



EDITOR

Dickson Max Prince

@ @dicksonprincemax



CONTRIBUTORS

*Anita .W. Dickson

*Efenudu Ejiro

Michael

*Bekesu Anthony

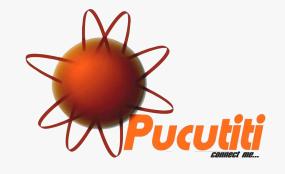
*Samuel Obadiah

*Dickson Max Prince

*Ernest .O.

PUBLISHERS

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Pokemon Sword and Pokemon shield

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Pokémon Sword and Pokémon Shield



Pokémon Sword and Pokémon Shield are 2019 role-playing video games developed by Game Freak and published by The Pokémon Company and Nintendo for the Nintendo Switch console. They are the first installments in the eighth generation of the Pokémon video game series and the second in the series, following Pokémon: Let's Go, Pikachu! and Let's Go, Eevee!, released on a home game console. Originally teased at E3 2017 and announced in February 2019, Pokémon Sword and Shield were released in November 2019. The games received two downloadable content expansion packs through an expansion pass with The Isle of Armor, released in June 2020 and The Crown Tundra, released in October 2020. A physical bundle including both expansion packs with the base games was released in November 2020.

Sword and Shield's concept planning began immediately following the completion of Pokémon Sun and Moon in 2016, while full production began a year later in September 2017. Like previous installments, they chronicle the journey of a young Pokémon trainer aiming to become the Pokémon Champion, this time in the new Galar region, which is based on the United Kingdom. The main objective of the games is to dethrone the Pokémon League Champion, Leon, in a tournament that various other Gym Leaders and rivals also take part in, whilst dealing with Team Yell and a nefarious conspiracy within the League. Sword and Shield introduce 81 new Pokémon- 88 in total including later DLCs- alongside 13 regional forms of pre-existing Pokémon; Dynamaxing, which increases the size of Pokémon under certain conditions; Gigantamaxing, which additionally changes the form of certain Pokémon; and the Wild Area, which is a large, open-world area with free camera movement that contains co-op raid battles. The two games also reintroduce features previously seen in Sun and Moon and Let's Go, Pikachu! and Let's Go, Eevee!, such as regional forms and roaming Pokémon depicted in the overworld.

When the decision to not include all pre-existing Pokémon from Sword and Shield and onward was announced, it was met with backlash from a segment of the fan community, resulting in a controversy known as "Dexit" (referencing the Pokédex, and Brexit) and calls for a boycott months ahead of their release. Despite this, Sword and Shield received generally positive reviews from critics. Particular praise was aimed at the creatures design, new features, and the emphasis on simplicity, player freedom, and streamlined encounters, although some criticized the game's smaller Pokédex and a perceived lack of polish or depth. By March 2022, Sword and Shield had sold more than 24.27 million copies worldwide, becoming one of the fastest-selling games on the Nintendo Switch, and are currently the fifth-best-selling games on the Switch and second-best-selling titles in the Pokémon series.

Gameplay

Pokémon Sword and Shield are role-playing video games with adventure elements and in most cases are presented in a fixed camera, third-person perspective; in certain instances free camera movement is available. The player controls a young trainer who goes on a quest to catch and train creatures known as Pokémon and win battles against other trainers. By defeating opposing Pokémon in turn-based battles, the player's Pokémon gains experience, allowing them to level up and increase their battle statistics, learn new battle techniques and in some cases, evolve into more powerful Pokémon. Players can capture wild Pokémon, found during wild encounters, by weakening them in battle and catching them with Poké Balls, allowing them to be added to their party. Players are also able to battle and trade Pokémon with other human players using the Nintendo Switch connectivity features. As with previous games in the series, certain Pokémon are only obtainable in either Sword or Shield, with players encouraged to trade with others in order to obtain all Pokémon from both versions.



Developer: Game Freak

Publishers: Nintendo, The Pokémon Company

Director: Shigeru Ohmori

Producers: Junichi Masuda, Hitoshi Yamagami, Takanori Sowa,

Mikiko Ohashi, Takanori Sowa, Shin Uwai

Artists: James Turner, Suguru Nakatsui

Writer: Toshinobu Matsumiya

Composers: Minako Adachi, Go Ichinose

Series: Pokémon





Sword and Shield takes place in the Galar region, which is based on the United Kingdom. As with all regions, Galar consists of a number of cities and towns connected by "Routes"; however, there is also an open world area in the center of the region known as the "Wild Area", a concept new to the series. Random encounters with wild Pokémon may take place in tall grass or in bodies of water along routes or in the Wild Area. Wild Pokémon may also be encountered outside of tall grass and elsewhere in the environment and may chase or run away from the player depending on their disposition. The player occasionally battles Trainers in cities, towns, along routes and in the Wild Area. The driving force bringing the player to travel around the Galar region is to take part in the "Gym Challenge", an open-tournament to decide the greatest Pokémon Trainer in the region, dubbed the Champion. Eight of the game's cities and towns are homes to stadiums housing "Gym Leaders", powerful Trainers specializing in certain types of Pokémon; beating a Gym Leader gives the player a "Badge". After attaining eight Badges the player will be able to take part in the "Champion Cup", where they will face off in a single-elimination tournament against the previously faced Gym Leaders and other Trainers remaining in the Gym Challenge. After emerging victorious the player will face the Champion of the Galar region, Leon.

Plot

Sword and Shield take place in the Galar region, a large, narrow expanse of land and one of many regions in the Pokémon world. Game director Shigeru Ohmori described it as a more modern setting. The region itself is inspired by Great Britain, with its many landmarks resembling places such as the Houses of Parliament and the Cerne Abbas Giant. Within the Galar region lie countryside towns featuring cottages and Victorian architecture to the south. An Industrial Revolution-like city with steampunk-style elements populates the center of the region, known as Motostoke in the game, which is based on Manchester. Many of the region's towns and cities feature Pokémon Gyms stylized like football stadiums, which show off both Dynamaxing and Gigantamaxing, implemented by the Galar Pokémon League Chairman, Rose. Snow-covered mountains dominate much of the northern areas of the region. Encompassing a large portion of the south-central part of the region is the Wild Area, an open world area with numerous roaming Pokémon species. Weather across the Wild Area changes regularly.

Story

Similar to many previous entries in the Pokémon franchise, players embark on a journey across the region to become the strongest trainer, fighting eight powerful trainers called Gym Leaders and eventually the region's Champion. The player and their best friend, Hop, receive one of three starter Pokémon: Grookey, Scorbunny, or Sobble from Leon, Champion of the Galar region and Hop's older brother. Afterward, the two explore a forest called the Slumbering Weald but are driven off by a powerful Pokémon. During their subsequent visit to the region's Pokémon Professor, Magnolia and her granddaughter Sonia, they convince Leon to endorse them to take part in the Gym Challenge. After traveling to the next city to register for the Gym Challenge, they encounter rivals Bede and Marnie along with Team Yell, a devout group of hooligans who act as Marnie's unintentional fanbase and are determined to stop anyone else from completing the Challenge. The player also meets Chairman Rose, who, in addition to endorsing Bede as a Gym Challenger, presides over the Galar Pokémon League and the region's main energy company, Macro Cosmos.

As their quest continues, the player assists Sonia in her research on two Legendary Pokémon who saved Galar from an ancient crisis called the Darkest Day and deduces that they are the same Pokémon previously encountered in the Slumbering Weald. After beating the eight Gym Leaders, including Piers, Marnie's older brother and the leader of Team Yell, the player makes their way to Wyndon where they win the Champion's Cup, earning an opportunity to battle Leon. Hop and the player then head to a hotel to meet with Leon, but he does not come. With help from Piers, Marnie, and Team Yell Grunt they get the keys from Chairman Rose' guard and make their way to Rose Tower. They reach the top of Rose Tower and battle with Rose' assistant, Oleana, and find Leon who is talking to Rose.



Rose reveals his intentions to trigger the Darkest Day to solve a power crisis "thousands of years in the future." Leon, Hop, and the player head home. The next day, before the battle between the player and Leon can commence, Chairman Rose awakens the legendary Pokémon Eternatus in an attempt to harness its power to provide unlimited energy to Galar, purposefully triggering a second Darkest Day. The player and Hop return to the Slumbering Weald and secure the aid of the legendary Pokémon, Zacian and Zamazenta, through a sword and shield they find in the ruins, to defeat Chairman Rose and Eternatus, after which the player catches Eternatus and Rose hands himself over to the authorities. Three days later, the player faces and defeats Leon in a battle and becomes the new Champion of the Galar region.

After defeating Leon, the player and Hop return to the Slumbering Weald to return Zacian and Zamazenta's artifacts to their rightful place. The two also meet Sonia, who has become the Galar region's new Pokémon Professor. However, they are confronted by Sordward and Shielbert, two brothers claiming to be descendants of ancient Galarian kings. The two steal one of the relics and begin forcing innocent Pokémon to Dynamax. The player, Hop, and Piers work with the Gym Leaders to subdue the Dynamax Pokémon and then track down and confront the brothers. Once both the player and Hop corners the brothers in the Hammerlocke Power Plant, they then explain why they forced many innocent Pokémon to Dynamax. They forced innocent Pokémon to Dynamax as experiments on what would happen if Zacian/Zamazenta was to be sprinkled with Galar particles. The brothers' ultimate goal is to reveal the true barbaric and brutish nature of Zacian or Zamazenta, because Sonia thought that the two heroes who stopped the Darkest Day were Pokémon rather than humans. They use Dynamax energy to drive Zamazenta (in Sword) or Zacian (in Shield) berserk, and the player drives them off with the help of Zacian (in Sword) or Zamazenta (in Shield). They then are challenged to a battle by the Legendary Pokémon and allowed to catch it, while Hop follows Zamazenta/Zacian back to the Slumbering Weald and calms it down, being chosen by it as its Trainer. The player and Hop have a final battle, after which Hop decides to be a Pokémon Professor and becomes Sonia's assistant.

Development

Development of Pokémon Sword and Shield began immediately following the completion of Sun and Moon in the months preceding their release in November 2016. Shigeru Ohmori, who previously directed Sun and Moon, formed a team who begun thinking about ideas for the title. Kazumasa Iwao, director of Pokémon Ultra Sun and Ultra Moon later joined the project as planning director and full production started in September 2017. One of the first ideas the team had was making Pokémon giant as the game could be played on a large screen, thanks to the Switch's ability to connect to a television. Ohmori then thought about having a sword and a shield Pokémon to defeat the giant Pokémon; that's how the games' titles were decided.

Approximately 1,000 people from multiple companies were involved in the development, marketing, and public relations associated with Sword and Shield. Approximately 200 Game Freak employees worked directly on the games while around 100 Creatures Inc. employees worked on 3D modeling, with an additional 100 involved in debugging and game testing. Junichi Masuda estimated the total number of people involved to be 50% greater than previous Pokémon titles.

The idea of strength and striving to be the greatest and strongest was one of the core themes that Game Freak used in designing the games. This is expressed through the Nintendo Switch's status as the most powerful console to run a Pokémon game, with features such as Dynamaxing, and references to British folklore. The games' soundtrack is inspired by British rock music. One track was composed by Toby Fox, best known for being the creator of Undertale as well as Deltarune. The Switch's ability to render larger Pokémon models and better show size differences between species is the root of the Dynamax feature. The idea of "growing and evolving" is a core concept of the games—for both the trainer and their Pokémon—stemming from producer Junichi Masuda and director Shigeru Ohmori's experience with the franchise.





Cutting" Pokémon

Unlike other core Pokémon games, not all existing Pokémon species appear or are usable in Sword and Shield. Masuda addressed this as a potential issue in a 2018 interview with GameSpot, at which point he said that "it does get complicated when you talk about the details and we're still figuring it out, but we do have plans to find ways to let players use their Pokémon in the next game." By 2019, Masuda explained that the sheer number of species, combined with the need to produce assets relating to new features such as the Dynamaxing system, preserve game balance, and maintain a degree of quality made it infeasible to include all existing Pokémon without extensively lengthening development time. As such, only Pokémon that appear within the Galar region are transferable from previous titles via Pokémon Home with few exceptions. Furthermore, according to the developers, the higher fidelity models, which were designed to be more "expressive," had to be built from the ground up as simply transferring existing ones produced for the 3DS platform was not possible. Masuda confirmed that all three companies involved in the development, Nintendo, Game Freak, and The Pokémon Company, agreed to cut down the games' Pokédex.

Release

The games were originally teased through a special message by The Pokémon Company president Tsunekazu Ishihara during Nintendo's E3 2017 presentation, where Ishihara mentioned that Game Freak was working on a new core series Pokémon role-playing game for Nintendo Switch but that it would not be released for more than a year. During a press conference held by The Pokémon Company in Japan on May 30, 2018, Junichi Masuda confirmed that the next Pokémon core series games would release on Switch in the second half of 2019. Ishihara also assured that the then -upcoming titles would not have influences from Pokémon Go like Let's Go, Pikachu! and Let's Go, Eevee! had and that it would introduce many new Pokémon and polished graphics.

Sword and Shield were fully unveiled in a special Nintendo Direct presentation on February 27, 2019, introducing the games' region and starter Pokémon. The presentation coincided with Pokémon Day, a fan celebration of Pokémon on the anniversary of the Japanese release of Pokémon Red and Green. A second Nintendo Direct about the games was held on June 5, 2019, which revealed some of its new features, characters, and Pokémon, including the legendary Pokémon Zacian and Zamazenta, which appear on the box art. The release date of November 15, 2019, was also announced as part of this presentation. Game Freak intentionally limited the number of new Pokémon revealed through promotional material to encourage players to discover them in-game.

A promotional crossover between Sword and Shield and Tetris 99 occurred from November 8–11, during which a limited-time unlockable theme based on the games was available. A web app was also released, allowing the viewer to explore the Wild Area online. In Super Smash Bros. Ultimate, an online tournament themed around Pokémon was held from November 15–18 to promote Sword and Shield's release, while a spirit event occurred from November 22–27, with some Pokémon being available as collectible spirits.







Marvel's Midnight Suns 🦂



Marvel's Midnight Suns is an upcoming tactical role-playing game developed by Firaxis Games in collaboration with Marvel Games. It will feature comic book characters from multiple Marvel Comics properties, such as Midnight Sons, Avengers, X-Men, and Runaways. Players will be able to create their own superhero named "The Hunter" with choice of over 40 different powers.

The game was announced at the virtual Gamescom 2021 in August, with the game being scheduled for release on December 2, 2022 for Microsoft Windows, PlayStation 5 and Xbox Series X/S. Versions for PlayStation 4, Xbox One and Nintendo Switch will launch at a later date.

Gameplay

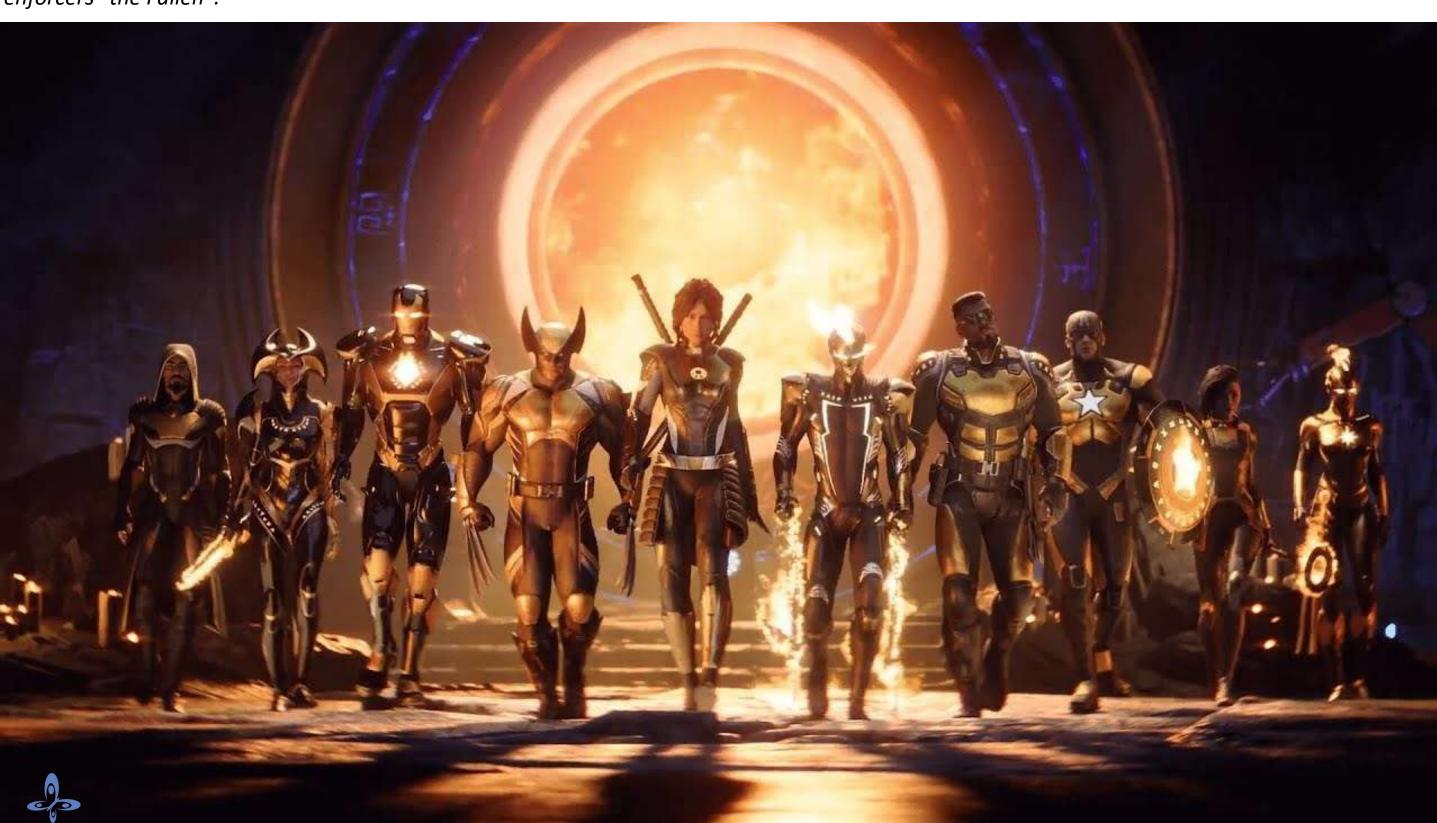
Players will take the role of "The Hunter", a customizable superhero created for Midnight Suns by Firaxis Games in collaboration with Marvel. The playable roster includes Iron Man, Captain America, Wolverine, Spider-Man, Venom, Morbius, Scarlet Witch, Doctor Strange, Captain Marvel, Blade, Ghost Rider, Storm, Magik, Deadpool, and Nico Minoru. The Hunter can be male or female and customized in appearance. Players will be able to choose The Hunter's superpowers from over 30 different abilities. The game will include 13 different heroes, including The Hunter. Combat will be turn-based similar to Firaxis Games' XCOM series. Between combat missions, players will be managing their upgradeable base of operations called "The Abbey" which they can walk around in a third-person view to explore the grounds and interact with other heroes. Role-playing elements such as interaction with other characters will influence the gameplay and those heroes' abilities. At the start of a new mission, players will be allowed to choose from three heroes to take into battle. They are dealt a deck of random ability cards which they are restricted to during the mission. Those abilities will affect either enemies, the player's own heroes or the environment in order to defeat enemies.

