



it
takes
two

DAUNTLESS



▲ RING OF ELYSIUM ▲



ROGUE
COMPANY

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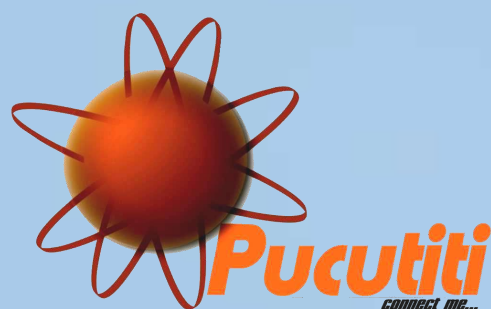
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GAMES

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GAMES

It Takes Two is an action-adventure platform game developed by Hazelight Studios and published by Electronic Arts. The game was released for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X/S in March 2021. Like Hazelight's debut title A Way Out, the game does not have a single-player option; it is playable only in either online or local split screen cooperative multiplayer between two players. It Takes Two received generally favorable reviews from critics and won multiple year-end accolades, including the The Game Award for Game of the Year at The Game Awards 2021. It sold 3 million copies by October 2021.

Gameplay

It Takes Two is an action-adventure video game with elements from platform games. It is specifically designed for split-screen cooperative multiplayer, which means that it must be played with another player through either local or online play. The game features a large number of game mechanics from various video game genres. These gameplay mechanics are connected to the story and the theme of the level. For instance, in one level, Cody gains the ability to rewind time, whereas May can replicate herself. Players have to cooperate with each other and utilize these abilities in order to progress. The game also features a large number of minigames.

Plot

Cody and May, a married couple, are planning on getting a divorce after Cody argues with May about her working all the time, and May arguing back that Cody never shows even a little appreciation for her job. After telling their daughter Rose that they are divorcing, Rose takes her handmade dolls, which look like her parents, into the family shed, and tries to repair their relationship by play-acting. The parents find themselves trapped inside the dolls' bodies in consequence of a tear landing on the dolls. Dr. Hakim, who has assumed the anthropomorphic form of his relationship therapy book, tells May and Cody that he has been given the job of trying to fix their relationship as they try to reach Rose.

At first, Cody and May are more focused on trying to reach Rose, who they hope knows of a way to return them to their human bodies. However, Hakim continually interferes with their progress, often putting obstacles and tests in their way to force them to collaborate to progress. They also come across magically anthropomorphic versions of their old possessions, who criticize Cody and May for their mistreatment and negligence of both their possessions and Rose. As they travel all around their property, Cody and May are reminded of the positive memories they had together, as well as what originally drew them together to become a couple. Meanwhile, Rose continues to do her best to mend the relationship between her parents, but both Cody and May's real bodies have fallen unconscious and will not respond to her. Thinking her parents are ignoring her, Rose comes to believe that she is the reason their marriage is falling apart and decides to run away in hopes that will make them stay together.

After a long journey, Cody and May finally complete Hakim's final test, recreating the song May used to sing. As May sings, the relationship between her and Cody is rekindled, and they kiss, which reverses the spell on them. They reawaken in their real bodies and are shocked to learn that Rose has already run away. Fortunately, they are able to find her at a nearby bus stop and assure her that she is not the cause of their arguments and that they will always love her no matter what happens. The trio then returns home with a new perspective on their relationship.







it takes two

Developer: Hazelight Studios

Publisher: Electronic Arts

Director: Josef Fares

Producer: Aimar Bergan

Programmer: Lucas de Vries

Artist: Claes Engdal

Writers: Soni Jorgensen, Josef Fares

Composers: Gustaf Grefberg, Kristofer Eng

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5,

Xbox One, Xbox Series X/S

Release: March 26, 2021

Genre: Action-adventure, platform

Mode: Multiplayer

TiTi Rating: 7/10



Development

Josef Fares, the director of Hazelight's previous game *A Way Out* (2018) and Starbreeze's *Brothers: A Tale of Two Sons* (2013), returned as the game's director. After releasing *A Way Out* in 2018, the team decided to create another co-op only video game because it had a more experienced and refined team and the team felt that they could further improve and expand the gameplay concepts introduced by *A Way Out*. The development team worked to ensure that the gameplay had connection with the narrative, and that as the story unfolds, the game's mechanics will change accordingly. Fares pushed his team to include as many mechanics and setpieces as possible since he believed that if a gameplay mechanic is used repeatedly, it will become "less special". Fares described the game as a "romantic comedy". Fares provided motion capture for Dr. Hakim, one of the key characters in the game. The game was written mostly in AngelScript, which was implemented into the Unreal Engine by Hazelight through their own plugin.

Like *A Way Out*, *It Takes Two* was published under Electronic Arts' EA Originals program. The program allowed Hazelight to retain full creative control while receiving most of the game's profit after development cost was recouped. EA first announced that it had signed a publishing deal with Hazelight in June 2019. The game was officially revealed during EA Play in June 2020. EA and Hazelight introduced Friend's Pass for the game, which allows the player who purchased the game to send invitations to their friends who can then play the game for free with the player. The game was released for Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X and Series S on March 26, 2021.

Take-Two trademark complaint

After the game was released, Hazelight Studios attempted to file a trademark for the name *It Takes Two*, but Take-Two Interactive filed a trademark complaint, arguing it was too close to their trademark on the words "take" and "two". Hazelight abandoned the trademark application of the name, making it difficult for them to engage in certain types of marketing, but the developers said they are "hopeful it will be resolved".





Ring of Elysium

Ring of Elysium is a free-to-play, multiplayer online battle royale game developed by Aurora Studio and published by TCH Scarlet Limited, both a subsidiary of Tencent Games, and is available to download for free on Steam, DMM & Garena. In North America, Europa and parts of Asia it was released on Steam on 19 September 2018 as a free-to-play early access game on the North American servers, and on 25 November 2018 on the European servers.

Plot

Ring of Elysium is heavily based on its narrative style and deep lore connecting each and everything happening in the game every season. Each season continues the story and adds 3 new characters into the game with each having their own backstories and connections to the events taking place. In Season 1, players are introduced to the snowy mountains of Mt. Dione as they must fight to death till 4 can escape its disastrous snowstorm Ymir. In Season 2, players are introduced into Europa Island, as once again, they fight for guaranteed survival as they attempt to escape from a volcanic eruption and the ash that descends across the map.

Season 1: Arctic Survival

The story begins with the introduction of three characters from the Elysium universe being Lynn, Hikage and Gavin. In the classic match, 60 people are trapped in a snow mountain-based map "Mt. Dione", assaulted by a disastrous snowstorm Ymir. The way out is a rescue flight which can only save up to four people. Survivors must stay ahead of the approaching storm while eliminating competitors. Players are equipped with a snowboard, climbing gear, or a hang glider, to traverse the snowy terrain and adapt to fights and other intense situations.

Season 2: Paradise Falls

The story continues with three new characters in Season 2 - Bradley, Sylvia, and Alfonso. 60 people are trapped on a tropical island and the players must escape a cloud of volcanic ash engulfing the area Europa Island. A rescue helicopter will arrive in the final safe zone to rescue four players; time is critical, as the pyroclastic flow eruption is imminent. The classic matches on Europa Island start with a choice of three Traversal modes, the Hang Glider, BMX Bike, and Grappling Hook, the players have to use the 3 choices and survive the volcanic ash as well as fight other players for surviving while keeping an eye on the toxic gases and ash from the volcano. As the match progresses and failing to stay away from the ash storm leads to a painful and swift death from the toxic gases.

Season 3: Storm The Europa

The story continues and another three characters enter the Elysium Universe - Captain Fokke, Elliot and Saki. The core gameplay remains the same, with the addition of a pirate ship making things interesting. During every round, after the dynamic weather system of ROE (Ring Of Elysium) went into "Typhoon" mode, a cursed pirate ship appears on the map. While the ship is moving, loot boxes (pirate barrels) are being continuously thrown off the ship as an extra source of high tier loot or new tactical items like a DPV. Later in the season underwater treasure hunting and exploring the secret ruins of an ancient civilization found deep under the waters around Europa Island were added to the gameplay.



Actual Gameplay Screenshot



Actual Gameplay Screenshot



THE ONLY RULE IS SURVIVAL

RING OF ELYSIUM

▲ FREE TO PLAY BATTLE ROYALE PC GAME ▲



Developer: Aurora Studio
Publishers: Tencent Games, Garena
Composers: Tom Salta, Thomas Parisch, Shaun Chasin, Edwin Wendler

Engine: QuickSilverX

Platform: Microsoft Windows

Release: Early Access - Steam

NA: September 19, 2018

AS: September 20, 2018

Europe: November 25, 2018

Closed Beta - Garena

Indonesia: February 28, 2018

Thailand: February 28, 2018

Genre: Battle royale

Mode: Multiplayer

TiTi Rating: 7/10



Development

Ring of Elysium is a re-development of an earlier game called *Europa*. The game is developed with Tencent Games's QuickSilverX engine.

The game underwent a closed beta test phase on Garena Launcher which was set to end at 10 July 2018 for its Thailand server, and 4 June 2018 for its Indonesian server.

The game was released to Steam for early access in North America on 19 September 2018, proceeding with 20 September 2018 for Asia, and 25 September 2018 for Europe.





Psychonauts 2

Psychonauts 2 is a platform game developed by Double Fine and published by Xbox Game Studios. The game was announced at The Game Awards 2015 ceremony, and released on August 25, 2021 for Microsoft Windows, PlayStation 4, Xbox One and Xbox Series X/S, with releases for macOS and Linux planned for a future, unannounced date.

Like the first game, the player controls Raz, a young acrobat that is training to become a Psychonaut, a member of an international task force that uses their psychic abilities to stop those that perform nefarious deeds with their own psychic forces. Within Psychonauts 2, which follows directly from events of the interstitial virtual reality game, Psychonauts in the Rhombus of Ruin, the Psychonauts try to learn who was really behind the kidnapping of their leader, unveiling a deep mystery surrounding the organization's founding and Raz's family history. To uncover the mystery, Raz enters the mindscapes of various characters to discover clues. Within these mindscapes, Raz can perform a variety of new and returning psychic abilities that allow him to maneuver through the often-twisted minds and battle the mental creatures they produce.

The original Psychonauts, released in 2005, was met with critical praise, but failed to sell well and was considered a commercial failure for several years after its first release. Double Fine and game director Tim Schafer had expressed the desire to create a sequel to Psychonauts, but the financial demand of developing the game stalled any serious attempt for several years. Double Fine regained the intellectual property to Psychonauts from Majesco Entertainment in 2011, allowing them to rerelease the game on modern platforms, which saw strong sales and increased demand from players for a sequel. Double Fine sought to acquire part of its financial capital to fund the developments of Psychonauts 2 through a US\$3.3 million crowd-funding and investment drive through Fig, launched simultaneously with the game's announcement. The campaign raised nearly \$4 million by the beginning of 2016. While Psychonauts 2 was initially to be published by Starbreeze Studios under a publishing-only deal, Starbreeze fell into bankruptcy in 2018. By 2019, Microsoft acquired Double Fine as part of Xbox Games Studios as well as securing the publishing rights from Starbreeze. This acquisition allowed Double Fine to complete the game as envisioned rather than dropping the planned content.

Gameplay

Psychonauts 2 is a third-person platform game similar in gameplay to its predecessor. The player controls Raz, a newly graduated Psychonaut with powerful psychic abilities, as he delves into the minds of others. The player uses "Psi-Powers", such as telekinesis, pyrokinesis, and levitation, in combination with more common platform game elements, to explore the mental worlds of several non-player characters.

Setting

Psychonauts 2 is set in a fictional, alternate world in which psychic powers exist thanks to the fictional element Psitanium - a substance brought to the planet by several meteors. The Psychonauts are an international espionage agency focused on psychic peacekeeping, scientific research of the human mind, and the development of psychic-based technologies.

In Psychonauts, the player-character Razputin "Raz" Aquato is a young acrobat fascinated by the Psychonauts, but shunned by his family who fear his psychic abilities. He runs away and infiltrates Whispering Rock summer camp, a training facility for young Psychonaut recruits. While there, he helps to foil a plan by the demented Dr. Loboto and misguided Coach Oleander to steal the brains of his fellow campers and the Psychonaut agents Sasha Nein and Milla Vodello, while befriendng Psychonauts founder Ford Cruller and Lili Zanotto, the daughter of the Grand Head of the Psychonauts, Truman Zanotto. Raz's father, Augustus, comes to accept Raz's goal of being a Psychonaut, revealing his own weak psychic abilities. Psychonauts in the Rhombus of Ruin follows immediately from the end of Psychonauts, where Raz joins Sasha, Milla, Coach and Lili to rescue Truman from being kidnapped by Dr. Loboto.



Developer: Double Fine
Publisher: Xbox Game Studios
Directors: Tim Schafer, Zak McClendon
Producers: Andy Alamano, Malena Annable, Gavin Carter, Kevin Johnson,
Caryl Shaw, Naoko Takamoto, Micheal Tucker, Amu Dallas
Designers: Seth Marinello, Zak McClendon
Programmer: Kee Chi
Artists: Lisette Titre-Montgomery, Scott Campbell, Nathan Stapley,
Peter Chan, Emily Johnstone, Levi Ryken
Writer: Tim Schafer
Composer: Peter McConnell
Series: Psychonauts
Engine: Unreal Engine 4
Platforms: Microsoft Windows, PlayStation 4, Xbox One,
Xbox Series X/S, Linux, macOS
Release: August 25, 2021— Linux,
macOS — TBA
Genre: Platform
Mode: Single-player
TiTi Rating: 7/10



Characters

In addition to returning characters from the previous games, *Psychonauts 2* introduces the other founding members of the Psychonauts alongside Ford Cruller, known as the Psychic Six: Otto Mentallis, chief inventor who assists Nein and provides new psychic equipment; Compton Boole, who pioneered telepathy with animals; Bob Zanotto, uncle to Truman Zanotto and capable of communicating with plant life; Helmut Fullbear, a psychic actor whose body was lost and his brain was kept in a jar for over 20 years, making him lose his five senses; and Cassie O'Pia, an author of the self-help book "Mindswarm" who is lost in a multiple personality disorder. Additional Psychonauts staff at their headquarters, the Motherlobe, include Hollis Forsythe, Second Head of the Psychonauts, Nick Johnsmith, the only non-psychic member of the Psychonauts who works in the mailroom section, and a group of interns training to become agents. These interns include Sam Boole, elder sister of Dogen and granddaughter to Compton who can communicate with animals like her family; Adam Gette, the African-British keeper of the Psychonauts' history board who powers yo-yos as a weapon; Morris Martinez, a radio aficionado who travels around via levitating wheelchair; Gisu, an engineering ward to Otto and levitating skateboarder; Norma, a shrewd manipulator and talented pyrokinetic; and Lizzie, Norma's cryokinetic and moody sister. Raz's family beyond Augustus are also introduced, including Augustus' wife and Raz's mother Donatella, the older siblings Dion and Frazie, the child siblings Mirtala and Queepie, and the elder Marona, mother to Augustus.

Plot

En route to the Motherlobe after capturing Loboto and recovering the comatose body of Truman, Raz joins the other Psychonauts inside Loboto's mind to learn his co-conspirator's identity, but they find his psyche secured against their efforts. However, Raz sees a vision of a woman whom Sasha identifies as Maligula, a cruel hydrokinetic who flooded and destroyed the capital of the fictional nation of Grulovia, Raz's ancestral homeland. Maligula is believed killed by the Psychic Six, but her followers, the Deluginists, have looked to necromancy to resurrect her. The senior agents also suspect a double agent within the Psychonauts aided Loboto in kidnapping Truman.

At the Motherlobe, Hollis assigns Raz to work as an intern in the mail room under Nick. Raz finds Nick's brainless body and a key to a room at the Lady Luctopus Casino. Raz enters Hollis's mind to convince her that sending the interns on the mission would be a good idea. However, once there, Raz's manipulation brings out Hollis's latent gambling addiction, and Raz is forced to undo this to get the mission back on track. Inside the room, Raz finds evidence of the Deluginists as well as a slip of paper indicting Lili as the double agent, which he keeps to himself.

Raz returns to Lili by Truman's side to reveal the paper he found but she refuses to believe it and runs off. To Raz's surprise, Truman speaks to him, his silent state an act. Truman urges Raz to bring Ford Cruller to the Motherlobe and reconstitute his split personalities, as he holds the secret behind Maligula. Raz does so, along the way helping the other Psychic Six members with their own mental traumas that had developed after their fight with Maligula. Once Ford is whole, he explains to Raz that Maligula is really Lucrecia "Lucy" Mux, the previously-unknown seventh member of the Psychic Six who was in a romantic relationship with Ford. Lucrecia returned to her Grulovia homeland to quell an uprising, but under the abusive treatment of Grulovia's leader Gzar Theodore, Lucrecia had created the Maligula personality as a fight or flight complex. Maligula went out of control, flooding the country, killing peaceful protestors and forcing the Gzar and his family into exile in fear. The Psychic Six defeated Maligula, but instead of killing her, Ford secretly used one of Otto's inventions, the Astralathe, to alter Lucrecia's mind to bury the Maligula personality deep inside her and to make Lucrecia believe she was Marona "Nona" Aquato (Razputin's Grandmother), her sister who had died in the flooding. Ford also altered Marona's son Augustus' memories to accept Lucrecia as his mother. Finally, Ford splits his own mind with the Astralathe to hide this secret and forget about Lucrecia. Raz, horrified by the revelation, wants to warn his family, but Ford warns that this might unleash Maligula.



Ford and Raz find Nona in the nearby Green Needle Gulch, the home of the Psychic Six, where the Astralathe is kept. Nona shows signs of remembering her time as Lucrecia, and Ford determines that with the help of the Psychic Six, they need to use the Astralathe to create a further hole in Nona's mind to banish the Maligula personality for good. Within Nona's mind, they learn that she had been already recalling elements of Lucrecia much earlier, as she was the one to convince Raz to go to Whispering Rock as an indirect means to call for help from the Psychonauts. As Ford and Raz prepare to banish Maligula, Raz is suddenly pulled out of Nona's mind by Truman. Finding Truman's actions suspicious, Raz enters his mind accompanied by Lili and they discover that his brain is actually that of Gristol Malik, Gzar Theodore's spoiled son. Malik posed as Nick to infiltrate the Psychonauts and get revenge for his family's fall from grace, and instituted a plan to have Loboto replace Truman's brain with his, using Truman's position to revive Maligula, destroy the Psychonauts and reconquer Grulovia.

The rest of the Psychonauts arrive too late to prevent Maligula's reawakening, which takes them all but Raz and Lili by a hurricane storm. As Lili goes away to find Truman's brain, Raz races back to his family, who figured the truth out as Augustus has regained his lost memories, but they still assist Raz in reaching her and entering her mind. Raz battles Maligula with the other interns, weakening her until Nona can come out inside, and both work together to push Maligula into the dark depths created by the Astralathe. As Nona is returned to her family and pardoned by the Psychonauts, Truman's brain is returned to his body while Gristol Malik is put in psychoisolation for his crimes, and Raz and the interns graduate and are pronounced junior agents. In a post-credits scene, Raz witnesses Loboto escaping back to Whispering Rock to pick up his son.

