linux on Steam. The game was developed by a five-person team, building on development work which Richard Svensson had undertaken as a side project in his spare time.

# Setting and plot

Valheim takes place in a world where slain Vikings go to prove themselves fit for the halls of Valhalla. As one such, the player begins with nothing and soon discovers that to reach the Norse afterlife, they must defeat the evils that stalk Valheim. Led only by their instincts and occasional hints from a raven, the player must prepare to fight the sworn enemies of Odin himself.

The term "Valheim" denotes a fictional tenth world within the world tree Yggdrasil of Norse mythology.

# **Gameplay**

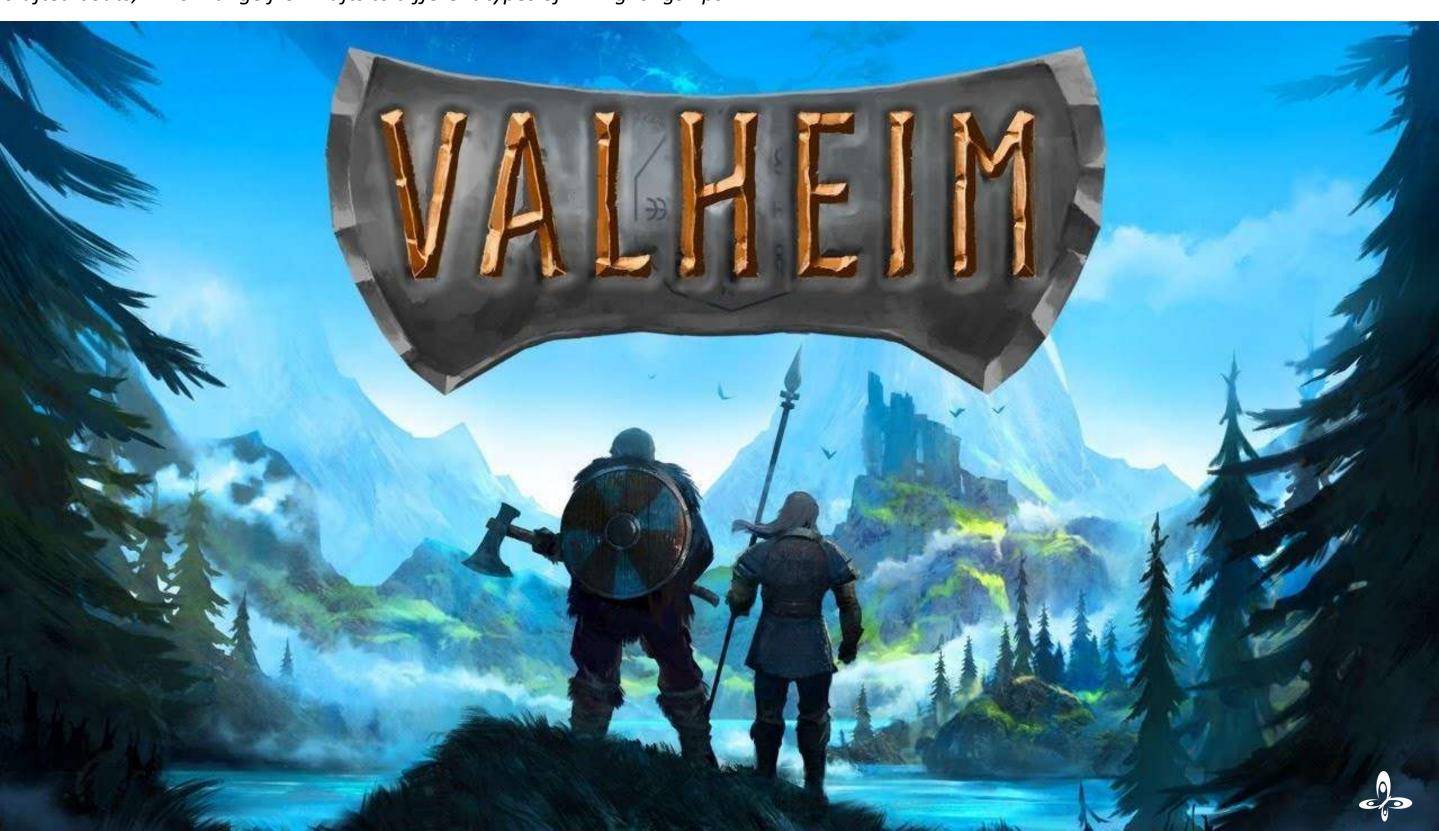
As fallen Vikings, players must craft tools, build shelters and fight enemies to survive. The game uses distinctive low-resolution stylized 3D graphics, with a third-person perspective and a combat system inspired by action games. Co-operative gameplay with up to ten people and optional PvP gameplay is also supported.

The procedurally generated world includes several biomes: Meadows, Black Forest, Swamp, Mountains, Plains, Ocean, Mistlands, Deep North and Ashlands. Each biome has a different difficulty level with different enemies, bosses, items. A unique food system makes in-game hunting, foraging, farming key to progression: the amount of health and stamina available to a player is dependent on the variation and quality of the food that is eaten.

In addition, the game utilizes a skill-level system that ranges from blocking to running. Each skill can be increased up to a level of 100 and has different effects on the game mechanics. For example, the spears skill will determine the damage the player can do with spears, while the running skill will determine how stamina is drained while sprinting.

The main objective of the game is to kill the 5 bosses located in different biomes of the game. To summon each boss a specific offering must be given. Once the boss is killed a trophy will be dropped, this trophy must be placed at the Altar called Gods to generate a special powerup.

Combat makes use of one- and two-handed weapons, shields, bows, spears. Players can travel through the different biomes either by foot or on crafted boats, which range from rafts to different types of Viking longships.









# **Development**

Valheim is developed by Iron Gate Studio, a small Swedish game development studio formed during the game's production. Studio co-founders Richard Svensson and Henrik Tornqvist were both coworkers at a local game development company called Pieces Interactive. Before Valheim, Svensson had previously begun development on a simulation game called Tolroko in his spare time. However, this game was ultimately unreleased; according to Tornqvist, Svensson realized that it was "redundant to implement simulation systems for their own sake, rather than for the player". With his next game, Svensson wanted to make an open-world experience where its simulations improved the player's experience.

Svensson began working on Valheim in 2017 under the working title of Fejd (Swedish for "feud"). He ended up leaving Pieces Interactive in 2018 to work on Valheim full time, and convinced Tornqvist to join him later that year. The game was released into alpha in June 2018 and officially released into early access on 2 February 2021, with no full release date announced so far.

Continued support for the game is planned throughout 2021, and it involves the expansion of unfinished biomes, as well as improvements to fundamental game mechanics.





# Forza Horizon 5



Forza Horizon 5 is a 2021 racing video game developed by Playground Games and published by Xbox Game Studios. It will be the fifth Forza Horizon title and twelfth main instalment in the Forza series. The game is set in a fictionalised representation of Mexico. It is set to be released on 9 November 2021 for Microsoft Windows, Xbox One, and Xbox Series X/S.

# **Gameplay**

Forza Horizon 5 is a racing video game set in an open world environment based in a fictional representation of Mexico. The game has the largest map in the entire Forza Horizon series, being 50% larger than Forza Horizon 4 while also having the highest point in the Horizon series. The map was described by creative director Mike Brown as one of the most diverse Forza Horizon maps the team has built. The map contains areas like an active caldera volcano, jungles and beaches, ancient Mayan temples, and cities such as Guanajuato. Players can explore the open world freely, though they can also compete in multiplayer races and complete the campaign mode. Both the cars featured in the game and the player character can be extensively customised. The game is the first in the franchise to support ray tracing on cars (although this is only available in ForzaVista).

The game introduces a new weather system (local weather) in which players can visit one side of the map and can visibly see a storm. Because Mexico is such a vast nation with such a wide range of elevations, multiple climates would appear in the game at around the same time. The four seasons still exist but would affect the eleven unique biomes around the map. For example, in the dry season, dust storms will appear, while tropical storms occur throughout the fall storm season. Another detail is in the jungle, in which the environment would now react to the weather; an example of this is leaves flying everywhere.

It also introduces a brand new Horizon Arcade. This consists of a series of mini-multiplayer games strewn across the map. One of these mini-multiplayer games is called "Piñata pop" where the Horizon Festival's cargo plane drops piñatas. The goal is to pop as many piñatas as they can with the help of other players. It also introduces the "EventLab", a toolset in which players can create custom games, races, and more depending on their personal preference. A new feature called "Forza Link" was introduced. According to Brown, it is an AI assistant that tracks the current statuses of players, helping them to link with other players online and play together. Forza Link can also link players' GPS systems if they accept the invitation from another player.









# **Development**

Forza Horizon 5 is currently being developed by Playground Games. The goal for the team was to create a game whose scale was significantly larger than its predecessors. The team chose Mexico as the game's setting due to its diverse and varied landscape. The team partnered with Mexican artists to create the in-game murals, and Mexican musicians to create the in-game soundtracks. It also sent a team to visit Mexico to capture real-world light and sky data. The game utilised photogrammetry data extensively in order to make the game's virtual environment to look similar to its real-life counterpart. An example of this is the rocks in the side of the caldera volcano where they can be viewed with such detail. Individual objects, such as the needles of cholla cacti, can also be displayed by the game (although this is only available for the Xbox Series consoles as of now).





# Call of Duty: Vanguard



Call of Duty: Vanguard is a 2021 first-person shooter game developed by Sledgehammer Games and published by Activision. It was released in November 2021 for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S. It serves as the eighteenth installment in the overall Call of Duty series. Vanguard establishes a storyline featuring the birth of the special forces to face an emerging threat at the end of the war during various theatres of World War II.

# **Gameplay**

### Campaign

Vanguard's campaign features similar gameplay mechanics previously introduced in Modern Warfare, such as the player being able to mount wielded weapons to flat surfaces, interact with doors and execute takedowns. New gameplay features allow the player the ability to use a more advanced strategic approach in combat such as blind firing from behind cover, breaking through destructible environmental elements or creating new paths to complete objectives by climbing walls.

### Multiplayer

Vanguard's multiplayer mode has 20 total maps, 16 of which are featured for core game modes, while the other 4 are for a new game mode titled "Champion Hill", stated to be the next iteration of Gunfight, a 2v2 arena mode previously featured in Call of Duty: Modern Warfare and Call of Duty: Black Ops Cold War. The main goal of Champion Hill is, whether you play Solos (1v1), Duos (2v2) or Trios (3v3), is to survive as long as it takes to be the last man standing in a squad-based deathmatch, round-robin tournament where players combine strategy and tactics in a close-quarter, fast-paced gunplay. All eight squads share a pool of 12 lives (or 18 in Trios) between squadmates one by one, while simultaneously battling with each other across 4 maps specifically designed for this game mode. Once the lives are expended, the game is over and the last squad with remaining lives wins the tournament. Although every player starts with the same loadout and equipment, Buy Rounds "make the combat preparation more exciting" as during these rounds, in order to accommodate different playstyles, players can purchase more effective weapons, lethal, tactical gear and also perks with the available in-game currency acquired throughout the matches.

For the first time in Call of Duty franchise, the feature "Combat Pacing" is introduced to Vanguard's multiplayer matchmaking, which allows the player to have more control over the intensity and density of core multiplayer game modes. Players can choose from three pre-defined pacing filters (Tactical, Assault and Blitz) favouring different playstyles in order to tailor the multiplayer gameplay experience. These preferences can also be mixed by selecting the "All" pacing option in the Quick Play menu. "Tactical" pacing offers a classic Call of Duty experience with traditional combat timing in a 6v6 lobby. "Assault" pacing on the other hand increases the lobby to 10v10 or 12v12 with a balanced, more action-packed combat throughout the maps. Lastly, the "Blitz" pacing offers the 24v24 player count, high-action lobbies with similar combat experience like Modern Warfare's Ground War mode. Every combat pacing variations can be played on each of Vanguard's multiplayer maps.





In addition to the Gunsmith system returning in a more advanced form, Vanguard multiplayer also features a so-called "Caliber system" which brings immersive elements of destructible and reactive environment to its maps. Yet the newly introduced blind fire gameplay mechanics which allows the player to shoot around corners blindly is also able in the multiplayer mode. Vanguard is also the first Call of Duty title to feature Ricochet Anti-Cheat, a proprietary anti-cheat system using a combination of server-side protection and a kernel-level driver. As with Cold War, Vanguard will integrate with Call of Duty: Warzone, allowing players to progress and use weapons, operators and other cosmetics items across both titles, in addition to the existing Modern Warfare and Cold War items in Warzone. Like the previous main installments of the Call of Duty franchise since 2019, Vanguard's multiplayer is also fully cross-platform play compatible with a support for cross-generation gaming regarding eighth and ninth generation home video game consoles.