Synopsis

Doctor Faustus of Hydra uses a twist of dark magic and science to raise Lilith, Mother of Demons from her eternal slumber; resulting in an alliance between her and Hydra. Within the following six months, Lilith's presence destabilizes the fabric of magic.

Doctor Strange and Iron Man try to recruit Johnny Blaze, but are refused; prompting them to return to the Sanctum, where Wanda Maximoff is training. Captain Marvel joins them, just as Hydra goons arrive via magic; followed by Lilith. Lillith is distracted by Wanda's similar magic, just as Strange manages to repel her and put a mystic barrier around the Sanctum. Knowing they are no match for Lilith, Strange decides to seek help at The Abbey with the others, leaving Wanda to maintain the barrier. This leads to a brief standoff with the Midnight Suns (Nico Minoru, Blade, Magik and Ghost Rider II), until Caretaker (Lilith's estranged sister) defuses the situation. Strange intends to raise the Hunter, Lilith's forsaken child and the one who sealed her before. However, something goes awry due to a collar the Hunter is wearing, forcing Nico to use her magic to complete the resurrection.

With her demonic forces and Hydra not enough to counter the heroes, Lilith begins to brainwash and enhance other superpowered beings into her enforcers "the Fallen".





Developer: Firaxis Games

Publisher: 2K

Directors: Jake Solomon, Chad Rocco

Writers: Shanon Ingles, Patrick Kevin Day, Matthew Garcia-Dunn

Engine: Unreal Engine

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

Nintendo Switch, PlayStation 4, Xbox One

Release: December 2, 2022 — Windows, PS5, Xbox Series X/S December 2, 2022 — Nintendo Switch, PS4, Xbox One





Development

Rumors that Firaxis Games, the studio responsible for the Civilization and XCOM series of turn-based tactical strategy games, was developing a Marvel Universe-based game similar to XCOM emerged in early June 2021 ahead of E3 2021. Bloomberg's Jason Schreier confirmed that such a game was in development though was not sure when it was planned for the announcement.

Midnight Suns was officially announced during Gamescom 2021 on 25 August. It was given a scheduled release date of March 2022. In January 2022, Michael Jai White announced that he will be voicing Blade. In June 2022, alongside the reveal of Spider-Man as a playable character in the roster, it was announced that Yuri Lowenthal would be voicing Peter Parker in the game, reprising his role from the Marvel's Spider-Man games by Insomniac Games, and Marvel Ultimate Alliance 3: The Black Order (2019). Nico Minoru is voiced by Lyrica Okano, who reprises her role from the Marvel Cinematic Universe television series Runaways.

Marketing and release

On September 1, 2021, a first gameplay trailer was released showcasing the card system used in combat. Midnight Suns is directed by Jake Solomon. In November 2021, it was announced that the game had been delayed until the second half of 2022. The game was reintroduced during Summer Game Fest in June 2022 with new footage, additionally confirming the October 7, 2022 launch date for all platforms excluding Nintendo Switch, and revealing the additions of Venom, Hulk, Scarlet Witch, Doctor Strange and Spider-Man to the roster of characters. On August 8, 2022, the game was further delayed to the following year, with the PC, PlayStation 5 and Xbox Series X/S versions slated to launch during Take Two Interactive's next fiscal year ending March 31, 2023, while the Nintendo Switch, PlayStation 4 and Xbox One versions were left undated. On September 10, 2022, it was announced that the PC, PlayStation 5 and Xbox Series X/S versions of the game would launch on December 2, 2022.









Fate/Grand Order 🐎

Fate/Grand Order (Japanese: フェイト・グランドオーダー, Hepburn: Feito/Gurando Ōdā) is a free-to-play Japanese mobile game, developed by Lasengle (formerly Delightworks) using Unity, and published by Aniplex, a subsidiary of Sony Music Entertainment Japan. The game is based on Type -Moon's Fate/stay night franchise, and was released in Japan on 29 July 2015 for Android, and on 12 August 2015, for iOS. English-language versions followed on 25 June 2017 in the United States and Canada, and a Korean version was released on 21 November 2017. An arcade version titled Fate/Grand Order Arcade was released by Sega in Japan on 26 July 2018.

The game is centered around turn-based combat where the player, who takes on the role of a "Master", summons and commands powerful familiars known as "Servants" to battle enemies. The story narrative is presented in a visual novel format, and each Servant has their own scenario which the player can explore. Servants are obtained through the gacha mechanic. As of July 2021, the game grossed \$5.4 billion worldwide, making it the seventh highest-grossing mobile game of all time.

Gameplay

Fate/Grand Order is a turn-based role-playing game with some visual novel elements. The player takes the role of a "Master" and commands a group of individuals called "Servants", who are typically historical, literary, and mythological figures from various cultures. The player commands a party composed of up to 6 Servants in each battle, 3 active members, and 3 reserve members. In each turn, the player is given a set of 5 Command Cards and may use up to 3 of them in a turn to attack. Each Servant has 5 cards the player may use; the cards for all the Servants on the field are shuffled and dealt to the player each turn. The cards have three types: Buster (a heavy attack), Arts (a medium attack that charges a gauge for the Servant's "Noble Phantasm"), and Quick (a light attack that generates Critical Stars that increase the probability of critical hits next turn). If three similar cards are used in one turn, they create a "Chain" which gives a bonus based on the cards' properties. If three cards all corresponding to the same servant are selected, then a "Brave Chain" will ensue, resulting in an extra, more powerful, the attack being added to the end. Each Servant also has skills that can be used before drawing Command Cards; each skill gives effects in the battle, as well as a special command card called "Noble Phantasm" that appears when the gauge is full. The "Master" also has a separate set of skills and special abilities called "Command Spells." Command Spells have a variety of effects and recharge based on real-world time.

Servants are obtained via a gacha mechanic. Saint Quartz, an in-game currency earned both by playing the game and via real money in-app purchases, is used to summon new Servants and acquire "Craft Essences" which give additional effects when equipped to a servant. This summoning is random, with some servants available commonly, and others rarely. Another currency is "Friend Points", which are more easily acquired, but only can acquire common Servants with them. If multiple copies of the same Servant are acquired, that servant's "Noble Phantasm" can be increased.

The differences between mobile and Arcade versions are commonly the characters' appearances: The mobile version uses 2D sprites, while the Arcade version uses 3D models.



Developers: Delightworks (2015-2021), Lasengle (2021-present), Sega AM2

(Arcade)

Publishers: Android, iOS, JP: Aniplex, NA: Aniplex of America, Arcade, JP: Sega

Directors: Yosuke Shiokawa (Part 1–1.5), Yoshiki Kanou (Part 2–)

Producers: Atsuhiro Iwakami, Akihito Shouji (2015-2016), Yosuke Shiokawa

Artist: Takashi Takeuchi

Writers: Kinoko Nasu, Yuichiro Higashide, Hikaru Sakurai

Composers: Keita Haga, James Harris



Plot

Chapter 1: Observer at the Timeless Temple

In 2015, the Chaldea Security Organization draws on experts of both the magical and mundane fields to observe the future of mankind for possible extinction events. Humanity's survival seems assured for the next century—until the verdict suddenly changes, and now eradication of the species awaits at the end of 2016. The cause is unknown, but appears to be linked with the Japanese town of Fuyuki and the events of 2004 during the Fifth Holy Grail War. In response, Chaldea harnesses an experimental means of time travel, the Rayshift technology. With it, Ritsuka Fujimaru (a young man or woman, depending on the player's choice of gender) who was newly recruited to the organization, and a mysterious girl named Mash Kyrielight, can travel back to 2004 and discover how to save humanity. A grand order to fight fate has been declared—an order to change the past and restore the future. Following the events in Fuyuki, Ritsuka Fujimaru and Mash Kyrielight must restore the Foundation of Humanity by retrieving powerful Holy Grails. The Grails, which are capable of granting any wish, are also able to sustain abnormalities called Singularities that threaten humanity's existence. The protagonists utilize Rayshift technology to travel back in time to said periods, ranging from Orleans to Okeanos and even the ancient civilization of Babylonia. Along the way, Ritsuka encounters the main antagonist and mastermind behind the plan to eradicate humanity: the Mage-King Solomon. He proclaims that Chaldea's attempt to save humanity will not matter if they fail to obtain every single Holy Grail, before leaving. After obtaining all 7 Holy Grails, Fujimaru and their Servant advance into Ars Paulina, the throne where Solomon once sat. In the final battle against Solomon and his legion of 72 Demon Gods, both Ritsuka and Mash are unable to defeat any of the Demon Pillars as they regenerate immediately. When all hope seems lost, the Servants that assisted Fujimaru on their quest through every Singularity appear, allowing Chaldea to break through and defeat Solomon, who is revealed to be the Demon God Goetia, a beast that possessed Solomon's corpse and wishes to eradicate humanity in order to travel back to the dawn of humankind. Goetia is swiftly dispatched, but not before Mash utilizes her Noble Phantasm to deflect Goetia's Noble Phantasm to protect Fujimaru in exchange for her life. Just as hope was lost, Romani appeared and revealed that he himself is actually the real Solomon, the Grand Caster who wished to be human after the fifth holy grail war. Using his only Noble Phantasm to erase himself from existence and weaken Goetia, he then said his goodbyes to Ritsuka and in order for them to defeat Goetia once and for all. Upon the final Singularity being restored to order, Mash is revived via the power of Beast IV, who is revealed to be Fou, a dog-like creature that has journeyed alongside Fujimaru and their party through the entirety of the game. Upon completion of the Singularities, Ritsuka Fujimaru is awarded the rank of Cause, by the Mages Association.

Chapter 1.5: Epic of Remnant

In the aftermath of the Singularity crisis, Chaldea is under heavy suspicion from various organizations including the U.N. and the Mages Association due to their role in rayshifting in various eras. Upon the suspicion, the group detected a new singularity separate from the ones came before it.

Dubbed as Sub-Singularities, Ritsuka is again tasked with handling Singularity Subspecies and solving an even deeper mysteries over their existence.

Chapter 2: Cosmos in the Lostbelt

Following the completion of the Sub-Singularities, Chaldea would find itself under new management under Goredolf Musik. It turned out that Goredolf was just a scapegoat in a hostile takeover by a mysterious organization, conspiring with an unknown entity known as the Foreign God, to destroy Chaldea and the current human history, reverting the planet back to the Age of Gods. Now on the run, Ritsuka, Mash and the surviving members of Chaldea survived aboard the autonomous vessel Shadow Border. In order to save humanity, the group now travels to different timelines called "Lostbelts"; alternate versions of history that differ drastically from the main human history and were "pruned away" from the primary timeline after having been deemed a dead end. The seven Lostbelts are each represented by a Crypter, former human masters and their servants, each of whom are in competition against one another as well as the Chaldean survivors for the ultimate fate of human history. For Ritsuka Fujimaru, they must make some grave decisions and sacrifices that either will make them a savior ... or a destroyer.







Development and release

The game was first drafted by Kinoko Nasu under the working title "Fate Online Project Reboot", which was meant to be a massively multiplayer online game using designs, drafts and concepts later collected in the Fate/complete material IV Extra material book. But the planned game was cancelled and shelved during planning stages. It later became a novel, Fate/Apocrypha, which integrated some concepts of the planned game. Later on in 2014, Aniplex proposed Nasu to revisit the cancelled game project, announcing a collaboration with the game studio Delightworks to rework the concept into a mobile RPG game.

The game was published by Aniplex and was released in Japan on 29 July 2015, on Android devices, with a subsequent release on 12 August for iOS devices. Maaya Sakamoto performed three theme songs for the game: "Shikisai" (色彩, "Color"), "Gyakko" (逆光, Gyakkō, "Backlight") and "Yakudo" (躍動, "Impetus"). Aside from its gameplay and own storyline, the game also features events for players to obtain new items and servants, such as summoning campaigns for limited Servants/Craft Essences, specific Servant-based events, real-world annual events, and collaborations with other Type-Moon works such as Kara no Kyoukai and Fate/Zero.

On 1 January 2017, a sub-sequel to the main storyline was announced with the same title containing a subtitle named "Epic of Remnant". On 16 April 2017, Aniplex of America announced Fate/Grand Order would be released in the United States with a Summer 2017 release window. Director and Creative Producer Yosuke Shiokawa explained that while the game was intended to be released only in Japan, the team took notice of the large number of overseas players accessing the game and made a decision to make it accessible to other regions as well. Since the game's release to North American servers, it has followed behind Japanese servers by almost exactly 2 years, the same gap between launches in the two regions.

On 26 December 2017, the official website and the Twitter page of the game teased the game's sequel by changing it into a "hijacked account and site". The sequel's subtitle, "Cosmos in the Lostbelt", was announced on 1 January 2018. The sequel was officially released as an expansion to the main game on the Japanese server starting in Spring 2018. On 20 April 2018, it was announced that the North American server was made officially accessible in Australia, Philippines, Singapore, Thailand, and Vietnam.

On 15 December 2021, Delightworks announced that it would spin off its entire game division, including the Grand Order development team, to a new company. It was established under the name Lasengle on 28 December 2021. As part of the deal, its shares were then acquired by Aniplex on 1 February 2022.

On February 24, 2022, Aniplex will end Grand Order updates in Vietnam due to Vietnamese regulations rules.







Heaven Burns Red 🔈



Heaven Burns Red (ヘブンバーンズレッド, Hebun Bānzu Reddo) is a free-to-play mobile action game co-developed by WFS, inc. and Key. It was released on February 10, 2022 for iOS and Android in Japan. It is Jun Maeda's first completely new game in 15 years as main scenario writer since Little Busters! (2007). A version for Windows is available on Steam.

Gameplay

The player takes the point of view of Ruka Kayamori, a former vocalist and guitarist for now-disbanded legendary band "She is Legend". The game has a day-to-day system in which the player starts as newly enrolled Ruka Kayamori, meeting new characters as the story progresses. Monthly events take place within the game in the form of side stories, told from other characters' perspectives.

Heaven Burns Red is a turn-based role playing game in which the player can assemble a team of 6 out of 48 available girls and fight against the enemy Cancer. During their turn, the player can choose 3 characters from the party to perform an action (attack, heal, etc). Both characters and Cancer are equipped with Deflectors (DF) which work as a shield and can also be healed; characters HP cannot be healed if their DF breaks and will be left vulnerable, though some characters have the skill to heal a broken DF. The game's story is told in a visual novel style, fully voiced. There is also a "Sixth Sense Mode".

Plot

Heaven Burns Red takes place in a world where the Earth is being attacked by mysterious extraterrestrial life forms called "Cancer." Cancer are immune to any kind of weapon and have been forcing humanity to abandon most of the Earth's surface. Left with little time before they face extinction, humanity successfully created a weapon to take on Cancer known as "Seraph." Humanity gathered those who had mastered the art of manipulating Seraphs and established "Seraph Corps" as their last hope. Those who could manipulate Seraphs have one thing in common: they are all girls. One of them is Ruka Kayamori, who finds herself thrown into the war against Cancer.

Characters

Ruka Kayamori (茅森月歌, Kayamori Ruka)

Voiced by: Tomori Kusunoki, XAI (singing)

This game's protagonist. She serves as the commanding officer of 31A. The former guitarist and vocalist for the legendary rock band "She is Legend". She loves music and forms a new "She is Legend" with the other 5 in 31A. She is carefree and cares deeply about her friends, but she will sometimes stand her ground. She serves as the guitarist and one of two vocalists for the new "She is Legend". She has a habit of giving nicknames to people she forms a bond with.

Yuki Izumi (和泉ユキ, Izumi Yuki)

Voiced by: Ryōko Maekawa

A genius hacker from the hacker group named "Orchid", whom was responsible for preventing World War III. She is the only person with common sense within 31A, often having to serve as the straight man towards the antics her fellow members get into. She is a fan of the rock band "She is Legend" which Kayamori was a member of. Ever since joining the Seraph Corps, she finds herself being dragged around by everyone's antics. However, she supports Kayamori never the less. She is the drummer of the newly formed "She is Legend". Nicknamed "Yukki" by Kayamori.

Megumi Aikawa (逢川めぐみ, Aikawa Megumi)

Voiced by: Anju Inami





A spirited psychic from Kansai. She can use a variety of psychic powers, but the strength of her powers is unknown. Or rather, she has not been very useful since joining the Seraph Corps. However she believes that she will be the one to save the world. Since Kayamori is considered the genius of their generation, she feels a one sided rivalry towards her. She is one of the guitarists for the newly formed "She is Legend". Nicknamed "Megumin" by Kayamori.

Tsukasa Tojo (東城つかさ, Tojo Tsukasa)

Voiced by: Yurina Amami

A self proclaimed elite intelligence officer with unparalleled beauty. However, no matter how you look at it, she is just an unreliable intelligence officer only capable of giving useless information. She enjoys giving tips to her fellow 31A members. She is the keyboardist of the newly formed "She is Legend". Nicknamed "Tsukasacchi" by Kayamori.

Karen Asakura (朝倉可憐, Asakara Karen)

Voiced by: Yu Serizawa, Konomi Suzuki (singing)

A gamer who specializes in FPS games. Her personality is as cute as she looks. She enjoys junk food and can eat with one had so she can keep playing games. She has a second personality of that of a terrifying murderer. She serves as one of two vocalists of the newly formed "She is Legend".

Nicknamed "Karerin" by Kayamori.

Tama Kunimi (國見タマ, Kunimi Tama)

Voiced by: Aoi Koga

Despite her short and cute appearance, she is a former captain of a battleship. She lost a battle in the Sea of Okhotsk and resigned. She is naturally an airhead but she is not aware of it. She adores her fellow 31A member, Megumi Aikawa, for always standing up for her. She serves as the bassist for the newly formed "She is Legend". Nicknamed "Otama-san" by Kayamori.