Development

Background

Double Fine's first title as a studio was Psychonauts, released in 2005. The title was considered a commercial failure, but was highly praised by critics for its characters and writing and gained a cult following. In the years following its release, fans and game journalists urged Tim Schafer, CEO of Double Fine and principal creative lead on the game, to develop a sequel to the title. Schafer had expressed interest in working on the Psychonauts franchise again, with the company having envisioned larger story arcs for the game's characters over the course of its development. The development of the sequel would require a publisher that was interested in the game, and Double Fine approached publishers with the idea; Schafer said that in these pitches, he pointed out the large number of both legitimate sales through digital distribution and through the illegitimate means of software piracy. After Double Fine's success with the concurrent development and publishing of several smaller games, such as Costume Quest and Iron Brigade, Schafer felt more comfortable about embarking on a sequel, knowing that it need not obstruct the creation of any newer properties. Despite this, the publishers continued to turn down the idea. Some called the concept too creative or too obscure, according to Schafer. For others, with whom Schafer said he had good relations, the deals they offered did not fit with the scale Double Fine had planned for the game.

In February 2012, Markus Persson, at the time the owner of Mojang, made a public offer to fund a sequel to Schafer through Twitter. Later that day, a company representative for Double Fine stated that Persson and Schafer were discussing the possibility, without further affirmation. Persson noted that the anticipated costs that Double Fine would need would be an estimated \$18 million, far exceeding what was initially expected to fund and cautioned fans to avoid hyping the funding possibility. Persson and Schafer met at the Game Developers Conference in March 2012; no definitive plans were made for funding a sequel, however. In February 2013, Persson officially stated that he was no longer directly trying to fund the sequel, commenting that he did not "have the time at the moment to even try to get educated enough to make an 18 million dollar deal", though would be open to the idea at a later time after he left game development; Persson did note other potential investors have stepped forward to help any such effort.





Psychonauts 2

Announcement and fundraising

At the 2015 Game Awards, Schafer announced Double Fine's plans to work on *Psychonauts 2* using a crowdfunding campaign through Fig. The company sought \$3.3 million in funding for the game, which represented approximately one-third of the planned development costs, and would augment money being put in by Double Fine and a third-party investor. Schafer noted that while the amount was the same that they had raised for their *Broken Age* Kickstarter, which by the time of its release had significantly overrun its budget, he felt the studio was in a better position to manage the costs and processes necessary to deliver *Psychonauts 2* on schedule. Schafer noted that this funding approach — bringing in money from multiple investors instead of from a single publisher — is similar to the approach taken by the movie industry, and further, that the use of crowdfunding can alleviate some of the traditional risks associated with investment, being an effective means of proving public interest in a title.

Mere days after the announcement of the *Psychonauts 2* campaign, Double Fine announced the development of *Psychonauts in the Rhombus of Ruin*, a publisher-funded virtual reality game for the PlayStation VR. The game is a smaller standalone chapter that serves as a bridge between the original game and its sequel, featuring Raz and the other psychonauts rescuing Truman Zanotto, tying into the conclusion of *Psychonauts*.

During the campaign, Schafer confirmed that in addition to voice actors, several team members who worked on the original game would return for the sequel, including Erik Wolpaw as writer, Peter Chan and Scott Campbell as artists, and Peter McConnell as the composer. 2 Player Productions, a video production company who had previously worked with Double Fine to document the development of *Broken Age*, would be similarly documenting the creation of *Psychonauts 2*. Double Fine planned to utilise Unreal Engine 4 to develop the sequel, allowing them to save time and money that would otherwise be spent developing a custom game engine, as they had done in the past.

The campaign reached its target funding goal with five days left in its 38-day campaign. Upon completion, a total of \$3,829,024 had been raised from 24,109 backers, with about \$1,874,000 (48%) coming from those who opted to invest in the game compared to those who chose the more traditional reward-based options. Some of this funding was tied up in process with the Security and Exchange Commission to authorize Fig's use of unaccredited investors; Fig during this time covered Double Fine's development costs from their own capital. The matter was resolved by September 2016, assuring Double Fine will receive the amount funded or invested.

In February 2016, Zak McClendon, who had previously worked as design director at 2K Marin and Harmonix announced he had been hired as lead designer for *Psychonauts 2*.

In February 2017, it was announced that Starbreeze Studios had invested \$8 million to help digitally publish the game across all platforms. They would recoup the investment by gaining 85% of the profit on sales, after the Fig investors are accounted for, until it is recovered, and then take 60% beyond that. The investment only affected the distribution, as Double Fine retains all control on the intellectual property and the development process.

Double Fine had originally planned on a 2018 release for the title, but announced in December 2017 that with the game in full development and their planned roadmap towards release completed, they did not expect to release the game until at least 2019. Double Fine premiered the game's first full trailer at The Game Awards 2018 in December 2018. *Psychonauts 2* was in alpha at this time.





By June 2019 Double Fine had been acquired by Microsoft as part of Xbox Game Studios. Microsoft purchased the publishing rights for the game from Starbreeze for \$13.2 million. Despite the sale, Double Fine stated that Psychonauts 2 would still be released on all previously announced platforms (not being exclusive to Microsoft platforms). The Microsoft acquisition allowed Double Fine to pay back the Fig investors earlier at a 139% return and increasing subsequent revenue-based return on investments from 70 to 85%. Schafer said in a 2020 interview that prior to Microsoft's acquisition, they were at a point that they cut the boss fights out of the game due to lack of funds, but were able to re-add them afterward.

In July 2019, Double Fine announced that they have delayed the game's release until 2020, wanting to make sure they make the game as good as players are expecting. Double Fine announced in July 2020 that the game was further delayed to 2021, which will allow for an Xbox Series X-optimized version to be released as well. A release date for the game was officially announced at E3 2021. Double Fine announced on Twitter that the game had gone gold on August 6th, 2021. On August 23, 2021, Double Fine revealed that the macOS and Linux versions had been delayed to an unannounced future date.

Voice cast

Most of the game's original voice actors from Psychonauts returned to voice their characters, notably, Richard Horvitz and Nikki Rapp as the voices of Raz and Lili respectively. New to Psychonauts 2 include Jack Black, who has worked on previous Double Fine games, as Helmut Fullbear, and Elijah Wood, who had also provided voicework in Broken Age, as Nick Johnsmith. As an Easter egg casting, Rikki Simons voices the embodiment of one of Raz's powers; Horvitz and Simons had previous voiced the characters Zim and Gir in the animated show *Invader Zim*.





Dauntless is a free-to-play action role-playing video game developed by Phoenix Labs and published and distributed by Epic Games. The game initially launched in beta in May 2018 for Microsoft Windows. An early access version launched on May 21, 2019 for PlayStation 4, and Xbox One, including full support for cross-platform play, and was fully released for those platforms on September 26, 2019. A Nintendo Switch version was released on December 10, 2019.

Gameplay

Dauntless takes place in a fantasy setting, where a cataclysmic event has torn the world apart, releasing monstrous creatures known as Behemoths that prey on the surviving humans. Players take on the role of Slayers to take down Behemoths, collecting loot that they use to craft and upgrade weapons and equipment as to take down larger and more powerful Behemoths. While hunting, the game plays as a third-person action game; the player uses a combo system to attack the creature, while monitoring their own health and stamina gauge. Such hunts can take upwards of twenty minutes of in-game time to complete. The game can be played both as single-player, cooperatively in a party of up to four or in public cooperative instances of up to six people.

Development

Phoenix Labs was formed by former Riot Games developers Jesse Houston, Sean Bender and Robin Mayne, and as of January 2017 includes 40 developers formerly from BioWare, Blizzard Entertainment, and Capcom. While a small studio compared to the AAA studios they left, Houston said that they are positioned in a way to offer "a new, unique approach to crafting AAA experiences".

Dauntless is the studio's first release. It was heavily inspired, as well as frequently compared to, Capcom's Monster Hunter series, which can see hundreds of hours put into a game by a player; the developers themselves have over a collective 6000 hours in various Monster Hunter titles. Dauntless was also influenced by Dark Souls and World of Warcraft. Houston credits Dark Souls specifically for helping to prove out that there is a market for "hardcore action games" focused on player versus environment encounters, which allowed them to take a safe risk on their approach to Dauntless. The game is intended to be played cooperatively as they see it as a social experience, and intend to add social/multiplayer interactions that are persistent in games like World of Warcraft and Destiny to differentiate Dauntless from the Monster Hunter games. Houston said that they plan to make extremely difficult quests within the game, so that while most players will be able to reach a principle endgame state, only a few will be skilled enough to take on these quests, similar to some quests in World of Warcraft. The game's look and feel was inspired by the animated film Tangled and other Disney films, avoiding hyper-realism so that the game's graphics will age well.

Since its announcement, the game has garnered a great deal of interest from players, prompting Phoenix Labs to be much more transparent about the development plans for the game and interact with their fans to help guide development. They also plan to move the closed alpha sooner by a few months to get more early feedback. They later announced plans to start the alpha testing in April 2017.





DAUNTLESS



Developer: Phoenix Labs

Publisher: Phoenix Labs

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4,
Xbox One, Nintendo Switch

Release: Microsoft Windows, PlayStation 4,

Xbox One — September 26, 2019

Nintendo Switch — December 10, 2019

Genre: Action role-playing

Mode: Single-player, multi-player

TiTi Rating: 7/10

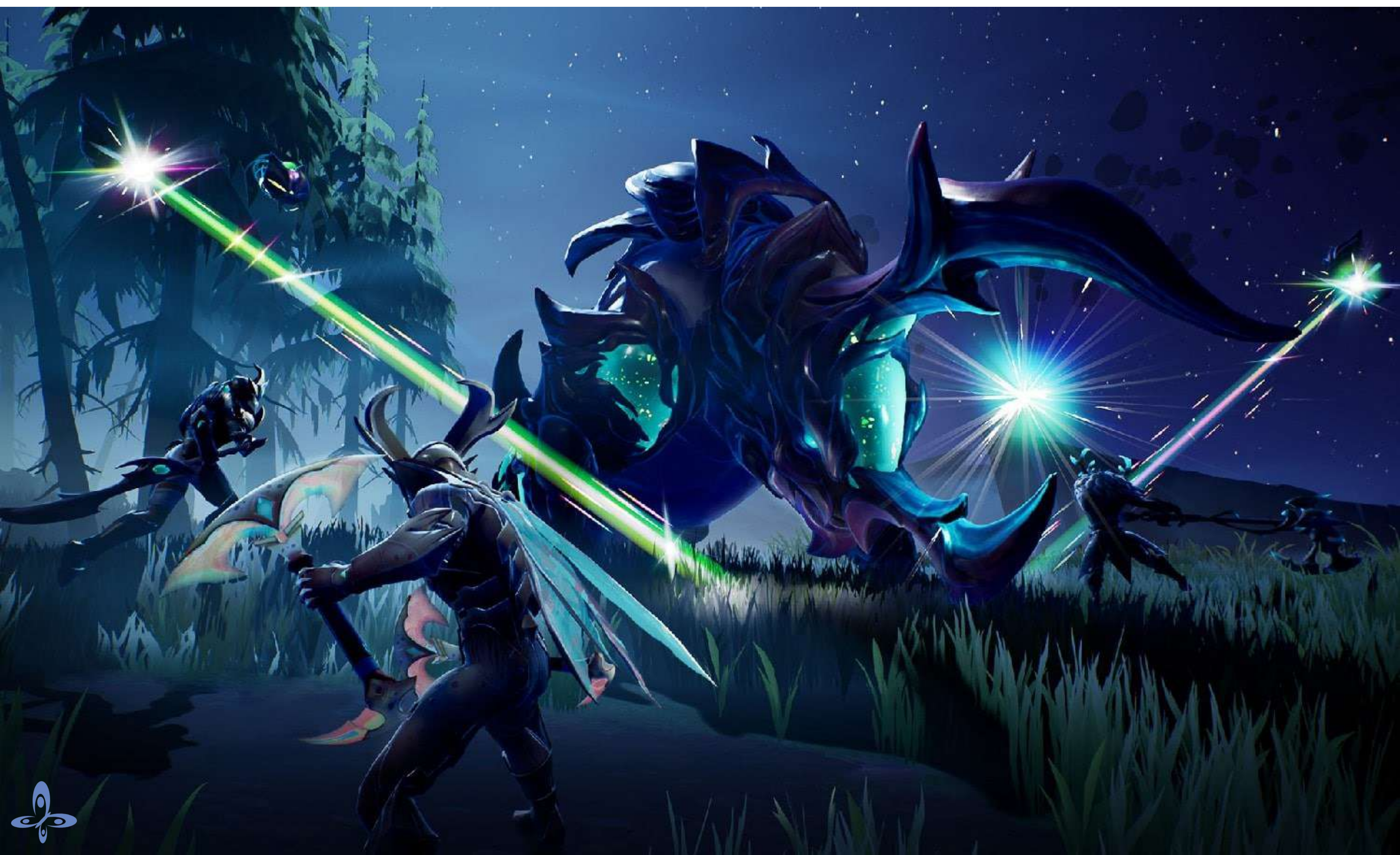


The game was first revealed during The Game Awards in December 2016. Phoenix Labs planned to start with a closed alpha period, followed by an open beta period prior to the game's full release in the last quarter of 2017. The alpha was launched August 18, 2017; though players could register to be selected for the alpha, Phoenix Labs also offered premium early alpha access in for-cost packages that included in-game buffs, features for customization, and the ability to create guilds. By the PAX East 2017 event in March 2017, they had the basic combat for the game completed, and were starting the development of the impact of skills and boosts into the game. By September, Phoenix Labs pushed back the release schedule for the game, citing issues found during the closed alpha period including game stability and game balance in comparison to the Monster Hunter formula. The open beta was moved to early 2018, and formally launched in May 2018, though prior to that, they invited small waves of players to the closed beta to increase feedback. Within two weeks of the open beta period, over one million new players had played the game. By July 2018, they had seen over 2 million players.

While there would be microtransactions in the game, the developers plan to limit this to cosmetic items and temporary boosts rather than to require players to access game content. Houston said it was important to them that players shown wearing rare armor or weapons in the game got those through skill and not by "a deep wallet". While initially they had offered cosmetics through loot boxes within the game, the team opted to remove them following criticism towards the growing trend of loot boxes that was raised in October 2017; instead, they allow players to directly purchase cosmetics with real-world funds for monetization purposes. Houston, who had previously worked with Electronic Arts on Mass Effect 3, one of the first games that introduced loot boxes, said that they wanted to give players "a clearer relationship to the content that [they're] purchasing" in their decision to eliminate these. Instead, Phoenix Labs opted to use a battle pass system using Hunt and Season passes, providing a rotating set of cosmetics and emotes.

Dauntless was initially planned for a personal computer-only release, but Phoenix Labs have been in discussions with publishers for consoles, and would like to support cross-platform play if they do publish to these systems. Houston said that his team was not worried about potential competition from Monster Hunter: World, which was announced to be coming in 2018 for personal computers and consoles during the Electronic Entertainment Expo 2017 in June 2017. Houston said "The more AAA products that are coming into this genre, the wider it's going to get", and believes that Dauntless differs itself by being tuned to a co-operative experience and using free-to-play mechanics. The studio later affirmed in May 2019 that Monster Hunter World had initially dipped some of its player count, but Dauntless has since steadily grown thanks to the interest in this style of game created by the success of Monster Hunter World, and was around 3 million total players at that point.

At The Game Awards 2018 in December 2018, Phoenix Labs affirmed that Dauntless would release for PlayStation 4 and Xbox One in early 2019, and with future plans for a Nintendo Switch and mobile platforms. Phoenix Labs wants to offer a One Dauntless system to players, with their progress being saved through a single account regardless of which platform they play on, as well as for cross-platform play, and worked with Sony and Microsoft to work out these details. By January 2019, Phoenix Labs announced the game would be migrated to the Epic Games Store and into the Store's account systems. This helped Phoenix to support cross-platform play through Epic Games' previous efforts to secure that for Fortnite Battle Royale.





On May 21, 2019, while still in early access, Dauntless was released for PlayStation 4 and Xbox One, as well as transitioned Windows players to the Epic Games Store. Prior to release, Phoenix Labs only had anticipated having cross-platform play between Windows and Xbox One users, as they were still in discussions with Sony on PlayStation 4 cross-platform support, but by May 21, they had secured the approval from Sony. As such, Dauntless is the first game to ship at launch with cross-play between these three major platforms. Within days of launch, the 3-million player base doubled to 6 million, putting initial stress on the game's servers during this period while Phoenix worked to expand server capacity. The game officially left early access on September 26, 2019 with its 1.0 launch and first major expansion "Aether Unbound", with a total of 15 million players at that point.

The Switch version was released on December 10, and supports cross-platform play and progression with Microsoft Windows, PlayStation 4, and Xbox One versions.

Phoenix Labs acquired Bot School Inc. in August 2019 to help with Dauntless support and cross-play features. Phoenix Labs were acquired themselves by Garena in January 2020. The acquirement did not affect normal operation of Phoenix Labs or Dauntless, and served to bolster Garena's international presence. For Phoenix, the acquisition potentially allowed them to develop towards mobile game space.





Rogue Company is a free-to-play multiplayer tactical third-person hero shooter video game developed by First Watch Games and published by Hi-Rez Studios. The game was released in open beta on October 1, 2020 for Microsoft Windows via the Epic Games Store, Xbox One, PlayStation 4, Nintendo Switch, with an Xbox Series X/S release following on November 25, 2020, and a PlayStation 5 release on March 30, 2021. The game features full support for cross-platform play and cross-progression. The game takes inspiration from the Counter-strike series of tactical shooters

Gameplay

Rogue Company features a range of playable characters, referred to as Rogues. The game features objective-based game modes and various maps. Matches consist of multiple rounds, with each round beginning with both teams skydiving from aircraft to the map below to compete against each other in various objectives. Between rounds players may use money earned from completing tasks and eliminating players in the previous round to buy and upgrade weapons, equipment and perks.

A number of game modes have been revealed: Extraction is a 4v4 game mode, where the attacking team is tasked with hacking an objective; the winner of a round is determined once the objective is hacked or all players on a team have been eliminated. Strikeout is a variation of Extraction in which players are able to respawn after being eliminated, with each team having a limited number of respawns each round. In this mode, victory must be achieved via killing enemies until they have no respawns left. This can be more easily achieved by hacking the objective, an area rather than a box. Demolition is a 4v4 mode in which one team must plant a bomb within a time limit. Wingman is a 2v2 game mode, basically the game mode Strikeout but with less respawns and teams of 2.

==Rogue Company Rogue's" The game's current lineup has to a total of 22 Rogues.

They are all listed below in alphabetical order

1. **Anvil** is a Defender and one of the very first Rogues. Anvil is a veteran soldier who has fought over a hundred battles. He comes equipped with a Barricade ability that blocks damage and creates medium cover. Moreover, he is also immune to status ailments such as disorient and blind effects.

2. **Chaac** is a Duelist who was a ruthless vigilante before becoming a Rogue. He comes equipped with a Stim-pack that regenerates 3HP. Through his Rage skill, he can overheal or Revive himself while downed. Moreover, he also has a Grit skill that allows him to gain additional health and dodge roll in a downed state.

3. **Dahlia** is a Support Rogue who provides assistance to teammates during combat. She has the Danger Close ability that lets her link with one of her squad members and revives them from long-distance. Moreover, she also has the Buddy System ability that lets her use the passive abilities of her squad members during a round.



