



# FOR HONOR

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**BATTLEFIELD 1**

**DEUS EX**  
MANKIND DIVIDED™





### EDITOR

**Dickson Max Prince**

 @dicksonprincemax

### CONTRIBUTORS

**\*Anita .W. Dickson**

**\*Efenudu Ejiro**

**Michael**

**\*Bekesu Anthony**

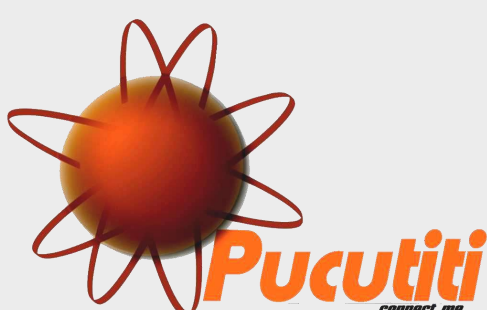
**\*Samuel Obadiah**

**\*Dickson Max Prince**

**\*Ernest .O.**

### PUBLISHERS

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# For Honor

*For Honor* is a 2017 action video game developed and published by Ubisoft for Microsoft Windows, PlayStation 4, and Xbox One. The game allows players to play the roles of historical forms of soldiers and warriors, including knights, samurai, vikings and since October 2018 the Chinese Wu Lin, within a medieval setting, controlled using a third-person perspective. The game was developed primarily by Ubisoft Montreal and released world-wide in 2017.

## Gameplay

*For Honor* is an action fighting game set during a medieval, fantasy setting. Players can play as a character from three different factions, namely the Iron Legion (Knights), the Warborn (Vikings), and the Dawn Empire (Samurai). A fourth faction, the Wu Lin, was added in the Marching Fire expansion in October 2018. The four factions represent knights, vikings, samurai, and Pirate warriors respectively. Each hero also has quotes in their own languages that will trigger when certain actions are performed. The Knights speak in Latin, the Vikings speak Icelandic, the Samurai speak Japanese, and the Wu Lin speak Mandarin. Each faction had four classes at launch, with two more being added at the beginning of every season of the Faction War. The Vanguard class is described as "well-balanced" and has excellent offense and defense. The Assassin class is fast and efficient in dueling enemies, but the class deals much less damage to multiple enemies. The Heavies (Tanks) are more resistant to damages and are suitable for holding capture points, though their attacks are slow. The last class, known as "Hybrid", is a combination of two of the three types, and is capable of using uncommon skills.

All heroes are unique and have their own weapons, skills, and fighting styles. Players fight against their opponents with their class-specific melee weapons. When players perform certain actions, such as killing multiple enemies consecutively, they gain Feats, which are additional perks. These perks allow players to gain additional points and strengths, call in a barrage of arrows or a catapult attack, or heal themselves. In most missions, players are accompanied by numerous AI minions. They are significantly weaker than the player character, and do not pose much threat.

A tactical combat system, known as "Art of Battle", is initiated when the player encounters other players or player-like AI in the multiplayer or higher health AI in the campaign. Players enter a dueling mode with them wherein players aim at their opponent with their weapon. Players then can choose how to place and position their weapons from three directions (from above, the right, and the left) when they are attacking their enemies. By observing on-screen hints and the movements of their opponents, which reflect their respective attack position, players are able to choose the correct position to block the other players' attacks. Players also have other special abilities, which vary depending on the character they choose, such as barging into enemies with their own shoulders and performing back-stepping swipes. The strength of each attack can also be decided by players. The system aims at allowing players to "feel the weight of the weapon in [their] hand".







**Developer:** Ubisoft Montreal

**Publisher:** Ubisoft

**Director:** Federico Russo

**Producer:** Barbara Lombardi

**Designer:** Alessandro Foschi

**Programmer:** Matteo Montrasio

**Artist:** Christian Diaz

**Writers:** Jason Vandenberghe, Ariadne MacGillivray

Philippe-Antoine Ménard, Travis Stout

**Composers:** Danny Bensj, Saunder Jurriaans

**Engine:** AnvilNext 2.0

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

**Release:** February 14, 2017

**Genre:** Action, fighting

**Mode:** Single-player, multiplayer

**TiTi Rating:** 8/10



# Multiplayer

Similar to the single-player campaign, the multiplayer modes feature perks, AI minions, and the Art of Battle system. As the competitive multiplayer modes feature a structure similar to that of shooters, the creative director of the game called For Honor a "shooter with swords". Friendly fire is also featured in the game. Players can cause damage to their own teammates if they accidentally or intentionally hit them with their blades. The multiplayer aspect also allows players to customize their characters. For instance, the armor that the characters wear can be changed and modified. There are seven game modes: There is also a ranked duel game mode that is currently in beta:

**Dominion:** Dominion is a four-versus-four multiplayer mode in which players must capture and hold multiple zones in a battlefield. Points are earned through occupying the zones and killing enemy minions that fight at point B. Players earn double points for staying on points A and C. When one team earns 1000 points, the other team starts to ‘break’ meaning each player on that team cannot respawn unless revived by another teammate. Once one of the teams are breaking the opposing team must eliminate all of their players to secure victory.

**Brawl:** In this two-versus-two multiplayer mode, one duo must eliminate the other completely in order to win.

**Duel:** Duel is a one-versus-one multiplayer mode in which a player must successfully kill the opponent 3 times in order to win.

Ranked Duel: Ranked duel is a one-versus-one multiplayer mode in which players start in a qualifying stage, where they will have to complete 15 matches before they are placed into one of five rank tiers, Bronze, Silver, Gold, Platinum, and Diamond. Players placement depends on how many wins or losses they receive in the 20 qualifying matches. After players are placed within their respective rank tier, players will be pitted against other players within a similar rank tier.

**Skirmish:** Skirmish is a four-versus-four multiplayer mode in which players gain points while killing enemies. When one team earns enough points, they must eliminate the players from the other team and win the match.

**Elimination:** A team of players must eliminate the entire team of opponent players in this four-versus-four multiplayer mode. The team that still has remaining warriors will automatically win the match.

**Tribute:** A four-versus-four multiplayer mode where teams attempt to steal offerings and place them on their shrine. Each of the three offering gives the team a special power-up. The team to capture all three and defend them until the timer ends wins or the team with the most offerings at the end of the battle timer wins.

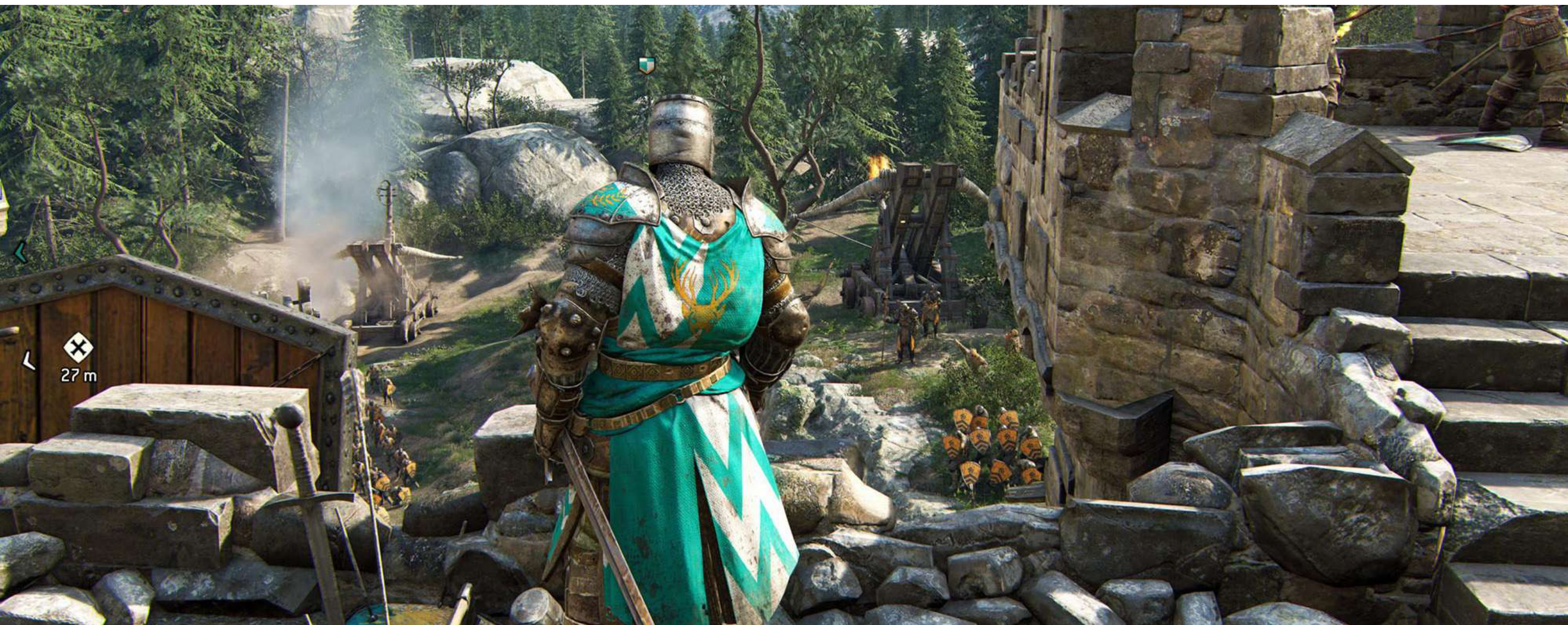
**Breach:** A four-versus-four multiplayer mode where the attacker’s goal is to kill the Commander while the defenders must successfully stop the attackers. The attackers must complete a series of objectives such as leading the battering ram to each of the two gates, breaking them both down and, ultimately, slaying the Commander; on the contrary, the defenders must prevent the attackers from completing any objectives.

The Faction War Edit

Each online multiplayer match awards War Assets based on the outcome and the player's performance. These War Assets are then deployed in the Faction War – which stretches across all platforms – where they are used either to defend an allied territory or conquer a neighboring one occupied by an enemy faction, with the most war assets deployed in a given territory determining the victor. Territories controlled are updated every six hours, while rounds last for two weeks and seasons last for ten weeks (five rounds). As the war progresses and territories change, the changing front will determine which maps that are played and their appearance (each map has variants depending on whether it is under Samurai, Knight or Viking control.) Players who have distinguished themselves and helped their faction gain and defend ground earn higher quality equipment as spoils of war after each round and each season. After a season ends, the map is reset and a new season begins after an off-season period, but the outcome of the previous season impacts the story background of the new season.

# Heroes

There are currently four factions in For Honor: Knights, Vikings, and Samurai, with a fourth faction, the Wu Lin, having been added with the Marching Fire expansion. There are nine combatants in the Knight, seven in the Viking, and Samurai, and five in Wu Lin, which makes a total of twenty-seven heroes, each wielding their own unique weapon from history.









# ***Knight faction features:***

*Warden, a Vanguard class knight wielding a longsword, an expert at keeping close distance and tackling the enemy;*

*Conqueror, a Heavy class warrior wielding a flail and using a heater shield to fend off attacks;*

*Peacekeeper, an Assassin equipped with a combination of shortsword and dagger, relying on quick attacks and bleeding out the opponent;*

*Lawbringer, an armor-clad Hybrid fighter using a poleaxe and combining shoves and throws to control the flow of the fight;*

*Centurion, a Roman-themed Hybrid warrior brandishing a gladius who is a fierce hand-to-hand combatant;*

*Gladiator, an Assassin class fighter reminiscent of retiarii of ancient Rome with a trident and a buckler at their disposal;*

*Black Prior, a Heavy class knight wielding a broadsword who is a master at using a kite shield in both defense and offense.*

*Warmonger, a Vanguard class warrior wielding a flamberge who once belonged to the knights until they were chosen by the god Horkos to finish the mission of Apollyon.*

*Gryphon, a Hybrid class knight utilizing a bardiche who was once known as the Lawbringer, Holden Cross, until he embraced the fighting styles and cultures of all factions.*

*Viking faction features:*

*Raider, a Vanguard class warrior fighting with a dane axe, making use of his heavy weapon to perform powerful strikes;*

*Warlord, a Heavy class warrior equipped with viking sword and performing quick attacks from behind his viking shield;*

*Berserker, an Assassin with hand axes in both of his hands, which, while sacrificing defense, allow him to perform rapid strikes;*

*Valkyrie, a Hybrid class fighter using spear and shield in a versatile fighting technique, constantly pushing at the enemy;*

*Highlander, a Hybrid stylised as a Scottish warrior with a claymore who switches between defensive and offensive stances;*

*Shaman, an Assassin class fighter with a feral fighting style utilizing a hatchet and a gutting knife;*

*Jormungandr, a Heavy class warrior using a powerful war hammer to brutally assault the opponents.*

*Samurai faction features:*

*Kensei, a Vanguard class warrior wielding a nodachi in a steady, balanced stance;*

*Shugoki, a Heavy class combatant using his weight and a kanabo to crush attacking enemies;*

*Orochi, a katana-wielding Assassin who makes quick work of his opponents with a flurry of chained blows;*

*Nobushi, a Hybrid class fighter fighting with a naginata, who is an expert at keeping enemies at distance;*

*Shinobi, an Assassin class fighter with kusarigama in each hand, using elusive moves to always keep the enemy guessing;*

*Aramusha, a Hybrid class warrior with two katanas and a fast-paced, uncommon fighting technique;*

*Hitokiri, a Heavy class warrior and a former executioner wielding a masakari.*

*Wu Lin faction features:*

*Tiandi, a Vanguard class warrior who wields a da-dao and specializes in swift combat based on dodges;*

*Jiang Jun, a Heavy class fighter with a guandao at his disposal, who is able to keep multiple enemies at bay;*

*Nuxia, an Assassin wielding dual hook swords to execute fast and skillful strikes while simultaneously dodging the opponent;*

*Shaolin, a Hybrid class fighter who relies on bō and martial arts expertise to overcome the enemy;*

*Zhanhu, a Hybrid class warrior whose dodges and masterful usage of changdao provide a worthy challenge.*

*Plot Edit*

*Setting Edit*

*After a natural catastrophe pitted the most fearsome warriors against one another in a fight for resources and territory, the bloodthirsty warlord Apollyon believes the people of the Knights, Vikings, and Samurai have grown weak and want to create an age of all-out war through manipulation of each faction. To this end the perspectives of characters within each faction are shown as events are shaped, battles are waged, and agendas are created as Apollyon works to ensure continuous sparks of conflict between the Legion, the Warborn, and the Chosen from the Myre. With a later DLC, the Wu-Lin, based on Chinese culture, were added, while in-game lore links the Romans fighting for the Legion to a fifth Roman-based faction not present in the game.*









# Story

The warlord Apollyon takes control of the knights of the Blackstone Legion after murdering her rivals, who fight for the people of the land of Ashfeld, allowing her to sow the seeds of perpetual war and create stronger men to rule over the weak. During the Blackstone Legion's attempt to bring a dishonorable lord-turned-mercenary, Hervis Daubeny, to justice, his second-in-command, known as the Warden, helps to stop the Blackstone siege and battles the champion of the Blackstone knights. Upon defeating a Blackstone Legion captain, Ademar, the Warden is made a knight of the Legion by Holden Cross, Apollyon's lieutenant, and leaves with him. During his/her time in Apollyon's army, the Warden helps to defend against the Viking raiders of the Warborn, but soon realizes shortly after meeting with Apollyon that she cares nothing about protecting people and seeks to manipulate her enemies into endless battles. Starting with the Vikings, Apollyon and her warriors including Cross, the Warden and fellow lieutenants Stone and Mercy, attack their settlements and sack their strongholds in the northern land of Valkenheim, leaving only enough food and supplies to fight over, and sparing those who would eagerly fight for those scraps or are strong enough to do so.

Afterwards, in Valkenheim, the Viking clans fight among themselves, killing one another for the dwindling scraps left by Apollyon. This continues until a powerful warrior known as Raider comes down from the mountains, and begins uniting the warriors of the various clans under the Warborn banner, alongside Warlord friend Stigandr, Valkyrie warrior Runa and Berserker Helvar, first by killing the brutal raider Ragnar, who steals what little remains from those who cannot feed themselves, and then Siv the Ruthless, who seeks to conquer and plunder their own people. After killing their rivals, Raider's rapidly growing army retake a Warborn stronghold from knights of Apollyon's army, and then set out to the land of the Myre to raid the Dawn Empire of the Chosen, a group of powerful Samurai, to resupply and feed their people. The Raider then leads the assault on the Samurai, kills the Samurai General, Tozen, and causes the Samurai to retreat back to their greatest city. In the chaos, Apollyon kills the Dawn Empire's ruler and his daimyōs that refuse to fight.

Into this chaos is brought the Orochi warrior known as the Emperor's champion, the strongest and most fearsome warrior in the Dawn Empire. The champion was imprisoned for speaking out of turn and was freed during the chaos of the Viking raid. The Orochi helps to push back the Vikings, but fails to prevent Apollyon from riding through the chaos and murdering the Imperial family, forcing the Daimyos to fight one another for control of the Dawn Empire. After learning of the devastation the Viking raid caused, she/he, fellow samurai Ayu, the Shugoki Okuma and Nobushi Momiji attempt to reunite the Daimyos under one banner, using Apollyon as a common enemy to rally against. The Emperor's Champion infiltrates the Emperor's palace with Momiji and confronts Seijuro, the Daimyo who took Apollyon's offer to become Emperor. After defeating Seijuro, the champion convinces him to join him against Apollyon. It is also during this time that the Emperor's Champion learns of Apollyon's manipulations of the various factions and rallies allies to stop Apollyon, invading Ashfeld to attack Blackstone Fortress. During a scouting mission with Momiji, the Orochi is met by the Warden, now leading a rebellion against Apollyon with Holden, Stone and Mercy by his/her side and, after dueling him/her, realizes they are allied against the same enemy. Both armies besiege the castle on separate fronts, with the Orochi searching for Apollyon. After finding Apollyon, the Orochi duels with and kills her, but not before learning that she wanted to create eternal war to weed out the weak and create the strongest of men, making them evermore bloodthirsty. Despite her death, Apollyon got what she wanted: an age of wolves.

In the aftermath, the armies of all three factions attacking the Blackstone Fortress; Knight, Samurai and Viking alike all turn on each other, resulting in a war lasting seven years. Realizing the war's futility The Warden, now leader of the Knights, sends Holden to meet with leaders of the other factions, Ayu and Stigandr. Though all three realize that the prospect of peace may be futile, they all agree that peace is worth fighting for and striving for it will make for an unforgettable tale.





# History

*For Honor* was developed by Ubisoft Montreal. Blue Byte developed the game's PC version. It was announced during Ubisoft's E3 2015 press conference. A CGI trailer and a gameplay demo were shown during the conference. Development of the game began in 2012. *For Honor* was the company's first attempt at developing a strategy-action game. The structure of the game is inspired by shooter games. The game was released worldwide for Microsoft Windows, PlayStation 4, and Xbox One on February 14, 2017. The game's original score was written and produced by film composers Danny Bensi, Saunder Jurriaans and Owen Wallis. A 20-track original soundtrack released alongside the game on February 14. On 27 July 2018, the game was announced to be joining the Xbox Games With Gold program.

The game features a Dolby Atmos soundtrack.

The Warden was later included as a playable DLC character in SNK's 2019 fighting game *Samurai Shodown* on June 24, 2020.









# Deus Ex: Mankind Divided

*Deus Ex: Mankind Divided* is an action role-playing video game developed by Eidos Montréal and published worldwide by Square Enix in August 2016 for Microsoft Windows, PlayStation 4, and Xbox One. Versions for Linux and macOS systems were released in 2016 and 2017, respectively. It is the fourth game in the *Deus Ex* series, and a sequel to the 2011 game *Deus Ex: Human Revolution*. The gameplay—combining first-person shooter, stealth, and role-playing elements—features exploration and combat in environments connected to the main hub of Prague and quests that grant experience and allow customization of the main character's abilities with Praxis Kits. Conversations between characters have a variety of responses, with options in conversations and at crucial story points affecting how events play out. Players can complete *Breach*, a cyberspace-set challenge mode, in addition to the main campaign. *Breach* was later released as a free, standalone product.

Set two years after *Human Revolution* in 2029, the world is divided between normal humans and those with advanced, controversial artificial organs dubbed "augmentations". After a violent event known as the Aug Incident, augmented people have been segregated; this prompts heated debate and an era of "mechanical apartheid". Main protagonist Adam Jensen, equipped with advanced new augmentations after *Human Revolution*, is a double agent for the hacker group Juggernaut Collective to expose the Illuminati, which is orchestrating events behind the scenes. The story explores themes of transhumanism and discrimination, using the series' recurring cyberpunk setting and conspiracy theory motif.

Production of *Mankind Divided* began after completion of the *Human Revolution* expansion *The Missing Link*. Eidos Montréal wanted to improve its gameplay and narrative, and address criticism from fans and reviewers of *Human Revolution*. The gameplay and graphics engine were rebuilt from scratch for next-generation hardware. A greater focus on realism and the story's darker themes resulted in a subdued color range compared to the previous game. *Human Revolution* composer Michael McCann returned to write the score with newcomers Sascha Dikiciyan and Ed Harrison.

The game was announced in 2015, after a lengthy promotional campaign. Subsequent marketing slogans were criticized by journalists, and a divisive tier-based preorder campaign was cancelled due to player backlash. Post-launch, story-based downloadable content was released in 2016. Critical reception of *Mankind Divided* was positive, and the game's narrative, graphics and gameplay were praised. Criticism focused on the brevity of its campaign and the handling of its themes.

## Gameplay

*Deus Ex: Mankind Divided* is an action role-playing game with first-person shooter and stealth mechanics. Players take the role of Adam Jensen, a man equipped with mechanical cybernetic implants called augmentations. The game's environments, ranging from open-world hubs to more scripted environments, are explored in first person; actions such as hiding behind cover, conversing with non-playable characters (NPCs) and some attack animations switch to a third-person view. In these environments, players can find NPCs that will advance the main story quest and optional side quests; completing quests and other actions such as finding hidden areas reward Adam with experience points (EXP). EXP unlock Praxis Points to upgrade his abilities. Also accessible are black-market vendors which supply equipment, materials and weapons for credits, the in-game currency.







**Developer:** Eidos Montréal  
**Publisher:** Square Enix  
**Director:** Jean-François Dugas  
**Producers:** Olivier Proulx, Marc-André Dufort  
**Designer:** Richard Knight  
**Programmers:** David Gallardo, Daniel Letendre, Sébastien Michel  
**Artist:** Martin Dubeau  
**Writer:** Mary DeMarle  
**Composers:** Michael McCann, Sascha Dikiciyan  
**Series:** Deus Ex  
**Platforms:** Microsoft Windows, PlayStation 4, Xbox One, Linux, macOS  
**Release:** August 23, 2016—Microsoft Windows, PlayStation 4, Xbox One  
August 23, 2016—Linux  
November 3, 2016—macOS  
**Genre:** Action role-playing, first-person shooter, stealth  
**Mode:** Single-player  
**TiTi Rating:** 8/10



Players can approach situations in a number of ways; a violent approach shoots their way through environments while using cover to hide from enemy fire. Adam can take a stealthy approach, avoiding guards and security devices (again using cover to avoid enemy sight lines). He can move between cover elements and around corners while staying hidden. The melee takedown system offers lethal and non-lethal options, in addition to a variety of lethal and non-lethal weapons. Adam can move the bodies of enemies into hiding places, preventing them from being seen and raising an alarm. Adam's augmentations can be acquired and upgraded with Praxis Kits bought from vendors, found in the game environments or automatically unlocked by gathering enough EXP; higher-level augmentations require more Praxis Kits to unlock. Augmentation functions range from passive enhancements to Adam's vision or damage resistance; to active upgrades, such as increased strength or the ability to fall from great heights without being injured. Some augmentations are dependent on Adam's energy level, deactivating after energy has been drained. Other "Overclock" abilities force players to deactivate another augmentation to allow them to work.