31B

Erika Aoi (蒼井えりか, Aoi Erika) Voiced by: Saki Miyashita

Ichigo Minase (水瀬いちご, Minase Ichigo)

Voiced by: Aimi

Sumomo Minase (水瀬すもも, Minase Sumomo)

Voiced by: Yuyu Shoji

Seika Higuchi (樋口聖華, Higuchi Seika)

Voiced by: Aya Yamane

Kozue Hiiragi (柊木梢, Kozue Hiiragi)

Voiced by: Ari Ozawa (singing)

Byakko (ビヤツコ, Byakko)

31C

Ivar von Yamawaki (山脇・ボン・イヴァール, Yamawaki von Ivar)

Voiced by: Sayaka Senbongi

Seira Sakuraba (桜庭星羅, Sakuraba Seira)

Voiced by: Masumi Tazawa

Miko Tenne (天音巫呼, Tenne Miko)

Voiced by: Tamako Miyazaki

Yayoi Bungo (豊後弥生, Yayoi Bungo)

Voiced by: Renka Shirahana

Adelheid Kanzaki (神崎アーデルハイド, Kanzaki Adelheid)

Voiced by: Nene Hieda

Mari Satsuki (佐月マリ, Satsuki Mari)

Voiced by: Yume Miyamoto

30G

Yuina Shirakawa (白河ユイナ, Shirakawa Yuina)

Voiced by: Yumiri Hanamori

Monaka Tsukishiro (月城最中, Tsukishiro Monaka)

Voiced by: Sara Matsumoto

Miya Kiryuu (桐生美也, Kiryuu Miya)

Voiced by: Aguri Ōnishi

Chie Sugawara (菅原千恵, Sugawara Chie)

Voiced by: Miyari Nemoto

Hisame Ogasahara (小笠原緋雨, Ogasahara Hisame)

Voiced by: Tomomi Mineuchi

Satomi Kura (蔵里見, Kura Satomi)

Voiced by: Mikako Izawa

31D

Misato Nikaidou (二階堂三郷, Nikaidou Misato)

Voiced by: Karin Nanami

Iroha Ishii (石井色葉, Ishii Iroha)

Voiced by: Yūki Kuwahara

Fubuki Mikoto (命吹雪, Fubuki Mikoto)

Voiced by: Asami Haruna

Risa Murofushi (室伏理沙, Murofushi Risa)

Voiced by: Sakura Nakamura

Akari Date (伊達朱里, Date Akari)

Voiced by: Yuko Ono

Aina Mizuhara (瑞原あいな, Mizuhara Aina)

Voiced by: Mio Hoshitani

31E

Ichiko Ooshima (大島一千子, Ooshima Ichiko)

Voiced by: Aoi Hinata

Niina Ooshima (大島二以奈, Ooshima Niina)

Voiced by: Sayaka Kaneko

Minori Ooshima (大島三野里, Ooshima Minori)

Voiced by: Yuki Nakashima

Yotsuha Ooshima (大島四ツ葉, Ooshima Yotsuha)

Voiced by: Mari Uchiyama

Isuzu Ooshima (大島五十鈴, Ooshima Isuzu)

Voiced by: Saima Nakano

Muua Ooshima (大島六宇亜, Ooshima Muua)

Voiced by: Mirii Fukushima

31F

Mion Yanagi (柳美音, Yanagi Mion)

Voiced by: Maaya Torigoe

Kanata Maruyama (丸山奏多, Maruyama Kanata)

Voiced by: Hiyori Kono

Shiki Hanamura (華村詩紀, Hanamura Shiki)

Voiced by: Kaori Tokisawa

Chiroru Matsuoka (松岡チロル, Matsuoka Chiroru)

Voiced by: Yui Kojima





Inori Natsume (夏目祈, Natsume Inori)

Voiced by: Sonoka Tsukiyama

Maki Kurosawa (黑沢真希, Kurosawa Maki)

Voiced by: Yuuko Kurose

31X

Carole Reaper (キャロル・リーパー, Carole Reaper)

Voiced by: Anna Yamaki

Li Yingxia (*李映夏,* Yingxia Li)

Voiced by: Shieri Tougou

Irene Redmayne (アイリーン・レドメイン, Redmayne Irene)

Voiced by: Marika[5]

Vritika Balakrishnan (ヴリティカ・バラクリシュナン, Vritika Balakrishnan)

Voiced by: Yurie Kozakai

Maria de Angelis (マリア・デ・アンジェリス, Maria de Angelis)

Voiced by: Yuune Azuki

Charlotta Skopovskaya (シャルロッタ・スコポフスカヤ, Charlotta Skopovskaya)

Voiced by: Saya Aizawa

Headquarters

Saki Tezuka (手塚咲, Tezuka Saki)

Voiced by: Asami Seto

Nanami Nanase (七瀬七海, Nanase Nanami)

Voiced by: Shu Uchida

Makiko Asami (浅見真紀子, Asami Makiko)

Voiced by: Miharu Hanae



Development

In October 2019, it was announced that Jun Maeda was collaborating with Wright Flyer Studios and Key on Heaven Burns Red. Initially planned to be released in 2020, the game had been delayed to 2021, and subsequently to February 2022. Yuugen served as main visual illustrator and character designer, alongside Na-Ga, Fumuyun, and Maroyaka. Maeda also serves as composer. Nagi Yanagi performed the main theme and insert songs, while Rionos performed the ending theme.

Release

Heaven Burns Red released on February 10, 2022 for iOS and Android devices.







Fire Emblem Warriors: Three Hopes 🧼



Fire Emblem Warriors: Three Hopes is an action role-playing hack and slash video game developed by Omega Force and published by Koei Tecmo in Japan and Nintendo internationally for the Nintendo Switch. Part of Fire Emblem series created by Intelligent Systems, it is both a spin-off of Fire Emblem: Three Houses (2019) and a successor to Fire Emblem Warriors (2017), similarly acting as a crossover between the mechanics of Fire Emblem and the Warriors franchise owned by Koei Tecmo (which Omega Force is a division of). The game was announced in a Nintendo Direct on February 9, 2022, and was released worldwide on June 24, 2022.

Three Hopes is set in the same universe as Three Houses; although characters and story elements from the original game (including the Cindered Shadows DLC) are heavily featured, it takes place in an alternative timeline and features a new character named Shez as its protagonist. In Three Hopes, Shez, a mercenary whose team was decimated by Byleth in battle, joins the military academy of Garreg Mach Monastery and becomes a student in one of three classes, each including students from one of the three nations of the continent of Fódlan. Like in Three Houses, the game allows players to decide which class to join, leading to different story paths and playable characters.

Gameplay

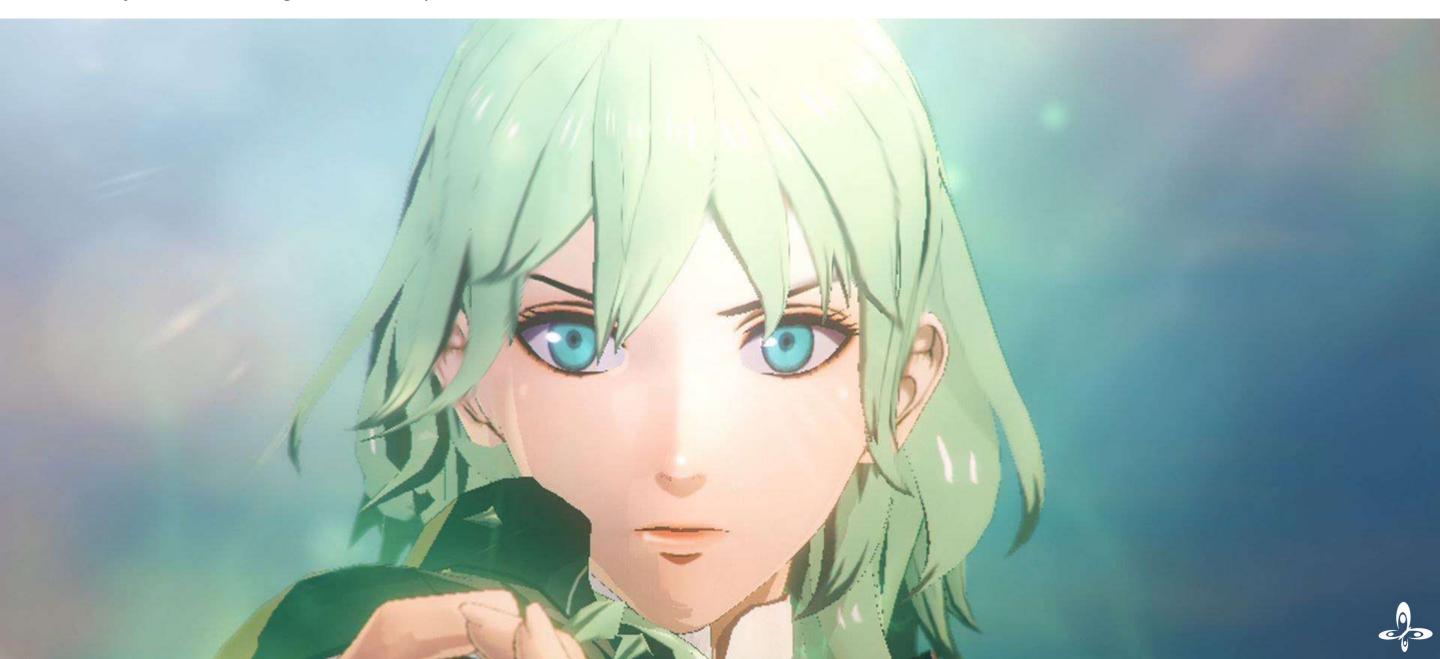
Much like its predecessor, Fire Emblem Warriors: Three Hopes is a hack-and-slash action role-playing game with gameplay similar to the Dynasty Warriors series. Players will control characters from Fire Emblem: Three Houses including Edelgard, Dimitri, Claude, and a new character, Shez, who like most avatars in the Fire Emblem series, can be either male or female.

Plot

The game takes place on the continent of Fódlan in an alternative timeline to that of Fire Emblem: Three Houses. In the tradition of Three Houses, the game has three unique storylines: Scarlet Blaze, Azure Gleam, and Golden Wildfire, each following one of the three house leaders. It diverges from the storyline of its predecessor game in that Byleth, the playable character of Fire Emblem: Three Houses, serves as an antagonist. Three Hopes introduces several new characters to fight alongside the cast of Three Houses, including Shez, a mercenary Byleth previously encountered, and Arval, a mysterious white-robed being who opposes Sothis in the game's cover art.

Synopsis

The mercenary Shez is defeated in battle by the Ashen Demon Byleth, vessel of the progenitor god Sothis, and their father Jeralt; Shez only survives due to the intervention of a mysterious being named Arval and swears revenge. Six months later, Shez rescues three nobles from a bandit attack: Edelgard von Hresvelg, princess of the Adrestian Empire, Dimitri Alexandre Blaiddyd, prince of the Holy Kingdom of Faerghus, and Claude von Riegan, heir to the leading house of the Leicester Alliance. As a reward, Archbishop Rhea of the Church of Seiros allows Shez to enroll in the Officer's Academy, an elite military academy for Fódlan's brightest students. Shez and their classmates rescue Monica, a former student who was abducted by "Those Who Slither in the Dark", a fanatical cult that seeks to conquer Fódlan. Afterward, the three lords are forced to depart the Academy when a crisis strikes their homelands. Edelgard launches a coup to overthrow Thales, the leader of Those Who Slither in the Dark who has taken effective control of the Empire; Dimitri suppresses a coup launched by his uncle and regent Rufus; and Claude defends Leicester's eastern border from an invasion by Shahid, an avaricious prince of the eastern kingdom of Almyra and Claude's half-brother. Shez accompanies their chosen lord and remains in their service for the next two years. All three lords are crowned leaders of their respective countries. Two years later, Edelgard declares war on the Church of Seiros, believing it to be corrupt.





Developer: Omega Force

Publishers: Nintendo, JP: Koei Tecmo

Director: Hayato Iwata **Producer:** Yosuke Hayashi **Designer:** Kosuke Okamoto

Artists: Toshiyuki Kusakihara, Chinatsu Kurahana

Writers: Yuki Ikeno, Mari Okamoto, Ryohei Hayashi, Yuki Harao

Composers: Hiromu Akaba, Asami Mitake, Ayako Toyoda, Yuki Matsumura

Series: Fire Emblem, Dynasty Warriors

Platform: Nintendo Switch **Release:** June 24, 2022



Scarlet Blaze

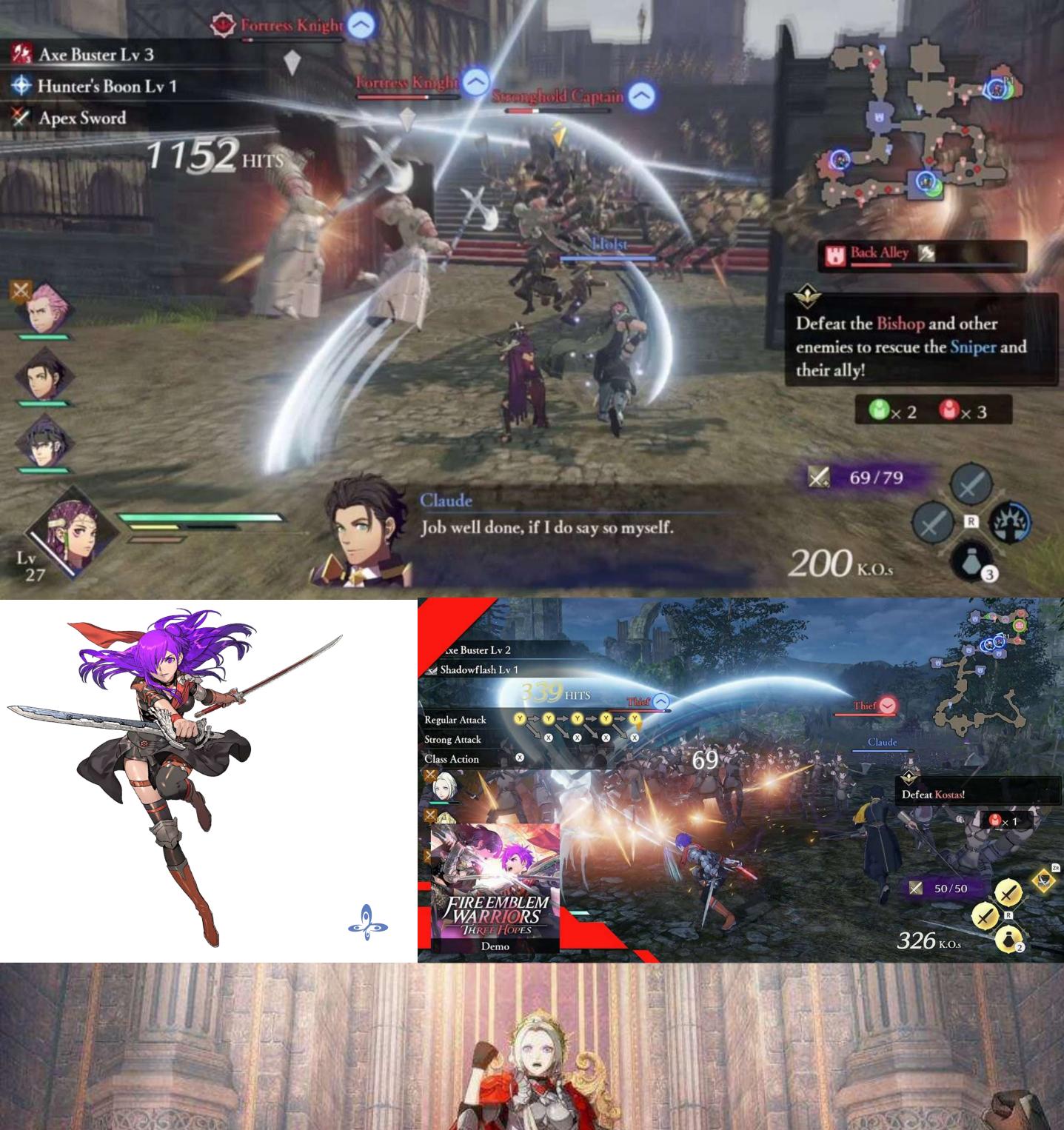
Edelgard and her forces claim Garreg Mach for the Empire, forcing the Church of Seiros to seek aid from the Kingdom. The Empire manages to hold back troops from the Kingdom and Alliance to secure key locations in the west and east. Months later, Edelgard and Claude form a pact for the Empire and Alliance to work together to defeat the Kingdom and Church of Seiros. As their forces begin to surround the Kingdom, many Adrestrian territories are suddenly attacked by "Those Who Slither in the Dark" and a revolt led by Duke Aegir. Edelgard's army slays Duke Aegir and contains most of the chaos before advancing back to the Kingdom. While the Empire and Alliance fight the Kingdom and Church of Seiros in the north, Rhea uses a secret passage and leads her soldiers to reclaim Garreg Mach, which is also approached by Thales and "Those Who Slither in the Dark". Edelgard's forces manage to hold back both armies until Rhea and Thales seemingly kill each other. With their absences, the influence of the Central Church wanes, and "Those Who Slither in the Dark" vanish.

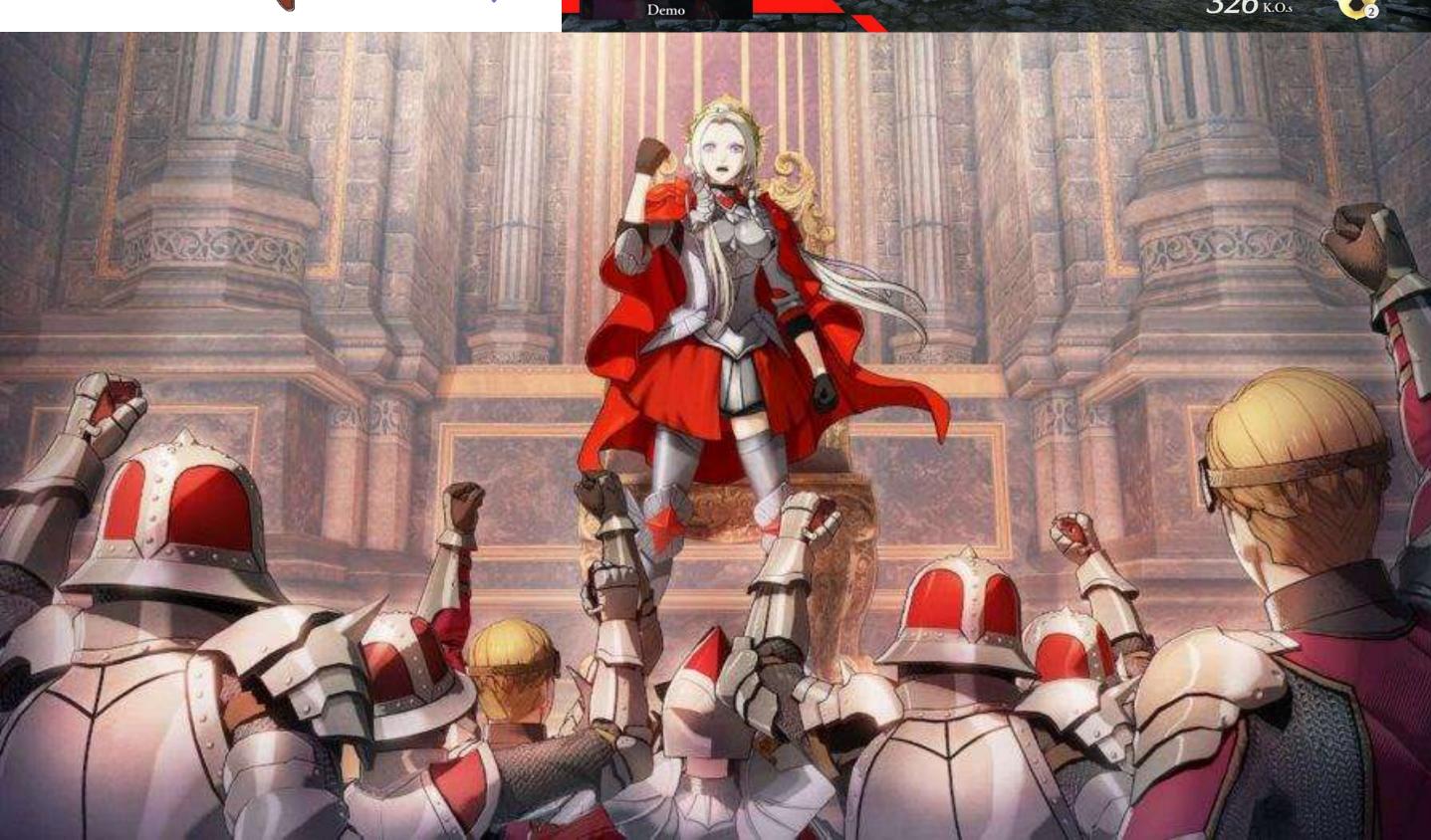
There are two endings to this route that are determined by Shez deciding to recruit or kill Jeralt and Byleth. If they kill Jeralt, Byleth joins Claude and encourages him to break the pact with the Empire during the battle with the Kingdom and Church in the north; Claude's forces are defeated in a three-way battle, which causes all three ruling powers of Fódlan to return to war against each other with no end in sight. If they are recruited, Claude maintains the pact, and the Empire and Alliance prepare for their final battle with the Kingdom to bring an end to the war.

