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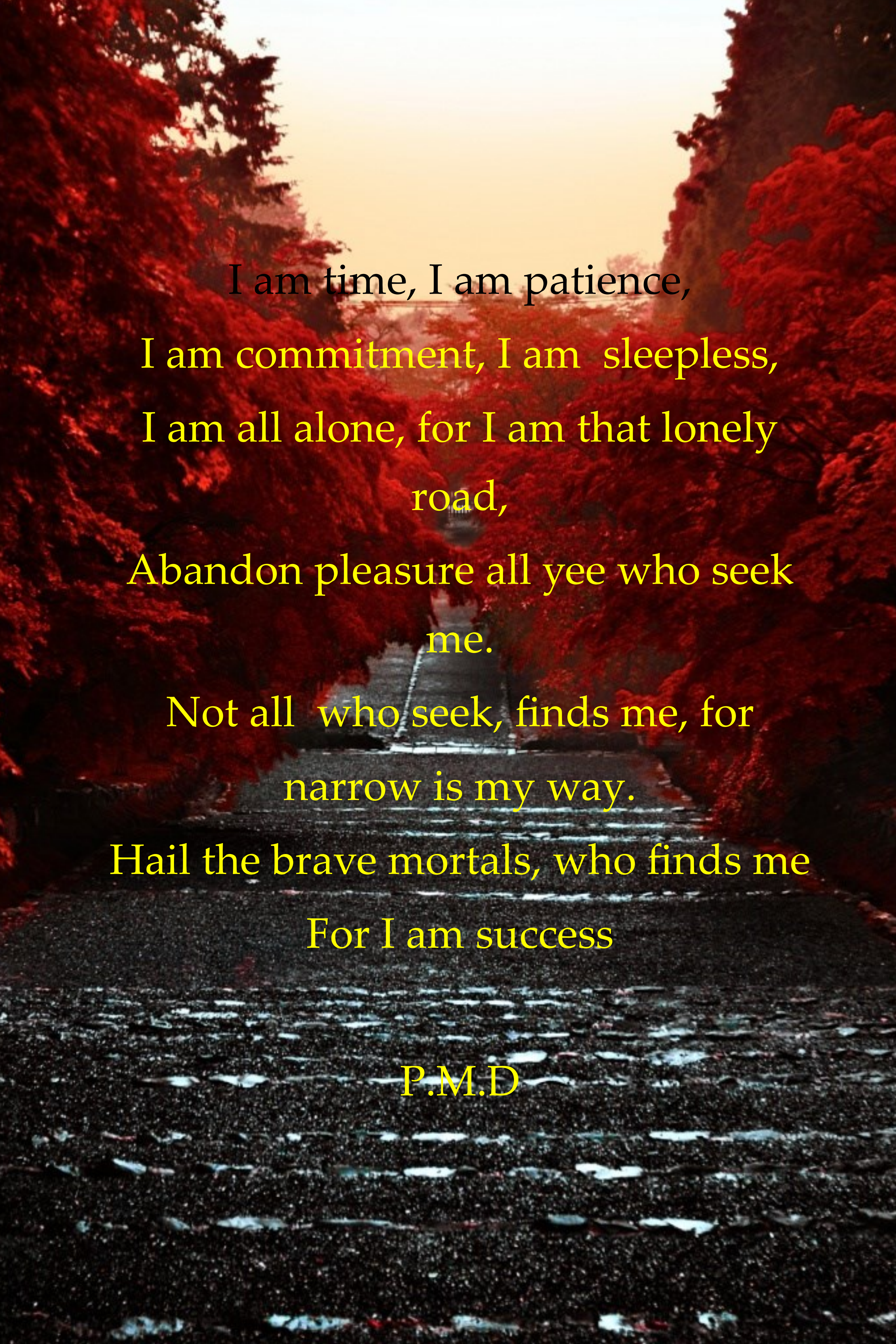
TROPICO

PlanetSide

RESIDENT EVIL 2

KILLING FLOOR 2

Wolfenstein II
THE NEW COLOSSUS



I am time, I am patience,
I am commitment, I am sleepless,
I am all alone, for I am that lonely
road,
Abandon pleasure all yee who seek
me.
Not all who seek, finds me, for
narrow is my way.
Hail the brave mortals, who finds me
For I am success

P.M.D

CONTRIBUTORS

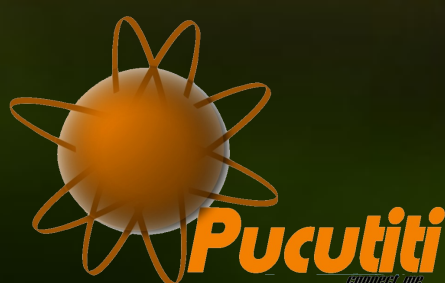
Anita .t. Dickson
Efenudu Ejiro Michael
Bekesu Anthony
Dickson Max Prince
Joe Leech

EDITOR

Dickson Max Prince

PUBLISHERS

Pucutiti.Inc



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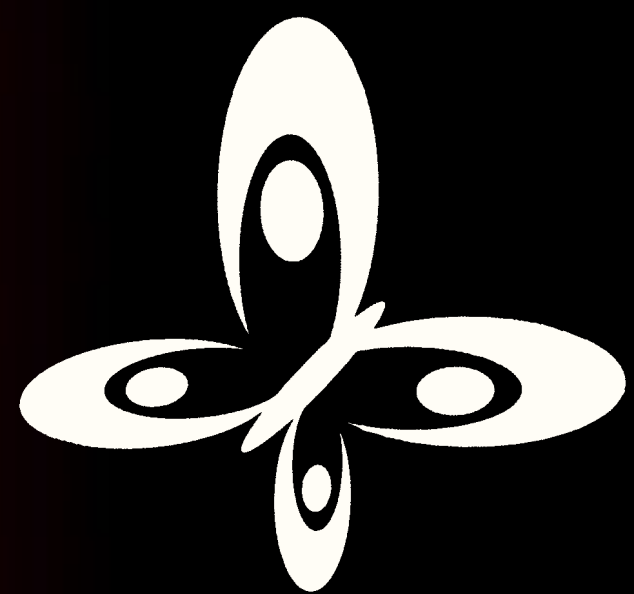
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PlanetSide