#### **Zombies**

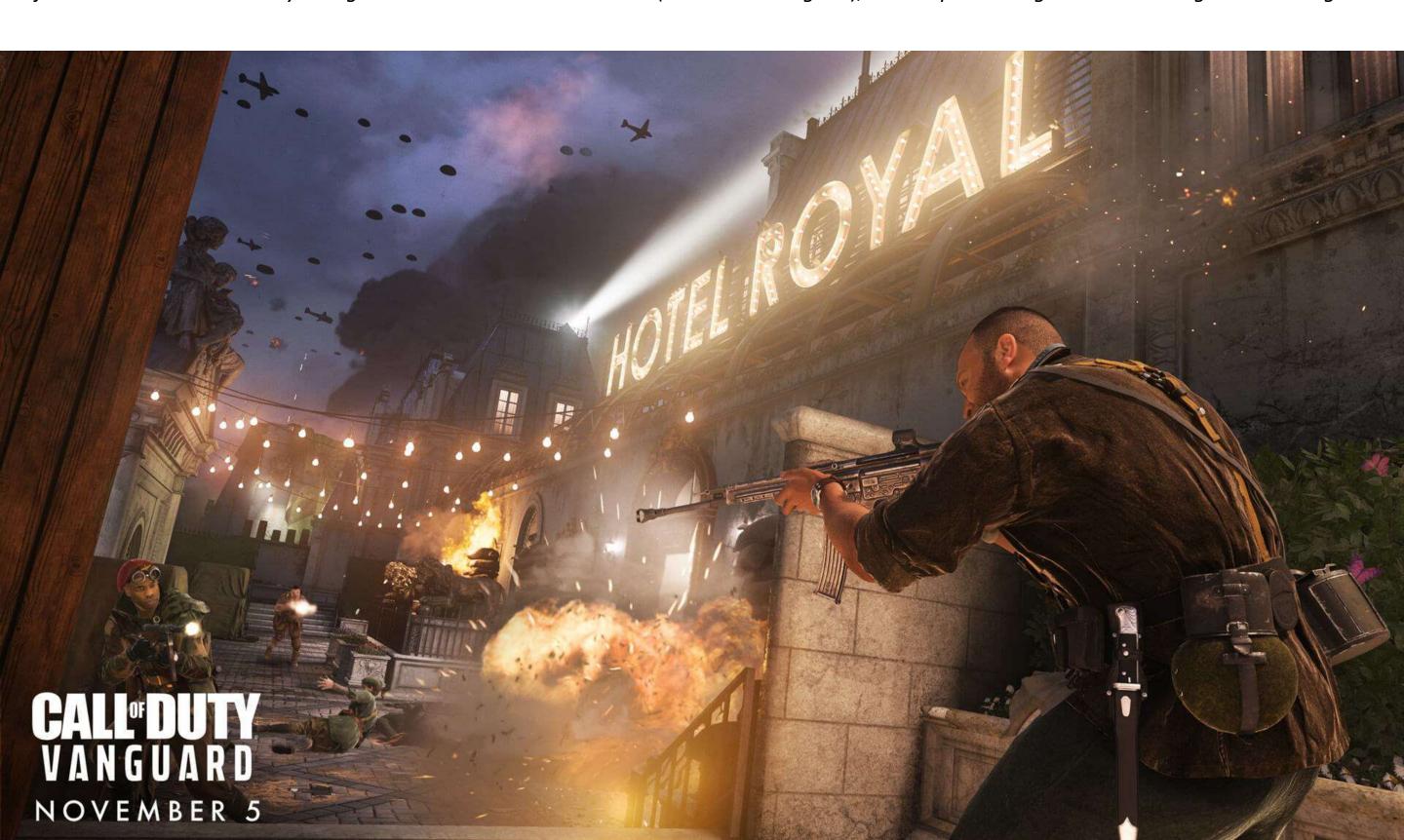
The cooperative Zombies mode returns in Vanguard, developed by Treyarch in collaboration with Sledgehammer Games. The mode is considered an expansion of the Dark Aether story, and acts as a prologue to Black Ops Cold War's story. At launch, the game features a new gamemode titled "Der Anfang" which combines aspects of round-based gameplay with the objective-based gameplay of Outbreak and Onslaught, both new gamemodes introduced in Cold War. Gameplay elements from Cold War return in Vanguard, such as Essence and Salvage as currencies, and Dark Aether-powered field upgrades, in addition to classic Zombies gameplay items like perks, the Pack-a-Punch machine, and wonder weapons. A new gameplay feature, the Altar of Covenants, grants players randomized buffs in every match, allowing some combat situations.

# Synopsis

#### Campaign

The unified narrative of Vanguard's single-player campaign spans four different frontlines of World War II - focusing on the Pacific War, the Western and Eastern Fronts and the North African campaign. According to Sledgehammer Games' narrative team, the single-player campaign will heavily emphasize introducing the player from multiple points of view to "the untold stories of multinational heroes" revealing the origin of the special forces as they fight across the chaos of war in tide-turning battles. The main characters of the unified storyline are inspired by real-world military service personnel like Lt. Polina Petrova, based on Soviet sniper Lyudmila Pavlichenko, also known as "Lady Death".

The characters of the campaign include soldiers from Allied nations with different military service backgrounds who form Task Force One during the events of the story: Cameroonian-British paratrooper Lt. Arthur Kingsley (Chiké Okonkwo) of the British Army 9th Parachute Battalion and leader of Task Force One, Soviet sniper Lt. Polina Petrova (Laura Bailey) of the Red Army 138th Rifle Division, American fighter pilot Lt. Wade Jackson (Derek Phillips) of the U.S. Navy Scouting Squadron 6, and Australian demolitions expert 2nd Lt. Lucas Riggs (Martin Copping) of the Australian Army 20th Battalion. Supporting Task Force One is British paratrooper Sgt. Richard Webb (Simon Quarterman) who served alongside Kingsley. The main antagonist of the campaign is the German Hermann Wenzel Freisinger (Dan Donohue), chief interrogator of the SS and Gestapo and the mastermind of Project Phoenix. The secondary antagonist is German Jannick Richter (Dominic Monaghan), a Gestapo interrogator and Freisinger's underling.







#### Zombies

Der Anfang takes place following the activation of the cyclotron in Projekt Endstation by the Nazis in 1944, which causes various Dark Aether artifacts to activate, allowing some entities to reach out to the real world. One such entity, Kortifex the Deathless, forms a symbiotic bond with Oberführer Wolfram Von List, commander of the SS unit Die Wahrheit, and bestows him the power to resurrect the dead. Task Force One responds to an emergency broadcast from Professor Gabriel Krafft, a demonologist forced to work for Von List, and is drafted into a new battle against Von List and Kortifex's undead army. Krafft assists the task force in battling the undead, by also supplying them with Dark Aether artifacts which allow them to form bonds with four other Dark Aether entities: Saraxis the Shadow, Inviktor the Destroyer, Norticus the Conqueror and Bellikar the Warlock, all of whom wish to thwart Kortifex's plan.

## **Development**

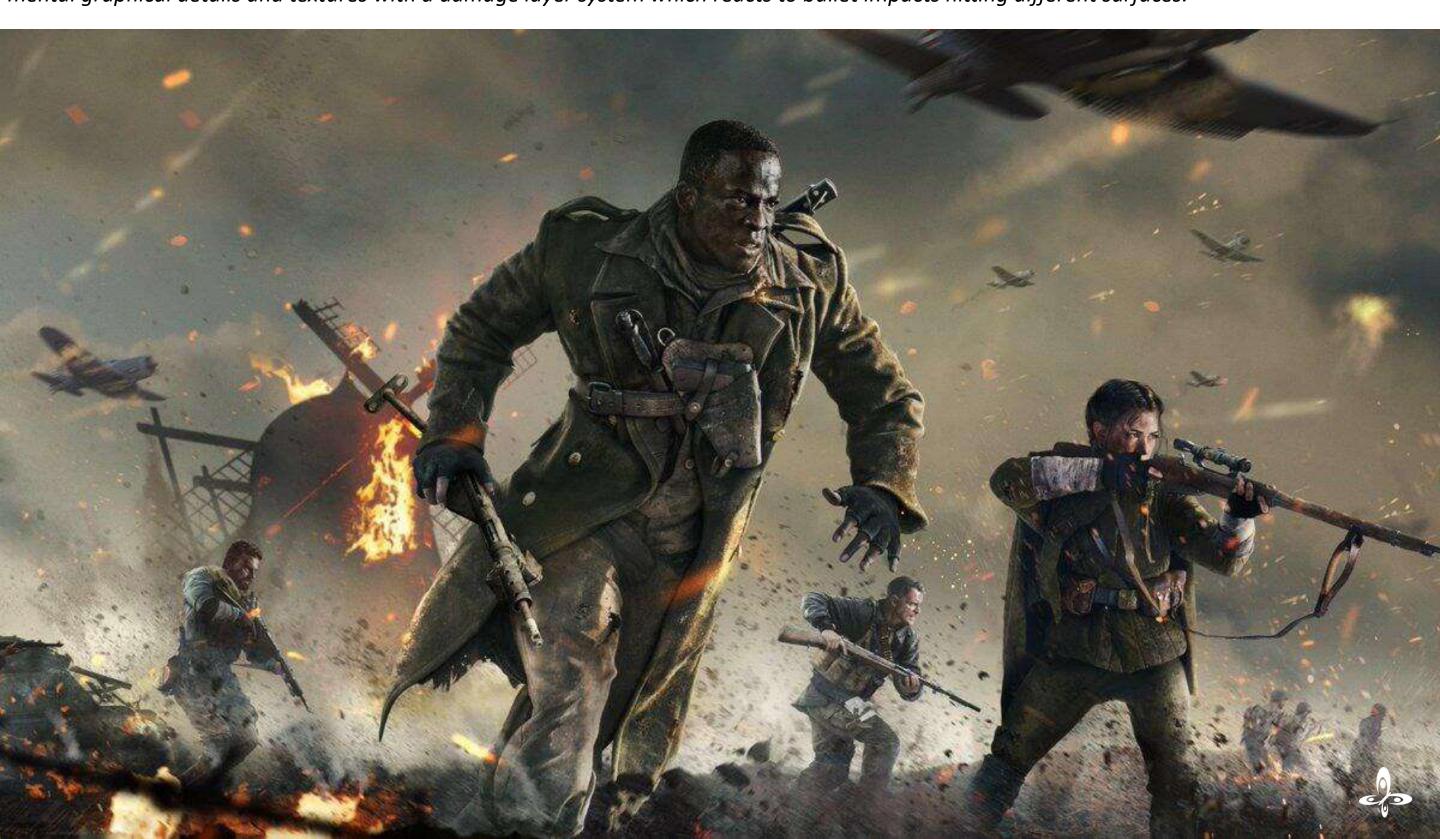
Vanguard is the third title developed by Sledgehammer Games in the Call of Duty franchise after 2014's Call of Duty: Advanced Warfare and 2017's Call of Duty: WWII.

After WWII was released, the studio went through a rebuilding process regarding the organisational structure. In an interview made by VentureBeat about the rebuilding and the path leading Sledgehammer Games to develop Vanguard, Studio Head Aaron Halon highlighted that "[...] we love our legacy and what we've created, but we also wanted to think about the future of the studio and how we could set ourselves up to be even stronger. [...] we're proud of the decisions we've made along the way that have led us to where we're at today with Call of Duty: Vanguard."

Originally the three-year primary developer rotation cycle between Infinity Ward, Treyarch and Sledgehammer Games, in which the model was first introduced in 2012, it was expected to be continued in 2020 with Sledgehammer taking the lead to create a new Call of Duty entry along-side Raven Software. Due to conflicts of interest between the two, responsibilities were shifted to Treyarch as they took control over the project, which resulted in developing Black Ops Cold War in 2020.

During Activision Q1 earnings call in May 2021, it was confirmed that the development of a new Call of Duty game is being led by Sledgehammer Games due for release in Q4 2021. The developer also confirmed this on its official Twitter account. Activision Blizzard President and Chief Operating Officer Daniel Alegre said: "We are very excited for this year's premium Call of Duty release. Development is being led by Sledgehammer Games. And the game is looking great and on track for its fall release. This is a built-for-next-generation experience with stunning visuals across campaign, multiplayer and cooperative modes of play designed to both integrate with and enhance the existing COD ecosystem. We look forward to sharing more details with the community soon."

As Vanguard is built on an upgraded version of the IW 8.0 engine, that powered Modern Warfare, the game's visuals are developed in part using advanced photogrammetry and improved volumetric lighting techniques while also introducing photorealistic reactive and destructible environmental graphical details and textures with a damage layer system which reacts to bullet impacts hitting different surfaces.