Azure Gleam

Dimitri chooses to provide asylum to the Church of Seiros and go to war against the Empire. As they attempt to reclaim western territories, they face a revolt from the traitorous former royal family mage Cornelia and the western lords. After they defeat her, Cornelia tells Dimitri that his stepmother, Edelgard's mother, was involved in the Tragedy of Duscur and encourages him to seek answers from Edelgard before dying. The Kingdom and the Empire face off in Arianhrod, with the Kingdom emerging victorious. Before Dimitri can kill Edelgard, Thales appears and attacks both of them. Edelgard reveals that he was responsible for the death of Dimitri's father before he uses his magic to subdue and put her under his control. With the Empire becoming more chaotic under Thales and Duke Aegir's leadership, Claude and Dimitri form a partnership so the combined forces of Leicester, Faerghus, and the Church of Seiros can take down Adrestia. After splitting up the Empire's western and eastern forces, Dimitri and his army successfully kill Duke Aegir and Thales and free Edelgard from Thales's mind control. This forces Adrestria back on all fronts and radically transforms the power structure throughout Fódlan as the allied forces press south to crush the Empire for good.







Golden Wildfire

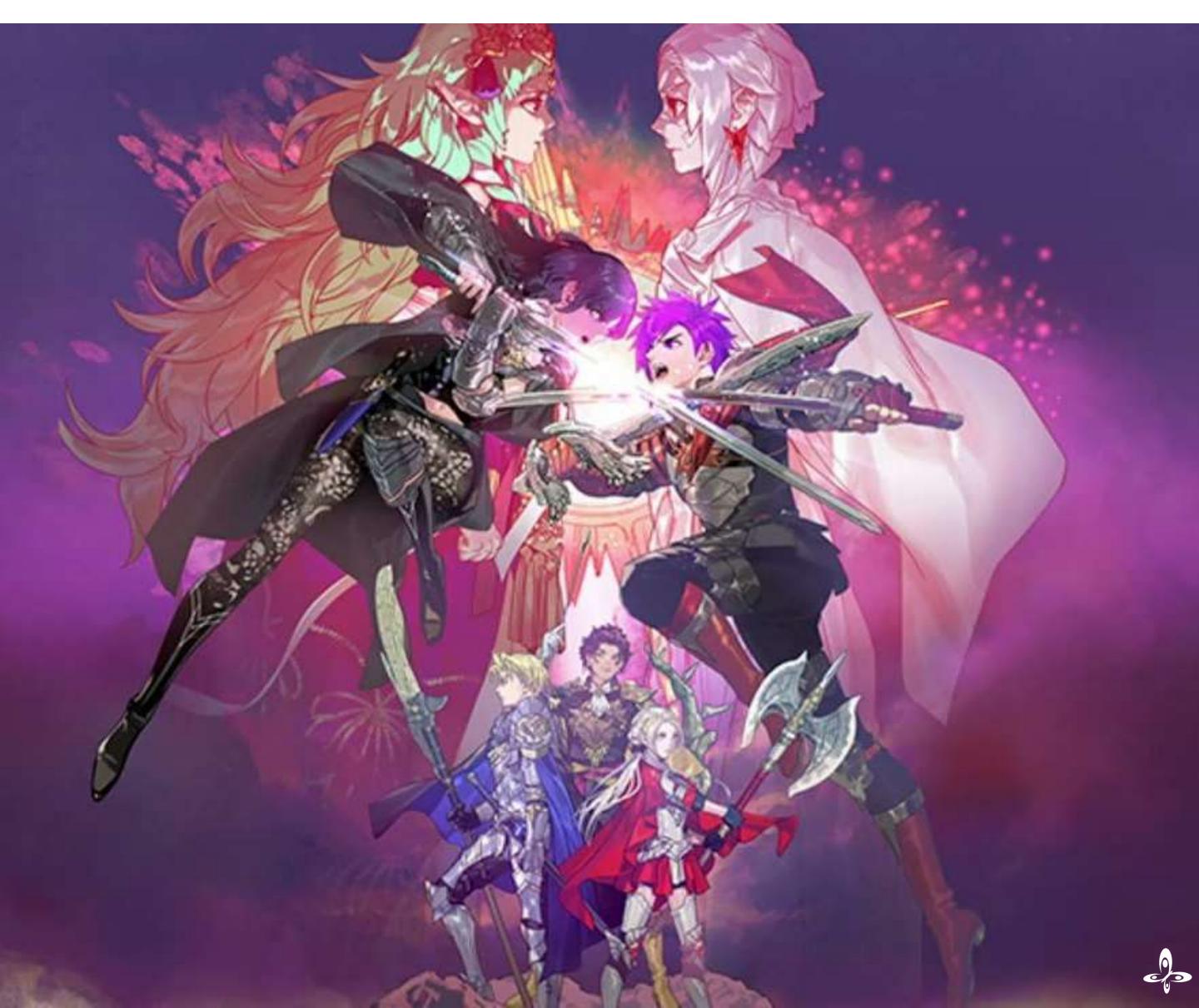
Claude initially opposes Edelgard in defense of Leicester. However, an attempt to counter invade the Empire is interrupted when Shahid launches another attack on the Alliance, forcing Claude to break his momentum against Adrestia to repel and kill Shahid. Claude negotiates a ceasefire with Edelgard. Four months later, the Alliance is reformed as the Leicester Federation, with Claude as its first king. Claude, who agrees with Edelgard's belief that the Rhea is stagnating Fódlan, sets out to kill Rhea and cripple the Church's military and political power. Claude drives Dimitri to the capital of Faerghus but is forced to back down when those who slither in the dark incite civil unrest in Leicester. The Empire and Federation defeat the Kingdom and Church in battle, leading Dimitri to abandon the Church to protect Faerghus, allowing Claude and Shez to battle and kill Rhea. With his goal complete, Claude proposes an end to the war, although it is uncertain whether his words will be heeded.

Secret Chapters

In all three routes, Byleth and Jeralt are hired by factions opposed to Shez and hinder them throughout the war. If Shez kills Jeralt in battle, Byleth swears revenge and sacrifices their mortal body to Sothis. Sothis attacks Shez, but she and Byleth are killed in the ensuing battle, leaving Shez with regrets. If Shez convinces Byleth and Jeralt to surrender, the two are hired by Shez's faction. Shortly before the final battle, Arval possesses Shez and attempts to kill Byleth. When Shez's allies intervene, Arval banishes them, Edelgard, Dimitri, and Claude to another dimension using the Forbidden Spell of Zaharas. Arval is revealed to be the vessel for the soul of Epimenides, a powerful member of "Those Who Slither in the Dark" bent on killing Sothis. Shez and the three lords kill Epimenides and return to their world to continue the war.

Release

The title was initially revealed at a Nintendo Direct held on February 9, 2022 with a trailer revealing only the returns of Byleth, Edelgard, Dimitri, and Claude. On April 12, 2022, a trailer titled "Mysterious Mercenary" was released, announcing that Byleth would serve as an antagonist, Shez would be a new protagonist of selectable gender, Hubert, Dedue, and Hilda would be playable characters, and that the game would feature three diverging paths, similar to Three Houses. Over the course of May 2022, three trailers were released focusing on the Black Eagles, Blue Lions, and Golden Deer respectively, with each revealing updated designs for all of the students from Three Houses. A final trailer was released on June 8, 2022 confirming the return of the Ashen Wolves characters from the Cindered Shadows DLC story in Three Houses. After the trailer was posted, a demo was released on the Nintendo eShop later that day, which allowed progression up to Chapter 4.







Xenoblade Chronicles 3



Xenoblade Chronicles 3 is a 2022 action role-playing game developed by Monolith Soft and published by Nintendo for the Nintendo Switch. It is the fourth installment of the open-world Xenoblade Chronicles franchise, itself a part of the larger Xeno metaseries. Xenoblade Chronicles 3 depicts the futures of the worlds featured in Xenoblade Chronicles and Xenoblade Chronicles 2. It is also the finale of the numbered trilogy, concluding the overarching narrative established in the first game. The story and tone follows Xenoblade Chronicles, while gameplay is mostly inspired by Xenoblade Chronicles 2. Like previous entries in the series, the game was localized by Nintendo of Europe.

The game takes place in Aionios, where two warring nations, Keves and Agnus, engage in perpetual war with soldiers with ten-year lifespans. The story follows Noah and his two childhood friends, Lanz and Eunie from Keves, and Mio and her two fellow servicemen Taion and Sena from Agnus, who all gain a mysterious power and decide to cooperate to find safety. Through this journey, they uncover the mystery behind this perpetual war and the nature of their world.

Xenoblade Chronicles 3 was well received by critics. Praise went towards its story, gameplay, music, characters, and scale, while criticism was focused on technical and graphical issues.

Gameplay

Like its predecessors, Xenoblade Chronicles 3 is an action role-playing game with a large open world to explore. Unlike previous Xenoblade series entries, which limited the number of active party members to three, the game allows for up to seven party members to participate in battles at once, including the main party of six and one additional "Hero" character. Up to 19 Heroes can be recruited to the party by completing story events or sidequests, each possessing different skills and abilities, and the player can switch between them while outside of battle. Party members will also gain the ability to change their character class, granting them access to different abilities. Under certain conditions, specific pairs of party members—Noah and Mio; Lanz and Sena; and Eunie and Taion—can utilize the Interlink system to combine into an Ouroboros, a larger form with more powerful moves.

Traversing the map is a similar affair to previous Xenoblade Chronicles games, with some new features introduced. Players can now turn on a quest navigation line that will mark a line on the ground to follow if they are unsure of how to reach their destination. Fall damage returns—a long enough fall will knock out the playable character and force them to return to the nearest travel point.

Like previous games in the Xenoblade Chronicles series, the battle system occurs in real-time. Unlike past entries, players have the ability to swap between characters in the middle of combat. All of the party members automatically attack with their weapons once in range. Party members use abilities called Arts. Some Arts may deal bonus damage or inflict a status ailment, depending on a character's position in relation to the enemy. As a character continuously uses Arts, they will eventually be able to unlock a Talent Art. Talent Arts from different classes are all unique—some will grant a large chunk of bonus damage to a dazed enemy, and others will summon a circular field that gradually regenerate HP to anyone inside the field. In addition to Arts, the Break—Topple—Daze combo will temporarily stun enemies in combat.







Synopsis

Set after the events of Xenoblade Chronicles (2010) and Xenoblade Chronicles 2 (2017), Xenoblade Chronicles 3 takes place in the world of Aionios, where the mechanically proficient nation of Keves and the ether-oriented nation of Agnus are at constant war with one another. The world is divided into colonies, each with their own Ferronis, a giant metal mech, which contain a Flame Clock, holding the life force extracted from the deaths of opposing soldiers. The wars are fought by engineered soldiers with artificially limited lifespans of ten years (referred to as terms), all ten of which are spent on fighting to fill their colonies' Flame Clocks, hoping to reach the end of their tenth and final year to receive a Homecoming ceremony from their nation's Queen. Among both forces are "off-seers", soldiers who play special flutes in rituals to send off the dead, functioning as a short funeral. The game features six main characters, including two protagonists: Noah, a Kevesi off-seer accompanied by his childhood friends Lanz and Eunie; and Mio, an Agnian off-seer accompanied by fellow servicemen Taion and Sena.

Plot

After a victorious battle against an Agnian colony, Kevesi soldiers Noah, Lanz, and Eunie, and their Nopon support, Riku, are given a special mission to intercept a mysterious airship. However, when they reach the area, they encounter an Agnian squad consisting of Mio, Sena, and Taion, and their Nopon support, Manana. As they battle, the airship's sole survivor, Guernica Vandham, intervenes and stops the fighting, claiming he knows their "true enemy." However, he is shot by Consul D, who is a powerful being known as a Moebius and part of an organization of the same name that controls the war between Keves and Agnus. D attacks Noah and Mio's teams, forcing Guernica to activate the Ouroboros Stone he was smuggling and imbuing Noah and Mio's teams with its power. D is forced to retreat, and a mortally wounded Guernica instructs the six to head for the "City" at Swordmarch, where they can find answers.

Realizing that the Consuls have ordered both Keves and Agnus to hunt them down, Noah and Mio's teams are forced to band together into a single party and start making their way to Swordmarch, liberating colonies along the way by destroying their Flame Clocks with a sword called "Lucky Seven" given to Noah by Riku, hidden inside his normal weapon. The Queen of Keves attacks the party with the Annihilator, a weapon of mass destruction built into Keves Castle, and threatens to destroy the liberated colonies with it, forcing the party to detour to Keves Castle. At the castle, the group destroys the Annihilator and discovers that the soldiers of both Keves and Agnus are actually clones forced to fight each other. They are then confronted by Consul N, a man physically identical to Noah, and the Queen of Keves, Melia Antiqua, from Xenoblade Chronicles. The party defeats "Melia", who is revealed to be a robotic imposter.

After escaping the castle, the party encounters the Lost Numbers, who are led by Guernica's daughter Monica. Monica leads them to the City, which is populated by humans with regular lifespans who oppose the Moebius as well. Monica explains that the war between Keves and Agnus is orchestrated by Moebius so they can harvest the life energy from the bloodshed to continue living, and then replace the losses with clones to repeat the cycle. The real Queens of Keves and Agnus created the power of Ouroboros to oppose Moebius before going into hiding. Monica then tasks the party to go to the prison underneath Agnus Castle and rescue a soldier named Ghondor, who is revealed to be Monica's daughter and knows the location of the Queens. The group stages a prison break, but they are ambushed by N and his partner Consul M, a woman physically identical to Mio; the party is defeated and captured, and only Ghondor escapes. The party is taken to Agnus Castle to be executed, where Noah lives through N's memories and learns that N and M lived countless lives failing to stop Moebius, leading him to accept a Faustian bargain with Moebius' leader Z to revive M and spend eternity with her; Noah and Mio are reincarnations of N and M.





It is revealed that M used her psychic powers to switch bodies with Mio, saving her at the cost of her own life. The party drives off N and destroys the robotic imposter Queen of Agnus, then awakens the true Queen, Nia, from Xenoblade Chronicles 2. D ambushes them and wounds Nia, but the party kills him in battle. Nia awakens and explains that in the past, the worlds of Xenoblade Chronicles and Xenoblade Chronicles 2 were parallel universes after being split in two, but would inevitably merge back together, destroying all life on both planets in the process. In order to avoid this, Nia and Melia collaborated across the two universes to create Origin, which would act as an ark to store all the data and memories of both worlds and then rebuild them once the universes merged. However, Z captured Melia and hijacked Origin for his own ends, creating the current world where Moebius feeds off the endless warfare. With Nia's knowledge, the party storms Origin, defeating N and freeing Melia. They confront Z himself, who is a manifestation of Origin's digitized souls' fear of the future and desire to stay in the 'endless now'. N and M, who remained spiritually inside Noah and Mio, return in spirit form and sacrifice themselves to destroy Z for good.

With Origin reactivated, Noah and the party decide to proceed with the reconstruction process for both worlds. However, this would require the people of Keves and Agnus to be separated and returned to their respective worlds. The Kevesi and Agnian party members say their farewells and Mio and Noah share a kiss with each other before the worlds separate, but promise to find a way to reunite one day. Melia looks fondly upon Shulk's Monado REX while Nia reunites with Poppi and looks upon a picture of her with her friends.

In a post-credits scene, right after both universes have been merged and rebuilt, Noah, Lanz, Eunie, and Joran are reincarnated in their world. As they head for a fireworks show, Noah hears the sound of Mio's flute playing and decides to follow the music.

Development and release

According to Tetsuya Takahashi, creator of the Xenoblade Chronicles series, the key visual depicting the broken sword of the Mechonis from Xenoblade Chronicles (2010) and the wounded Titan of Uraya from Xenoblade Chronicles 2 (2017) was first conceived between the end of development of Xenoblade Chronicles and the beginning of development of Xenoblade Chronicles 2. In May 2018, Takahashi pitched Xenoblade Chronicles 3 as a new game concept to Nintendo. The first production group of Monolith Soft, known for their work on the Xenoblade Chronicles series, started development on the game in August 2018 after Xenoblade Chronicles 2: Torna – The Golden Country went gold.

Xenoblade Chronicles 3 was announced in February 2022, and was initially set for release in September. It was later shifted to an earlier release date of July 29. The game is described as featuring a narrative that will depict the respective futures for the worlds of the previous two entries. Following the announcement, a blog post on the official Nintendo website revealed preliminary details about the game's development. Takahashi was confirmed to be working on the game in an executive director position, while various other returning staff members from previous Xenoblade Chronicles games were revealed to be reprising their duties, including the composing team behind the first two entries and Xenoblade Chronicles 2 lead character designer Masatsugu Saito, returning to work on the game's art alongside Xenosaga and Xenoblade Chronicles artist Koichi Mugitani.

Music

As with previous numbered games in the series, the game's soundtrack was written by Yasunori Mitsuda, Manami Kiyota, ACE (Tomori Kudo and Hiroyo "CHiCO" Yamanaka), and Kenji Hiramatsu. They were joined by Mariam Abounnasr, who arranged tracks for Xenoblade Chronicles 2. In order to create a sound that had not been heard before, Monolith Soft had custom flutes created in different sizes and tuned to different scales resembling flutes from the game. The first track Mitsuda worked on for the game was "A Life Sent On", its main theme. Takahashi told Mitsuda in advance that to interweave the two melodies of Noah and Mio into a single piece of music, and Mitsuda seemed to have thought that creating the flutes would enable him to express himself easier.

Special Edition

A collector's edition was announced on April 19, 2022 to be sold exclusively on My Nintendo Store, following the announcement of the July 29th release date. The collector's edition contains an art book, a steelbook case, and an outer collectible packaging. Preorders opened on June 7, but due to unforeseen logistical circumstances, the My Nintendo Store crashed on that day, logging various users out, leaving many unable to preorder the game. Furthermore, as a result of the release date being moved up in the year, production for the collector's edition ended up being hindered, causing certain Nintendo stores to sell the contents of the collector's edition, minus the game, as a separate item in the UK, while the extra contents of the North American special edition were delayed to ship in Fall 2022.