GAMES

PlanetSide

PlanetSide was a massively-multiplayer online first-person-shooter video game published by Sony Online Entertainment and released on May 20, 2003. PlanetSide chronicles the efforts of three factions as they fight for territorial control over ten different continents on the planet Auraxis. Players take on the role of individual soldiers fighting for one of the three factions within the game, and can specialize in various fields such as combat vehicle crewman, infantry, invisible infiltrator or a variety of combat support roles such as combat medic or combat engineer. The game is played primarily in a first person perspective, with the option of third-person. Unlike most shooting games, in which small-scale matches take place in essentially an instanced map, PlanetSide battles can involve hundreds of players in a single fight. PlanetSide battles concern control over territory and strategic points, and can cause repercussions to all three factions. To date, PlanetSide remains one of the few MMOFPS games ever created. A sequel, PlanetSide 2, was released in November, 2012. On January 24, 2014 Sony Online Entertainment announced that the game was going to be free-to-play in April 2014. The game was officially launched as free to play on April 29, 2014, after several delays. On July 1, 2016, at 4:00pm PT, Planetside servers went offline permanently. After exploring through a deep space wormhole, the Terran Republic, a highly centralized oligarchic galactic government which had unconditionally ruled humanity for the past thousand years, discovered a single habitable planet. Not only was this planet suitable for the sustenance of life, but it also already possessed many native, highly developed, and staggeringly familiar flora. The Science Institute named this planet Auraxis.

Taking a keen interest in this aberration, the Republic quickly sent expeditions through the wormhole to explore and colonize the planet. Shortly after arriving, the colonists discovered the remains and technology of a lost and ancient alien species – the Vanu (or Ancients). This technology proved to be so complex and powerful as to barely be conceivable to human minds, involving levels of energy previously thought to be physically unquantifiable. This allowed for the quick colonization of the ten continents of Auraxis, the creation of power sources and vehicles for the use of the colonists and, most importantly, it facilitated the development of rebirthing technology. This nanotechnology allowed the Terrans to deconstruct and reconstruct their own bodies, allowing fast transportation across the world. Later on, it was discovered that dead workers could be brought back to life using the technology, revealing a startling new possibility: immortality. Needless to say, the incredible power (and value) of this technology was systemically acknowledged, and despite the scale of the advances made due to the study of the technology, it was also recognized that humanity had not yet even scratched the surface of any future possibilities. Later on, the discovery that the planet itself had been an artificial construction of the Ancients further served to solidify the realization that, if left unchecked, Vanu technology would forever and irrevocably change humanity and its future.

Shortly after the rebirthing technology was discovered, the wormhole collapsed, cutting the colony off from the Mother Republic and preventing the return of Vanu technology for proper examination. The Republic authorities took measures to hide this fact, while desperately exhausting all theoretical options for re-establishing the traversability of the wormhole. Meanwhile, as widespread usage of the technology grew, the Republic began to fear the potential repercussions of allowing so much power to be shifted so quickly into the hands of so many people. Namely, it feared that the rebirthing technology and the potential impunity to death, disease, and pain it afforded would cause massive philosophical shifts amongst the isolated population, thus pulling out one leg of the tripod that had sustained the Republic for a millennium: that of deterrence. More generally, the military feared that if use of the technology continued to spread, that the other two bases might come away as well: a populace armed with practically god-like power would have very little need of a strong authoritarian body to provide structure and purpose to their lives. Based on these trepidations, the Republic began to restrict usage of the new technologies, and halted all further research and development involving the Ancient Tech.





PlanetSide



It was too late, however, and their concerns began to materialize earlier than they had expected. As research diminished, so too did hopes of reopening the wormhole. As news of this began to escape the scientific community, general dissension set in. Amongst the populace, a great resultant of the loss of faith in the capability of the Republic (which had always presented itself as infallible) was a split in their loyalties. Two distinct groups emerged: the loyalists and the separatists. The separatists argued that the recent behavior of the Republic was full of obvious knee-jerk moves and over-reactive mistakes. Claiming that the Republic knew its end was at hand, the separatists advocated breaking away and forming a new society, now that their would-be "oppressors" were isolated and without aid. The loyalists countered that the Republic had never been abusive (a claim hotly debated) and had always looked out for its own, and that the Terran people at least owed them continued loyalty on that point alone. Meanwhile, in the intellectual circles and among the scientific establishment, there had long been the feeling that the Republic was ill at-ease with the possibilities of the New Science, and a movement had begun to sequester and conceal as many of the Vanu artifacts as could be feasibly obtained without overt notice.

As the Terran demographic continued to polarize, these movements finally came to fruition as the predecessors of the Vanu Sovereignty made their exodus and took with them the research and artifacts they had managed to stockpile over the Auraxian years. Encouraged by this, the separatists seceded, seizing a number of military stockpiles and procuring a small arsenal of military assets: they called themselves the New Conglomerate. In a backlash to this, the Republic declared these two factions outlawed, announcing their intentions to reunify with them at all costs. Shortly after this, war broke out between the Terran Republic and the New Conglomerate. Not long after, the Vanu Sovereignty was attacked by the New Conglomerate and dragged into the war.

Gameplay

Gameplay took place on the ground and in the air, across desert, mountains, forests and swamps, with factions attempting to capture as many facilities as possible on the surface of the planet while denying them to their enemy. There are many strategies and opportunities that skilled players can use in order to direct combat operations. The player controls their chosen character from a first-person perspective.

Character progression

PlanetSide featured an experience/leveling system. Earned experience is divided into three categories: Battle Experience, Support Experience, and Command Experience. Battle Experience is gained from elimination of enemy soldiers, the capture of base facilities, and exploring and interacting with the game world. Support Experience is earned through "Assist" kills: after aiding another player, the first player gains a percentage of experience the other player gains through kills. Command Experience was gained from leading a squad or platoon in a successful base capture. Functionally, Battle Experience and Support Experience are identical, both contributing towards Battle Rank, which lead to benefits such as the ability to use different equipment, implants, or appearance upgrades. Accumulated Command Experience let the player use several team-oriented abilities.



Killing Floor 2

Killing Floor 2 is a first-person shooter video game developed and published by Tripwire Interactive. It is a sequel to 2009's Killing Floor. An early access version of the game was released for Microsoft Windows in April 2015, and the game was released in November 2016 for Windows and PlayStation 4 and August 2017 for Xbox One. The game utilizes Epic Games' Unreal Engine 3. It is also planned to be released on Linux.