# Marketing and release

#### Reveal

In August 2021, some insider sources began to leak information about Vanguard prior to its official reveal, including its editions and reveal trailer content. The Call of Duty social media accounts acknowledged this leak in a "humorous" fashion, and proceeded to tease the game's reveal. Around the same time, the first teaser for Vanguard went live within Call of Duty: Warzone, where winning players in any given Battle Royale matches may be sniped from afar by Vanguard protagonist Polina Petrova during the extraction cutscene. A week after, the title of the game was announced, alongside a reveal event taking place in Warzone. Players got to participate in a limited-time game mode titled "The Battle of Verdansk" where every player works together to take down a train, before attempting to escape as WW2-era planes drop bombs on them. The reveal trailer was played at the end of the event, before being posted publicly on YouTube and other social media websites.

On August 25, during Gamescom, Sledgehammer Games revealed the first extended playthrough of Vanguard's campaign missions set in the Eastern Front called "Stalingrad Summer". This mission gives an insight regarding the initial invasion of Stalingrad in 1942 from the perspective of Petrova (voiced by Laura Bailey) as she tries to find a way home after an aerial attack while eliminating hostile German infantry search crews.

On September 7, during a nearly 30-minute live broadcast on YouTube, led by the members of Sledgehammer Games development team, creative director Greg Reisdorf, lead designer Zach Hodson, and associate art director Matt Abbott, in-depth details of Vanguard's multiplayer had been revealed, showcasing some components of tactical gameplay, the variations of competitive gamemodes, while emphasizing the details of the newly introduced environmental destruction gameplay features.

### Multiplayer beta

An open beta version of the multiplayer was also made available for all platforms in September 2021, presenting a selection of five maps and some multiplayer playlists, such as Team Deathmatch, Domination, Kill Confirmed and Search and Destroy, with the newly introduced Patrol and Champion Hill game modes. Those players who reach Level 20 in beta will receive a weapon blueprint available to use in Vanguard at launch and in Warzone at a later date.

#### Tie-in comic

A tie-in comic series had been announced for Vanguard with the official reveal took place on October 10, 2021, at the New York Comic Con. Attendees at the panel were given a free copy of the first issue, featuring one of the protagonists, Polina Petrova.

### Release

The game is scheduled to be released worldwide on November 5, 2021. Pre-orders of all editions grant "early" access to the open multiplayer beta, a cosmetic weapons pack for use in Vanguard, as well as a Master craft cosmetic blueprint and the Vanguard character Arthur Kingsley as an operator, both for use in Cold War and Warzone. The Ultimate Edition grants access to three additional cosmetic skin packs, plus access to the Battle Pass of a Season for Vanguard (dependent on the time of purchase), and double XP tokens. The Cross-gen Bundle and Ultimate Edition grant console players two versions of the game for use on the previous console generation (PlayStation 4 and Xbox One) and the later generation (PlayStation 5 and Xbox Series S or Xbox Series X).











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### High Speed Wireless Connection, Always Online

Intel Wireless-6221C Wireless module supports 2.4G /5G dualband and the top speed can reach 867Mbps,providing a more smooth Wireless network experience. Even when you are not in the office, file transfer and collaborative work are still effective.

2.4G/5G 867

WIFI Mbps



#### Full-featured USB-C And Full Interface

Equipped with full function USB-C interface, it supports audio, video and data transmission, it also supports PD2.0 fast charging, one hour can be full of 60% of the power.In addition, there are many interfaces such as USB-A 3.0\*1, 3.5mm headphone jack, M.2 SSD extension, Micro-SD, etc.

Type-C PD2.0

Full-Function Fast Charge







#### Ps En Ae Pr

#### 1.Prove its strength with data

	i5-8259U	i5-7267U	i7-1065G7	i5-1035G1
Basic frequency	2.3G	3.1G	1.3G	1G
Turbo Boost	3.8G	3.5G	3.9G	3.6G
Power consumption	28W	28W	15W	15W



i5-1035G1

i5-7267U

\*The data is based on the results of GeekBench running

i7-1065G7

#### 2.Compared with the mainstream GPU

i5-8259U

MX130

MX150

GTX 940M













### Quick Response, Efficient At All Times

Equipped with 8GB DDR4,512GB Kingston NVMe SSD, CoreBook X can load more tasks in the background. Officework and video clip are light for it. Toggle without a lag to improve efficiency.CoreBook X motherboards come with slots for DDR4 RAM, support memory module upgrade delivers higher performance.

8GB 512GB Support Upgrade

DDR4 NVMe SSD Memory Module



### Metal Texture, Delicacy And Light

The whole body is made up of medal and fine anodizing process. While maintaining excellent hand feel, it keeps the advantage of being light and light, which can be easily carried in bags.

3.3 Full Metal

Pounds body



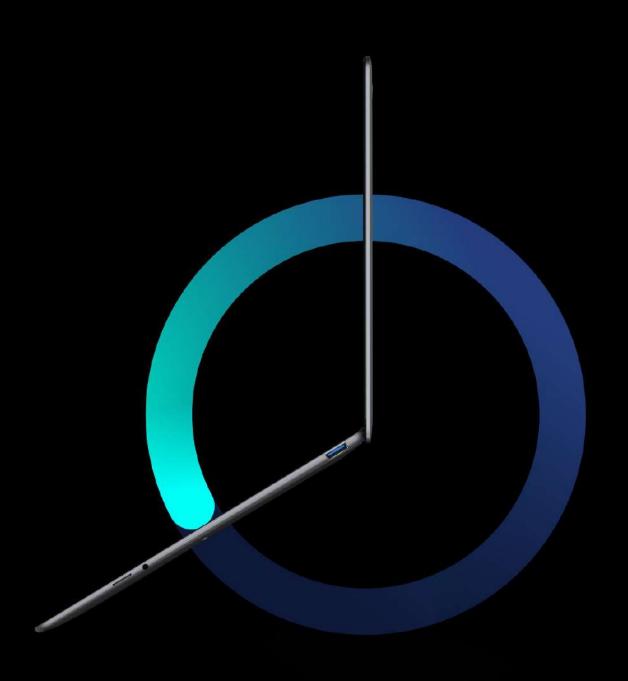
# Monstrous 46.2Wh Battery, Lasts All Day

It adopts 46.2WH high-capacity lithium-ion battery, and has excellent system-level power management. The battery life is up to 8 hours, which is enough for a whole day's use.

46.2Wh 8.0

Li-on battery Hours









# CHUWI GemiBook Pro



**Productivity Everywhere** 



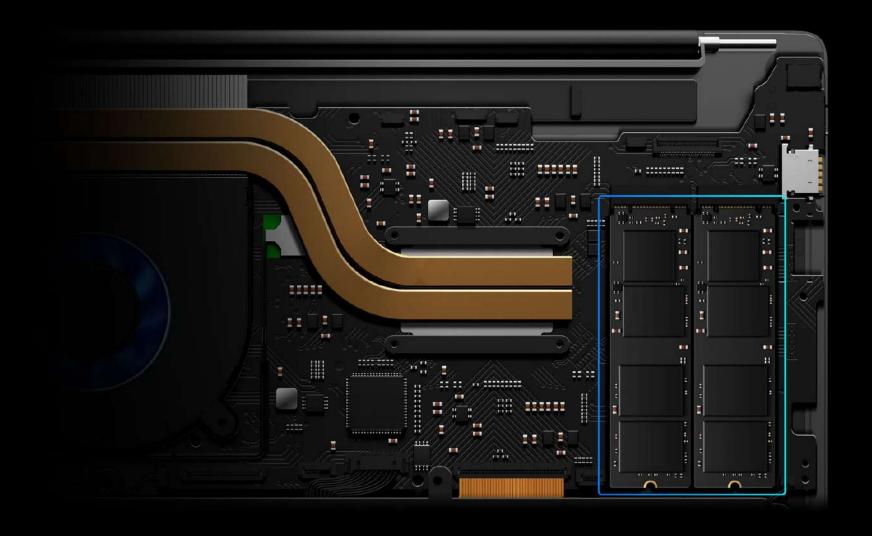


### Huge Amounts Of Memory

12GB LPDDR4X low-power memory and 256GB SSD mass storage which can run multiple large software at the same time and keep low power operation to bring endurance income.

12GB 256GB ITB SSD

LPDDR4X SSD Expansion













### New Processor, New Performance Height

Equipped with the new Intel Gemini Lake Refresh J4125 processor, 4-core 4-thread design, and upgraded to 2.7ghz, it is an excellent processor core for the new generation of all-purpose office. With built-in UHD 600 GPU and smooth hard decoding of high-bit-rate 4K video.

Intel J4125

2.76Hz

4 Cores

Processor

Turbo frequency 4 threads

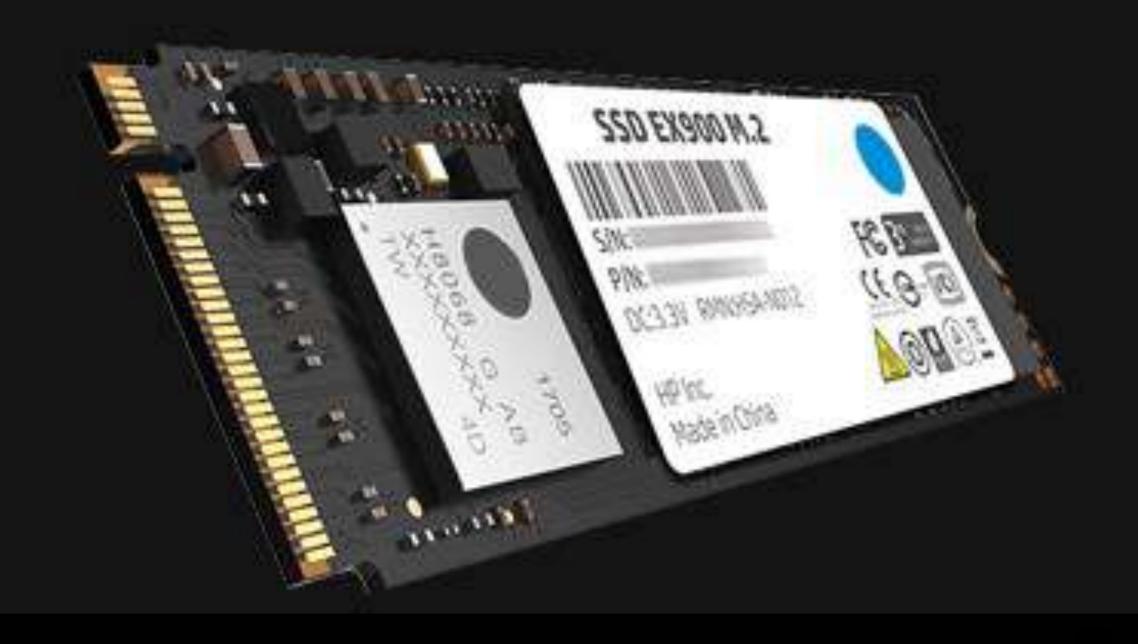
### Monstrous 38Wh Battery, Lasts All Day

It adopts 38Wh high-capacity lithium-ion battery, and has excellent system-level power management. The battery life is up to 8 hours, which is enough for a whole day's use.

38Wh 8.0

battery Hours





### Full-featured USB-C And Full Interface

Equipped with full function USB-C interface, it supports audio, video and data transmission, it also supports PD2.0 fast charging, one hour can be full of 60% of the power.In addition, there are many interfaces such as USB-A 3.0\*1, 3.5mm headphone jack, M.2 SSD extension, Micro-SD, etc.

Type-C

PD2.0

Full-Function Fast Charge



### Fine 2K Resolution More Productive 3:2 View

Exquisite 2K resolution, more productive 3:2 field of vision 14-inch IPS screen, 2160\*1440 pixel point will present the text and image clearly. 3:2 aspect ratio, which makes the use of productivity scenes such as office documents processing and data access more efficient.

14-inch

2K

3:2

IPS

Resolution

Aspect ratio

### Dual Band WiFi Hassle-free Connectivity

Dual band wifi 802.11ac wireless transmission protocol and Bluetooth enable a stable and smooth surfing experience.



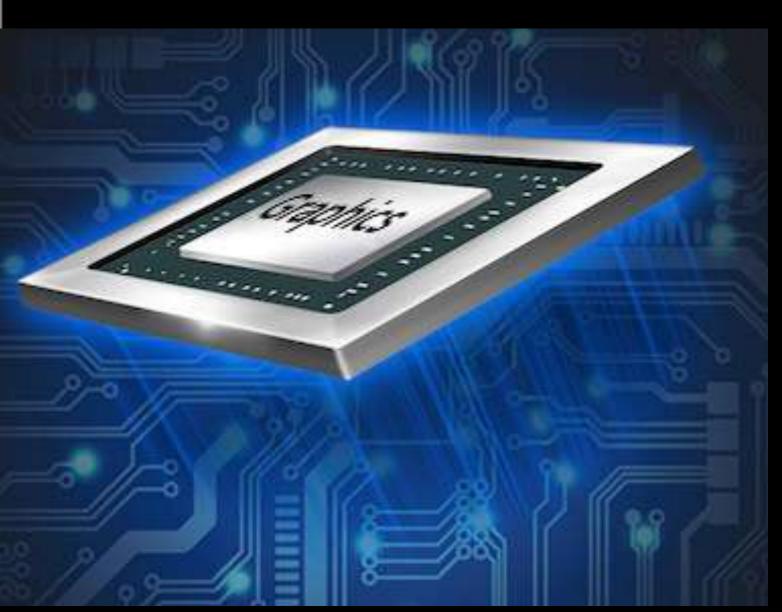


### Ultra Thin Portable Productivity

Thanks to the use of light aluminum and magnesium alloy, the 14-inch body weighs only 3.3 pounds, which is super light and portable, and can be easily carried out mobile office, with unlimited space to maintain efficient productivity output at any time.