66W HONOR SuperCharge | 6.67" HONOR FullView Display | 64MP Quad Camera

\$279.99



Three Color Choices

Love at First "Light"

Available in deep sea blue, space silver, and midnight black. Light moves with the iconic curves whilst a 3D closed arc design provides a better grip.



Four Reasons to Choose HONOR 50 Lite











4300mAh Large Battery⁴

A Wider and More Comfortable Viewing Experience

More screen space thanks to 1.05mm super narrow bezel. The 6.67" HONOR FullView Display features automatic color temperature conversion and brightness adjustment for a realistic and comfortable viewing experience.



94.4% Screen-to-Body Ratio⁵



DCI-P3 Wide Color Gamut



66W HONOR SuperCharge 40% Charged in 10 Minutes⁶

Juice up your phone to 40% in 10 minutes with 66W wired super charging. More than half of the battery can be filled up during your morning wash time, power you up throughout the day.



64MP Quad Camera

Capture the Beauty in Detail

The 1/1.7" 64MP main camera significantly improves resolution and contrast for clear pictures day and night. Capture more elements with the 8MP wide angle camera. Shoot as close as 4cm with the independent macro camera.

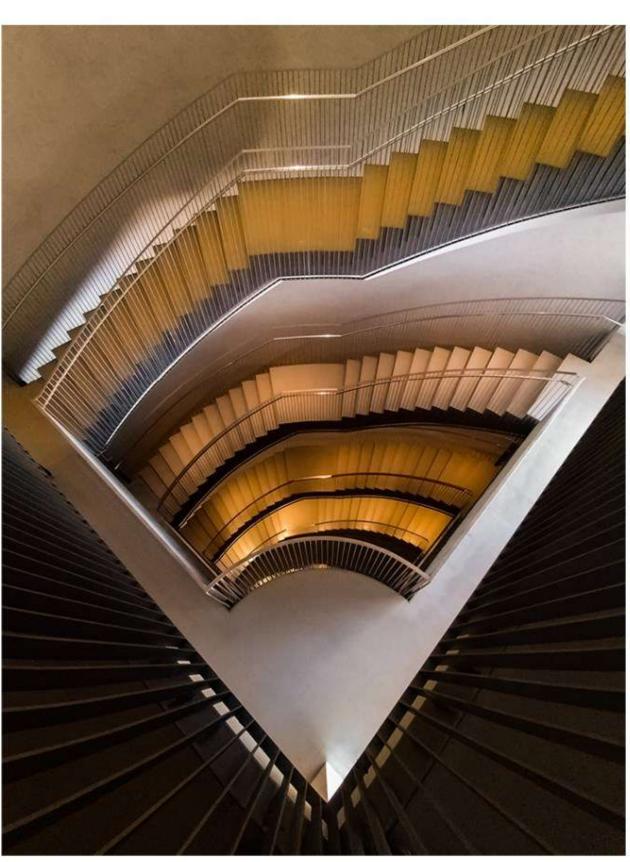


Discover a Bigger Perspective

8MP Wide Angle Camera

Capture High-definition Pictures 64MP Al Ultra-clear Mode





4300mAh Large Battery

Always Online, Full of Energy



8 hours7 Video Calling



7 hours7 Gaming



Multi-function NFC9

Bring more convenience to your life.



Professional Eye Protection, Comfortable Experience¹⁰



For immersive, focused reading.





Deeper, softer interface colors for better nighttime reading.

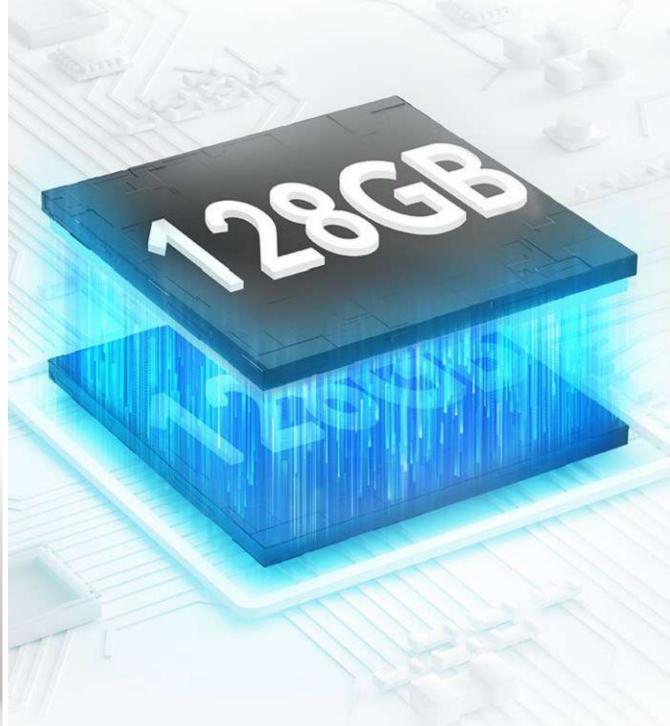


TÜV Rheinland Low Blue Light Certification (Hardware Solution)

Built-in harmful blue light proportion reducing to avoid screen yellowing.

11000 +

HD Videos⁸



128GB Large Storage

Plenty of Space to Hold All Your Files

Songs

28000+

Pictures

True Color Display

Automatic color temperature adjustment for comfortable viewing.

eBook Mode





HONOR Magic3 Series 55

BEYOND EPIC

Magic 3 Pro \$698.00



BIGGER SCREEN GREATER ENJOYMENT



EYES OF THE MUSE BEAUTY OF ORDER

(Learn More)



IP68, WATER AND DUST RESISTANT

Your Magic performed well in the dust and water resistent!

HONOR Magic3 got a good score of IP54⁵.

HONOR Magic3 Pro is even better, with IP68⁶!









White



Hour





Black

White



Hour



Black



White

Golden

Hour



Anti-aging engine

Anti-aging engine, intelligently cleans up system garbage, and integrates available space on demand, so that your Magic can be used for a long time as a new one.











Hour

Smart memory engine

Smart memory engine is easy to deal with multi-tasking with background applications online, and lets your Magic a leisure time.

HONOR Magic3 Pro

HONOR Magic3

HONOR Magic3 Pro

HONOR Magic3



HONOR Magic3



Black



Hour



Golden Blue Hour



Black





Hour





White



HONOR



Golden Blue Hour Hour

LARGE SENSORS SUPERIOR SENSES

Every lens is equiped with a large sensor. Every picture is ensured of high quality.













64MP ultra HD imaging, 90mm focal length, f/3.5 aperture, 3.5x optical zooming⁷, 10x hybrid loseless zooming⁸, Up to 100x digital zooming, OIS (Optical image stabilization), Telephoto picture-in-picture⁹





Multi-spectrum color temperature sensor

with Al wite balance algorithms can capture complex light information, increase the color accuracy by 29%¹⁰, and restore the true beauty and vivide details of shots.

Multi-spectrum color temperature sensor

Flicker sensor

Reduce flickers during shooting.





Better focusing Easy everything

Magic can easily achieve fast and accurate focusing even in low light with all-pixel and full-range 8-core focusing technology.

SUPER EVERYWHERE

66W wired super charging²⁰, 50W wireless super charging²¹, Wireless reverse charging helps you charge other devices with the smartphone as a power source.



MULTIPLE CAMERAS FUSION COMPUTATIONAL PHOTOGRAPHY FULL FOCUS HD SHOOTING EXPERIENCE

The first multi-main camera fusion computational photography technology 50MP main camera and multiple HD cameras with HONOR Image Engine offers computational HD imaging to achieve full-focus HD shooting experience Enjoy optimised photography experience.

AN IMMERSIVE SOUND EXPERIENCE

Dual stereo speakers with top level DTX: X Ultra sound algorithm, a feast for your eyes and an immersive experience.





Low-light image never too "late"

Optimised face lighting with accurate portrait segmentation algorithm and semantic recognition. Ensuring a clear image even in low light whilst maintaining the 3D look.



89° curvature¹ makes Magic gentle to the hands. 120Hz refresh rate² offers a smooth viewing experience. True 1.07 billion color displays extraordinary texture.

LINK TURBO X LINK THE WORLD AND YOU

With the power of dual Wi-Fi and dual cellular network combined, achieve peak download speeds of up to 6.1 GBps¹⁸.

Instant perception of lag and network switching made possible by deep cognition of gaming communication.

St. + switching between Wi-Fi and cellular guaran res low latency and an unintern red experience.



LONGER-LASTING BATTERY LIFE

4600mAh battery capacity¹⁹ combined with an Al battery-saving engine lets you enjoy your phone for as long as you like.

The Al engine can identify high power-consuming applications and process power managing accordingly.

GPU TURBO X THE ULTIMATE ENGINE

Brand new GPU Turbo X graphics acceleration engine, soaring 3D computing power with the support of Snapdragon 888 Plus¹⁵. Same chip, same game, now with higher performance and lower power consumption. Stable even in large scenes.



OS TURBO X THREE ENGINES UPGRADED PERFORMANCE



Ultra-low latency engine

Ultra-low latency engine, intelligently divides task priorities, accurately matches system resources, and makes your Magic one step further.



SLAY THE PHONE IN EVERY WAY

HONOR Magic3 Pro+ is equipped with Qualcomm's newest flagship Snapdragon 888 Plus chip.
Performance and Al computing power has significantly improved vs prev gen. The self-developed performance-enhancing engine adds a more immersive user experience.









THE EYE OF MUSE SYMBOLIC AND ICONIC



Display Fits beautifully in your hand

The leading-edge thermal glass bending technique makes the 6.81-inch¹ Quad-Curved Screen possible, providing a splendid all-round experience to you.



GPU Turbo X

The AI super rending in mobile gaming enables your phone to keep high-quality display and lower energy consumption simultaneously. Frame rate boost technology and amazing consumption adjustment ability can significantly lower energy consumption and enhance battery life, thus improving your gaming experience.



All-rounded performance Powerful alliance of greats

The nanocrystal ceramic body is complemented by the strength through repeated tempering and the finesse of exquisite carving.



Advanced 8P Wide Camera More sensitive to light, and better understands light

The Advanced 8P Wide Camera with a f/1.6 large aperture greatly improves light gathering, with 37% increased definition in the center of the image, and 30% increased definition for the edges. The super anti-flare coating technology further increases your Magic's anti-flare capabilities by up to 80%.



All-rounded performance Powerful alliance of greats

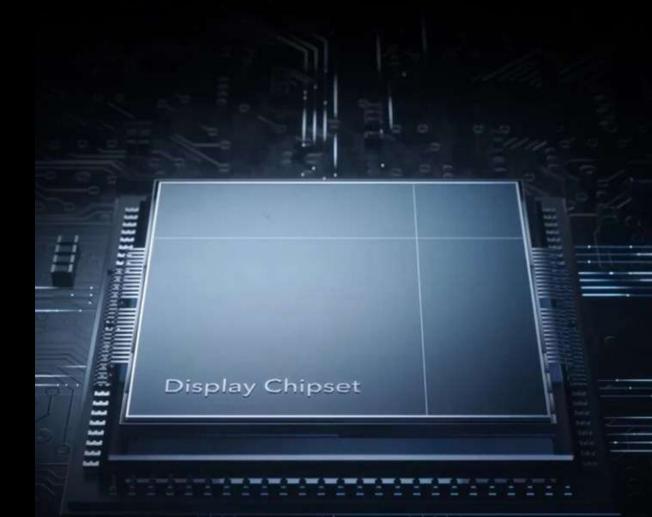
With the super curved nanocrystal shield, the screen's drop resistance is increased by 5 times².



Always-On HDR, AI HDR Enhancement, MEMC

"Showing" true strength

The Always-on HDR technology can optimize the image and easily upgrade the SDR videos to HDR in real-time. The MEMC, intelligently converting a video of a low frame rate to a higher frame rate, contributes a lot to the silky smooth video. Owing to these two features, HONOR Magic4 Ultimate can offer you a better viewing experience.



Ceramic Black



Periscope Telephoto Camera

64MP Camera

3.5× Optical Zoom

100× Digital Zoom

1/2-inch Sensor



Flicker Sensor

Effectively reducing flickers while photo shooting.



Spectrum Enhanced Camera

50MP Camera 1/2.5-inch Sensor f/2.0 Aperture



Looking from all angles Bound to impress



Ultra Wide Camera

64MP Camera
Dual Free-form Lens
Macro Photography
1/2-inch Sensor
126° Field of View⁵
f/2.2 Aperture



8x8 dTOF Laser Focusing System

The multi-point laser focus sensor can detect deep information in real-time. So you can focus on anything you want rapidly, accurately and easily with stunning bokeh effects.



Advanced 8P Wide Camera

50MP Camera
Advanced 8P Lens
1/1.12-inch Sensor
2.8µm 4 in 1 Equivalent Pixel Size
f/1.6 Aperture



Advanced Wide Camera Capture all you want with details

The advanced wide camera features sharp HDR photography due to a superior lens and upgraded algorithm.



Main Camera HDR Main Camera Night Scene Low Light Portrait

Low Light Portrait It's never too "late"

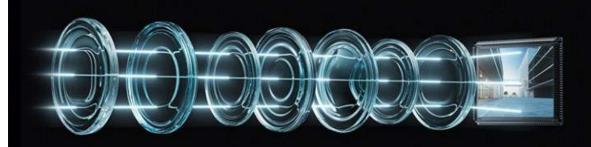
It's never too late at night to take a blockbuster portrait with your Magic. Thanks to the upgraded lens module, aperture and sensor, Your Magic can also restore the facial details and contours of the subjects in low light environments.



Main Camera HDR Main Camera Night Scene Low Light Portrait

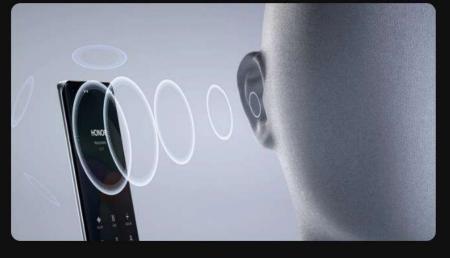
All New Ultra Wide Angle Almighty anti-distortion

The world's first dual free-form lens reduces photo edge distortion to 0.5%. The ultra wide camera is also supported by the outstanding anti-flare coating technology.



Al Privacy Call Sorry, no eavesdropping!

Welcome aboard, AI Privacy Call.¹⁰
Now you can make your phone calls
at ease without worrying about
sound leakage.



*The picture and video are only for reference. Please refer to the actual product.



126° Ultra Wide Angle Capture the world's horizons in a single shot

With a shooting field of view as large as 126°, you can easily capture more great moments. The 0.4~1x ultra wide angle zoom range grants you more room for shooting creativity.

Far comes near

A 3.5x optical zoom creates more possibilities for impressive close-ups. And 100x zoom may bring the view far away at your sight.





Shoot HD photos while recording without having a dilemma





The picture and video are only for reference. Please refer to the actual product.

Dual TEE Security OS Double your security

The co-developed Dual TEE Security OS with Qualcomm provides a more trusted execution environment.



Independent Security Chipset Always stay alert for data safety

Designed for security, this independent security chipset offers hardware-level protection and secures key passwords.



Boost your battery all day

A 4600mAh battery⁸ can provide plenty of power throughout your whole day. HONOR Magic4 Ultimate is also equipped with 100W HONOR Wired SuperCharge and HONOR Wireless SuperCharge.⁹



Ceramic White





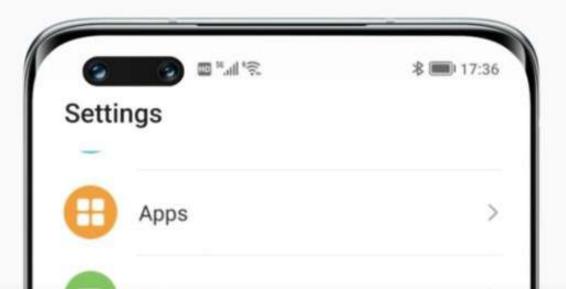
LTPO, 1920Hz PWM Dimming

First-time combination First-class display

As the adopter and innovator in the industry, HONOR firstly combines LTPO 1~120Hz adaptive refresh rate³ and 1920Hz PWM dimming technology in a smartphone display, which has been applied in HONOR Magic4 Ultimate. This exclusive display can deliver a truly immersive experience with less power consumption and eye strain⁴.

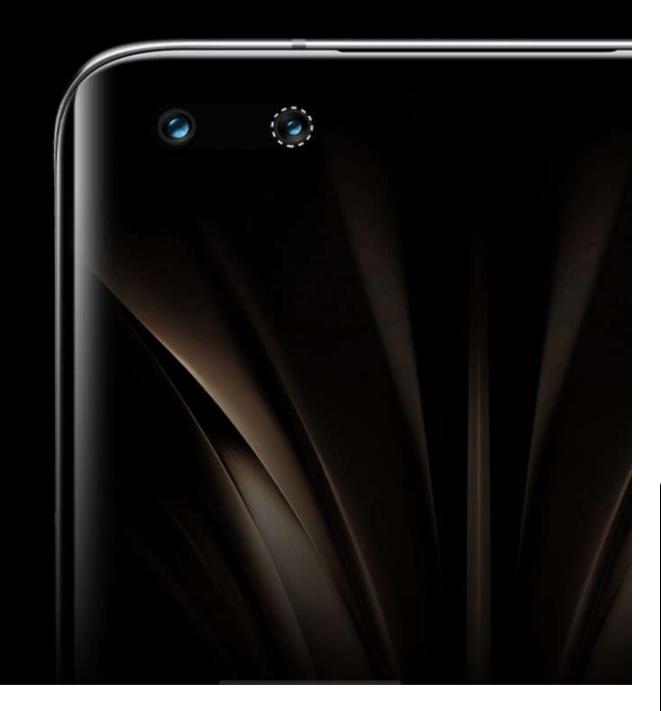


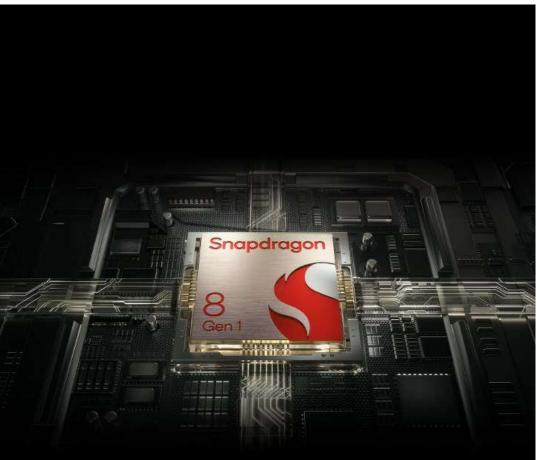
1 () H₇



12MP Front Camera

f/2.4 aperture 100° smart wide-angle selfie⁷ Portrait mode Al anti-distortion 4K video shooting





The brand-new Snapdragon 8 Gen 1 Mobile Platform, an industry leading 4nm 5G SoC processor, delivers a comprehensive upgrade of computing, image processing and Al performance. The advanced Wi-Fi 6 delivers a fast and stable Wi-Fi experience. And the phone will run more smoothly with a long-lasting battery and stable signals because of the powerful OS Turbo X, GPU Turbo X and LINK Turbo X.