Gameplay

The player running into a group of Bloats

Killing Floor 2 is a first-person shooter video game, that can be played alone or cooperatively with up to six players. The game is based on events from Killing Floor, in which bio-tech firm Horzine's attempt to create military clones is hijacked by an insane researcher and unleashed on the UK. The clones have now rapidly spread across Europe, paralyzing the response from the European Union. Within Killing Floor 2, taking place a month after the first game, the outbreak has spread beyond Europe, causing governments to collapse and communication systems to fail.

Gameplay consists of players fighting through waves against Zeds. As waves pass, the enemy count, which scales with the number of players in the game, will increase and different enemy types are introduced with the final wave culminating in a boss fight. The boss character will be determined randomly upon the start of the last wave, with each boss having different strategies for defeating it. Players are equipped with melee weapons and firearms, a healing syringe, and a welder used to block passages. Random weapons, ammo, and armor can be found by exploring the level, though players have a limited amount of weight they can carry.

When players kill a Zed, they earn in-game money and experience points. Achieving certain types of kills, such as a head shot, may cause the game to enter "zed time", a few seconds where all game actions for all players are slowed down, which for players can be used to carefully aim their next shot or start a different course of action. The player can take damage from the various Zeds, which can be restored using their own medical syringe on themselves or having another character use theirs, among other regenerative items. Once a player's health is drained, the player-character will die and they will not respawn until the end of the current wave; the mission is failed if all players are dead simultaneously. Players gain a monetary bonus for surviving a round, which they can use to buy and sell body armor, ammo, and weapons at a store that is only open for a limited time between rounds. Game matches can be configured based on the number of rounds before the boss fight, and over four difficulty levels. A patch to be released in early 2016 will include a dynamic difficulty option, where a computer-based "Game Controller" will be able to alter the strength of subsequent waves, either making them easier or harder, based on the players' current performance.

Prior to starting a game match, the player selects one of several perks representing basic combat classes (such as "field medic", "commando", or "support") that have various skill boosts, such as better damage with specific weapon types, healing other characters, or welding doors more effectively. In the meta-game, players earn experience points for their character towards gaining experience levels any of the perks by doing actions related to those perk classes; for example, healing other players will gain "field medic" experience even if the player is not using the "field medic" perk. Most experience is earned by using weapons specific to that class, such as explosive weapons for the "demolitions" class. Each level boosts the base skill statistics of the player's character when they use that perk, while every five levels, the player is able to select one of two specific skills to enable for their character. Skills include a mix of passive and active abilities, including some that can benefit the other team members.[8] Players also have the ability to configure their in-game character through a number of pre-made personas and options for clothing coloration and accessories, though these have no impact on gameplay. An April 2016 patch added a player-vs-player mode, in which one or more players take on the role of a Zed to kill the mercenary players. The Zed-based players will be able to use the abilities of the Zeds as they are in game, such as a Stalker Zed remaining invisible while not charging.





KILLING FLOOR 2





Development

Killing Floor 2 was developed by Tripwire Interactive, who began work following the release of their 2011 video game Red Orchestra 2: Heroes of Stalingrad. The game was announced for Microsoft Windows and Linux by PC Gamer on May 8, 2014. Tripwire president John Gibson stated Killing Floor 2 is the first time they had been able to develop a game with what he thought was a reasonable team size and budget. The original Killing Floor was developed by ten people in a three-month period; by 2014 the studio had expanded to a team of fifty employees. The game was developed using heavily modified Unreal Engine 3. The developers considered using Unreal Engine 4 but decided against it as they didn't want to scrap their current work in progress and because of concerns that the game might not scale down to run on lower-end computers. The team launched the game on Steam's Early Access program to get feedback from players on weapon and perk balance. The increased budget meant this was the first project where Tripwire could use motion capture. Motion capture was recorded in San Diego at Sony Computer Entertainment's motion capture studio and the process was used for creature animations and weapon animations in both first- and third-person perspectives.

This allowed them to record high frame rate weapon animations for additional detail and fidelity in Zed Time, a slow motion mechanic used in the series. The team aimed to design guns that feel realistic but capture the authenticity of games they had previously developed. They researched firearm speed reloading to create multiple reload animations, and matched the rate of fire of the game guns to their real life counterparts. Three focal points of the game's initial design were bullets, blades, and blood. These pillars lead to the creation of the M.E.A.T. (massive evisceration and trauma) system to depict dynamic gore and detailed graphic violence. Art and creative directors, David Hensley and Bill Munk both cited Soldier of Fortune's GHOUL system as an inspiration for the M.E.A.T. system employed by Tripwire. Bloodstains are a permanent fixture on maps in Killing Floor 2. Instead of blood being rendered as a texture that is projected onto objects in the world, they created a system which, in real time, modifies splatter map textures covering the map to display blood with little rendering overhead. In the original Killing Floor each of the enemy specimens had five individual points of dismemberment; in Killing Floor 2 this number of points has been increased to twenty-two to provide substantially more variety in the dismemberment animations. In Zed time, all colors except red become desaturated to enhance the visuals of the blood and gore.



Wolfenstein II: The New Colossus

Wolfenstein II: The New Colossus is an action-adventure first-person shooter video game developed by MachineGames and published by Bethesda Softworks. It was released on 27 October 2017 for Microsoft Windows, PlayStation 4, and Xbox One, and was released on 29 June 2018 for Nintendo Switch. The eighth main entry in the Wolfenstein series and the sequel to 2014's Wolfenstein: The New Order, the game is set in an alternate history which takes place in 1961 following the Nazi victory in the Second World War. The story follows war veteran William "B.J." Blazkowicz and his efforts to fight against the Nazi regime in America. The game is played from a first-person perspective and most of its levels are navigated on foot. The story is arranged in chapters, which players complete in order to progress. A binary choice in the prologue alters the game's entire storyline; some characters and small plot points are replaced throughout the timelines. The game features a variety of weapons, most of which can be dual wielded. A cover system is also present. Continuing from The New Order, the development team aimed to characterize Blazkowicz for players to adopt his personality.

Wolfenstein II: The New Colossus was released to a positive critical response. Particular praise was directed at the characters, narrative, shooting mechanics as well as the general presentation of the game. The game was nominated for multiple year-end awards, including nominations at the 35th Annual Golden Joystick Awards and The Game Awards 2017, the latter in which it received the accolade for "Best Action Game".