3.3 Full Metal

Pounds Body



J4125

J3455

120 % Graphics Performance

UHD 600

UHD 500

160 % Benchmark Score

J4125:1825





### Each CHUWI Notebook Has to Undergo a Rigorous Test

10×1meter

Drop Test

20000Times

Interface Plug Test

100000Times

Key Test

23

General Performance Test

7×24Hours

Electrical Aging Test

30000Times

Shaft Turning Test

-20°C~60°C

High Temperature Test

14Attribute Tests

Hardware Full Inspection







# HONOR 50 5G







### Display with Incredible Specifications

Everything is part right on the 75° super curved climbay with curved and namew black sugges. It makes a giant leap on design and display effect, and brings senaring visual sense and comfortable touch.

6.574

OLED

100%

1.07 Billion

inches

Display

norm.

10-fatt Cedur Dupith





### **Fast Beyond Your Imagination**

Support up to 120 He refresh rate and 300 He touch earnpling rate. See as touch with less delay, intelligently adjust refresh rates in games, reading and ACID scenes for better displaying and power-saving.

120 Hz

300 Hz

Screen Refresh Rate

Touck Sampling Rate





# Capture Wonder No Matter Far or Close Distance

Multi-video recording enables the main carners (support ax 2000) and wide-engis carners work at the same time.



### Fast-motion, Slow-motion Recording under Your Control

Multi-violen recording enables you to about both but motion video (25 or 4s fast) and slow motion\* (0.5s slow) video.







#### **Never Miss a Scene**

When alterating a wider, year can switch between the brint and man corrected at will, capturing every inherenting recently.



### Your World, My World Together a New World



MoRE-video recording enables the front and rear camerus work at the same time, making projets and iconomic electric among temporatous manner.

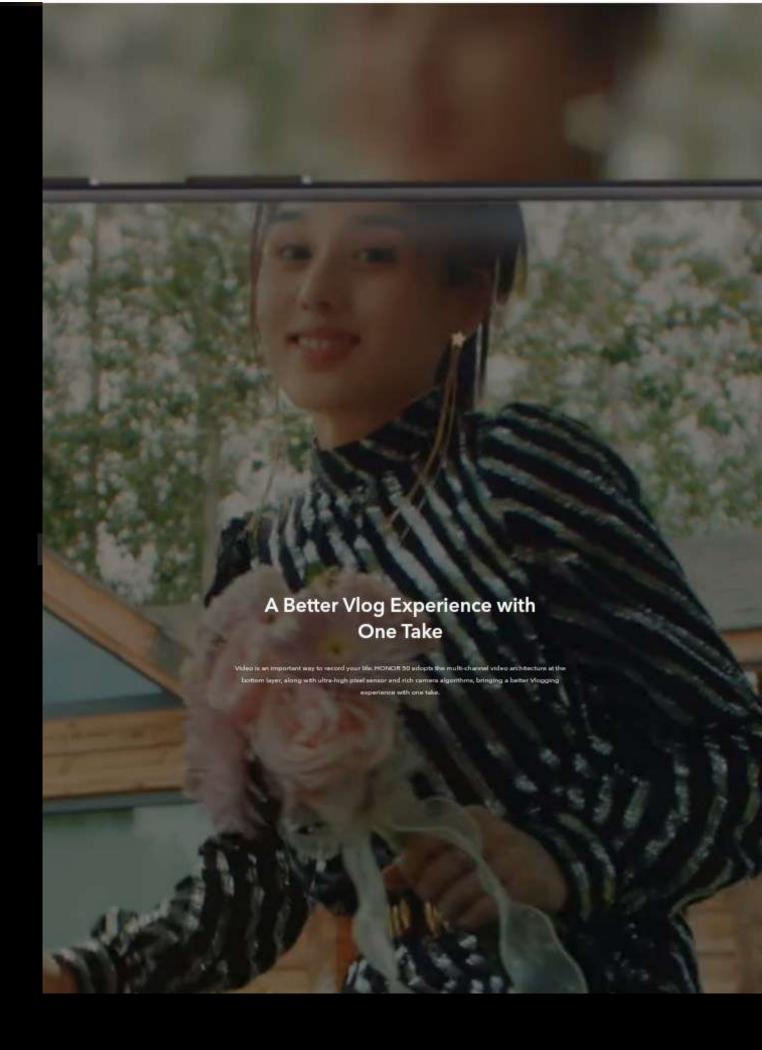




#### Multi-video Recording

This is a glant step in the evolution of smartphone photography. Offerent mostes of Multi-video recording ca be switched over in one shoot. Multi-video recording simulfies post-sedimo.



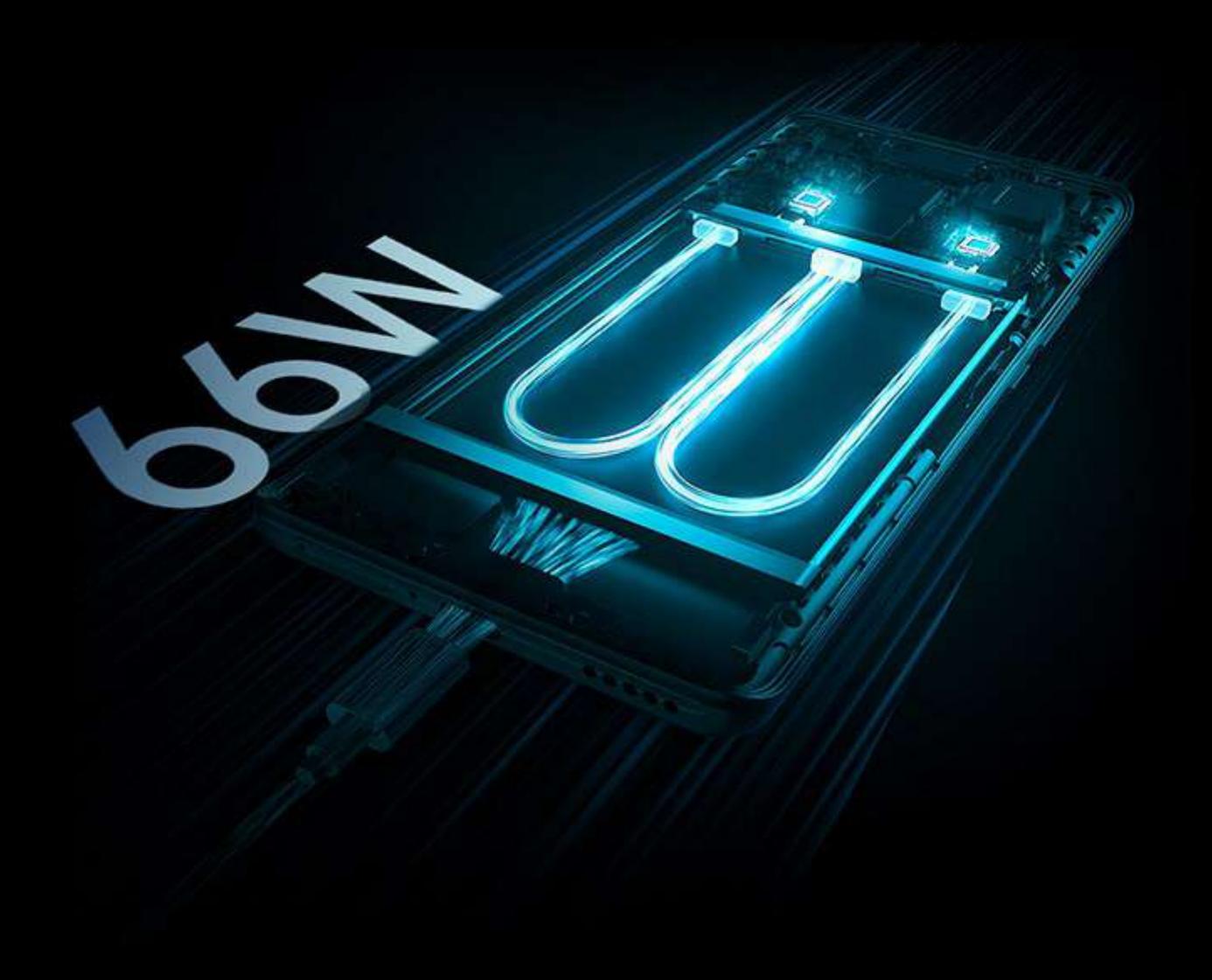


### Wireless Recording for Unlimited Wonders

Along with outstainling video shooting functions, manufacium TWS fieldphones for long-distance wireless audio-respeding<sup>®</sup> is enabled. This is definitely a magical tool for live broadcast.



#### 108MP Ultra Clear Camera





### 66W HONOR SuperCharge<sup>10</sup> Slays

The breekthrough single-cell clust loop steating reduces impedience and heat, increasing the equivalent separate of the battery, thereby promiting a longer hattery the of HCNIOR SIZ (40000Ah)\*).

70×

100%

o Moutes II

45 Mesuksa<sup>11</sup>



### Qualcomm Snapdragon™ 778G Blooms on HONOR

The latest Qualcones Snapdragon <sup>198</sup> 7750 5G processor performs extraordinarily on HONOR 56. The 6 nm silvanced process of TSMC, super CPU four A76 big codes, main frequency up to 2.4 OHz, CPU benchmark score increased by 45%, and OPU benchmark score increased by 45%.



















**The front bumper** – including vent finishers, side vent graphics, side accent graphics and integrated

exhausts – helps advance the vehicle's effortless design.





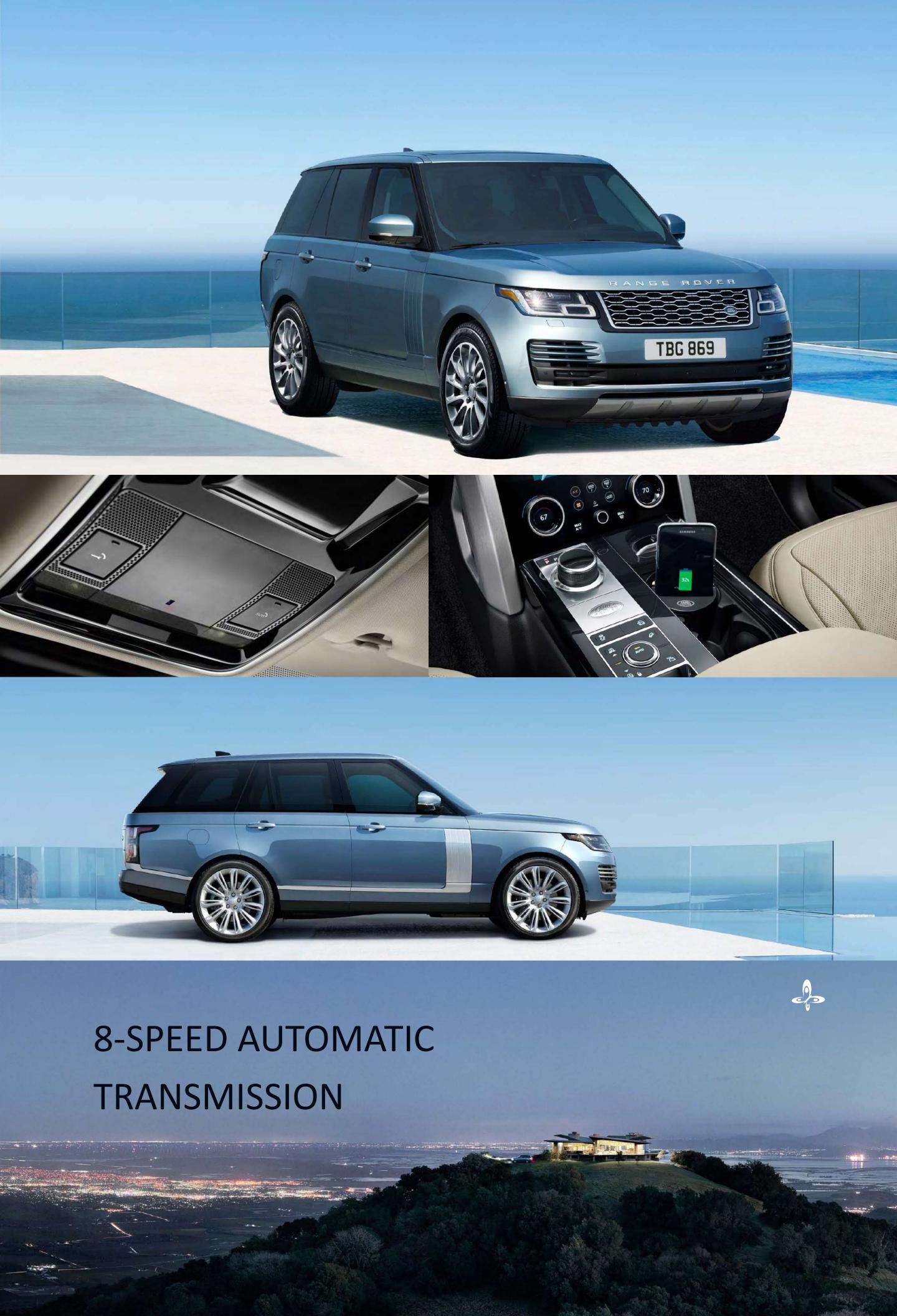
Sumptuously designed, the Range Rover interior is a tranquil haven. Effortlessly comfortable,

superbly appointed and finished with a discerning eye for the details, every facet of the interior



