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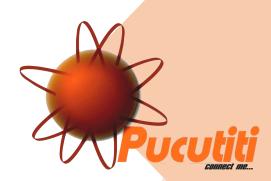
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Pikmin 4

Pikmin 4 is a 2023 ongoing procedure computer game created by Nintendo EPD and distributed by Nintendo. It is the fourth fundamental portion of the Pikmin series, following Pikmin 3 (2013), and the 6th portion generally speaking. It was delivered on the Nintendo Switch on July 21, 2023. The game is the main in the series to highlight an adjustable playable person. It presents two new types of Pikmin called Ice Pikmin and Gleam Pikmin, as well as new highlights like the Night Campaigns, in which players protect against rushes of nighttime foes. In the story, the player expects the job of an as of late enrolled individual from the Salvage Corps, a gathering needing safeguarding following a fruitless endeavor to save Commander Olimar.

Pikmin 4 got positive audits from pundits, who applauded the game's level plan, visuals, score, measure of content, and availability to newbies, while condemning the restricted multiplayer choices and low trouble.

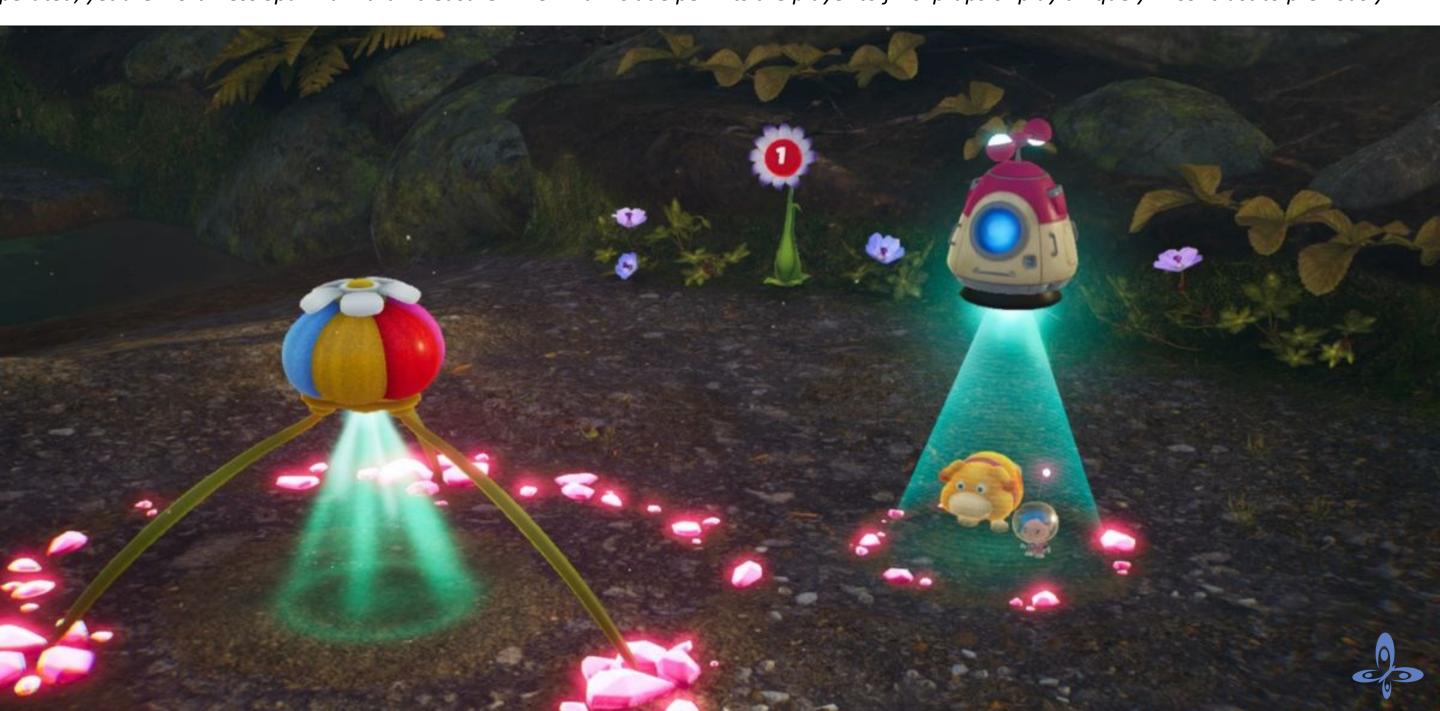
Gameplay

The player controls a minute person who assumes control over crews of Pikmin to investigate different regions, battle foes, secure fortunes, and settle puzzles. Pikmin can be coordinated to perform different undertakings, for example, conveying articles and battling foes, and have individual shortcomings and qualities. For instance, Red Pikmin are resistant to fire, Blue Pikmin can walk submerged, and Winged Pikmin can lift up items and float over dangers. The player can change between various types of Pikmin to adjust to the circumstance and manage foes and dangers. The camera considers a full perspective on the region around the player character, with the point of view being a lot nearer to the ground than in past games.

Pikmin 4 holds Pikmin types from past games, and presents two new species: Ice Pikmin, which are safe to being frozen and can freeze adversaries and waterways; and Sparkle Pikmin, which work around evening time and are usable during the Evening time Undertakings. The player can likewise order a canine animal called Oatchi to assist with investigation. Like the Pikmin, Oatchi can be coordinated to convey items and assault adversaries, however can likewise assist with slamming brittle articles, track down targets like fortune, and transport both the player character and Pikmin around the guide and over waterways; in certain spots, the player can straightforwardly control Oatchi to address puzzles.

The game's single-player mode acquaints new highlights with the series. Players can redo their personality with various facial elements and uniform tones, and approach a center point base that gives various exercises -, for example, the capacity to redesign gear, as well as Oatchi and its capacities after it acquires insight during investigation. Treasures gathered in various regions add to an asset known as Sparklium, which is expected to grow the quantity of guides the player can investigate. The few fundamental missions incorporate finding Skipper Olimar,[6] and side missions come from castaways took back to the center base. Practice Mode prepares the player to overcome foes.

While investigating a region during a Day, the player is restricted in the quantity of Pikmin they can convey for investigation, however can build the cutoff by overhauling the Pikmin's Onion with Flarlic. When gathered and brought to the Onion, Flarlic adds 10 Pikmin to as far as possible, up to 100. Gathering Flarlic when as far as possible is at 100 will rather create Nectar and Super Hot Nectar. What's more, players can redeploy their vehicle make and the Onion to recently found landing locales to send Pikmin rapidly and accelerate the procurement of fortunes and battle ruins. Caves, a component originally presented in Pikmin 2, return, yet the player is currently ready to change their Pikmin crew prior to entering. Dissimilar to Pikmin 2, time isn't stopped while investigating a cavern, yet rather moves more slow; like in Pikmin 2, the crown jewels of battle can be recuperated, yet are worth less Sparklium than treasure. A rewind include permits the player to fix slip-ups or play uniquely in contrast to previously.



Developer: Nintendo EPD **Publisher:** Nintendo

Directors: Yuji Kando, Tetsushi Tsunoda

Producer: Takashi Tezuka

Designers: Yutaka Hiramuki, Taku Matoba

Programmer: Yuji Kando

Artists: Michiho Ito, Hiromu Takemura
Writers: Yutaka Hiramuki, Shinya Kubota

Composers: Kenta Nagata, Asuka Hayazaki, Soshi Abe

Series: Pikmin

Engine: Unreal Engine 4
Platform: Nintendo Switch
Release: July 21, 2023
Genre: Real-time strategy

Mode: Single-player, multiplayer



Explicit guides permit players to investigate regions around evening time, which are known as Evening Campaigns. In this mode, what capabilities like pinnacle safeguard games, players are limited to utilizing just Shine Pikmin to investigate maps and recuperate assets, all while battling foes who are attracted to the Gleam Pikmin's home.

The fundamental story can be played in either single-player or close by a second player in center, and there is likewise a cutthroat multiplayer mode called Dandori Fight, got from Dandori, a Japanese word for productive preparation. In Dandori Fights, which are additionally highlighted in single-player, the player should get as much riches and fortunes in a field before their rival can; the two sides can gather Pikmin to help them and have their own Oatchi accomplice. Two players can participate in Dandori Fights together, either cooperating against the PC or against one another.

Notwithstanding the principal story, another side mode is opened during the story, called "Olimar's Wreck Story". The player assumes command over Olimar preceding the occasions of the principal story, soon after crash-arriving in the world, and should gather the S.S. Dolphin's 30 unaccounted for transport pieces. Contrasted with the base game, Olimar's Wreck Story has a few distinctions in interactivity. It includes just Red, Blue, and Yellow Pikmin, Greenery rather than Oatchi as a friend, more limited days, no caverns or Dandori Difficulties/Fights, progress-based updates and things, and a period breaking point of 15 days before Olimar's life-support capabilities fizzle. Likewise, region designs have been changed definitely to oblige for the different ongoing interaction, with new foe situations, perils eliminated/added, new crossing choices, and a few segments of an area being distant.

Plot

Clearly wandering from the occasions of the earlier portions, Skipper Olimar goes to PNF-404, an Earth-like planet, on board his boat the SS Dolphin. An oddity mishap makes his boat crash land, and he is compelled to enroll Pikmin to assist him with tracking down the boat's unaccounted for pieces. During his hunt, Olimar bonds with a canine like animal that he names Greenery. Subsequent to viewing as his boat's missing radio inside the inside of the Legend's Hideout, Olimar communicates a SOS call alongside his journey logs, yet vanishes in the wake of proceeding with his quest for the unaccounted for pieces.

The Salvage Corps, an intergalactic salvage association, accepts his crisis call and sends a group to PNF-404 drove by Commander Shepherd to find and safeguard Olimar. Notwithstanding, the boat glitches after arriving at the planet, driving the group to launch before it crash lands on a superficial level. The Salvage Corps allots its freshest enlist, the player character, to track down the missing Salvage Corps individuals and complete the mission. After arriving at the planet, the select experiences Shepherd's salvage little guy, a canine like animal called Oatchi, who bonds with them. Subsequent to protecting Shepherd and the group's correspondence official Collin, the enlist finds that the Salvage Corps' boat has run out of force. With assistance from Pikmin close to the boat's accident site, the enroll recuperates a few items which contain an asset known as Sparklium, which can fuel the boat.

The select, joined by the Pikmin and Oatchi, starts investigating the region to find the other Salvage Corps individuals, en route finding that few fortune trackers and pilgrims came to the planet in the wake of getting Olimar's sign, yet in addition became castaways. Shepherd trains the select to find and protect castaways close by their essential goals.





During additional investigation, the Salvage Corps run over a strange figure who is joined by Greenery. The figure is showing an obscure condition that has made them become bristly and sprout leaves from everywhere their head, and furthermore enabled them to inhale oxygen, which is regularly harmful to those stuck in the world. As the figure has contaminated a few castaways with similar condition through the Onions, the Salvage Corps' central doctor Yonny attempts to create a fix after he is safeguarded. Meanwhile, the Salvage Corps go over the Dolphin, it was fixed yet crashed in the wake of taking off to track down it. They before long understand the puzzling figure is Olimar, who became contaminated after a bombed endeavor to get away from PNF-404 and was radiated up to an Onion by the Pikmin. Utilizing Yonny's fix, the enlist treats the contaminated and fixes their condition, as well as Olimar subsequent to fighting and overcoming him, returning him to typical.

With their main goal complete, the Salvage Corps endeavor to leave PNF-404, yet Shepherd finds that Oatchi has gotten a disease, which includes a leaf like that of a Pikmin growing on his tail, that makes it difficult to leave the planet. As Yonny's fix is insufficient in treating Oatchi, Olimar encourages the gathering to get back to the planet's surface, and uncovers Greenery has a similar condition, which was the reason for his bombed get away from after Greenery slipped into his freight hold. By all accounts, the Salvage Corps work to track down elements for another fix while looking for additional castaways, especially the veterinarian Nelle from Koppai.

Investigation before long turns up a monster canine, the Old Sirehound, who is comparative in species to Oatchi and Greenery, and which Yonny thinks can give a critical fixing to the fix. While looking for it, the enlist finds it concealing in a cavern where Olimar's accomplice, Louie, had been concealing subsequent to coming to the planet to look for food. Subsequent to overcoming him and the canine, the enroll recuperates both him and some DNA from the canine's restraint, giving the last fixing to restoring Oatchi. In the wake of finding that Greenery can't be relieved, Olimar verifies that she was brought into the world in the world and chooses to abandon her with the Pikmin. The Salvage Corps concur and leave with the others, while Olimar leaves with the Dolphin. In the interim, Greenery goes investigating with the Pikmin, sought after enthusiastically by the now-restrained Old Sirehound.

Development

On September 7, 2015, Pikmin maker Shigeru Miyamoto affirmed to Eurogamer that Pikmin 4 was being developed, and "extremely near consummation". On July 7, 2016, Miyamoto said in an E3 interview with Game Tirade that Pikmin 4 was still being developed, however at a lower need. On June 19, 2017, Miyamoto consoled Eurogamer that the game was all the while "advancing". In the years to follow, the game was broadly considered vaporware until it was formally uncovered on September 13, 2022.

Pikmin 4 was created utilizing Unbelievable Motor, its most memorable use in an inside created Nintendo EPD game.

Lead staff incorporate veteran Pikmin engineer Yuji Kando, who was one of the two overseers of Pikmin 3 and returned as boss chief and programming chief; Yutaka Hiramuki as game plan and lead essayist, liable for the level plan and story correspondingly to his obligations on Pikmin 3; Takashi Tezuka, who returned as the mainline series maker, a job he has held since Pikmin 2, and Shigeru Miyamoto, who returned as the overall maker, a similar position he had in Pikmin 3.

Release

Pikmin 4 was reported by Shigeru Miyamoto in a Nintendo Direct on September 13, 2022. The secret trailer gives a short look at the game's current circumstance, with no interactivity or story subtleties. Nintendo reported that the Pikmin Shirt worn by Miyamoto during the declaration would be delivered at the Nintendo New York store and Nintendo's site. In the February 8, 2023, Nintendo Direct, Pikmin 4 was uncovered to send off on July 21, 2023. A demo was delivered on June 28, 2023.









Amnesia: Rebirth 🜙



Amnesia: Rebirth is a 2020 endurance loathsomeness computer game created and distributed by Frictional Games. It was delivered for Windows, Linux, and PlayStation 4 on 20 October 2020, for Amazon Luna on 22 October 2021, and for Xbox One and Xbox Series X/S on 20 October 2022. It is the third portion in the establishment and fills in as a continuation of Amnesia: The Dull Plunge (2010). The game got commonly ideal surveys.

Gameplay

Like The Dull Drop, the game is played from a first-individual viewpoint. The player takes command of Tasi Trianon, who should meander through desert caverns and antiquated burial chambers to track down the whereabouts of her buddies. The game is faintly lit, and players should utilize light sources, like Tasi's own fuel light, to see obviously and track down ways of advancing. Players can likewise search matches, which can be utilized to illuminate mounted lights and candles. Players likewise need to tackle different riddles to advance in the game, and read the notes passed on by non-playable characters to find out about the story.

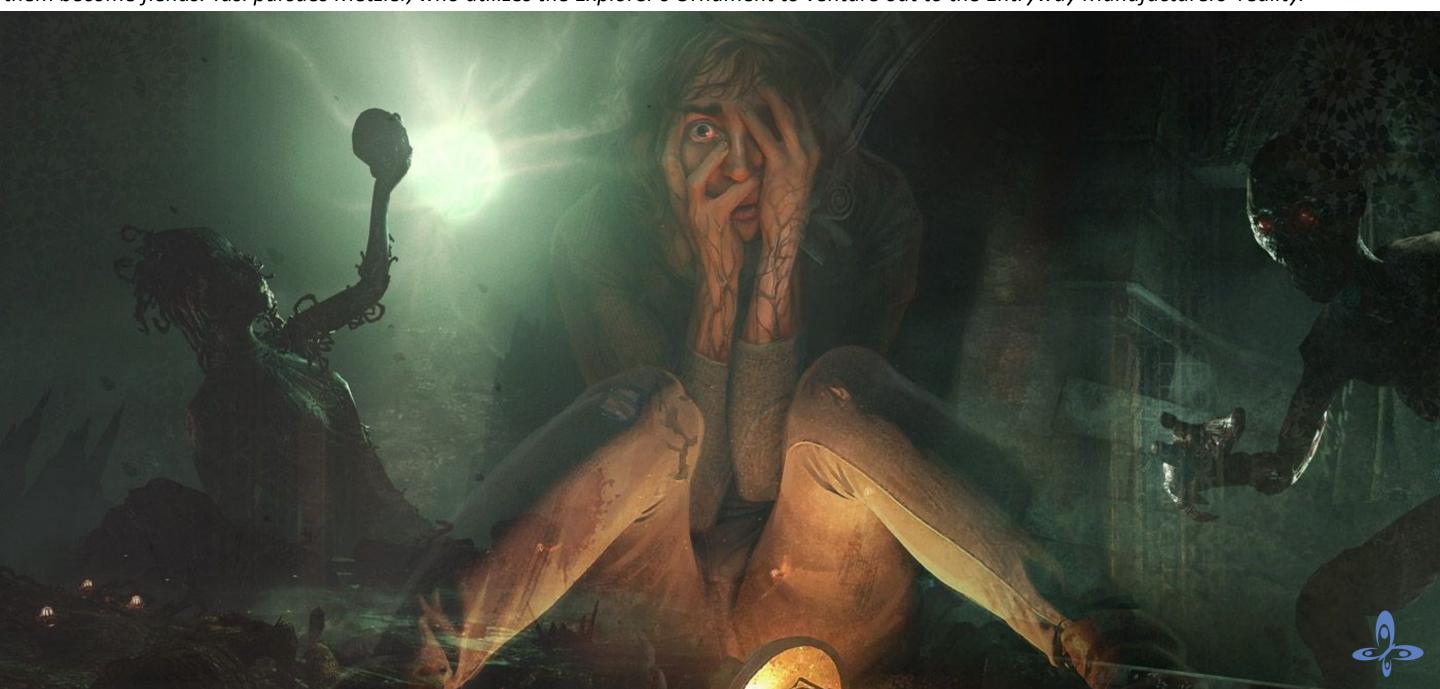
Like the principal game, Tasi's trepidation level would develop bit by bit. Dread would overpower Tasi when she strolls totally in obscurity, making her fantasize and hear murmurs in her mind. Abnormal pictures will likewise spring up in the screen. Addressing puzzles, stowing away from beasts, and overseeing light sources have some control over her apprehension, forestalling such from occurring. The game elements no battle framework and when Tasi experiences a heavenly animal, she can either run or stow away. In contrast to the principal game, when the player is killed, the game won't reload a previous save point. All things being equal, it will bring the player a piece forward, permitting the player to skirt the beast experience completely during the player's subsequent endeavor.

Plot

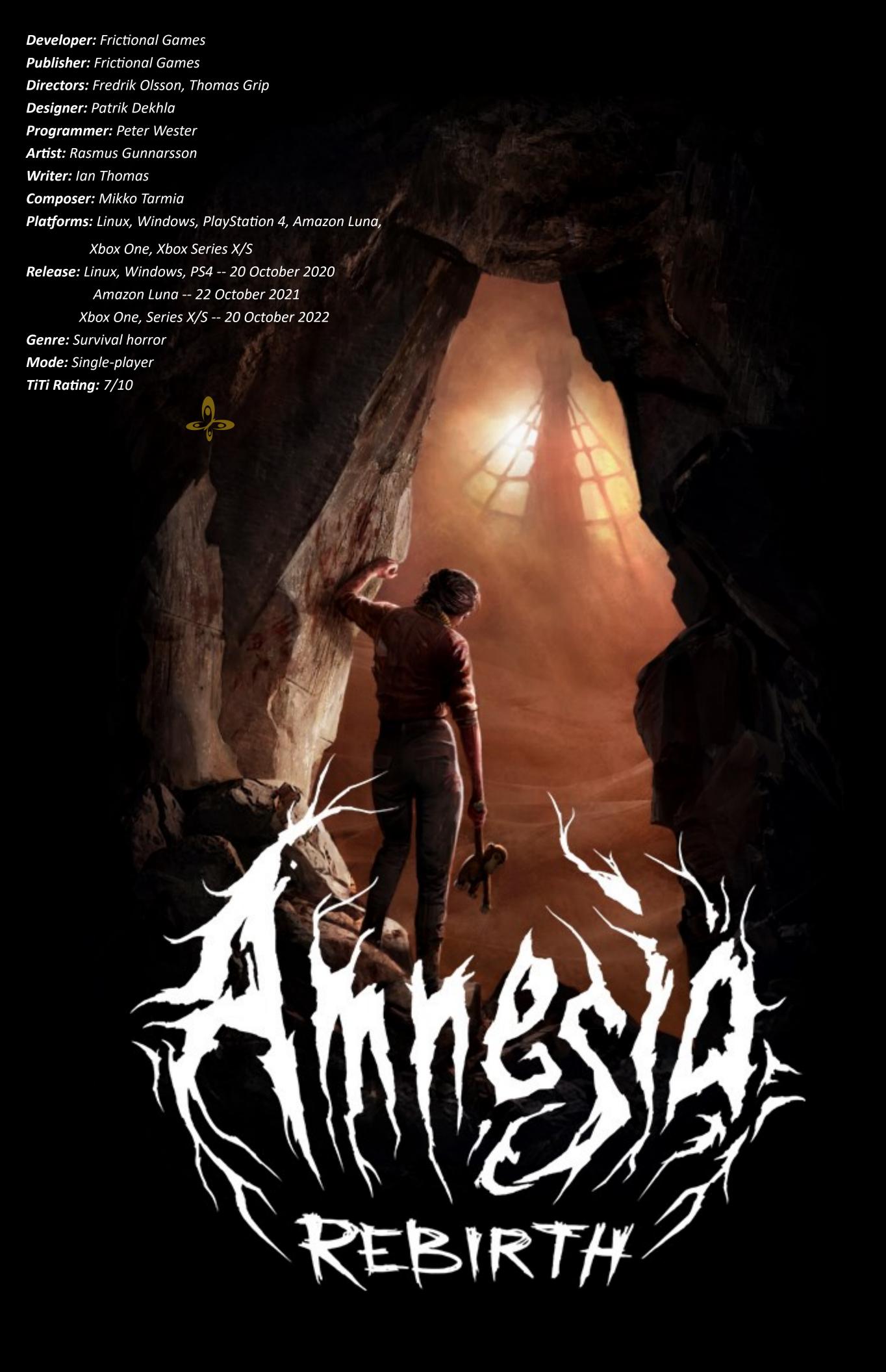
The game is set in Walk 1937, and follows Anastasie "Tasi" Trianon, a French drafter on an endeavor in pilgrim Africa. After her plane accident lands in Algeria, she awakens to find that her sidekicks are absent, without any memory of what occurred. Following the path of her undertaking, Tasi understands that she is pregnant and has come into ownership of a Voyager's Ornament, an outsider gadget that permits her to go to an outsider world. During this time, she finds her better half Salim's cadaver, having kicked the bucket from the accident.