ROGUE COMPANY



Developer: First Watch Games

Publisher: Hi-Rez Studios

Engine: Unreal Engine 4

Platforms: Microsoft Windows, Nintendo Switch, PlayStation 4,

Xbox One, Xbox Series X/S, PlayStation 5

Release: Microsoft Windows, Nintendo Switch,

PlayStation 4, Xbox One — October 1, 2020

Xbox Series X/S — November 25, 2020

PlayStation 5 — March 30, 2021

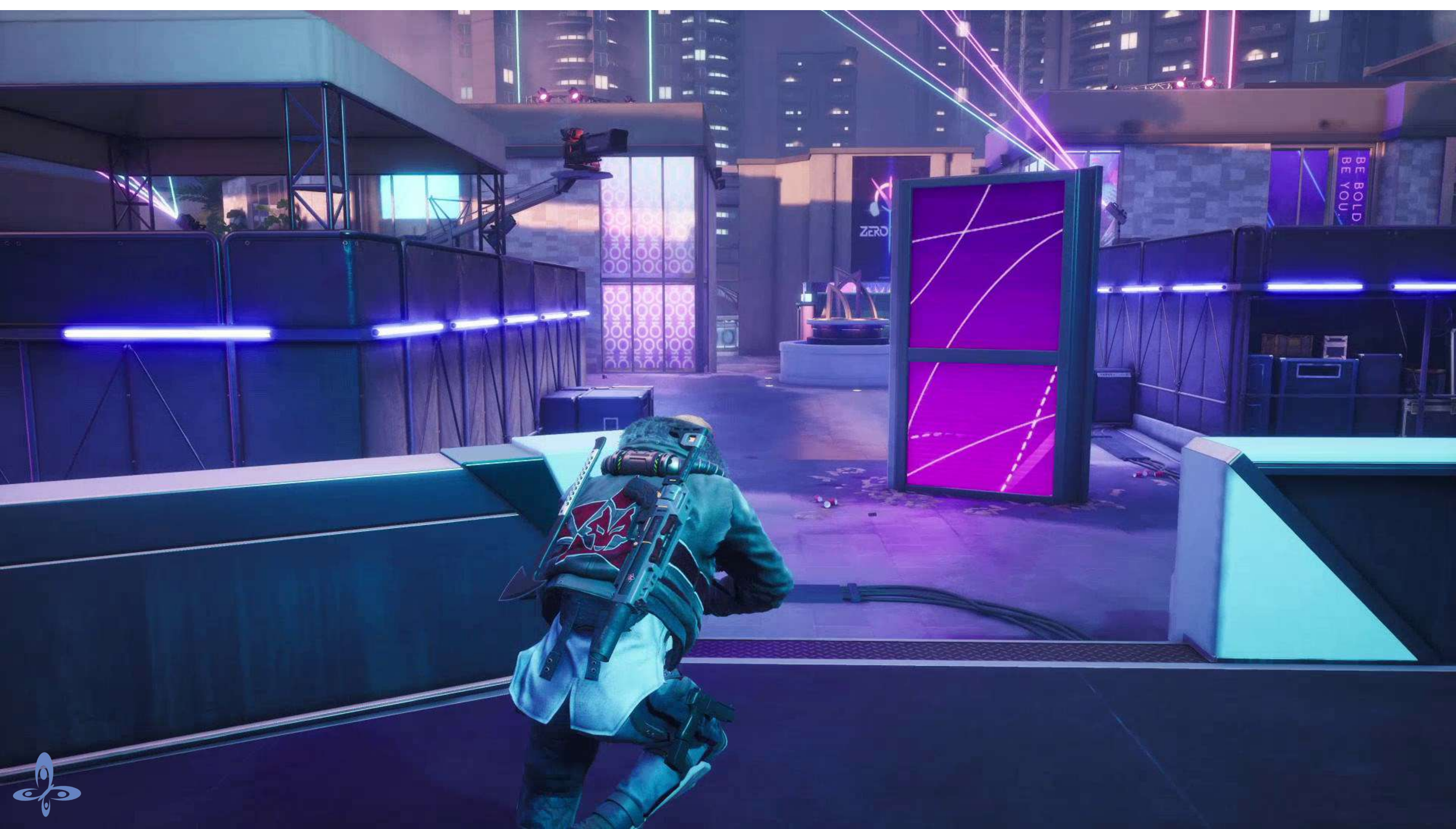
Genre: Third-person shooter, Hero shooter

Mode: Multiplayer

TiTi Rating: 7/10



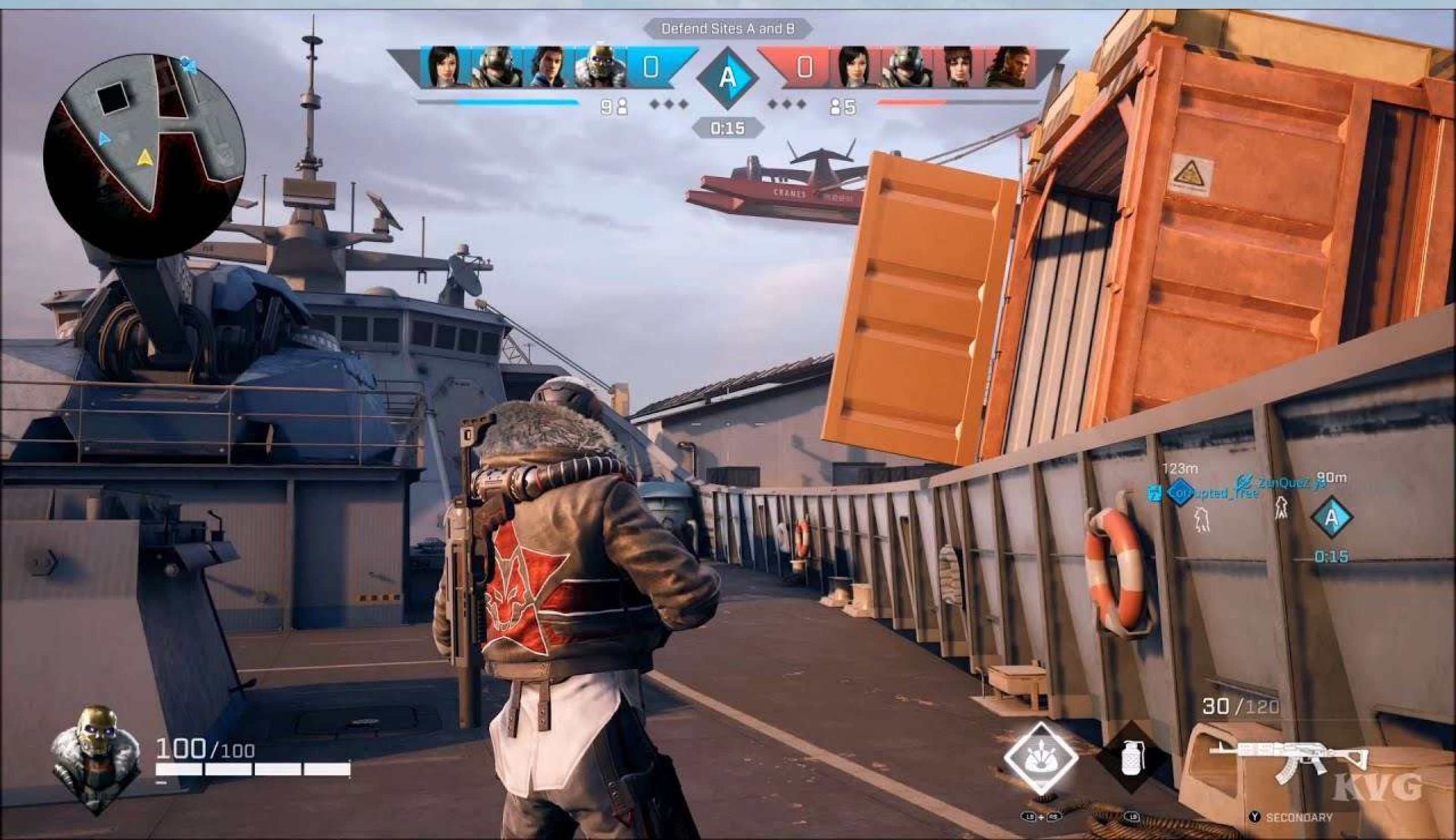
4. **Dallas** is an Intel Rogue who locates enemy positions for his squad to get a tactical advantage. Prior to joining the Rogues, he was a Texas Ranger who made a name for himself as one of the best trackers in the world. He can reveal an enemy's location using the Target Finder ability, which recharges upon downing the enemy.
5. **Dima** is a Breacher, a Rogue that specializes in offensive combat. He is deemed as a singular force of destruction who can break through enemy defences using explosives. He comes equipped with a cluster grenade launcher called MIRV Launcher that reveals enemies when hit.
6. **Glitch** is also a part of the Breacher class. He is a Rogue who pushes through the enemy defense by hacking their systems. Moreover, his Intuition skill allows him to detect enemy equipment even through walls.
7. **Kestrel** is a Duelist and a founding member of the Rogue Company who utilizes high-tech mini-drones to launch an explosive rocket barrage at enemies using her Halo Drones ability. Moreover, her Legend's Contract ability allows her to gain 500 extra cash per enemy downed.
8. **Lancer** is also a Duelist whose Quick and Quiet ability allows her to gain increased movement speed and silence her footsteps. Moreover, her Elusive trait grants her the ability to automatically reload her weapon during a dodge-roll.
9. **Mack** is a Defender who has joined the Rogue Company lineup in season 2 released this year. His Lightbomb ability allows him to plant a device that charges up and launches a massive flashbang a short distance into the air. Moreover, his Standard Issue skill lets him start the game with 25 armor. Furthermore, his armor is repaired every time he downs an enemy.
10. **Phantom** is a Sniper Rogue who excels at long-range combat. Her Nano Smoke ability reveals enemies within the smoke's proximity. Moreover, her Grievous Wounds ability delays an enemy's health regeneration when they are damaged by a firearm.
11. **Ronin** is a Duelist Rogue whose Ballistic Knife ability allows her to throw her knife at enemies or use it as a melee weapon. Her Underground ability allows her to conceal her presence from the enemy team's mini-map.
12. **Runway** is a Support, a Rogue Company member that provides combat assistance to her teammates. Runway can throw a briefcase that grants infinite ammo and refills gadgets to her allies, and also carry two primary weapons.
13. **Saint** is a Support Rogue who can locate downed squad members anywhere on the map and revive them with a medical drone using his Revive Drone ability. Moreover, his Medical Expertise ability grants significant health restoration to both Saint and the revived squad member.
14. **Scorch** is a Duelist Rogue whose attack deals devastating fire damage. Her Overheat ability scorches her firearms and melee attacks that set enemies on fire and deals damage over time. Moreover, she also has complete immunity to fire due to her Fireproof ability.
15. **Seeker** is an Intel Rogue that used to be a Gold Medal Archer before joining the Rogue Company. His Arrow Scanner ability reveals enemies





ROGUE

COMPANY



20. **Trench** is a Defender who is equipped with a Barbed Wire Grenade that slows down enemy movement. Moreover, his Gadget Up ability allows him to carry an additional gadget. He is a natural leader as well as a skilled fighter.
21. **Umbra** is a Duelist, a Rogue Company member that win combat engagements and force trades with the enemy team. Umbra is equipped with a spider remote-controlled drone that is used to seek out enemies and to be detonated near them, causing a significant area damage. His passive ability allows him to gain maximum health when downing or assisting on an enemy, with a maximum of 30 extra health.
22. **Vy** is also a Defender whose abilities are geared towards substantially reducing enemy health. Her Pool Poison ability allows her to create a cluster of poison pools that reduce the enemy's maximum health if they are caught in it. Moreover, her Leeching poison ability allows her to leech off the enemy's maximum health to increase her own, up to a cap of 25.

Development

Rogue Company was announced on September 5, 2019. Following the initial video announcement, it was revealed that Rogue Company would be an Epic Games Store exclusive on PC. On November 15, 2019, First Watch Games released a development insights video highlighting various aspects of the game and members of the development team. A number of Rogues were announced for Rogue Company prior to release, including Anvil, who can place down a barricade, Lancer, an assassin who can silence her footsteps, Glitch, who can detect nearby enemy equipment, Chaac, who wields a personal Stim Pack, and Trench, who places down barbed wire traps that slow enemies and disable their dodges.

After a limited public alpha testing phase, the game entered an early access closed beta phase on July 20, 2020 ahead of its intended wide release later in 2020, with players gaining access by purchasing a Founder's Pack or receiving an invite code. During the beta, the game attracted two million players.

In September 2020, Hi-Rez collaborated with 100 Thieves to add a collection of 100 Thieves-branded character outfits and weapon skins into Rogue Company. In October 2020, Dr Disrespect worked with Hi-Rez to add a custom map, designed by Dr Disrespect, and a Dr Disrespect character skin to Rogue Company. That same month Hi-Rez reported that Rogue Company hit 8 million players.

In December 2020, the studio announced that the game reached 15 million players. Season 1 of Rogue Company was released in the first week of February 2021, and introduced the game's first battle pass, two new rogues and one new map.

The game's main menu music was composed by Run the Jewels.





along his arrow's flight path when shot. Moreover, his Ricochet ability increases projectile damage by 70% when bounced.

16. **Sigrid** is a Breacher whose Ballistic Shield ability blocks all incoming damage from the front. Moreover, her Athletic ability makes her immune to all slowing-down effects and also allows her to move faster when crouched.

17. **Switchblade** is also a Breacher who is equipped with a Napalm Launcher called the Chaos Launcher. The Napalm Warhead launching weapon deals devastating damage and releases a cluster of napalm in the area. Moreover, her Fight and Flight ability increases her movement speed after using gadgets or abilities.

18. **Talon** is an Intel Rogue who is equipped with a Radar dart that, when thrown, attaches itself to surfaces and detects enemies within its proximity. Moreover, he also has a passive ability called Mag Gloves that allows him to pick up objects from a distance.

19. **The Fixer** is a Sniper Rogue who has a Thermal Vision ability which allows him to see enemy heat signatures through smoke, allowing him to attack hidden enemies. Moreover, he also has a unique ability called Shrapnel Rounds which slows down enemy movement when they are hit with a firearm.





GADGET



realme Book

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2K Full Vision Display | 11th Gen Intel® Core™ Processor

Light on the Build Heavy on the Power



2K Full Vision
Display

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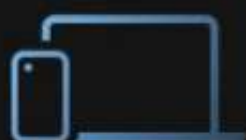
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PC Connect

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50% battery in 30 minutes*

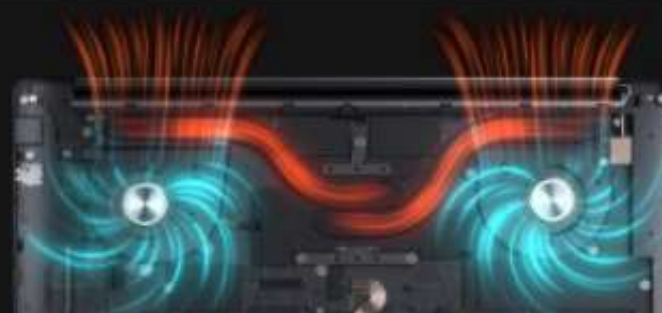


3-Mode Backlit Keyboard

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400 nits
Peak brightness



3 : 2
Optimized aspect ratio



100% sRGB
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90%
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Extra-Large Touchpad
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14.9mm

thin

1.38Kg

light



Real Grey

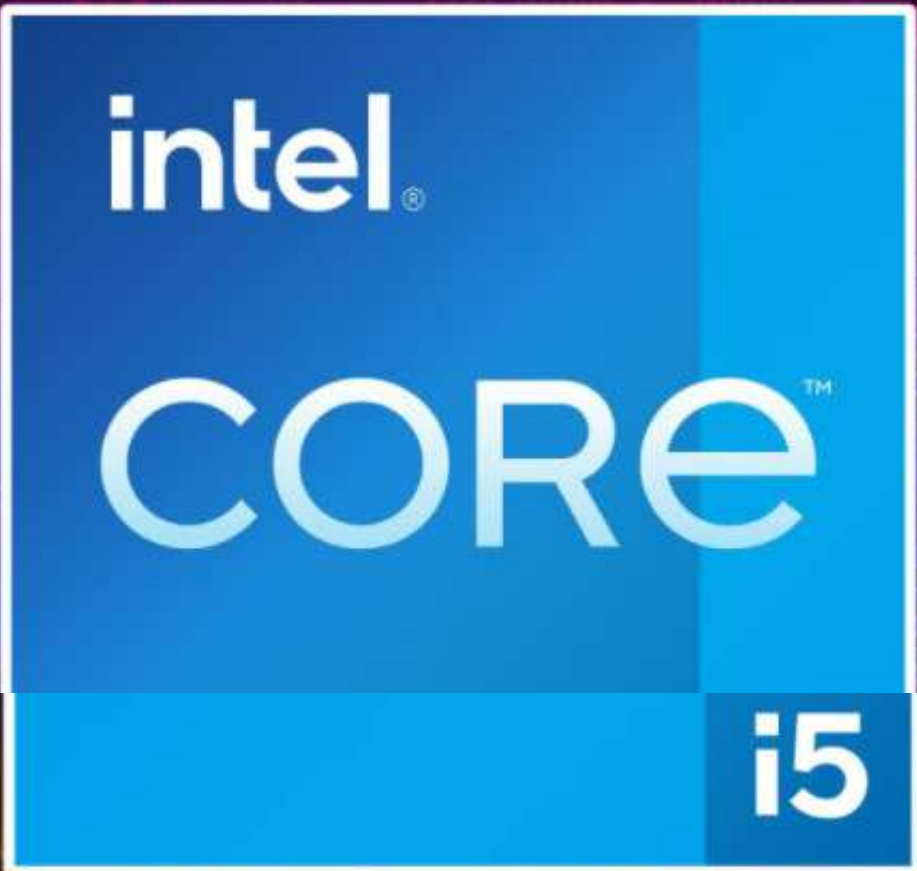


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Intel® UHD Graphics

50%

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Open mobile apps from your computer



Access Notifications

Preview mobile notifications and messages



File Transfer

Drag and drop files between devices



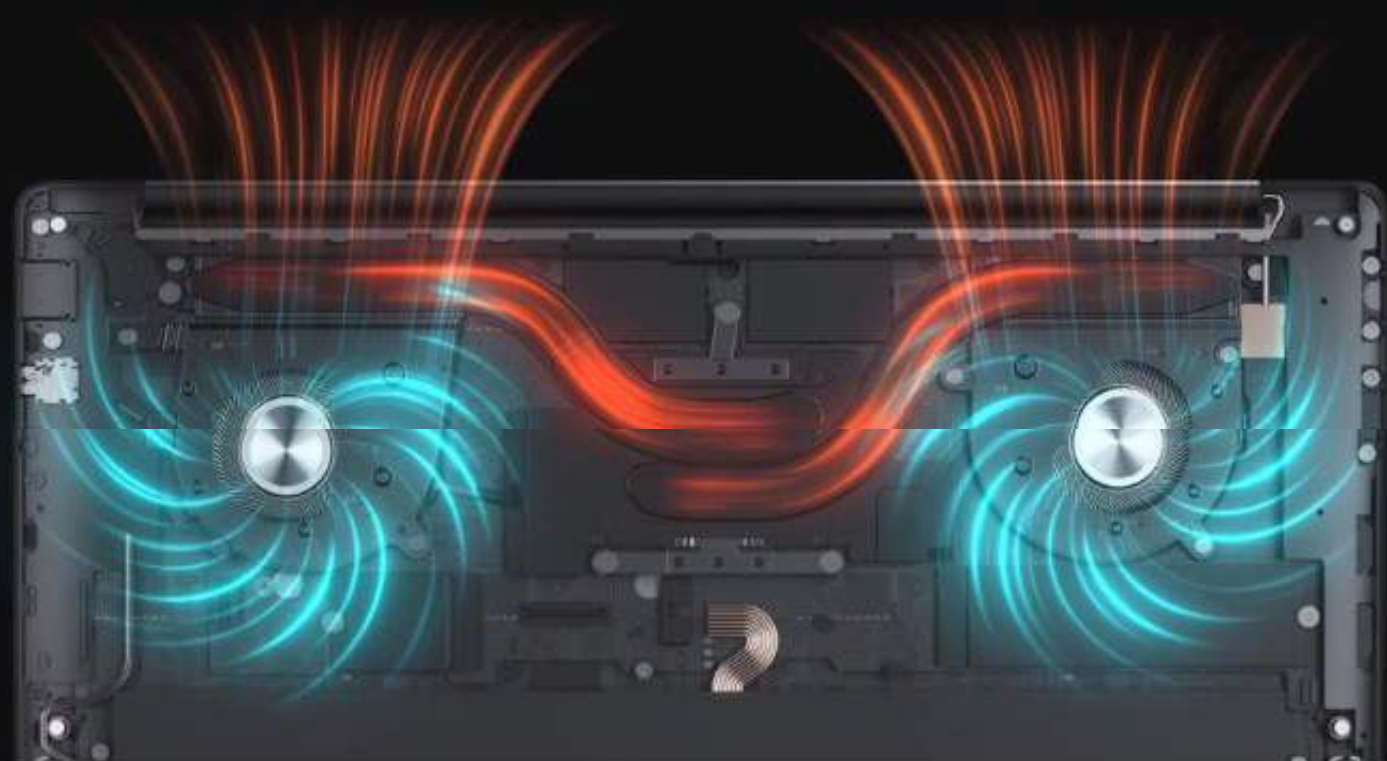
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1080p local video playback



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Largest available

8GB

dual-channel LPDDR4x memory*

4266 MHz

RAM frequency

Largest available

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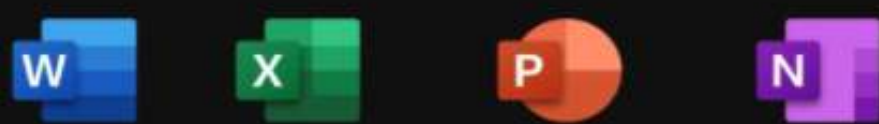
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NVIDIA® GeForce RTX™ 3070

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15.6" 2560x 1440 resolution
165Hz, IPS 300nits 100% DCI P3

RAM & STORAGE

16GB DDR4 3200MHz
512GB NVME PCIe SSD

OPERATING SYSTEM

Windows 10 Pro



ASUS

intel.