Non-lethal and lethal weapons, bought or picked up from enemies, can be modified with parts salvaged from other areas. New components and elements, such as the single-use multitool unlocking devices, can be bought from vendors or built from salvage in each area. Using salvage to craft new components requires blueprints discovered in the overworld. Adam can hack a variety of devices, with the hacking divided into two modes. The first has Adam hacking static devices such as computers, which triggers a minigame allowing players to capture points (nodes) and access a device. The second mode involves hacking devices such as laser traps and security robots, triggering an altered minigame where zones on a graph must be triggered to deactivate a device within a time limit.

Adam converses with NPCs about the main and side quests, and some of the conversations add information to the game's world. He has several conversation options, which affect its outcome; choosing the correct option can help complete objectives, and choosing an incorrect option closes the route and forces the player to find an alternate solution. A "social" augmentation better reads an NPC's expression and evaluates their psychological profile, improving the chance of selecting the correct dialogue option. Most boss battles can be negated by using certain dialogue options.

In Breach mode, the player is a hacker infiltrating the Palisade Bank to retrieve data from Deus Ex companies and escape within a time limit. Similar to an arcade game with a surreal, polygonal graphic style, the player has an avatar and navigates environments with unique augmentations. The enemy monitor alters its responses, depending on player approach to a level. Although Mankind Divided does not have a multiplayer mode, Breach has leaderboards which allow players to compare scores and positions online. Its rewards for completing levels are random or alterations to game-play elements in individual maps.

## Setting

Mankind Divided is set in 2029, two years after Deus Ex: Human Revolution. The Deus Ex series is set in a cyberpunk future rife with secret organizations and conspiracies, including the Illuminati. Before Human Revolution, advances in biotechnology and cybernetics led to the development of "augmentations", artificial organs capable of enhancing human performance. Augmentation requires the use of Neuropozyne, a scarce, expensive immunosuppressive drug which prevents the body from rejecting the augmentation. They also created social divides between "aug", humans who have accepted augmentation technology; and normal humans who are either morally opposed to it, too poor to afford it, or whose bodies actively reject it.





During Human Revolution, the Illuminati planned to place limitations on augmented people with a biochip. They are opposed by Adam Jensen, chief of security at the pro-augmentation corporation Sarif Industries, who is heavily augmented after an attack on his employers critically injures him. Illuminati member Hugh Darrow subverts the Illuminati's plan in order to prejudice humanity against augmentations, broadcasting a signal from the Arctic research base Panchaea which drove anyone with the biochip insane; the mass chaos is later called the Aug Incident. Jensen stops the signal, and has a choice: to broadcast stories supporting Darrow, the Illuminati or his employer, or to destroy Panchaea and let humanity decide. Jensen destroys Panchaea in the canonical ending, but social trauma from the Aug Incident and the Illuminati's manipulation cause augmented people to be stigmatized. Humanity has imposed a "mechanical apartheid" on augmented people by Mankind Divided, isolating them in ghettos and stripping them of their rights.

The story focuses on events in Prague, with some events set in Dubai and London. Several factions play key roles in the game world. One of the most prominent is the Illuminati, a group of corporate elites which influences society for its own aims. The Illuminati are opposed by the Juggernaut Collective, a group of hacktivists led by the shadowy Janus and precursors of underground movements in the original Deus Ex. The two main factions in Mankind Divided are Task Force 29 (TF29), an Interpol-run anti-terrorist team based in Prague; and the Augmented Rights Coalition (ARC), originally an aid group for augmented people and now a controversial body opposing the abuse of the augmented.

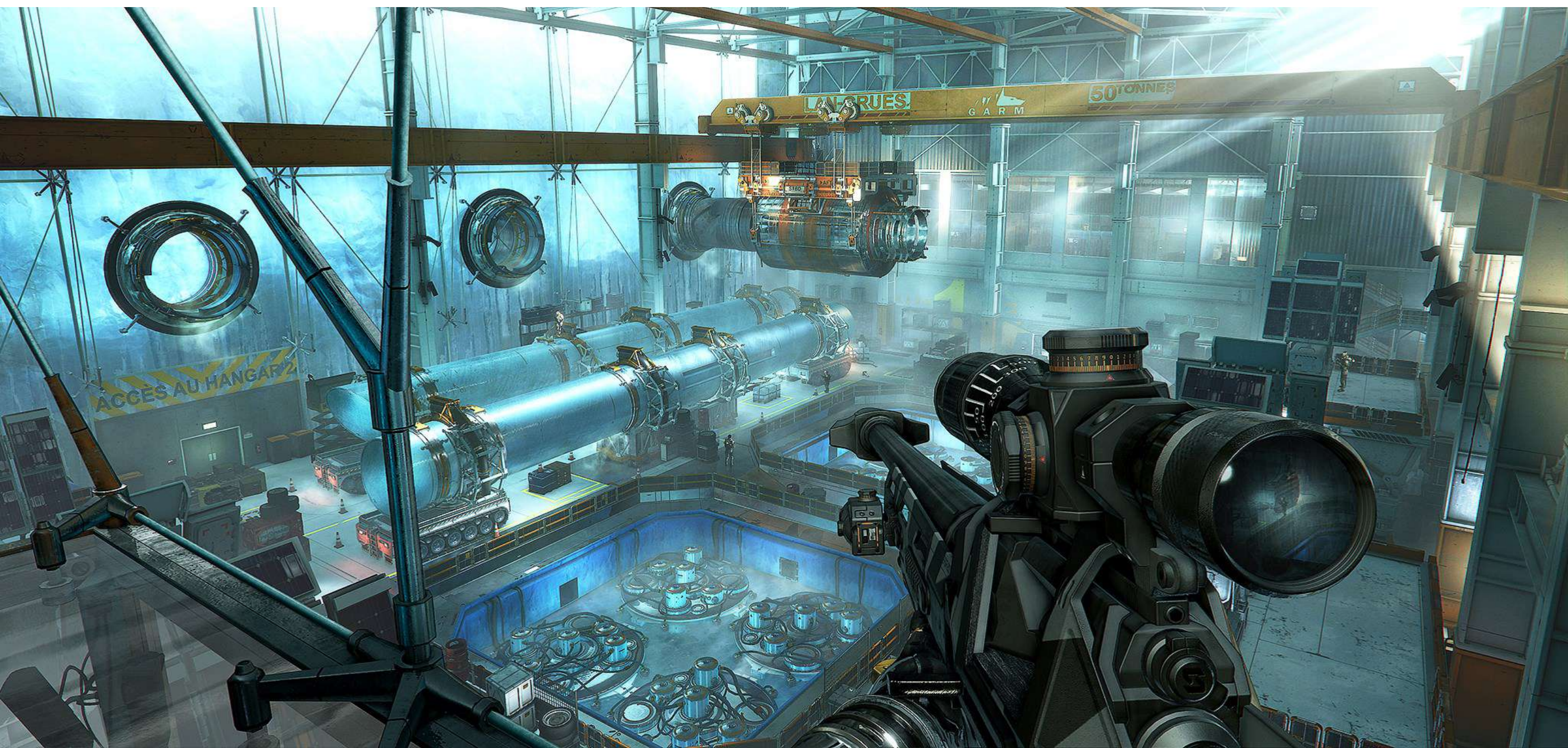
## Characters

Human Revolution protagonist Adam Jensen returns as the lead character. Presumed dead after Panchaea's destruction, he was rescued and secretly implanted with advanced augmentations. Due to a genetic trait which allows augmentations without Neuropozyne, Jensen occupies a middle ground between humans who mistrust augmented people and those whose augmentations are decaying due to a lack of Neuropozyne. Adam becomes part of TF29 as a double agent for the Juggernaut Collective to expose the Illuminati, interacting with the Collective's unseen leader Janus through Alex Vega. His co-workers in TF29 are director Jim Miller and psychologist Delara Auzenne. Adam's main opponents are ARC leader Talos Rucker and Viktor Marchenko, a member of ARC who becomes a terrorist. Central characters in the downloadable content (DLC) episodes are Frank Pritchard, an old associate from Sarif Industries; Shadowchild, a skilled hacker with a grudge against the Palisade Bank corporation; and Hector Guerrero, an undercover agent in the "Pent House" prison for augmented criminals.

## Plot

During a mission in Dubai for TF29, Adam is attacked by an augmented mercenary group and narrowly escapes. He returns to Prague and speaks to Vega; they are involved in a bomb attack, which damages Adam's augmentations. After repairing them and learning about the hidden augmentations planted during his recovery after Panchaea, Adam spies on a meeting between Miller and his superiors and learns that the recent attacks will be attributed to ARC by the United Nations leadership. Adam is sent by Miller to the Golem City ghetto and confronts Rucker, who dies after confirming that ARC was not responsible for the attacks. The Illuminati-aligned Marchenko takes Rucker's place, and begins steering ARC towards militancy. Adam learns that TF29 director Joseph Manderley and VersaLife CEO Bob Page—prominent Illuminati members—used Orchid, a biological weapon, to kill Rucker.

Rucker's death causes unrest in the augmented population, and Prague imposes martial law. With help from Vega and Janus, Adam learns about two opportunities to confront Marchenko: Orchid data stored in a Palisade Bank vault, and Allison Stanek (a fanatical, augmented ex-soldier who helped produce the bomb). By either route, Adam infiltrates Marchenko's base in the Swiss Alps and Marchenko injects him with Orchid. Adam survives because of his genetic traits, and gives an Orchid sample to Vega for analysis when he returns to Prague. After spying on a local crime family, he learns that Marchenko is planning an attack on a London summit hosted by influential CEO Nathaniel Brown. Brown is lobbying against the Human Restoration Act, an Illuminati-backed law which would permanently segregate the augmented in the isolated metropolis of Rabi'ah.









*Adam fails to convince Brown of the threat and confronts Marchenko's men after they infiltrate the summit, poisoning Miller with Orchid. Miller's fate depends on Adam's earlier actions—if Adam fails to save Brown, his death at the hands of ARC galvanizes support for the Human Restoration Act; saving Brown empowers him to block the act. After confronting Marchenko, Adam can kill or apprehend him. Vega vows that the Juggernaut Collective will pursue Manderley and Page, and Adam insists that Vega introduce him to Janus. In a post-credits scene, a council of Illuminati members (led by Lucius DeBeers) convenes and decides to watch Adam closely. DeBeers then tells Auzenne, his TF29 agent, that they are using Adam to find Janus.*

*The narrative is expanded with the DLC series, "Jensen's Stories". In Desperate Measures, Adam discovers that footage of the bombing was edited by a member of Tarvos Security to protect a family member. In System Rift, Adam is tasked by Pritchard to break into the Palisade's Blade vault and investigate the logistics of Rabi'ah; he infiltrates the vault with help from Shadowchild. When Pritchard's avatar is trapped in the system, Shadowchild and Adam punch a hole in the Blade's firewall as a diversion so he can escape. In A Criminal Past, Adam talks with Auzenne about an early mission, in which he went undercover in the Pent House when Guerrero went dark. After contacting Guerrero and being involved in a prison riot, Adam discovers Junkyard: an augmentation-harvesting ring which uses the Fixer, an inmate. Guerrero has become affiliated with Junkyard and wants to kill the Fixer after he discovers their identities. Adam can defuse the situation or take sides (leading to different fates for Guerrero and the Fixer), asking Auzenne if she would kill to protect a mission.*

## Development

*Eidos Montréal developed Human Revolution as a prequel of Deus Ex and a reboot of the series after several years of dormancy. Although Human Revolution was greeted with skepticism during its development, it was released in 2011 to critical and commercial success. Lead writer Mary DeMarle said that the team had no plans for a sequel during production of Human Revolution, since their primary goal was to return Deus Ex to the public eye. As development finished, the core team realized that they needed to produce a sequel. The sequel was originally to be produced by Obsidian Entertainment. Studio CEO Feargus Urquhart estimated that their version would have been released in 2014, but the plan failed to materialize due to unspecified circumstances.*

*Production of Mankind Divided began in 2011 after the completion of The Missing Link, an expansion of Human Revolution. The team aimed to improve and streamline the experience of Human Revolution with Mankind Divided, keeping well-received elements intact and polishing those which had been criticized at launch or left untouched due to time constraints. The sequel's production took five years, with its long development explained by DeMarle and gameplay director Patrick Fortier as due to upgraded technology and depth of narrative. Production was completed on July 29, 2016, with Eidos Montréal confirming that the game was gold (indicating that it was being prepared for duplication and release).*





## Scenario

According to DeMarle, the team met to discuss where to go from Human Revolution. Inspired by the Aug Incident at the end of Human Revolution, they wanted to explore its impact and aftermath. Although Human Revolution ended with a player choice, the team realized that the world's population would be too busy dealing with the tragedy to notice. This allowed the development of a sequel where each player's choice was valid. DeMarle was in charge of the narrative design, overseeing a large group of writers who were split into teams; some handled the main narrative with DeMarle, others the side quests, and others helping with elements such as dialogue trees with boss characters. One of the contributors to the scenario was James Swallow, who had previously written additional media and helped with the writing of Human Revolution and Deus Ex: The Fall. Describing Mankind Divided's narrative design, producer Olivier Proulx said that the team wanted to redesign the narrative structure with less opportunity for players to use a save to play through several set endings (as in Human Revolution). Key plot twists were present through to the end of the game, impacting dialogue and story options. Some plot elements were left unresolved by the end of Mankind Divided, attributed by DeMarle to production time limits and problems caused by the game's narrative detail.

About where the narrative was supposed to go, Fortier said that the team wanted to evolve the first game's focus on transhumanism. This led to incorporating the theme of discrimination, apparently the logical outcome of the social divisions created by augmentations. Although the themes aligned with contemporary real-world events, Fortier said that this was primarily coincidental. These elements played into the series' cyberpunk setting and its focus on conspiracy theories. Prague was chosen because the team wanted to focus on Europe after much of Human Revolution was set in America. Prague was a good example of a city with a combination of old and new architecture. The team also chose it because of the myth of the golem (originating, according to Fleur Marty, in central Europe), reflected by the Golem City ghetto.

While creating her narrative, DeMarle needed to remember the established Deus Ex narrative. She approached it as history written by the winner, with established fact in the original Deus Ex not being accurate. This fit with the seeking of truth, a theme of Mankind Divided. Supplementary information in the game helped connect Mankind Divided to Human Revolution and future Deus Ex games. The Illuminati, key antagonists in the series, were portrayed differently in Mankind Divided than they were in the original Deus Ex, where they were part of a "'90s-era X-Files-style paranoia". DeMarle wrote them as a loosely aligned elite, where each member pursues their own goals. She compared the Illuminati of Mankind Divided with the bankers described in the book, Too Big to Fail. Both were too arrogant to unite in a common cause, and the bankers were the closest she could get to the fictional Illuminati.

An early decision brought Human Revolution protagonist Adam Jensen back for Mankind Divided. According to Proulx, his "badass" persona made him a favorite of the staff. DeMarle did not see Adam as having a long life in the Deus Ex series, and he died at the end of one of her drafts for Human Revolution. A core part of Adam's portrayal in Mankind Divided was his acceptance of his augmentations after they were forced on him. Described by game director Jean-François Dugas as "a tool and a weapon", Adam accepted his augmented status in Mankind Divided and decided to use it for the greater good and his personal goals. Although Human Revolution portrayed Adam as reactive, in Mankind Divided DeMarle insisted that he be rewritten as proactive. His interactions with Miller had to take into account Adam's reworked persona and the necessities of a mission-based game. Elias Toufexis returned to voice Adam, and was called in to begin recording in 2013. About returning to the role, Toufexis described it as easy since he knew Adam's character better; it was still difficult, however, since Adam's personality was defined by the player. Toufexis needed to have several versions of Adam in memory, so he could change his voice accordingly.

## Game design

Discussing the game design of Mankind Divided, director Jean-François Dugas said that although their first game was characterized by their overall "naiveté", Mankind Divided required courage to bring Deus Ex gameplay to "the next level". They had a solid base with Human Revolution, but the team wanted to evolve from that base and address problems raised by players and critics. Issues included balance problems, stiff mechanics, weak combat and boss fights which seemed to penalize a non-lethal playing style. Some of these problems were resolved in the Human Revolution director's cut, and feedback from that enabled the team to further tailor and balance the design of Mankind Divided. The gameplay had to reflect the narrative surrounding Jensen's acceptance of his augmentations.









The team focused on creating an immersive environment and opportunities for player choice (from non-linear exploration to primitively completing objectives) on a large and small scale. The Praxis upgrade system was carried over from Human Revolution, and weapons were based on their real-life counterparts. The AI system was upgraded, with two different subsystems for open combat and stealth which would react differently and transition smoothly in response to player actions. Augmentations were based on telemetry from Human Revolution which indicated what was popular with players. The team evaluated boss battles in the context of Mankind Divided, including classic bosses who needed to be fought and encounters which could be navigated verbally. Although Fortier did not want classic boss battles, he realized that the game's mechanical limitations necessitated them. In response to complaints about the outsourced boss battles in Human Revolution, those in Mankind Divided were developed in-house; every boss was navigable with conversation or non-lethal options.

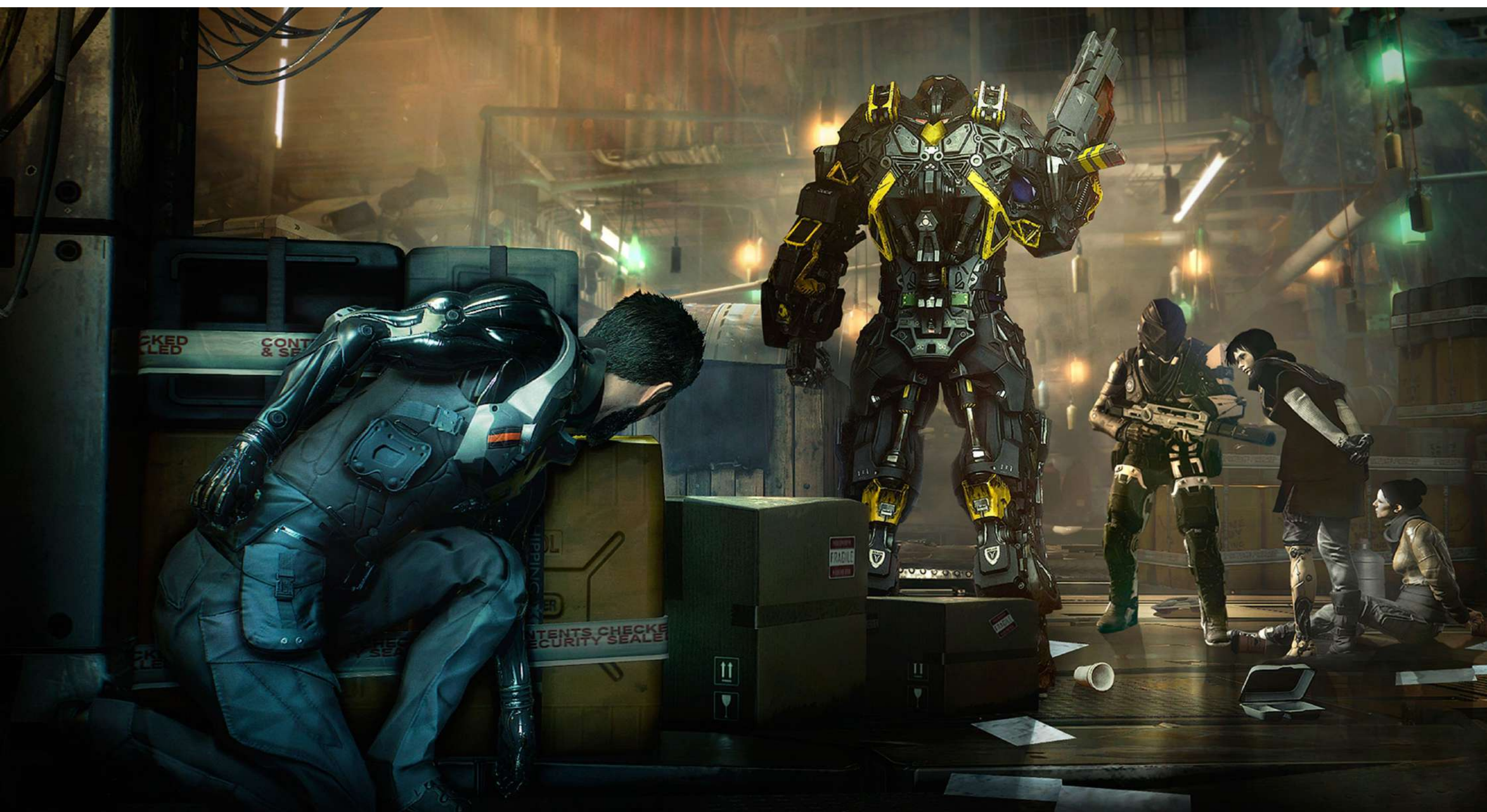
Breach mode originated when the team wanted to diverge from the main game's realism. A "live" team, led by Fleur Marty, created Breach to bring Mankind Divided's mechanics into a non-realistic setting. Although the team wanted to experiment with a multiplayer mode, it would be difficult to implement and explain in the Deus Ex setting and they decided on an asynchronous system. They implemented elements which encouraged fast completion. Early builds had a more difficult path back to each level's exit, which was changed due to its negative impact on stealth-based gameplay. The team included microtransactions, but Marty said in an interview that players were not required to pay anything. Their aim was to make Breach "lighter than Hearthstone": a mode which was part of a retail game rather than a free-to-play, standalone mode.

## Release

Mankind Divided was confirmed in a 2013 press release from Eidos Montréal about the Deus Ex series as part of a series-wide project, the "Deus Ex Universe", with future games and additional media designed to expand on the series' setting. The game was leaked a day before its official announcement, in early April 2015, for PlayStation 4, Xbox One and Microsoft Windows personal computers (PC). It was the culmination of the three-day "Can't Kill Progress" promotional event, organised by Eidos Montréal and publisher Square Enix, which featured a live Twitch stream of a man pacing, sleeping and meditating in a nondescript room. Viewers could change the camera angle and vote on how the man should act during his interrogation. The campaign, inspired by Deus Ex' choice-based narrative and gameplay, intended to alert fans that the series had returned.

The trailer was produced by Visual Works, Square Enix' CGI department. Visual Works had been involved with Deus Ex and Eidos Montréal since Square Enix acquired the series' previous owner, Eidos Interactive, in 2009. Adam's character model was based on original CGI models from Human Revolution and Eidos Montréal's design documents. Eidos Montréal collaborated with Visual Works on the trailer's aesthetic design and content. Although their previous projects had settings based on European fantasy or advanced science-fiction futures, the team used the real-world Prague for the bombing scenes. Action scenes were worked out in advance with the motion-capture actors. The most difficult scene for Visual Works was where Adam activated the Titan Armor augmentation to block a hail of bullets.