Tasi arrives at a neglected French post and finds an obscure power has butchered its post. She contacts an endeavor survivor, Dr. Metzier, who trains her to go to a close by town. Tasi goes under the post and experiences changed devils that tail the passages. She advances out however is trapped in a collapse and falls into old destroys that had a place with an exceptionally progressed, yet presently terminated, society. As she concentrates on the remnants, Tasi discovers that the office was worked by an extraterrestrial society named the Entryway Developers, who could navigate universes and stretch out their lives thanks to vitae, a substance got by tormenting people on a mass scale. A bombed plot to end the experiencing caused the Entryway on their homeworld to obliterate itself, clearing out the Door Developers and spreading the Shadow, a perilous power that appears in red cancer like developments. Tasi likewise goes over indications of a past undertaking drove by Teacher Herbert. Sadly, Tasi finds that one of her endeavor individuals, Leon, has been transformed into a devil. She later safeguards another endeavor part, Richard, however kills him in a fury when he endeavors to pass on her to bite the dust.

Tasi enacts a teleporter in the vestiges to ship herself to the town, however thinks that it is abandoned and starts giving birth. She experiences undertaking part Yasmin, who during the time spent transforming into a fiend had killed the locals. Metzier shows up and kills Yasmin. Tasi enters work, helped by Metzier, and brings forth a young lady, Amari. Metzier takes Amari, guaranteeing she is expected to turn around the revile making them become fiends. Tasi pursues Metzier, who utilizes the Explorer's Ornament to venture out to the Entryway Manufacturers' reality.







During the pursuit, Tasi recuperates her recollections. Soon after the plane accident, the Sovereign of the Door Manufacturers moved toward the campaign and carried them to the Entryway Developers' reality. The Ruler, yearning to be a mother after vitae treatment for a burden delivered her barren, gave them the Explorer's Talisman and vowed to save them on the off chance that Tasi gave her Amari. Tasi, actually damaged by the deficiency of her past girl Alys, rejected. The Ruler then fooled the undertaking into drinking from a wellspring that caused the revile, prior to sending them back to Earth.

Tasi makes up for lost time to Metzier and kills him. The Ruler cautions Tasi that Amari is distressed with the very sickness that killed Alys. She begs Tasi to permit Amari to remain with her, as she can give vitae to Amari to stifle her disease, permitting her to carry on with a full life. Tasi is left with three decisions.

In the event that Tasi abandons Amari, the Sovereign recognizes her for pursuing the ideal decision and transforms Tasi into a demon. Tasi mean-ders the remnants of the Entryway Manufacturers' reality with divided recollections of Amari. This finishing is likewise accomplished on the off chance that the player is caught by the Ruler during the last segment of the game.

Assuming Tasi chooses to battle the Sovereign, she infuses the tissue of the Shadow into the Ruler's vitae supply, killing the Sovereign and finishing the Door Manufacturers' human progress. While this euthanizes the people being tormented for their vitae, both Tasi and Amari are consumed by the Shadow's development and die.

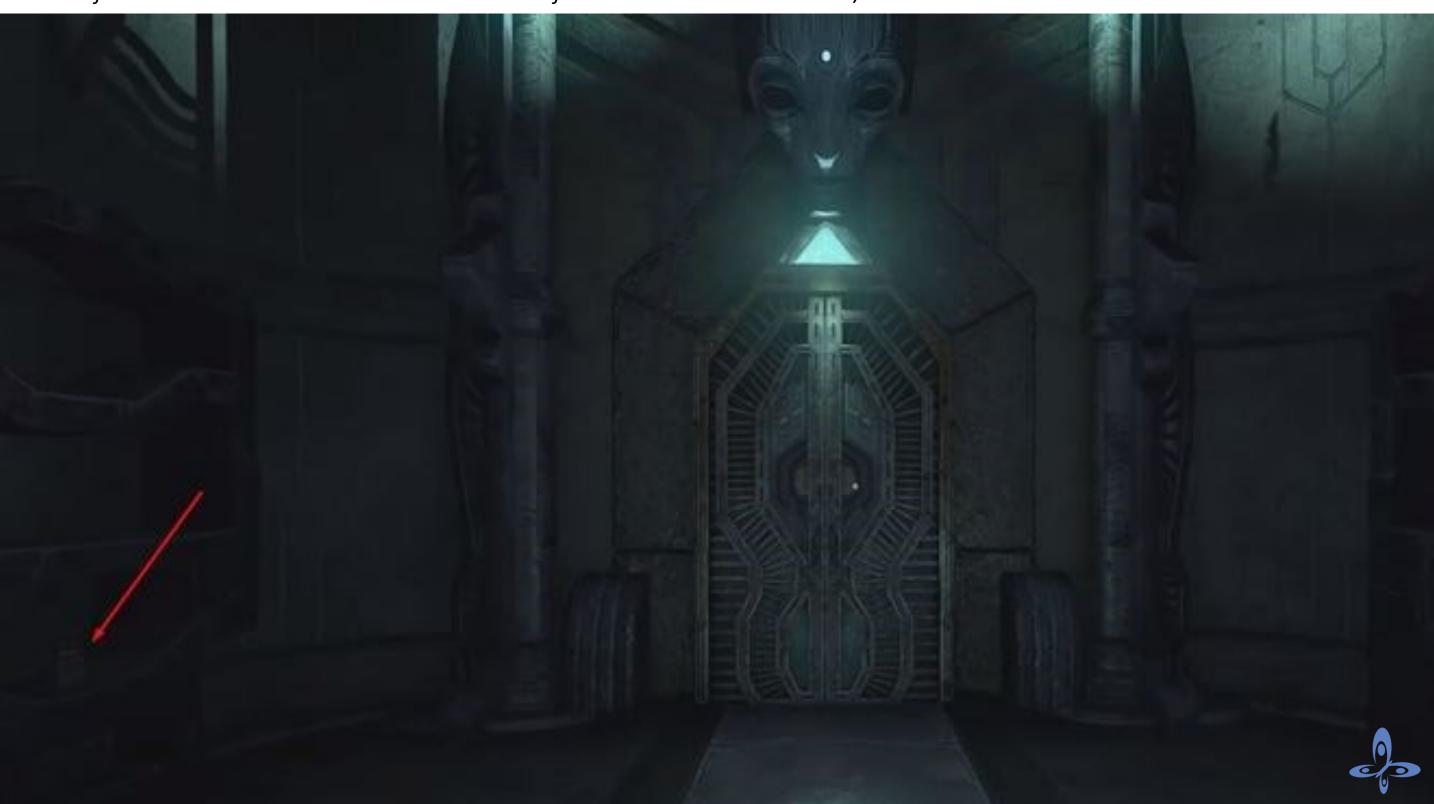
Assuming that Tasi chooses to escape with Amari, she initiates a teleporter that sends her and Amari to Paris and past the Ruler's range, with the two of them confronting a dubious future.

Development

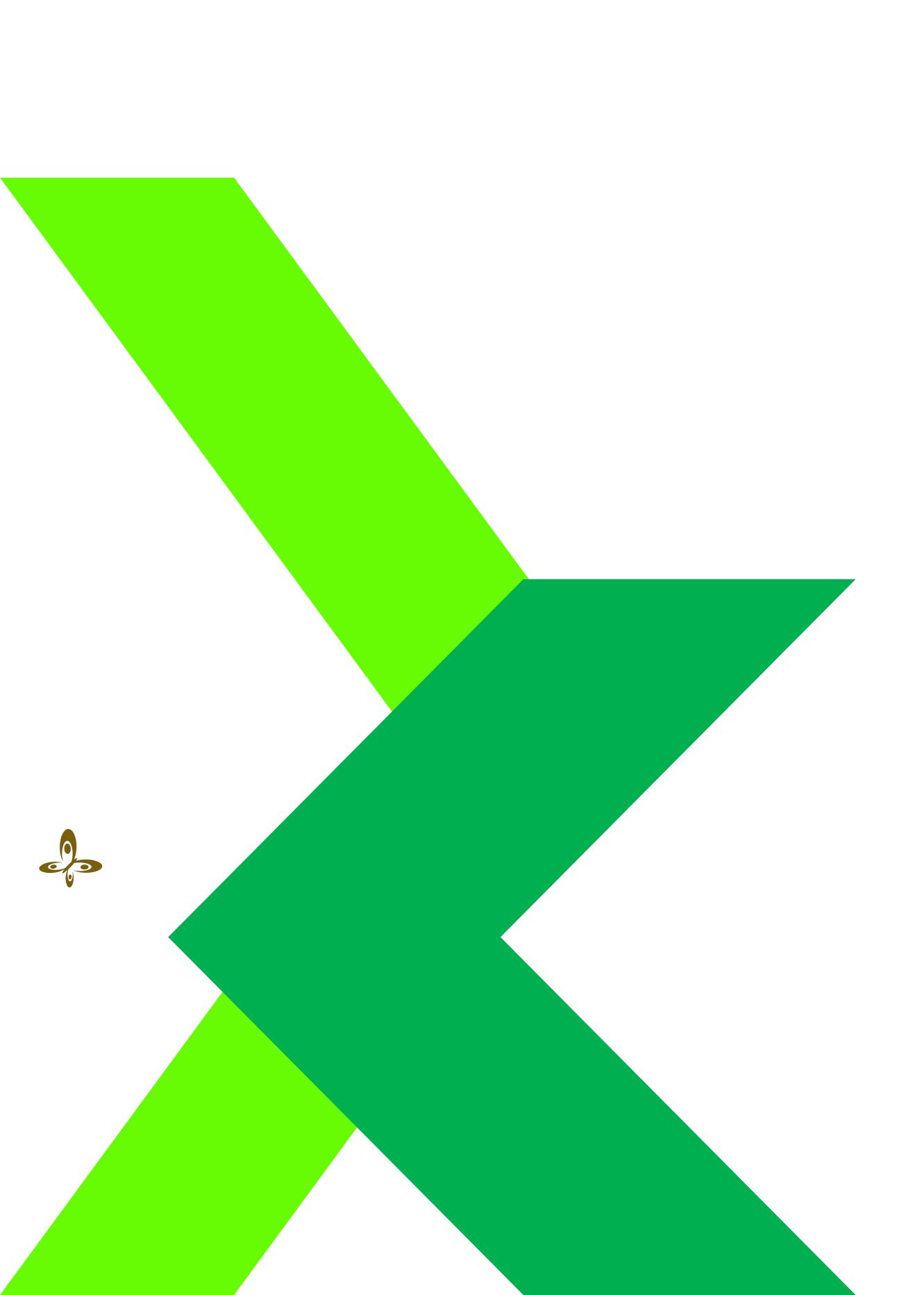
Amnesia: Rebirth was created by Frictional Games. It was their most memorable Amnesia game since The Dull Drop in 2010 and their most memorable game since Soma in 2015. While being developed, the group endeavored to distinguish the qualities and the deficiencies of The Dull Plummet and Soma, and concluded that Rebirth would maintain Soma's focal point of having an all-encompassing story, and Amnesia's "lower-level ongoing interaction". The group decided to get back to the Amnesia establishment since they felt that it would abbreviate the game's advancement cycle, as the group just have to refine the establishment's laid out components without wanting to begin again. The group likewise felt that Amnesia could grow to numerous different settings, as demonstrated by the in-game notes in the first games. In spite of this, the game is definitely not an immediate continuation of The Dim Drop. Players don't have to play the principal game to grasp the tales, yet the game would have significantly a larger number of associations with the first game than Amnesia: A Machine for Pigs, which was grown remotely by The Chinese Room.

As indicated by Thomas Grasp, the game's innovative chief, the game investigates the possibility of "endurance". Rather than depending on transient panics, the group accepted that the game's overall subject and story ought to be what torment the player. The group picked a desert setting as the game's principal setting, as it permits the group to establish more different conditions, and permits players to see the value in snapshots of excellence and display, which can then be utilized to differentiate the more claustrophobic regions and the feeling of fear the game desires to convey. Skeletons on the Zahara filled in as a significant wellspring of motivation for the group. Gaining from their encounters making Soma, the game story unfurls as the player advances, dissimilar to In obscurity Drop whose story is generally conveyed through text-put together collectibles and concentrates completely with respect to the past.

Frictional Games reported Rebirth on 6 Walk 2020. The game was delivered for Windows, Linux and PlayStation 4 on 20 October 2020. It was then delivered for Amazon Luna on 22 October 2021. Variants for Xbox One and Xbox Series X/S were delivered on 20 October 2022.









Casseette Beasts



Casseette Beasts is a pretending computer game created by Bytten Studio and distributed by Raw Fury. It was delivered for the PC on April 26, 2023, and was delivered for the Xbox Series X/S, Xbox One, and Nintendo Switch on May 25, 2023. It was delivered all the while on Xbox Game Pass as the day of its PC delivery date.

The game is enlivened by the Pokémon computer game series and follows the advancement of the player as they change into beasts utilizing a tape player while attempting to get back to their home. Casseette Beasts got commonly good audits from pundits, who remarked emphatically on its intricacy in contrast with Pokémon.

Gameplay

Casseette Beasts is a beast subduing game that bears various similitudes to the Pokémon computer game series. The game is played in a third-individual view, above point of view and comprises of three essential screens: an overworld on the island of New Wirral, where the player was shipped to; a side-view fight screen; what's more, a menu interface as a Casseette player, where the player can design their beasts, things, and settings.

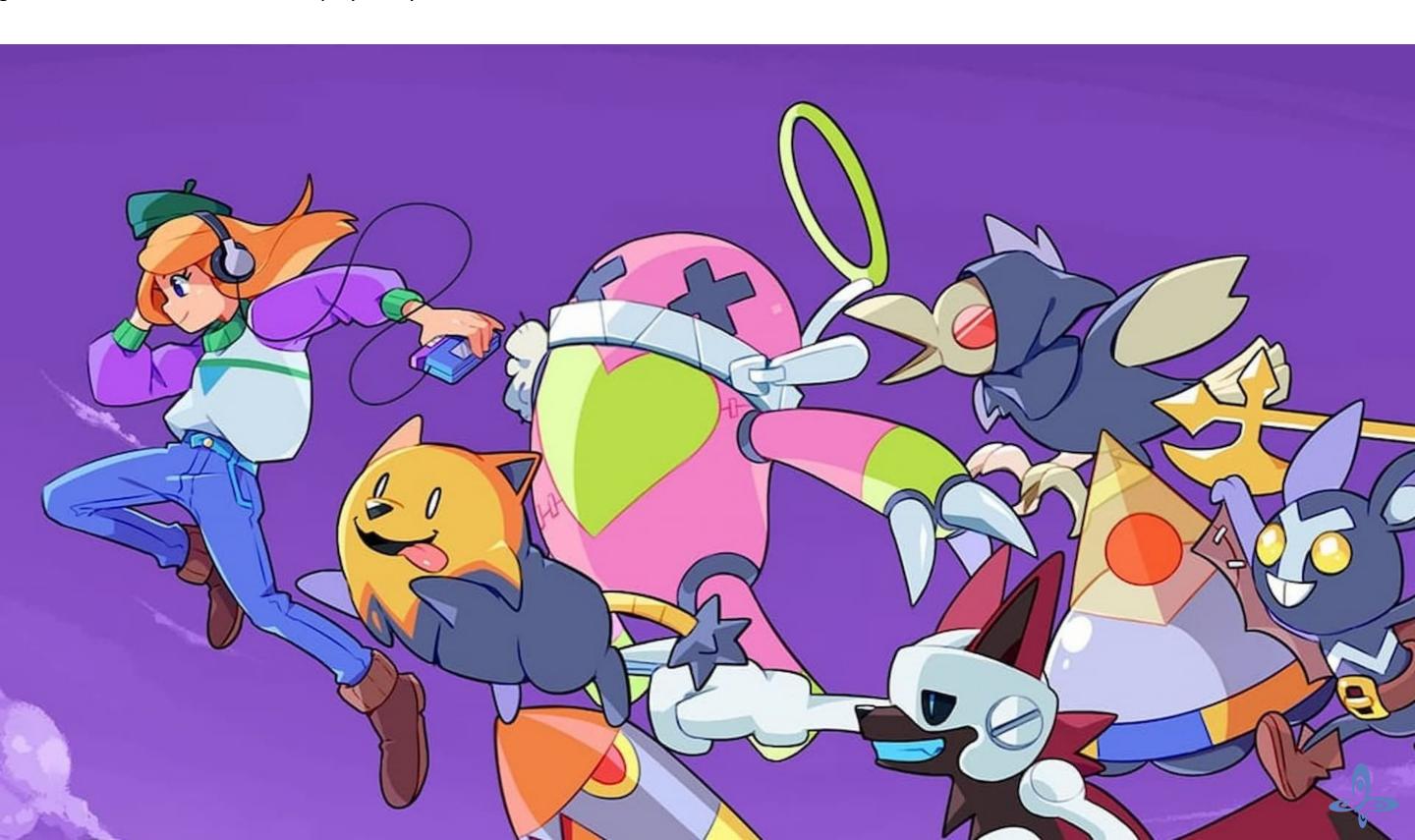
Battle

The player character and friend can change into beasts to fight different beasts. The game shuns the irregular experience configuration of early Pokémon games, and all beasts are noticeable in the overworld. During fights, every beast can utilize assaults that are allocated with stickers, which can be moved between various beasts. Beasts have hit focuses that decide whether they can be utilized, and the player's personality has their own wellbeing bars arrive at nothing, the player is sent back to Harbourtown. The player gets experience focuses rather than the beasts, implying that player characters give base details that beasts then, at that point, add to, giving opportunity to evaluate various arrangements.

Players can acquire new beasts by "recording" foe beasts during fight. Battle utilizes various debuffs and expects players to ponder how various components would respond to each other while utilizing various moves. The essential qualities and shortcomings of beasts have numerous likely results, for example, making mending steam fogs around water beasts by hitting them with fire assaults, or covering metal beasts with poison that allows them to cause additional harm on contact by hitting them with poison assaults. Any of the game's beasts can be "combined" during battle briefly into another beast. There are 120 beasts in the game, and furthermore more than 14,000 combinations.

Overworld

New Wirral, the game's overworld, is an open world. Recording specific sorts of beasts give the player's personality more moves they can use beyond battle to investigate the island. The player can get missions from individuals in Harbourtown and furthermore can get tips on where to go straightaway. The player can likewise track down secret chests and riddles by strolling around the open world and staggering on them. The game incorporates a permadeath mode (like Pokémon Nuzlocke rules), where beasts that are crushed for all time bite the dust in the playthrough, and a guide randomizer, to increment replayability.







The plot of the game follows the player's personality as they awaken on the ocean front of New Wirral, which they were shipped to from Earth. The player's personality endeavors to get back to their home as they are helped by other abandoned individuals who are likewise stuck on the island. The player meets various partners during the game, and can reinforce their relationship with them by engaging close by them, finishing their missions, and conversing with them at an open air fire while resting. Journeys in the game incorporate overcoming the Officer Commanders, which are all like Pokémon exercise center pioneers, and an individual mission for the buddy Kayleigh which includes dealing with a faction which she had recently been a piece of. The game incorporates a fellowship positioning framework that is comparative (however less difficult) than the one utilized in the Persona computer game series, and the player can take part in a straightforward sentiment with friends.