TUF GAMING DASH F15

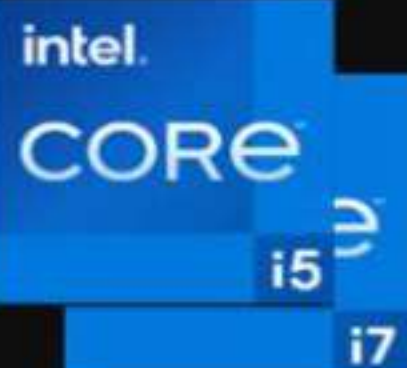
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ZMZ TRADING

FREE:



Processor
Intel® Core™ i7 11800H
Graphics
NVIDIA® GeForce® RTX
3050 4GB / 3060 6GB
Display
15.6" IPS FHD 1920X1080
RES 144HZ 72% NTSC

RAM & Storage
16GB RAM, 512GB SSD
Operating system
Windows 10 Pro



TUF GAMING

realme GT | *SHEER SPEED FLAGSHIP*



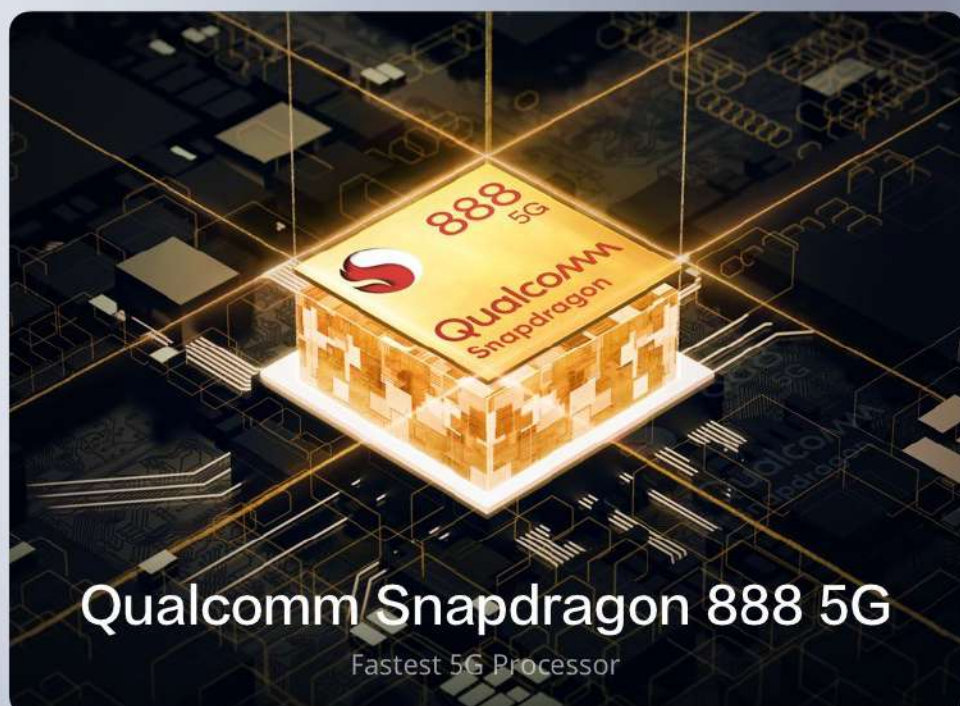
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Qualcomm Snapdragon 888 5G Processor

Fastest 5G Processor

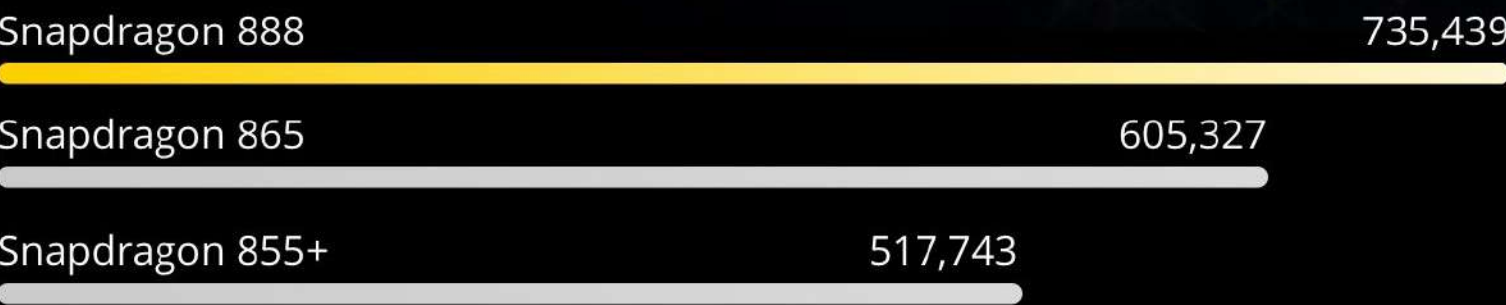
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6400Mbps

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Intelligent Chip Protection



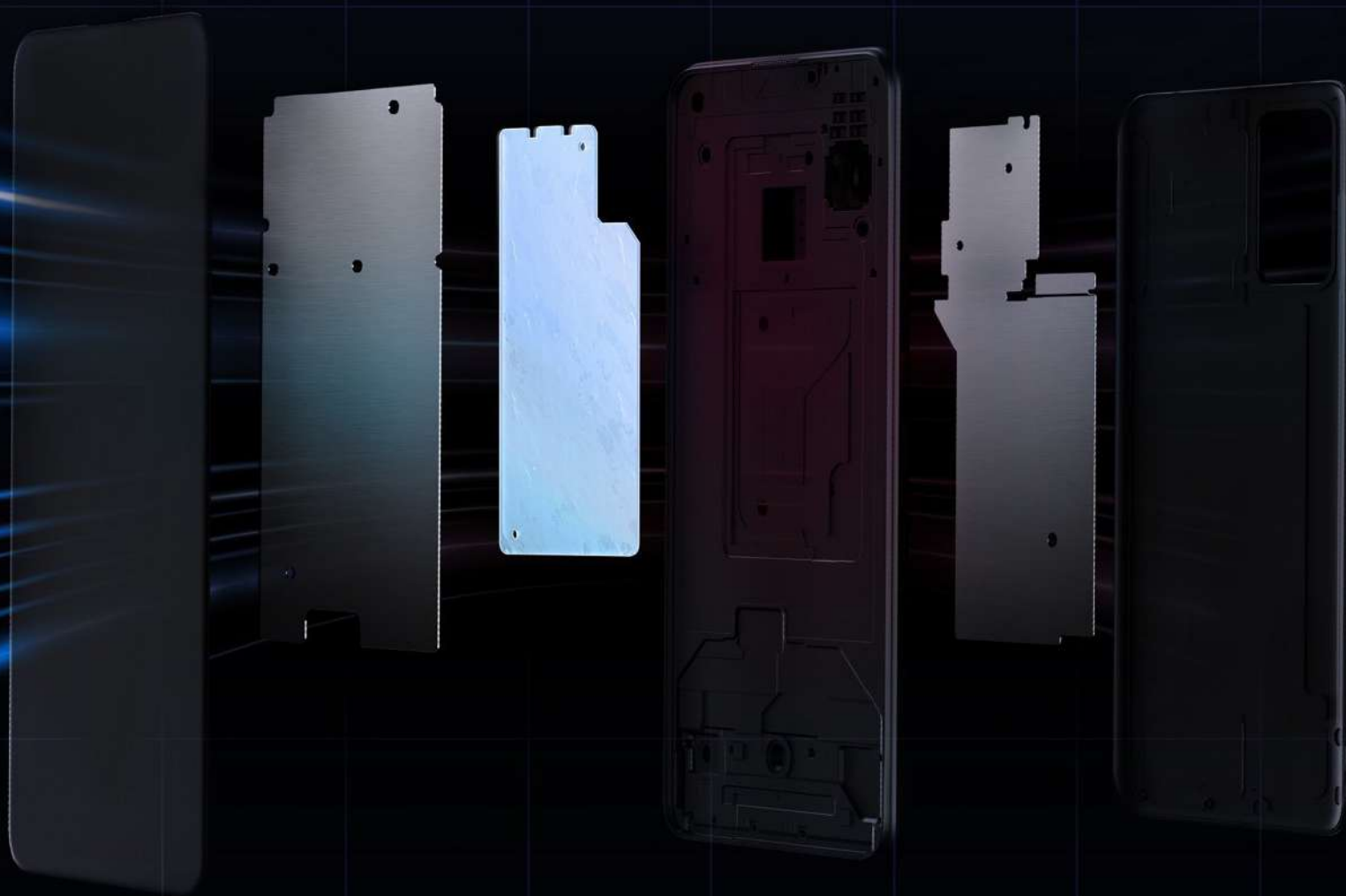
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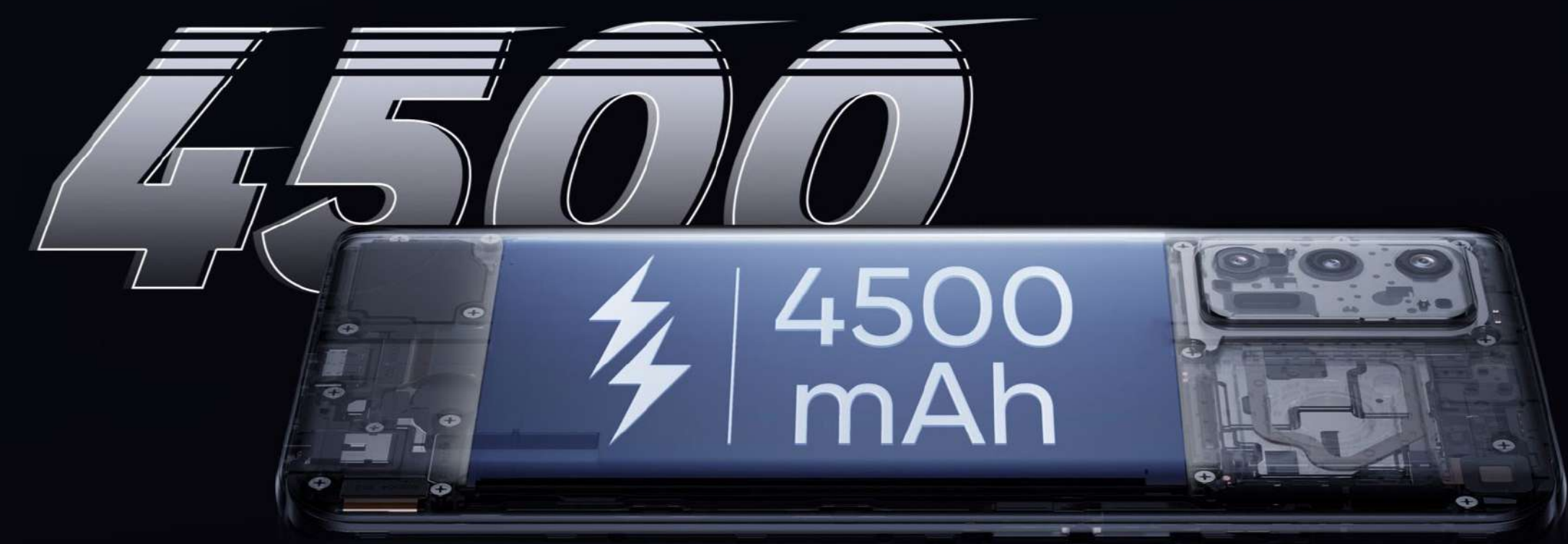


Super Nightscape

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166mins

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Charging Time Comparison



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Dual Wi-Fi Network Acceleration

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Our admiration to the young, who are creating their futures at full speed.



Racing Yellow

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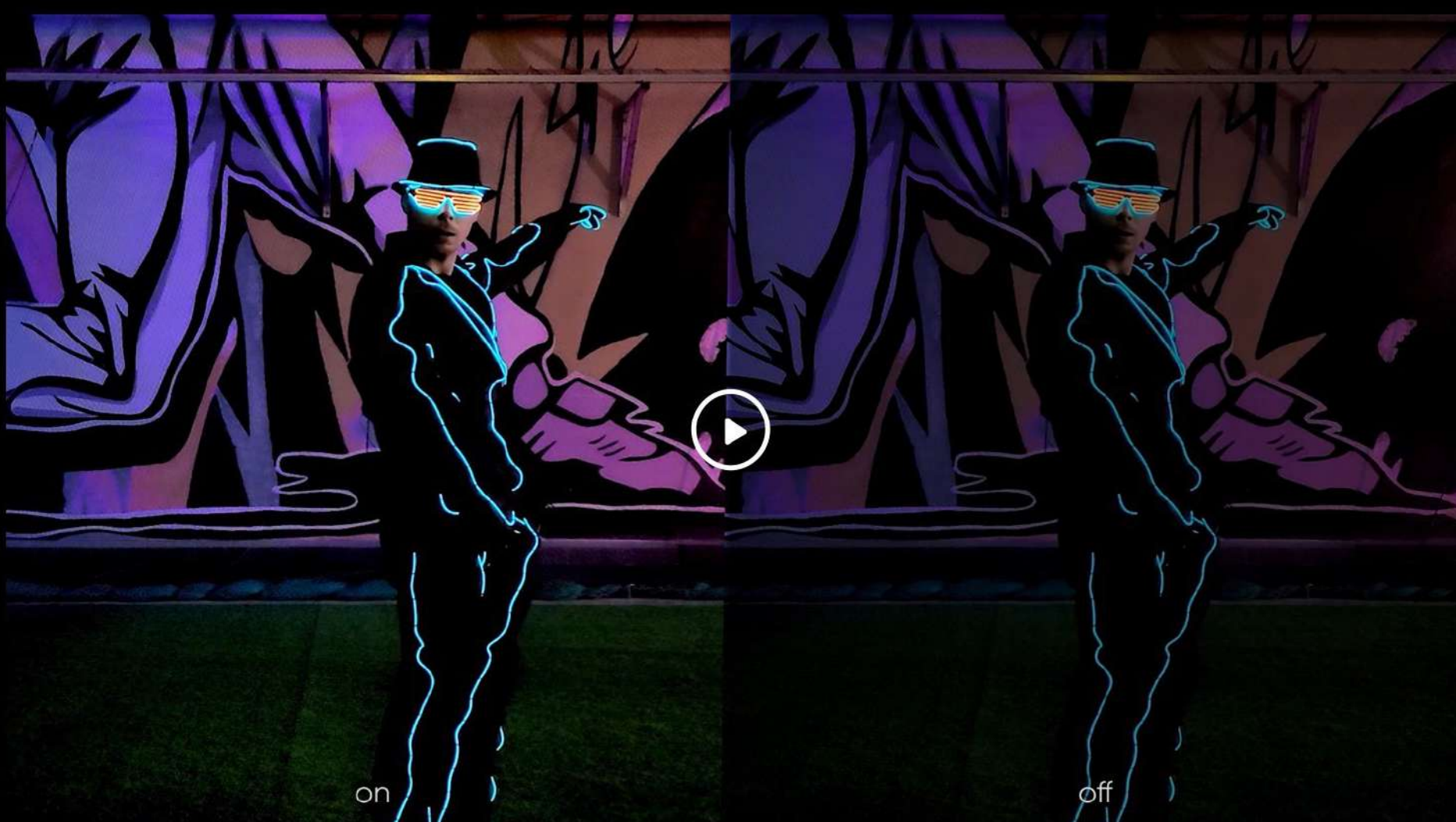
Macro Lens

4cm focus distance



Ultra Nightscape Video 2.0 Be Empowered in Darkness

Our latest, upgraded nighttime AI can identify your lighting environment. Easily shoot vivid, clear, and stunning night videos like a pro.





3D Glass Body

8.4mm Thin, 186g Light*

A 3D hot-bent glass that's designed to comfortably fit your palm. Together with the even-thinner Samsung Super AMOLED display and an optimized internal structure stacking, this is how a featherweight perfection that features undeniable performance is created.

Dashing Silver

Dashing Blue

IT'S GT. IT'S SPEED

Linear Motor Tactile Engine Feel the Fun

With the Linear Motor Tactile Engine, realme GT makes sure users get a realistic touch experience whether you're just typing or focused on gaming.





ROG STRIX G

YOUR GAME. YOUR GLORY.

The ROG Strix G embodies streamlined design, offering a formidable core experience for serious gaming and multitasking on Windows 10 Pro. Featuring the latest 9th Gen Intel Core processors and GeForce GTX™ graphics, it brings impactful gaming performance to a wide audience. Intelligent Cooling unleashes the full potential of its leading-edge processors, while RangeBoost provides the strongest possible Wi-Fi signal for your environment. Wherever you play, illuminate the surroundings with Aura Sync on the new triple-edged light bar and 4-zone RGB keyboard.



realme

realme c25.Y

50MP AI Camera.
All-day Performance.

\$145

5000mAh Mega Battery

18W Quick Charge



Unisoc T618
Powerful Processor

5000mAh Mega Battery



50MP
AI Triple Camera



16.5cm (6.5") Large Display



18W
Quick Charge



TÜV Rheinland Smartphone
High Reliability Certification.



Instant
Fingerprint Sensor

Line Aesthetic Design



5000mAh Mega Battery

Up to 48 days standby.*

With a built-in 5000mAh ultra-large battery, realme C25_Y can fully satisfy your long-time needs whether watching videos or playing games.

Instant Fingerprint Sensor

With the built-in efficient and accurate fingerprint sensor, the phone can be unlocked quickly and securely with a simple touch.





Super Power Saving Mode

When your phone is low on power, you can turn on the Super Power Saving Mode to use APPs, It can standby for 59 hours even with 5% battery left.

5% Battery allows

1.58 hours*
WhatsApp chatting

2.22 hours*
Calling

6.05 hours*
Spotify

59.20 hours*
Standby

18W Quick Charge

realme C25_Y is equipped with a 9V/2A adapter to ensure that you can charge the phone in a flash.