The PC version was created by Nixxes Software and Advanced Micro Devices (AMD), who focused on the control scheme and graphics options for different computer systems. Nixxes and AMD enabled the game to perform smoothly on DirectX 12 systems. The DirectX 12 system included a new application programming interface which was similar to that used for the console versions, allowing equivalent optimization and exchange of technological improvements. A priority for the PC version's graphics was improving bokeh and depth of field to create a more-realistic environment. The effects were implemented with AOFX, part of AMD's GPUOpen middleware tool. Another enhancement was to the TressFX hair effect, which was altered so much by AMD that it was designated a new graphics tool called PureHair.





*Mankind Divided* was originally scheduled for release on February 23, 2016. In November 2015, however, the team announced that its release would be delayed until August 23, exactly five years to the day *Human Revolution* was released. According to Eidos Montréal, when the team had a fully playable version it needed extra time to polish the game to player-standard quality. The game was released in standard and digital-deluxe editions, which included access to DLC and in-game items such as Praxis Kits. As a pre-order bonus for the PC version, an announcer pack featuring Adam's voice was released for the Dota 2 multiplayer online battle arena game. A port for Linux and macOS were developed and published by Feral Interactive. The Linux port was released on November 3, 2016, and the macOS version on December 12, 2017. It was also released in standard and digital-deluxe editions, with in-game items and DLC.

## **Post-release content**

After the game's release, the development team focused on post-release content and downloadable content (DLC) ranging from story-based episodes to updates of *Breach*. A free, standalone version of *Breach* was released on Steam on January 24, 2017; *Deus Ex: Mankind Divided – VR Experience*, a non-interactive virtual reality tour of four environments in *Mankind Divided*, was released the same day. Access to the DLC was by separate purchase and as part of the season pass which was part of the deluxe edition.

The story DLC was released under the umbrella title of "*Jensen's Stories*". *Desperate Measures*, a brief mission which was set after the main game's events, was released as a pre-order bonus before becoming available as a free download in January 2017. The next DLC, *System Rift*, was released on September 23, 2016, one month after the game's release. In addition to a new location to explore, *System Rift*'s narrative explained the *Breach* mode. The final DLC expansion, *A Criminal Past*, was released on February 23, 2017.









# Battlefield 1

*Battlefield 1 is a first-person shooter video game developed by EA DICE and published by Electronic Arts. Battlefield 1 is the fifteenth installment in the Battlefield series, and the first main entry in the series since Battlefield 4. It was released worldwide for Microsoft Windows, PlayStation 4, and Xbox One on October 21, 2016.*

*Battlefield 1 received positive reviews by critics and was seen as an improvement over the series' previous installments, Battlefield 4 and Battlefield Hardline. Most of the praise was directed towards its World War I theme, single-player campaigns, multiplayer modes, visuals, and sound design. It was a commercial success, selling over 15 million copies. The next game in the franchise, Battlefield V, was announced on May 23, 2018 and was released on November 20, 2018.*

## Gameplay

*Similar to its predecessors, Battlefield 1 is a first-person shooter game that emphasizes teamwork. It is set in the period of World War I, and is inspired by historical events. Players can make use of World War I weapons, including bolt-action rifles, submachine guns, automatic and semi-automatic rifles, artillery, flamethrowers, and poison gas to combat opponents. Melee combat was reworked, with DICE introducing new melee weapons such as sabres, trench clubs, and shovels into the game. These melee weapons were divided into three groups: heavy, medium and light. Players can also take control of various armored vehicles, including light and heavy tanks, armored trucks, cars, torpedo boats, bi- and tri-plane aircraft, an armored train, reconnaissance vehicles, a dreadnought and an M-class zeppelin, as well as ride horses into battle. Destructible environments and weapon customization, features present in the previous games, returned in Battlefield 1 and are more dynamic.*

*The game's world designer, Daniel Berlin, said the campaign mode has larger and more open environments than those in previous installments in the franchise, with more options and choices in terms of paths to completing levels and how to approach combat. Players can control several characters in the campaign. If the player dies in the prologue, they will then take control of another soldier and role instead of reloading from a checkpoint. These roles can range from tank gunner to rifleman. When the player dies, a name appears on the screen of a real soldier, along with their birth year. Unlike its predecessors, the game features a collection of war stories, similar to an anthology.*

*The game's multiplayer mode supports up to 64 players. The new squad system allows a group of players to enter and leave game servers together. According to Berlin, playing without joining a squad would make gameplay significantly more difficult. Multiplayer maps are based on locations around the world, including Arabia, the Western Front, and the Alps. The game launched with nine maps and six modes, which include Conquest, Domination, Operations, Rush, Team Deathmatch, and War Pigeons, a mode in which players must secure war pigeons and use them to call for an artillery strike.*

## Multiplayer modes

*Battlefield 1's multiplayer modes feature a number of game types seen in previous entries in the franchise, as well as new modes;*

**Conquest:** *one of the standard game modes in the Battlefield series. Teams capture objectives across the map, earning points based on the number of objectives they hold. If a team is suffering from a major point deficit, a Behemoth-class vehicle (such as a Zeppelin L 30, an armoured train or a Dreadnought) becomes available for their use.*

*Domination: a version of Conquest with a smaller map and fewer control points.*

*Rush: another standard game mode in the series, played between a defending and attacking team. An attacking team with a limited number of respawns must attempt to plant bombs in two telegraph stations located within a sector of the map, while the defending team must protect the stations and defuse planted bombs before they explode. If the attackers are successful, their respawns are replenished and the defending team falls back to the next sector. The game ends if the defending team exhausts the attackers' respawn tickets, or the attacking team captures the final telegraph stations. Unlike Rush modes in previous Battlefield games, the telegraph stations can also be used to call for artillery fire against the attackers.*







**Developer:** EA DICE

**Publisher:** Electronic Arts

**Director:** Stefan Strandberg

**Producer:** Aleksander Svendsen Grøndal

**Designer:** Lars Gustavsson

**Programmer:** Vidar Nygren

**Artist:** Gustav Tilleby

**Writers:** Christofer Emgård, Mikael Säker, Steven Hall

**Composers:** Patrik Andrén, Johan Söderqvist

**Series:** Battlefield

**Engine:** Frostbite 3

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

**Release:** October 21, 2016

**Genre:** First-person shooter

**Mode:** Single-player, multiplayer

**TiTi Rating:** 8/10



**Operations:** A new mode which takes place across multiple maps to simulate a campaign from the war. An attacking team controls a battalion with limited respawn tickets; similarly to Rush, they must progress across sectors of a map by capturing their control points. If the attacking team exhausts their tickets, they lose one of their three battalions, and must try again. If the attackers are successful, the teams move onto a different map. The attacking team wins if they successfully clear all maps without running out of battalions, while the defenders win if they eliminate all three of their opponents' battalions. The attacking team can be granted a Behemoth vehicle if they lose a battalion.

Team Deathmatch: a standard game in which teams compete to reach a target number of kills, or the highest number of kills before time expires.

War Pigeons: a new, capture the flag-like mode in which two teams must attempt to capture a messenger pigeon used to signal artillery fire. After the pigeon is captured, the player must be defended while they prepare the message to be sent, and the pigeon must be released outside. However, the opposing team can still shoot down the pigeon. The first team to successfully release 3 pigeons wins the game.

**Frontlines:** A new mode added in the They Shall Not Pass DLC, described as a "tug of war" combining aspects of Operations and Rush. A map contains five control points along a linear path connecting the bases of the two teams. Beginning at the centre of the map, a team must progress towards their opponents' base by capturing each successive control point. If the point is captured by the opposing team instead, they are pushed back towards their own territory. If a team reaches their opponent's base, they must then destroy the two telegraph stations within to win the game. As in Rush, the defending team can use the telegraph stations to call for artillery fire. If the attacking team does not destroy both stations before they run out of tickets, they are pushed out and must capture the final objective again before they can make another attempt.

Supply Drop: A new mode added in the In the Name of the Tsar DLC. This game mode is inspired by the huge areas the Eastern Front of World War 1 took place on. Teams fight over these supply drops, which give the capturing team all sorts of goodies – ammo, health, vehicles, and pickups for Elite classes. The team that then captures more points, wins – a pretty simple deal, all things considered. Ammo and health is more commonly found in supply drops, but vehicles and Elite class pickups are made to turn the tide of battle in the attacking team's favour.

**Air Assault:** The newest multiplayer game mode, added as part of the Apocalypse DLC. This game mode, only available on two maps, features "frantic dogfights" and centers on aerial combat. Each opposing vehicle destroyed gains your team points. On the map "Razor's Edge," only single-seat planes are available, while in "London Calling" a wide variety of planes - and a zeppelin - are at each team's disposal.

Shock Operations: A new mode added in the 2018 June Patch. Shock Operations are like Operations but instead there are shorter, faster and are only play on one map. There are only five available maps in this game mode. These maps are called Giant's Shadow, Prise de Tahure, Lupkow Pass, Zeebrugge and River Somme.

## Classes

Battlefield 1's multiplayer features four main classes, three spawn-based vehicle classes, and five pick-up based Elite classes:

### Infantry-based:

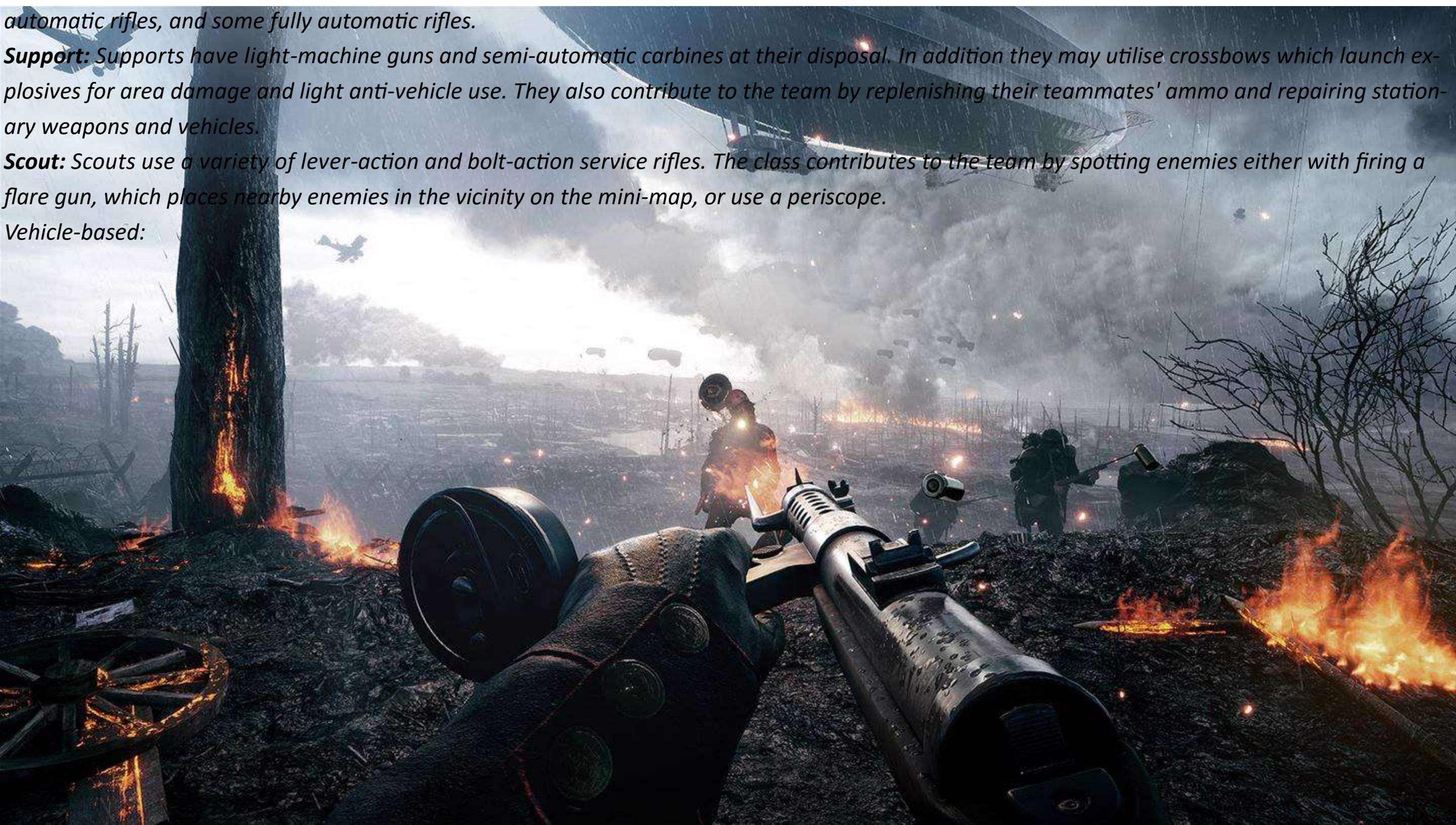
**Assault:** The primary anti-vehicle class. Assault players have submachine guns, machine pistols, and shotguns at their disposal. They contribute using explosives such as dynamite or anti-tank grenades to destroy vehicles such as tanks.

**Medic:** The Medic class is primarily focused on reviving teammates and healing them. The primary weapons in this class area are semi-automatic rifles, and some fully automatic rifles.

**Support:** Supports have light-machine guns and semi-automatic carbines at their disposal. In addition they may utilise crossbows which launch explosives for area damage and light anti-vehicle use. They also contribute to the team by replenishing their teammates' ammo and repairing stationary weapons and vehicles.

**Scout:** Scouts use a variety of lever-action and bolt-action service rifles. The class contributes to the team by spotting enemies either with firing a flare gun, which places nearby enemies in the vicinity on the mini-map, or use a periscope.

Vehicle-based:





**Tanker:** Players choosing to spawn into a tank automatically spawn as the tanker class. The class is new to the series, and features a hammer-wrench that can repair vehicles.

**Pilot:** Players who spawn into a plane automatically spawn as the pilot class. Outside of tanks and planes, tankers and pilots have access to pistol carbines and a sawed-off shotgun.

**Cavalry:** Players who choose to spawn on a horse spawn as the cavalry class. The cavalry class is equipped with a cuirass granting them extra defense, a Russian 1895 cavalry rifle, a cavalry saber or a cavalry Lance as well as the ability to replenish health and ammo to both themselves and their teammates.

*Elite Classes:*

**Flame Trooper Kit:** Players who pick up the Flame Trooper Kit automatically equip a Gas mask, a Wex flamethrower, and 3 Incendiary grenades. They are also equipped with a trench club.

**Sentry Kit:** Players who pick up the Sentry Kit gain plate armour and a MG 08/15 or Villar Perosa (depending on map), as well 1 Frag grenade and a trench club. The plate armour includes a helmet which prevent headshots to the player, but leaving them unable to don a gas mask.

**Tank Hunter Kit:** Players who pick up the Tank Hunter Kit equip both a Mauser 1918 T-Gewehr, capable of doing massive amounts of damage to vehicles and infantry, a sawed-off shotgun, and a periscope. The player also dons a respirator and goggles, granting them a permanent Gas Mask, while being able to aim down their sights without obscured vision. Their armour remains the same as that of a normal soldier.

**Trench Raider Kit:** Players who pick up the Trench Raider Kit wield a Trench Club that kills enemies in 1 hit, Smoke Grenades, a Medical crate, and a No. 3 Revolver, and 3 Frag grenades. This kit is exclusive to the They Shall Not Pass expansion.

**Infiltrator Kit:** Players who pick up this kit receive a Martini-Henry Grenade Launcher, a sawed-off shotgun, a spawn beacon in the form of a heliograph, and a signal flare gun that calls in artillery strikes. The player's helmet is exchanged for a scuba mask[citation needed], allowing them to swim further underwater than the average soldier, but (as with the Sentry) unable to don a gas mask. This elite class is exclusive to the Turning Tides expansion.

## Campaigns

### Characters

During the single-player campaigns, the player controls six different characters from a first-person perspective over six different chapters. Unlike previous campaigns in the series, Battlefield 1's single-player story mode is composed of six separate "War Stories", each shown through the eyes of separate allied soldiers from different nationalities, "Storm of Steel" – the prologue of the game which is set in France through the eyes of several Harlem Hellfighters, "Through Mud and Blood" – set in France though the eyes of a British tank driver, "Friends in High Places" – France and the UK as a Royal Flying Corps fighter pilot, "Avanti Savoia" – Italy as a mournful survivor and member of the Arditi, "The Runner" – the Gallipoli Peninsula (part of European Turkey) through an ANZAC runner, and "Nothing is Written" – set in Kingdom of Hejaz through the eyes of a Bedouin warrior under the command of Lawrence of Arabia.

## Plot

### Storm of Steel

The prologue, set in 1918, sees players take control of different members of the Harlem Hellfighters as they defend their positions against a German offensive in France. The player initially starts out near the front line and must survive as long as possible against waves of German soldiers. If the player survives the attack, an artillery barrage will rain down on them and then the game's perspective will shift to another soldier. During the course of the gameplay, an unnamed narrator (one of the Harlem Hellfighters) gives commentary on the nature of the war as the battle continues and player controlled soldiers are killed.

At the start of the battle, the Harlem Hellfighters initially lose ground to the Germans, but British tanks force the German troops into a retreat until the tanks are stalled by artillery. The Harlem Hellfighters mount a counteroffensive and push forward, sustaining casualties as the Germans hold their ground. When the player switches perspective to the final soldier in the gameplay, a German soldier attempts to kill the player character with a shovel but is stopped short by an artillery barrage that wipes out all of the combatants on the battlefield and renders the player unconscious. When the player character regains consciousness, he initially appears to be the lone survivor, but quickly encounters a German survivor. Although the two point their weapons at one another, exhaustion and fatigue set in as both realize the futility of their situation, inclining both combatants to lower their weapons. The game then proceeds to an introduction cinematic that opens up to the other War Stories.





## Through Mud and Blood

Set in Autumn of 1918 during the Battle of Cambrai in the Hundred Days Offensive, players assume the role of Daniel Edwards, a former chauffeur who enlists in the war as a British tank driver. Edwards is assigned to a Mark V tank dubbed "Black Bess," and meets the rest of his crew: Townsend, the tank crew's commander; McManus, a cynical gunner who doubts Edwards' abilities and the likelihood of the crew's success; Pritchard, another gunner; and Finch, the friendly mechanic.

The crew must penetrate German lines to reach the French town of Cambrai, and helps capture strategic positions and destroy artillery batteries. Finch is killed by machine-gun fire early on while trying to repair the tank, and later on, the tank becomes trapped in mud and surrounded by German infantry. Townsend decides to summon an artillery strike on their own position with the tank's messenger pigeon to save the tank, which McManus objects to vehemently. Pritchard is shot and killed trying to release the pigeon, forcing Edwards to do so, which enables British artillery to save the tank. Encountering thick fog in the nearby Bourlon Wood, Edwards acts as a forward scout to guide the tank. Clearing the forest, the tank becomes beset with mechanical problems, and Townsend sends Edwards and McManus to salvage spark plugs from British tanks captured by the Germans. McManus expresses his disdain for their orders and abandons the mission, deserting. However, McManus has a change of heart later on and returns just in time to save Edwards from a German soldier.

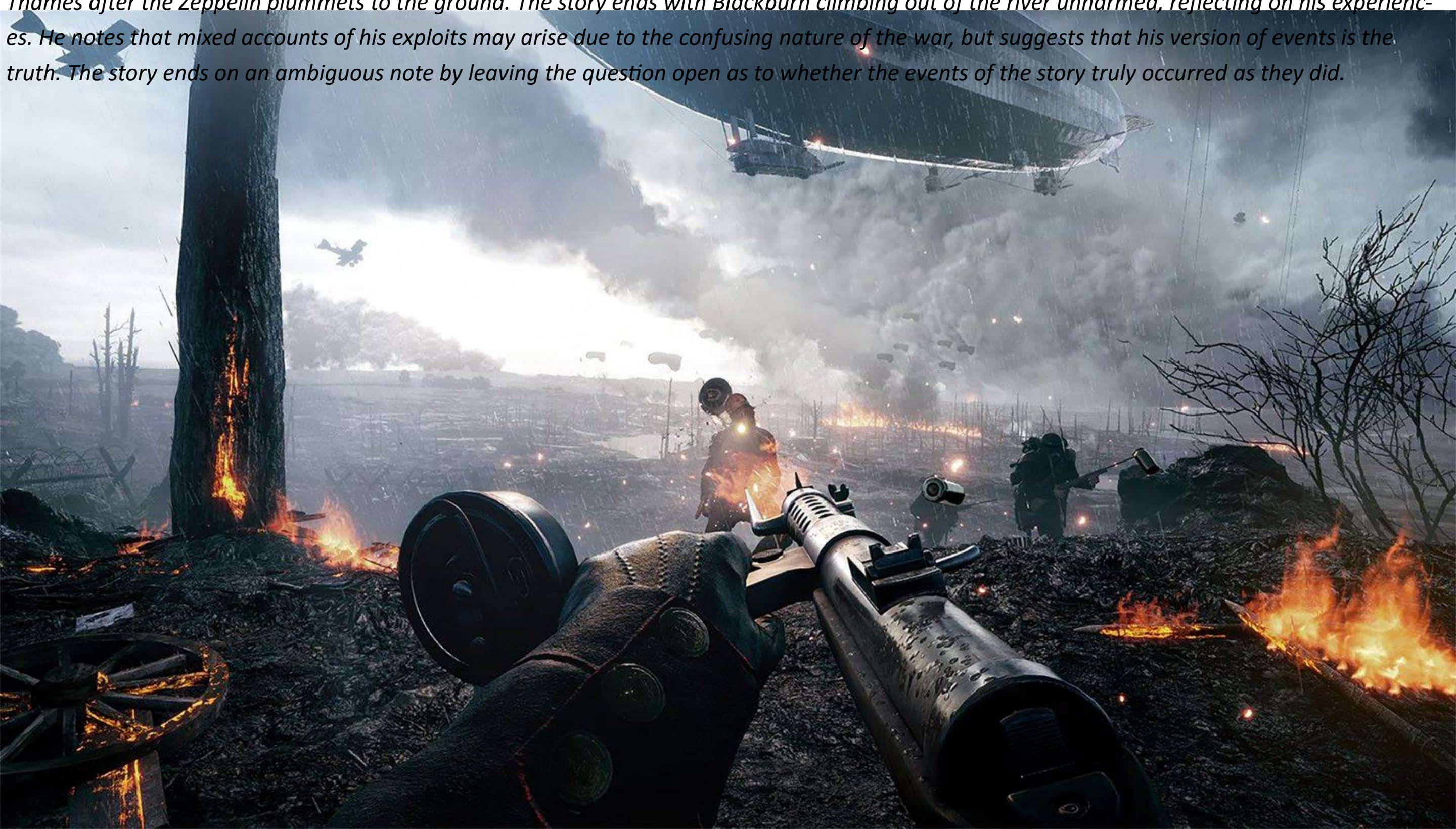
With the tank repaired, the crew proceeds to a railway station defended by German forces. Although Bess is the only British tank in the area, the crew attacks the railway station to deceive the Germans into thinking that a large British offensive is underway. Eliminating the German forces at the railway station, the tank proceeds to Cambrai but is immobilized by artillery and attacked by German soldiers. Edwards and McManus are wounded defending the tank, and an injured Townsend sacrifices himself by igniting a gas leak inside the tank, killing himself and the Germans. With Bess destroyed and Edwards and McManus the only survivors, the two proceed alone on foot to Cambrai. Closing subtitles indicate that with the participation of more than 300 tanks at the Battle of Cambrai, the war ended a month later.