Development

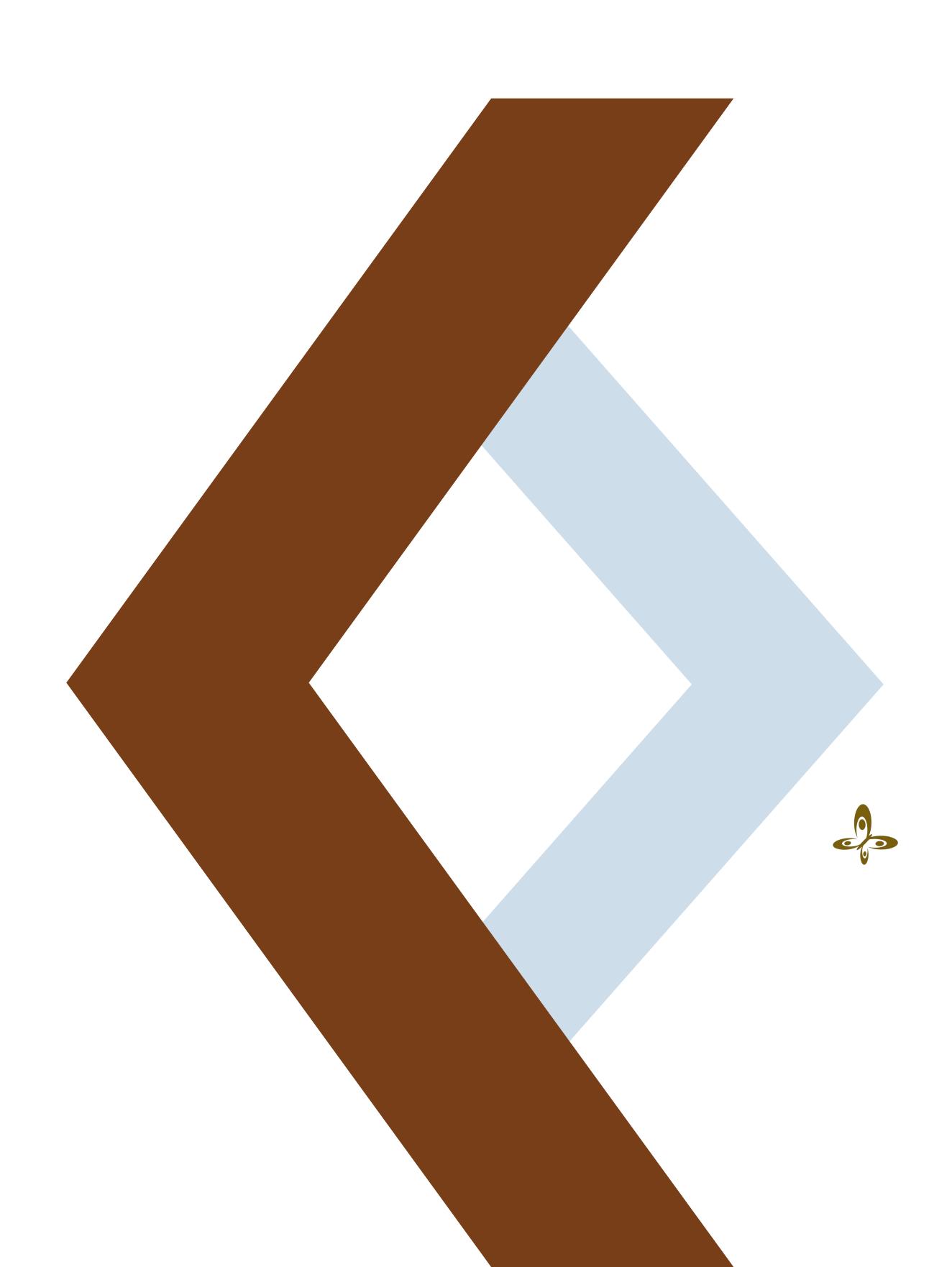
Casseette Beasts was created by UK-based Bytten Studio, an organization of two full-time staff, Jay Baylis and Tom Coxon. Both colleagues had past experience working at Chucklefish and had dealt with both Wargroove and Starbound among games. They likewise had an artist, a person artist, and a performer (Jay's sibling, Joel) who dealt with improvement of the game parttime. Baylis and Coxon planned the game to be designated at grown-ups who had grown up with Pokémon and might be searching for a more profound story and more perplexing ongoing interaction mechanics. To make the 14,000 potential combinations in the game, the designers made the beasts measured, considering parts to be consolidated consequently by the game. The battle in the game was enlivened by Definite Dream and Mythical beast Mission, explicitly the perspectives where status impacts can end force in fight. The game's plot takes motivation from isekai, where the principal character is moved in an entrance to another aspect, however it winds the class shows by having everybody present have likewise been shipped to the island along these lines. In a meeting, Baylis said that this way to deal with the plot permitted them to put the attention on individuals who were available.

The game was created utilizing the Godot game motor in light of its work process productivity, and Coxon noticed that without it, they could never have fostered the game without anyone else. The utilization of the Godot motor drove the group to cooperate with Pineapple Attempts to port the game to consoles. The game was delivered all the while on Xbox Game Pass on its day of delivery.

The game's free 1.2 update, named Tombs, added more moves, beasts, and another area. An online multiplayer choice is being developed, and a paid downloadable substance extension named Dock of the Obscure was delivered on October 4, 2023.









Amnesia: The Bunker



Amnesia: The bunker is an endurance ghastliness computer game created and distributed by Frictional Games. The fourth portion in the Amnesia series, the game follows a French officer who is caught in a fortification with a beast and should figure out how to get away. It was delivered for Windows, PlayStation 4, Xbox One and Xbox Series X/S on June 6, 2023. It got commonly certain surveys from pundits.

Gameplay

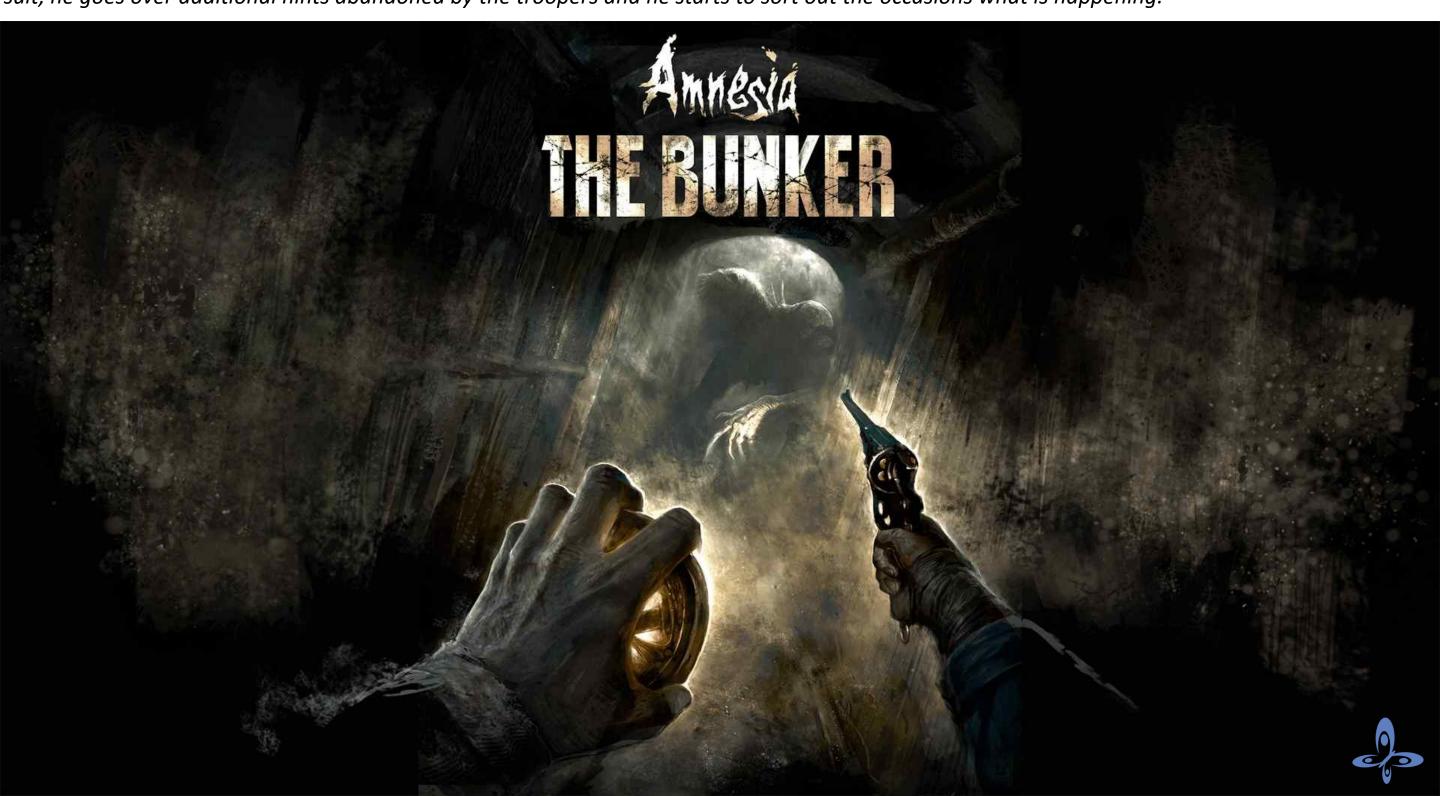
Amnesia: The Shelter, similar to its ancestor, is a first-individual endurance ghastliness computer game. The game is set in The Second Great War, and the player takes command of French fighter Henri Clément. Henri is caught in an underground shelter and pursued by a puzzling however photosensitive beast named "the Monster". To make due in the bunker, Henri should keep up with the base's power while gathering assets and ammunition, which are haphazardly positioned in the game's guide. Henri can likewise utilize a gun, a shotgun, and other throwable things, for example, explosives and flares to battle against foes, however ammunition is exceptionally scant. The base is faintly lit, and Henri is at last furnished with a watch that demonstrates when the generators will run out of fuel. In the event that the fuel runs out, the base will turn out to be totally dim and the beast will effectively chase Henri. To take care of the issue, the player needs to refuel the generator, and utilize an uproarious dynamo spotlight to track down his direction in the bunker. There are restricted measures of fuel in the fortification, and when all provisions are spent, the player should finish the remainder of their playthrough in obscurity.

Not at all like past Amnesia games, the game elements a "semi-open world", one that gives players more opportunity to investigate and move toward their goals. The game doesn't include a ton of prearranged minutes, and the Monster is a consistently present danger that torment Henri all through the game. The game highlights components propelled by vivid sims, and the game's reality will answer the player's activity. For example, players can pour gas on the floor and light it, making a transitory light source to frighten the beast. Players will go into safe rooms consistently, where they can utilize chests to store things, save the game, and read the game's guide to all the more likely grasp its format. Not at all like past games in the series, The Shelter doesn't highlight a mental stability repairman.

Plot

In the year 1916, France and Germany are amidst The Second Great War. French officer Henri Clément goes out into the war zone to look for his companion Augustin Lambert, who has disappeared during a watch. Henri finds Lambert caught in a huge hole. He has Lambert drink some crisp spring water he tracks down inside the pit to resuscitate him, and endeavors to convey Lambert to somewhere safe and secure. Notwithstanding, they are spotted by the Germans and Henri is thumped oblivious from a gunnery shell impact.

Henri gets up some time later inside an apparently deserted fortification without any memory of how he wound up there. Henri rapidly finds an enduring trooper, Albert Boisrond, who teaches him to track down explosive and a detonator to return the exit, yet Boisrond is killed by a peculiar animal soon after. After investigating the fortification further, he in the long run discovers that some obscure Monster had showed up all of a sudden and has been threatening the shelter, butchering the French post individually. The fortification's weak officials escaped, collapsing the main exit to seal the Monster inside, yet catching the fighters abandoned. With no other decision, Henri scans the bunker complex for explosive. During his pursuit, he goes over additional hints abandoned by the troopers and he starts to sort out the occasions what is happening.





Platforms: PlayStation 4, Windows,

Xbox One, Xbox Series X/S

Release: June 6, 2023
Genre: Survival horror
Mode: Single-player
TiTi Rating: 7/10





Some time prior, the fortification post found an underground passage tracing all the way back to Roman times. They started to unearth the passage determined to utilize it to organize an unexpected assault on German lines, however a portion of the fighters started enduring mind flights and distinctive bad dreams and disrupted the exhuming trying to seal the passage. The warriors were consequently court-martialed, however removal proceeded. In the interim, Henri and Lambert bet with dice to figure out which of them would go out on watch that night; Henri utilized a skillful deception stunt, making Lambert lose. Culpability stricken when Lambert neglected to return, Henri left the shelter looking for his companion. Afterward, Lambert brought back an injured and out cold Henri, however Lambert strangely was totally solid. It is uncovered that the spring water Lambert drank started from the Roman demolishes and started to gradually change him and make him crazy until he totally changed into the Monster, following the shelter and killing his previous companions.

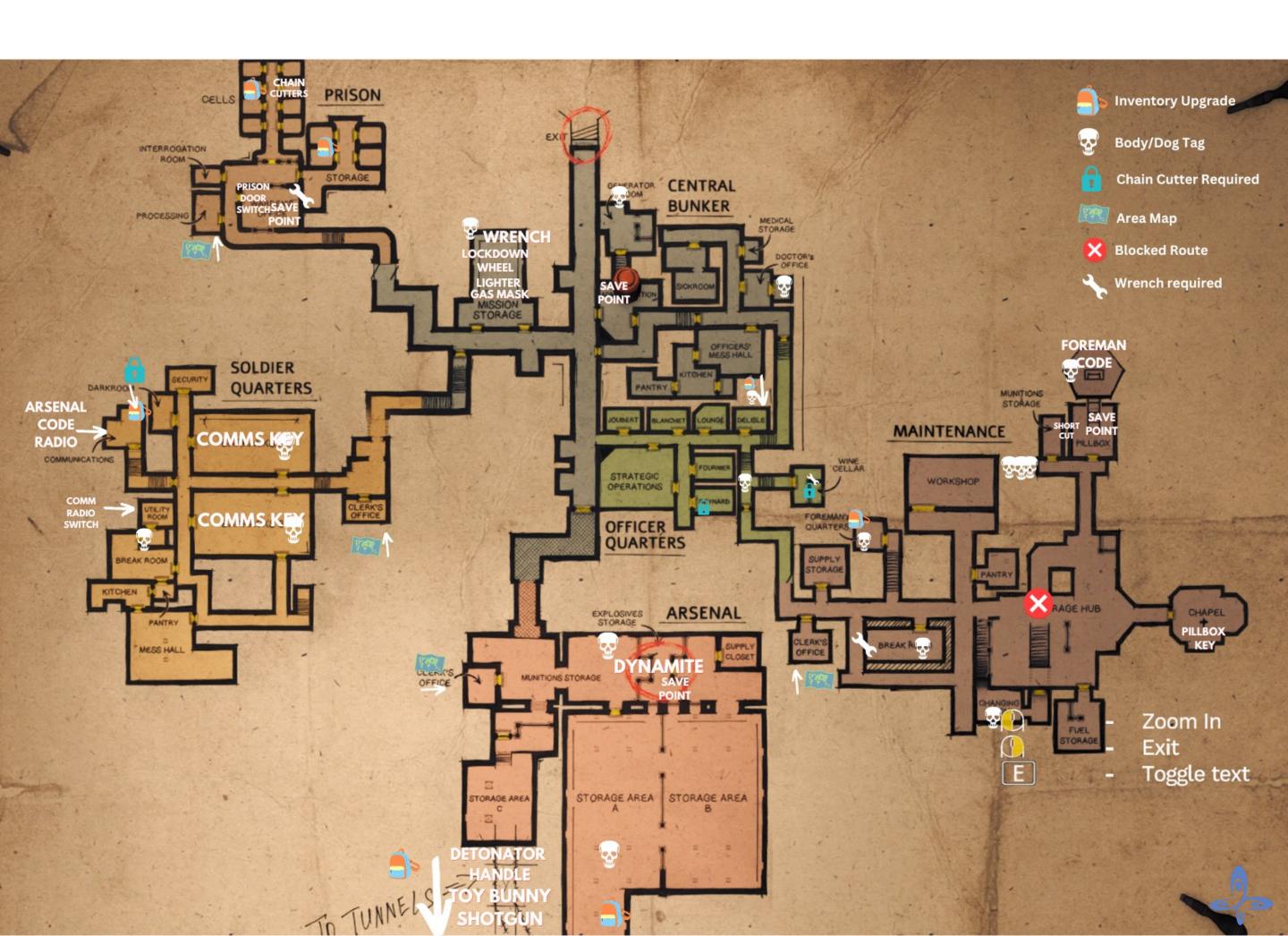
Henri is ultimately ready to recuperate the explosive and detonator and impacts the exit. Nonetheless, rather than opening the passage, Henri incidentally falls further into the Roman remains, where he has one last a conflict with the Monster, where he can attempt to battle it and send it diving into an underground void or escape. Henri in the end figures out how to get back to the surface, yet assuming that he neglected to kill the Monster, it escapes alongside him prior to running off into A dead zone. No matter what the consummation, Henri falls into a shell cavity similarly as a German watch draws near, leaving his destiny questionable.

Development

Frictional Games depicted The Shelter as the establishment's "urgent point", as it integrates components from sandbox games and spotlights on rising interactivity. As indicated by game chief Fredrik Olsson, the group zeroed in on the game's replayability, and that each playthrough will prompt special minutes for players. With the game's procedural age, the group needed to keep away from "linearity and consistency" and proposition a difficult encounter for players. He added that the group focused on creating interactivity over making the game's story, however the game actually includes diary passages for players to additionally investigate the game's reality and its legend.

Weapons were added for a double reason, while the player can shield themselves with explosives and firearms, they likewise can be utilized to break locks or set objects burning. The Shelter's pistol was intended to be "cumbersome" and consume a large chunk of the day to reload. "Stacking that last slug makes areas of strength for an of criticalness, adding an additional layer of pressure to previously nerve racking circumstances."

Amnesia: The bunker was declared in December 2022. At first set to be delivered in Walk 2023, the group deferred the game's delivery to May 2023 as the group "had an extreme winter with a large number of diseases that has impacted improvement". It was then additionally postponed by about fourteen days because of "unexpected affirmation issues". The game was delivered for Windows PC, PlayStation 4, Xbox One, Xbox Series X and Series S on June 6, 2023.









FICENBLEM ENGAGE

Fire Emblem Engage

Fire Seal Connect with is a strategic pretending game created by Clever Frameworks and distributed by Nintendo for the Nintendo Switch. It is the seventeenth portion in the Fire Image series, and was delivered overall on January 20, 2023. The game follows Alear, a mythical serpent in human structure, who stirs from long term sleep and rapidly becomes entangled in a contention with the powers of the Fell Mythical serpent Sombron. Alear ventures to every part of the place that is known for Elyos acquiring partners while battling against the militaries of the opponent Realm of Elusia and Sombron's revived undead powers; the player controls and moves Alear's military in these fights. One of the center pieces of both the setting and the interactivity are twelve wizardry rings that contain ghostlike duplicates of characters from past Fire Symbol games. Characters wearing these "Symbol Rings" can "Lock in" to acquire huge power from calling and converging with these ghosts. Both Alear and Sombron try to deal with the rings; ownership of every one of the twelve will permit an accomplishment of monstrous wizardry to be performed.

Keen Frameworks planned the game to have a new workmanship style, with brilliant characters and 3D liveliness models utilized any place conceivable contrasted with before games in the series that would frequently show 2D still pictures for discourse and such. It was planned to be a brave dream journey that followed a hero developing and developing into a gallant job to save the world.

Fire Token Draw in got commonly certain surveys from pundits. Be that as it may, it was not also gotten as its ancestor, Fire Insignia: Three Houses. Commentators had positive feeling toward the fundamental ongoing interaction of Connect with, taking into account it both decisively profound and charming. While its interactivity developments, music, and visuals were lauded, pundits felt that the story, characters, and worldbuilding were dreary and bland. The game got a downloadable substance (DLC) season pass, including a full new side story. The game sold over 1.6 million duplicates in the three months after its delivery.

Gameplay

Fire Symbol Draw in is a strategic pretending game. Players control the principal character whose name and orientation can be determined toward the beginning of the game; of course, the fundamental person's name is Alear. The player controls Alear and their partners through a progression of fights as the plot propels; there are likewise discretionary "conflict" fights and "Paralogue" side missions to additionally reinforce their group. In the middle between these story fights, the player can have their characters unwind and take part in friendly exercises with one another. New characters will routinely join Alear's group as the game advances; these characters have their very own beginning insights (details), detail development rates, and one of a kind individual expertise. Each character has a particular arrangement of different characters they can acquire "support levels" with. As their help level increments, units open discussions and expanded rewards while facing close by in conflict.

The fights highlight a lattice map, like an enormous chessboard, where both the characters under player control and foe units are spread out. The progression of the game is turn-based, with the game shifting back and forth between a player stage where player units move and act and a foe stage where unfriendly units move and act. The guides include various pathways and blocks. For instance, streams are closed to ground-based units and just safe by flying units. Other landscape awards guarded rewards; for instance, strongholds give an involving unit an avoidance help and recover a piece of the unit's wellbeing toward the beginning of the turn.

Units have a person class which decides their accessible weapon types, development capacities, and influences the development of their own details. For instance, a defensively covered class could have low development and slow speed, yet have a high protection detail permitting them to take little harm from foe actual assaults. Characters are furnished with weapons, mystical books, and different things by the player which the characters use to go after threatening units or recuperate well disposed units. Supernatural fights permit characters who can utilize them to perform other utility activities, for example, making transitory blocks on the guide or distorting units across significant distances. At the point when a unit is directed to take part in battle, the details of both the aggressor and safeguard are contrasted with decide how strong and exact the assaults are. The game elements a "weapon triangle" seen in prior rounds of the series: blades enjoy upper hand over tomahawks, spears enjoy upper hand over swords, and tomahawks enjoy upper hand over spears.





Furthermore, fighting assaults enjoy upper hand over bows, knifes, and mystical books. Assuming that a unit assaults with weapon triangle benefit and hits their objective, the safeguard is caused with a "Break" status that prevents them from counterattacking both in the ongoing battle and their next battle. Two new mechanics are Chain Assaults, which permit specific classes to contribute and help a partner's assault on a close by enemy, and Chain Watchmen, which permit specific help classes to partner totally invalidate an assault on a bordering.

Notwithstanding three trouble levels, Draw in has both a "Exemplary" and a "Relaxed" mode the player chooses from. In Exemplary mode, in the event that a person tumbles to 0 HP and is crushed, they are lost perpetually, at absolutely no point ever to be sent in the future. In Easygoing mode, crushed characters are just inaccessible until the end of the guide, yet will be reestablished for later parts of the story.

A center specialist remarkable to Draw in is furnishing characters with strong Symbol Rings which permit the person to battle close by the legends of past Fire Seal games. Symbol Rings permit the person to learn new weapon proficiencies and acquire abilities connected with the Insignia, regardless of whether the ring is subsequently moved to another person. While a ring is prepared, the person gains detail rewards and new abilities. Furthermore, characters can "Lock in" with their Symbol to change into a combined state for a predetermined number of turns.

Connecting with opens extra inactive abilities; admittance to the Symbol's weapon(s); and a solitary use Draw in activity, normally a strong assault. After the Connect with terminates, characters top off a Draw in meter by participating in ordinary battle. At the point when the meter is full, the person can Connect once more. Notwithstanding the primary Insignia Rings, there is an arrangement of "Bond Rings" where characters who don't approach an Image Ring can be given more fragile rings.