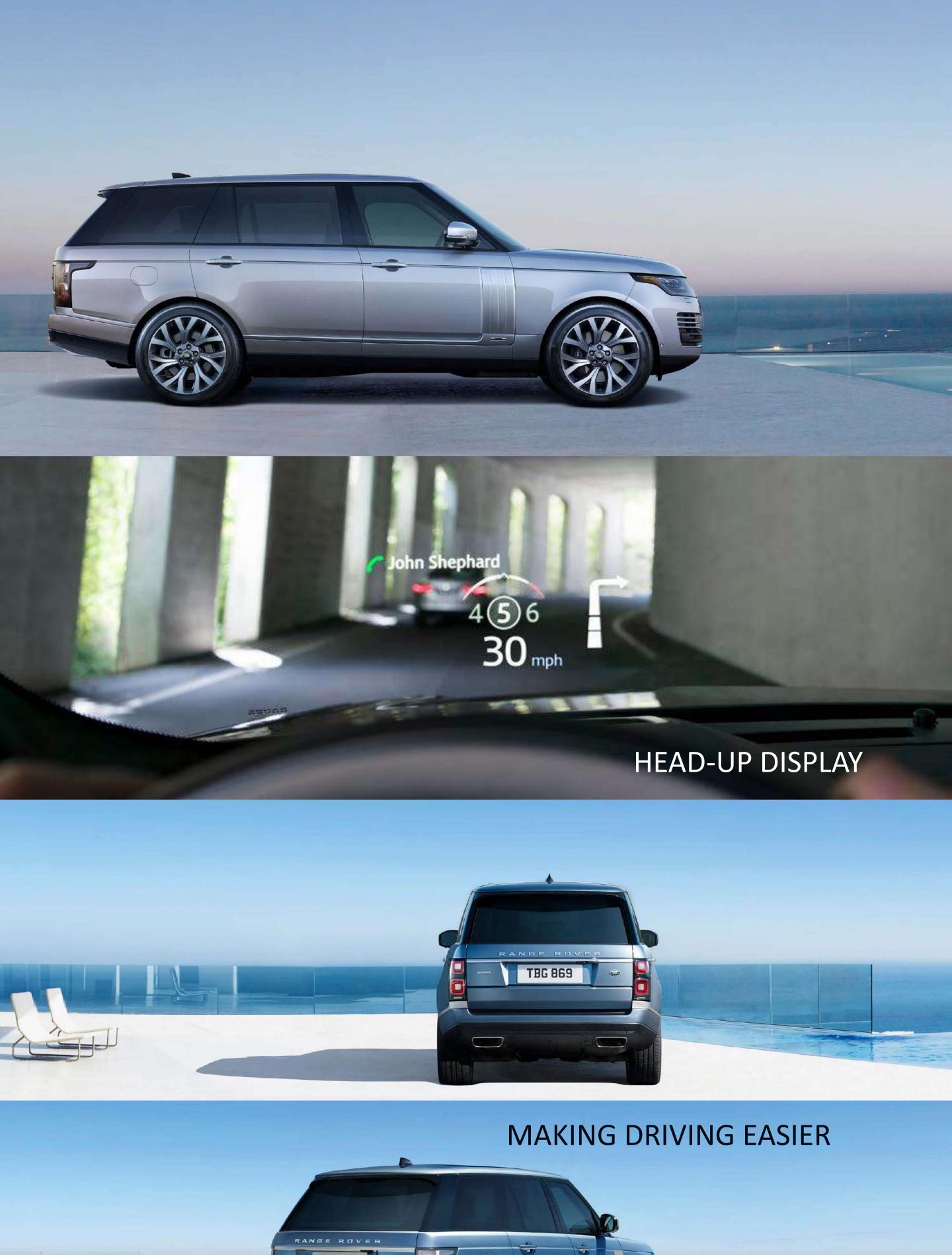




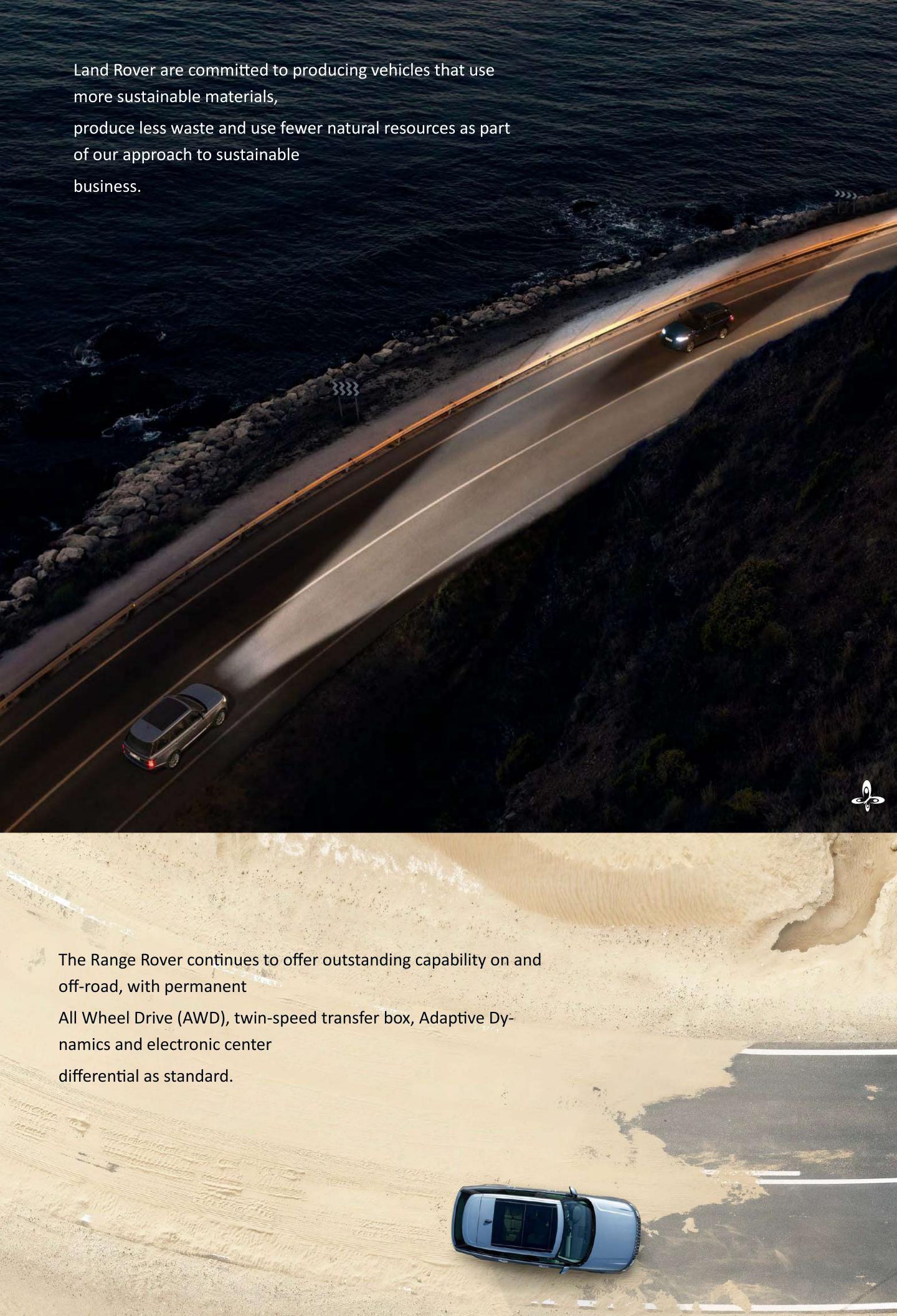
















**THE NEW** 

2022



\$180,000















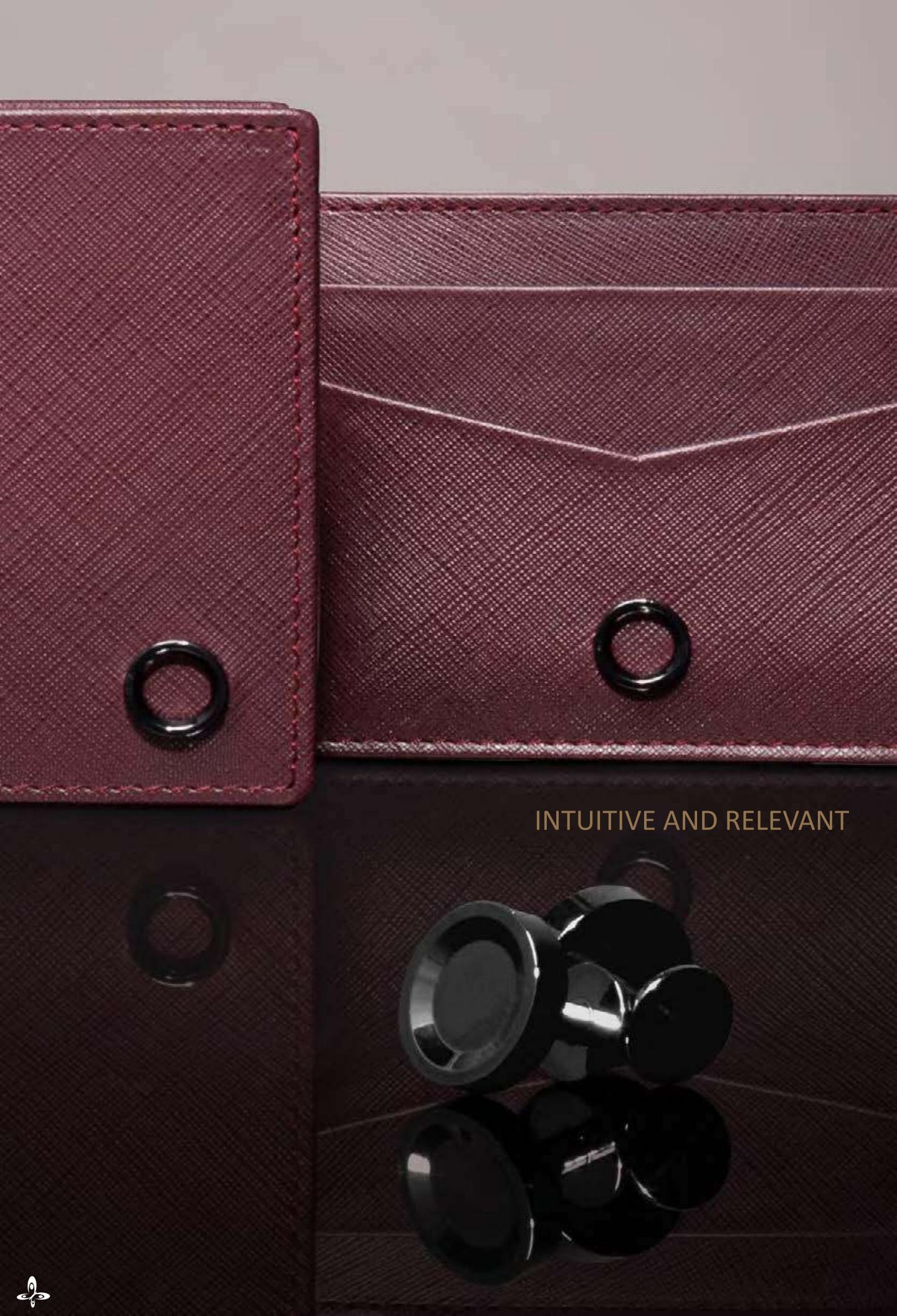


**EXCLUSIVE AND ENRICHING** 



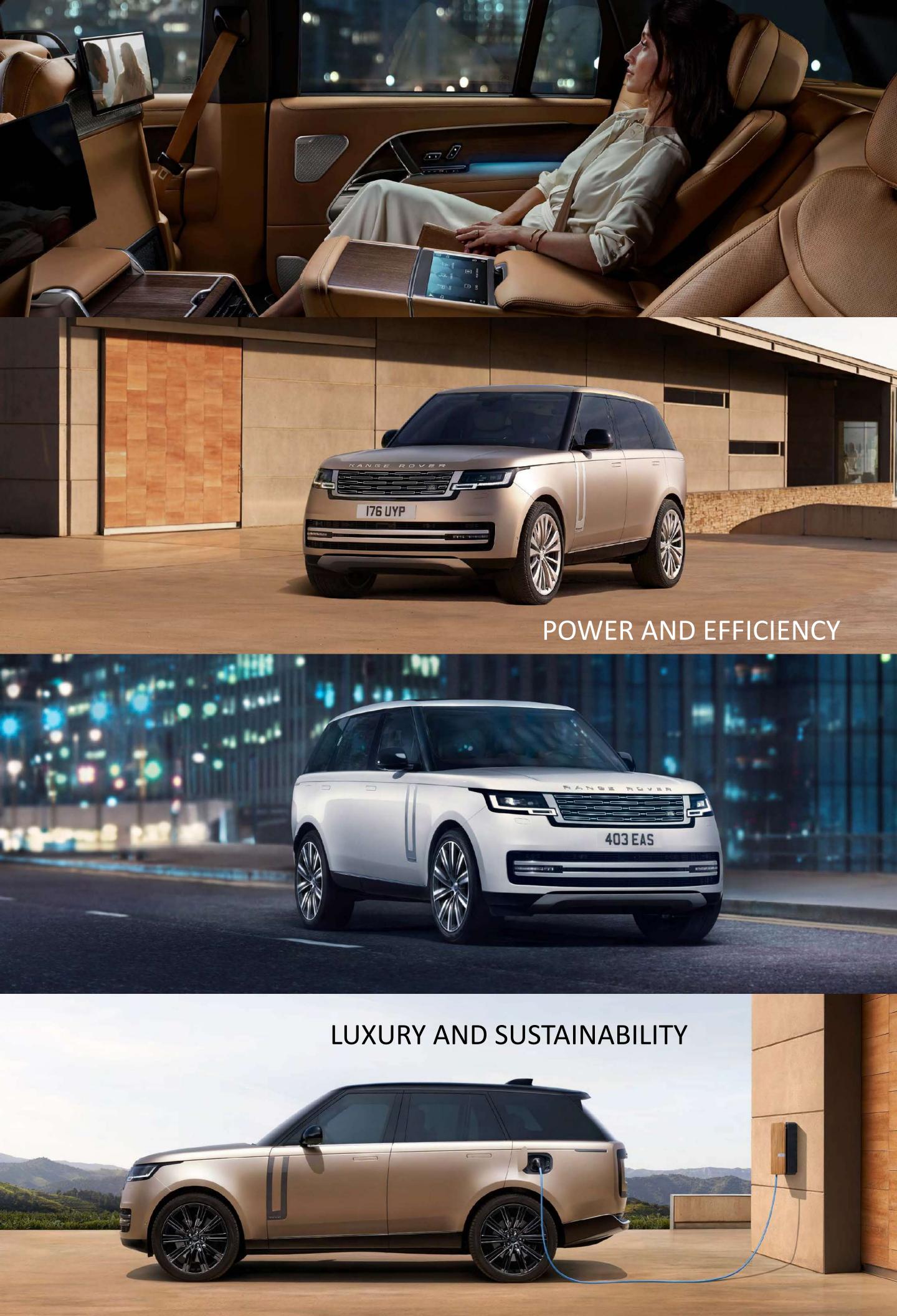
FIVE OR SEVEN SEATS









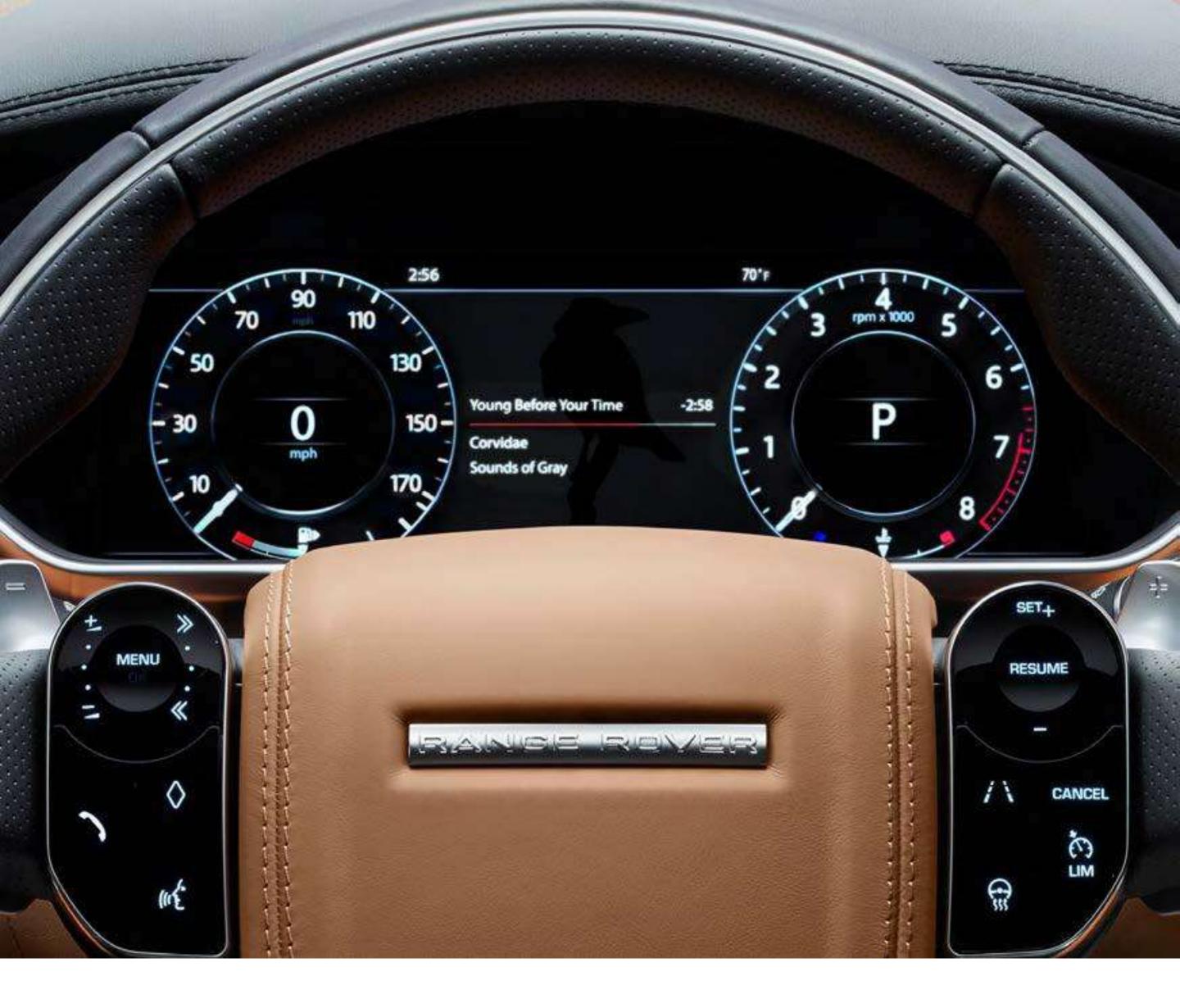






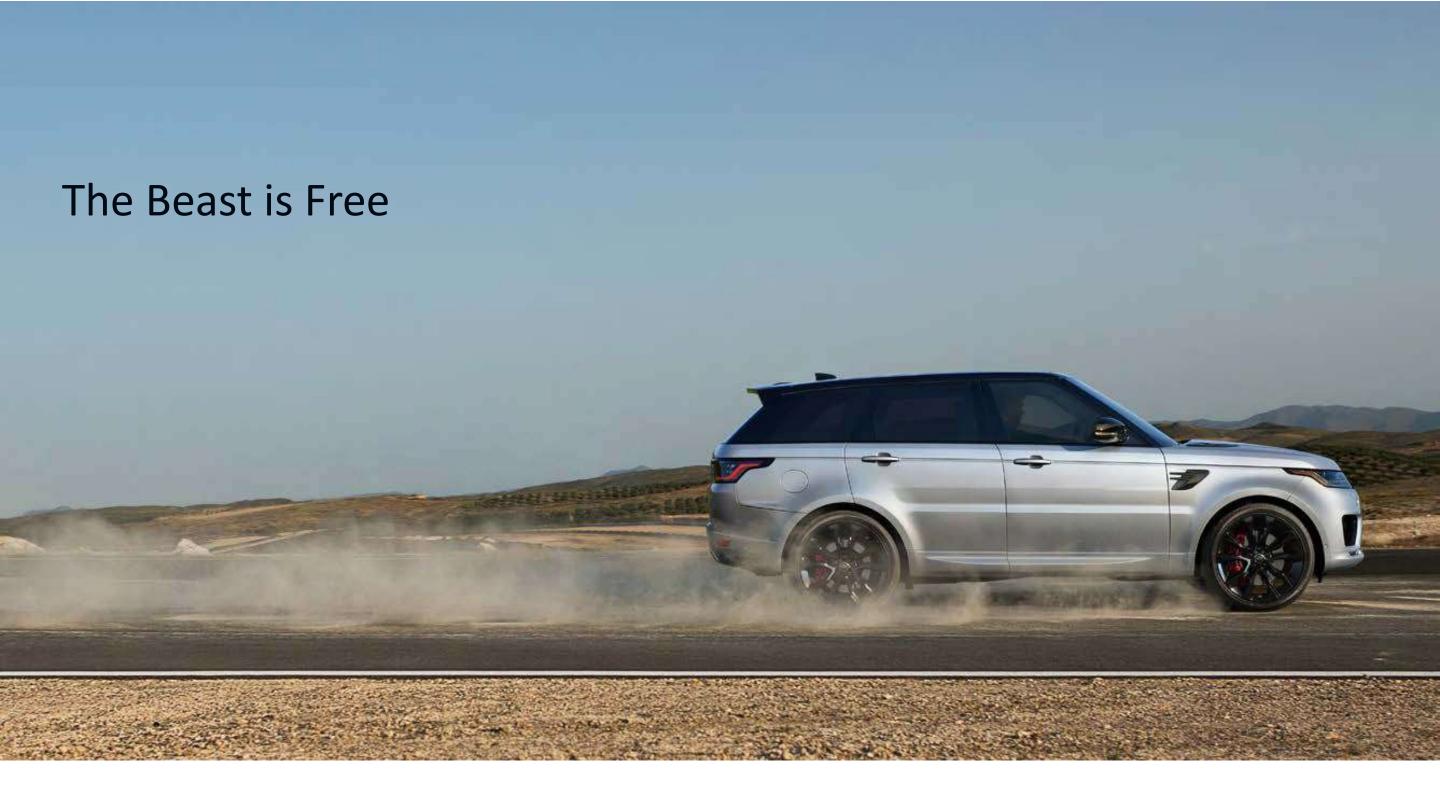




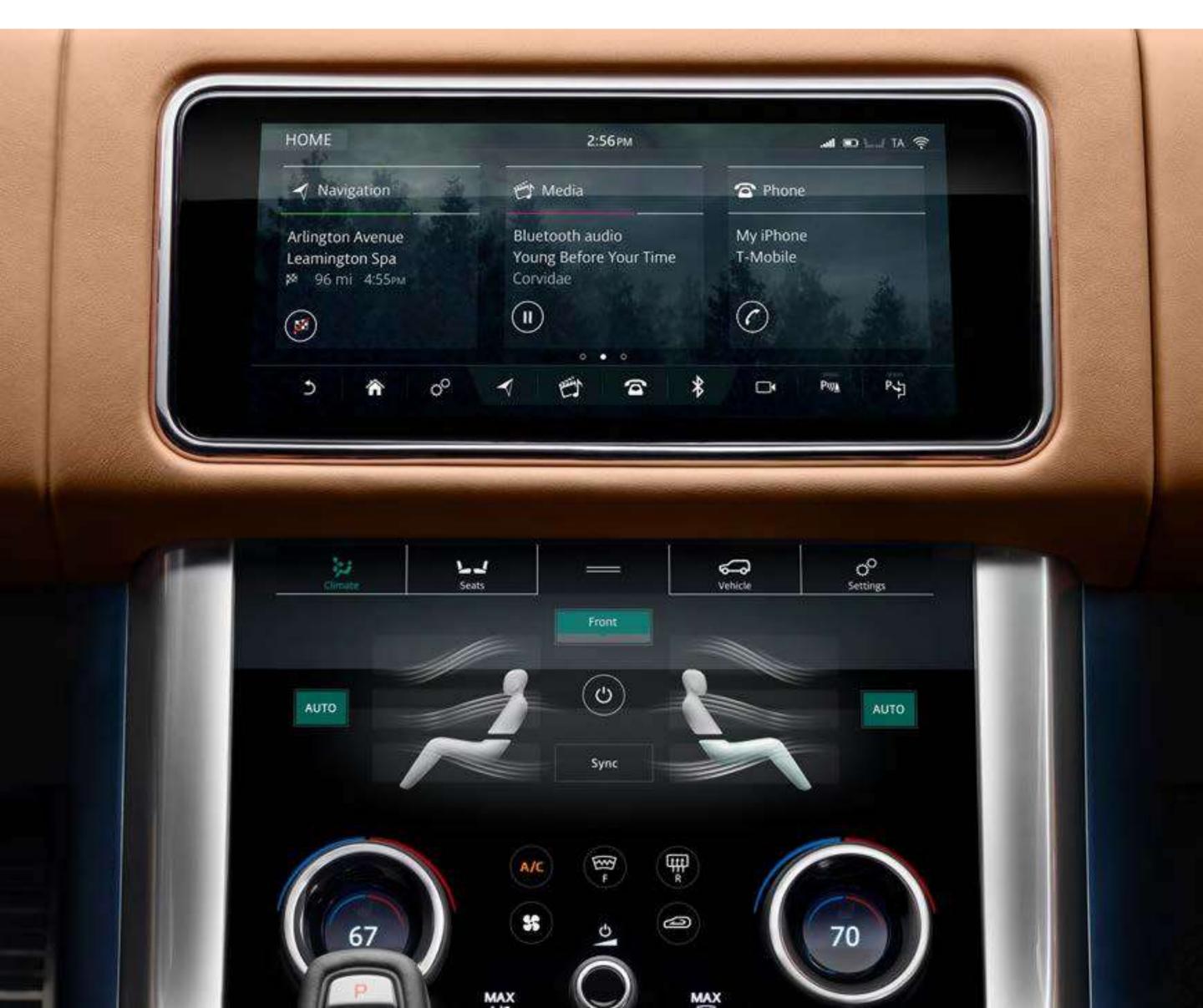


All the details you need is within your view





Infotainment system with the latest tech