Unisoc T618 Powerful Octa-core Processor

Powered by the Unisoc T618 octa-core processor consisting of two highly capable ARM Cortex-A75 'Big' cores and six ARM Cortex-A55 operating up to a speedy 2.0GHz, the realme C25_Y can multitask with ease, bring you smooth and reliable performance.*

POWERFUL OCTA-CORE PROCESSOR

UNISOC
T618



12nm
Octa-core



ARM Cortex-A75
Up to 2.0GHz



4GB + 128GB
RAM+ROM

50MP

AI Triple Camera

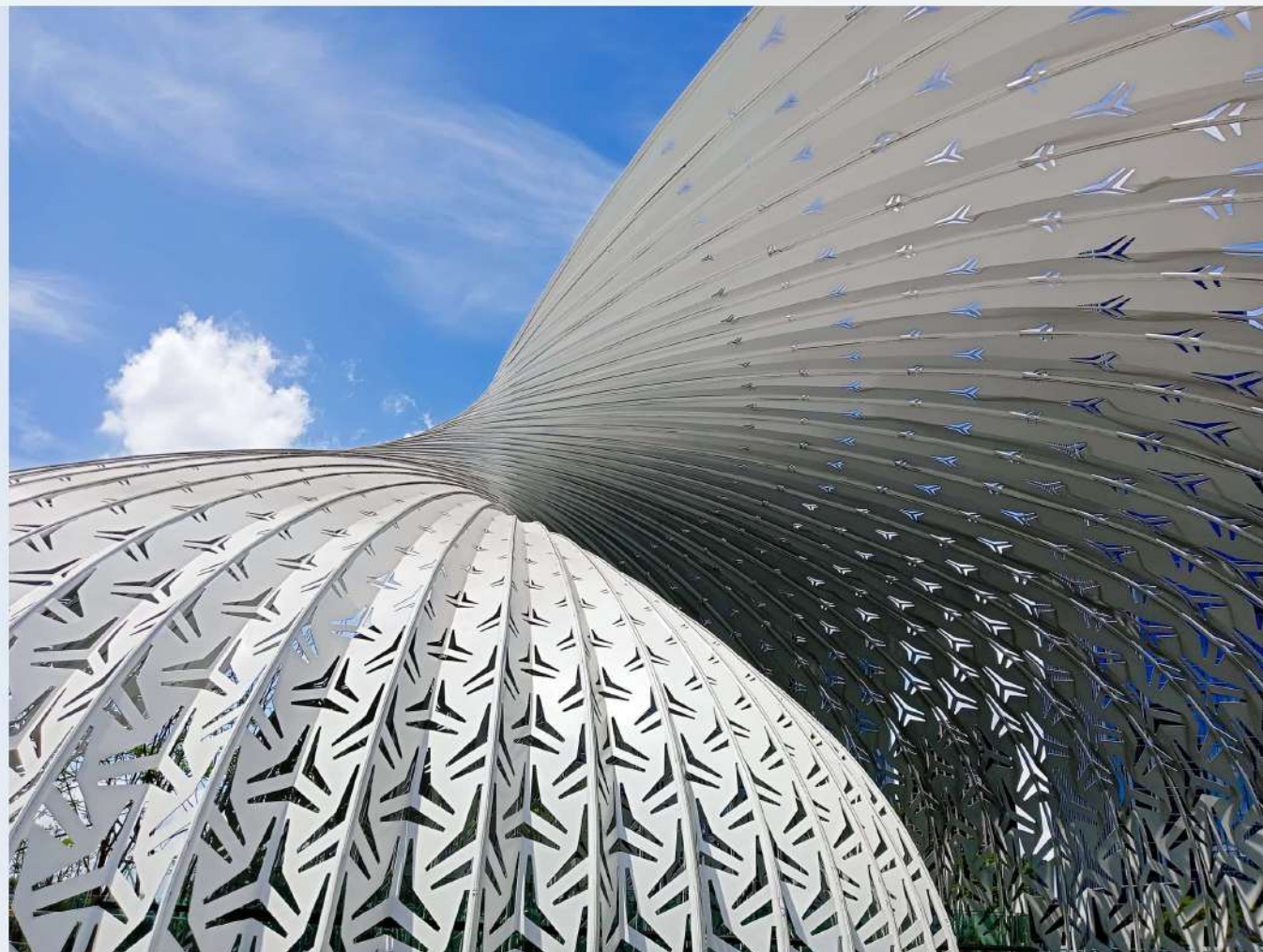


50MP AI TRIPLE CAMERA

Higher Pixel, Clearer Shoot



50MP MODE [See more detail](#)



ULTRA MACRO MODE

Focus on the
tiny beauty



8MP AI SELFIE CAMERA

Premium Sensor



16.5cm (6.5") Large Display

Large View, Smooth Touch

Featured with an ultra-smooth 6.5" Mini-Drop color display, realme C25_Y enables that you can enjoy excellent visual perception and smooth touch control when streaming videos, gaming, or browsing.



88.7%

Screen-to-body Ratio*

16.7M

Screen colors*

TÜV Rheinland Smartphone High Reliability Certification.



realme C25_Y goes through rigorous quality tests to get the TÜV Rheinland Smartphone High Reliability Certification, giving users reliable quality and a longer-lasting experience.

3 Years

The test conditions are based on the three-year life cycle of smartphone.

6

Components Reliability Test Scenarios

10

Daily Use Test Scenarios

7

Extreme Environment Test Scenarios

LINE AESTHETIC DESIGN

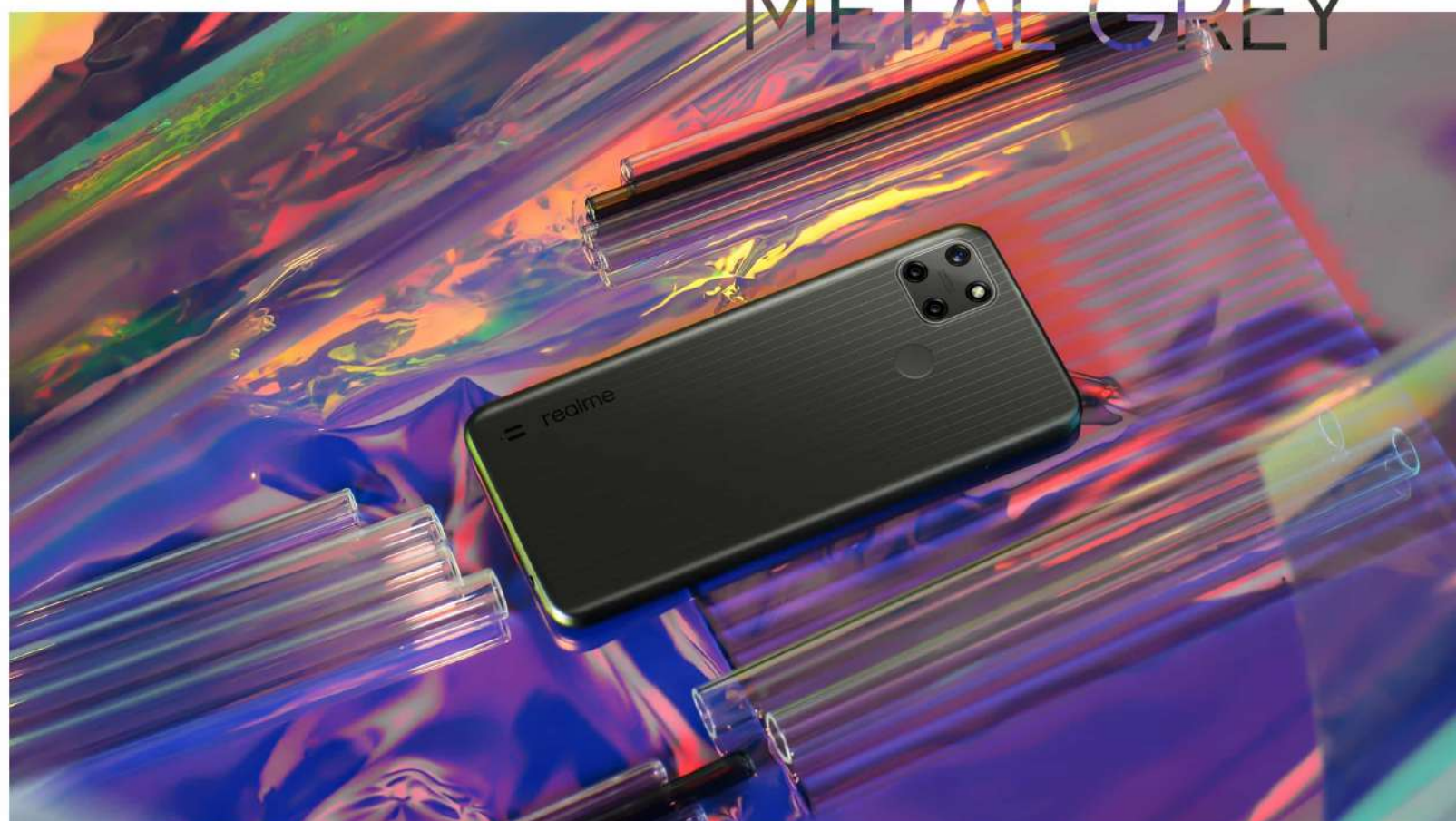
For the first time, realme C25_Y adopts the line aesthetic design, the abstract lines are arranged in an orderly manner to achieve the visual effect of impact, and also reflect the sense of speed.

- Glacier Blue
- Metal Grey

GLACIER BLUE



METAL GREY

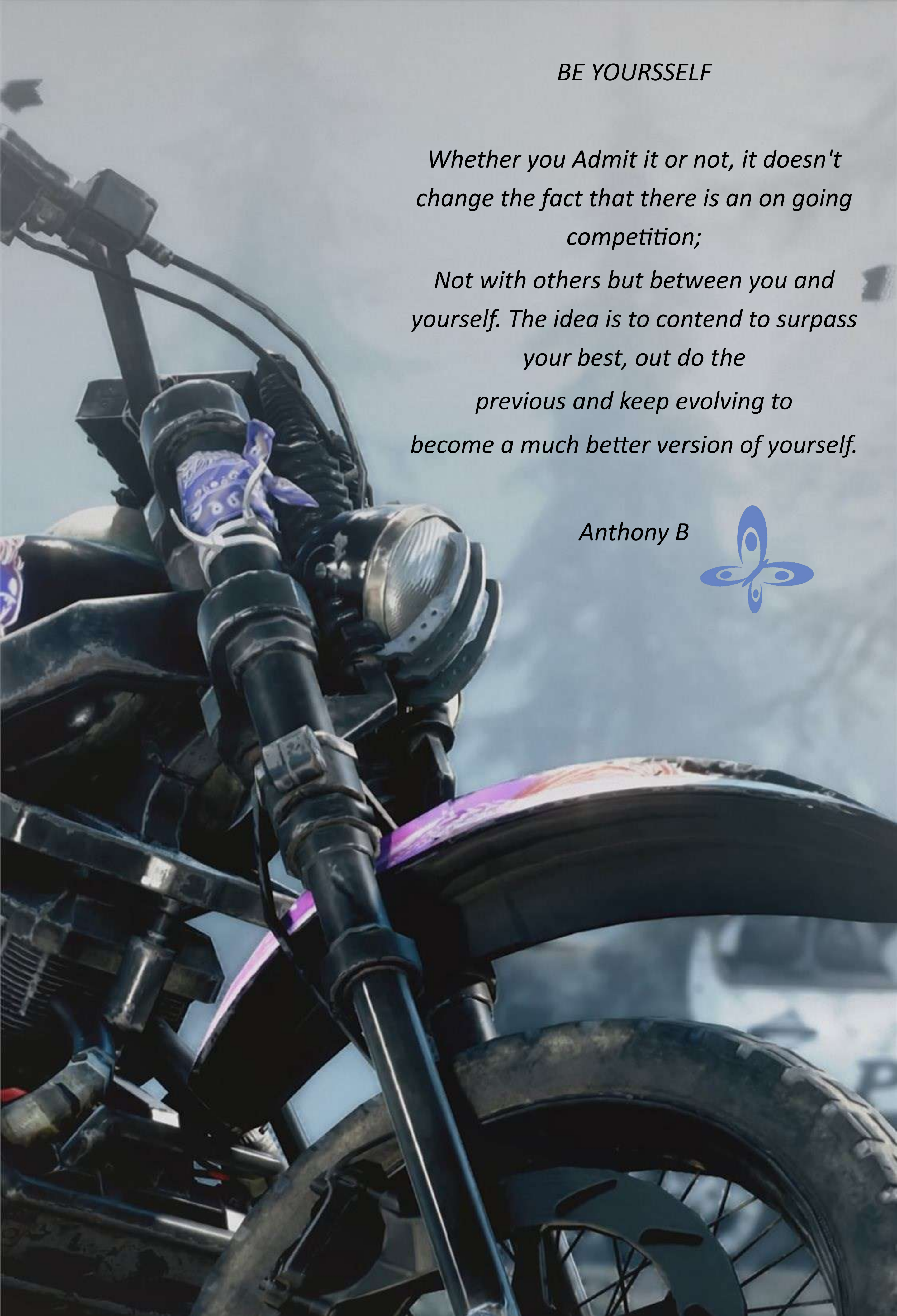


BE YOURSSELF

*Whether you Admit it or not, it doesn't
change the fact that there is an on going
competition;*

*Not with others but between you and
yourself. The idea is to contend to surpass
your best, out do the
previous and keep evolving to
become a much better version of yourself.*

Anthony B





Automobile



The 2022 C-Class

Saloon and Estate

\$43,000

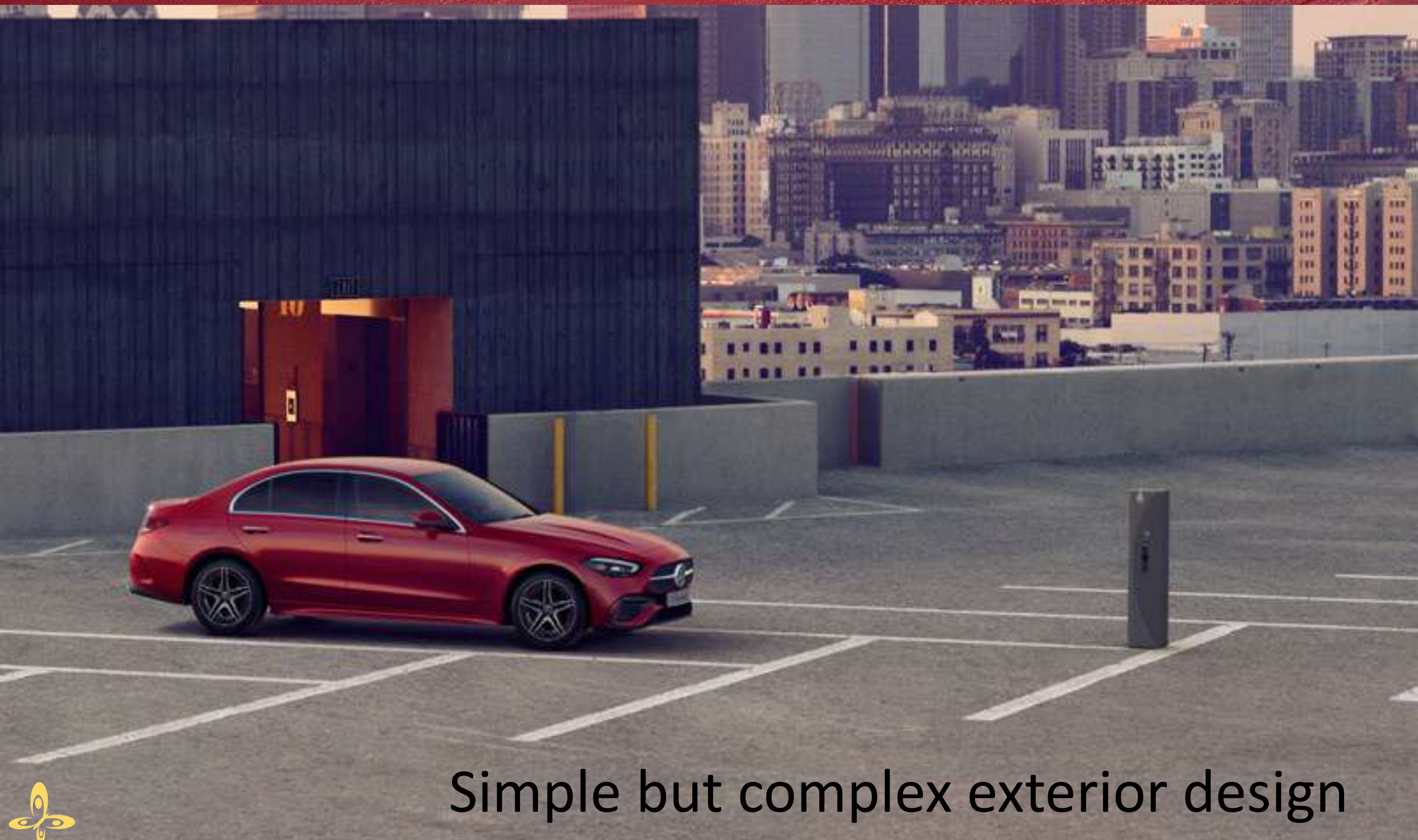




Mercedes-Benz User Experience (MBUX)



Modern design



Simple but complex exterior design





With the new infotainment system, never lose track of what's important.





Hand crafted leather



Plug-in Hybrid



Everything you ever need



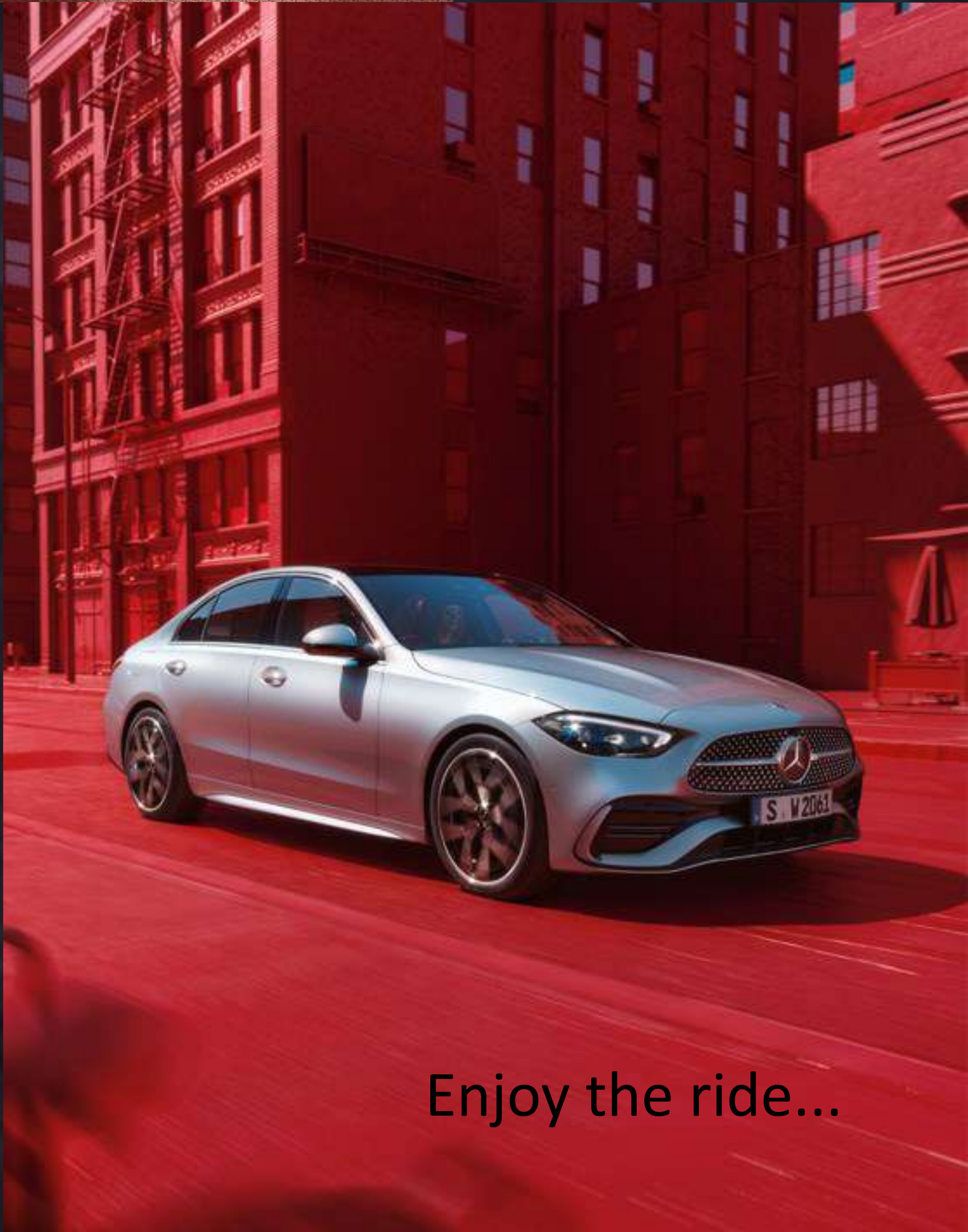
Dope interior, and a fine refinement for your pleasure





Standout from the selected few.