4K Super Night Video Light doesn't matter that much

With this Independent AI ISP, you can shoot 4K night mode videos any time, regardless of low light. The powerful AI features computing power as high as 28.8TOPS, with an energy efficiency ratio as high as 13.4TOPS/W. The 4K RAW real-time image processing and the 20-bit max processing bandwidth lets you preview and shoot 4K night scenes with ease.



3D Depth Camera

The 3D depth face unlocking feature brings payment-level facial recognition security.





HONOR Magic Vs 55

Unfold Your Magic

\$1,300.00



Light with a Long Battery Life

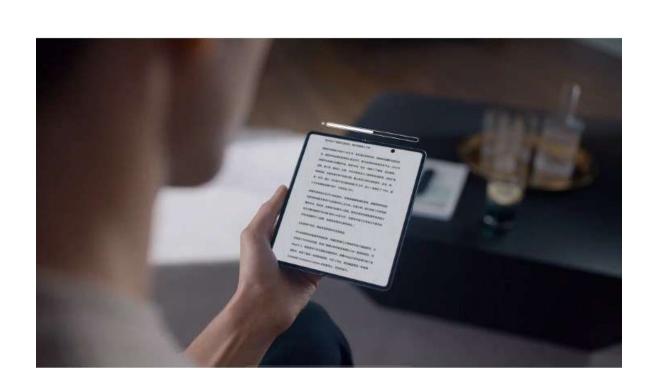
Light, yet Powerful

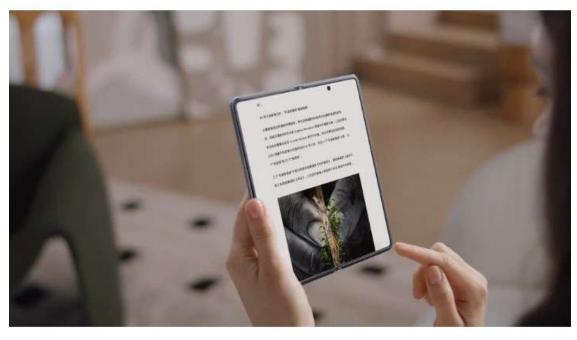
Light in the body, powerful in the battery. The 261g¹ ultra-light HONOR Magic Vs is equipped with a large 5000mAh battery², providing a long battery life from day to night³. With our constant innovations to overcome existing challenges, HONOR strives to unfold your magic.

Free as you look

Dynamic Dimming Screen

Natural from the screen, comfort to the eyes. HONOR Magic Vs has pioneered the application of the "Dynamic Dimming Screen" technology, which simulates the dynamic change of natural light. It can reduce eye fatigue by promoting blood circulation with the intelligent rhythmic light technology¹¹. According to experimental results, the HONOR Magic Vs with this technology can reduce eye fatigue by about 18% in 45 minutes in stable light¹².





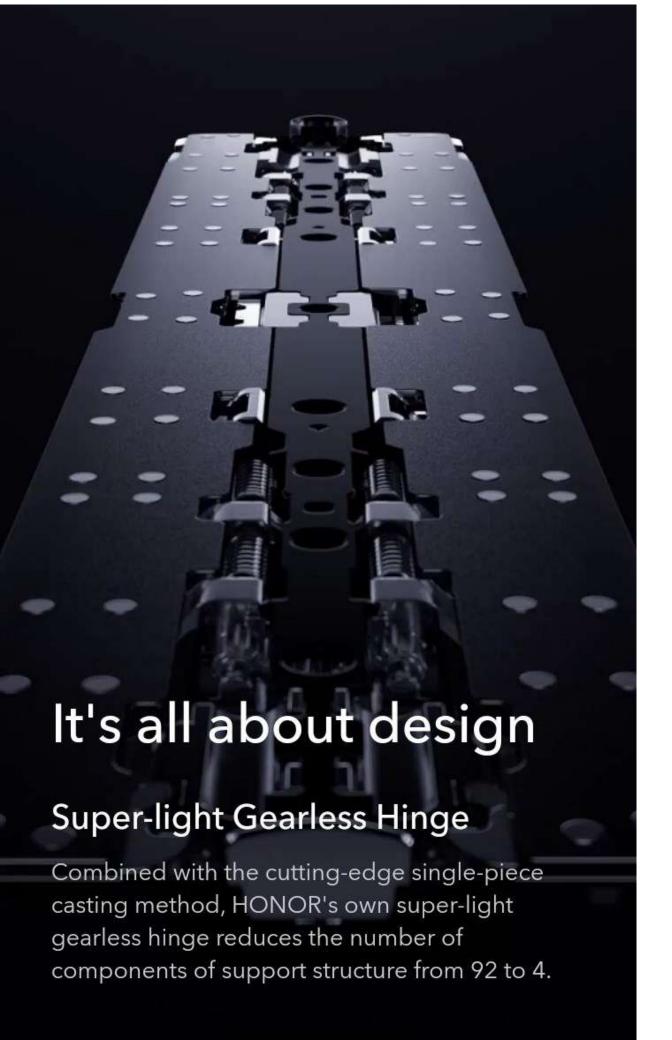
 * The picture and video are only for reference. Please refer to the actual product.

Goodnight, sleep tight



Circadian Night Display Technology

Dim it, dream it. The change of the colour temperature of the screen matches the secretion of melatonin in the human body. On the premise of ensuring comfortable screen time for the users, it avoids interfering with the normal secretion of melatonin in the human body at night and ensures the quality of sleep.

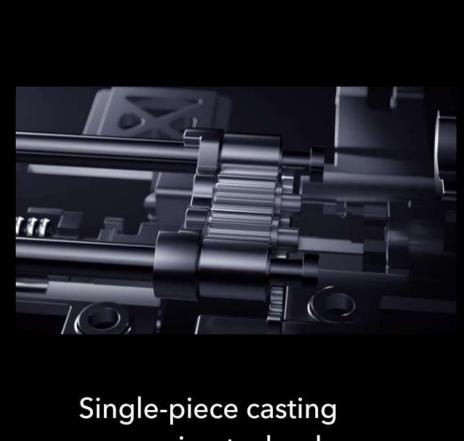




Magic in the screens

Flagship Dual Screens, a Great **Protector of Your Eyes**

The 6.45-inch slightly curved external screen has a comfortable 21:9 aspect ratio, allowing HONOR Magic Vs to fit your hand perfectly. The new generation of screen focusing technology has improved brightness by 20% while reducing 10% of power consumption8, ensuring clarity even in strong outdoor light.



processing technology

The one-piece support structure adopts aerospace-grade materials 62% lighter than traditional metals⁴, allowing HONOR Magic Vs to achieve the quality of lightweight, high performance, and high strength.



Magic in the screens

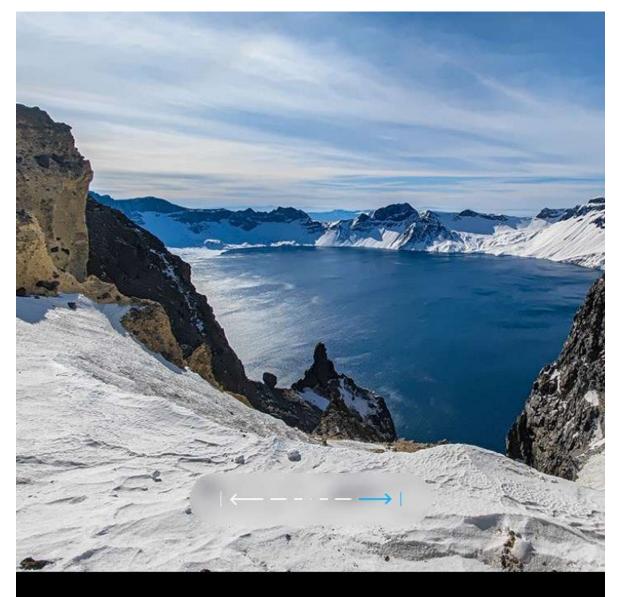
Flagship Dual Screens, a Great Protector of Your Eyes

1920Hz High-Frequency PWM Dimming¹⁰

HDR10+ Certified9

1.07 Billion Colour Display

DCI-P3 Wide Colour Gamut⁹



Capture all you see

50MP Ultra Wide & Macro Main Camera

The 122° ultra-wide FOV lens¹⁵ captures more than before. An ultra-wide-angle zoom range of 0.5~1x leaves space for creativity.



Magic in the screens

Flagship Dual Screens, a Great Protector of Your Eyes

[5] 1920Hz High-Frequency PWM Dimming¹⁰

HDR HDR10+ Certified9

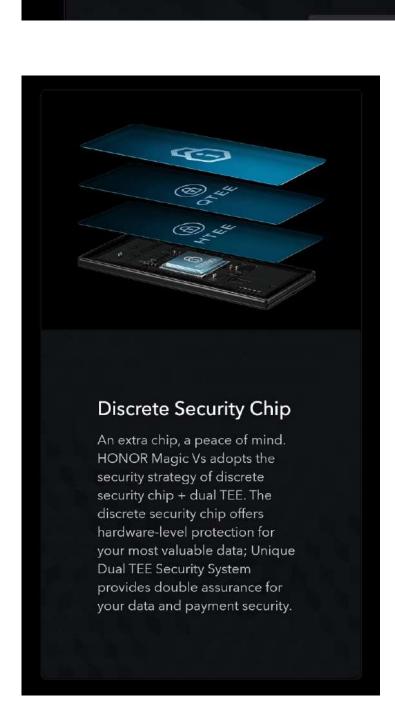
7 1.07 Billion Colour Display

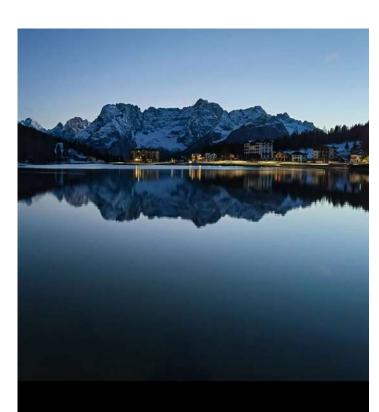
→ DCI-P3 Wide Colour Gamut⁹



Snapdragon 8+ Gen 1 Mobile Platform

Powered by the Qualcomm
Snapdragon 8+ Gen 1 mobile
platform and the 4nm 5G SoC
processor and supported by Wi-Fi
6, HONOR Magic Vs improves its
performance while significantly
reducing power consumption.
With HONOR's Turbo X engines¹³,
it strives to bring you longer
battery life and a smoother
experience.





Capture from sky to ground

54MP IMX800 Main Camera

The upgraded lens specifications, coupled with the unique algorithm, not only help capture highresolution photos and HDR images, but also reveals your exact feelings and ideas in each image.



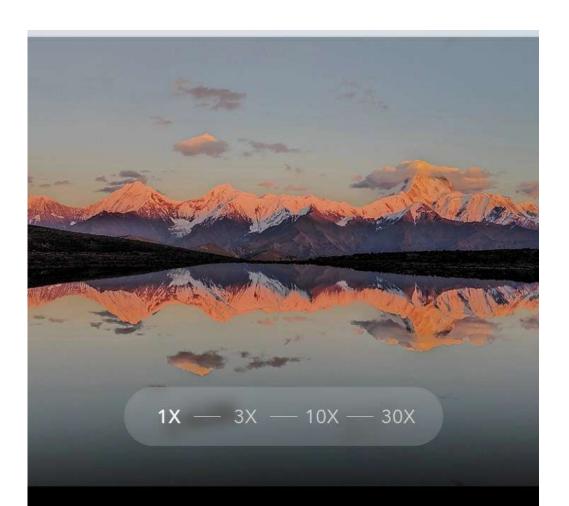
54MP IMX800 Main Camera 27mm focal length f/1.9 Aperture

3X Optical Zoom Camera
3x optical zoom
30x digital zoom
f/2.4 Aperture
OIS (Optical Image
Stabilisation)

50MP Ultra Wide &
Macro Main Camera
HD Macro Shooting
13mm Focal Length
f/2.0 Aperture
122° Ultra-Wide FOV¹⁵

Flicker Sensor



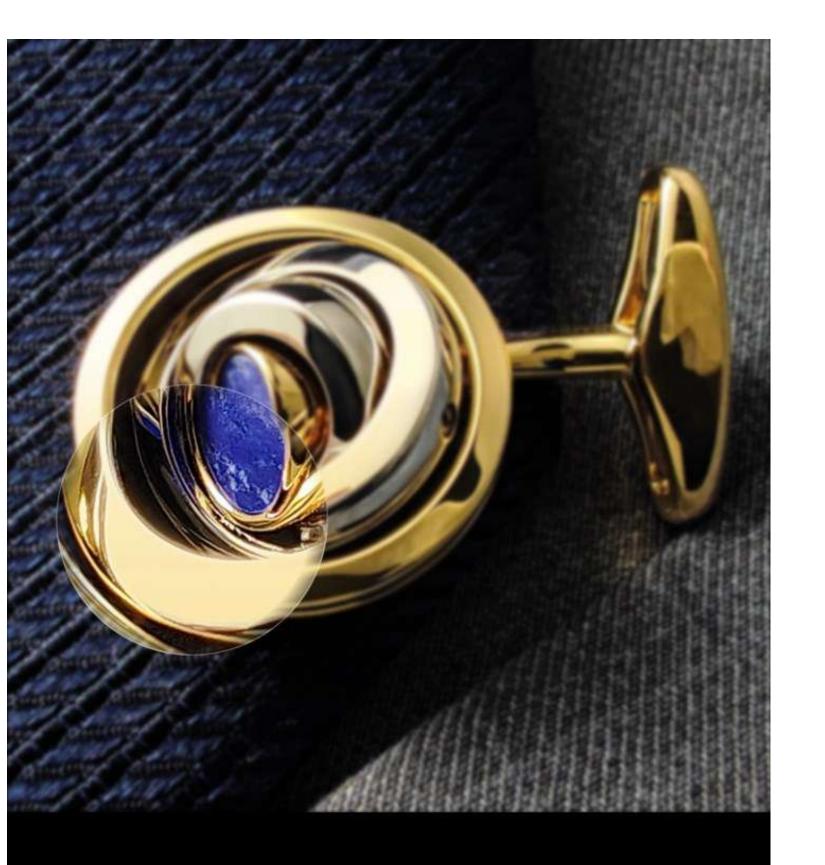


To see afar

3X Optical Zoom Camera

Specialised in close-ups, the 3x optical zoom gives more creative space for close-up shooting. With a good lens aiming afar, up to 30x digital zoom can bring the distant scenery right in front of you.

EXCELLENT
PERFORMANCE IN
PLACE
STRIKING POWER IN
HEARTS



Finer in detail

50MP Ultra Wide & Macro Main Camera

The macro-lens can capture high-resolution masterpieces. With a 2.5cm focusing distance, the insignificant can be significant.





Dual power beyond comparison

Ultra-large Battery & SuperCharge

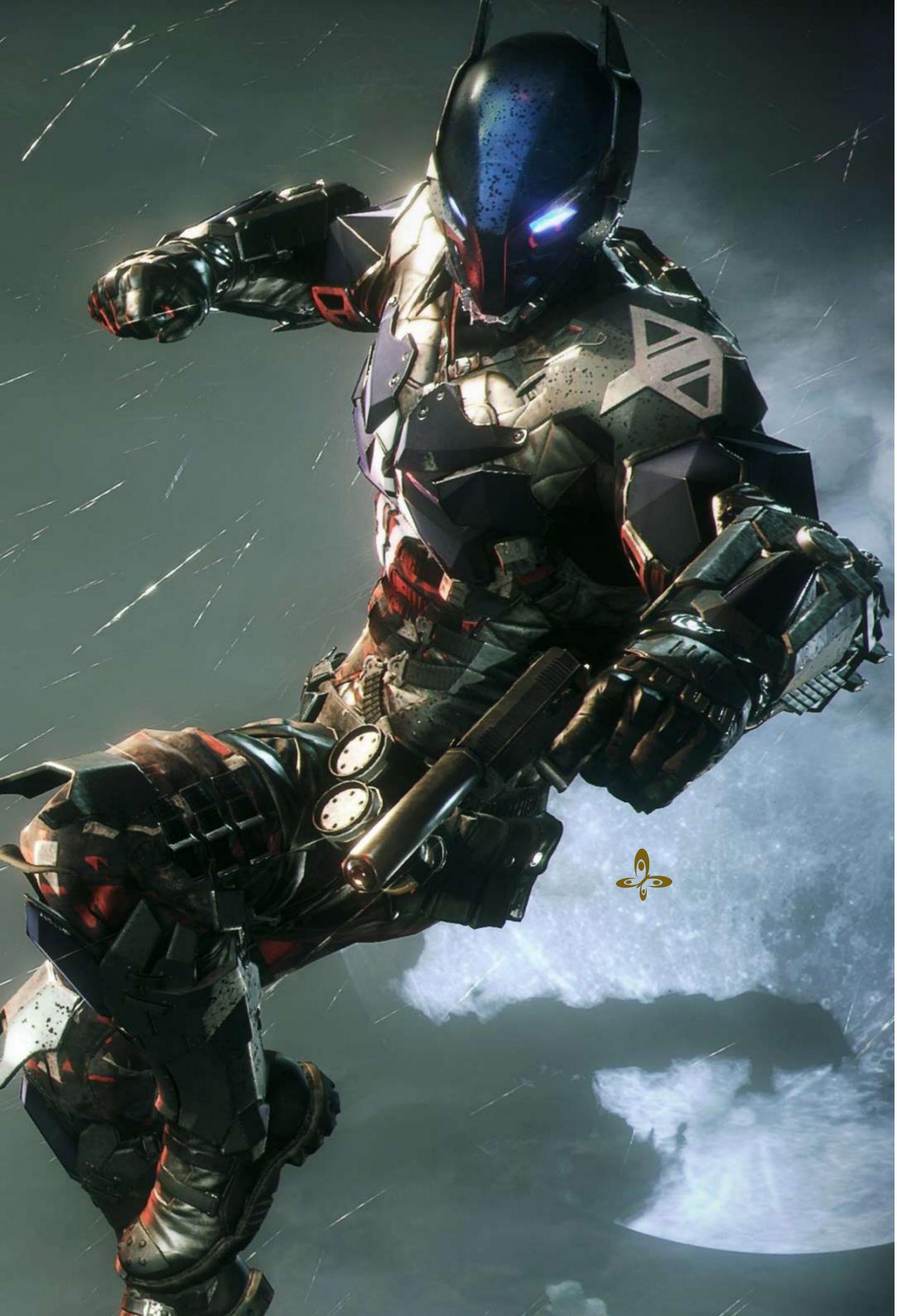
The Built-in 5000mAh large battery² and the 66W HONOR SuperCharge¹⁴ can keep your Magic Vs always on the go.



Dual power beyond comparison

Ultra-large Battery & SuperCharge

The Built-in 5000mAh large battery² and the 66W HONOR SuperCharge¹⁴ can keep your Magic Vs always on the go.