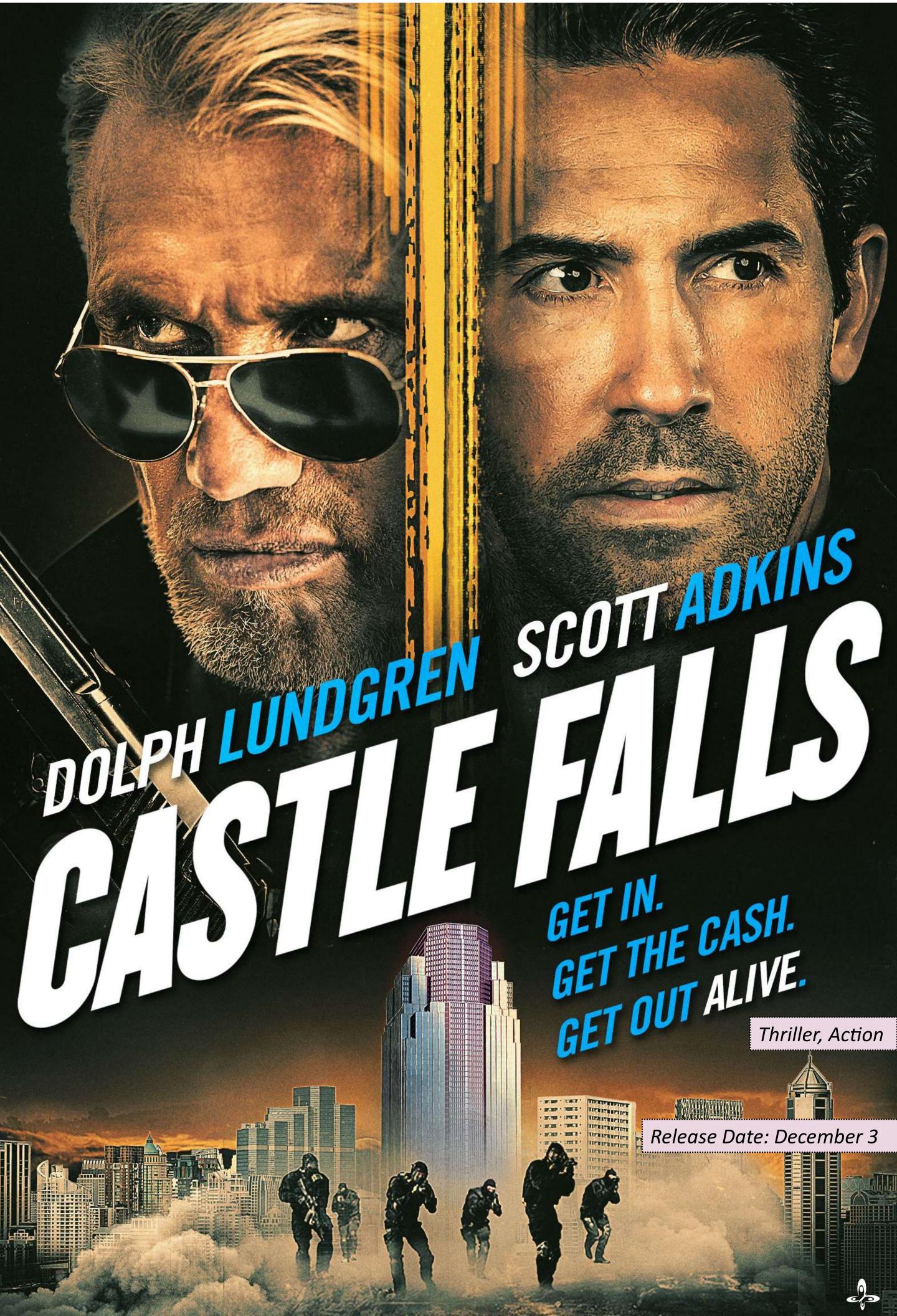
















MATERIAL PROPERTY AND ADDRESS OF THE PARTY AND







PETER DINKLAGE HALEY BENNETT KELVIN HARRISON JR.



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SOUNDTRACK AVAILABLE ON DECCA RECORDS

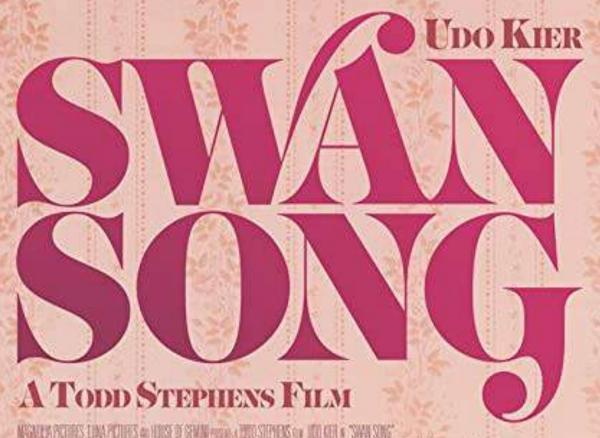


WORKING TITLE BREDN MGM

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MANONE CODI CHE JERRETH CURLINGE DIA ANNOMINA SICINADIO MANON UNI MICHE LINE UN LINA CORRE IN CIENTIFICA CANONI DI REPUBBLICA CANONI DEPUBBLICA CANONICA CAN