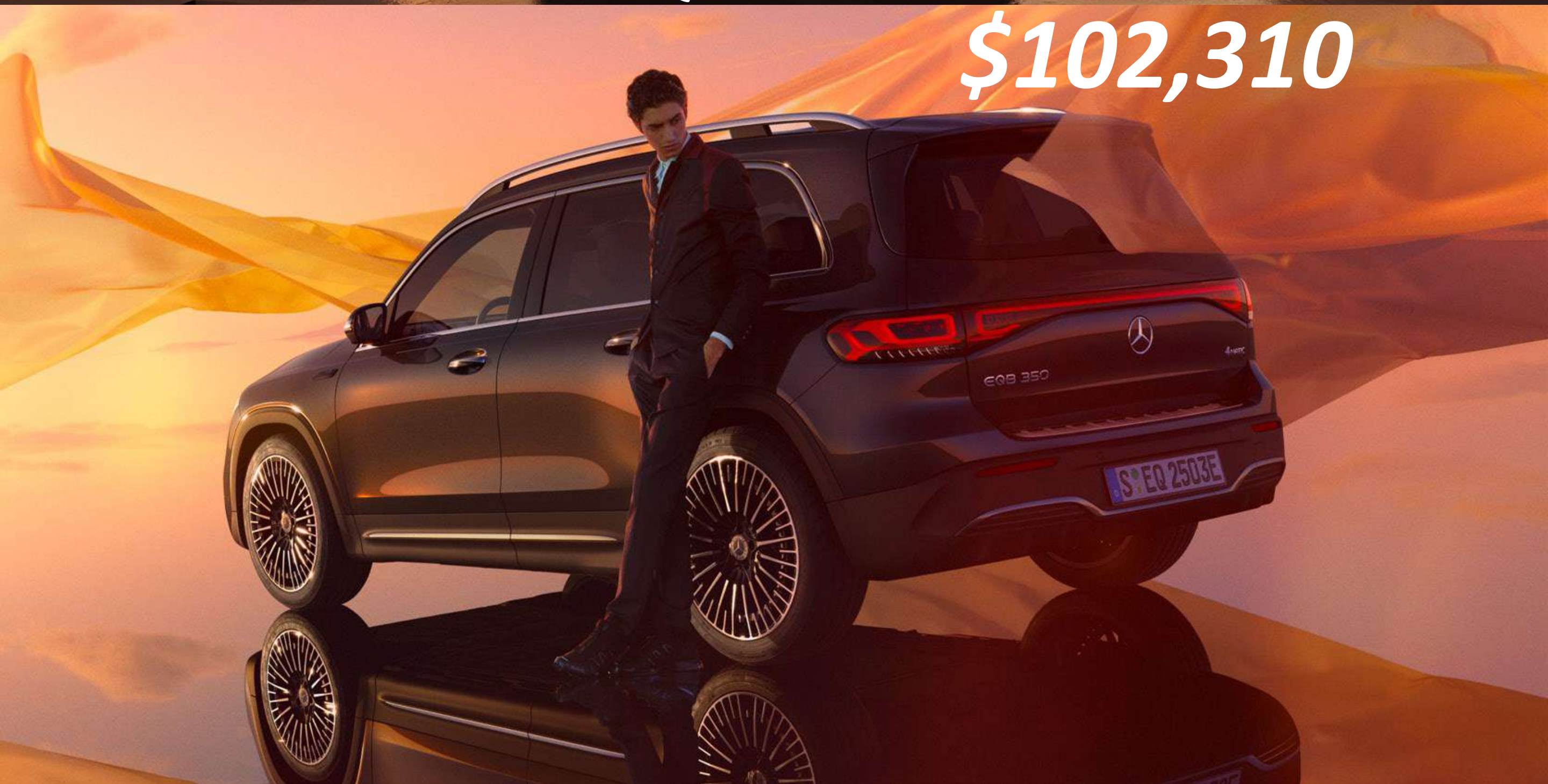


Enjoy the ride...





The 2022 EQB



\$102,310



High specification as standard.





Genuine accessories



Touch inputs





Communications, Safety and Assistance Systems



Sustainability





Sustainable mobility.



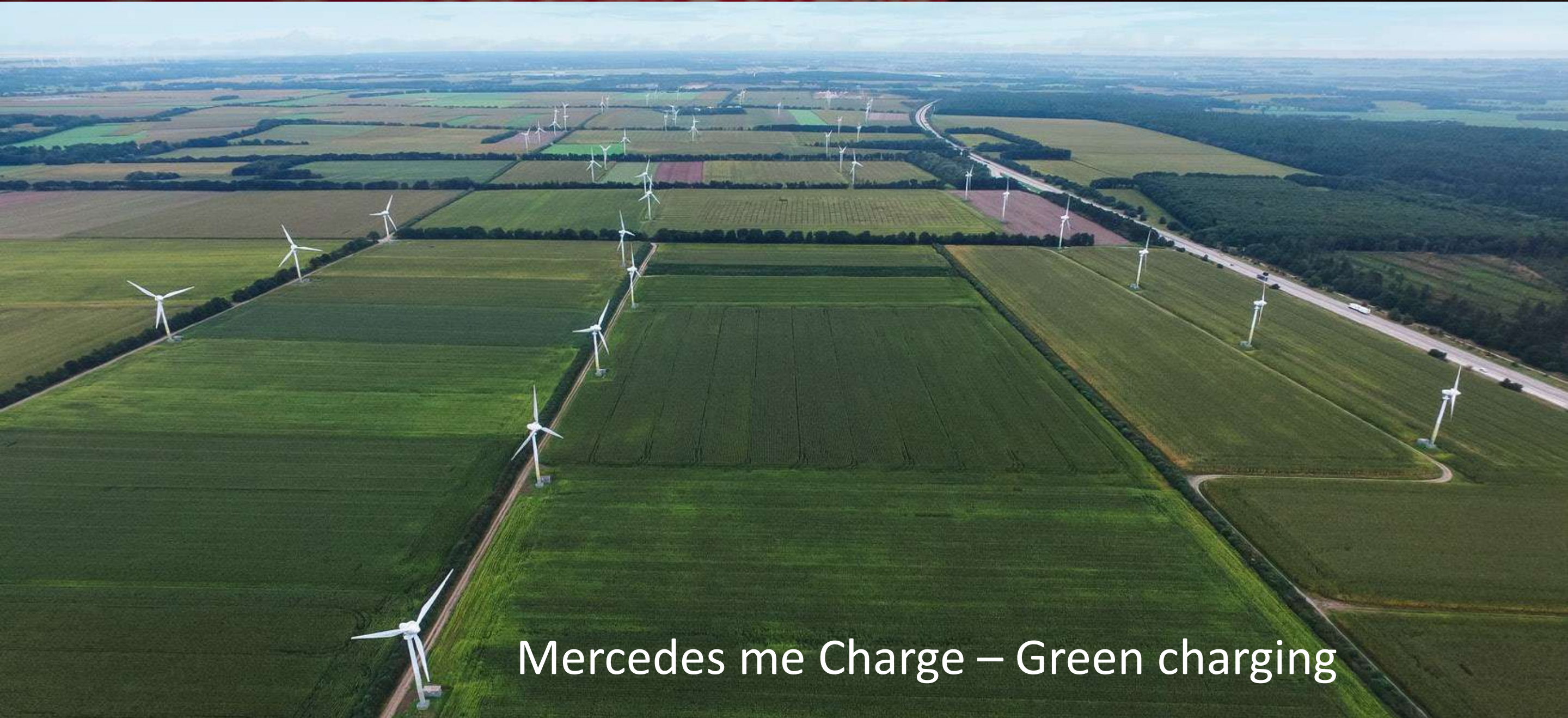
Driving Assistance package



Sustainable materials.



Technology



Mercedes me Charge – Green charging



Home charging
Simple, convenient,
fast charging.



Accessories



ENFORCER





\$133,250





More is impossible





Driving Assistance package



Dashboard like no other



Dare to Dominate



Unleash a new level of performance.





One of the best craftsmanship



G-Class Edition Standard equipment highlights





Upholstery at it's best



 @titimagazine

 @titimagazine

 @titimagazine





The 2022 GLE Coupé

\$77,300





Welcome to the cockpit



The latest in technology at your disposal



The GLE Coupe, suv like no other



Refined EXTERIOR





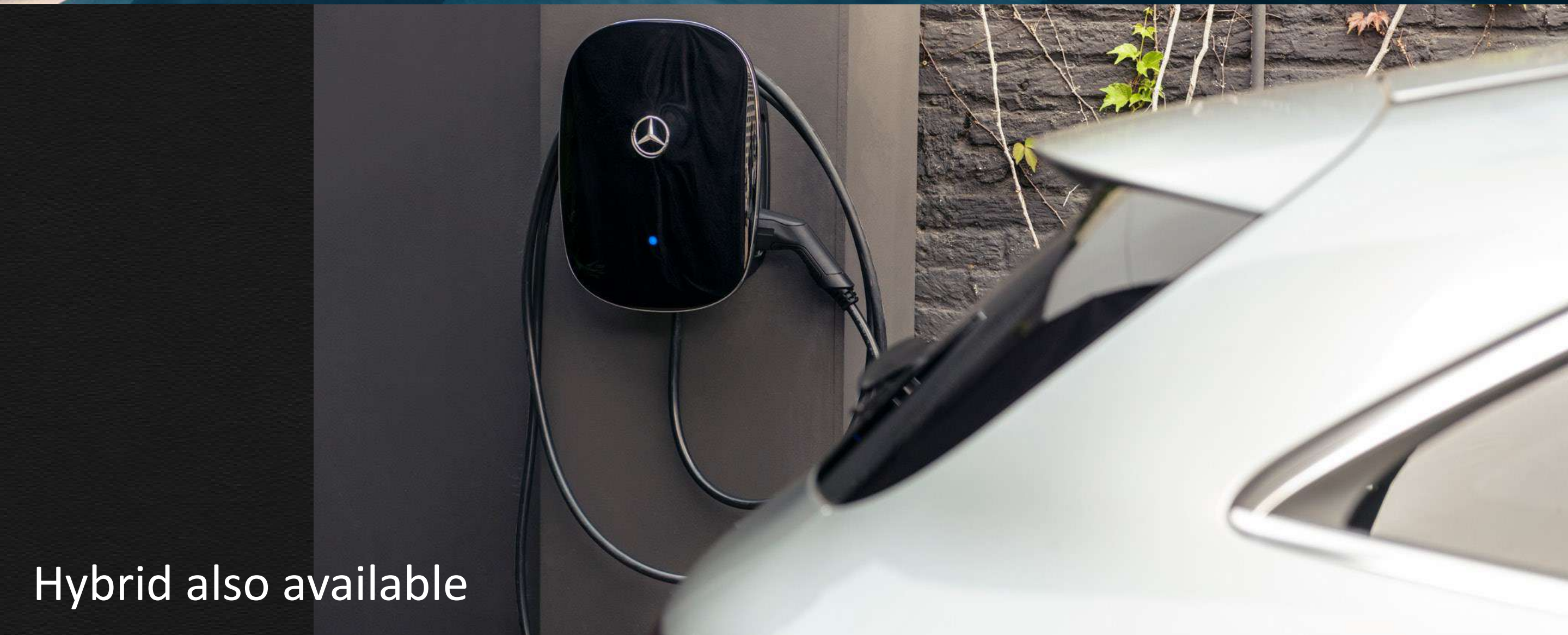
Stay connected any time, anywhere.



Just one touch away...



Everything you ever need in one package



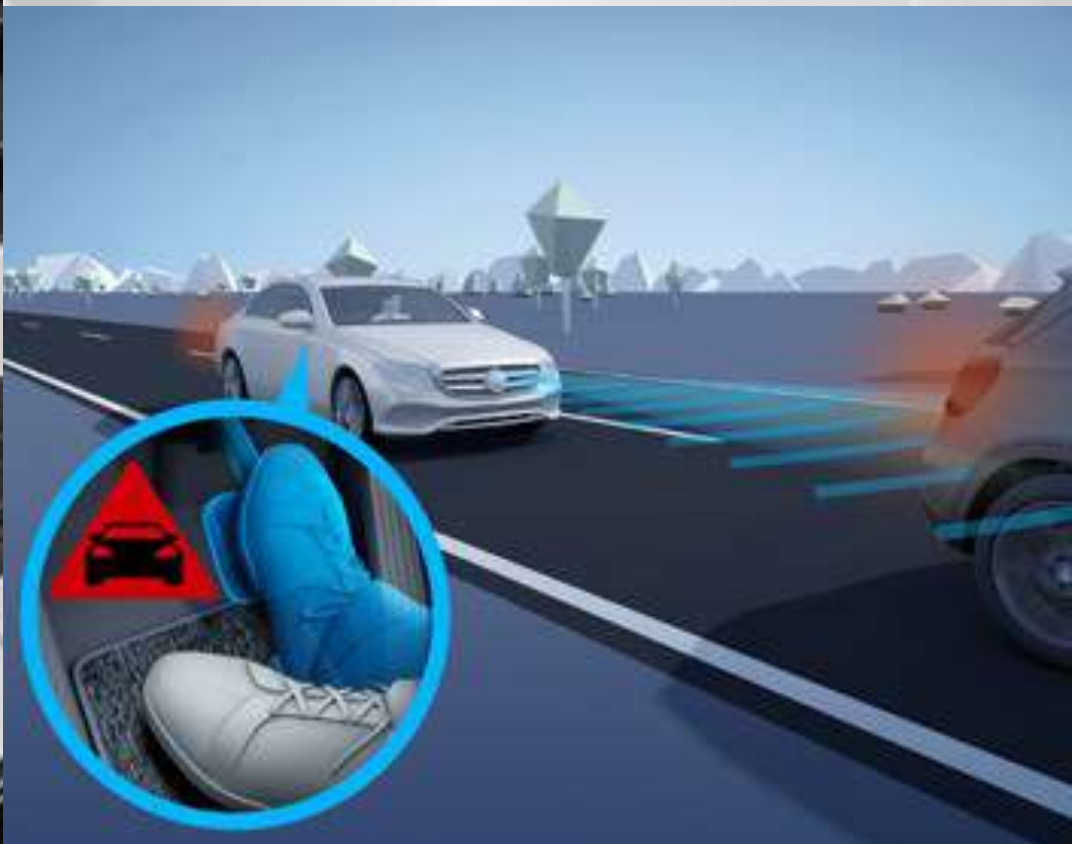
Hybrid also available



Feel it



Amazing detailing, and craftsmanship





Nice looking front grill, to showcase that audacity



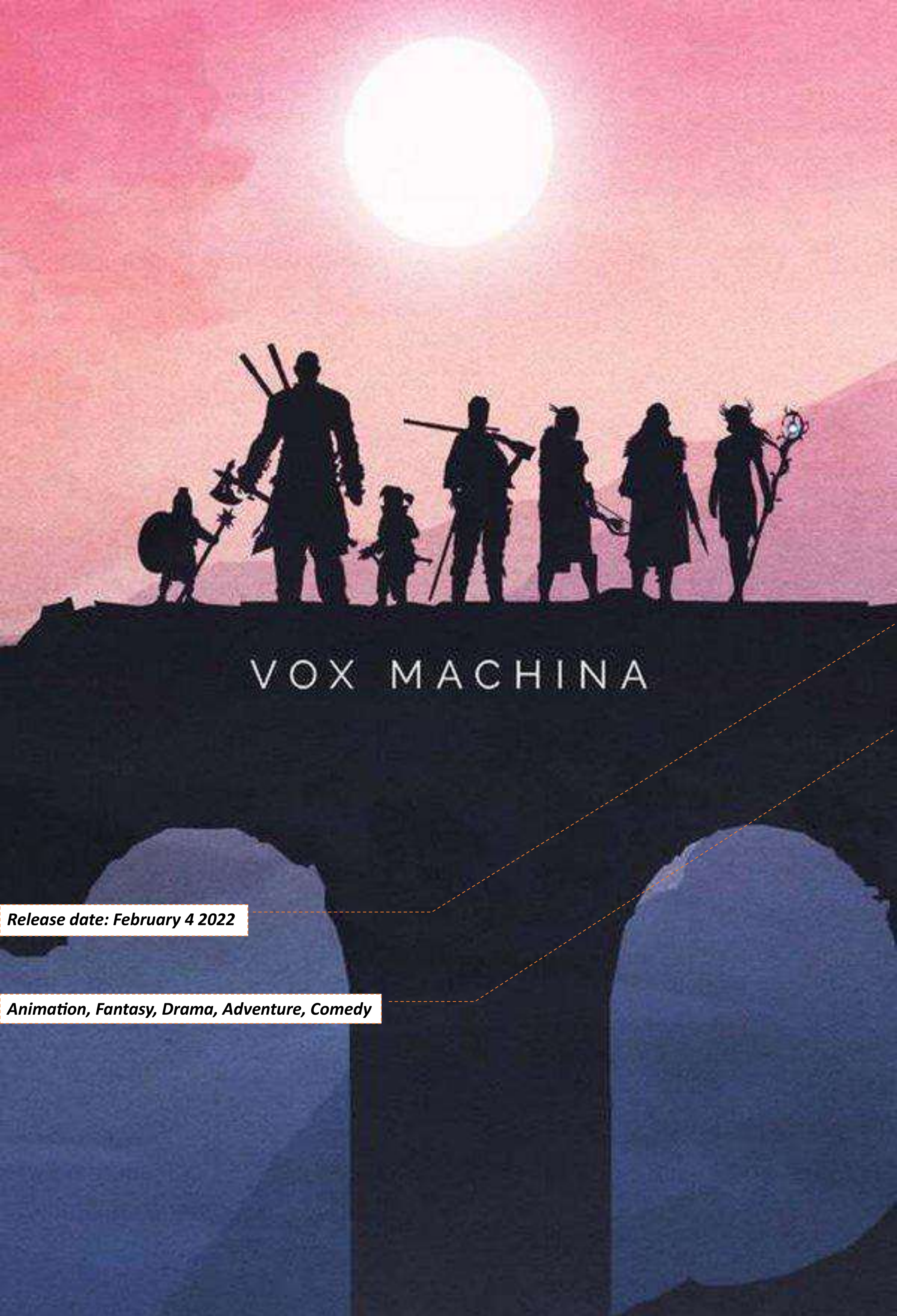


King size storage trunk





MOVIES



VOX MACHINA

Release date: February 4 2022

Animation, Fantasy, Drama, Adventure, Comedy

LINGUI

LES LIENS SACRÉS

Drama

MAHAMAT-SALEH HAROUN

RIHANE KHALIL ALIO

PUBLIC MANAGEMENT   JOSEFA CARVALHO  2022 22.ª SEMANA 14.000 HORAS DE CREDITOS  FEUP  5.º ANO  5.º ANO  5.º ANO  5.º ANO  5.º ANO  5.º ANO  5.º ANO  5.º ANO  5.º ANO