## Friends in High Places

In this story, set in the Spring of 1917, players control Clyde Blackburn, an American pilot and gambler with a habit of deceitful behavior. Early on, Blackburn cheats George Rackham, a pilot of British nobility, in a game of cards and steals the latter's plane. Posing as Rackham, Blackburn introduces himself to Rackham's gunner, Wilson, and the two set off on an aerial exercise. During the exercise, German aircraft ambush the duo, and the two pilots take photographs of a German munitions base they stumble upon after fighting off the enemy fighters. Although Wilson is reluctant to show the photos to British Command out of fears of being accused of insubordination, Blackburn cajoles him into doing so with the prospect of winning medals. Wilson agrees on the condition that Blackburn returns them both safe from future missions.

Blackburn and Wilson escort British bombers in an assault on the photographed German munitions base. Although the base is destroyed, Blackburn and Wilson are caught in a bomb explosion and crash behind enemy lines, separated. Blackburn sneaks through German positions and discovers an injured Wilson. Knowing that he will be unable to return to British lines safely while carrying Wilson, Blackburn contemplates putting his companion out of his misery but changes his mind when Wilson reveals he knew Blackburn's true identity all along. Blackburn carries Wilson through no-man's land to friendly lines but is detained by British Provosts under the orders of Rackham.

On the way to the court-martial in London, the vessel carrying Blackburn, Rackham, and Wilson is attacked by a German aerial raid, and Rackham is killed. Blackburn and Wilson commandeer a plane and fight off the German raid. Blackburn and Wilson first destroy a wave of German bombers and fighters before crashing into a German Zeppelin and using its anti-aircraft gun to destroy another Zeppelin. The two pilots jump into the River Thames after the Zeppelin plummets to the ground. The story ends with Blackburn climbing out of the river unharmed, reflecting on his experiences. He notes that mixed accounts of his exploits may arise due to the confusing nature of the war, but suggests that his version of events is the truth. The story ends on an ambiguous note by leaving the question open as to whether the events of the story truly occurred as they did.









## Avanti Savoia!

*Taking place during the autumn of 1918 in the Dolomites in Northern Italy, players assume the role of Luca Vincenzo Cocchiola, a member of the Italian Arditi unit. The story is conveyed by an aged Luca years after the war as he recounts his memories to his American daughter on his birthday. He and his twin brother, Matteo, take part in a major offensive to seize an Austro-Hungarian fortress, days after their 21st birthday. While Matteo takes part in the main thrust of the offensive, Luca's unit plays an auxiliary role, eliminating barriers to the main advance forces. Donning heavy body armor and using a MG08/15 Luca spearheads the assault on key Austro-Hungarian positions, capturing strongpoints, destroying an artillery gun, and thwarting an enemy aerial assault. In desperation to stop the assault on the fort, the Austro-Hungarian bombers trigger a landslide to obstruct the Italian offensive. Desperate to save his brother, Luca sets off alone into the battlefield to find his brother's unit, armed with Villar Perosa and Beretta M1915. Along the way, he assists trapped Italian units and pushes toward the direction of the enemy fort. After clearing the fortress, Luca finds the remains of his brother's unit and stumbles upon his deceased brother; much to his grief and dismay. A mourning Luca in the present-day bids his brother farewell and happy birthday, while a concluding subtitle states that the war affected both nation-states and empires, as well as families, with survivors and the deceased of the war named the "Lost Generation."*

## The Runner

*Set during the Gallipoli Campaign of 1915, the player takes on the role of Australian messenger and Second Boer War veteran, Frederick Bishop. The story starts with Bishop encountering young Jack Foster, who says he is Bishop's new charge. While initially cynical, Bishop reluctantly relents and takes Foster under his wing, but tells Foster to refrain from battle due to his inexperience and young age. Bishop storms the beaches of Gallipoli at Cape Helles and captures a strategic enemy position. Bishop fires a flare to signify the capture of the position but is startled by a lone Foster, who disobeyed Bishop's command to only move up with the rest of the Allied forces. Bishop berates Foster for his naivety and view of war as a glorious activity, given that Foster had lied about his age to enlist. Foster becomes appalled at the sight of the carnage around him, but Bishop softens his rhetoric and reassures Foster that they will be alright. The next day, Bishop volunteers as a runner in place of Foster, whom Bishop considers inexperienced for the task. Bishop returns to HQ to deliver a message and is saved by Foster, who shoots a nearby Ottoman soldier. British officer Whitehall dispatches Bishop to a rear command to inform it that the British intend to advance further. Bishop finds the rear command deserted, and discovers that the British plan to retreat and cover the withdrawal with artillery fire. Remembering that Foster is still on the frontlines, Bishop rushes back to retrieve him. Finding Whitehall, Bishop shockingly discovers that Foster has joined an assault on an Ottoman fortress. Bishop decides to pursue Foster, while a distressed Whitehall permits Bishop to disobey the fallback order to get Foster telling him he has not much time.*

*Bishop finds Foster and informs him of the imminent artillery strike, but the young Australian says that they cannot retreat due to their wounded. Bishop attacks the fort to cover the withdrawal but tells Foster to fire a flare when the retreat is complete so that the former can make his own escape. Bishop single-handedly captures the fort and is critically wounded in the process, but sees Foster's flare and is relieved that the retreat succeeded. The story ends as Bishop dies from his wounds, watching as British warships shell the fort. Closing subtitles state that the Ottomans eventually won the Battle at Gallipoli, and several notable survivors went on to lead a postwar Turkey. Australian and New Zealand troops fought at Gallipoli under their own flags, distinguishing themselves in combat.*

## Nothing is Written

*Taking place in the spring of 1918, players assume control of Zara Ghufraan, a Bedouin rebel working directly alongside British intelligence officer T. E. Lawrence (better known as Lawrence of Arabia) as they fight to undermine the Ottoman occupation of the Arabian Peninsula. Zara infiltrates a derailed Ottoman train in "Al-Ajdar" and retrieves a manual with Ottoman communication codes. Although caught in a trap by Tilkici, an Ottoman officer, Zara is rescued by Lawrence and several Bedouin insurgents. Zara and Lawrence decide to interrogate Tilkici on how to use the code manually to lure the Canavar, an Ottoman armored train, into a trap, but Tilkici scoffs that the rebels will not triumph.*









*Having interrogated Tilkici, the rebels discover that they must use message capsules held by three Ottoman officers to ask the train to stand down. Zara proceeds alone, successfully infiltrating Ottoman camps to release two message capsules by a pigeon while eliminating the Ottoman commanders. However, as she prepares to release the third capsule, she is knocked unconscious by Tilkici, who managed to escape from Lawrence. Tilkici drags Zara out into the desert and taunts her, having already ordered the Canavar to strike Lawrence's camp. However, Zara kills Tilkici before he can execute her.*

*Returning to Lawrence, who survived the attack by relocating following Tilkici's escape, Zara and Lawrence decide to attack the armored train while it stops for supplies. Zara infiltrates the village where the Canavar stops and destroys segments of the train to impede the train's movement. Zara and the rebels destroy the train in an intense battle, ending the threat to their forces. Having achieved her "revenge" against the Canavar, Zara joins Lawrence to strike at targets in the Suez Canal. The closing subtitles indicate that although the Ottomans lost the war, the Allies refused to grant the Arabs full autonomy and that conflicts in the region continue into the 21st century.*

## Development

*According to game designer Daniel Berlin, the team picked World War I as the game's setting as they believed that the weapons and gadgets featured in that period of time suit players with different playstyles. The game was named Battlefield 1, since the team considered World War I as "the dawn of all-out warfare". Melee weapons were reworked so as to introduce more depth to the system. According to creative director Lars Gustavsson, the setting was a concept for a very long time, and it had been the "dream" for the team to create a game based on that period. According to Berlin, gameplay was the most important aspect when they were developing the game, and he promised that it would not be slowed down due to the game's historical setting. The story of the game is told through multiple protagonists, and explores the stories of unknown war heroes. Patrick Söderlund, the executive at Electronic Arts responsible for overseeing DICE, originally rejected the idea of having a World War One shooter as he thought that it would not be fun to play. He later accepted the pitch after being convinced by a demo created by DICE. Aleksander Grøndal, Senior Producer at DICE, prepared his own research into the war by looking at visual references. He favored colored images of the war in an attempt to visualize what the soldiers lived through. “I wanted to see the pictures and I wanted to imagine how they’d look with a mobile lens,” Grøndal expressed when interviewed. “I wanted to start off with all the footage and imagine that footage in our game with a modern take.” He specifically favored Apocalypse: World War I, a 2014 colorized French documentary, and World War I in Colour by Charles Messenger, a 2004 book of colorized war time photographs. Grøndal favored colored material as he felt, "It's quite interesting and it sucks you in because it feels much closer when you see everything in color." Despite his personal penchant for colored visuals, his self ascribed "big inspiration" was Blueprint for Armageddon, a six-part audio documentary by Dan Carlin for the latter's Hardcore History podcast series.*

*In June 2015, DICE revealed that they were working on an unannounced game. In January 2016, EA announced that Titanfall 2, Mass Effect: Andromeda and an unannounced video game set in the Battlefield universe would be released prior to the end of the company's fiscal year. Both the title, the game's release date, and the plot of the game were leaked prior to the official announcement on May 6, 2016. The game was officially unveiled on that day through a livestream on Twitch, showcasing a reveal trailer of the game featuring a remix of The White Stripes' "Seven Nation Army" by The Glitch Mob. The game's Collector's Edition includes items such as a statue of a Harlem Hellfighter, a code for exclusive downloadable content (DLC) of the Doughboy M1911 Pistol, and a Steelbook case.[38] Pre-order bonuses include early access to a DLC map named Giant's Shadow which takes place in the Battle of the Selle, and the Harlem Hellfighter Pack. The Heroes Bundle includes the pre-order bonuses, as well as three days early access to the game, the Red Baron Pack, the Lawrence of Arabia Pack, and five Battlepacks. Battlefield 1 was released worldwide on October 21, 2016 for Microsoft Windows, PlayStation 4 and Xbox One.*

*Battlefield 1's open beta became available on August 31, 2016, for Microsoft Windows, PlayStation 4, and Xbox One. It ended on September 8, 2016. The open beta allowed the team to ensure that major technical bugs, glitches, and crashes can be patched prior to the game's official launch. 13.2 million players participated in the beta.*

## Downloadable content

*DICE released four downloadable content expansions for Battlefield 1; They Shall Not Pass, In the Name of the Tsar, Turning Tides, and Apocalypse.*





## They Shall Not Pass

In December 2016, DICE announced the first major expansion for Battlefield 1, *They Shall Not Pass*, which was released on March 14, 2017 with a two-week exclusivity period for Premium holders. It focuses on the new playable faction, the French Army; the expansion features four new maps set in the Battle of Verdun and the Second Battle of the Marne; Fort de Vaux, Soissons, Rupture, and Verdun Heights. *They Shall Not Pass* brings new weapons including the Ribeyrolles 1918, RSC 1917, Lebel Model 1886, Chauchat, Sjögren Inertial, and Mle 1903 Extended. The Saint-Chamond and the "behemoth-class super-heavy tank" Char 2C were added as new vehicles, as well as new melee-oriented "Trench Raider" elite class. Two additional maps named *Nivelle Nights* and *Prise de Tahure*, both set during and after the Nivelle Offensive, are included as part of the expansion and were released in Summer 2017. As of May 5, 2018, "*They Shall Not Pass*" is free for all players via the Xbox, PC, and PlayStation websites, and remained free until May 15 as part of *The Road to Battlefield V*.

## In the Name of the Tsar

In April 2017, DICE released the first images of the *In the Name of the Tsar* DLC. This DLC was confirmed during EA Play 2017, where a short amount of footage of it was also shown. *In the Name of the Tsar* focuses on the Russian Empire during the Great War. The Scout class for the Russian Empire faction features a female soldier representing the Women's Battalion. Four maps in the expansion are set on the Eastern Front; Lupkow Pass, Galicia, Brusilov Keep, and Albion, while two other maps are set in the Russian Civil War between the White Guard and Red Army; Tsaritsyn and Volga River. It also introduced 11 new weapons to the game; Model 1900, Fedorov Avtomat, Parabellum MG14/17, Mosin-Nagant M91, Nagant Revolver, SMG 08/18, General Liu Rifle, Perino Model 1908, Vetterli-Vitalli M1870/87, Obrez Pistol, and C93 Carbine. *In the Name of the Tsar* also features a new horseback weapon called the Cavalry Lance. The Ilya-Muromets Bomber, Putilov-Garford Heavy Armored Car, and Y-Lighter Landing Craft are included as new vehicles to the game. The expansion was released on September 5, 2017 for Premium Pass, with a worldwide release two weeks later. The cover art for this downloadable content expansion features Vendela Lindblom, the Playmate of the Month for the January 2019 issue of *Playboy*, as a female soldier.

## Turning Tides

The *Turning Tides* DLC is focused on aspects of the naval and amphibious combat during World War I. DICE released the first half of the expansion to Premium Pass holders on December 11, 2017, containing 2 maps set during the Gallipoli Campaign: Achi Baba and Cape Helles. Although partially released, this expansion adds 6 new weapons to the game including the Farquhar-Hill, the M1917 MG, the Carcano M91, the Type 38 Arisaka, the M1917 Trench Carbine and the Maschinengewehr M1912/P.16. It comes with the new "Infiltrator" elite class, which is equipped with a heliograph spawn beacon gadget, signal flare gun, and the Martini-Henry Grenade Launcher. *Turning Tides* also brings back the Conquest Assault game mode from previous Battlefield installments. The L-Class Destroyer was introduced as a new naval vehicle in the DLC. For the second half of the expansion, released on January 30, 2018, *Turning Tides: North Sea* brought more locations involving naval warfare from the Great War. Two new maps were added: Heligoland Bight and Zeebrugge, along with the British Royal Marines as a new faction to battle the German Army. The North Sea release also introduced the C-Class Airship as a new air vehicle.

## Apocalypse

The fourth and final DLC for Battlefield 1, the *Apocalypse* DLC, is centered around some of the most brutal battles of the Great War. The DLC was released on February 20, 2018, containing five maps, six guns, and a new game mode, among other additions. The three infantry-based maps of *Apocalypse* reflect three of the bloodiest battles of World War I; Caporetto set in present-day Slovenia, Passchendaele in Belgium, and River Somme in France. The DLC brought no new factions to the game, but introduced a new game mode titled "Air Assault" in the remaining two maps. These two maps, both only plane- and zeppelin-focused, are named "Razor's Edge" and "London Calling." While both maps feature combat above detailed landscapes (Razor's Edge taking place in the Alps and London Calling occurring over the city of London), neither are based on factual battles. *Apocalypse* brought new weapons and gadgets to Battlefield 1 as well. The weapons released include the RSC SMG, Howell Automatic, MG 08/18, Ross MkIII, M1917 Enfield, and Webley Revolver Mk VI. In addition, melee weapons including the Broken Bottle, Wine Bottle, Meat Cleaver, and Prybar were introduced to the game. DICE and the Battlefield team also added a number of other components to the game, including vehicles, gadgets for various infantry classes, and the stationary Livens Projector/Gaswurfminen, located on each of the three infantry-based maps. The DLC also features two new air vehicles, the Airco DH.10 and the Hansa-Brandenburg G.I.









# Infamous First Light

*Infamous First Light* is a stand-alone downloadable content action-adventure video game developed by Sucker Punch Productions and published by Sony Computer Entertainment for PlayStation 4. The game was announced at the 2014 Electronic Entertainment Expo and was released in August 2014, with a physical release of the game only being released in Europe and Australia.

Played in a third-person perspective, the player takes control of Abigail "Fetch" Walker (introduced as a supporting character in *Infamous Second Son*), a young woman classed by the Department of Unified Protection as a "conduit" who possesses superhuman powers. In custody of the D.U.P., Fetch is ordered to tell the story of the events leading up to her capture. The player can use their Neon powers to defeat enemies and traverse the environment while completing the game's levels. The game primarily takes place in the streets of a fictionalized version of Seattle and in and around the prison, Curdun Cay.

*Infamous First Light* received mostly positive reviews from critics, praising the protagonist Fetch, with some thinking she was a better character compared to *Second Son*'s protagonist, Delsin, the visuals, controls, fast gameplay, and challenge arenas. Criticism was aimed towards the game's simple story and easy combat.

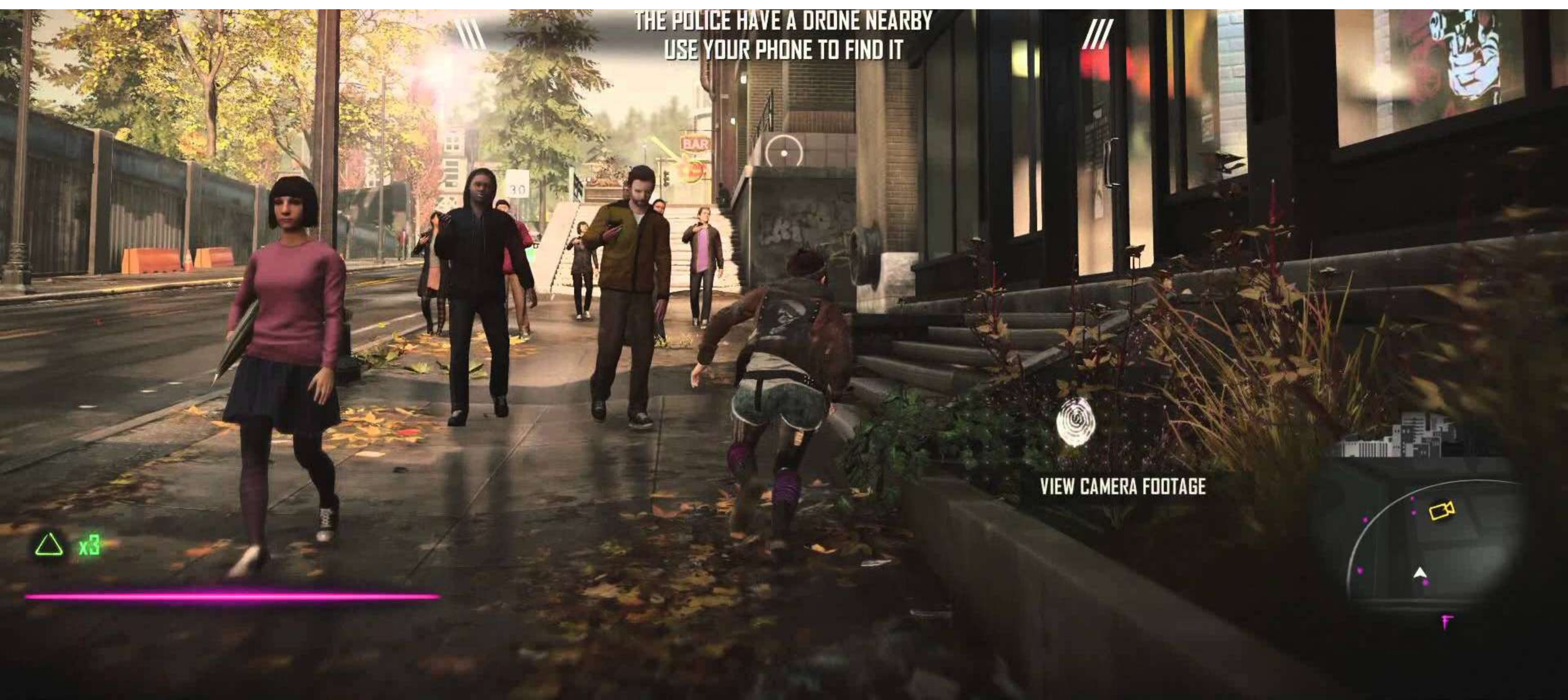
## Gameplay

*Infamous First Light* is an action-adventure game set in an open world environment and played from a third-person perspective, similar to *Infamous Second Son*; players complete levels, defeat enemies and finish side missions. The player takes control of Abigail "Fetch" Walker, a young "conduit" who possesses superhero-like 'Neon' powers. With a few exceptions, Abigail's powers play identically to Delsin Rowe's Neon powers, but *First Light* introduces several new features. In Neon races, Fetch can chase down floating balls of Neon gas and Conduit energy called "Lumens" that reward her with skill points to increase her powers. The graffiti mini game from *Second Son* is present; it has been aesthetically altered to match Fetch's Neon style. In Arena Challenges, both Fetch and Delsin can fight against hordes of holographic enemies. Completing challenges rewards the player with skill points that they can use to upgrade their abilities. Exclusive to the arena is a new enemy faction: Demons, with their own unique powers and abilities.

## Plot

Abigail "Fetch" Walker, a young conduit in the D.U.P.'s custody in their prison Curdun Cay, is ordered to give a demonstration of her powers to one Brooke Augustine by battling holographic foes created by fellow Conduit Eugene. Once that is done, Abigail is told to tell the events that led up to her arrest.

Seven years earlier, Abigail was one of the first of the new Conduits who emerge following The Beast's rampage across the countryside. Although her parents tried to cope at first, they were left with few options after Abigail injured one of her classmates by mistake. Abigail's older brother, Brent Walker, immediately grabbed Abigail and ran away with her; the pair turned to drug use to cope but Brent eventually got clean, even going as far as to hide Abigail's stash to help her get clean as well. Brent also made Abigail keep the use of her powers to a minimum to avoid suspicion. For years Brent worked for gangs to acquire enough funds to buy a boat and sneak across the border from Seattle to Canada where the D.U.P.'s authority does not extend. Unfortunately, two years ago at the point where the plot was supposed to be completed, the gang of Russian mobsters known as the Akurans destroyed the boat, took Brent hostage, and almost killed Abigail with a bomb. Using her powers, Abigail survives and begins looking for Brent. Abigail soon meets Shane: one of Brent's old contacts and a small-time drug lord also looking for Brent. Shane takes advantage of Abigail's naivete to use her to win a gang war with the Akurans almost single-handedly. When they do finally find Brent, Shane takes him hostage and forces Abigail to help him cement his hold on Seattle's drug trade. Back in the present, Augustine theorizes that the new powers Abigail develops may be a reaction to extreme trauma to help her cope. On the condition that she show her all of her powers, Augustine allows Abigail to fight holograms of her "D.U.P. Troops". Once the latest challenges are completed Abigail continues her story.







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**Developer:** Sucker Punch Productions

**Publisher:** Sony Computer Entertainment

**Director:** Nate Fox

**Producer:** Brian Fleming

**Composers:** Marc Canham, Nathan Johnson, Brain

**Series:** Infamous

**Platform:** PlayStation 4

**Release:** NA: August 26, 2014

PAL: August 27, 2014

**Genre:** Action-adventure

**Mode:** Single-player

**TiTi Rating:** 7/10





Another employee of Shane's working for the city's tech support department, named Jenny, offers to help look for Brent. Jenny has narrowed down where Shane is keeping Brent to four shipping crates dotted around the city. Finding the crates not only does Abigail discover that Brent is not in any of them but Shane, already on to them, hunts down and kills Jennifer. Shane has Abigail help him force the police's favor by having Abigail slaughter the police force while he has a sit-down with the chief. The chief agrees to Shane's terms, on the condition that Abigail leaves Seattle and does not come back.