Characters highlighted as Images in Connect with incorporate Marth from Fire Token: Shadow Mythical beast and the Sharp edge of Light and its spin-offs; Celica from Gaiden and its change Reverberations; Sigurd from Parentage of the Blessed Conflict; Leif from Thracia 776; Roy from The Limiting Sharp edge; Lyn from The Blasting Cutting edge; Eirika and Ephraim from The Consecrated Stones; Ike from Way of Brilliance; Micaiah from Brilliant Day break; Lucina from Arousing; Corrin from Destinies; and Byleth from Three Houses. Similarly as characters can acquire support discussions and rewards with one another, characters and Symbols can build a bond level between them, which opens discussions and awards rewards in fight.

After fights are finished, the characters can get back to the Somniel, a drifting shelter that goes about as a center point area. It is fairly like the job of Garreg Mach Religious community in Three Houses. On the Somniel, the player can look for new hardware, fashion their weapons to be more grounded, play minigames, have Alear talk with both human partners and Images, and collaborate with social reenactment components. For instance, in the Somniel bistro, the player can orchestrate feasts through beforehand gathering fixings, having the culinary expert cook them into a dish, and picking units to impart the subsequent dinner to. Other minigames incorporate working out, fishing, cleaning Seal Rings, riding a flying wyvern through a snag course, engaging in a field, and the sky is the limit from there.

While the primary game is single-player, there are two discretionary semi multiplayer modes accessible with a Nintendo Switch Online record at the Somniel: helpful Hand-off Preliminaries and cutthroat Outrealm Preliminaries. The PC computer based intelligence actually controls foes as opposed to another player straightforwardly, in any case.



Plot

Draw in is set on the mainland of Elyos, a land separated into five locales: Lythos, Firene, Brodia, Elusia, and Solm. Lythos is a focal sacred land saved for the Heavenly Winged serpent and their orderlies. The domains of Firene, Brodia, and Solm to a great extent help out one another, while the realms of Brodia and Elusia are on unfriendly conditions, battling incessant clashes over their borderlands. Most residents of Firene, Brodia, and Solm respect the Heavenly Winged serpent as their god, while most Elusians love the Fell Mythical beast. Mythical serpents live in human structure by far most of their long life expectancies, with just a chosen handful equipped for changing into an exemplary draconic structure, and, surprisingly, then, at that point, doing so just once in a while, a viewpoint like different games in the Fire Token series.

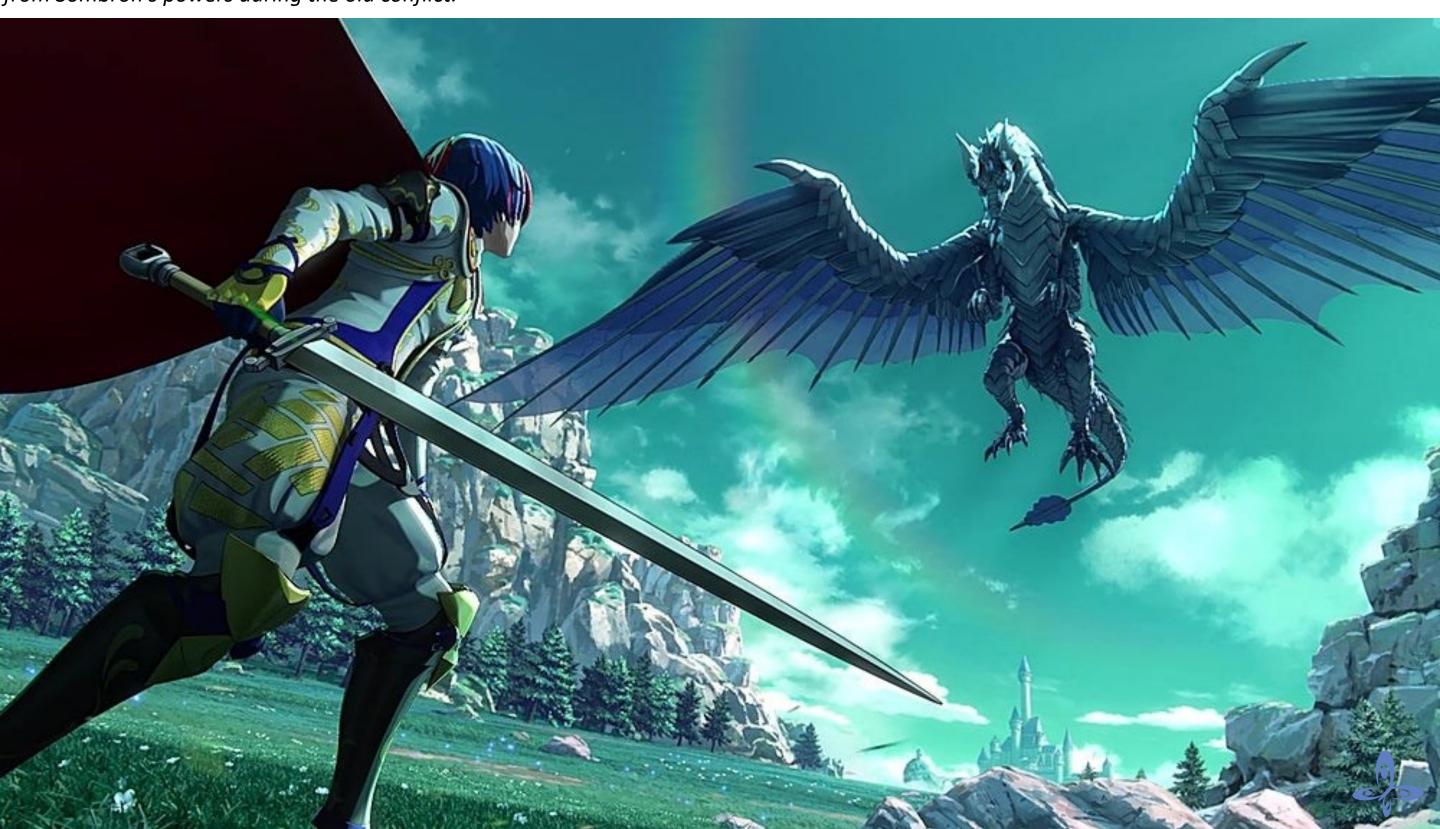
1,000 years before the occasions of the plot, an incredible conflict was battled between Lumera, the Heavenly Winged serpent and Sombron, the Fell Mythical beast. Sombron was seriously injured, and the country he had controlled, Gradlon, was sunk underneath the sea. The main weapons of the old conflict were the Insignia Rings, twelve wizardry rings that gave their wielders mind blowing power. To keep any one individual from effectively assembling and abusing their power, the rings were spread across Elyos, with six of the rings shared with the human nations, and Lythos holding the leftover six rings under the individual watch of Lumera and her stewards.

Story

Alear, a mythical serpent, is awoken from a long term sleep. They have amnesia, and just unclear recollections of battling against Sombron quite a while back with the guide of Symbol Marth, and are informed they were injured in the battle. It rapidly becomes clear that Sombron is recuperating, as well, as his partners enter Lythos to catch its Insignia Rings: undead known as Ruined and a military from the Realm of Elusia. An obscure young lady working with the intrusion force kills the Heavenly Mythical serpent, Lumera, passing on just her kid Alear to accept her responsibility as the Heavenly Winged serpent. While others are shocked to discover that the evidently childless Lumera had a replacement, disciples rapidly acknowledge Alear as the new Heavenly Mythical serpent.

Alear and their partners choose to set out on a journey to assemble the dispersed Image Rings and use them to overcome Sombron, while Ruined undead wreck destruction and Elusia's militaries strive with Alear in the battle to assume command over the Symbol Rings. Alear visits both Firene and Brodia, gathering rings and enlisting partners. Alear likewise meets and gets to know Veyle, a puzzling, innocent young lady who is looking for her lost kin. Alear assaults Elusia in a bid to forestall the rebuilding of Sombron's full power, however neglects to show up in time, as Ruler Hyacinth of Elusia had currently effectively played out the conciliatory custom to resuscitate Sombron. Sombron gobbles up Hyacinth for considerably more power, and assumes individual command over Elusia. More regrettable, it is uncovered that Alear's companion Veyle and the obscure adversary authority who killed Lumera are a similar individual. Veyle, saying she is Sombron's girl, takes the six Insignia Rings that Alear has accumulated up to this point, meaning their related Images will serve Sombron. Crushed, Alear and their partners escape from a multitude of Undermined, Veyle, and a group of Sombron's most believed commanders called the Four Dogs.

The legends gain recharged trust when Ivy, Hyacinth's girl, and her own retainers come to Alear's guide, bringing two of the Symbol Rings that Elusia had controlled. Alear begins another mission to acquire Insignia Rings with which to provoke Elusia's armed forces and goes to Solm, the desert queendom; gets back to Firene; and attacks Elusia a subsequent time, all while battling against Veyle and the Dogs. It becomes clear that Veyle has two characters: one honest and trusting, and another awful and faithful to Sombron. The Dogs and Alear arrive at the understanding that Alear, as well, is an offspring of Sombron and the lost kin that the blameless Veyle had been looking for. Lumera had taken on Alear after they abandoned from Sombron's powers during the old conflict.



In a climactic battle back at the destroyed palace of Lythos, the detestable Veyle is crushed, permitting the guiltless Veyle to break the supernatural psyche control put on her. Be that as it may, Sombron kills Alear, who bites the dust safeguarding Veyle, and gathers every one of the twelve rings. Sombron utilizes the force of the Insignias to raise the fallen place that is known for Gradlon and open the way into the more extensive multiverse. Veyle utilizes her fell powers to briefly revive Alear as a Ruined, and the two recuperate the twelve rings disposed of by Sombron, albeit Undermined Alear before long starts crumbling. The Images release a mystery ability to restore an individual and resuscitate Alear as the new thirteenth Insignia, the Fire Symbol. In the wake of overcoming Sombron's followers and crippling an enchanted hindrance, Symbol Alear and the party pursue Sombron, who has left for an entryway to the multiverse. There, they discover that Sombron was initially from another universe, and had been banished to Elyos alongside an Insignia known as the Symbol of Establishments. After apparently being deserted by this "Zero Symbol", he looked to find it once more, and had organized his conflicts to acquire power adequate to leave his exile. Seal Alear is reluctant to allow him to escape from his wrongdoings, and kills Sombron in a last fight.

Fell Xenologue

Fell Xenologue" is a downloadable substance (DLC) side-story that runs lined up with Draw in's primary story. In it, Alear visits an equal form of Elyos where most everything is upset: the eminence of the four countries have inverse characters to the fundamental game and are threatening enemies to overcome, while the equal variants of the Four Dogs are gallant partners known as the Four Breezes. In this world, Alear and Sombron are both dead, having killed each other in the conflict 1,000 years sooner. Seven Insignia Arm bands containing the Symbols added as DLC are the disputed matter.

Mythical serpent twins Nel and Nothing petition God for help in recovering the seven Token Arm bands. With the assistance of the Four Breezes, the party overcomes the armed forces of these equal adaptations of Firene, Brodia, Elusia, and Solm and takes their arm bands. Nel uncovers that the militaries and royals they've experienced were all really Ruined, their living selves long dead. An unexpectedly threatening Nothing takes the arm bands gathered up until this point. The gathering follows him to a substitute rendition of the Somniel that has tumbled from the sky. Nothing, made crazy by a defiled dragonstone of Sombron's, requests Alear utilize their ability to break the seal on the last wristband by undermining Nel's life. Alear collaborates and Nothing gets a definitive force of the seven arm bands, changing him into a strong fell mythical serpent structure. Nel, Alear, and the Four Breezes fight and rout Nothing.

After the fight, Nothing uncovers that his genuine name is Rafal and that the first Nothing, Nel's sibling, passed on in the conflict 1,000 years earlier. Rafal played taken the part at the first Nothing's solicitation. Nel wounds herself in the stomach with her sharp edge. Nothing is despondent and promises to go through the following thousand years restoring her.

Development

Engage was developed by Intelligent Systems, the company responsible for most of the main entries of the Fire Emblem series. Intelligent Systems (IS) has a long history of working closely with Nintendo, with the vast majority of their games exclusive for Nintendo consoles, and Engage was a collaboration between IS and Nintendo EPD Group No. 2. Both Fire Emblem: Three Houses and Engage started development around the same time with work proceeding in parallel; Three Houses was mostly created by a separate team from Koei Tecmo working in collaboration with IS. One of the goals behind Engage was to do something different from Three Houses, which has a more epic and adult war story, and to hearken back to Awakening as a work with appeal to a broad audience.



According to Kenta Nakanishi, director from Nintendo EPD Group No. 2, a goal was for Engage to be thought of as a traditional heroic fantasy game by the playerbase. This manifested in placing Alear very prominently in the artwork and making their personal growth and development as they grew into their heroic role a core part of the game. Tsutomu Tei, the director of Engage from Intelligent Systems, thought that the original Fire Emblem: Shadow Dragon and the Blade of Light as well as the three Game Boy Advance Fire Emblem games had been such heroic quests, and were a large part of why they resonated with audiences. Tei also said that the decision for Engage to have a single path, rather than the branching paths in Three Houses and Fates, was made early. Genki Yokota, producer from Nintendo, said that some players were intimidated by too many branching paths and would assume they had to play all of them. Tei felt that a simplified story structure would allow players to put all their focus on the tactical gameplay.

The idea of the Emblem system, according to Nakanishi, came up when the developers were discussing the marriage system from the previous titles Fire Emblem: Genealogy of the Holy War, Awakening, and Fates. Those games allowed customized children to be recruited whose skills and stats would vary based on their parents, but experimenting with different combinations would essentially require restarting the game. Swappable Emblem Rings would allow similar customization where characters could be given Emblem Rings that improved and modified their fighting style, but in a flexible way that encouraged experimentation. The staff wanted to make it so that the Emblems would have different effects when used by different characters while still being comprehensible to the player, and came up with the subdivision of classes into eight types. Emblems would then have unique effects based on the class type using the ring. One of the key moments of the game is when the Emblem Rings are taken from the heroes; one gameplay reason was to give the player an explicit moment to reconsider who should have which ring, rather than statically never switching the rings around and missing out on the possibilities.

The game's specialty style was to a great extent driven by Mika Pikazo, an artist new to the Fire Symbol series. The group at Keen Frameworks was dazzled with her clear and beautiful drawings that "popped". This impeccably paired their objective of engaging a wide crowd, including more youthful players. Pikazo loved the establishment, and she was welcomed on as the principal character planner. It was felt that fundamentally changing the craftsmanship style from Three Houses with another artist would verifiably impart that the world and mechanics would be a new encounter. Pikazo's specialty was made with the expectation of the plans working great as 3D models. The illustrations software engineers put forth an objective for themselves to adjust Pikazo's itemized plans in full in the 3D models, which permitted them to stay away from utilization of 2D work of art in-game on the whole. Pikazo said that her #1 person to make was Alear, the main person she chipped away at.

A group of numerous writers were engaged with making the soundtrack to Lock in. Each significant district of the game was doled out to an alternate writer determined to guarantee every nation had its own melodic feel and style. Tei likewise emphatically themed every district to make them simple to perceive, including giving a trademark tone to every locale: white and dark for the terrains of the Heavenly and Fell Mythical beast, blue for Firene, red for Brodia, green for Elusia, and yellow for Solm.

For the DLC "Fell Xenologue" section, the designers needed to give an alternate air from the principal story and investigate a reality where normally cordial partners were threatening, prompting the making of such a transformed equal world.

Release

The game was openly declared in a September 2022 Nintendo Direct. On November 16, a story trailer was delivered, showing Alear's guarantee to their withering mother, and an insidious rendition of Marth. The next week, Nintendo transferred an interactivity trailer exhibiting new characters and returning heroes from the series.

The game delivered on January 20, 2023, solely for the Nintendo Switch. A top notch "Divine Release" bundled variant of the game was delivered notwithstanding the essential form; the Heavenly Version incorporates an artbook, banner, steelbook case, and workmanship cards portraying the characters of prior Fire Image games included as Symbols. The delivery was simultaneous with a Development Pass, acquisition of which would concede admittance to DLC to be delivered across four waves. The primary wave was accessible on discharge and included two new Symbol Wristbands (likeness Insignia Rings): one with a mix of Edelgard, Dimitri, and Claude from Fire Token: Three Houses, and one more with Tiki from Fire Image: Shadow Mythical beast and the Edge of Light and its immediate continuations. The subsequent wave was delivered on February 8, 2023, quickly following a Nintendo Direct. The subsequent wave included three new Token Arm bands: Hector from Fire Image: The Blasting Sharp edge, Soren from Fire Symbol: Way of Brilliance, and Camilla from Fire Insignia Destinies. Wave 3 of the development pass was made accessible on Walk 8. It incorporated a mix of Chrom and Robin from Fire Image Arousing and Veronica from Fire Seal Legends. The majority of the DLC Images likewise incorporate a "Heavenly Paralogue" part to go with them, where Alear's group faces an extraordinary test map prior to gaining the Symbol Arm band. Wave 4 of the development pass was delivered on April 4 and incorporated a new "Fell Xenologue" side story. Finishing of the "Fell Xenologue" permits five new characters to be enlisted: three of them substitute brave renditions of the Four Dogs in the fundamental game, and two new mythical serpents named Nel and Nothing. Two new classes are likewise opened for use.

The patches delivered with the DLC incorporated a few free updates to the base game, generally to the Somniel. These included making getting to an expertise legacy menu more helpful, adding new diversion exercises that constructed help levels among units, and a wishing great where superfluous things can be exchanged for randomized new things.

Like different games in the Fire Token series, Connect with has had limited time tie-in occasions and characters highlighted in the series hybrid versatile game Fire Symbol Legends.

A manga transformation of Connect with was made by Kazurō Kyō and distributed in Shueisha's Saikyō Hop magazine and Shōnen Jump+ site. The preface was delivered in February 2023 and the principal primary part delivered on Walk 3.

An authority Compact disc/DVD variant of the soundtrack is supposed to deliver in Walk 2024.







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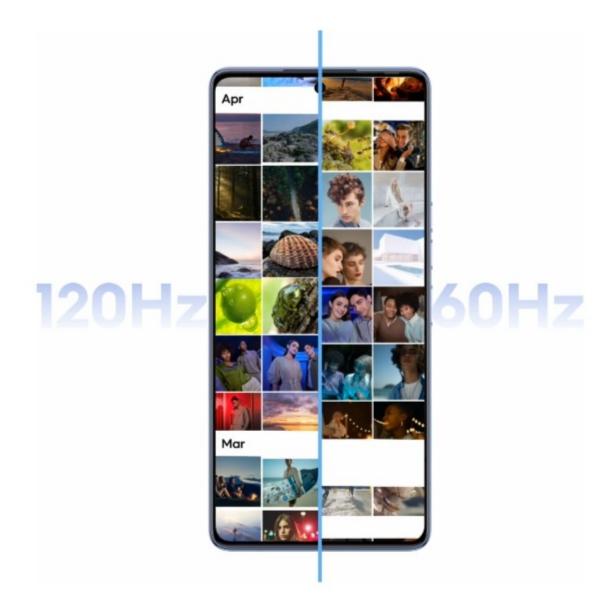