2022 CHRYSLER 300

\$33,545









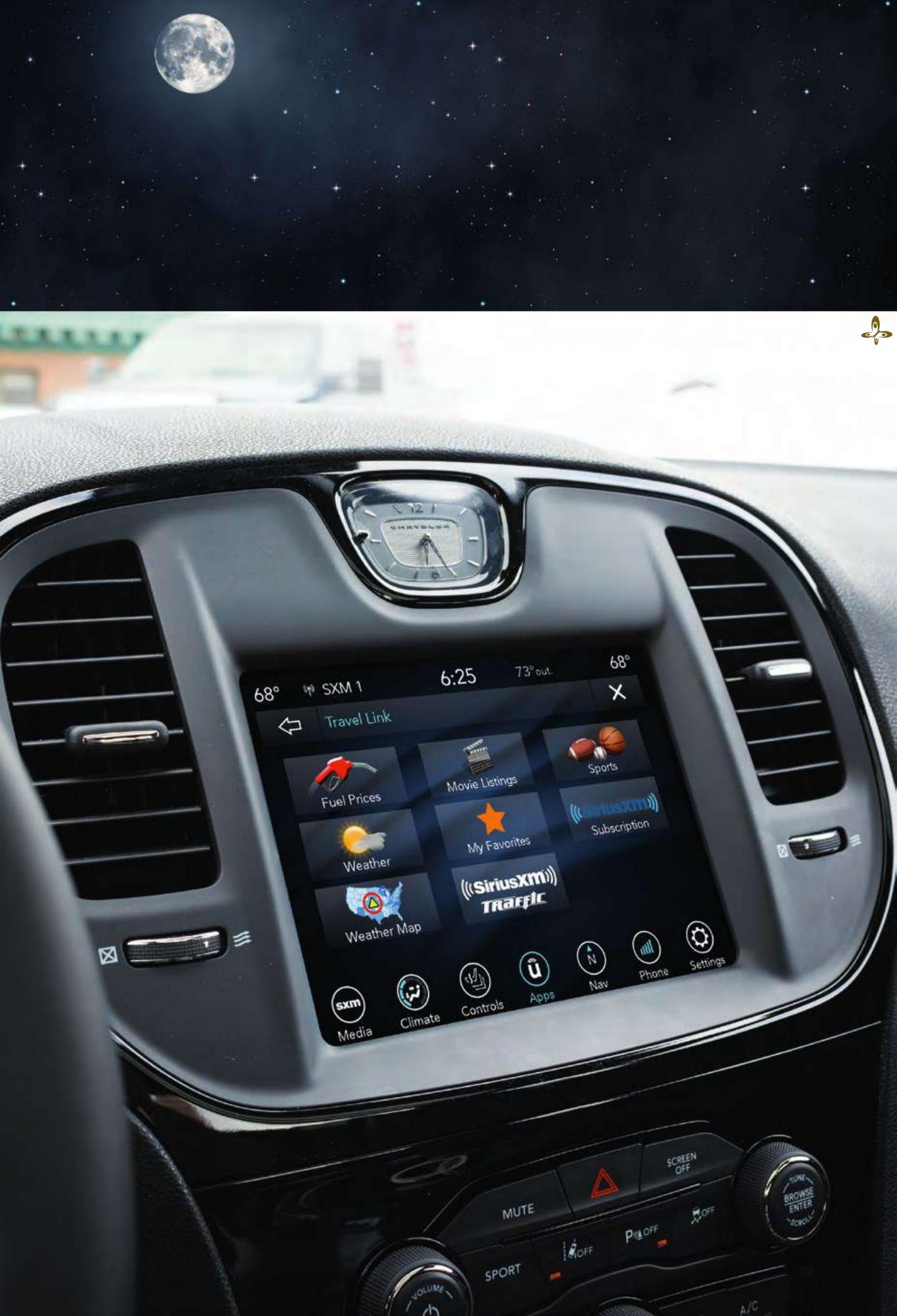








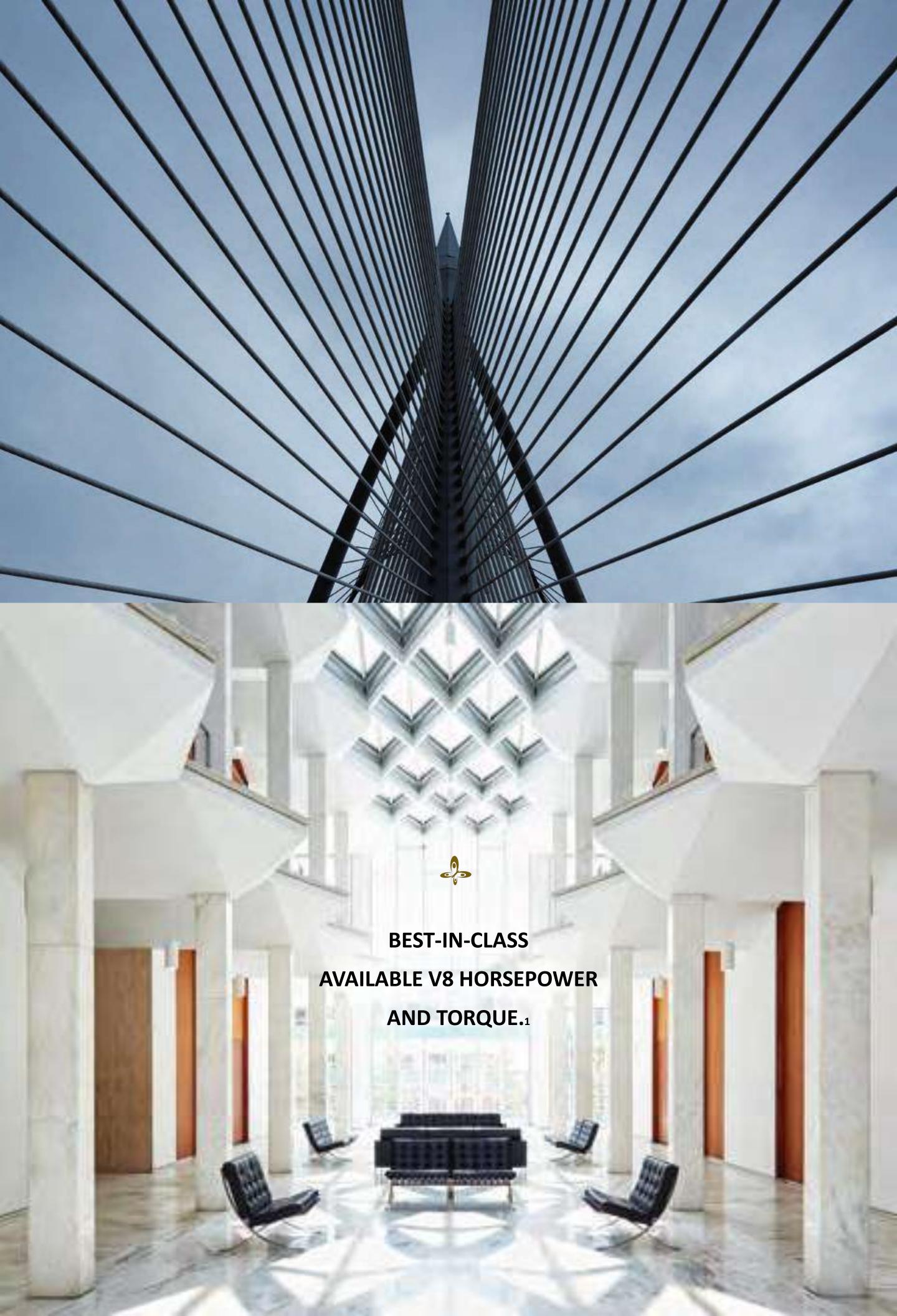






CLOUD CLUB













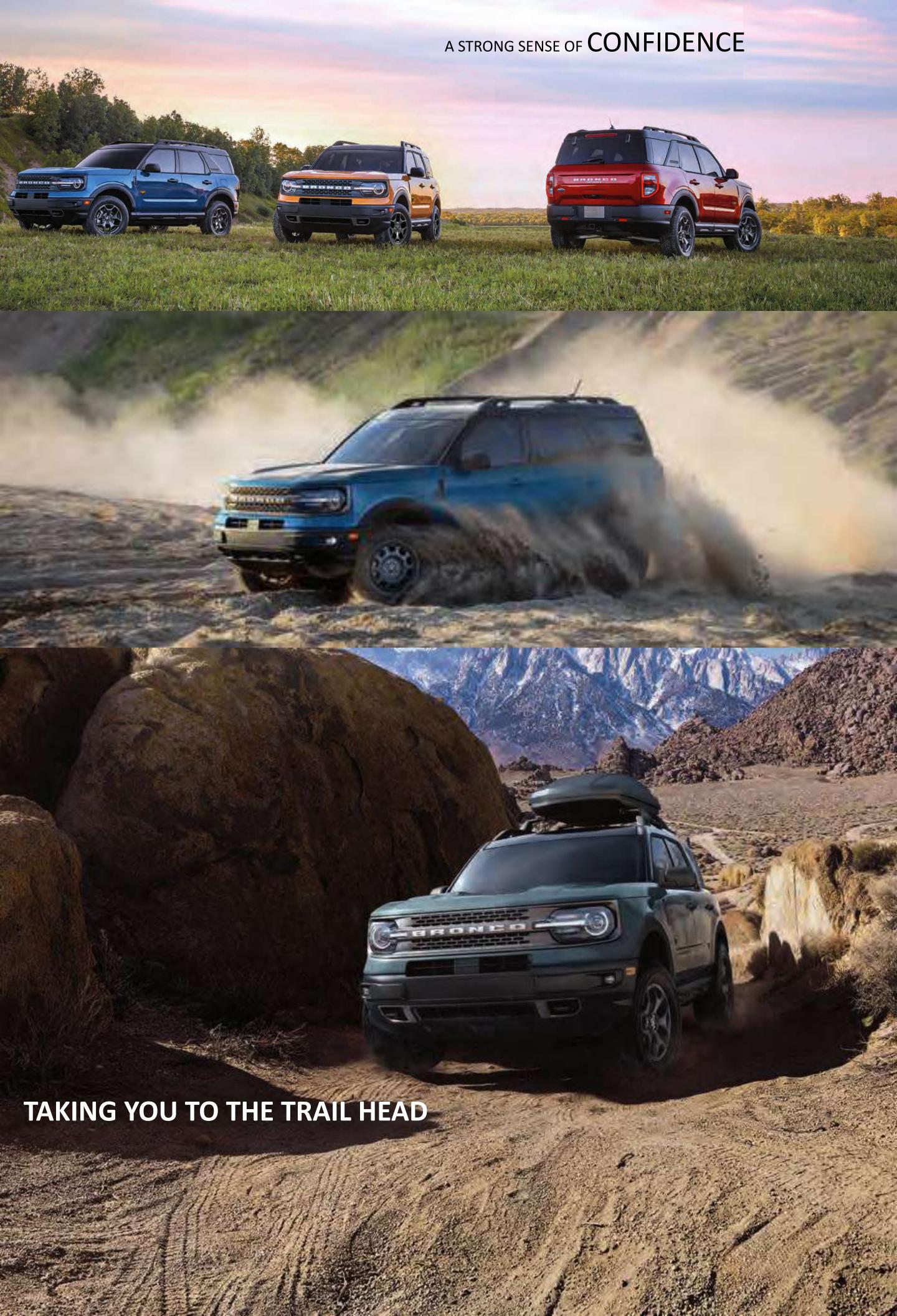


\$36,930

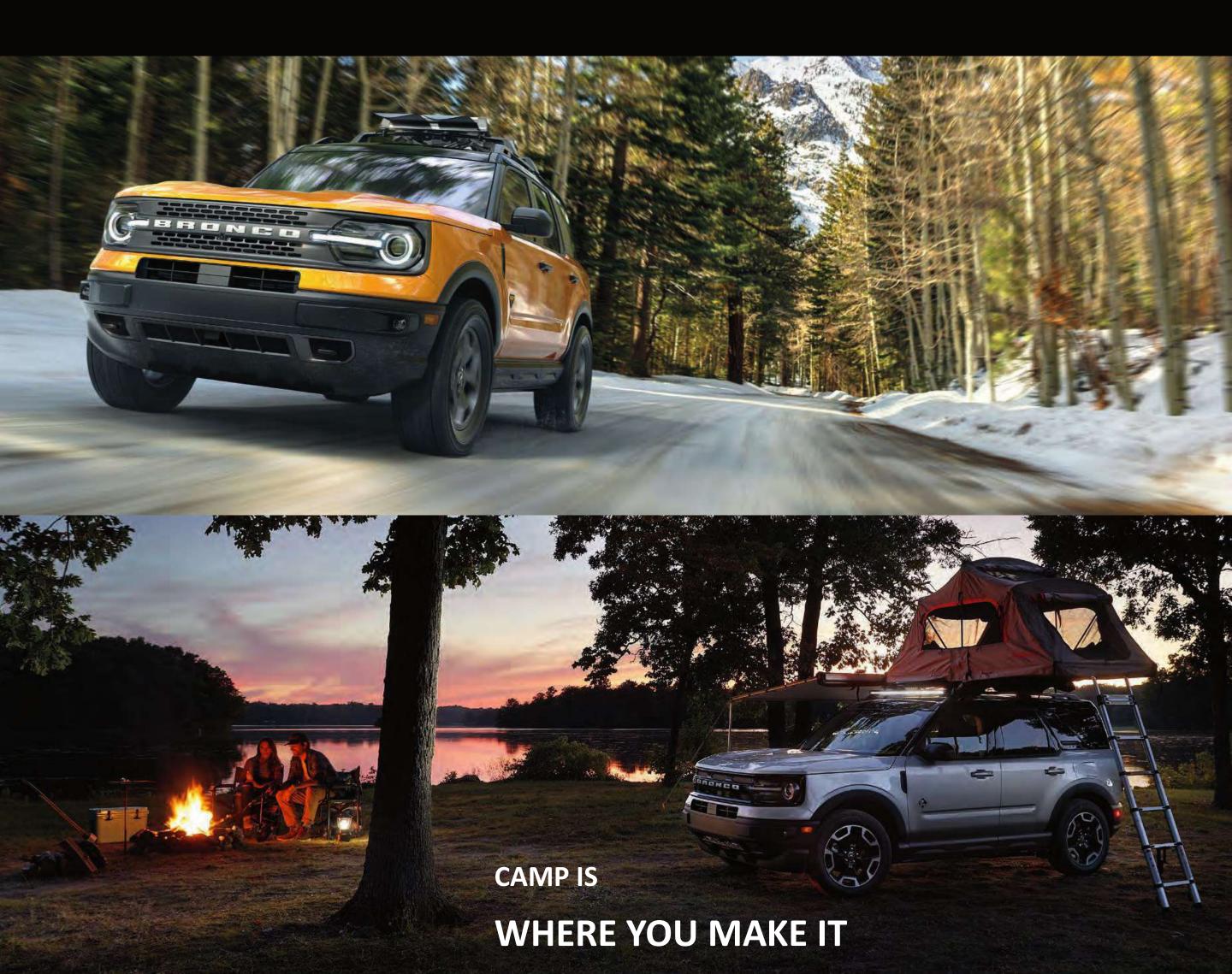


























titimag.com







Ferrari 458 Italia



\$289,900



Engine, performance, sound







FE 458 ITI

























Thriller.

Released: 16 Dec 2022

MINDCAGE

THE ART OF THE KILL

LIONSGATE PRESENTS A DANIEL GROONIK / MITCHELL WELCH BOOMTOWN MEDIA PARTNERS PROJECTION THRESCHOOLING WITH AND VICTORIA FOX THE LAND HEAD GEAR FILMS AND METROL TECHNOLOGY MARTIN LAWRENCE MELISSA ROXBURGH JOHN MALKOVICH "MINOCAGE" ROBERT KNEPPER JACOB GROONIK AIDEN TURNER "THARK LANDON SMITH AND VICTORIA FOX "FILED Z "THE NAVA BER GINA RUZ "THE FRANZ KÖNIGSWIESER JAMES KONDELOW

E GUSTAVO PETERSEN ASSEM MARTIN LAWRENCE STACY LYLES RAE LAWRENCE ROBERT LAWRENCE MATTHEW HELDERMAN TYLER GOULD LUKE TAYLOR NEU CHUPIN KENT & CARRIE ADAMS AND CURT & KIM HENDERSON

DECEMBER 16



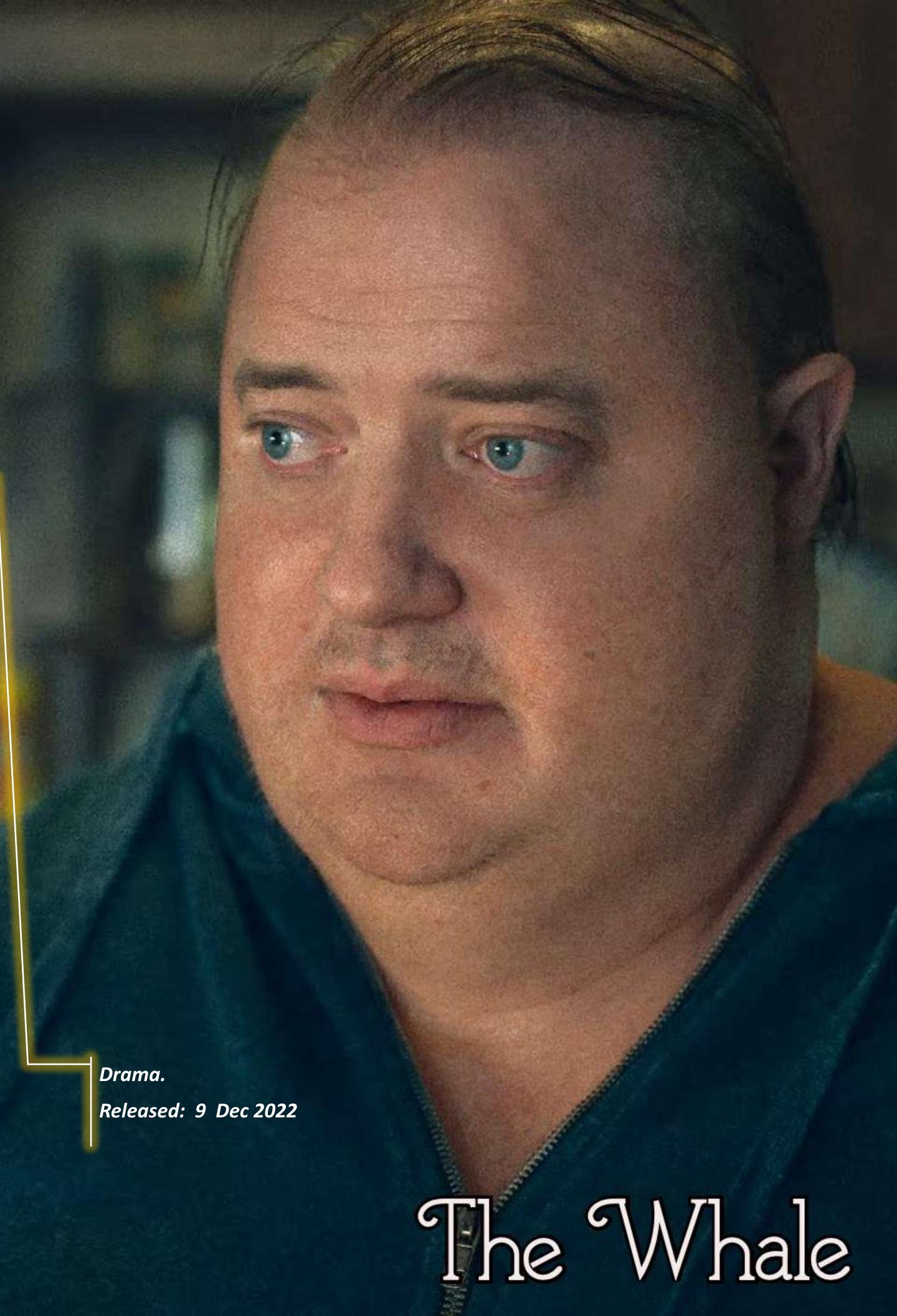
FOOD AND ROMANGE





Thriller.