Gameplay

Wolfenstein II: The New Colossus is an action-adventure shooter game played from a first-person perspective. To progress through the story, players battle enemies throughout levels. The game utilizes a health system in which players' health is divided into separate sections that regenerate; if an entire section is lost, players must use a health pack to replenish the missing health. Players use melee attacks, firearms, and explosives to fight enemies, and may run, jump, and occasionally swim to navigate through the locations. Melee attacks can be used to silently take down enemies without being detected. Alternatively, players can ambush enemies, which often results in an intense firefight between the two parties. Enemy commanders can call for reinforcements several times. A cover system can be used in combat as assistance against enemies. Players have the ability to lean around, over, and under cover, which can be used as a tactical advantage during shootouts and stealth levels. Stilts are also available during some game segments for a further tactical advantage. The game gives players a wide variety of weapon options; they can be found on the ground, retrieved from dead enemies, or removed from their stationary position and carried around. Weapon ammunition must be manually retrieved from the ground or from dead enemies. Players have access to a weapon inventory, which allows them to carry as many weapons as they find. Players have the ability to freely mix weapons for dual wielding, giving them an advantage over enemies by dealing twice as much damage. Players can also customize weapons through the use of upgrades. Scopes and suppressors can also be attached to weapons.

Wolfenstein II: The New Colossus was originally teased at Bethesda's press conference during E3 2016. The game was officially announced at their E3 2017 conference in June 2017. The game was released on 27 October 2017 for Microsoft Windows, PlayStation 4, and Xbox One. A 2018 release for Nintendo Switch was announced during the September 2017 Nintendo Direct presentation. The Nintendo Switch version will be released on 29 June 2018. The game's collector's edition includes a Blazkowicz action figure, a steelbook, and a poster. The narrative theme of The New Colossus is "catharsis". Creative director Jens Matthies was intrigued by the juxtaposition of America, which was "founded on the idea of freedom", to be under totalitarian control. The development team also enjoyed exploring iconic American locations and events of the 1960s, such as diners and parades. The team attempted to make the enemies larger and more intimidating for players. The game features over 100 actors, whose performances were recorded using performance capture technology; about 40 hours of performances were recorded. The development team wanted to delve further into the character of protagonist William "B.J." Blazkowicz, for players to feel as though they are him. In the game's opening, Blazkowicz uses a wheelchair; the team was enthusiastic to include combat during these scenes, as a "testament to B.J.'s willpower". The game was developed using id Tech 6; the technology and animations required a complete overhaul from The New Order, which used id Tech 5. The team also built a full body model of Blazkowicz, which can be seen from the first-person perspective. The developers stated that they did not intend the game to be a commentary on contemporary politics, other than a few jokes. However, commentators drew parallels between the game's premise and contemporary accounts of the rise of alt-right in the United States, particularly after the events of the August 2017 Unite the Right rally in Charlottesville, Virginia which resulted in the death of counterprotestor Heather Heyer. Bethesda's marketing head Pete Hines stated that game was "not written to be a commentary on current events, because no one – at MachineGames or at Bethesda – could predict what would happen". Hines further stated that they otherwise made no changes to the game, nor plan to change downloadable content for the game, based on these events.