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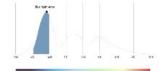
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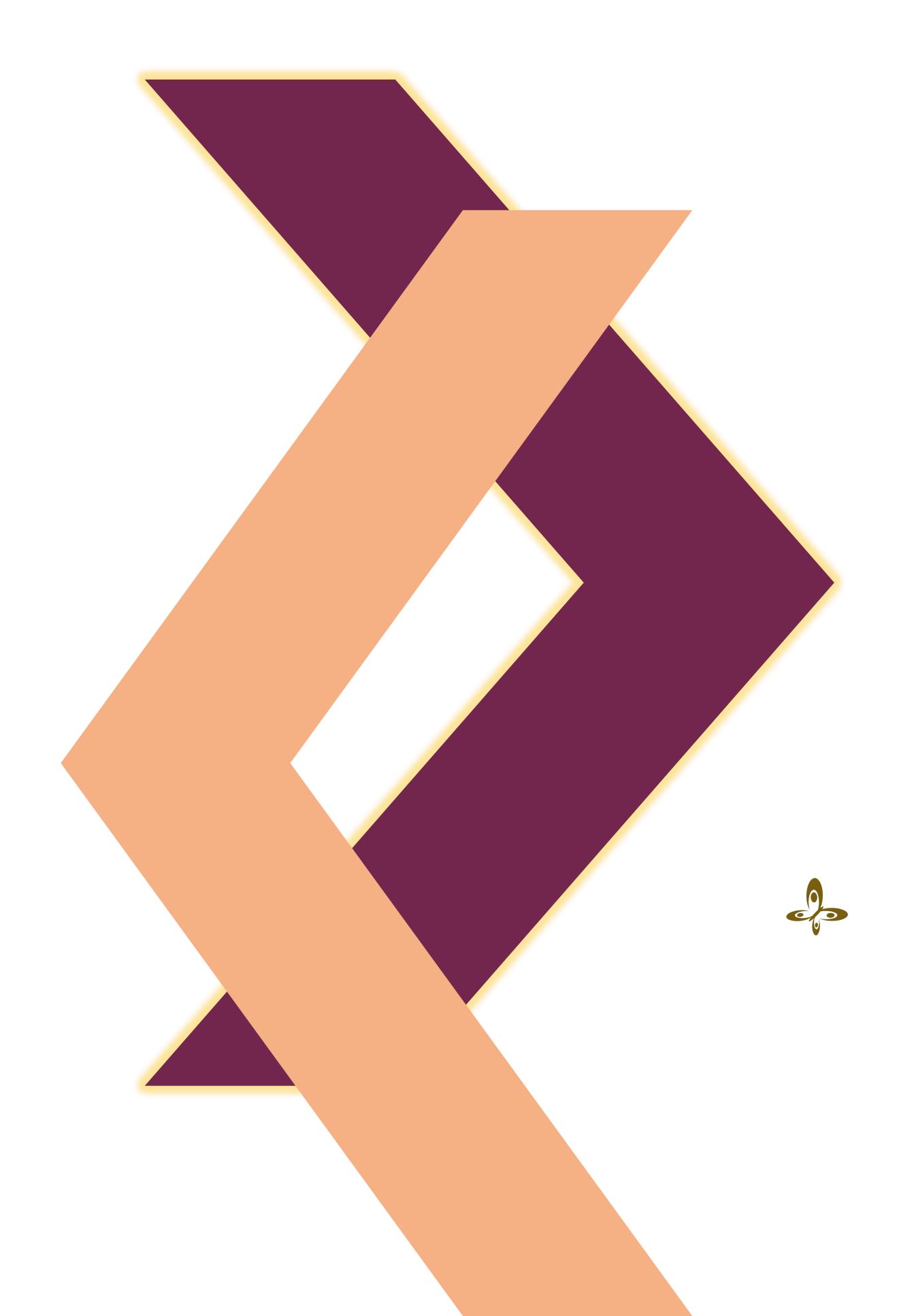
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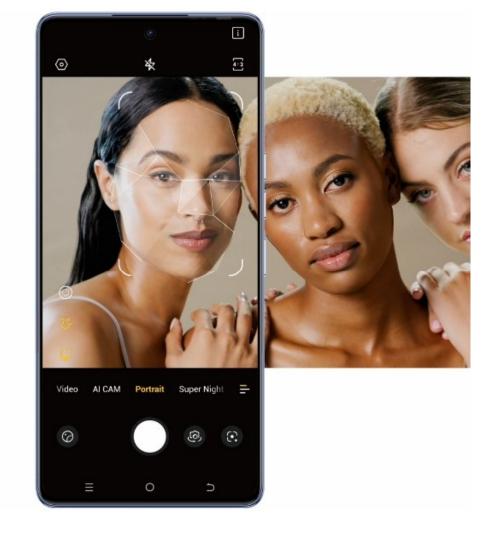
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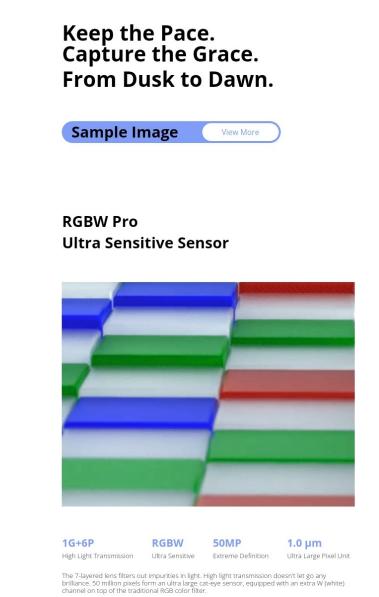
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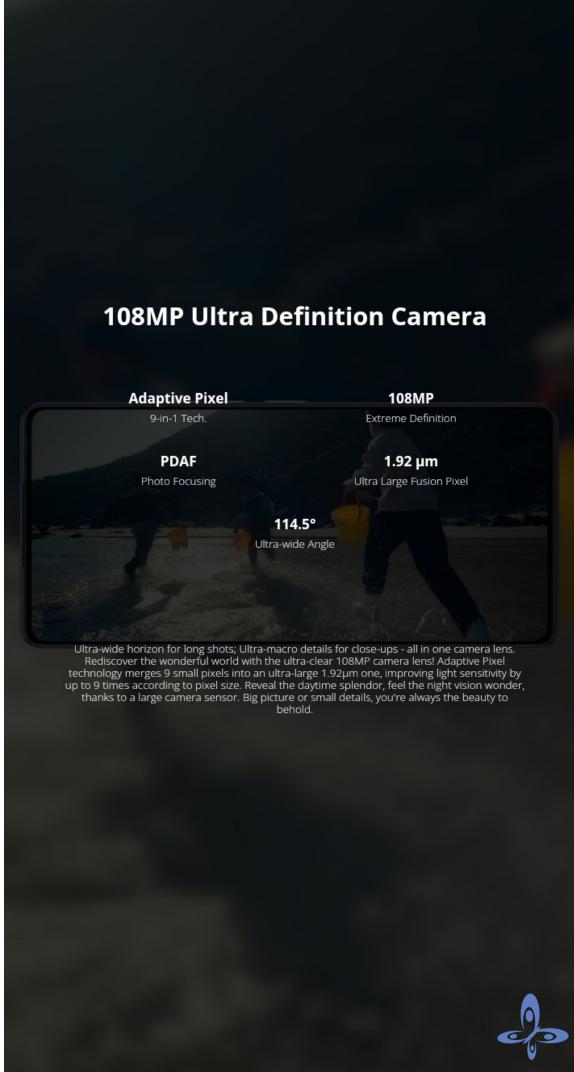
Charger



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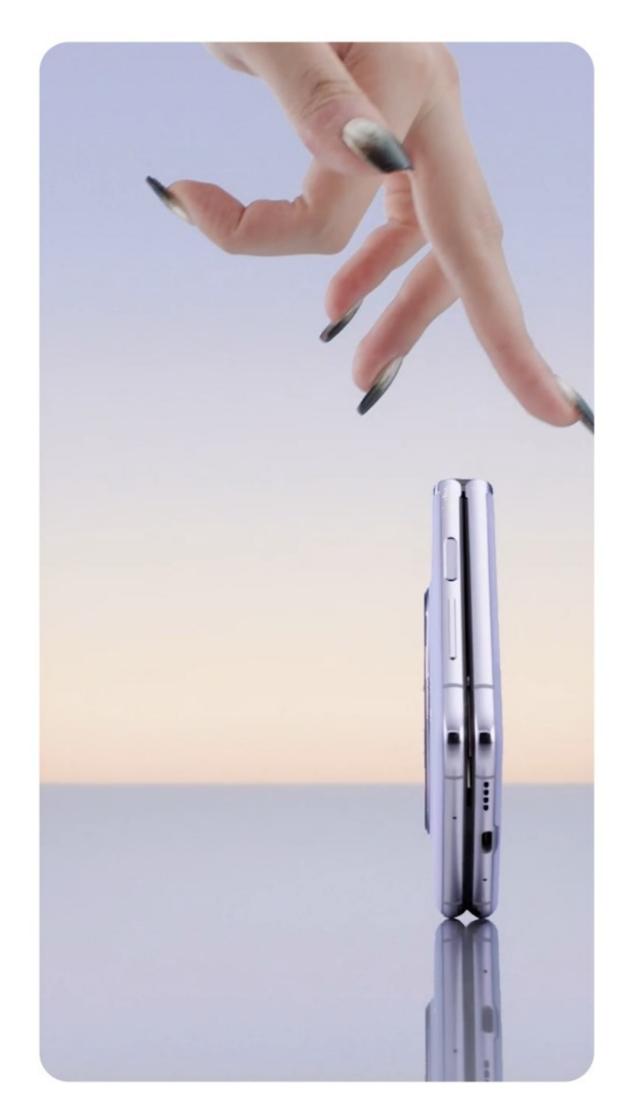






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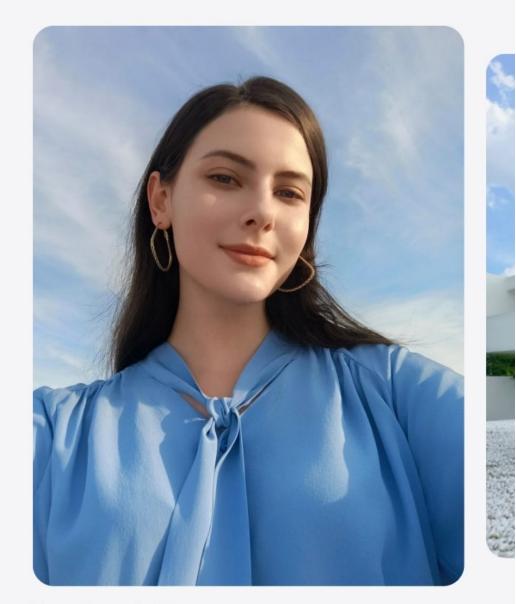
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FreeCam: Stand Firm. Snap Free.

Set your hands free in snapshots, selfies, video calls...and more to be explored.

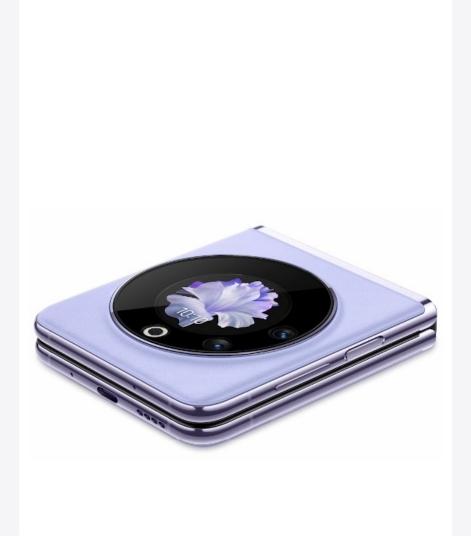


FreeCam Selfie

Hands-free, pose freely!



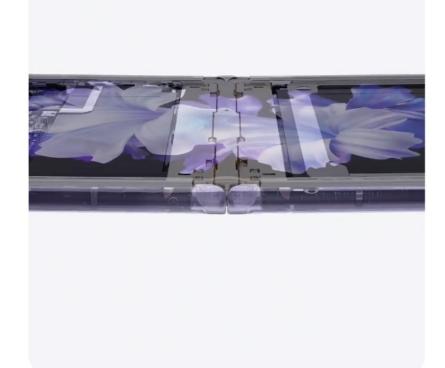




Cosmic Design an Aesthetic Space

Inspired by asteroids orbiting planet, cameras circle the cover screen.

Open Without Crease. Bend Without Bounds. Shut Without Seams.



- Battle tested for 200,000+ folds
- Hovering angles from 30°-150°
- Aerospace-grade steel: Durability meets flexibility



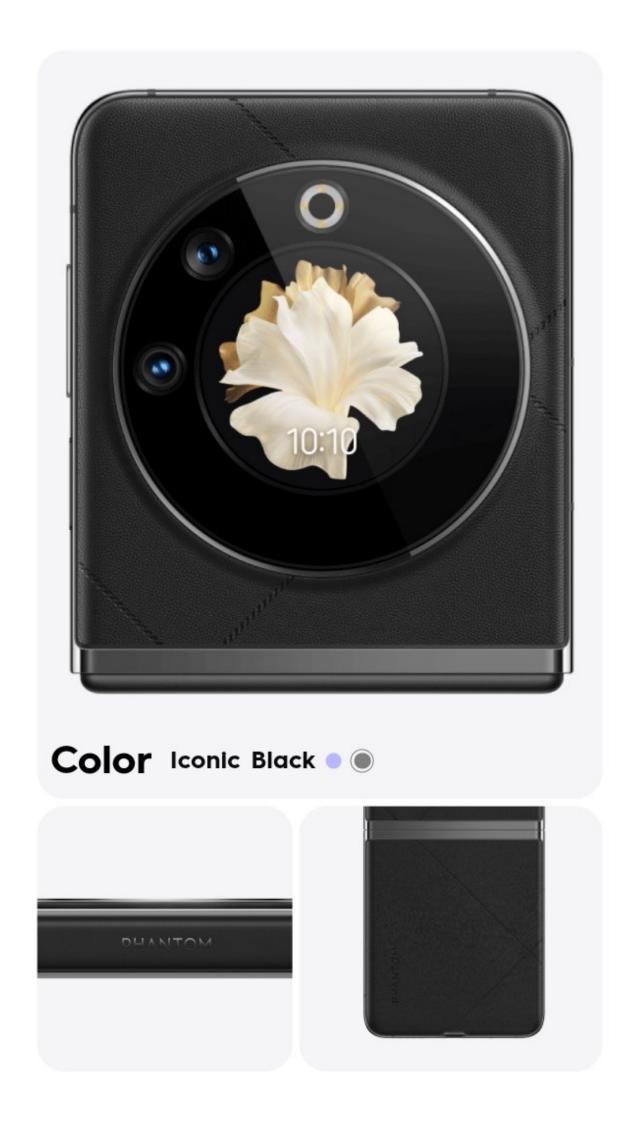
Cosmic Design an Aesthetic Space

Naturally integrated, crafting a universe in hand.









Ultra-clear FreeCam System Pro Shots. Push Button Easy.



64MP — Main Camera

See More in Beauty

Preserve details beautifully with 64MP be it color, light, shadows... even in darkness.



13MP

Ultra-wide Camera

Ultra-Wide, Ultra WOW
Take your photography
to the next level with
the boost of 13MP 120°
ultra-wide lens.



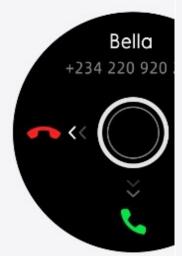


Perfect in

Performance

A Swipe to Convenience

Get things done in a swipe.





Personalized Versatile Cover

Screen Discover Your Unique

Cover



Perfect in Design





Za-Hooc **Security Solution 4.0**

Your personal security guard.

5.9"Flagship Foldable Main screen 4 Grander View, Inside

Swift Charge, **Lasting Power**

45W Flash Charging 4000mAh Super Battery

- 15min for 50% charge
- 45min for 100% charge





- 120Hz LTPO Refresh Rate
- 100% P3

*Screen AA Area to Screen Frame

Space to Create Speed to inspire

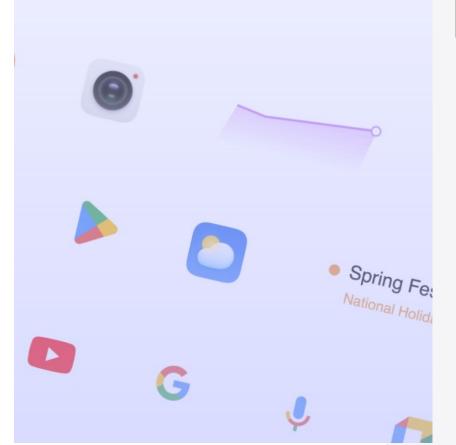
8GB RAM+256GB ROM





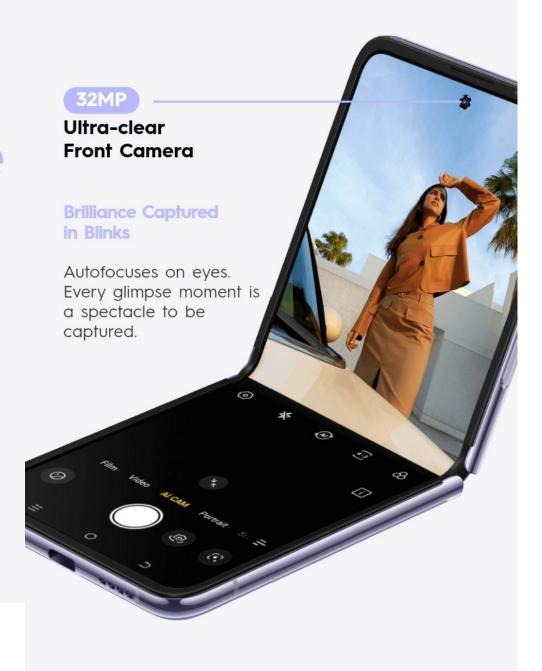






Perfect in

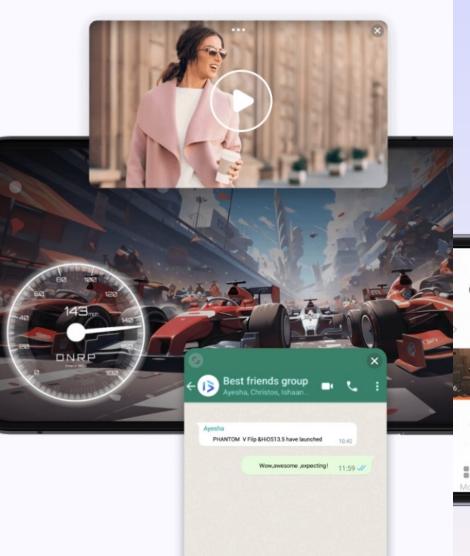
Experience





Lighting Multi-Window

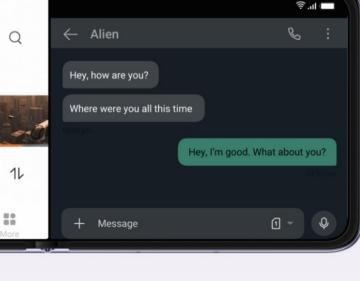
Be more effective.



(ii) Message

Split-Screen

Split screen with one finger, in just a swipe.









POVA 5 Pro 55 LIGHT UP YOUR POWER

\$169.00



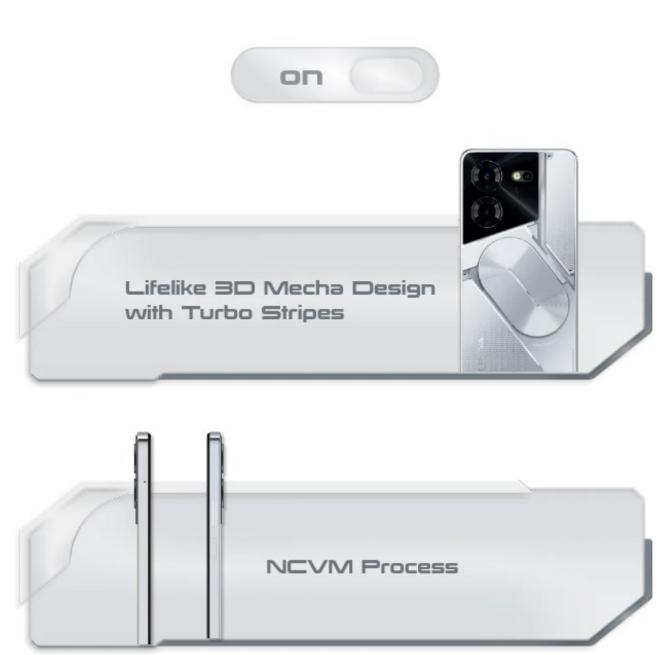


Shine Brighter, Look Cooler

Turbo Light Mecha Design

POVA 5 PRO features an innovative LED light strip and 9-color RGB interactive design. With every flash, you become the center of attention.









8+8GB Extended RAM

Extraordinarily Smooth Experience Say Goodbye to Latency, Slow Loading









6.78" FHD Display with 120Hz Refresh Rate

Never Miss A Frame

1080*2460 Resolution. Up to 5801yp Brightness. Smooth Motion. Sharp View.





MediaTek Dimensity 6080 50 Processor

Join the 5G League, Take One Step Ahead

Equipped with MediaTek Dimensity 6080 5G high-speed chip, Get Lightning-fast performance for an extraordinary experience







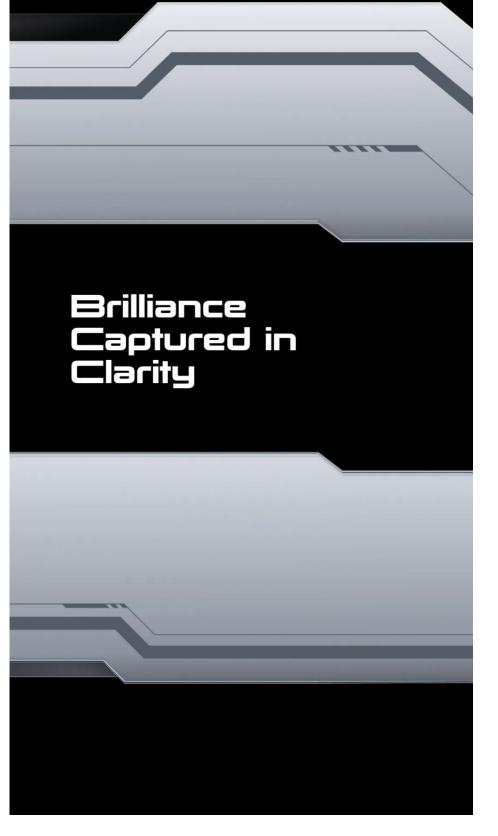














Bypass Charge

Keep Calm and Game On

Keep your phone cool when gaming and charging at once. Bypass charge directs power to the motherboard while high-power battery remains in sleep mode to prevent overheating and extend battery life.



Dual Speaker with DTS& Hi-Res

Hear the Sound, Step into the Scene

Experience immersive and full-bodied sound certified by DTS and Hi-Res. Enjoy the pure audio quality that restores the essence of sound.





SOMP AI Camera

Capture Your Coolest Moments

Cool moments don't wait. Capture them with 50MP Al camera! See ultra-clear images that bring your coolest moments to life









HDR mode

Panther Engine 3.0

Al-powered Temperature Control, Unleash Performance to the Full!

One-click temperature control with smart temperature sensing: stabilizes gaming frame rate, improves gaming fluency, extends gaming usage, and saves power consumption!





Charging Port Monitoring

Unable to Charge? Beware of Liquid or Foreign Objects!

Pop-ups keep you alerted for any liquid or foreign objects detected in the charging port, preventing potential hazards.



Front and Back, On At Once.

Vlog Your Life from Both Sides!

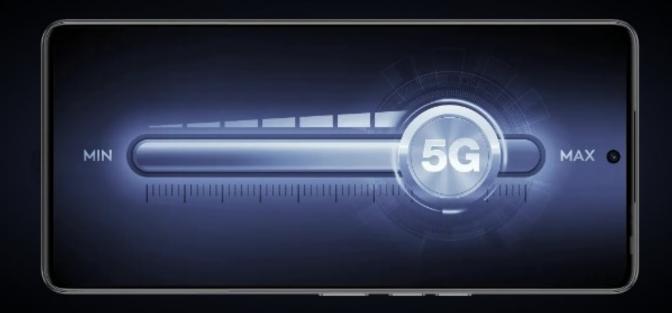
No need to shoot twice! Capture everything effortlessly with the front+back dual-camera setup. Create fun and interactive on-the-go videos that reflect your creativity in travel, work, and play.