With this, Shane sends Abigail to pick up her brother. Unfortunately it turns out to be a trap where Shane attempts to kill Abigail with a home-made gas chamber; Abigail however is able to pull through and escape. Back in the present, realizing that Abigail is still holding out on her, Augustine decides to send her to yet another new arena. Taking inspiration from Eugene's love of the Heaven's Hellfire game, Augustine has Abigail fight her now literal Demons. Once the third arena is completed, Augustine has Abigail finish the story. The still alive Abigail "negotiates" a new deal with Shane, he hands over Brent, alive and intact, and she stops tearing apart his gang and operation. Shane has Abigail meet him at the Crocodile where he sticks her with a drug filled needle. In the resulting drug filled haze, Abigail accidentally kills Brent, leaving her emotionally distraught and defenseless as the D.U.P. closes in on her.

Back in the present Augustine reveals that she knew Abigail's story all along, she has been making her work up the nerve for murder, revealing that she has Shane in custody and offers Abigail the chance to kill him. Gladly accepting Augustine's offer Abigail's "enthusiasm" leads her to blow a hole in the wall of the prison into the outside world. Though Shane miraculously survives, battered and bruised, he escapes by hijacking an APC with the D.U.P. and the also now freed Abigail in hot pursuit. With the D.U.P.'s unwilling assistance, Abigail catches up to Shane and violently kills him, avenging her brother. Augustine, after she hears that Shane had been executed, states that Abigail is 'ready'.

Alongside Eugene and another Conduit named Hank Daughtry, Abigail is released into the Military's custody. During the drive, Hank reveals he has smuggled in a bent paper clip to use it to pick their restraints, hijacking the truck, and crashes it at Salmon Bay. The game ends with Abigail, Eugene, and the other conduits escaping (except Hank who is still in the burning truck), while Delsin Rowe approaches the fire, leading into the events of Second Son.

## Development and release

The game began development shortly after the release of Infamous Second Son. Nate Fox said it was an "easy" decision to make First Light. He said protagonist Fetch's "conflicted history and overall attitude made her the perfect fit for a standalone game." [6] Fox also said that making the game was "really fun", and that "everyone already knows how to do everything development-related and the tools are all already in place, so you can go directly to making content." Sucker Punch felt that Fetch's powers were different enough from Second Son's Delsin's powers to warrant a separate game. Even though Fetch's different powers alone provided gameplay variety, during development, Sucker Punch ensured that they felt "fluid" and "very different". [6] Another focus for Sucker Punch was to make the overall tone darker than Second Son. Sucker Punch put Fetch in plenty of harsh situations where she is forced to be herself and fight her way out.









During development, Sucker Punch placed a heavy emphasis on the characterization of protagonist Abigail 'Fetch' Walker. Sucker Punch worked extensively with Fetch's voice actress Laura Bailey throughout the development of the game, often asking for her input in specific situation] The game's director Nate Fox stated: "When it came time to put in dialogue or talk about motivations, we called Laura Bailey or texted her. She would tell me what would be Fetch's view so it was accurate to the character, but also accurate to a woman's experience." After the release of Second Son, Sucker Punch felt "compelled" to make a game about Fetch; Fox stated: "We made a game about Fetch because we liked Fetch."

The game was announced at E3 2014 and was released worldwide digitally via the PlayStation Store on August 27, 2014. It was later released at retail only in Australia and Europe on September 10, 2014. Players who pre-ordered the game received a bonus costume for protagonist Fetch called "D.U.P. Fetch".









# Infamous Second Son

*Infamous Second Son* is a 2014 action-adventure video game developed by Sucker Punch Productions and published by Sony Computer Entertainment for PlayStation 4. It is the third installment in the *Infamous* series. The game was released worldwide on March 21, 2014. The player-controlled protagonist possesses superpower abilities that players use in combat and when traveling across the city. The story follows protagonist Delsin Rowe fighting the Department of Unified Protection (D.U.P.) in a fictionalized Seattle. Over the course of the game, Delsin acquires new powers and becomes either good or evil as player choices influence his morality.

Sucker Punch began planning the game as early as 2011, when they began discussion with Sony to bring the *Infamous* series onto a new generation of hardware. They provided feedback to Sony on what hardware evolutions they would like to see on PlayStation 4. Sucker Punch considers *Second Son* a fresh start for the series because it features a new protagonist. Delsin's powers were designed to feel fluid and suited to the open world design.

*Infamous Second Son* was met with generally positive reviews; critics praised its gameplay, dynamic combat, visuals and design, while criticism was aimed at the game's morality system, which some found to be dated and binary, as well as the game's repetitive side missions. The story was met with a mixed response, with some critics finding the narrative and characters to be a step backwards from previous installments in the series, while others viewing the writing as an improvement over its predecessors. *Infamous Second Son* was a commercial success, and sold over a million copies within nine days, making it the fastest-selling entry within the *Infamous* franchise and one of the best-selling PlayStation 4 games.

## Gameplay

The player character Delsin Rowe has just used his powers to subdue an enemy, who lays restrained on the floor with light particles that resemble chains wrapped around him. The text prompt in the upper-left hand corner reads "Enemy subdued".

Delsin may use his superpowers to subdue enemies rather than killing them. Players make choices like these, with Delsin's karma level consequently rising as either good or evil.

*Infamous Second Son* is an action-adventure game set in an open world environment and played from a third-person perspective. Players control the main character Delsin Rowe, who can parkour-style climb vertical surfaces like high-rise buildings. Delsin is a Conduit, which allows him to use superpower abilities by manipulating materials such as smoke, neon, video, and concrete. These materials can be weaponized (such that Delsin can perform melee attacks or fire projectiles from his fingertips) or used to deftly navigate the game world (such as using neon to dash up buildings). Using powers depletes a meter in the head-up display (HUD), which can be replenished by drawing from power sources such as smoke from exploded vehicles. Delsin earns new powers as he progresses through the story, which sees him fight against the Department of Unified Protection (D.U.P.) during missions. Each time Delsin gains a new power set he must destroy D.U.P. Core Relays to learn the basic abilities that correspond to it. Delsin upgrades and acquires new abilities by spending Blast Shards that have been collected, they are scattered throughout Seattle. Players become more powerful in combat by expanding Delsin's suite of abilities.





*Developer:* Sucker Punch Productions

*Publisher:* Sony Computer Entertainment

*Director:* Nate Fox

*Producer:* Brian Fleming

*Designer:* Jaime Griesemer

*Composer:* Brain & Melissa, Nathan Johnson, Marc Canham

*Series:* Infamous

*Platform:* PlayStation 4

*Release:* March 21, 2014

*Genre:* Action-adventure

*Mode:* Single-player

*TiTi Rating:* 7/10

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Players may choose to act in either a good or evil way. Examples including healing civilians, doing drug busts, and stopping suspect brutality for good, or killing innocent civilians and killing instead of apprehending enemies. Several times throughout the story, Delsin finds himself in a scenario where he must make a good or evil choice, such as whether to encourage Conduit vigilante Abigail "Fetch" Walker to stop slaying drug dealers, or to train her to become a more prolific killer. Player choices influence outcomes in some later missions. In combat, Delsin may use his abilities to incapacitate foes or obliterate them with headshots. He may choose to open fire on innocent civilians. Delsin's choices manifest in a logo displayed on his jacket and the HUD, which features a blue (good) and red (evil) bird. Performing actions that are villainous gradually change the logo so that the red bird dominates the other, with the opposite happening with heroism. This is a visual representation of Delsin's Karma level, that increases as good or evil depending on his choices. As his Karma level increases, Delsin can acquire new powers that correspond to his play-style (e.g. very destructive powers with high levels of evil Karma) and his jacket also changes. If you have good karma, the jacket completely changes white whereas if evil the jacket turns red. A continual streak of either good or evil actions fills up a bar in the HUD, which then lets Delsin perform a powerful finishing move called a Karma Bomb.

When not completing story missions, players can explore the city and complete activities such as tagging graffiti spots or killing D.U.P. secret agents. The city is split into districts that are all initially controlled by the D.U.P., but Delsin gradually liberates each district by completing activities. When D.U.P. control of a district falls below 30 percent, Delsin can enter a District Showdown that requires him to eliminate a wave of D.U.P. forces, eradicating D.U.P. presence there.

## Plot

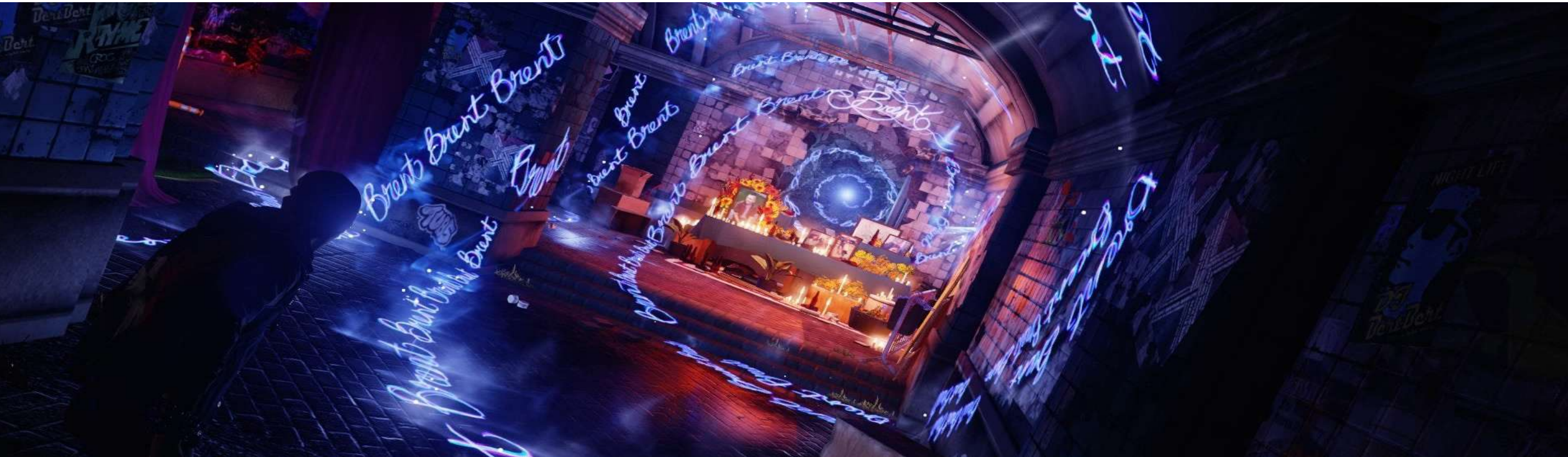
### Setting and characters

Second Son takes place in 2016, seven years after Infamous 2's Conduit protagonist Cole MacGrath sacrifices himself to cure humanity of a plague and destroy The Beast. Cole uses the powerful Ray Field Inhibitor weapon, which kills him and most of the other Conduits. The U.S. government establishes the D.U.P. to hunt down and capture the world's remaining Conduits, dubbing Conduits with the pejorative "Bioterrorists ". The protagonist is Delsin Rowe (Troy Baker), a 24 year old graffiti artist and the local delinquent of the Akomish reservation. Delsin has the unique Conduit ability of Power Mimicry, allowing him to copy the powers of any Conduit he comes into contact with. His brother, Reggie (Travis Willingham), is the local sheriff, and often arrests Delsin for his acts of vandalism. Both are Akomish Native Americans, whose territory lies at the shore of Salmon Bay, Washington. The antagonist is Brooke Augustine (Christine Dunford), the director of the D.U.P. and a Conduit with power over Concrete. Her actions in the Akomish reservation drive Delsin to travel to Seattle, now under lockdown by D.U.P. forces. Delsin and Reggie encounter three other Conduits: Henry "Hank" Daughtry (David Stanbra), a convict with control over Smoke; Abigail "Fetch" Walker (Laura Bailey), an ex-junkie who uses her Neon powers to hunt down illegal drug dealers in Seattle; and Eugene Sims (Alex Walsh), a reclusive video game addict who uses his Video (digital materialization) powers to save suspected Conduits from the D.U.P.

## Story

In 2016, after Reggie catches Delsin vandalizing a billboard, their subsequent argument is interrupted when a military truck carrying three Conduit prisoners crashes on the Akomish reservation. Two of the Conduits escape, but Delsin manages to pull the third one, Hank, out of the wreckage, inadvertently absorbing his smoke powers in the process. Shocked and frightened, Delsin pursues Hank in an effort to figure out what has happened and how to control his powers. However, they are both cornered by Brooke Augustine. She encases Hank in concrete and questions Delsin, suspecting him of hiding something. Delsin can choose to either tell Augustine the truth about his powers or say nothing. Regardless of Delsin's choice, Augustine knocks him out before moving on to the other tribe members.

Delsin awakens a week later and discovers that Augustine has tortured the rest of the tribe in an unsuccessful bid to gain information. However, she has left them to gradually die from concrete shards buried into their bodies, including their leader Betty (Karen Austin). Reggie, who was spared from the torture, learns that the only way to remove the shards is to use Augustine's power on them. Delsin realizes that he can absorb Conduit powers and resolves to go to Seattle to take Augustine's powers and save the tribe. Reggie reluctantly accompanies Delsin to keep an eye on him. They reach Seattle and find that it has been put under strict martial law by the D.U.P. in order to find the other escaped Conduits. With Reggie's help, Delsin battles D.U.P. forces and tracks down core fragments to develop his powers. He eventually encounters the other two escaped Conduits, Fetch and Eugene, and absorbs their powers. After both confrontations, Delsin defends the Conduits from Reggie, who initially views them as "freaks", and can choose to either redeem or corrupt them.









Now possessing three powers, Delsin encounters Hank, who has escaped again. Hank tells Delsin that Fetch and Eugene have been captured by the D.U.P., and are being held on an artificial concrete island in Puget Sound. However, the situation turns out to be a trap set by Augustine. Reggie appears and rescues Delsin with a rocket launcher. While the brothers free Fetch and Eugene, Augustine encases Reggie's feet in concrete and blasts them off the platform. As they dangle above the ocean, Reggie realizes that Delsin cannot save both of them, tells him that he is proud of him, and lets Delsin's hand go. Reggie falls to his death as he drowns in the ocean. Distraught and enraged, Delsin climbs back up onto the platform and battles Augustine, destroying the entire island.

Augustine flees back to the D.U.P. headquarters. Delsin tracks Hank down to the docks, where he is fleeing from D.U.P. forces. Hank begs for forgiveness, saying that he only worked with Augustine because she threatened to hurt his daughter. Delsin can choose to either kill Hank out of revenge, or let him flee Seattle with his daughter. Aided by Fetch and Eugene, Delsin rallies an assault on the D.U.P. headquarters. After breaking through the building's defenses, Delsin confronts Augustine and reveals to her that he has figured out she staged the Conduit escape at Akomish to instill fear in the population and give the D.U.P. a reason to continue their regime. Augustine lets Delsin absorb her powers, and tells him that she wants to save the Conduits by imprisoning and protecting them from the population. Delsin battles and eventually defeats Augustine with his new concrete powers.

If Delsin has evil Karma, he kills Augustine and, together with Fetch and Eugene, takes control of Seattle. He releases all of the imprisoned Conduits and absorbs their powers. Upon returning to the reservation, Delsin is met by a wheelchair-bound Betty who exiles him from the tribe for the killings in Seattle. Shocked and angered, Delsin destroys the entire reservation.

If Delsin has good Karma, he spares Augustine and exposes her crimes to the public. She is arrested and the D.U.P. disbands. Delsin, Fetch and Eugene convince the humans that they can peacefully coexist with the Conduits. All of the imprisoned Conduits are freed. Delsin returns to the reservation and heals the tribe members, then paints a mural dedicated to Reggie.

## Development

### Origins and PlayStation 4

Sucker Punch Productions were very involved with the development of the PlayStation 4 platform. They discussed with Sony how much power they would like with the new hardware and what refinements they would like to see on the DualShock 4 gamepad.

Sucker Punch Productions began to develop *Second Son* while the PlayStation 4 was still being designed. Having finished work on *Infamous: Festival of Blood*, they began to plan a new entry in the *Infamous* series under the working title *Infamous 3*. As early as 2010, they discussed with Sony their desire to bring *Infamous* to a new PlayStation platform.

Sucker Punch were in close connection with the PS4's lead system architect Mark Cerny, who visited the studio several times. They gave Cerny feedback about how much power a new PlayStation system would require to render their ideal open world, how fast it would be capable of doing so and to what degree of texture detail. "We had some experience there that was useful for that team when they were planning some aspects of the hardware design", producer Brian Fleming explained. He found that during the PS4's development, there was a great level of interactivity between the system's designers and game developers such as Sucker Punch.

Sucker Punch made suggested improvements they would like to see for the DualShock 4 gamepad. *Second Son*'s designer Jaime Griesemer traveled to Sony's headquarters in Japan to discuss such improvements. The developers found they were able to adopt the DualShock 4's touchpad into *Second Son*'s gameplay (for example, players emulate the in-game fingerprint scanner using the DualShock 4 touchpad).

The game was envisioned to take full advantage of the hardware, without the imposition of porting to older platforms like the PlayStation 3. The hardware let developers improve the particle system that lights Delsin's face up while he draws neon power from billboards and add detailed reflections to the game world. The increased memory bandwidth let the team render characters with higher fidelity. They found the PS4's simplified architecture so easy to work with that they were able to reach very high graphical quality even though the hardware was new.





Over 110 developers worked on the game, a number that director Nate Fox considered small. He felt that working with a small team necessitated having a defined vision for the game from the outset, "to answer those first questions about what you want your game to be". Sometimes, ideas came about during development that would have to be thrown out for not fitting with the game's original vision. "We kill our darlings at Sucker Punch. It's not easy; it's necessary", Fox explained. *Second Son* displays a native resolution of 1080p at 30 frames per second.

## Design

*Second Son's* graphical quality was possible because development was conducted on the PS4, which Sucker Punch found powerful and easy to use. Their research for the game world led to the reproduction of Seattle landmarks such as the Space Needle.

Sucker Punch elected to set *Second Son* in their hometown of Seattle as they could draw from their personal experiences in the open world's design. During early development when team members debated where *Second Son* would be set, Seattle rated high on a list of possibilities. Fleming considered that the city had not been featured in many games prior to *Second Son* and so would not be "overblown", and felt that Seattle's weather and mixture of "old and new" architecture would make it an interesting setting. The team conducted fieldwork in Seattle's nearby forests with audio and video equipment, which was used to reproduce local flora and the chirping sounds of local American robins. Seattle landmarks such as Pioneer Square, the Space Needle and Elephant Car Washes feature in the game. The developers licensed logos and signs from local businesses. Griesemer called the game world an "abstraction" of Seattle rather than a re-creation since its layout did not suit *Second Son's* gameplay and required the team to make necessary changes. The team wanted to thematically explore Seattle's heritage of Pacific Northwest, Native American tribes in the game.

The designers used graphic sliders in the game engine to determine the amount of water covering the streets. Like Seattle, rain is frequent in the game. The lighting effects (such as neon light from Delsin's powers) coupled with reflections help bring color into Seattle's dark and rainy atmosphere. Because of the move to the PS4, Sucker Punch were able to render more open world than what was possible in previous *Infamous* games. "You get a better feel of the city when you can see more of it", said Griesemer.

After deciding on Seattle for the setting, the developers began to think about the superpowers that Delsin would possess. They added neon lighting to the city to amplify the "beautiful reflective streets", and subsequently decided to make neon a source of power for Delsin because of its prevalence. Animation director Billy Harper considered Delsin's smoke powers challenging to design, as the team wanted to make powers feel more fluid than in previous *Infamous* games. They removed Cole's "contorted hand poses" to improve the connection between Delsin and his powers. Fox felt that smoke helps Delsin deftly navigate the game world by letting him zip up buildings and through enemies. Griesemer (who previously worked with Bungie on the *Halo* series) wanted to bring the fluidity of first-person shooters to *Second Son's* combat. The team reviewed the control scheme of previous *Infamous* games and "removed some of the complexity that was preventing people from interacting with the game".

Griesemer said that a recurring theme throughout *Infamous* games that they wanted to continue with *Second Son* was the idea of "modern elemental powers", variations on commonplace powers drawn from the game world. Producer Brian Fleming found that the graphical effects helped to inform players of the amount of power Delsin possesses. "This is a game about super powers, so for us, the way the effects look tells you a lot about how you're playing the game", he explained. Fox considered that the game world's resemblance to Seattle helped the superpower elements feel authentic. "Because we have that sweet foundation of plausibility, you buy into the super-powered element", he explained.









# Character development

Second Son's premise is built from the ending of Infamous 2 that sees protagonist Cole MacGrath sacrifice himself to save humanity. They looked at Trophy data and found the majority (78%) of Infamous 2 players chose this ending, and concurred with the popular choice. This allowed them to create the new protagonist, Delsin, from scratch. "Moving forward onto [Second Son], we said 'Alright, Cole's dead. People have voted for this. Let's make a new hero'", Fox explained. Griesemer felt that taking the Infamous series to the PS4 signified a new era, and that departing from the story of previous games would help them reach new audiences. "We needed a new entry point, and Delsin was the first step for that", he explained. The idea to move away from Cole's story came about during pre-production staff meetings, and was confirmed after discussions both internally and with Sony Computer Entertainment. Griesemer described the contemporaneous sentiment as "It's going to be new hardware, a new platform and we're going to have a new audience".

A digital rendering of a man's face in a motion capture software.

Game Informer journalist Dan Ryckert participated in a demonstration of the motion capture process, where people's faces were captured and rendered in the game using high-definition digital cameras.

Delsin's Native American heritage came from the game's setting in the Pacific Northwest, which features a large Native American population. Delsin wears a beanie inspired by one that Harper would wear around the studio (Harper recounted one particular staff meeting where four of the six team members were wearing hats). Delsin's character was inspired by United Kingdom street artist Banksy, as the development team appreciated Banksy's clandestine, satirical work. Developing Delsin's personality, the team posited the hypothetical: "What if Johnny Knoxville had powers? What would he do with it?". Harper considered Delsin "full of reckless abandon", the kind of character that would, upon gaining superpowers, jump off a cliff to see what happens. Fox considered Delsin "flawed in a way I think a lot of us can relate to", trying to live up to his successful brother Reggie. He called the game's story a "hero's journey".

Digital Domain were brought on board for the motion capture work. Fox helped direct the actors' performances, but found that they did not need much guidance for their roles. "You need to let them understand what you need from a scene, but the actors are so much better equipped to deliver that than me", he explained. Fleming considered that using motion capture added authenticity to the characters. "The ability to capture [Delsin's] facial reaction when he's like 'Oh, shit', but doesn't say 'Oh shit'—that's a big deal", he explained.

Most of the non-player characters (NPCs) that inhabit the open world were motion captured. The developers contacted casting agencies, and asked their friends and families if they would like to appear as extras in the game. Over 75 people were scanned in a three-day period. They were seated in chairs and told not to move or smile, and a high-definition digital camera captured a 3D model of their faces. The camera sent out strobe light patterns to capture the volume and shape of each face. A 360-degree setup captured the actors' moving bodies, but mannequins were also used to help capture different clothing styles. Data collected from the cameras was used by the designers to render digital models, each composed of roughly 1.4 million polygons—any blank spots on the models would be digitally filled in by the designers. To render the models in the game, the data would be compressed by reducing the polygon count.





## Release

On February 20, 2013, Sony held a conference in New York that announced the PlayStation 4. Fox appeared on-stage during the conference and recounted participating in an anti-globalization protest in Seattle in 1999. He announced *Second Son*, and a debut trailer was shown that introduced the game's premise and lead character. The game was privately demoed at E3 2013, and its March 21, 2014, North American release date was confirmed during a PS4 launch event on November 14, 2013. By February 25, 2014, *Second Son* went gold (finished development).