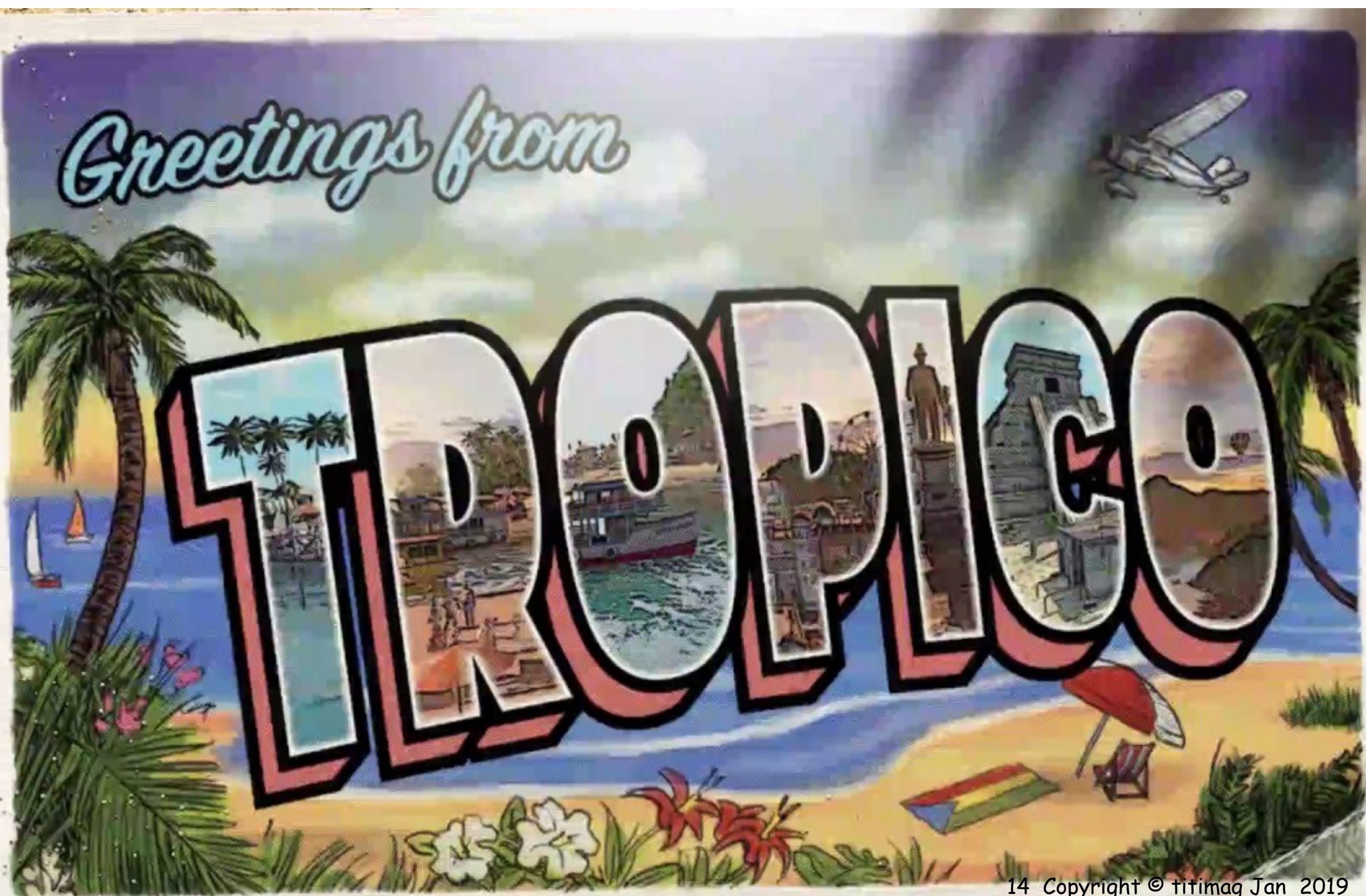
Tropico

Tropico is a construction and management simulation video game developed by PopTop Software and published by Gathering of Developers in April 2001. Feral Interactive has developed and published a number of the games in the series for Mac OS X. The games see the player taking the role of "El Presidente", the ruler of a fictional island country in the Caribbean during the Cold War era from the 1950s onward. The game is tongue-in-cheek in its presentation of semi-democratic banana republics, using a great deal of humor while still referencing such topics as totalitarianism, electoral fraud, and the interventions of powerful companies (United Fruit is implied) and the Cold War superpowers (the United States and Soviet Union). Tropico features Latin-styled Caribbean music, largely performed by Daniel Indart.

The game was re-released in the three-game pack Tropico Reloaded, packing the original game, the expansion pack Tropico: Paradise Island, and the sequel Tropico 2: Pirate Cove into one release. It is available both digitally on Steam and GOG.com, and on disc. Regardless of any other stated victory condition, the main goal of any Tropico game is to stay in power. If the island's populace disapproves of the player's actions, they may vote their leader out of office. Individual factions and powers can also end or disrupt El Presidente's rule. Rebels can defeat the army and storm the Presidential palace. If the army is dissatisfied, it can stage a coup d'état. If "El Presidente" manages to stay in positive view of the Soviet Union and the United States they will supply him with foreign aid money. If either of the Cold War superpowers becomes unhappy with the player's regime, it may launch an invasion to overthrow it. The superpowers may build a military base on Tropico, protecting the island from the other and offering monthly payments. If an army base is established in the country, it may ask for specific tasks, and low satisfaction will lead them to overthrow "El Presidente."

Tropico can be played in two gameplay modes: scenario or custom game/random map. Scenarios are predetermined game conditions with defined goals that must be accomplished in order to win. The game includes several scenarios, each with a stated level of difficulty. Custom games allow virtually all starting conditions to be controlled. The player can customize the map of the island, adjusting its size and steepness to personal preference. Many other aspects of gameplay, such as political and economic difficulty, can also be customized to make the game easier or more difficult. The custom game also allows the player to choose how many game years the simulation will run for (a minimum of 10 years, a maximum of 70), and what conditions will determine victory (if any). The game also includes a tutorial level, which teaches the player the game mechanics and controls of the game.

The player is able to issue a number of governmental edicts, some of which require funding or the availability of particular buildings. Edicts are used to achieve various game effects, from appeasing one of the superpowers by openly praising them, to instating martial law or giving a tax break to the populace. Before starting a custom game, the player may either design their own "El Presidente" character or select one from a list of pre-made leaders. These include real-life figures such as Che Guevara, Fidel Castro, and Augusto Pinochet, fictional rulers such as Hernando Blanco and Sancho Baraega. Lou Bega, who is a pop musician commonly known at the time for the song "Mambo No. 5," is also available as a dictator persona. After the player has chosen a leader, the player can customize their profile by specifying the strengths and flaws of their character's personality, the means by which they came into power and their social background. These choices affect the attitudes of factions and superpowers towards the player, and can also alter the costs or consequences of in-game actions.



The game calculates a score for the player at the end of the game. This score is based on a variety of factors, including the happiness of the island's citizens, the health of the island's economy, how much money the player has set aside for his own retirement in a Swiss bank account, and the level of difficulty chosen at the start of the game.

Release

The game won the Original Music Composition category in the 2002 Interactive Achievement Awards. Tropico has several expansion packs and new editions, including Tropico: Paradise Island, plus a combined copy of the original and Paradise Island entitled Tropico: Mucho Macho Edition (released on June 27, 2002). A sequel, Tropico 2: Pirate Cove, was released on April 8, 2003. The third game in the series Tropico 3, was released in the autumn of 2009. A fourth game, Tropico 4, was released on August 26, 2011, and a fifth game, Tropico 5, was released on May 23, 2014. Tropico 6 will be re-released in 2019.





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Resident Evil 2 (Remake)

Resident Evil 2 is an upcoming survival horror game developed and published by Capcom. A remake of Resident Evil 2 (1998), it follows rookie police officer Leon S. Kennedy and college student Claire Redfield as they attempt to escape from Raccoon City during a zombie apocalypse. It is scheduled to be released worldwide for the PlayStation 4, Windows, and Xbox One on January 25, 2019. Resident Evil 2 is a remake of the original Resident Evil 2 released for PlayStation in 1998. Unlike the original, which uses tank controls and fixed camera angles, the remake features "over-the-shoulder" third-person shooter gameplay similar to Resident Evil 4.

Development

Promotional booth of the game at E3 2018, featuring a police car Resident Evil 2 is a remake of the original Resident Evil 2 released for PlayStation in 1998. Unlike the original, which uses tank controls and fixed camera angles, the remake features "over-the-shoulder" third-person shooter gameplay similar to Resident Evil 4. Following the release of the 2002 remake of the first Resident Evil for GameCube, Capcom considered a similar remake of Resident Evil 2, but series creator Shinji Mikami did not want to divert development away from Resident Evil 4. In August 2015, Capcom announced that the remake was in development. No further details were released until E3 2018, when Capcom revealed a trailer and gameplay footage. Hideki Kamiya, director of the original Resident Evil 2, said that he had pushed Capcom to create the remake for years.