<u>Smart 50 2.0</u>

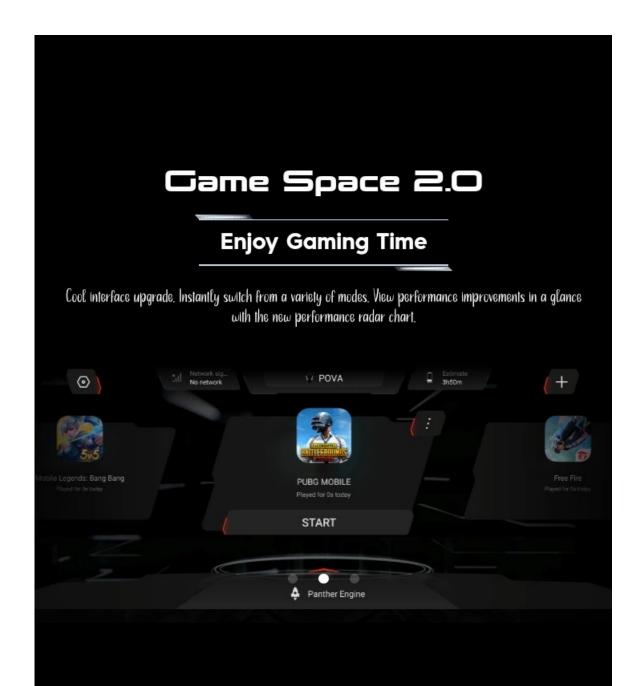
Intelligent scheduling -- a ticket to the future

Smart 5G 2.0 recognizes usage scenarios and analyzes the current network environment to intelligently switch between 4G and 5G. This reduces power consumption and extends battery life.



Guardian of Safe Charging

Triple Protection Instilled. Charge with Confidence.





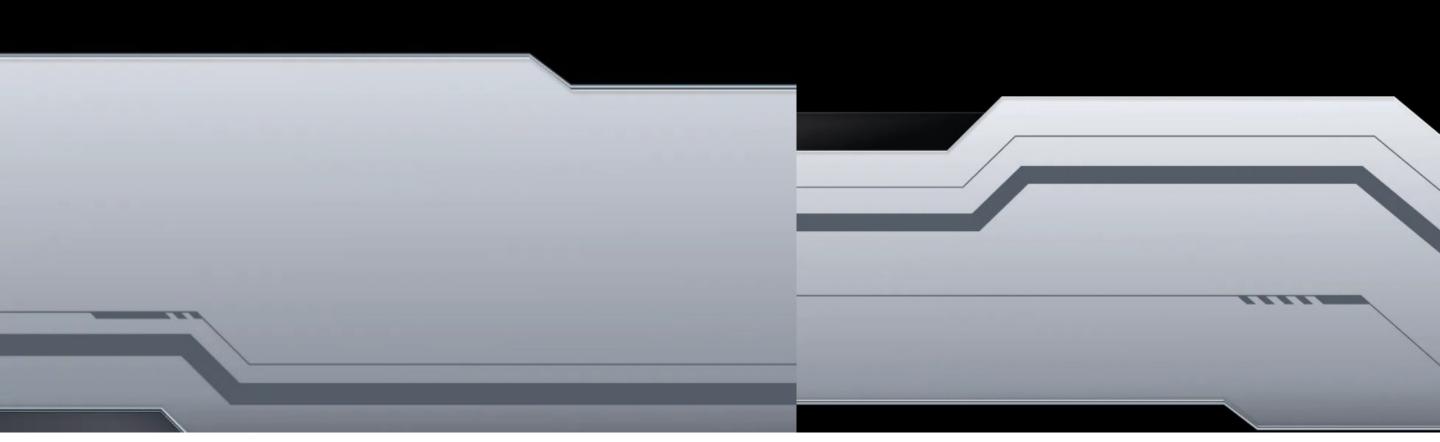


Show Your Colorful Side



HiOS 13 New Interaction, New Experience

—Based on Android 13



Colorful LED Ambient Light

Light up Your Vitality

Explore a range of dynamic visual effects with POVA's cool breathing LED lights on the back. Incoming Calls, startup, notification, charging, games, music or low battery, every mode has its unique lighting pattern.



□harging



Startup



Dual network collaboration helps internet speeds take flight Say goodbye to mobile network lagging. Unkbooming 1.0 enables parallel acceleration of Uil-fi and cellular network connections for a fast and stable network experience. 25% Latency 25% Network Speed 25%

Turbo Charged Engine

Smooth, Extended Endurance





MediaTek 196080 5G Processor 5000mAh Mega Battery 68W Ultra Charge 256GB ROM + 8GB RAM

FIND MORE ABOUT HIOS 13



Smart Refresh 3.0



Aurora Engine



Extended RAM



Ella



High Resolution Audio



Mobile Cloner



Exclusive AI Noise Cancelation



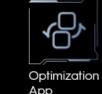
My Health

Battery Lab 3.0

More Power-Efficient, More Time Enjoying

Maximize battery life with POVA's power punch! Activate Super Power Saving mode in a click to extend standby time; Adopt targeted power policies for different usage scenarios.

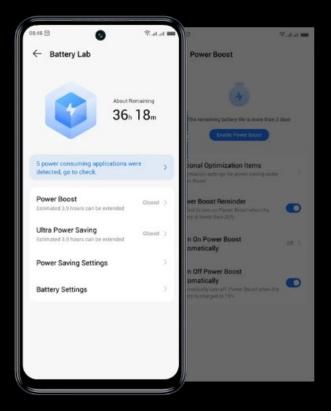








Saving Scenarios



Sky Shop

Finger-cast Magic Spells

Choose from over 12 sky-themed filters to create your one-of-a-kind photos, magically with just one tap!









Anywhere Door In Reality

see the light, feel the light, enjoy the light, with Eye Comfort Vivid Display





Ultra-slim & Featherweight Design



14.8MM* Ultra-Slim / 1.48KG*

Featherweight

With Premium Aluminum Metal Casing



Worry-free long lasting Battery always on the go

Up to 17.5* Hours battery Life



Never let Your Inspiration Struck

200% Enhanced Performance for Next Gen design



PACKING LIST



MEGABOOK TI Laptop

1x

65W GaN Charger

1x

Type-C to Type-C Cable

(1x large, 1× small)

User Manual

1x



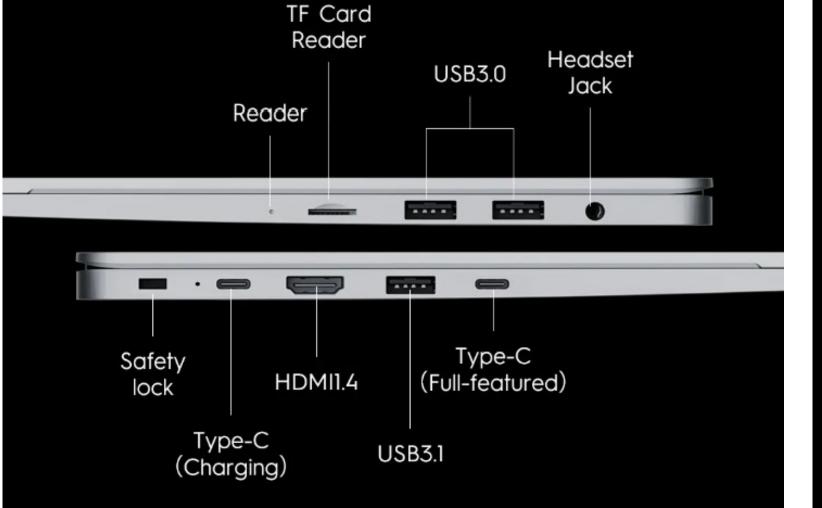






Always Be Ready For The Infinity

9 Ports For The Maximum Productivity



Comprehensive protection keep your privacy safe





Meet The TECNO VOC















Automobile



2023 Geely Azkarra

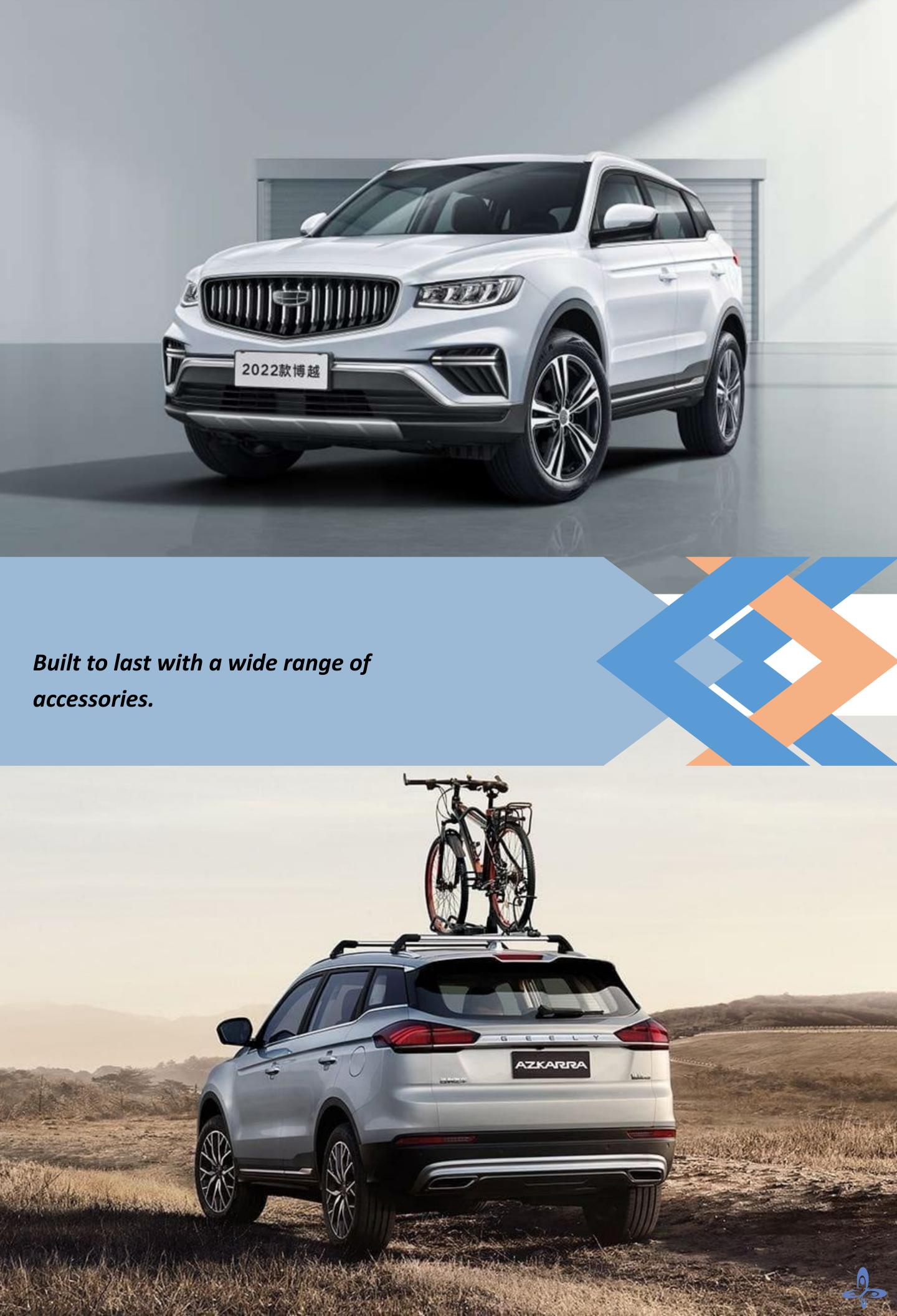
\$25,526

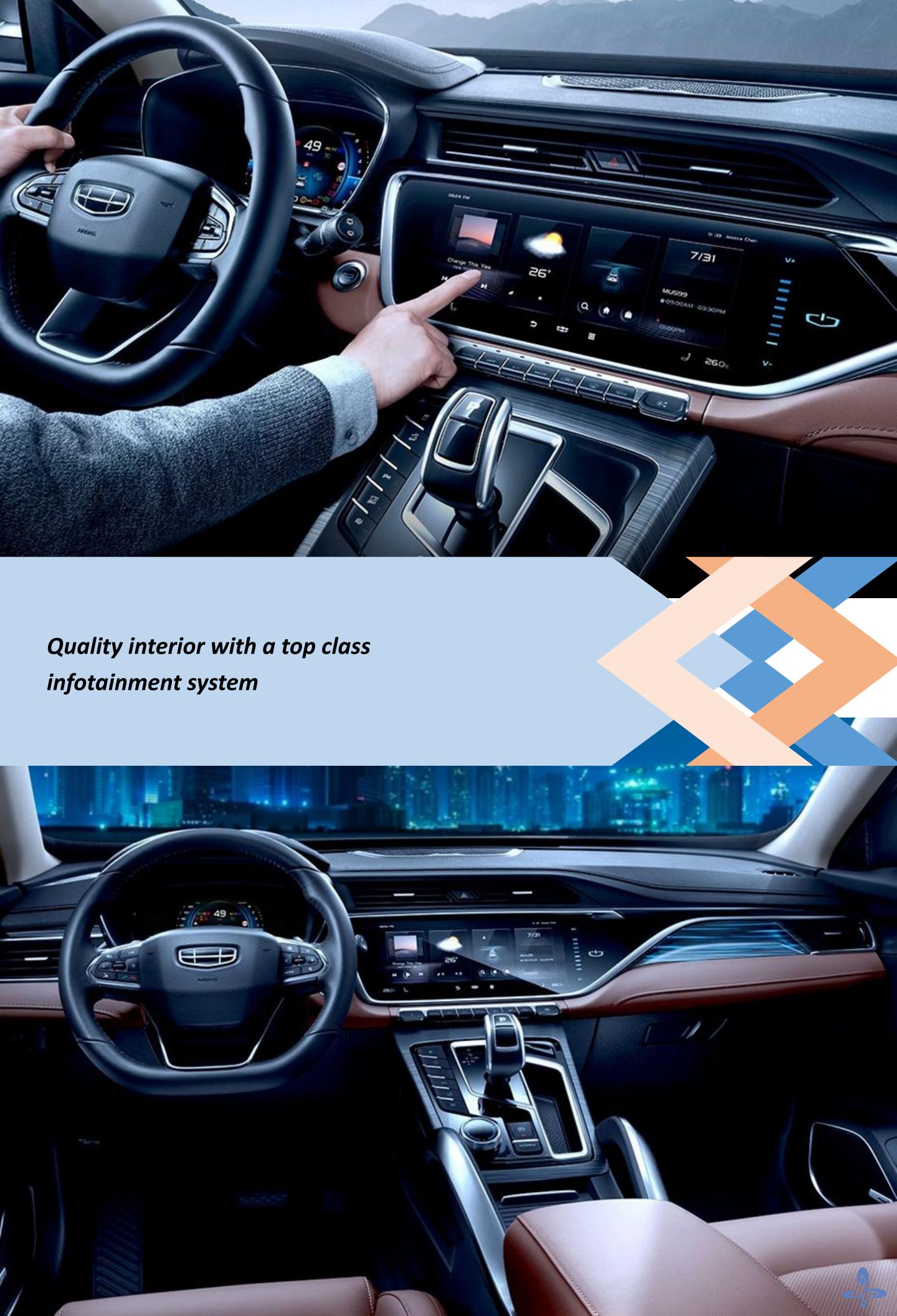


Budget friendly moving side by side with quality.























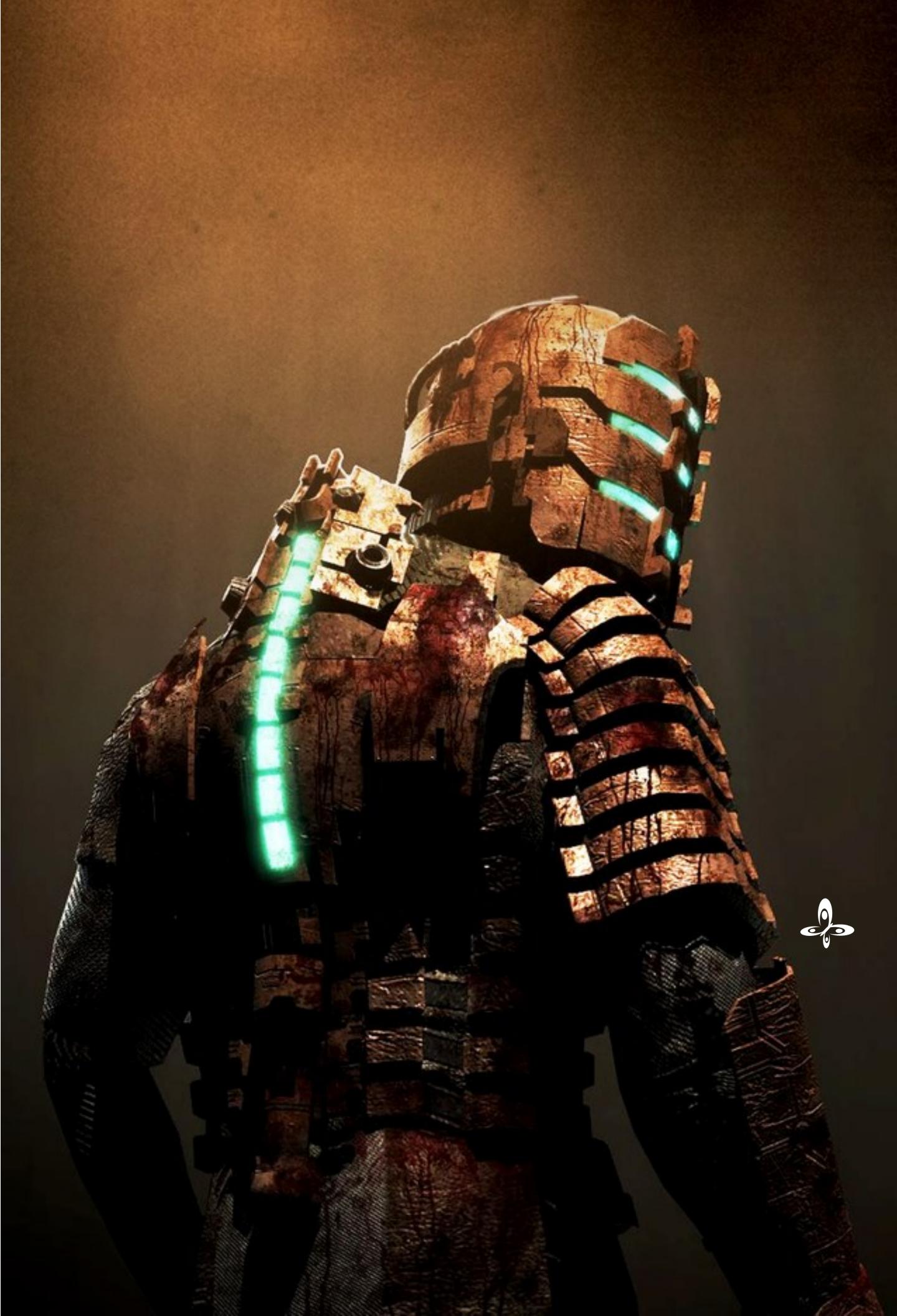


A balanced all wheel drive.

Good suspensions to go for those bumpy roads.