On March 8, it was announced that *Second Son*'s pre-order sales had surpassed those of *The Last of Us* in the United Kingdom. Two special edition versions of the game were produced; pre-ordered and first-run copies of the game received the Limited Edition, which includes the Cole's Legacy mission pack that explain story events between *Infamous 2* and *Second Son*. The Collector's Edition includes a unique box cover, a replica of Delsin's beanie, eight pins from his vest, an exclusive in-game vest, and a D.U.P.-themed patch. All pre-ordered copies of the game included four in-game vests for Delsin.

## Downloadable content

*Paper Trail* is a free downloadable content (DLC) with alternate reality game features. The story is split into six parts, with the first being available after reaching a certain point in the main story. Each subsequent part was made available each Friday from March 28, 2014 in North America and, concluding with the release of the final part on April 25, 2014.

At E3 2014, the DLC package *Infamous First Light* was announced and was released on August 26, 2014 in North America and August 27, 2014 in Europe. In *First Light*, the player controls Fetch. It is a stand-alone expansion and *Second Son* is not required to play the game, but ownership of *Second Son* grants players access to exclusive content and music. The track "Sanctus Immortale" composed and produced by Menelik Eu'el Solomon also features on the exclusive content pack. *Infamous First Light* received mixed to positive reviews from critics.











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A POCO smartphone is shown from a low angle, resting on the edge of a dark, futuristic building. The phone's screen displays a vibrant, abstract yellow and orange pattern. The background shows a cityscape with similar futuristic buildings under a dark sky.

EXACTLY  
THE POWER YOU NEED

A POCO smartphone is displayed vertically on a yellow, futuristic base. The phone's back is visible, showing the camera module and the 'POCO' logo. The base is surrounded by other futuristic mechanical components on a dark surface.

EXACTLY  
THE STYLE YOU NEED

A pair of hands is shown holding a POCO smartphone horizontally. The screen displays a racing game with a blue sports car in the foreground and a yellow car behind it. The background is a dark, gradient sky.

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for uninterrupted  
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**WITH A  
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Provides a reliable signal, keeping the  
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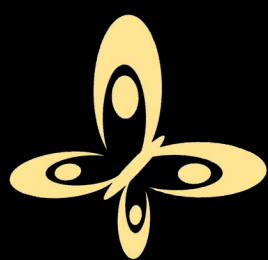
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Global debut

## QUALCOMM® SNAPDRAGON™ 732G

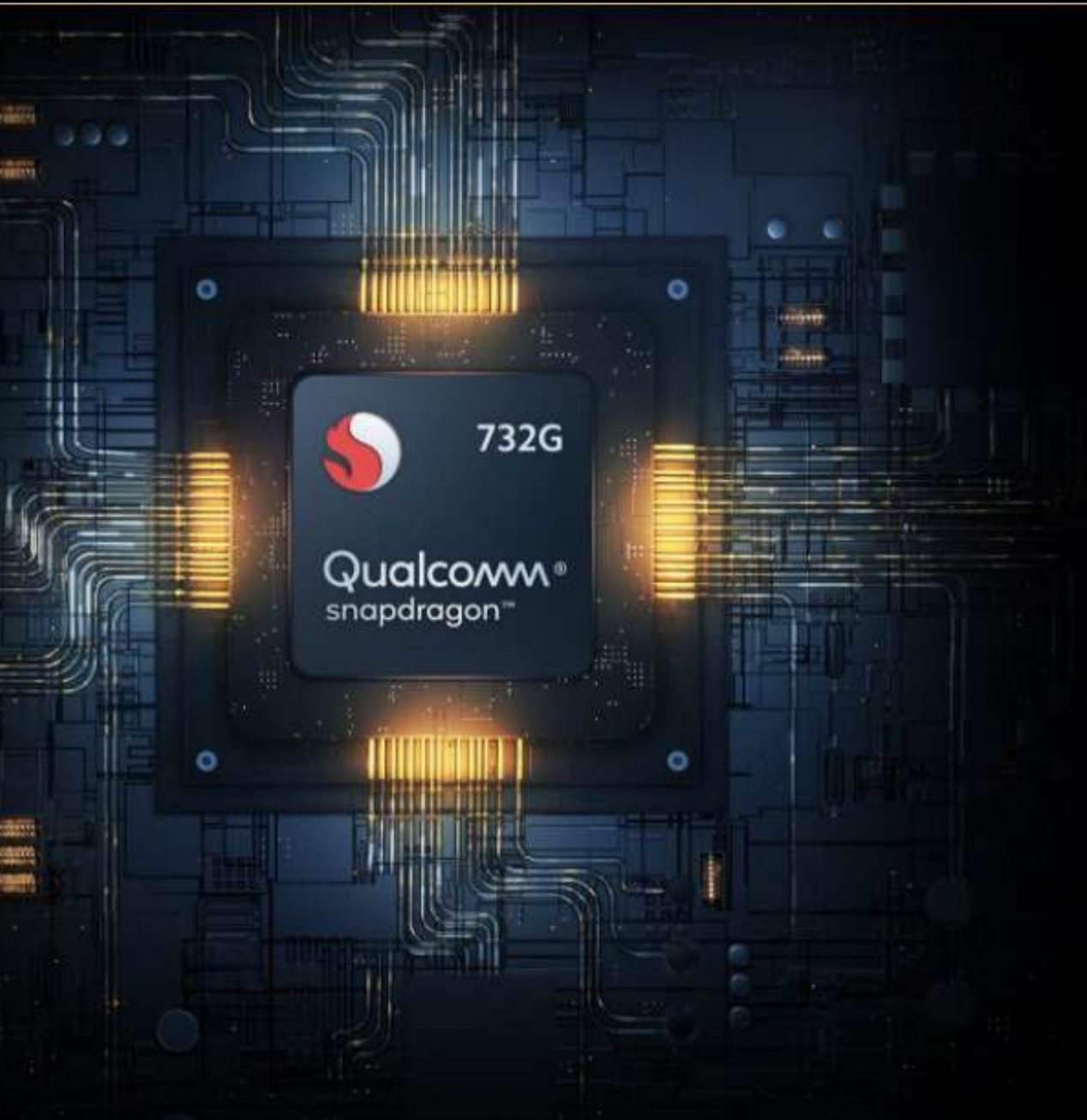
"G" stands for the powerful gaming performance offered by the new processor. The Qualcomm® Snapdragon™ 732G processor boasts strong graphics processing capacity and advanced AI computing capabilities. It uses an 8nm process technology and an octa-core chip to reach a clock speed of 2.3GHz.

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Full speed ahead, win in milliseconds!

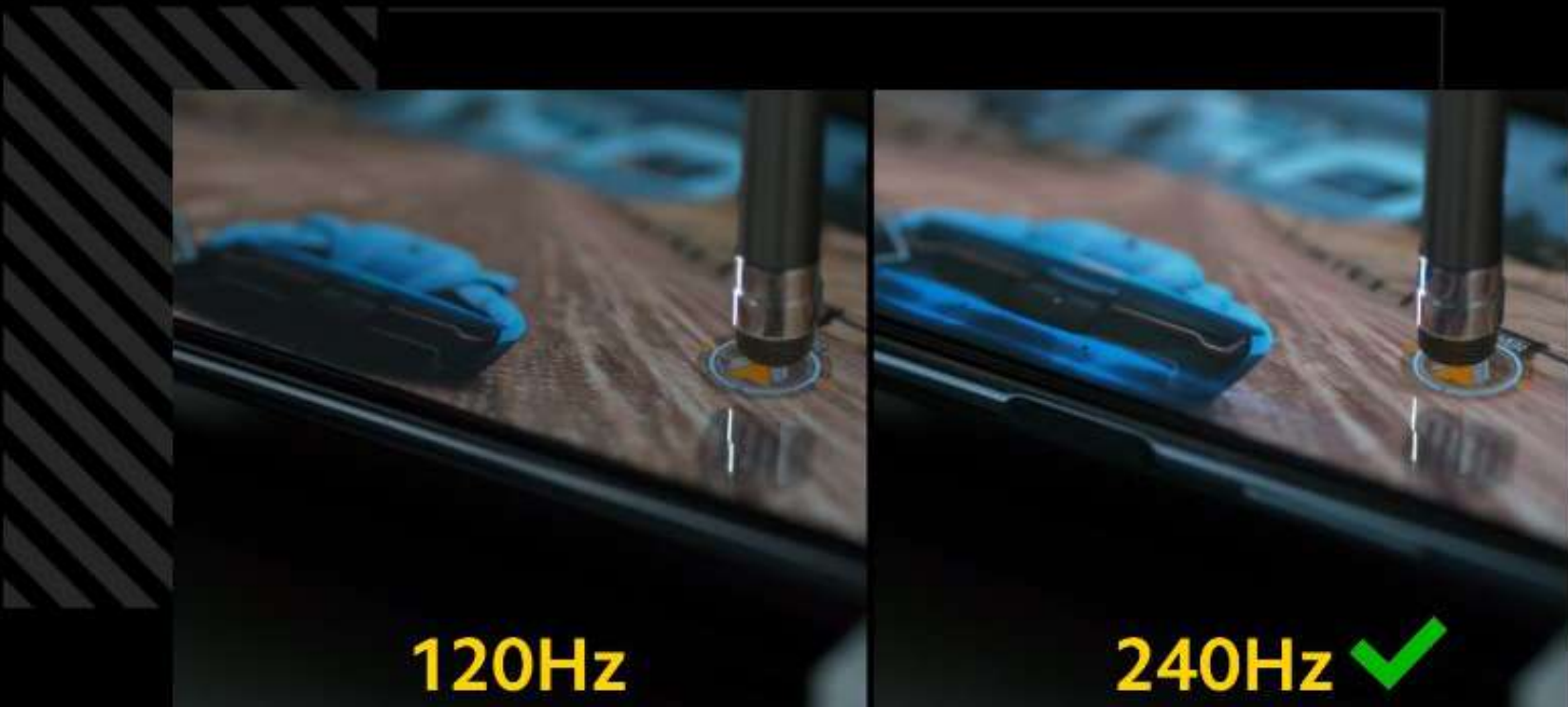
MORE THAN JUST A SCREEN WITH HIGH REFRESH RATE, IT IS ALSO SMART AS IT OPTIMIZES POWER SAVING

When the screen is not in motion, it maintains a 50Hz refresh rate and automatically lowers the frequency to reduce power consumption.  
When jumping between apps, the screen adapts its refresh rate to the app at hand, greatly reducing power consumption without compromising the smooth experience.



GIVES YOU AN EDGE IN THE GAMING ARENA  
INSTANT FEEDBACK AND SNAPPY FEEL  
WHILE GAMING

Compared to the phones with 120Hz touch sampling rate, the 240Hz touch sampling rate of this phone is increased by 100%, and the feedback speed is as fast as 4.16ms.



Unceasing power source  
for a thrilling gaming experience and  
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LARGE 5160mAh(typ) BATTERY

A single full charge can support



33W FAST CHARGE

Speedy refills, the perfect combo

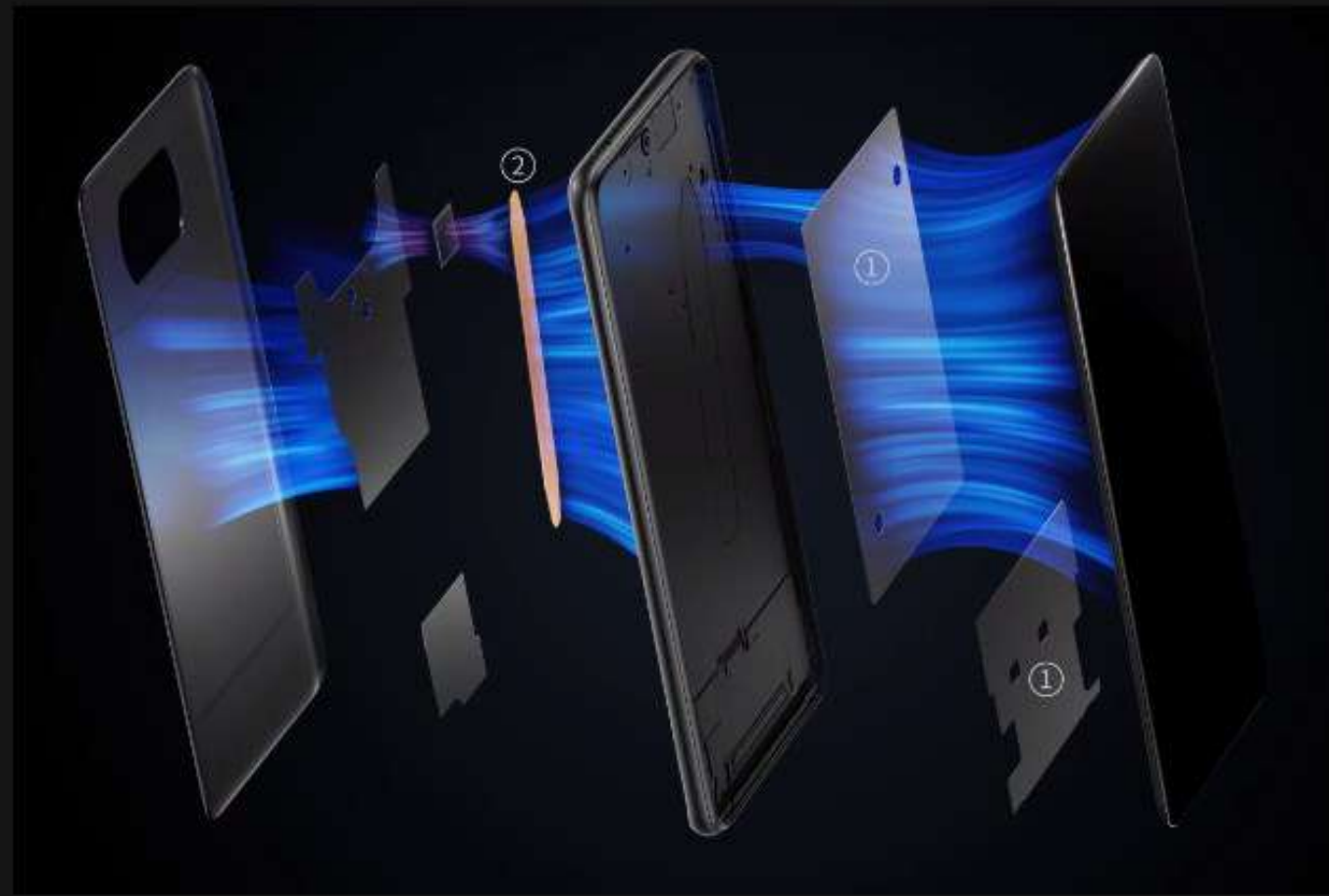
62% charge in 30 min\*  
100% charge in 65 min\*





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EXACTLY  
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YOU NEED

EXACTLY  
THE CUTTING-EDGE  
DISPLAY  
YOU NEED





120Hz ultra-high  
refresh rate

## ENJOY THE SMOOTHNESS EVERY TIME YOU SCROLL

Users' perception of fluidity is largely driven by the phone's refresh rate. The 120Hz refresh rate screen can show up to 120 frames per second. This allows you to play games and scroll through social media feed seamlessly.



\*The video examples to the right are displayed at 0.25x speed

## POCO

Connected quad-camera setup

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**13MP ultra-wide  
angle camera**

FOV 119°

**2MP macro camera**

4CM



**64MP main camera**

Sony IMX 682

**2MP depth camera**

1.75µm pixel size

## 6.67" FHD+ DotDisplay

2400X1080

high resolution

20:9

Aspect ratio

91.25%

ultra-high screen-to-body ratio



**TÜV Rheinland**

Low Blue Light certification







GIVES YOU AN EDGE IN THE GAMING ARENA  
INSTANT FEEDBACK AND SNAPPY FEEL  
WHILE GAMING



MIUI12 for POCO

**POCO  
LAUNCHER 2.0**

MIUI for POCO continues to deliver a lighter, faster and smoother experience. The POCO Launcher 2.0 can help you to find and group apps more easily. The UI also features a dark mode, which reduces power consumption and helps to relieve eye strain.









POCO

# POCO M3

More than you expect

48MP triple camera

6000mAh battery

Snapdragon™ 662

\$138.62



## 6.53" FHD+ Dot Drop display

The large display provides a wide field of vision, allowing you to comfortably watch videos or browse through social media.

2340×1080

High resolution

19.5:9

Slender aspect ratio

90.34%

High screen-to-body ratio



TÜV Rheinland  
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WIDEVINE  
Widevine L1 certification

## 48MP AI triple camera Capture every exciting event

**2MP** macro camera

f/2.4

**48MP** main camera

f/1.79

**2MP** depth sensor

f/2.4





# Dual speakers

A flagship-level sound experience, with high-quality audio which offers an immersive experience whether you are listening to music or watching videos.



Hi-Res Audio certified



# Provides you with faster speed

The 11nm processor provides more power than you expect. Qualcomm® Snapdragon™ 662 features an octa-core high-performance processor with a maximum clock speed of 2.0GHz and the third-generation AI Engine provides greatly improved AI computing performance.

The LPDDR4X memory supports having multiple apps and games running simultaneously while the UFS 2.2 storage offers faster read speed and better performance, effectively reducing the time it takes to open apps.

\*The 4GB+64GB variant features LPDDR4X+UFS2.1, while the 4GB+128GB variant comes equipped with LPDDR4X+UFS2.2.



# High charge cycle battery

The battery can be charged up to 1,000 times, which means that the phone's life span exceeds 2.5 years without any significant degradation of the battery. At room temperature, the battery life span is 25% longer than other smartphones.

It is also designed to be safe to use in high temperature environments where the battery life span beats other smartphones by 20%.

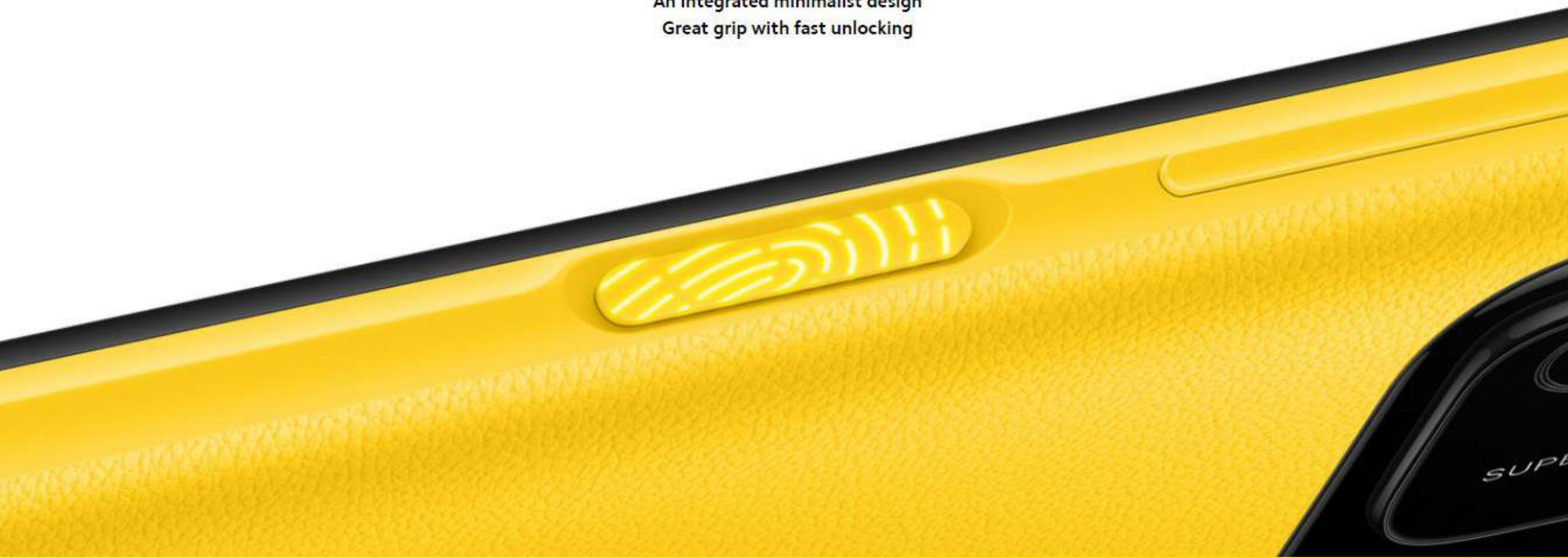


	Room temperature (25°C)	High temperature (45°C)
POCO M3	<div></div>	<div></div>
Other smartphones*	<div></div>	<div></div>



# Side-mounted fingerprint sensor

An integrated minimalist design  
Great grip with fast unlocking



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Store photos and videos and download your favorite movies without ever worrying about being limited by storage space

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- 512GB Supports expandable storage



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**40 Hours**



of music

**196 Hours**



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**17 Hours**









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Helping you to  
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Quickly ease your body and mind with a guided breathing exercise of 1-5 minutes' duration, following the breathing patterns shown on the display.



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for recording and reminding  
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Records the menstrual cycle and ovulation phases and gives useful reminders beforehand. The more you use it, the more it understands you.







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- Mint Green
- Orange
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Battery life in normal mode\*

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Battery life in power-saving mode\*



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Approximate display area





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Comes vibrating reminders when your heart rate is unusually high.