AMAZON ORIGINAL MOVIE

CHARLIE
DAY

JENNY
SLATE

SCOTT
EASTWOOD

MANNY
JACINTO

CLARK
BACKO

AND GINA
RODRIGUEZ

I WANT YOU BACK

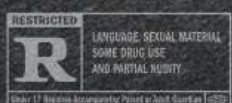
Their exes have moved on. **They haven't.**



Release date: February 11 2022

Romance, Comedy

FEB 11 | prime video



DIRECTED BY JASON ORLEY WRITTEN BY ISAAC APTAKER & ELIZABETH BERGER

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AMAZON
STUDIOS

神在月のこども

Animation, Fantasy, Drama

2021年 秋 全国ロードショー

原案・ストーリー監修：西沢俊成／アニメーション監修：西沢俊成、脚本：三浦浩太、演出：西沢俊成、キャラクターデザイン：柳井俊之、作画監督：佐藤、美術監督：佐藤、撮影監督：佐藤、編集：佐藤、音楽：佐藤、スーパーバイザー：佐藤、制作：KANNA・mvs／企画：タリヤ・ユニバーサル、制作：ライオンフィルム、音楽：ユニバーサル・レコーズ、配給：タリヤ・ユニバーサル、配給：ライオン・エンターテインメント、©2022 映画『Kanna』のこども、製作委員会

[illegible]

HALLE BERRY PATRICK WILSON JOHN BRADLEY MICHAEL PEÑA CHARLIE PLUMMER KELLY YU AND DONALD SUTHERLAND

IN 2022
HUMANITY WILL FACE
THE DARK SIDE OF THE MOON

Release date: February 4 2022

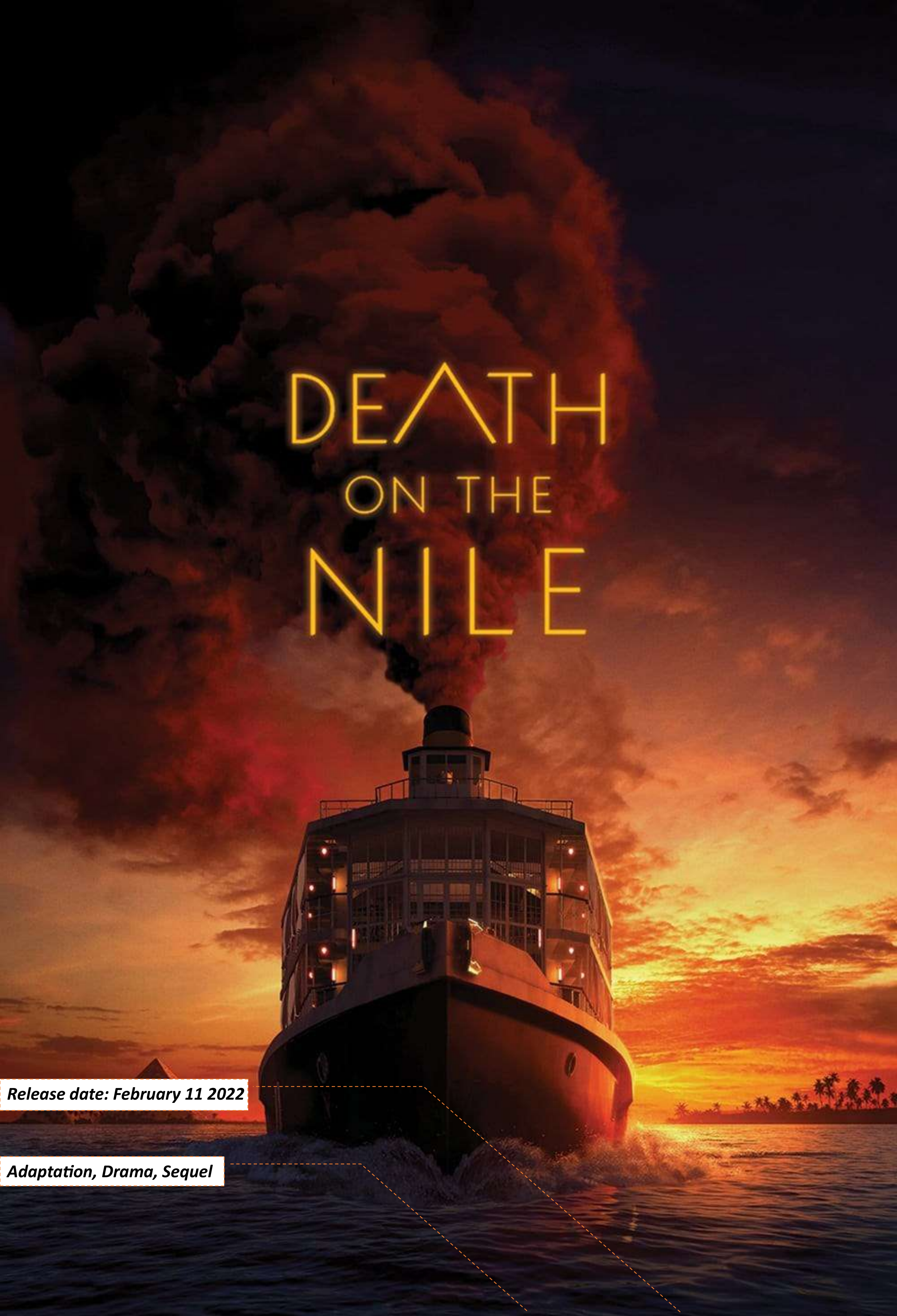
Action, Thriller, Sci-fi, Adventure

a ROLAND EMMERICH FILM

MOONFALL

LIONSGATE PRESENTS IN ASSOCIATION WITH HUAYI BROTHERS INTERNATIONAL AND HUAYI TENCENT ENTERTAINMENT INTERNATIONAL A CENTROPOLIS ENTERTAINMENT PRODUCTION IN ASSOCIATION WITH STREET ENTERTAINMENT AND AGC STUDIOS A ROLAND EMMERICH FILM "MOONFALL"
HALLE BERRY PATRICK WILSON JOHN BRADLEY MICHAEL PEÑA CHARLIE PLUMMER KELLY YU AND DONALD SUTHERLAND MUSIC BY JOHN PAPSODERA, CSA COSTUME DESIGNER PETER G. TRAVERS EDITOR THOMAS WANDER EXECUTIVE PRODUCERS HARALD KLOSER PRODUCED BY ADAM WOLFE AND RYAN STEVENS HARRIS EXECUTIVE PRODUCERS KIRK M. PETRUCCELLI
SCREENPLAY BY ROBBY RADMAGARTNER DIRECTOR OF PHOTOGRAPHY GARY RASKIN EXECUTIVE PRODUCERS ALASTAIR BURLINGHAM EXECUTIVE PRODUCERS KARI SPÖRER PRODUCED BY VIVIANA VEZZANI EXECUTIVE PRODUCERS EDWARD CHENG EXECUTIVE PRODUCERS RAYMOND HAU EXECUTIVE PRODUCERS HU JUNYI EXECUTIVE PRODUCERS WANG ZHONGLEI EXECUTIVE PRODUCERS WANG ZHONGJUN EXECUTIVE PRODUCERS UTE EMMERICH EXECUTIVE PRODUCERS SPENCER COHEN EXECUTIVE PRODUCERS CARSTEN LORENZ EXECUTIVE PRODUCERS MARCO SHELPHED EXECUTIVE PRODUCERS JOHN PAUL "JP" PETTINATO
EXECUTIVE PRODUCERS ROLAND EMMERICH & HARALD KLOSER & SPENCER COHEN EXECUTIVE PRODUCERS HARALD KLOSER, D.P. EXECUTIVE PRODUCERS ROLAND EMMERICH, D.P. EXECUTIVE PRODUCERS ROLAND EMMERICH, D.P.

EXPERIENCE IT IN IMAX
FEBRUARY 4 2022



DEATH ON THE NILE

Release date: February 11 2022

Adaptation, Drama, Sequel



CATCH THE FAIR ONE

Drama

Release date: February 11 2022

SEAN
SPRAWLING

SIMON
PHILLIPS

AND SEAN PATRICK
FLANERY

LOVE

HURTS

Release date: February 14 2022

VALENTINES DAY 2022

Drama

IT WAS SUPPOSED TO BE A SIMPLE HEIST.



Release date: February 18 2022

Action, Thriller

JAKE GYLLENHAAL YAHYA ABDUL-MATEEN II EIZA GONZALEZ

A MICHAEL BAY FILM

AMBULANCE



FROM THE SCREENWRITER OF **NORMAL PEOPLE**



THE TIMES



DAILY MAIL

"ABSOLUTE PERFECTION"

BRIAN VINER, DAILY MAIL

"REMARKABLE, SUPERB"

TIM ROBEY, THE TELEGRAPH



ODESSA
YOUNG

JOSH
O'CONNOR

SOPHÉ
DIRISÙ

WITH GLENDA
JACKSON

AND OLIVIA
COLMAN

AND COLIN
FIRTH

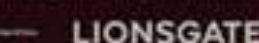
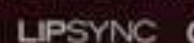
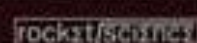
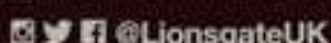
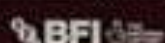
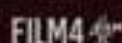
MOTHERING SUNDAY

A FILM BY EVA HUSSON

Drama

Release date: February 25 2022

SCREENPLAY BY STEPHEN WOODLEY / NUMBER 9 FILMS PRODUCTION "MOTHERING SUNDAY" ODESSA YOUNG JOSH O'CONNOR SOPHÉ DIRISÙ WITH GLENDA JACKSON AND OLIVIA COLMAN AND COLIN FIRTH COSTUME DESIGNER KATHARINE COCHRANE PRODUCTION DESIGNER POLLY DUNN HAIR MAKEUP DESIGNER NAOMI STACEY COSTUME DESIGNER SANDY POWELL
EXECUTIVE PRODUCERS MORGAN YEOBY AND EMILIE TROSON PRODUCED BY HELEN SCOTT DIRECTOR OF PHOTOGRAPHY JAMIE DRANSKY EXECUTIVE PRODUCERS JULIA OH DANIEL BATTISEN OLIE MADSEN NORRMAN MERRY PETER RAMPEEN NATASCHA WHARTON THORSTEN SCHUMACHER EMMA BERKOWSKY BASED ON THE NOVEL BY GRAHAM SMITH WRITTEN BY ALICE BRICH PRODUCED BY ELIZABETH KARLSEN STEPHEN WOODLEY DIRECTED BY EVA HUSSON



THE DEVIL'S RIGHT

Thriller, Supernatural

Release date: February 25 2022



LAST SURVIVORS

DREW VAN ACKER
with ALICIA SILVERSTONE
and STEPHEN MOYER

Release date: February 4 2022

Thriller, Sci-fi

VERTICAL ENTERTAINMENT YADAV PRODUCTIONS and PERKASH PRODUCTIONS PRESENT IN ASSOCIATION WITH EL RIDE PRODUCTIONS YOUNG AT HEART ENTERTAINMENT SSS ENTERTAINMENT and CHRISTOPHER M. FORRESTER AND LINDA E. FORRESTER LIVING TRUST
A DREW MYLREA FILM "LAST SURVIVORS" DREW VAN ACKER with ALICIA SILVERSTONE and STEPHEN MOYER STORY BY DAVID DEUTSCH SCREENPLAY BY MONA MAY EDITOR BRAD McLAUGHLIN PRODUCTION DESIGNER SAM NEIDENBACH DIRECTOR OF PHOTOGRAPHY JULIAN AMARO ESTRADA



FOREST ROAD
COMPANY

EXECUTIVE PRODUCERS MICHAEL BAKER DAVID LUGO RACHEL FORRESTER PRODUCED BY WES HULL SHAWN SANGHAN

PRODUCED BY SUNIL PERKASH AKAASH YADAV MICHAEL JEFFERSON

SCREENPLAY BY JOSH JANOWICZ

DIRECTED BY DREW MYLREA



VERTICAL

© SHTF PRODUCTIONS LLC 2021

LEVI
MILLER

LAURA
GORDON

JAKE
RYAN

SAM
PARSONSON

ROBERT
MORGAN

HUNTER
PAGE-LOCHARD

ISAAC
DRANDIC

STEVE
BASTONI

AND JASON
ISAACS



STREAMLINE

Drama, Sports, Coming-of-age

Release date: February 18 2022

QUEENSLAND PRESENTS A BRONTE PICTURES AND PANTALON PICTURES PRODUCTION IN ASSOCIATION WITH REBELLION STUDIOS AND AN UMBRELLA ENTERTAINMENT PRODUCTION
LEVI MILLER LAURA GORDON JAKE RYAN SAM PARSONSON ROBERT MORGAN HUNTER PAGE-LOCHARD ISAAC DRANDIC STEVE BASTONI AND JASON ISAACS
DIRECTED BY BLAKE NORTHFIELD
CASTING BY NATHAN WALKER JAY BOVELAS
EDITED BY NATHAN THORPE
PRODUCTION DESIGNER GARY HAMILTON
EXECUTIVE PRODUCERS MICHELLE KRUHM RYAN HAMILTON KURT ROYAN MICHAEL ACAR NAV GUPTA ANGELICA NUNEZ
PRODUCED BY CLEMENT DUNN DERRICK EPPICH
EXECUTIVE PRODUCERS MICHAEL LATRAM
PRODUCED BY THE POST LOUNGE
EXECUTIVE PRODUCERS NIGEL CHRISTENSEN ANGELA LITTLE
EXECUTIVE PRODUCERS STEPHEN EVANS JUDITH TYSON MADE JOHNSTON



MIRA SORVINO MYKELTI WILLIAMSON BRIAN VAN HOLT WITH RAVI PATEL AND ANNABETH GISH AND INTRODUCING ALEX KERSTING AS BUTTER

popularity has
an expiration date.



"A wonderful film that takes you
on a journey through a young man's
inner turmoil, despair and
unexpected self discovery."

JOE NEUMAIER, NEW YORK MOVIE MINUTE

Drama, Teen

Release date: February 25 2022

BUTTER

A FILM BY PAUL A. KAUFMAN

BLUE FOX ENTERTAINMENT AND THE POWER OF US ENTERTAINMENT IN ASSOCIATION WITH BRANDED PICTURES ENTERTAINMENT PRESENTS "BUTTER" A FILM BY PAUL A. KAUFMAN MIRA SORVINO MYKELTI WILLIAMSON BRIAN VAN HOLT
McKALEY MILLER JACK GRIFFO ADAM BRADLEY WITH RAVI PATEL AND ANNABETH GISH AND INTRODUCING ALEX KERSTING AS BUTTER CASTING DIRECTOR TANNIS VALLEY COSTUME DESIGNER CHARLIE ALTUNA EDITOR GARRY M.B. SMITH
MUSIC SUPERVISOR JONATHAN McHUGH MUSIC COMPOSER JEFF TOYNE PRODUCTION DESIGNER DENISE HUDSON DIRECTOR OF PHOTOGRAPHY GREGORY GARDINER EXECUTIVE PRODUCERS JULIE BRAM STEVE BRAM
PRODUCED BY PAUL A. KAUFMAN J. TODD HARRIS CHRISTINA SIBUL BASED ON THE NOVEL BY ERIN JADE LANGE WRITTEN AND DIRECTED BY PAUL A. KAUFMAN





Release date: February 18 2022

Action, Adventure, Based on Game

TOM HOLLAND

UNCHARTED

IN THEATERS JULY 2021

NR NOT RATED
Some Material May Be Inappropriate for Children Under 17

/UnchartedMovie
#UnchartedMovie

IN 3D, REAL D 3D, DOLBY CINEMA, IMAX

COLUMBIA
PICTURES

SONY

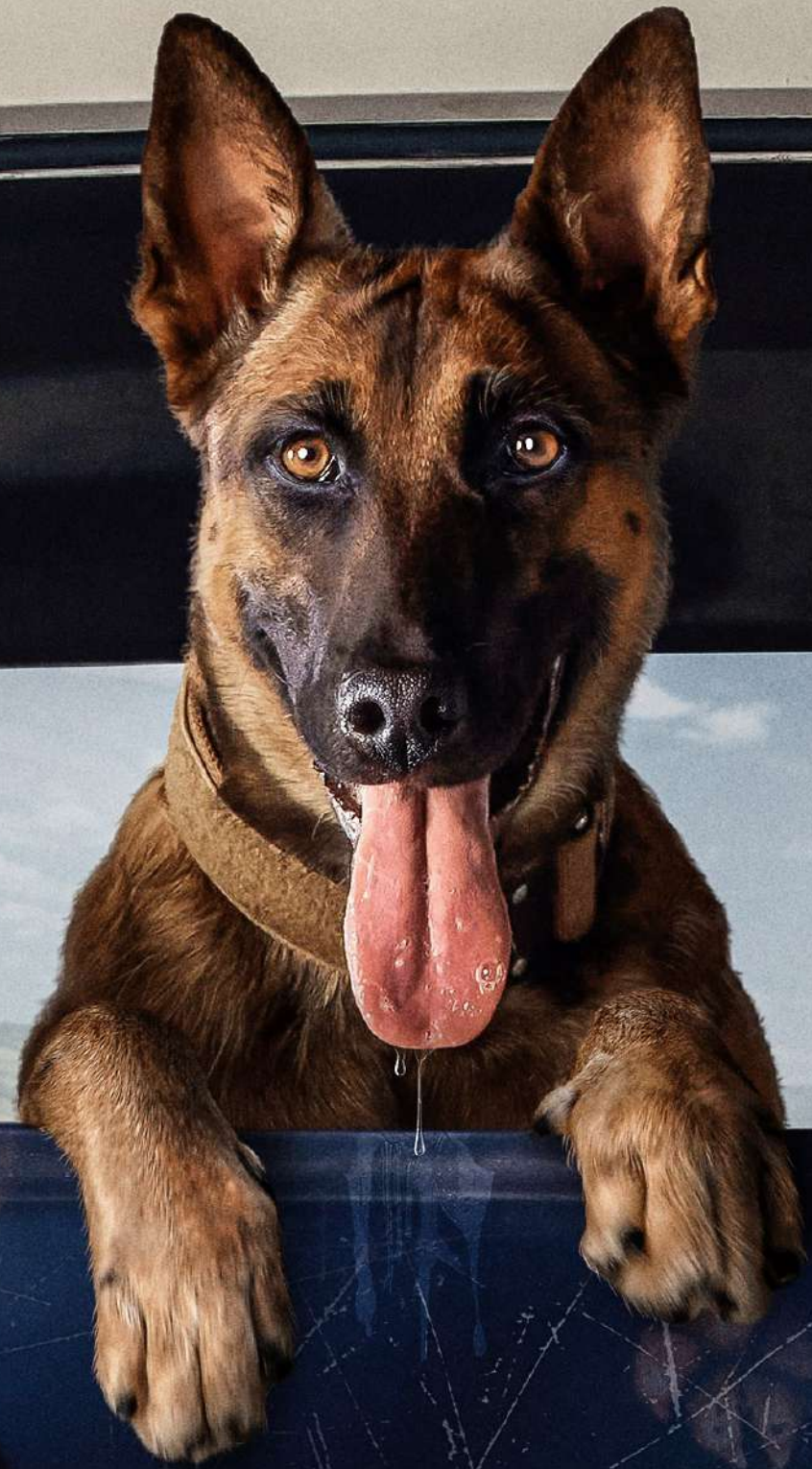


What About Love

Release date: February 11 2022

Drama, Romance

CHANNING TATUM



A filthy animal
unfit for human company
and a...