2023 Mercedes Benz G-Class \$255,500





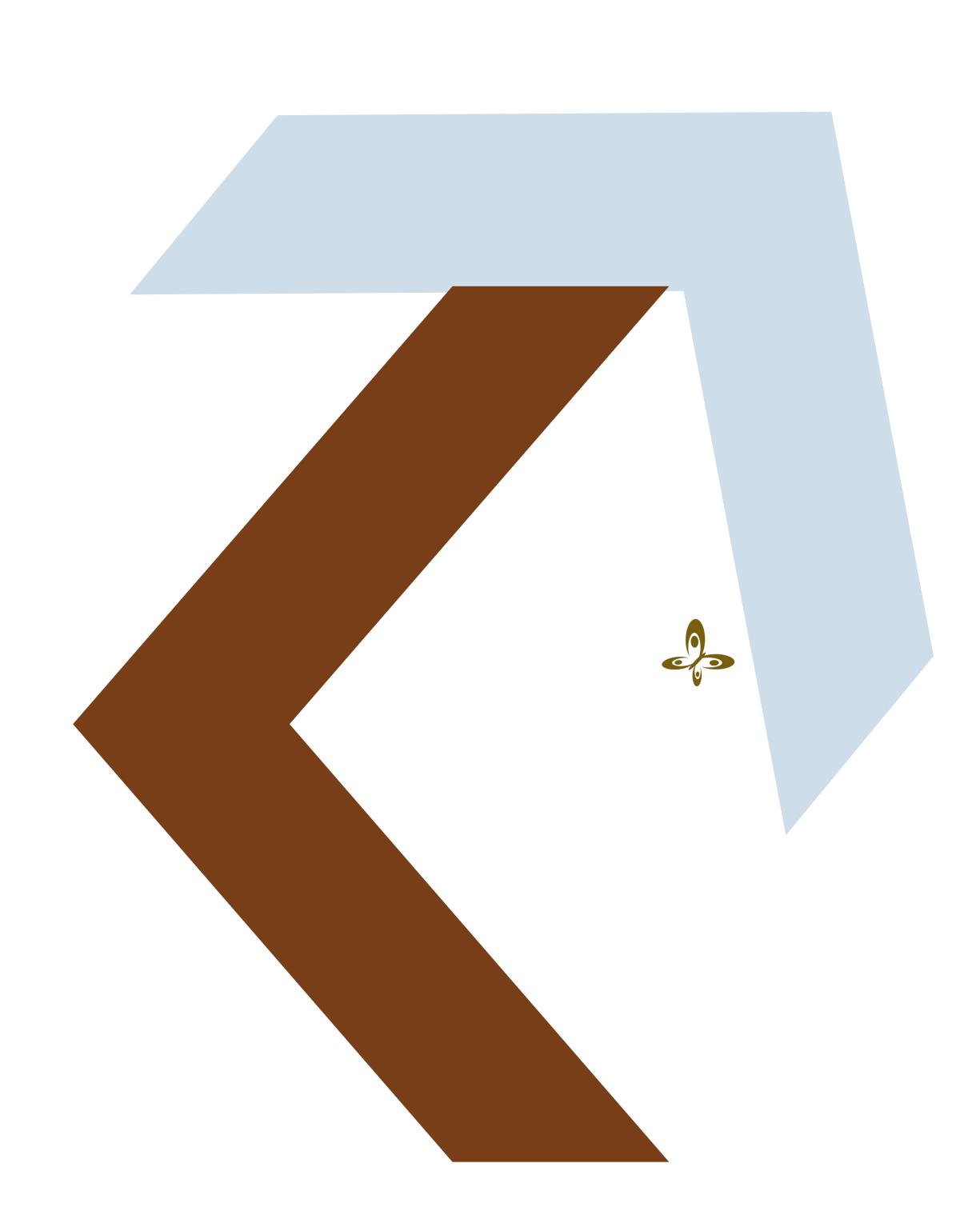








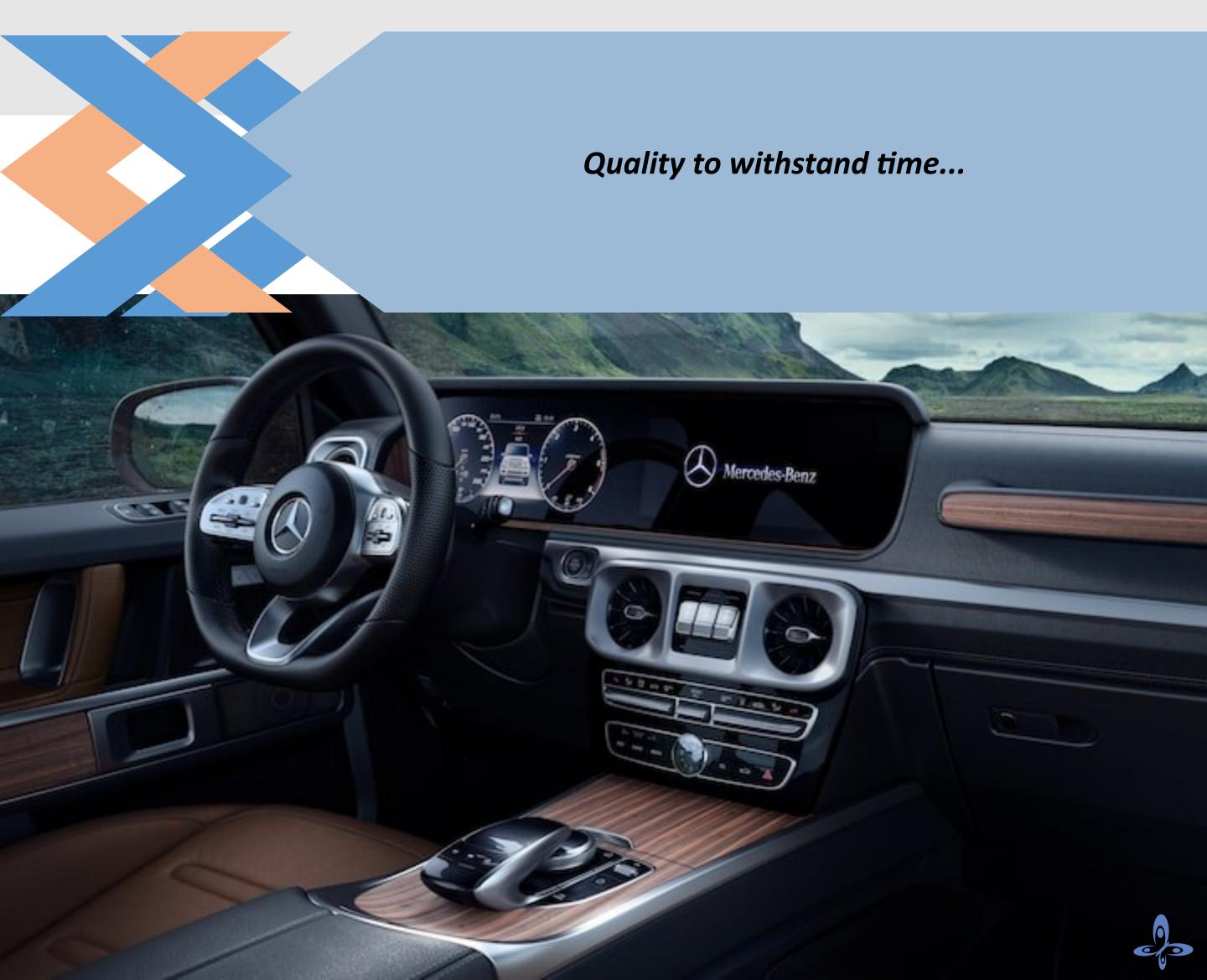
















2023 Porsche Cayenne

\$73,650



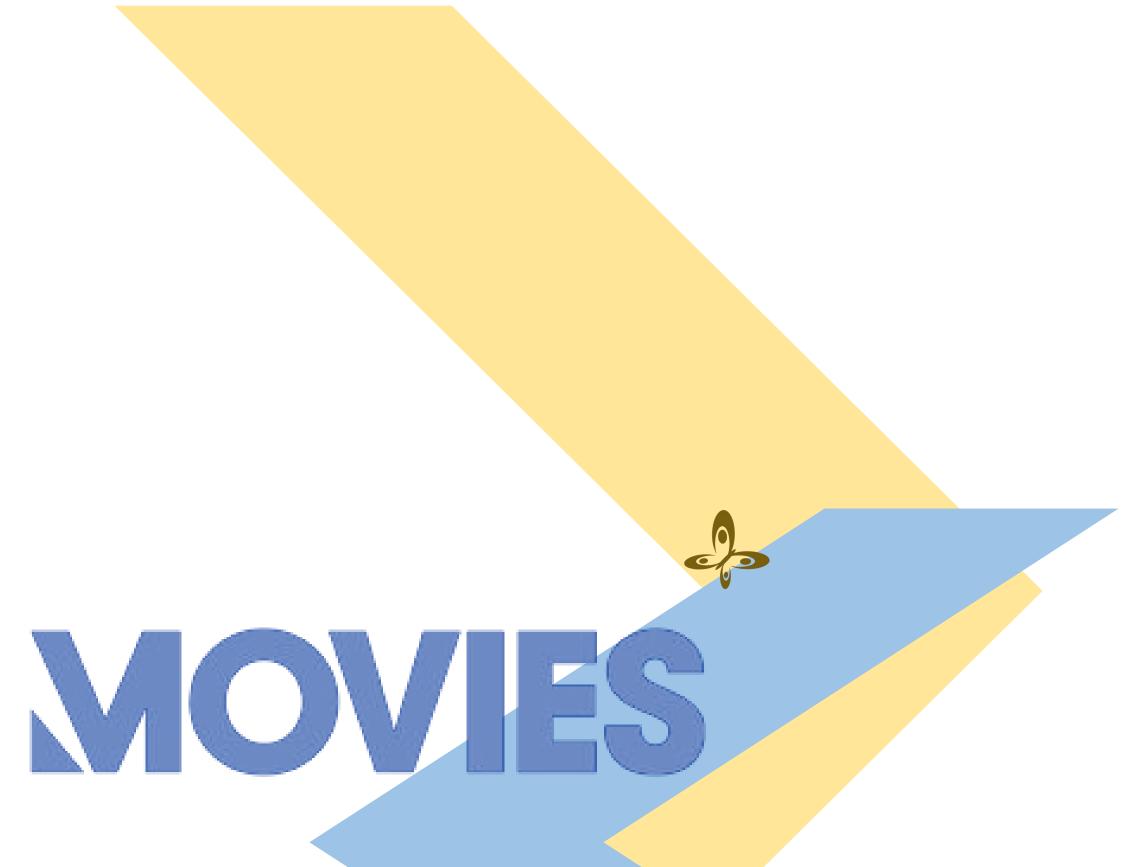














Released: 22 Dec 2023

Genre: Drama, Action, Adventure, Sequel, Super-hero, Comic book.





FINESTAIND

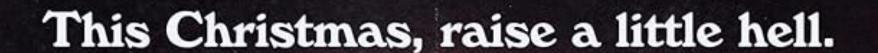


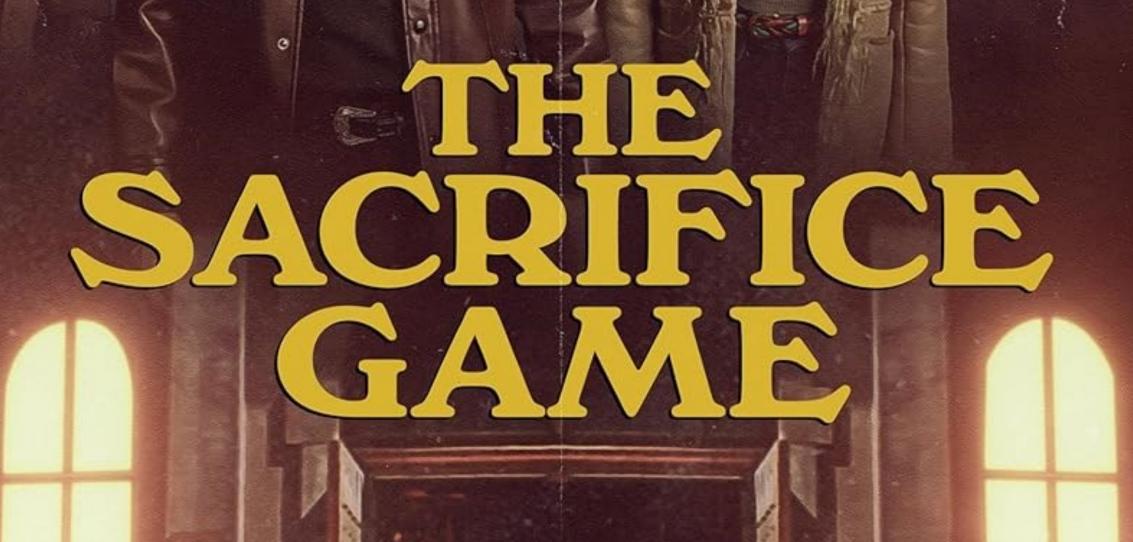
Paramount +
ORIGINAL MOVIE

Released: 15 Dec 2023

Genre: Drama, Crime.







SHUDDER AND RED SEA MEDIA PRESENT

IN ASSOCIATION WITH CONVOKE MEDIA REAL BY FAKE AMG A BLACKVALE FILMS PRODUCTION "THE SACRIFICE GAME"

A MASSOUD OLIVIA SCOTT WELCH GUS KENWORTHY MADISON BAINES DEREK JOHNS LAURENT PITRE WITH CHLOË LEVINE AND INTRODUCING GEORGIA ACKEN

CASTING KATE YABLUNOVSKY BRUNO ROSATO CASTING MAKEUP EDWINA VODA HAIR JENNY MAY QUINN COSTUME DESIGNER STELLA CREARY

RECTS BLOOD BROTHERS EFFECTS PROSTHETICS AND MAKEUP EFFECTS MOROT FX STUDIO INC PRODUCTION DESIGNER TED SAMUELS VEX SUPERVISOR FRANÇOIS BORDEZ

AATT R. SHERMAN COMPOSER MARIO SÉVIGNY EDITED BY ARTHUR TARNOWSKI ACE CCE MATHIEU BÉRUBÉ DIRECTOR OF PHOTOGRAPHY ALEXANDRE BUSSIÈRE

LESS VICKY KOPELEVICH BRIAN CUCCOVIA CO-PRODUCER YANNICK SADLER PRODUCERS TODD SLATER JENN WEXLER HEATHER BUCKLEY

SAMUEL ZIMMERMAN ROMAN KOPELEVICH CRYSTAL HILL ROMAN VIARIS MENA MASSOUD OLIVIA SCOTT WEICH MARK BERRY

Released: 8 Dec 2023

RENOIT BEAULIEU MIKE KLYMKIW WALTER KLYMKIW EXECUTIVE PRODUCED BY MARC CÔTÉ PHILIP KALIN-HAJDU ALBERT I. MELAMED
WAJDU ALBERT I. MELAMED WRITTEN BY JENN WEXLER & SEAN REDLITZ DIRECTED BY JENN WEXLER

Genre: Horror.

Québec ##

Québec ##

Canada

ZAC EFRON

JEREMY ALLEN WHITE

HARRIS DICKINSON

MAURA TIERNEY

STANLEY SIMONS

HOLT McCALLANY

LILY JAMES

I RON C L AW

SONS. BROTHERS. CHAMPIONS.

DECEMBER 2023

FILM A24

Released: 22 Dec 2023

Genre: Drama, Biography, Sports, True





TARAJI P. DANIELLE COLMAN COREY
HENSON BROOKS DOMINGO HAWKINS H.E.R. BAILEY PEARL MPASI BARRING

A BOLD NEW TAKE ON THE BELOVED CLASSIC -

Released: 25 Dec 2023

Genre: Drama, Adaptation, Musical.





PIERCE

MORENA BACCARIN

CHASST CHARLES

KEEP YOUR FRIENDS CLOSE AND YOUR ENEMIES DEAD.

CHICKEN SOUP FOR THE SOUL ENTERTAINMENT REDBOX ENTERTAINMENT AND EQUITABLE MEDIA FRENCIA DAN GROONIK/MITCHELL WELCH AND THOMASVILLE PICTURES PROMICION IN ASSOCIATION WITH STREAMLINE GLOBAL BOOMTOWN MEDIA PARTNERS ASHLAND HILL MEDIA FINANCE AND FORESIGHT UNLIMITED PIERCE BROSNAM MORENA BACCARIN "FAST CHARLIE" GBENGA AXINNAGBE TOBY HUSS JACOB GROONIK WITE SHARON GLESS AND JAMES CAAN ""HJEFF GERRARD DIGEROLAMO ROBIN LIPPIN CSA. ""HFIL EISLER "-BILBRITTAINY WHYTE RUPERT HOLLIER HANCY COLLINI" "HLEE HAUGEN JERED ZALMAN "HEN FRANK J. ZITO, III ANDIAN WARWICK THORNTON "HER MANCY COLLINI" "HLEE HAUGEN JERED ZALMAN "HENDERSON KIM HENDERSON KERIM ANTOINE KFURI JOE SIMPSON JONATHAD BROSS MATTHEW E CHAUSSE SIMON WILLIAMS WALTER JOSEN FATBICK JOSTEN VICTOR GISCHER FORD CORBETT JOSHUA HARRIS GREG FRIEDMAN JATIN DESAI ENDLY HUNTER SALVESON "HIGH RYAN DONNELL SMITH BRENT C. JOHNSON JEFF HOLLAND"

PATBICK JOSTEN VICTOR GISCHER FORD CORBETT JOSHUA HARRIS GREG FRIEDMAN JATIN DESAI ENDLY HUNTER SALVESON "HIGH BRONNELL SMITH BRENT C. JOHNSON JEFF HOLLAND"

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MICHAEL MANN

HEATAND THE LAST OF THE MONICANS



FERR R

CHRISTMAS

WWW.DARKDESIGN.ET

Released: 25 Dec 2023

Genre: Drama, Biography.

A FILM BY JAMES CROW

NIGHTIMARE NIGHTH STREET

BRITISH DRAGON PRESENT IN ASSOCIATION WITH DARK DREAMLINE PICTURES A FILM BY JAMES CROW PIERSE STEVENS LUCY PINDER MARK BEAUCHAMP OLIVIA HESPE LES MILLS JEFF KRISTIAN ADAM THOMAS ON 34TH STREET JUDE FORSEY ELOISE HENWOOD JON VANGDAL AAMAAS TONY FADIL KARL HUGHES RAFI WILDER HAIR, MAKEUP AND EFFECTS CHRISTY CHURCH JULIA KASS JOSIE ASTON KAILEY WALKE DE LAMES CROW ORIGINAL MUSIC BY PETE COLEMAN CO-EXECUTIVE PRODUCER SUSAN FERRARO-GARDETTO EXECUTIVE PRODUCERS GERRY BYRNE BILL STONEBURNER STEVE THOMAS ROB HAUSCHILD

PRODUCED BY CHARLUITE TINGLEY MATTHEW JAY FRANCE WRITTEN, PRODUCED & DIRECTED BY JAMES CRUN

DECKING THE HALLS WITH BLOOD

FALL 2023

Released: 5 Dec 2023

Genre: Horror.







THE COLO

MUSIC TO DIE FOR

Released: 8 Dec 2023

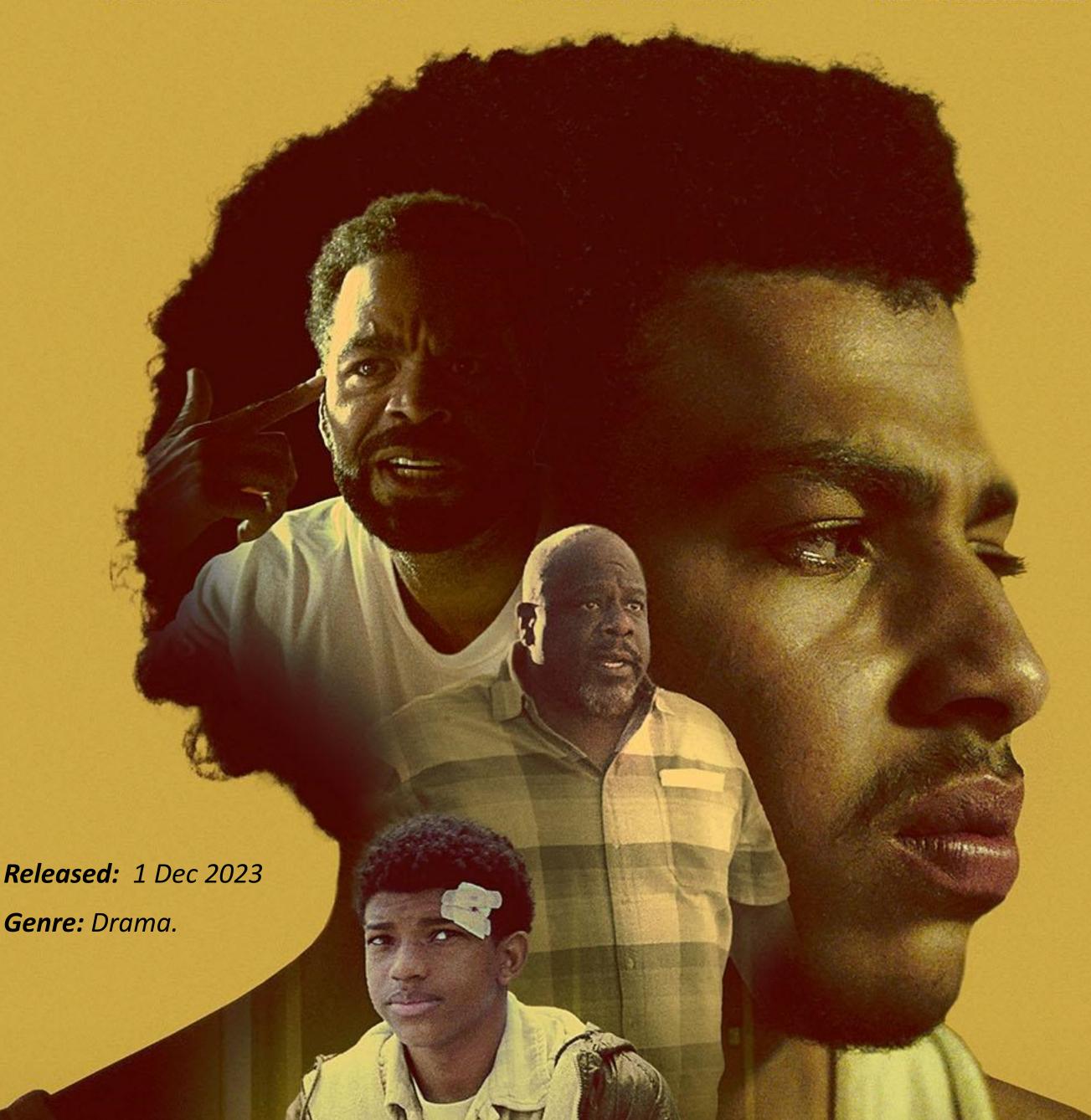
Genre: Horror, Supernatural.





MARCUS SCRIBNER LONNIE CHAVIS WITH CLIFFORD 'METHOD MAN' SMITH

AND CEDRIC THE ENTERTAINER



WRITTEN AND DIRECTED BY SIMON STEURI

HOW I LEARNED TO FLY

SILENT R WANAGEMENT RECORD RECORD FOR DEPOT AND A JEWEST SEASON FOR MICHAEL STATE OF THE PROJECT OF THE PROJECT



"GENUINELY UNNERVING. ZARCILLA IS AN EXCITING NEW VOICE WITH SOMETHING VITAL TO SAY"

- SCREEN DAILY

Y" SXSWL Y" WINNER

Released: 1 Dec 2023

Genre: Drama, Horror, Mystery.



A FILM BY PARIS ZARCILLA

RRAMSTERIA MEDIA NO DUPPETE INGER RELEASING FORMAT A LAST CONKER PROMISER A PARTS CARCILLA IN M. TAGING GRAD THE MAX ESCHMANN JACOEN SUMBLIA HOLD TEARING HEST THE DAVID HAVMAN CARRIED OF THE DISTRICT EXCEPT OF THE THE PROMISE ASSESSMENT AND ASSISTANCE OF THE CONTROL OF THE PROMISE OF THE PROMISE ASSISTANCE OF THE PROMISE OF

browner factors (70 BRIDE NO. BOTH) ------ Tomore,



sky original

THE LAST RELATION

Released: 14 Dec 2023

Genre: Drama.