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Up to 50% increased accuracy



**Heart rate alerts**  
Vibrating reminders when heart rate is too high  
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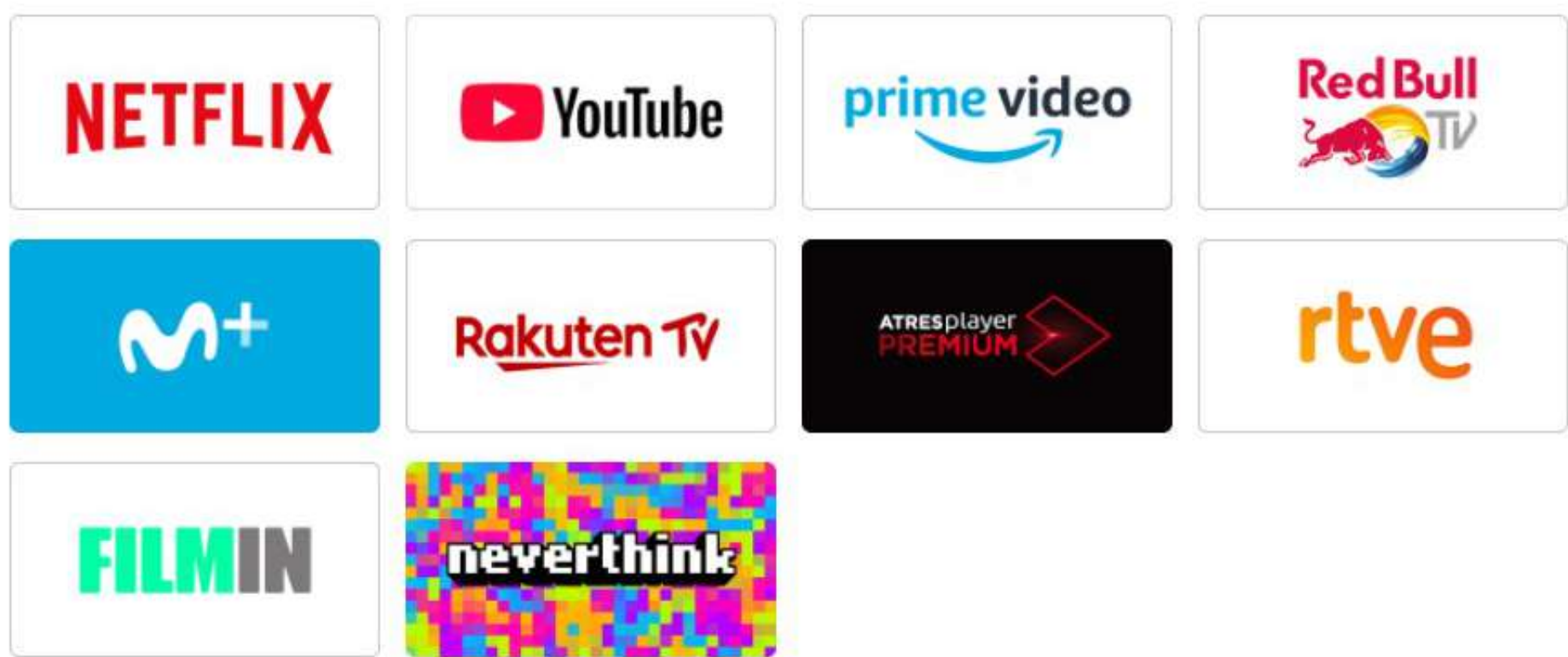
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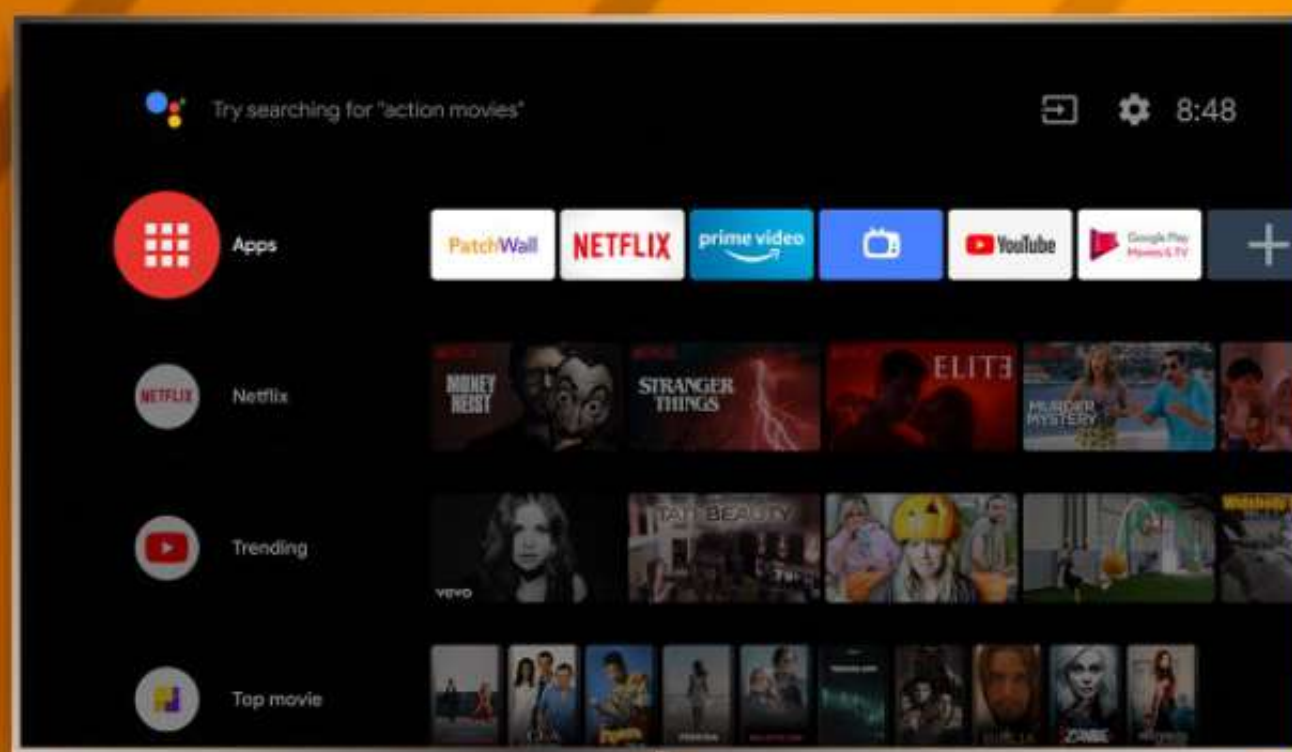


\* Supports HDR



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Precision Technology, Beautifully Designed









**Automobile**





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*Amazing exterior, the  
Mercedes A-Class is truly  
in a dimension of it's own.*

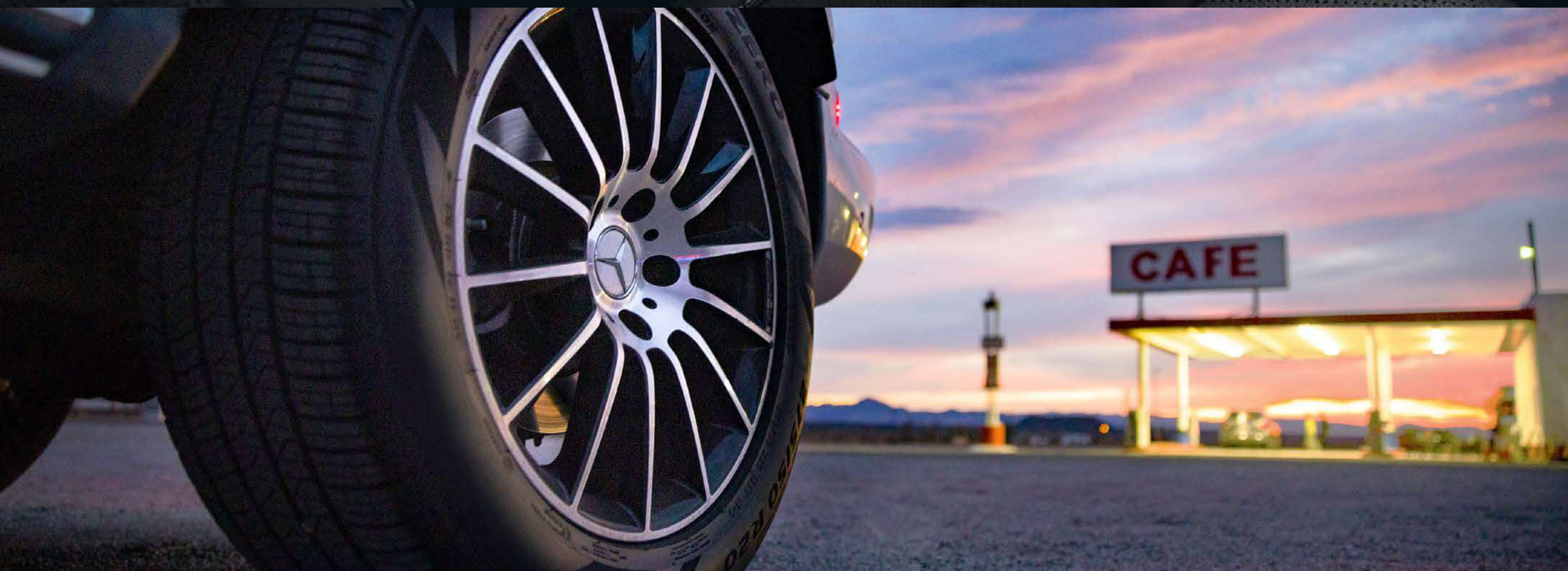




*an amazing dashboard,  
with ease of use and  
navigation.*



*The Interior alone speaks for itself, with the latest in  
information System.*





*Be the standard*



*Amazing craftsmanship*





*What a view...*



*Stunning even from behind*





*Take charge and lead the way...*





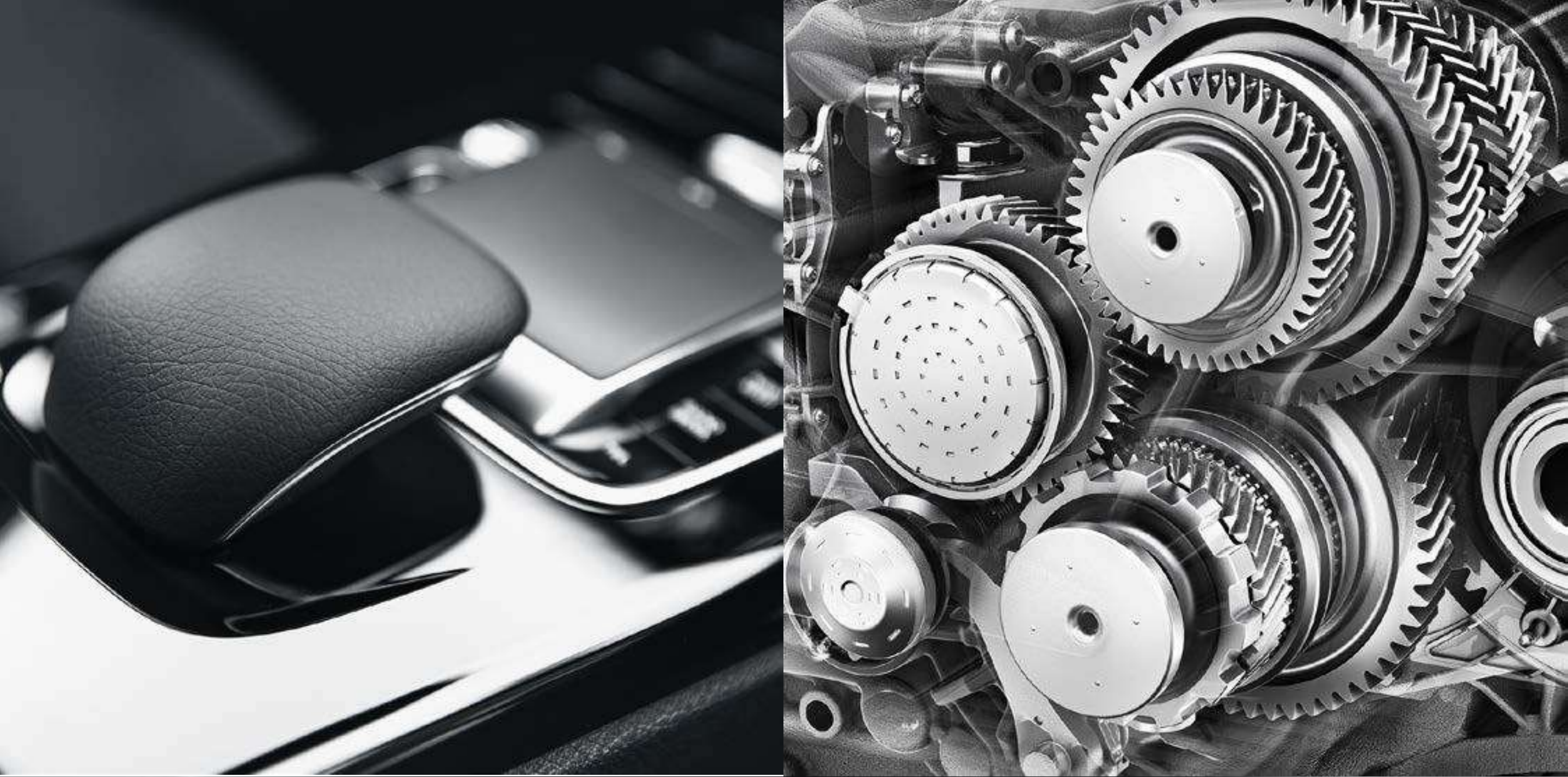


*Side view you will fall in love with...*

*Factory fitted Air-conditioner*



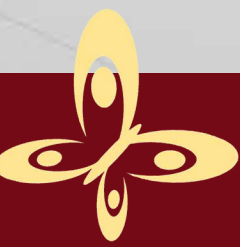




*Complete and ready to hit the road.*







*Still the number 1 when it comes to wheels*







*See what is behind without turning round...*







*Dominate the roads.*







*Nothing left to say...*











**2021**

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**GLE**

**\$70,000**







*Caved to impress*







*With this beast you dominate the roads from beginning to the end.*







*Enough room for family and friends.*



*This beast is here to intimidate.*





*Captivate your passengers with this luxury interior.*



*Enough room for everyone.*





*You don't have to worry about balance*



***Enough inches  
for any kind of  
terrain***





*Looks amazing from all angles, both in and out*







*Everything you need is just a stretch away....*





*Get the very best out of life*







*You only live once, make it  
count...*









**2021**

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*Looking for a sedan to make a statement,  
the the CLA is for you.*







*Enough juice to power your needs.*















Lead the way...











Relax and enjoy  
the ride.





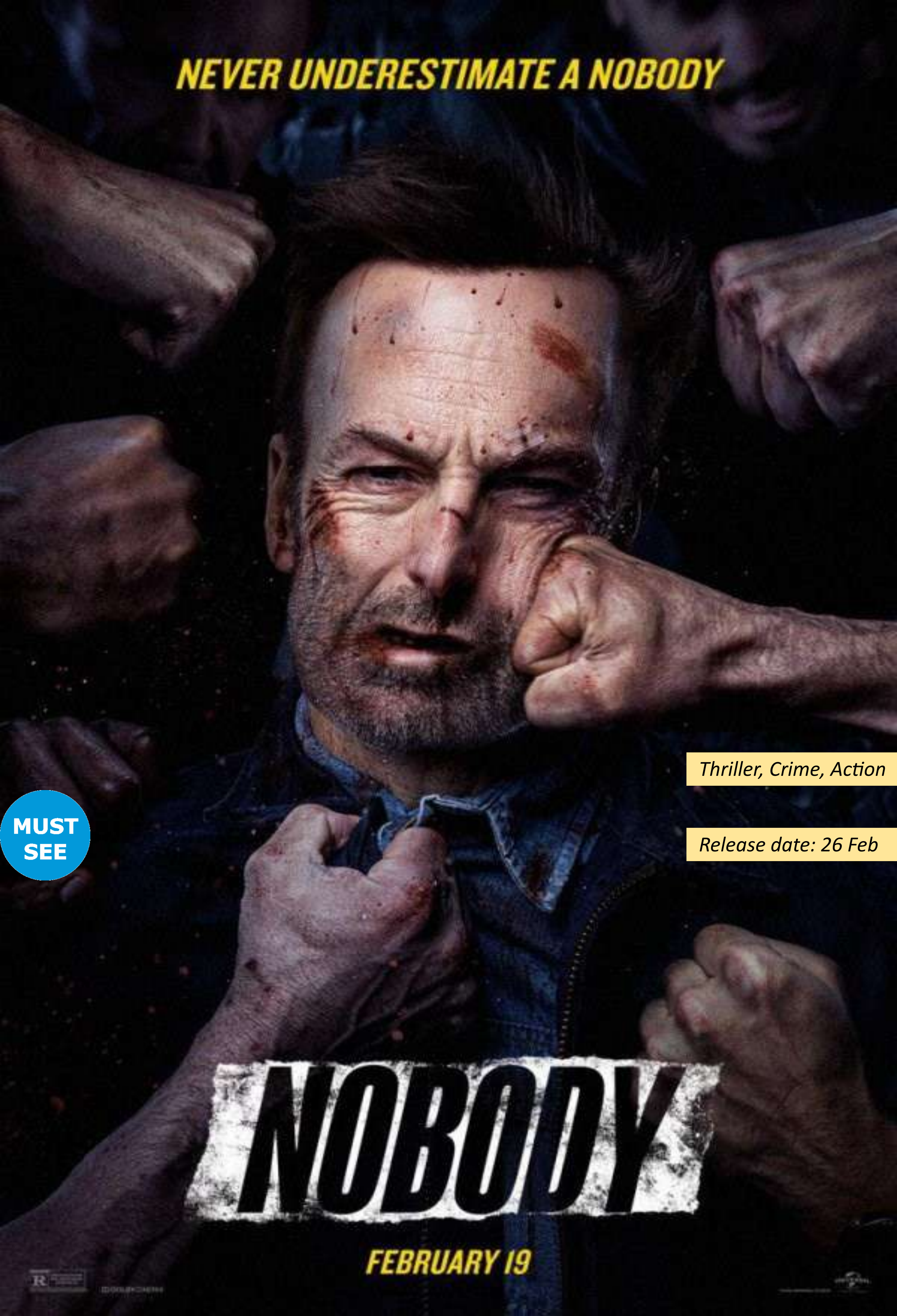




**MOVIES**



*NEVER UNDERESTIMATE A NOBODY*



*Thriller, Crime, Action*

*Release date: 26 Feb*

**MUST  
SEE**

# **NOBODY**

*FEBRUARY 19*

**R**

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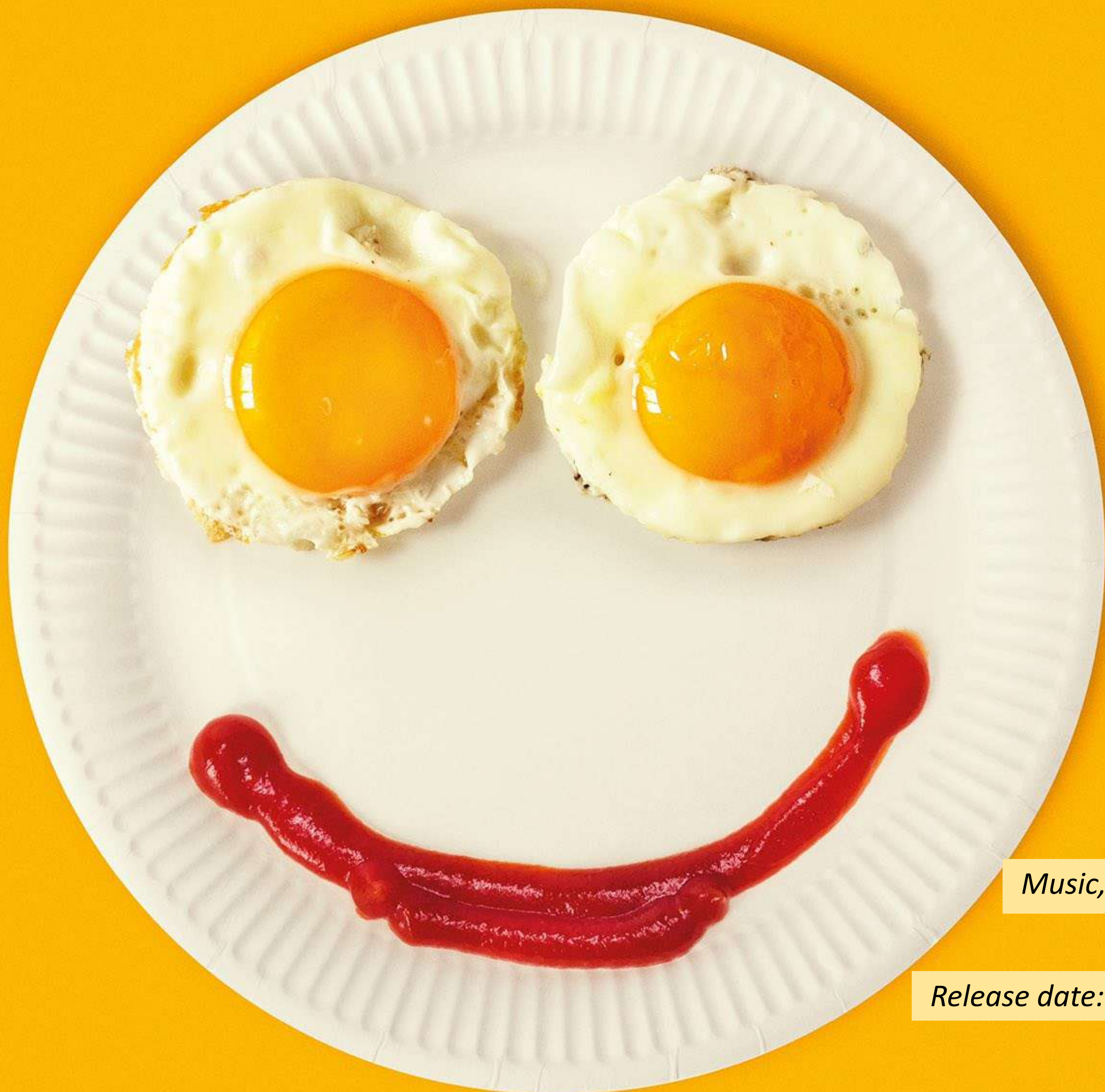
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kate  
hudson

leslie  
odom jr.

maddie  
ziegler



*Music, Drama*

*Release date: 12 Feb*

a film by **sia**

# Music



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# BEASTARS



*Drama, Psychological, Slice of life*

*Beastars*

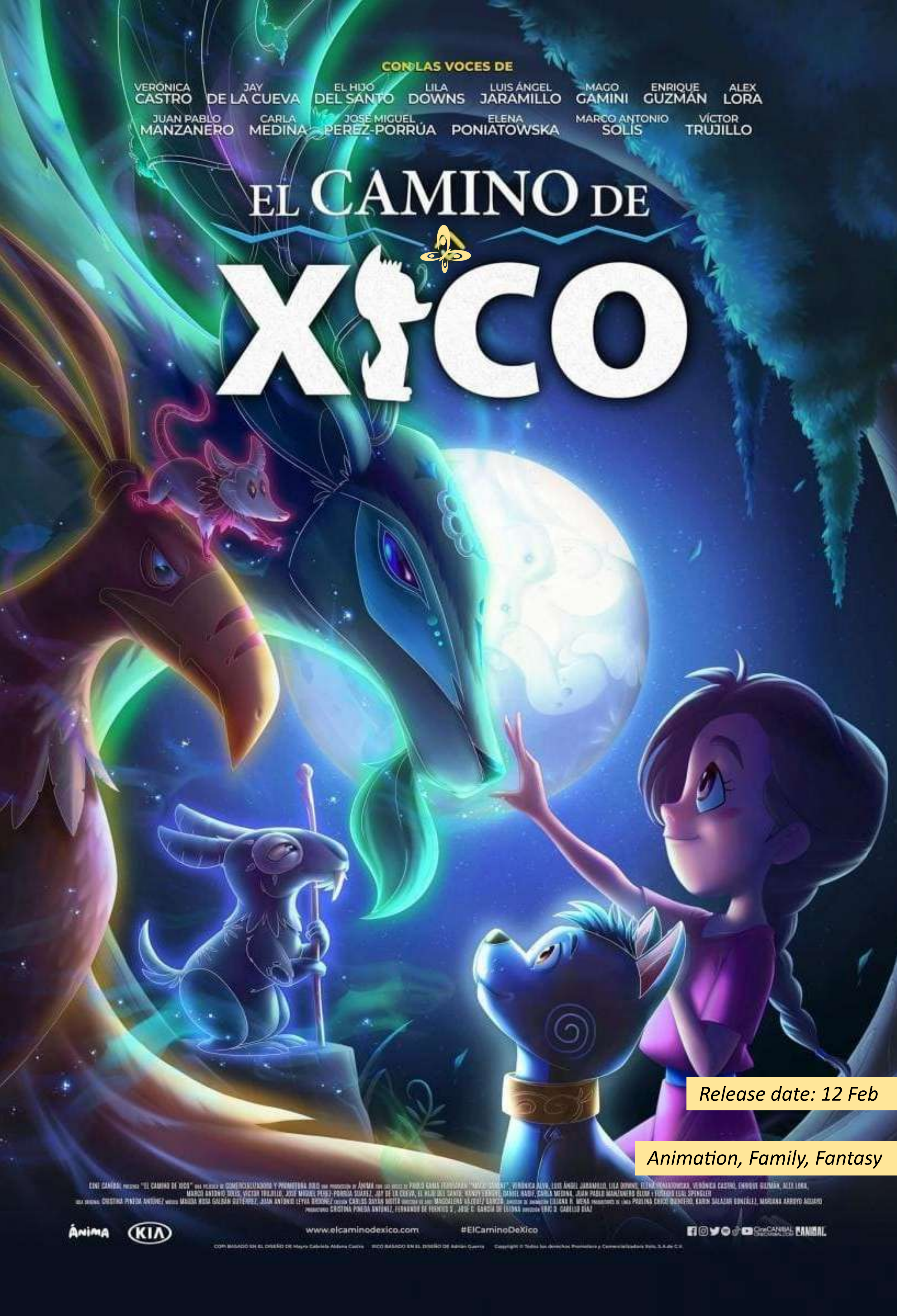




CON LAS VOCES DE

VERÓNICA CASTRO JAY DE LA CUEVA EL HIJO DEL SANTO LILA DOWNS LUIS ÁNGEL JARAMILLO MAGO GAMINI ENRIQUE GUZMÁN ALEX LORA  
JUAN PABLO MANZANERO CARLA MEDINA JOSÉ MIGUEL PÉREZ-PORRUA ELENA PONIATOWSKA MARCO ANTONIO SOLIS VÍCTOR TRUJILLO

# EL CAMINO DE XICO



Release date: 12 Feb

Animation, Family, Fantasy

CINE CANAL presenta "EL CAMINO DE XICO" una película de COMERCIALIZACIÓN Y PROMOCIÓN DE BICCO una producción de ÁNIMA con las voces de PABLO GARCÍA FERRER, VERÓNICA CASTRO, LUIS ÁNGEL JARAMILLO, LILA DOWNS, ELENA PONIATOWSKA, VERÓNICA CASTRO, ENRIQUE GUZMÁN, ALEX LORA, MARCO ANTONIO SOLIS, VÍCTOR TRUJILLO, JOSÉ MIGUEL PÉREZ-PORRUA, JAY DE LA CUEVA, EL HIJO DEL SANTO, KANYA VENTURA, DANIEL NADY, CARLA MEDINA, JUAN PABLO MANZANERO OLIVERA y FOTOGRAFÍA LUIS SPINELLI  
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BASED ON THE NEW YORK TIMES BEST-SELLER



Romance, Drama

Release date: 12 Feb

THE LETTERS ARE OUT.