Producer Yoshiaki Hirabayashi said the team was striving to capture the spirit of the original game, and that the team incorporated feedback received about Resident Evil 6, a game he also produced. Resident Evil 2 uses the RE Engine, the same game engine used for Resident Evil 7. The engine allowed Capcom to modernize the gameplay. To meet modern expectations, the team attempted to make the remake more realistic; for example, Leon no longer wears large shoulder pads, which were added to distinguish his original, low-polygon model. Though they strove to make a "modern, accessible" game, they focused on horror over action, hoping to preserve a claustrophobic feel. Producer Tsuyoshi Kanda acknowledged the difficulty of making zombies scary, as they had become ubiquitous in entertainment media since the release of the original Resident Evil in 1996. By removing the fixed camera angles, the team had to use different ways to conceal enemies, using elements such as room layout, lighting, and smoke. The new camera system also affected the sound design, as it no longer made sense for sound to come from a fixed source.

Resident Evil 2 is scheduled to be released for the PlayStation 4, Xbox One and The original Resident Evil 2 was released for the PlayStation in 1998. Following the release of the 2002 remake of the first Resident Evil for GameCube, Capcom considered a similar remake of Resident Evil 2, but series creator Shinji Mikami did not want to divert development away from Resident Evil 4. In August 2015, Capcom announced that the remake was in development. No further details were released until E3 2018, when Capcom revealed a trailer and gameplay footage. Hideki Kamiya, director of the original Resident Evil 2, said that he had pushed Capcom to create the remake for years.

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Release

Resident Evil 2 is scheduled to be released for the PlayStation 4, Xbox One and Windows worldwide on January 25, 2019. The game supports enhancements on the PlayStation 4 Pro and Xbox One X, offering either 4K resolution or 60 frames per second.





TEARS

My Bearer Of Sorrow,
My Expresser Of Love,
My Shower Of Deep Love,
The Depth Of Pleasure Itself,
Lacrimating Down My Eyes,
Which Lachrymation I Cannot Control,
The Reminder Of Pain Throughout
Time,
Soring My Eyes Like Sleepless Nights,
Dry This MY unwanted Tearing's,
O thou My Maker.

P.M.D



GADGETS

1

2

3

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20 MP

front camera



20 MP selfie camera

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More creative Dual-Sight

Create a more shareable Dual-Sight live stream with 3D personas, filters and masks.

Nokia 8.1

Outside

- 6.18” Full HD+ edge-to-edge PureDisplay
- 12 MP/13 MP dual rear camera with ZEISS Optics and OIS
- 20 MP front camera
- Dual-tone anodized metal frame



Inside

- Pure, secure and up-to-date Android 9 Pie
- Qualcomm Snapdragon 710 mobile platform
- 4 GB RAM with 64 GB³ storage
- 3500mAh⁴ battery

Nokia 8.1

Expect more

6.18"
edge-to-edge display

\$559.00



The high-performing and AI-powered Qualcomm™ Snapdragon® 710 processor delivers the speed you need, while the new Adaptive Battery feature on Android 9 Pie helps provide 2-day battery life.

Android 9 Pie
Adaptive Battery

18 W
fast charging

Superior viewing

The adaptive 6.18" Full-HD+ PureDisplay keeps the colors accurate and the content visible – even in bright sunlight. Thanks to HDR10 support, 96% color gamut and 1:1500 contrast ratio, you can enjoy brighter videos with crisper details and richer colors. Plus, the new Adaptive Brightness feature in Android 9 Pie learns your screen brightness preferences and automatically adjusts the settings.

Android™ 9 Pie

Save time and battery life with Android 9 Pie

Android 9 Pie unleashes the power of artificial intelligence to give you more from your Nokia 8.1 smartphone. It adapts to you and how you use your phone, learning your preferences as you go and improving over time, keeping things running smoother for longer.

HUAWEI nova 3i

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\$480 😐



QMoji Yourself

The AI-powered 3D Qmojis learn and animate your facial expressions, movements and voice to generate personalized Qmoji GIFs or videos, adding more fun to your messaging.

A Touch of Magic

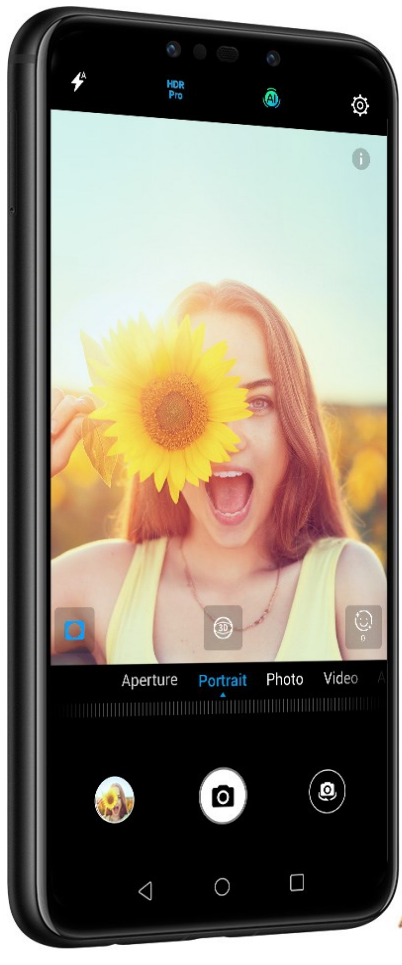
HUAWEI nova 3i provides three color models for you to choose from, Pearl White, Black and Iris Purple. With beautiful hues of color on the back glass and metal mid-frame, you will enjoy wonderful visual and handling experience. The 6.3-inch FHD+ (2340 x 1080) provides a wide view of your world while fitting in your pocket.

Four AI Cameras

With the specialized four AI cameras solution of 24 MP + 2 MP on the front and 16 MP + 2 MP on the back, HUAWEI nova 3i ensures impressive photos with high clarity and bokeh effects.

Rule the Light: HDR Pro

Thanks to the advanced hardware-level HDR Pro feature*, HUAWEI nova 3i delivers precision-balanced photographs and videos with real-time preview even in direct sunlight.



Dual Front Cameras, AI Selfie Master

Based on the rich details and accurate environment depth information provided by the 24 MP + 2 MP dual front cameras, HUAWEI nova 3i can beautify you with the advanced algorithm to be natural and appealing. Moreover, the powerful AI scenery recognition* can adjust the surroundings to match your true beauty in the selfie.



Lean Power of the Kirin 710

With the 12 nm tech Kirin 710 chipset, HUAWEI nova 3i delivers smooth responsiveness, AI photo features and immersive gaming experience with independent ISP and DSP*.