THE DAILY BEAST / NICK SCHAGER

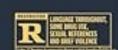


jeffrey tracee with issa and sterling k. wright ellis ross rae brown brown

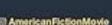
AMERICAN FICTION







ONLY IN THEATERS DECEMBER SAMERICAN SERVICE STREET





EXPERIENCE THE HIT BROADWAY MUSICAL IN MOVIE THEATERS FOR 5 NIGHTS ONLY

STARRING

SARA BAREILLES

WAITRESS THE MUSICAL

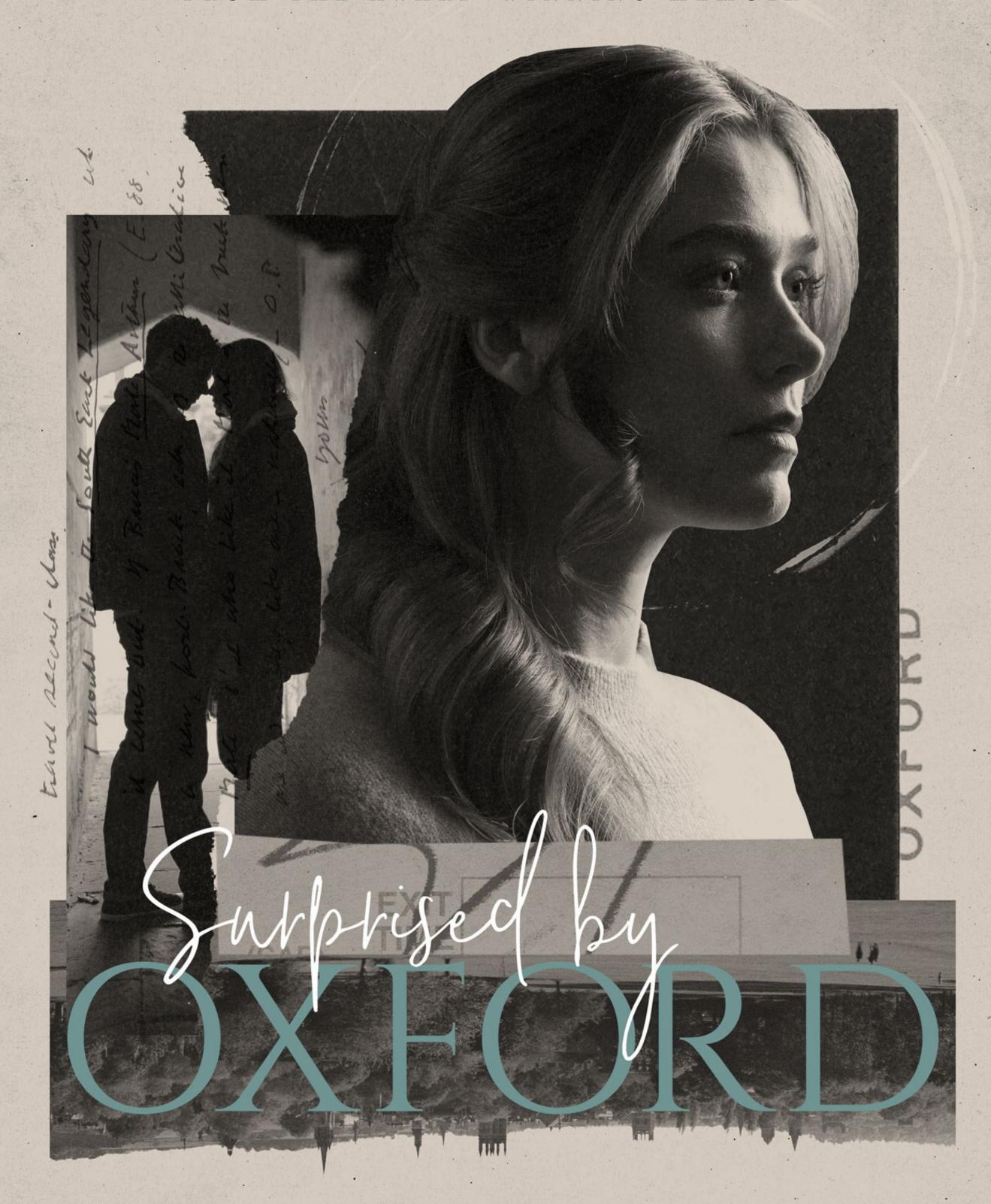




DECEMBER 7

Released: 7 Dec 2023

Genre: Musical, Event.



AN EVOLVE STUDIOS PRODUCTION A NOOK LANE ENTERTAINMENT PRODUCTION IN ASSOCIATION WITH ASCENDANT FOX "SURPRISED BY OXFORD" ROSE REID RUAIRI O'CONNOR MARK WILLIAMS MICHAEL CULKIN LOURDES FABERES ED STOPPARD EMMA NAOMI JORDAN ALEXANDRA WITH SIMON CALLOW AND PHYLLIS LOGAN

CASTING KATE RINGSDALE REGINA MOORE, CSA TAYE NELSON, CSA BY ZACH PRICHARD MUSIC NICK BOX PRODUCTION ANDY LUCK PROTOGRAPHY EDD LUKAS

PRODUCERS JOEL EDWARDS DANIEL KIEDIS JULIAN REID BART RUSPOLI HESTER RUOFF MEMBER BY CAROLYN WEBER

PRODUCERS JOEL EDWARDS DANIEL KIEDIS JULIAN REID BART RUSPOLI HESTER RUOFF MEMBER BY CAROLYN WEBER

PRODUCERS JOEL EDWARDS DANIEL KIEDIS JULIAN REID BART RUSPOLI HESTER RUOFF MEMBER BY RYAN WHITAKER

Released: 1 Dec 2023

NOOK LANE



SURPRISEDBYOXFORD. MOVIE

"MONUMENTAL" VARIETY

"AN EXHORTATION TO USE EVERY HEARTBEAT WISELY"

WRITTEN AND DIRECTED BY

AVA DUVERNAY

ORIGIN

AUNJANUE ELLIS-TAYLOR



Released: 8 Dec 2023

Genre: Drama.



DIRECTED BY GEORGE CLOONEY

INTHE

ONLY IN THEATERS CHRISTMAS DAY

Released: 25 Dec 2023

Genre: Drama, Biography, Adaptation, Sports.



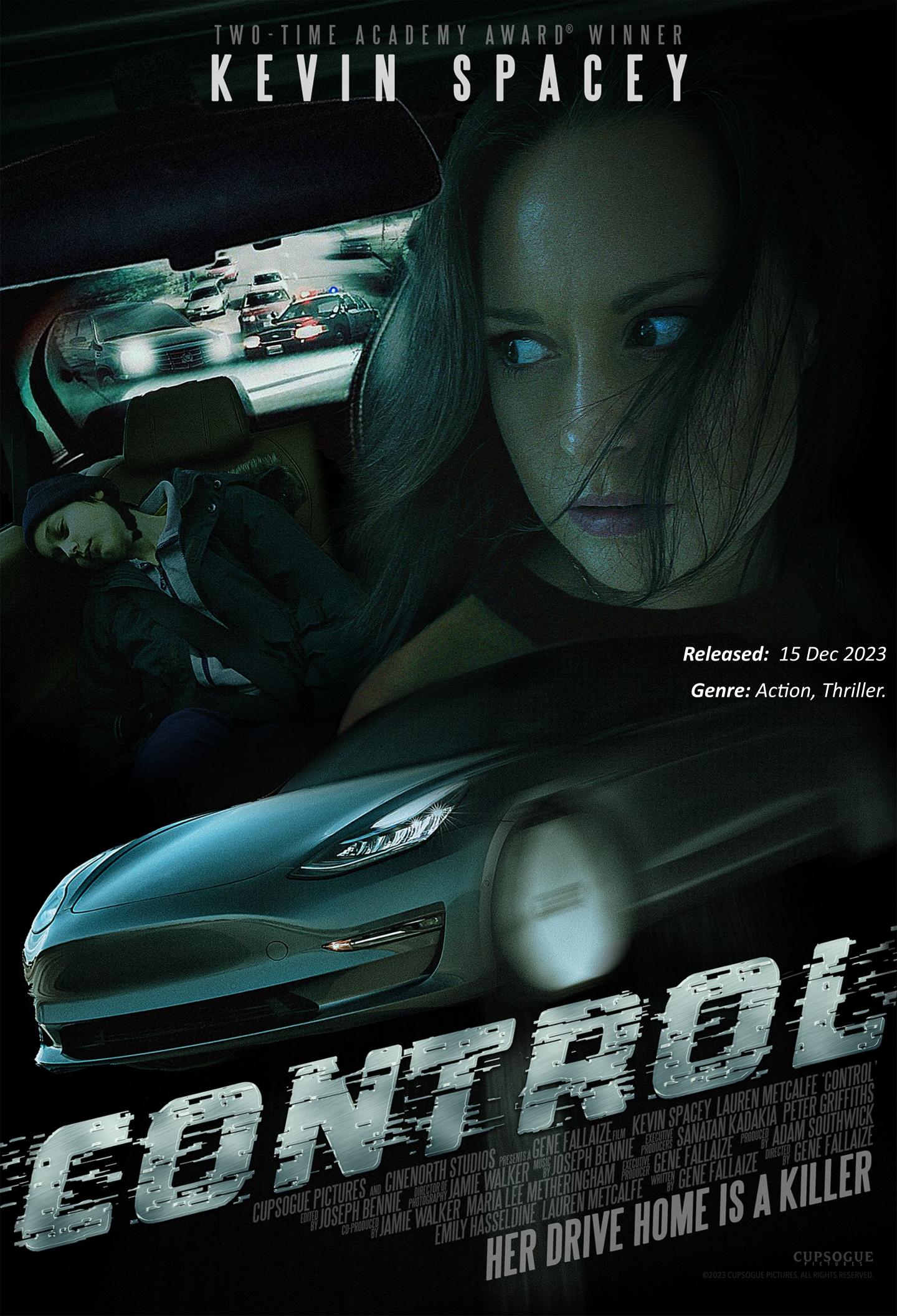
THE BASER BY DANIEL JAMES BROWN SCREENPLAY MARK L. SMITH

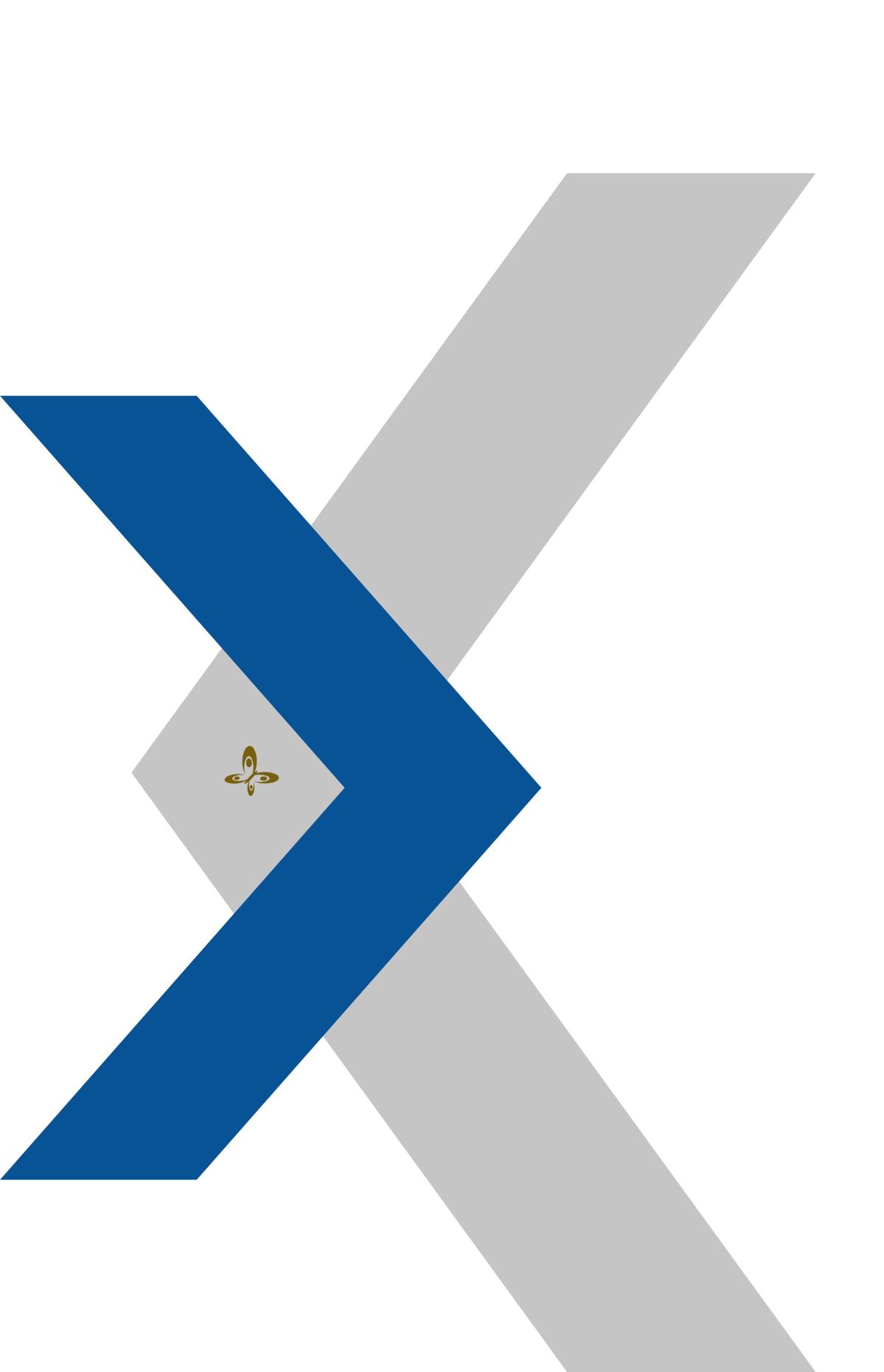
















Written and Directed by Takashi Yamazaki

Released: 1 Dec 2023

Genre: Action, Adventure, Sci-fi.

JODIE COMER AUSTINI BUTLER TOWNEARDY

ONLY IN THEATERS DECEMBER 1

Released: 1 Dec 2023

Genre: Drama, Crime.







THE MISTRANSLATION THAT SHIFTED CULTURE

Released: 1 Dec 2023

Genre: Documentary.

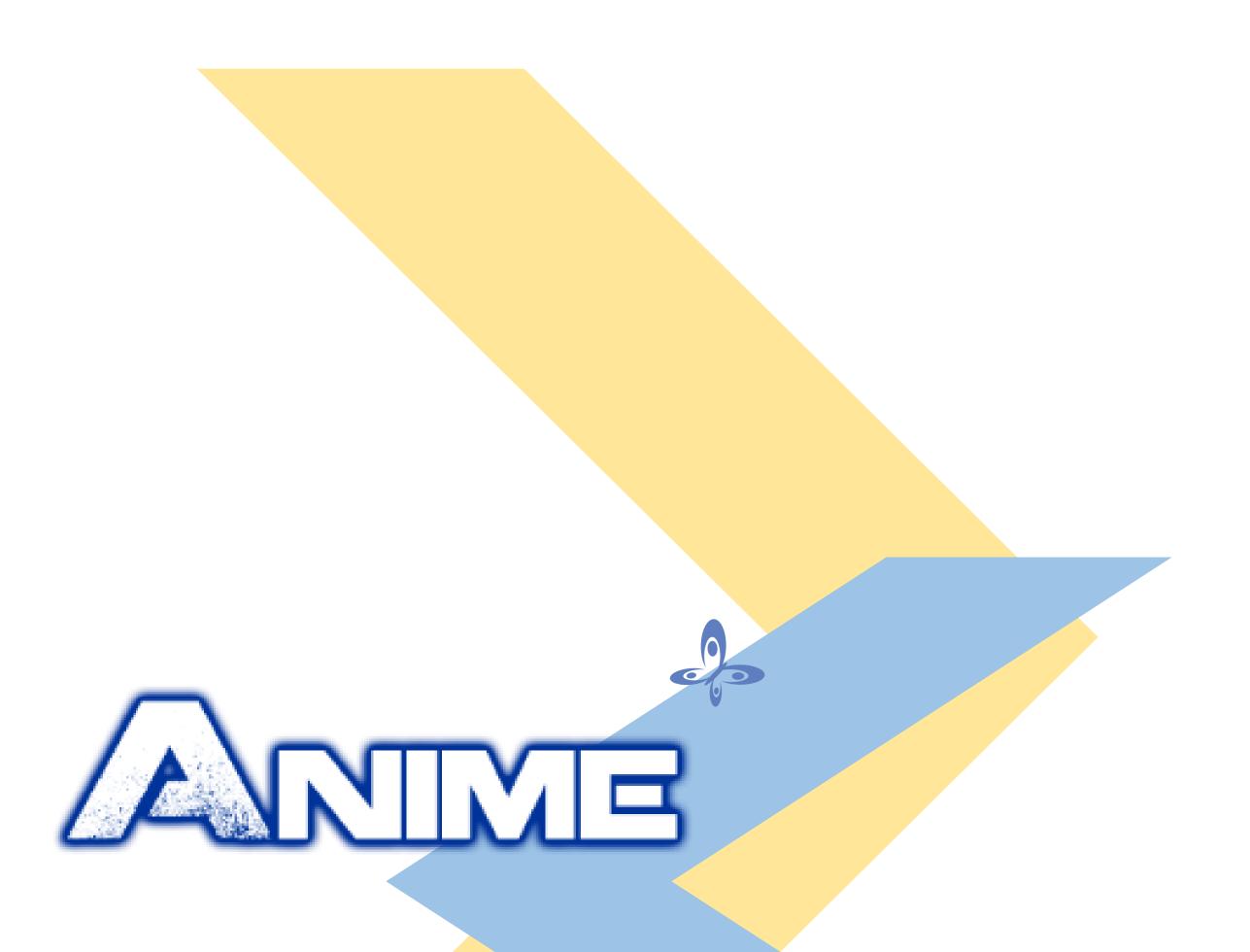




Genre: Action, Animation.









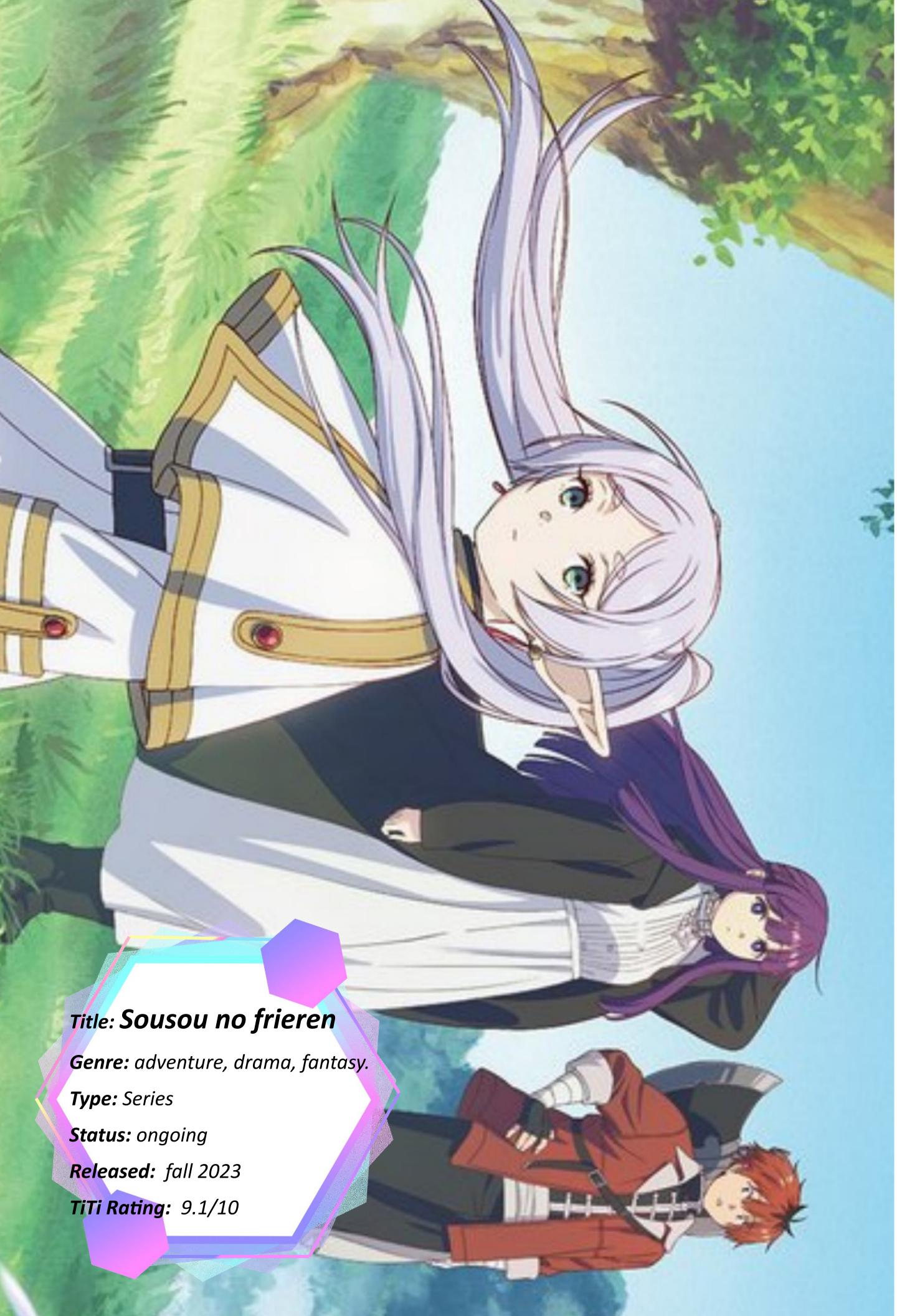












7-/1-7ONERTAKE!



Type: Series

Status: ongoing

Released: fall 2023

TiTi Rating: 7.3/10