A NETFLIX FILM

# To All the Boys I've Loved Before



# NOBLESSE

MUST  
SEE

Fantasy, School, Vampire, Science-fiction, Action

Noblesse

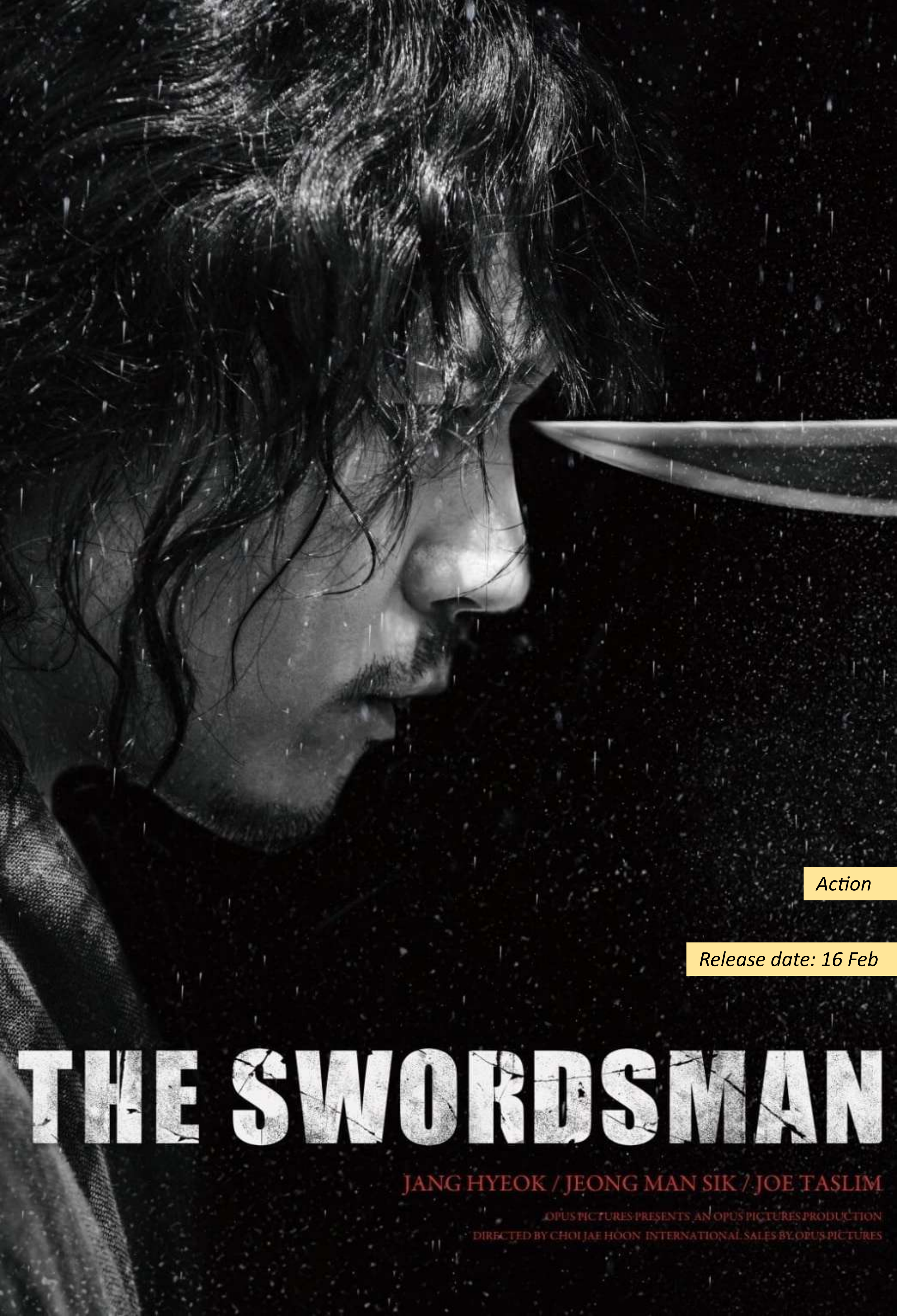


# TOM & JERRY

*Family, Comedy, Adventure, Animation*

*Release date: 26 Feb*





Action

Release date: 16 Feb

# THE SWORDSMAN

JANG HYEOK / JEONG MAN SIK / JOE TASLIM

OPUS PICTURES PRESENTS AN OPUS PICTURES PRODUCTION  
DIRECTED BY CHOI JAE HOON INTERNATIONAL SALES BY OPUS PICTURES

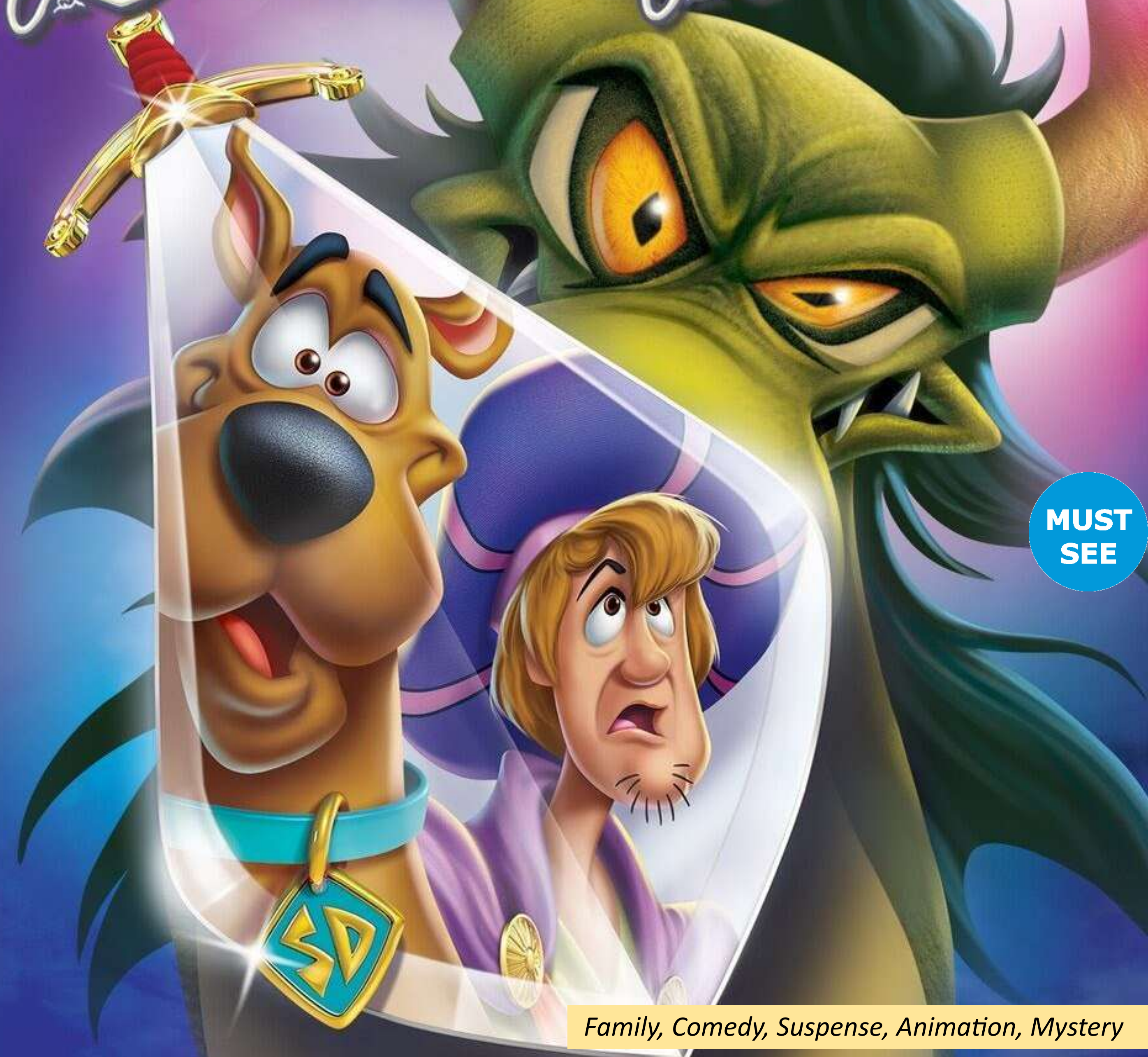


# SCOOPY-DOO!

TM



## The Sword and the Scoob



**MUST  
SEE**

*Family, Comedy, Suspense, Animation, Mystery*

*Release date: 23 Feb*





MUST  
SEE

Fantasy, Adventure, Magic, Action, Supernatural, Shounen

Nanatsu no Taizai Fundo no Shinpan





Thriller, Horror

Release date: 21 Feb

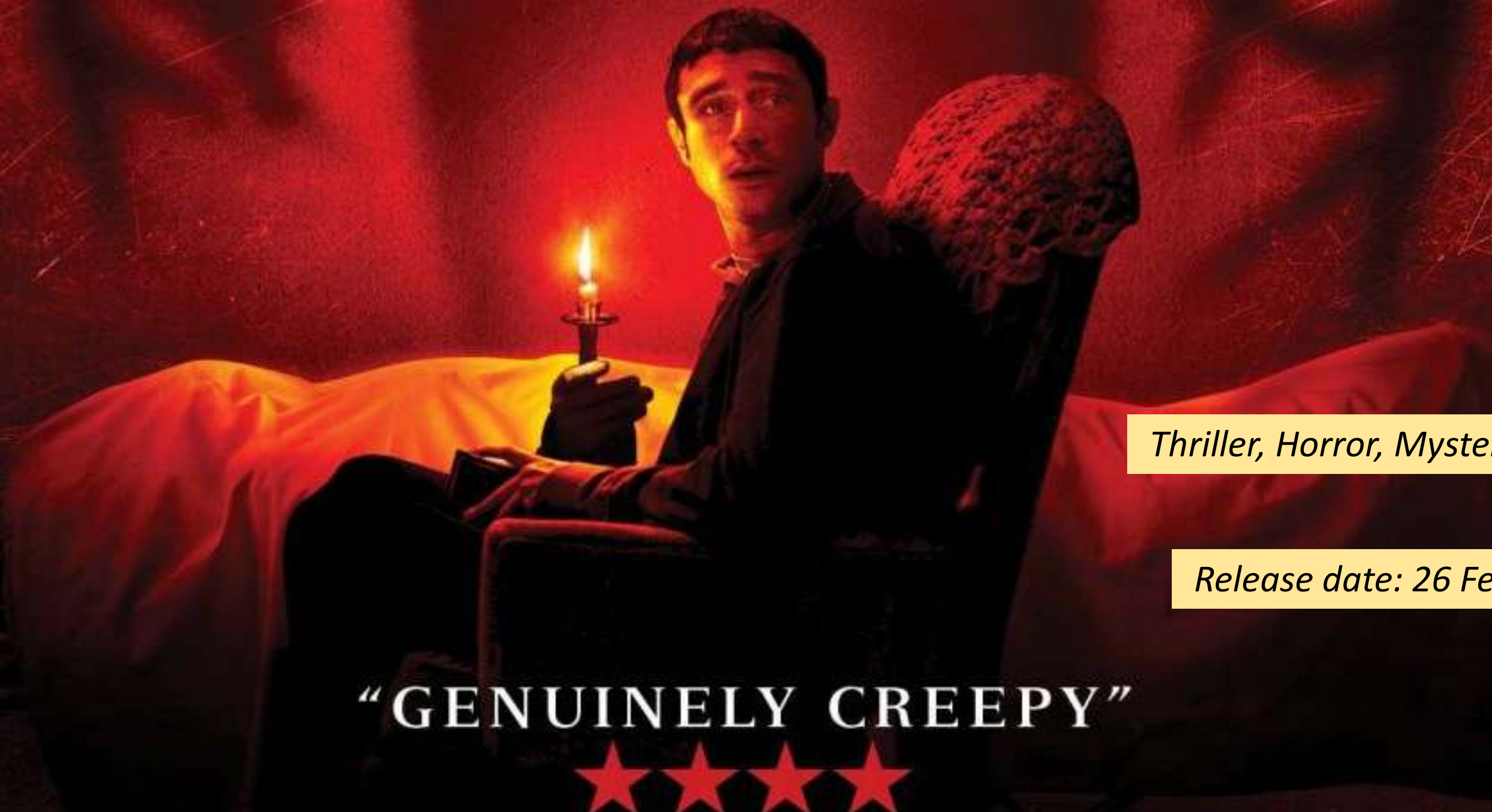
# TERRIFIER 2



FROM THE PRODUCER OF  
HALLOWEEN AND INSIDIOUS

# THE VIGIL

SAY  
YOUR  
PRAYERS



Thriller, Horror, Mystery

Release date: 26 Feb

“GENUINELY CREEPY”



Empire



The Times



The Irish Times



Jewish Chronicle





# プリタの傷

PROJECT SCARD  
SCAR ON THE PRAETER

友さえいれば、  
青春は続く。  
俺たちは同じ道を  
駆け抜けていく。  
そして俺たちは、  
家族になる。

MUST  
SEE



Super-power, Action

Project Scard: Praeter no Kizu

MBS・TBS・BS-TBS “アニメイズム” 枠にて

## 2021年1月放送スタート

嵐柴エイジ：高坂篤志 嵐柴カズマ：千葉翔也 茶木綿カガミ：榎木淳弥

鷲峰ラン：益山武明 烏末ジン：野上 翔 龍真コウガ：八代 拓 虎尊イツキ：畠中 祐 甲斐ヤマト：ランズベリー・アーサー

原作：GoHands × Frontier Works 監督・キャラクターデザイン：鈴木信吾 脚本：八薙玉造 総作画監督：古田 誠、谷 圭司 メカデザイナー：大久保 宏 メインアニメーター：内田孝行、大久保 宏  
美術監督：内藤 健 撮影監督：武貞慎之介 音楽：コーニッシュ、GOON TRAX 音響監督：村松久造 音響制作：グロービジョン アニメーション制作：GoHands 製作：Praeter-Project

<公式サイト><https://project-scard.com/> <公式Twitter>@pj\_scard(ハッシュタグ #スカード #ブレ傷) <公式Instagram>@BookCafeTitan

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SOME  
VOICES  
YOU  
CAN'T  
OUTRUN



Thriller, Horror, Drama

Release date: 12 Feb

KATHERINE MADISON ISRAEL AND HARRY  
HEIGL ISEMAN BROUSSARD CONNICK, JR.

# FEAR OF RAIN

COMING SOON



"DEPP GIVES HIS BEST PERFORMANCE"

PLAYLIST

"DEPP DISAPPEARS INTO THE ROLE"

DEADLINE

"'LEVITAS' FILM RESONATES  
POWERFULLY WITH CURRENT TIMES"

DAILY MAIL

ACADEMY AWARD® NOMINEE

**JOHNNY DEPP**

**HIROYUKI SANADA**

**MINAMI**

**JUN KUNIMURA**

**RYO KASE**

**TADANOBU ASANO**

**AKIKO IWASE**

**AND BILL NIGHY**

# MINAMATA

A FILM BY ANDREW LEVITAS

INGENIOUS MEDIA AND ROGUE BLACK PRESENT IN ASSOCIATION WITH INFINITUM NIHIL WINDHORSE ENTERTAINMENT MAGNOLIAE FILMS UK  
HANWAY FILMS HEAD BEAR FILMS / METROL TECHNOLOGY UPSYNG A METALWORK PICTURES PRODUCTION A FILM BY ANDREW LEVITAS  
JOHNNY DEPP HIROYUKI SANADA JUN KUNIMURA MINAMI RYO KASE TADANOBU ASANO AKIKO IWASE AND BILL NIGHY "MINAMATA"  
CASTING DIRECTOR YOKO NARAHASHI MUSIC SUPERVISOR BUDD CARR COMPOSER RYUICHI SAKAMOTO COSTUME DESIGNER MOMIRKA BAIOVIC EDITOR NATHAN NUGENT  
PRODUCTION DESIGNER TOM FIDEN DIRECTOR OF PHOTOGRAPHY BENOIT DELHOMME ASSOCIATE PRODUCERS BILL NIGHY PAUL TUFT  
EXECUTIVE PRODUCERS JASON FORMAN STEPHEN DEUTERS PETER TOUCHE STEPHEN SPENCE PETER WATSON MARIE-GABRIELLE STEWART PHIL HUNT  
COMPTON ROSS NORMAN MERRY PETER HAMPTON NOBU HASEGAWA JOE HASEGAWA PRODUCED BY SAM SARKAR BILL JOHNSON GABRIELLE TANA  
KEVAN VAN THOMPSON DAVID K KESSLER ZACH AVERY ANDREW LEVITAS JOHNNY DEPP  
WRITTEN BY DAVID K KESSLER STEPHEN DEUTERS ANDREW LEVITAS JASON FORMAN DIRECTED BY ANDREW LEVITAS

INGENIOUS

METALWORK PICTURES  
ROGUE BLACK

WILDERNESS  
GLOBAL

HanWay  
FILMS

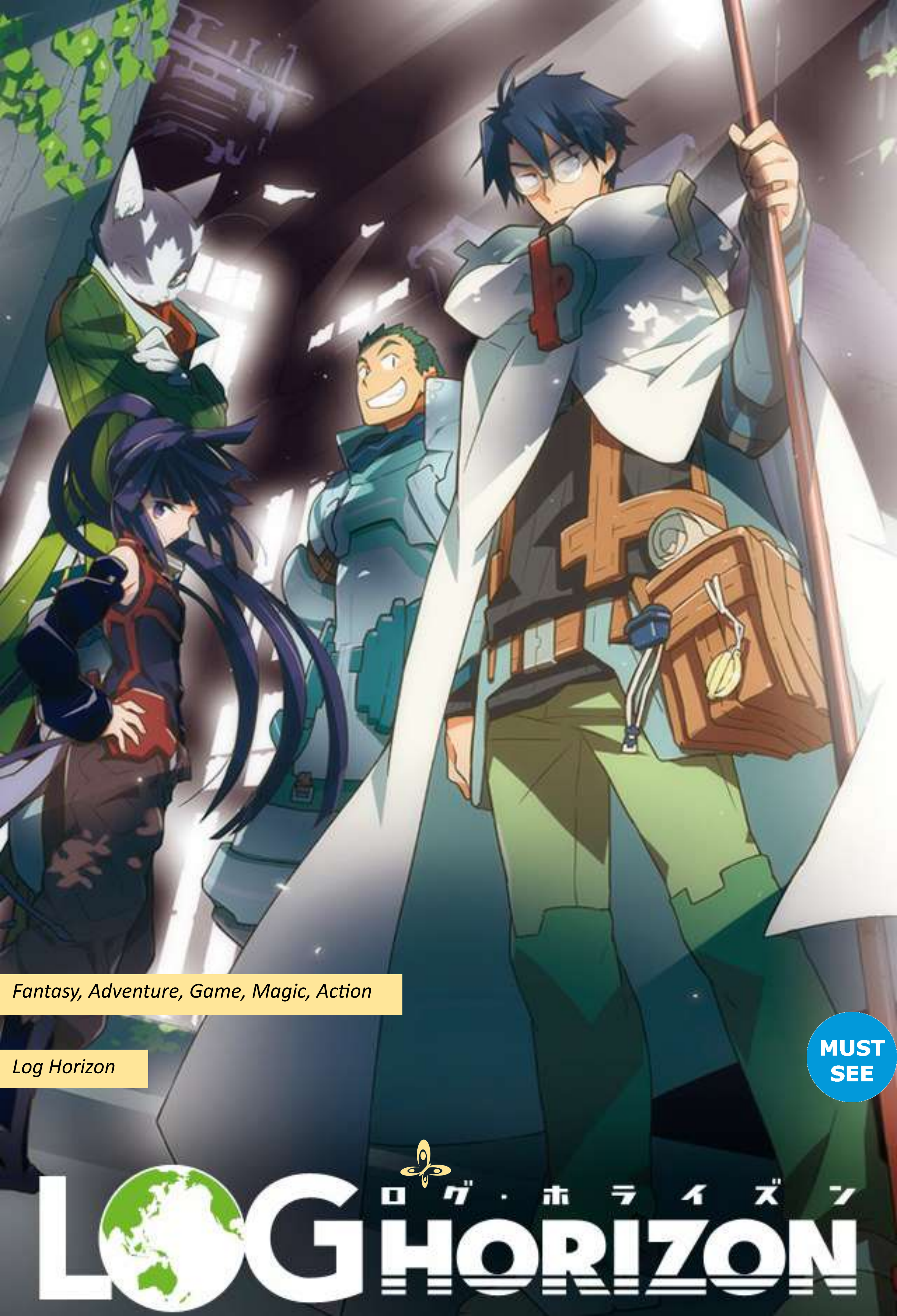
VERTIGO  
RELEASING

LET TRUTH BE THE PREJUDICE

Drama

Release date: 5 Feb





Fantasy, Adventure, Game, Magic, Action

Log Horizon

MUST  
SEE

 ログ・ホライズン

# LOG HORIZON