Robust Connectivity with AI

The adaptive AI-driven connectivity always keeps you in touch, cleverly adjusting to your environment. Elevator mode quickly recovers 4G signal and dynamically optimizes network performance.

Immersive Gaming with AI

In AI game suite combined with the GPU Turbo technology, HUAWEI nova 3i will release chipset capabilities immediately to achieve rapid responsiveness. Smooth transition between 4G and Wi-Fi provides a seamless experience, even when experiencing network delays. The uninterrupted gaming mode hides all notifications but the most essential ones.

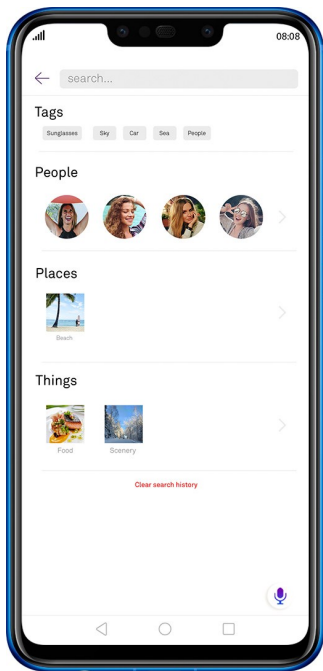


Image Searching with AI

AI is here to organize your photos. Sorted by date, place, person, and even object in the photo, the smart AI image organization and search make finding the right snapshot a breeze.

Robust Connectivity with AI

- The adaptive AI-driven connectivity always keeps you in touch, cleverly adjusting to your environment. Elevator mode quickly recovers 4G signal and dynamically optimizes network performance.
- HUAWEI GEO 1.5 provides more accurate positioning services and boosted performance even in tunnels.
- With analytical capability and ambient noise cancellation powered by AI, low volume calls will be enhanced and noisy calls will be transformed into clear and high-quality conversations.



Robust Connectivity with AI

- The adaptive AI-driven connectivity always keeps you in touch, cleverly adjusting to your environment. Elevator mode quickly recovers 4G signal and dynamically optimizes network performance.
- HUAWEI GEO 1.5 provides more accurate positioning services and boosted performance even in tunnels.



CAMON 11 Pro

SUPER FULLVIEW

**6.2"HD
SUPER FULLVIEWSUPER**

**87.5%
SCREEN TO BODYSCREEN**

**500
NITS BRIGHTNESSNITS**

\$209.5



AR emoji

It combines human expressions with 3D virtual expressions through AR technology and creates dynamic cartoon images embedded in the typewriting which is convenient to use when chatting with your family and friends.





AI Selfie-Capture A Clear You

The CAMON 11 Pro features the 24MP front camera, updating TECNO camera phones to a new generation. Using AI technology to beautify images, it presents you the clear and awesome selfie. With 4 in 1 technology and professional re-mosaic algorithm and the adjustable front flashlights, it captures a clear you.



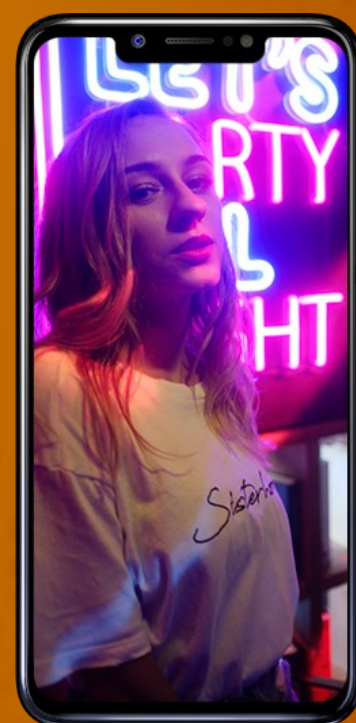
16MP+5MP

Dual Rear Camera

CAMON 11 Pro features a more advanced 16MP+5MP dual rear camera, which enables you to create impressive and dramatic studio-quality images. It delivers vivid, sharp photos even in poorly-lit conditions.

AI Beautification-Show A Better You

CAMON 11 Pro offers the various and right beautification effects, meeting your beauty needs when taking a selfie. Applying AI technology to beautify images, it gives you the most natural and awesome selfie.



Fast And Secure Face ID

Face ID is a fast and secure way to unlock. By grasping facial information, with 500ms recognition rate, CAMON 11 Pro can recognize your face and unlock the phone immediately. With face ID, nobody can unlock the phone except you, and your privacy will be well protected.



NEW HiOS 4.1

The new upgraded HiOS 4.1 presents more content and have a smoother interaction. Many functions are added to make it more fast and convenient to use the phone. For example, the system navigation gesture to release more screen space, the quick launch apps using fingerprint, the fingerprint call recording and the accelerated game.



SPONSORSHIP



EXPRESS
YOUR
CREATIVE
SIDE

SAMSUNG

Automobile



IS

LEXUS 2019





Three distinct expressions.
Uncommon craftsmanship.
Unprecedented engineering.
Because standing apart means nothing
if it doesn't lead to the experience
of something greater.
The 2019 Lexus IS.



F SPORT PERFORMANCE

*Tuned by the same team behind the legendary LFA supercar,
the IS F SPORT offers the next level of
dynamic handling and exhilarating response.*



RAZOR'S-EDGE PERFORMANCE

Experience precise handling, thrilling control and enhanced power in the most rigorously tested IS ever.



360-DEGREE CONTROL

*NAVIGATION SYSTEM WITH 10.3-INCH
MULTIMEDIA DISPLAY*



INTERIOR DESIGN

Where versatile accommodations meet

iconic Lexus craftsmanship.



ALL-WHEEL DRIVE



With an aggressively styled front fascia, head-turning LED headlamps, distinctive taillamps with signature L-shaped illumination, and an advanced driver-centric cockpit, the 2019 IS commands the road and captivates the eye.

WHEELS



17-in

Split-five-spoke alloy wheels²⁸
STANDARD IS 300, IS 300 AWD



18-in

Mesh alloy wheels²⁸
AVAILABLE IS 300, IS 300 AWD



18-in

Five-spoke alloy wheels²⁸
STANDARD IS 350, IS 350 AWD
AVAILABLE IS 300, IS 300 AWD



18-in

Split-five-spoke alloy wheels²⁸
STANDARD IS F SPORT



18-in

F SPORT five-spoke alloy wheels^{28,29}
AVAILABLE

42



IS F SPORT shown in Ultra White





LEADING- EDGE TECHNOLOGY

With the most standard safety features in its class and class-exclusive technology, the 2019 IS has the intelligence to set it apart.