"Beautiful, smart, irreverent, and really f\*cking funny. Simply put, it's divine."

Kristy Puchko, Pajiba

"You've never seen Udo Kier like this before."

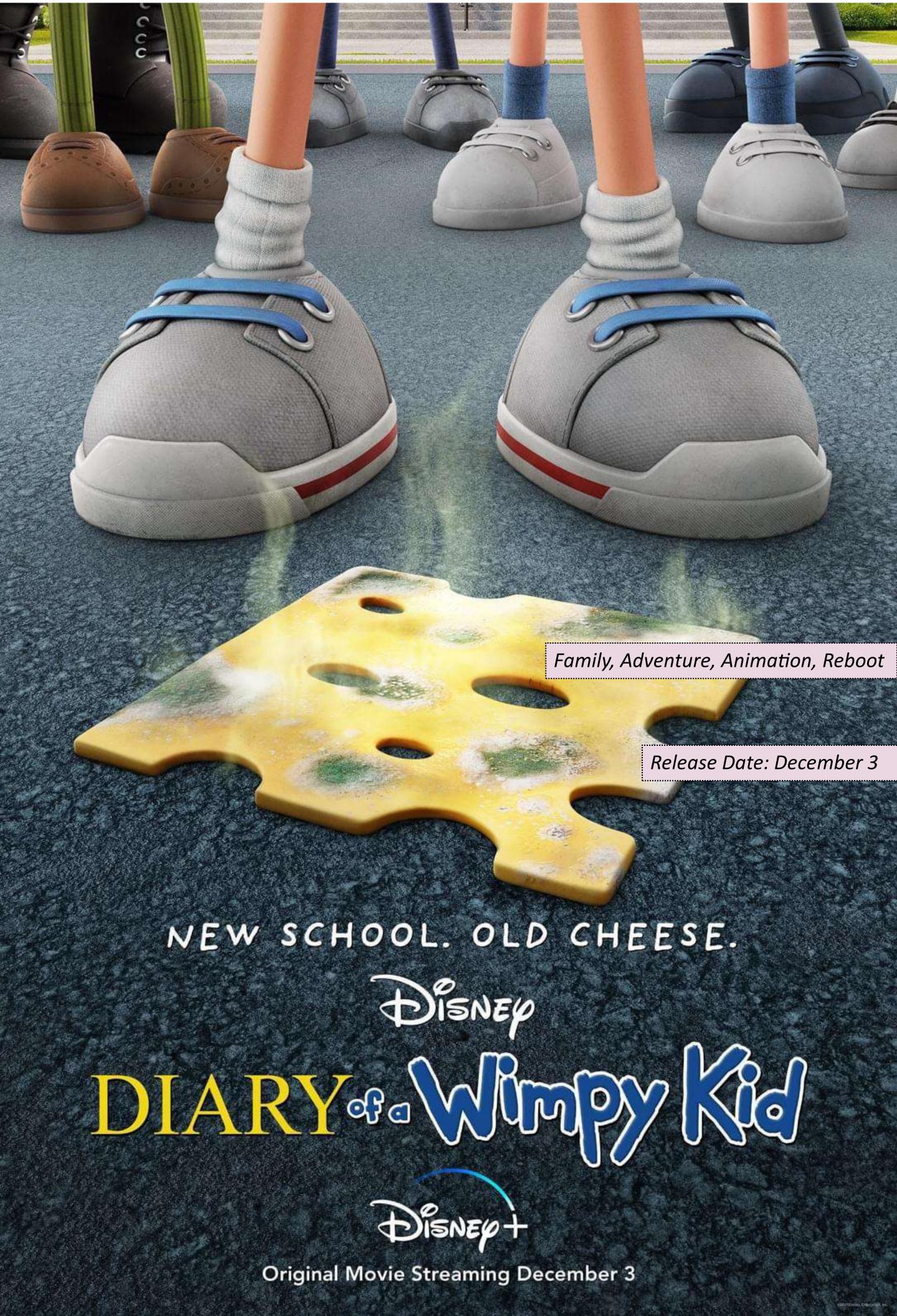
Peter Debruge, Variety



Action, Adventure, Fantasy, Sci-fi Release Date: December 29

Original Series Streaming December 29

CERT & Th's marity (A)





Drama, Thriller, Adaptation

Release Date: December 25

## THE TRA-GEDY OF MASETH



### Sandra Bullock

No one walks free of their past.