DOG

Release date: February 18 2022

Adventure, Comedy

ONLY IN
MOVIE THEATERS
FEBRUARY

PARENTS STRONGLY
CAUTIONED
PG-13
LANGUAGE, THEMATIC
ELEMENTS, DRUG
CONTENT AND SOME
SUGGESTIVE MATERIAL
Some Material May Be Inappropriate for Children Under 13

U
UNITED ARTISTS
RELEASING

Free
Association

FILMNATION
ENTERTAINMENT

MGM

Distributed Through United Artists Releasing. © 2021 Metro-Goldwyn-Mayer Pictures Inc. All Rights Reserved.

JENNIFER LOPEZ OWEN WILSON MALUMA



Release date: February 11 2022

Romance Comedy

Marry Me



some people never learn

jackass forever

Release date: February 4 2022

Action, Comedy



@jackass jackassworld @jackass
#JackassForever



HERE BEFORE HEBE BELOVE



Thriller

Release date: February 11 2022

DESPERATE RIDERS

Release date: February 25 2022

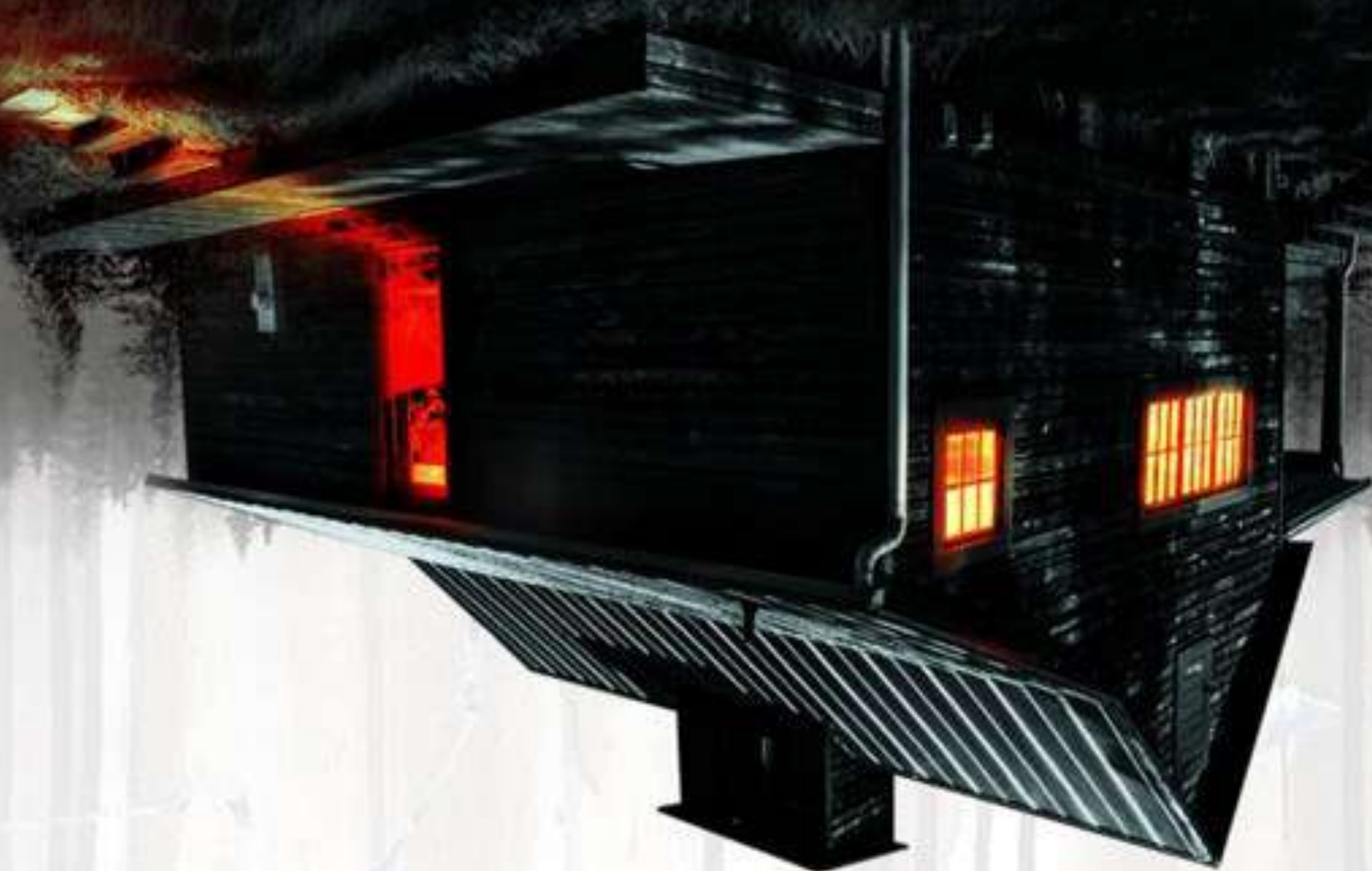
Adventure, Action



Release date: February 18 2022

Action

FALLEN



Release date: February 22 2022

Horror

WE ALL
HAVE OUR
DEMONS

EVERY
SUSPECT
FITS A
PATTERN

THE OUTFIT

MARK
RYLANCE

ZOEY
DEUTCH

JOHNNY
FLYNN

DYLAN
O'BRIEN

Release date: February 25 2022

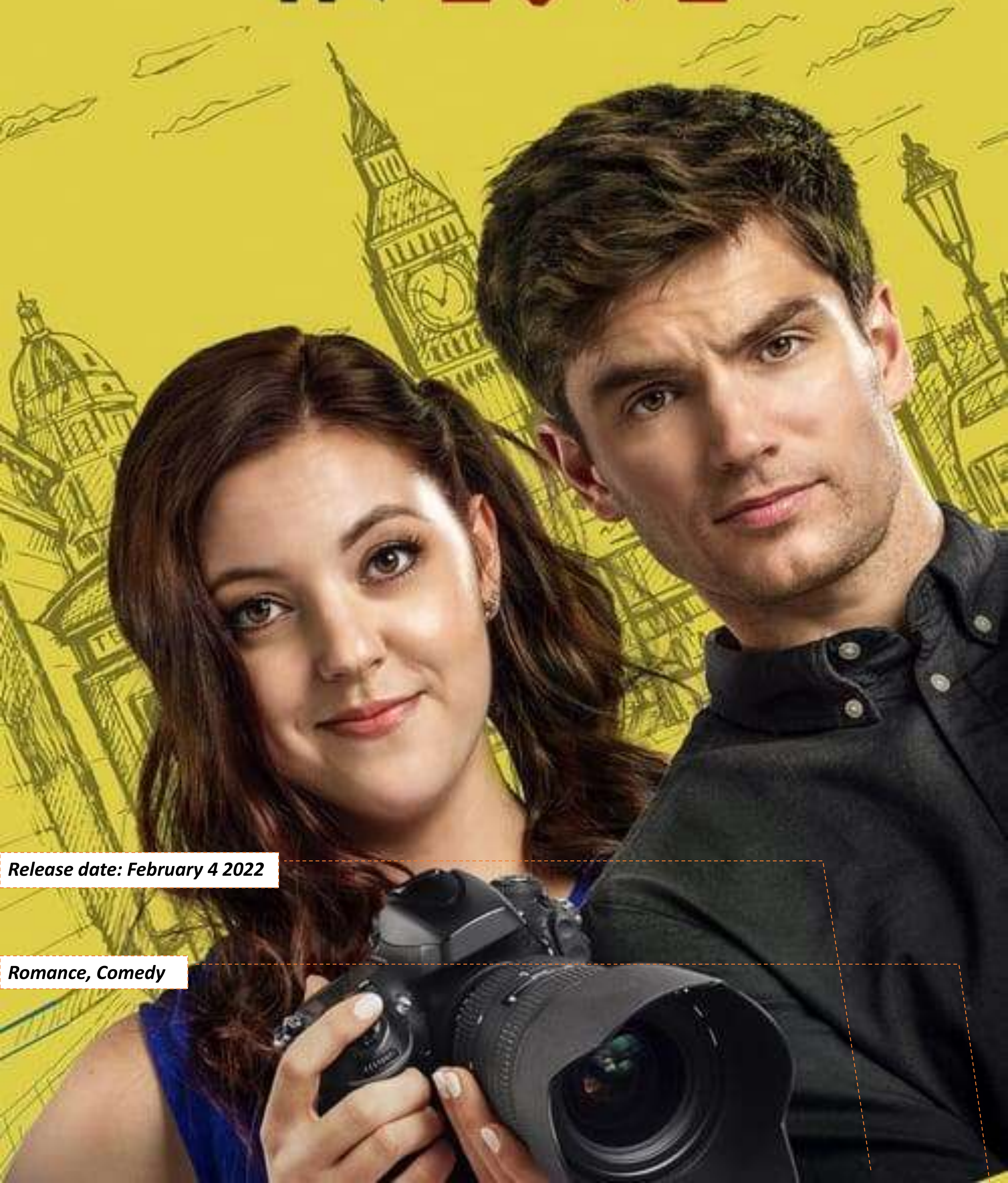
Drama, Crime

BLACKLIGHT

Release date: February 11 2022

Action, Thriller

ACCIDENTALLY IN LOVE



Release date: February 4 2022

Romance, Comedy

A FILM BY GILLIES MACKINNON

R E T U R N I N G

T O H I S P A S T ,

H E F O U N D H I S

F U T U R E

TIMOTHY SPALL PHYLLIS LOGAN

The Last Bus

Drama, Comedy

Release date: February 18 2022

HEADGEAR FILMS, METROL TECHNOLOGY and KRED FILMS, QUICKTIDE FILMS and CREATIVE SCOTLAND, in association with LIPSYN and CELSIUS ENTERTAINMENT, in co-production with MAGNETIC PRODUCTIONS
PRESENT A HURRICANE FILMS PRODUCTION "THE LAST BUS" STARRING TIMOTHY SPALL AND PHYLLIS LOGAN. LINE PRODUCER PATRICIA RYBARCZYK. CASTING MICHELLE SMITH. HAIR AND MAKEUP CHRISTINE CANT
COSTUME DESIGNER GILL WORM. COMPOSER NICK LLOYD WEBBER. SOUND RECORDIST PHIL CROAL. EDITOR ANNE SOPEL. PRODUCTION DESIGNER ANDY HARRIS. DIRECTOR OF PHOTOGRAPHY GEORGE CAMERON GEODES
TON ROSS, JAMES ATHERTON, JAN PAGE, THIERRY WASE BAILEY, HENRIETTE WOLLMANN, JENNIFER ARMITAGE, NORMAN MERRY, PETER RAMPDEN, TIMOTHY SPALL
PRODUCED BY ROY BOULTER AND SOLOM PAPAIOPOULOS. WRITTEN BY JOE AINSWORTH. DIRECTED BY GILLIES MACKINNON. CELSIUS®

An unlikely friendship. An incredible adventure.

THE WOLF AND THE LION



Release date: February 4 2022

Family, Adventure, Nature

FROM THE FILMMAKERS OF MIA AND THE WHITE LION

BLUE FOX ENTERTAINMENT, MAUJUN PRODUCTIONS, GALATÉE FILMS, TRANSDAM INTERNATIONAL and STUDIOCANAL PRESENT "THE WOLF AND THE LION" A FILM BY GILLES DE MAISTRE WITH WOLLY KNIEZ, GRAHAM GREENE, CHARLIE CARRICK, BETH JOHN, RHYSS SLACK, EVAN BULLING
A FILM BY GILLES DE MAISTRE COSTUME DESIGNER PRUNE DE MAISTRE EXECUTIVE PRODUCERS ARMAND AMAR, JACQUES SERRES DES ROSIERS CSC, PRODUCED BY JULIEN BÉGIN, EDITOR EMANUEL GONNET, MUSIC BY JULIEN BÉY, EXECUTIVE PRODUCERS RAYMOND DUPUIS, PRODUCED BY ANDREW SIMPSON, DIRECTOR OF PHOTOGRAPHY VINCENT COSSON
EXECUTIVE PRODUCERS GILLES DE MAISTRE, CATHERINE CAMERON, JACQUES PERRIN, NICOLAS ELGINOZ, VALENTINE PÉRON, PRODUCED BY SYLVAIN PROUX, CLAUDE TEGER, JONATHAN VANDER, EXECUTIVE PRODUCERS CAROLE MALLANCOURT, PRODUCED BY ANDREW SIMPSON
A CANADA-FRANCE MAUJUN PRODUCTIONS, GALATÉE FILMS, VEMAIN PRODUCTIONS, STUDIOCANAL, M6 FILMS CO-PRODUCTION WITH THE FINANCIAL PARTICIPATION OF SODEC, QUÉBEC, CANO and THE PARTICIPATION OF CANAL+, CMC+, M6, W9, NRK2, MILE END



FEBRUARY 4



**"MINDBLOWING &
HEARTWARMING."**

-ROGEREBERT.COM

**"A CULT WEIRDO
CLASSIC."**

-THE PLAYLIST



STRAWBERRY MANSION

A film by Albert Birney & Kentucker Audley



IN ASSOCIATION WITH LEY LINE ENTERTAINMENT KALEIDOSCOPE PICTURES SALES STREET ENTERTAINMENT UNLTD PRODUCTIONS AND CARTUNA

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PRODUCED BY TAYLOR SHUNG SARAH WINSHALL EMMA HANNAWAY MATISSE RIFAI WRITTEN AND DIRECTED BY ALBERT BIRNEY & KENTUCKER AUDLEY

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Release date: February 18 2022

Fantasy, Romance

Disney SNEAKERELLA

LACE UP AND DREAM



Release date: February 18 2022

Musical, Teen

Original movie
Feb 18 only on



ANDY GARCIA EMORY COHEN MEGAN FOX LUCY HALE OSCAR ISAAC AND



Release date: February 25 2022

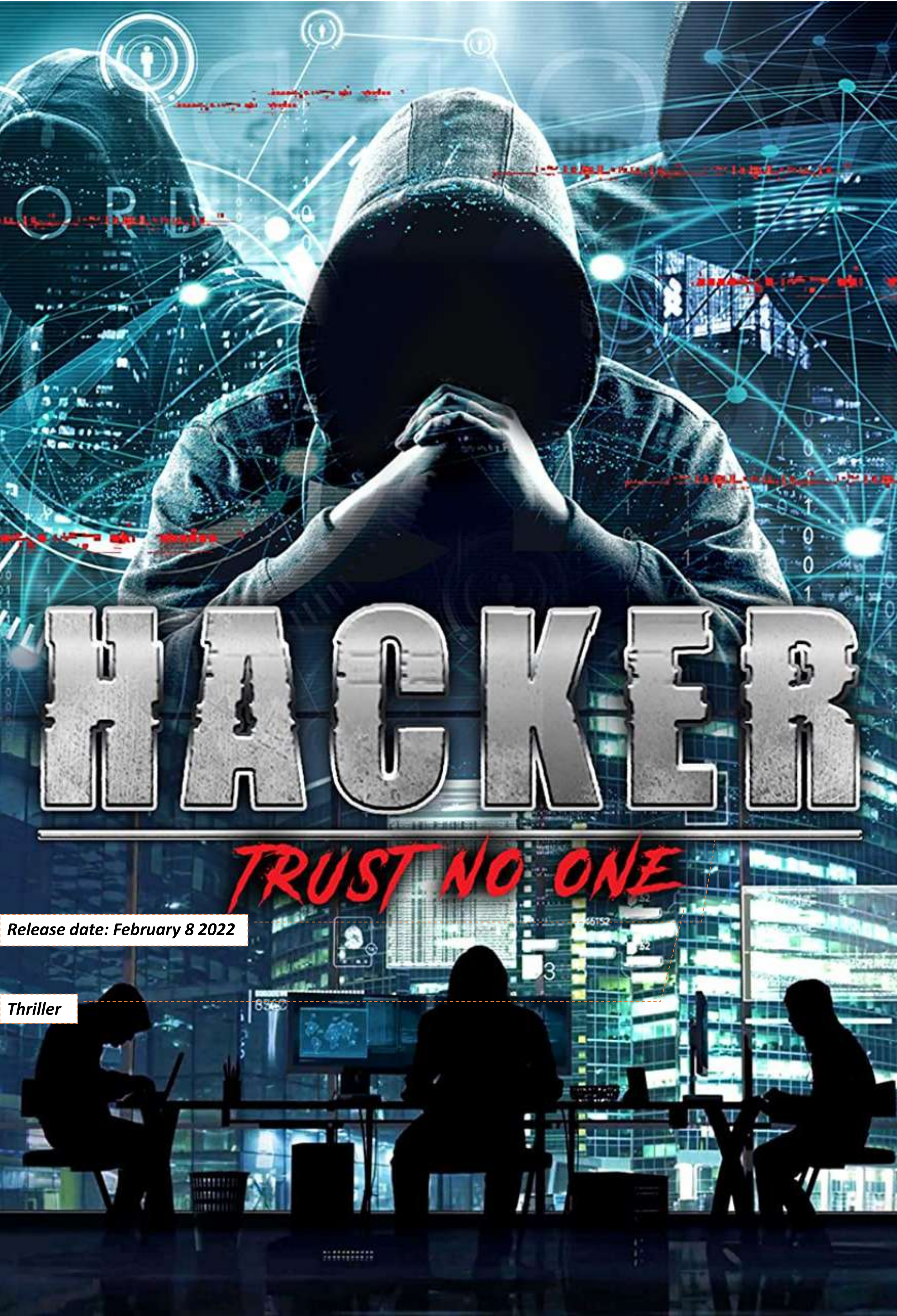
Fantasy, Drama, Comedy

A 'CEREBRAL' COMEDY

BIG GOLD BRICK

FROM EXECUTIVE PRODUCERS
OSCAR ISAAC AND KRISTEN WIIG

SAMUEL GOLDWYN FILMS PRESENTS IN ASSOCIATION WITH JOBRO, PRODUCTIVITY MEDIA, OCEANA STUDIOS, AND THE PANICS FILM AN A SABOTEUR PRODUCTION "BIG GOLD BRICK"
ANDY GARCIA EMORY COHEN MEGAN FOX LUCY HALE WITH SHILOH FERNANDEZ AND OSCAR ISAAC CASTING BY MELISSA A. SMITH PRODUCTION DESIGNER JUSTIN LUDWIG COSTUME DESIGNER MUSKA ZURMATTI MUSIC BY JUSTIN HORI EDITOR BRYAN GAYNOR
DIRECTOR OF PHOTOGRAPHY DANIEL KATZ EXECUTIVE PRODUCERS OSCAR ISAAC KRISTEN WIIG KARIM FAYED CARY H. FLAUM SAMEER PATEL MISCHA ROZEMA JULES TERVOORT ANIA MARKHAM JASON BRAUN TOM SULKOWSKI
EKATERINA BAKER KYLE STROUD STEVEN SWADLING JEFF RICE LEE BRODA JAMES ANDREW FELTS WILLIAM G. SANTOR JOHN HILLS ANDREW CHANG-SANG
PRODUCED BY BRIAN PETSOS GREG LAURITANO JONATHAN BRONFMAN JASON ROSS JALLET SERGIO RIZZUTO & DANNY SAWAF WRITTEN AND DIRECTED BY BRIAN PETSOS
A SABOTEUR JOBRO
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Release date: February 8 2022

Thriller



STUDIO 54

Release date: February 25 2022

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