Released: 2 Dec 2022



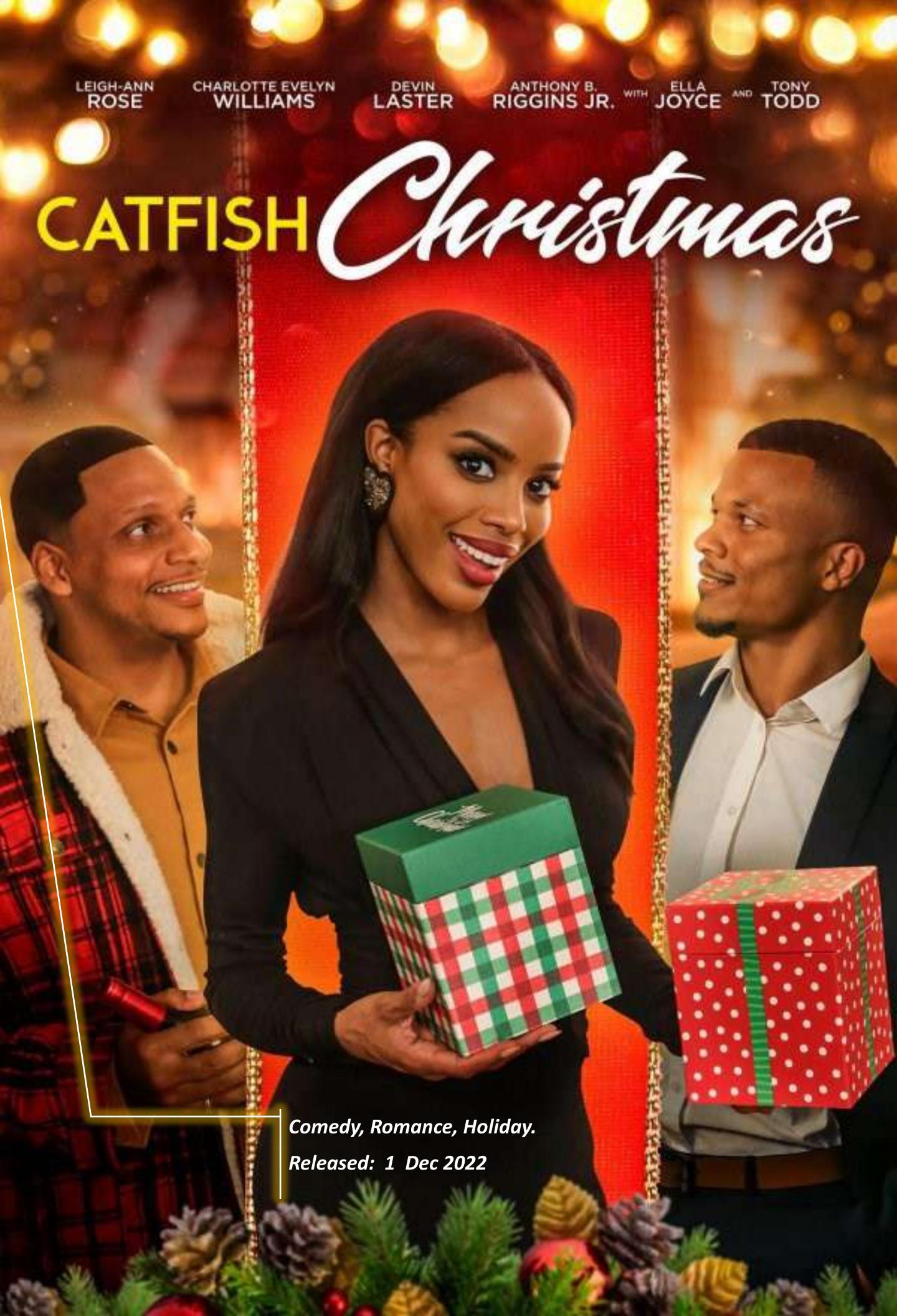






BUILTEFING DE FOTTER "FATORY MARAIT *** VELU FEMBER 1081... WARK BESTAFSEN

IN SELECT THEATERS NOVEMBER NETFLIX | DECEMBER 9



SAY HOLA TO HIS LITTLE FRIENDS

Adventure, Comedy, Family, Animation.

Released: 21 Dec 2022

A NEW STORY FROM THE FAIRY TALES OF SHREK

DREAMMERIES

PUSS IN BOOTS

THE LAST WISH



"LET US NOW PRAISE BILL NICHY! EVERYTHING FROM THE OPENING CREDITS TO AN IMMACULATE SCRIPT BY THE REMAINS OF THE DAY'S

KAZUO ISHIGURO MAKE THIS FEEL LIKE ONE OF THE RARE OCCASIONS WHERE EVERYTHING ALIGNS JUST RIGHT.

AN ABSOLUTELY GORGEOUS, HEARTBREAKING PIECE OF WORK."



AN ORDINARY MAN DISCOVERS
THE EXTRAORDINARY KEY TO LIFE

BILL NIGHY











Drama.

Released: 23 Dec 2022



TWO RIVALS, A HIDDEN TRUTH.



LEE JUNG-JAE

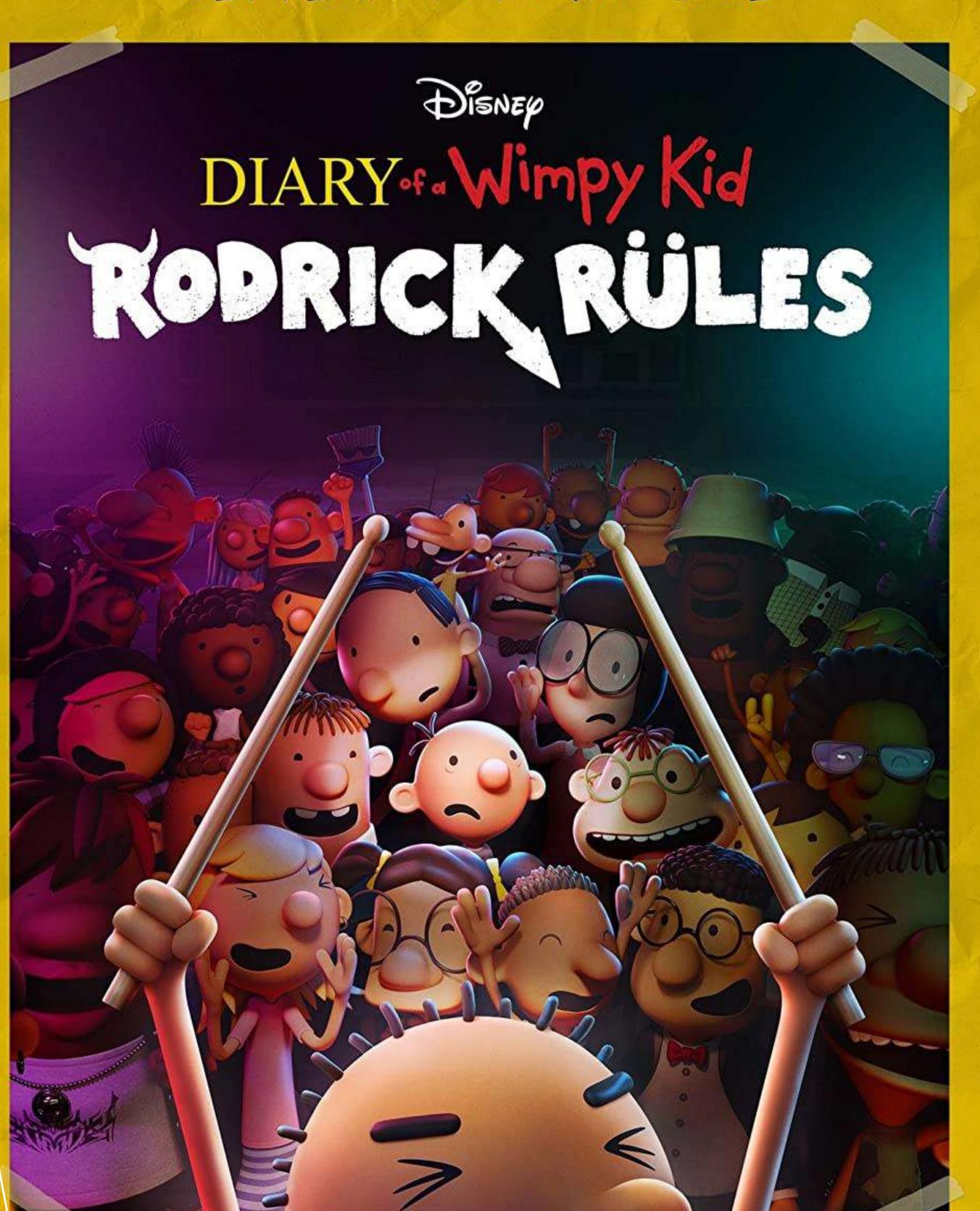
JUNG WOO-SUNG

A FILM BY LEE JUNG-JAE

Action, Adventure.

Released: 2 Dec 2022

GET READY TO ROCK N' RÜLE



Adventure, kids, Sequel, Family, Animation.

Released: 2 Dec 2022

Original movie Dec 2 only on







A FILM BY SAM MENDES

OLIVIA MICHEAL TOBY COLMAN WARD

JONES

COLIN FIRTH

EMPIRE of LIGHT

FROM THE DIRECTOR OF SKYFALL AND 1917

Drama, Romance.

Released: 9 Dec 2022



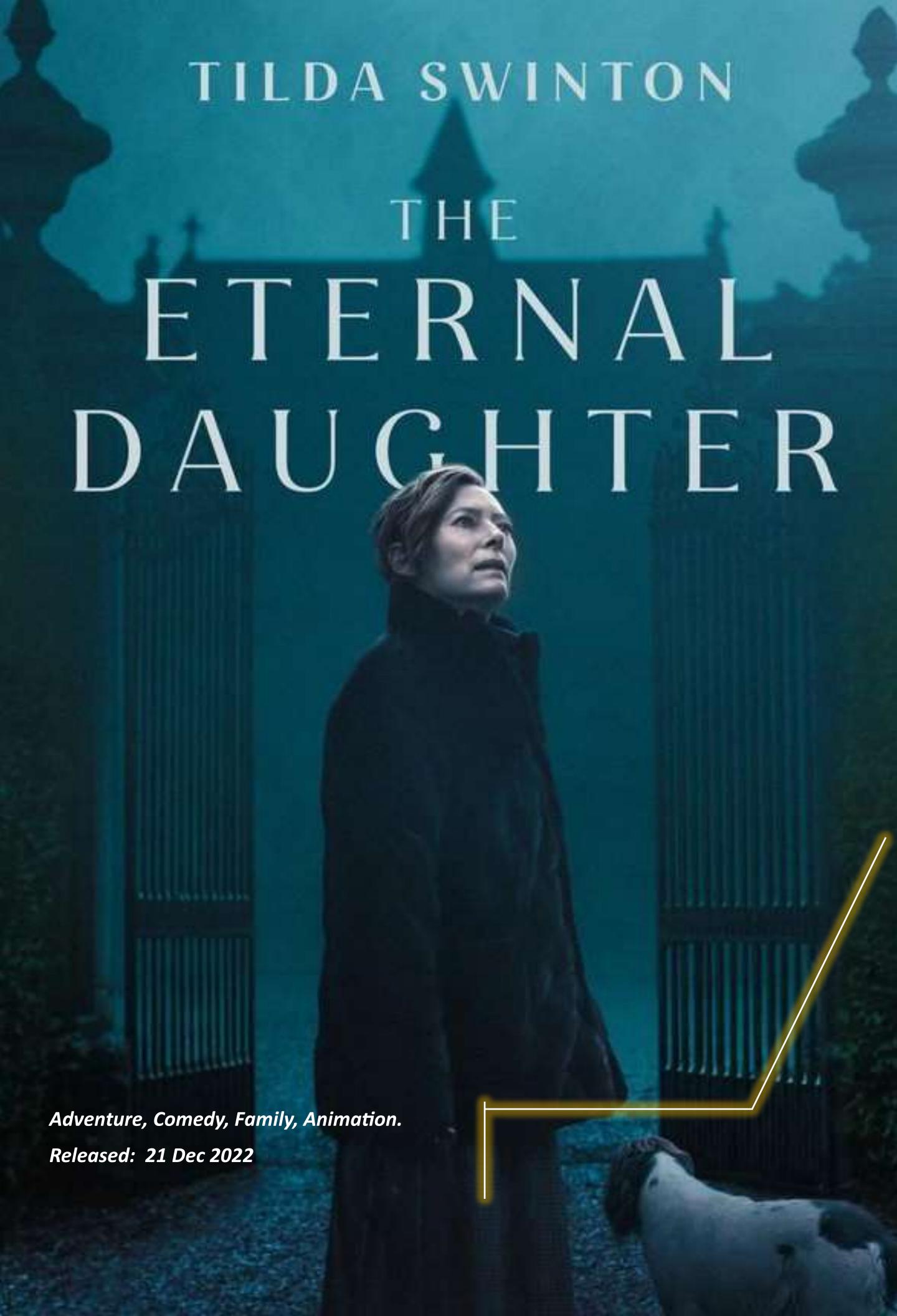
FROM THE PRODUCERS OF MOONLIGHT AND NOMADLAND Drama, Dark Comedy, Adaptation Released: 2 Dec 2022 ROONEY JESSIE CLAIRE JUDITH WITH BEN AND FRANCES BUCKLEY IVEY WHISHAW McDORMAND MARA FOY A FILM BY SARAH POLLEY WOMEN TALKING BASED UPON THE BOOK BY MIRIAM TOEWS SCREENPLAY BY SARAH POLLEY DIRECTED BY SARAH POLLEY PG-13 CRICK U #WOMENTALKING PLAN B











TOM BERENGER CAM GIGANDET
YOU CAN'T OUTRUN YOUR PAST









RAPHAEL DUBOIS SANDY MOELLING

A FILM BY MARCO BAZZI

REFLECTIONS OF A BROKEN MEMORY

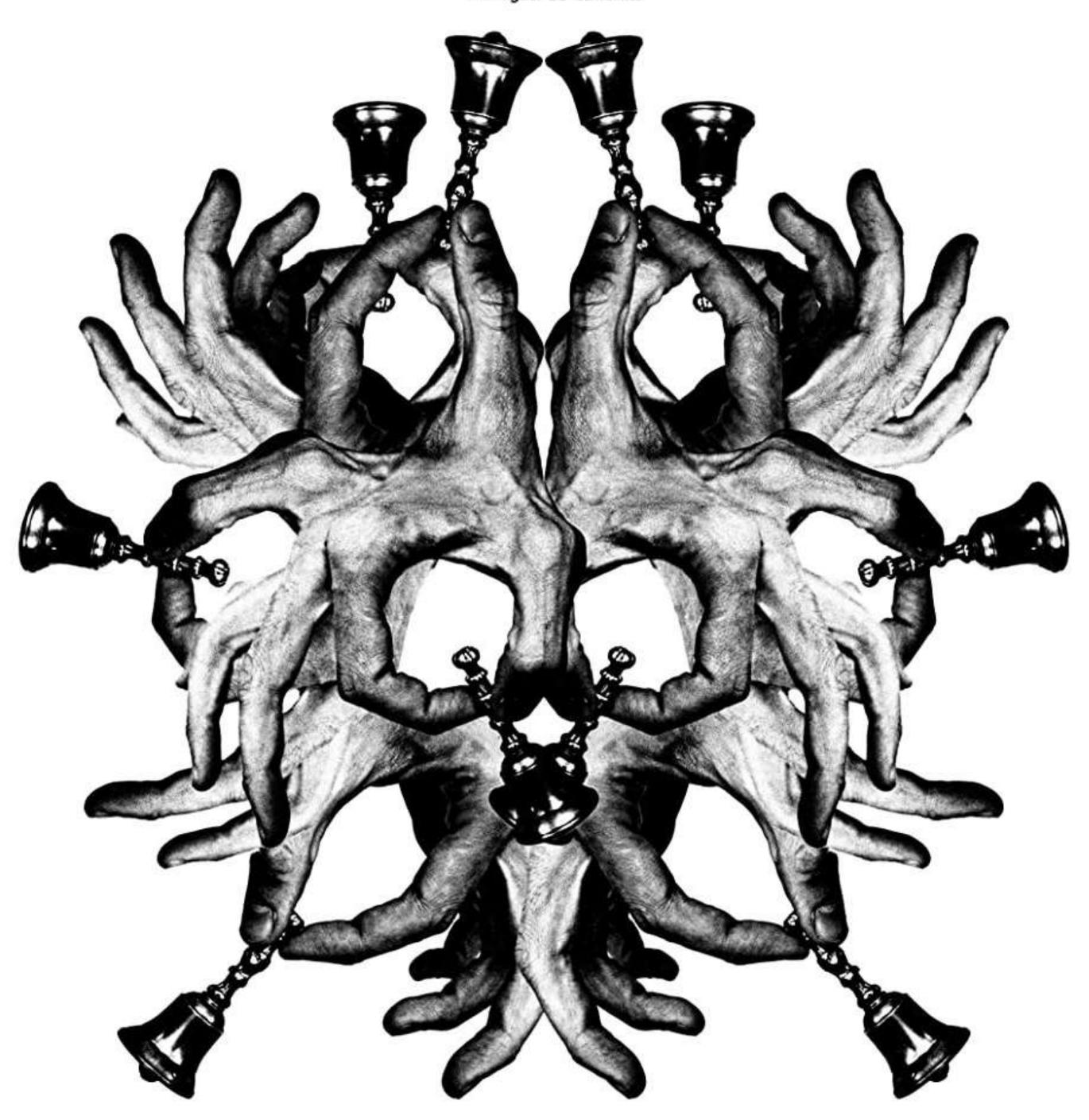
Thriller, Psychological.

Released: 2 Dec 2022

MARK GLADISE ERIC HELENE VIDANO JIMENEZ NEWCOMBE UDY

"quien bien te quiere te hará llorar"

- Miguel de Cervantes



Javier Botet

David Pareja

Horror, Comedy, Thriller

Released: 2 Dec 2022

BY THE TIME YOU HEAR THE BUZZING IT'S TOO LATE.



Horror, Comedy, Thriller Released: 13 Dec 2022



Drama, Crime, Comedy, Mystery.

Released: 23 Dec 2022

Available on NETFLIX





- @titimagazine@titimagazine
 - @titimagazine