NETFLIX PESSITS A GK FLMS / FORTIS FLMS PRODUCTION INASSOCIATION WITH CONSTRUCTION FLLM / RED PRODUCTION COMPANY LIMITED SANDRA BULLOCK "THE UNFORGANABLE"

VIICENT D'ONOFRIO JON BERNTHAL RICHARD THOMAS LINDA EMOND ASLING FRANCIOSI ROB MORGAN AND VIOLA DAVIS CASTING FRANCING MAISLER CHA

SIPETRIAG RANDALL POSTER AND NEGHAN CURRIER MAIS LINDA EMOND ASLING FRANCIOSI ROB MORGAN AND VIOLA DAVIS CASTING FRANCING MAISLER CHA

SIPETRIAG GUILLERMO NAVARRO, ASC PRIZINGE NAM MORALES COLIN VAINES SALLY WANNING OFF MICOLA SHINDLER PRODUCTO GRAFAM KING OGA SANDRA BULLOCK OGA VERDINGA FERRES

THE TY SERIES INFORMARIO POSTER BY SALLY WANNING CHT SAMEDRAP PETER CRAIG AND HILLARY SEITZ AND COURTENAY NILES DIRECTO NORA FINGSCHEIDT

IN SELECT THEATERS NOVEMBER AND ON

NETFLIX | DECEMBER 10

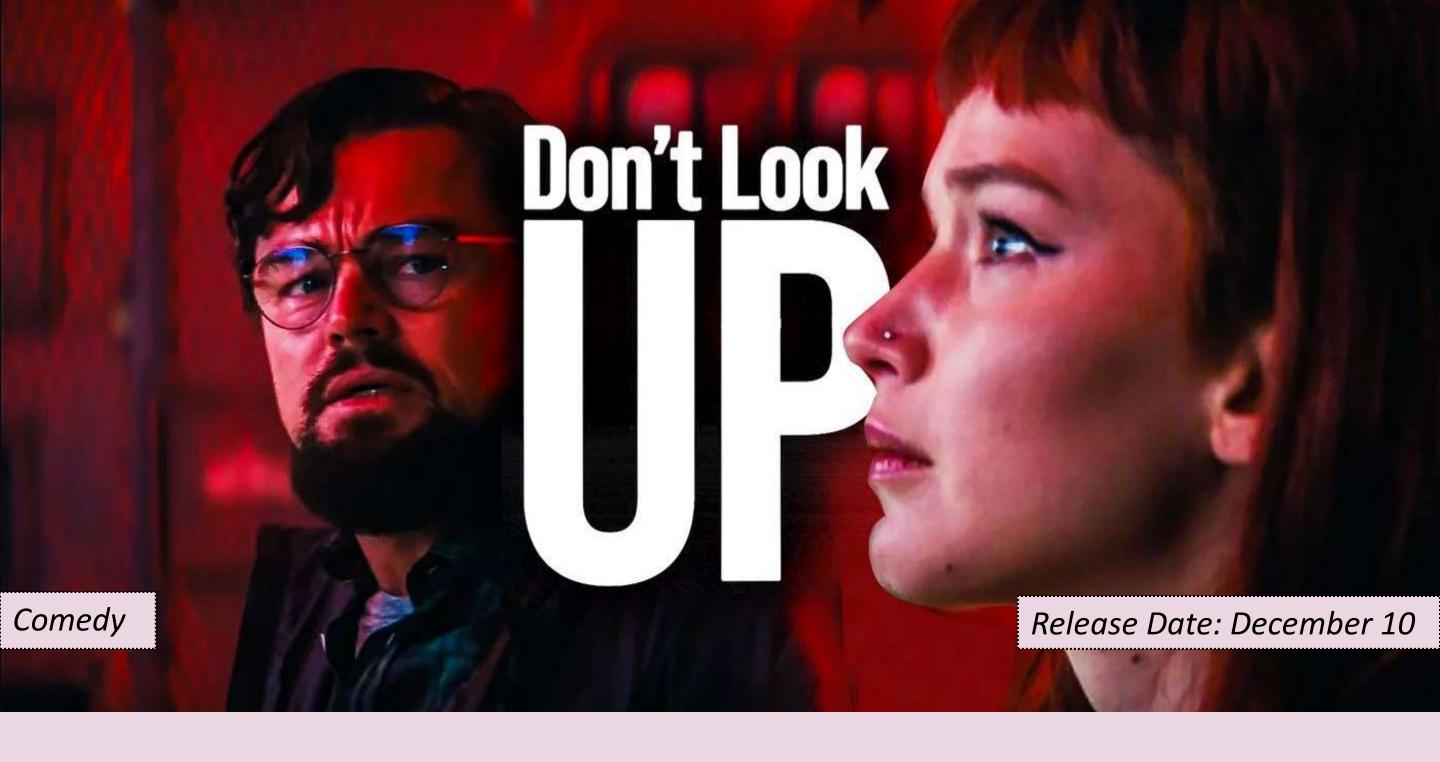
Drama

R LANGUAGE AND VIOLENCE



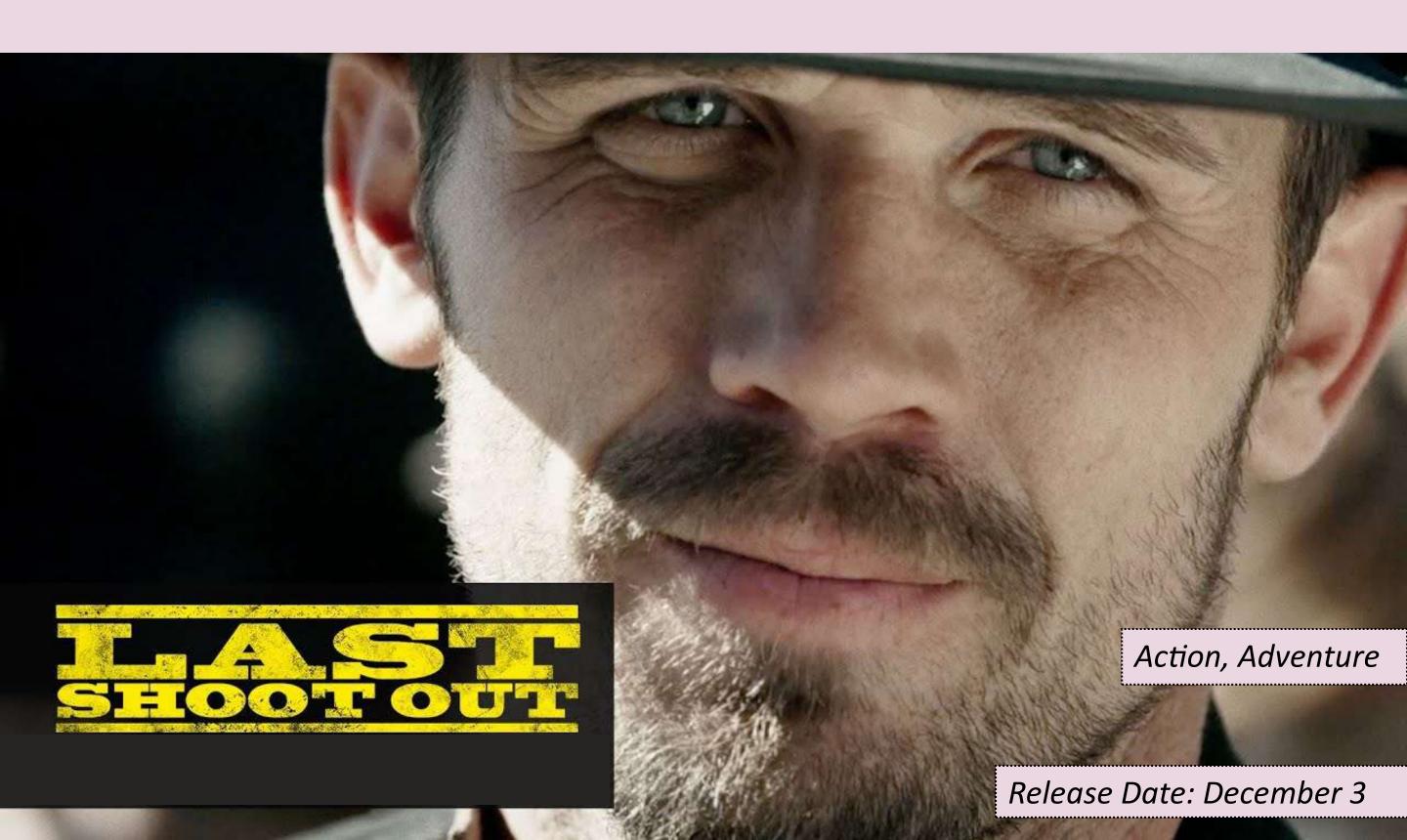






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MCCONAUGHEY WITHERSPOON JOHANSSON TARON EGERTON TORI KELLY NICK KROLL BOBBY CANNAVALE ERIC CHELSEA PERETTI PHARRELL WILLIAMS OFFERMAN · WRIGHT ANDRÉ HALSEY AND BONO ILLUMINATION PRESENTS Sequel, Family, Animation, Music LLUMINATION

A FILM BY DENZEL WASHINGTON

MICHAEL B. JORDAN

CHANTÉ ADAMS

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EXCLUSIVELY IN MOVIE THEATERS THIS CHRISTMAS

SCREENPLAY BY VIRGIL WILLIAMS
DIRECTED BY DENZEL WASHINGTON

Drama, War, True Story

### AMAZON ORIGINAL MOVIE

Ben **Affleck**  Tye Sheridan

Lily Rabe Christopher Lloyd

And Introducing **Daniel** Ranieri

"WARM AND MEMORABLE.

The Tender Bar HITS YOU RIGHT IN THE HEART. Ben Affleck is UNFORGETTABLE

in his **BEST PERFORMANCE**,

in the FEEL GOOD MOVIE

we all need right now" DEADLINE

Based on the best-selling memoir

**Directed by George Clooney** 

Screenplay by William Monahan

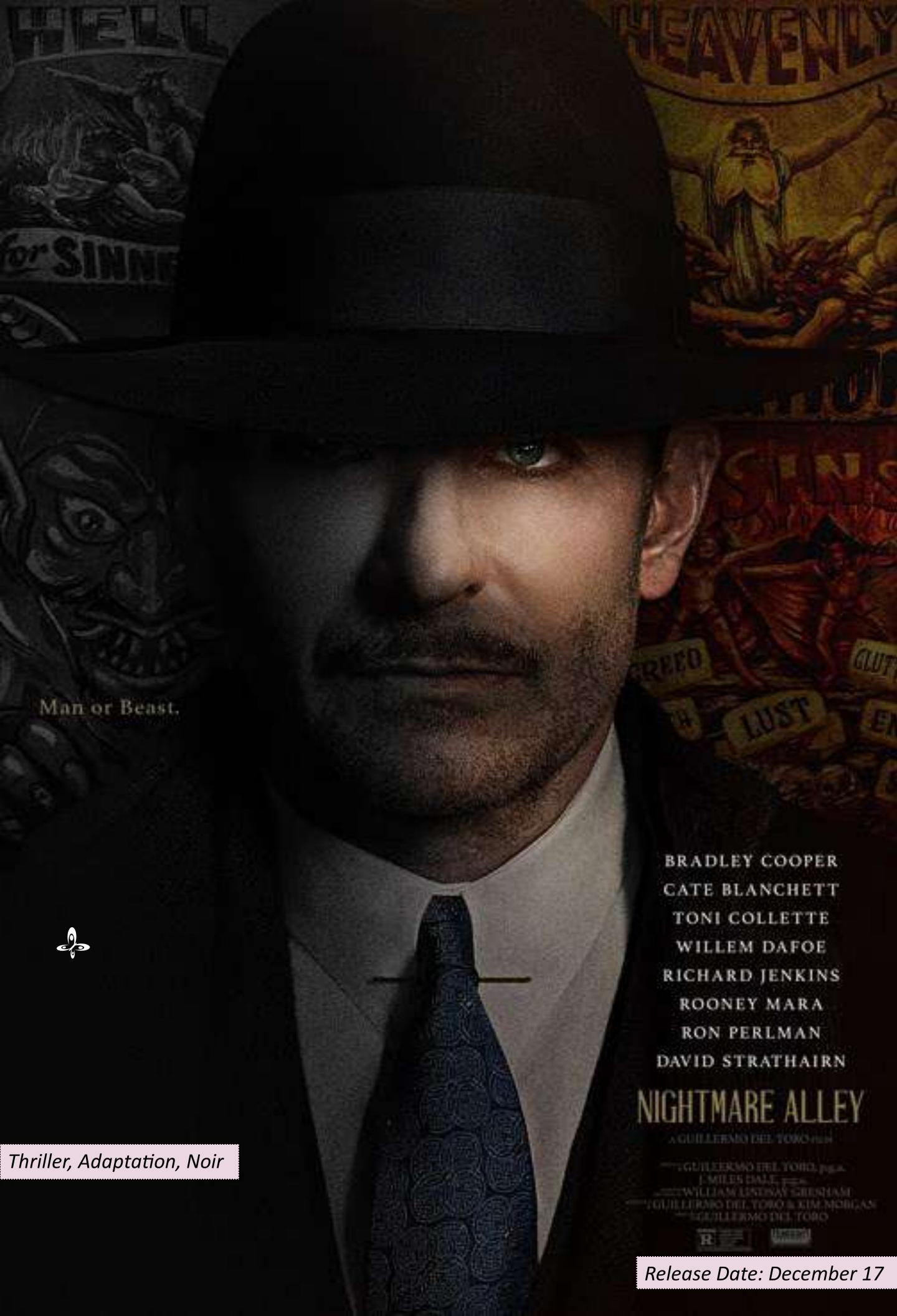
Drama, True Story, Biography

**IN SELECT THEATERS DEC 17** 

Release Date: December 17 JAN 7 prime video



AMAZON STUDIOS



### AMAZON ORIGINAL MOVIE









Thriller, Sci-fi





FACE YOUR DEMONS

Drama, Thriller, Horror

Release Date: December 10

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# JOCKEY

Drama





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# POWER OF THE DOG

Drama, Adaptation

A FILM BY ACADEMY AWARD WINNER JANE CAMPION