PEACE OF MIND, STANDARD
Presenting Lexus Safety System+, an integrated suite of class-leading standard active safety equipment.

5.7

CUTTING- EDGE DESIGN

*Every angle is crafted to create
our most expressive IS yet.*

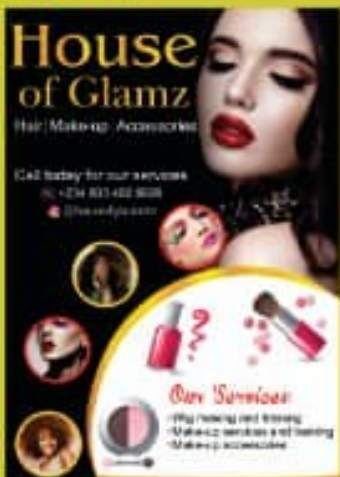
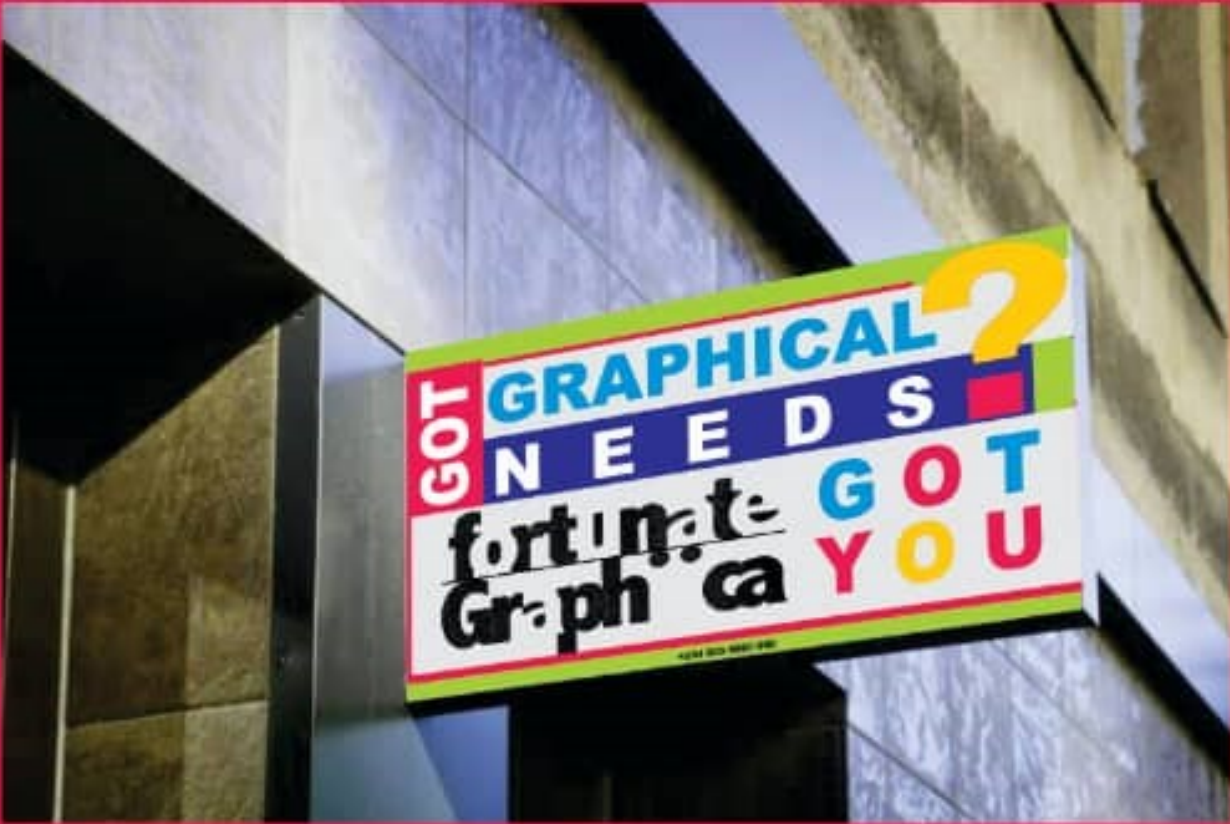




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ES

LEXUS 2019



The 2019 ES



Daring design.
Imaginative technology.
Dynamic performance.
Because crafting every detail to surpass all expectations means nothing if it doesn't lead to the experience of something greater.
The all-new 2019 Lexus ES.
Experience Amazing



The ES touts a spacious and inviting cabin with class-leading rear legroom. Other interior comforts include an available power rear sunshade and supple semi-aniline leather-trimmed seats, which feature a caliber of leather derived from only a fraction of the world hides.



ES F SPORT

The first-ever ES F SPORT features styling and performance upgrades such as an available Adaptive Variable Suspension system with Sport S+ mode, exclusive bolstered sport seats, and 19-inch wheels, the largest ever on an ES

ES 300h

Two lightning-fast electric motors combine with a potent 2.5-liter engine for the most powerful ESh yet. The most fuel-efficient among all non-plug-in luxury vehicles, it features a combined 44-MPG estimate. New low-light pedestrian detection Technology and the world's first Mark Levinson PurePlay sound system are available on all ES models.

ES 350

Experience an all-new 302-horsepower, 3.5-liter direct injection V6 engine and precision tuned Direct-Shift eight-speed automatic transmission with paddle shifters. Amazon Alexa integration is offered across the ES line. And every ES model also features available Apple CarPlay compatibility and class-leading standard Lexus Safety System+ 2.0.



An available panorama glass roof allows more light into the cabin than conventional moonroofs. Its unique outer-sliding design creates a seamless appearance while providing ample skylight and added rear headroom.



The innovative ES is the first Lexus to feature Lexus Safety System+ 2.0.

This suite of class-leading standard active safety equipment includes more advanced features like Lane Tracing Assist that can help you stay in the center of your lane, even in heavy traffic and on highways with gradual curves

BOLDLY STYLED.
*METICULOUSLY
REFINED.*

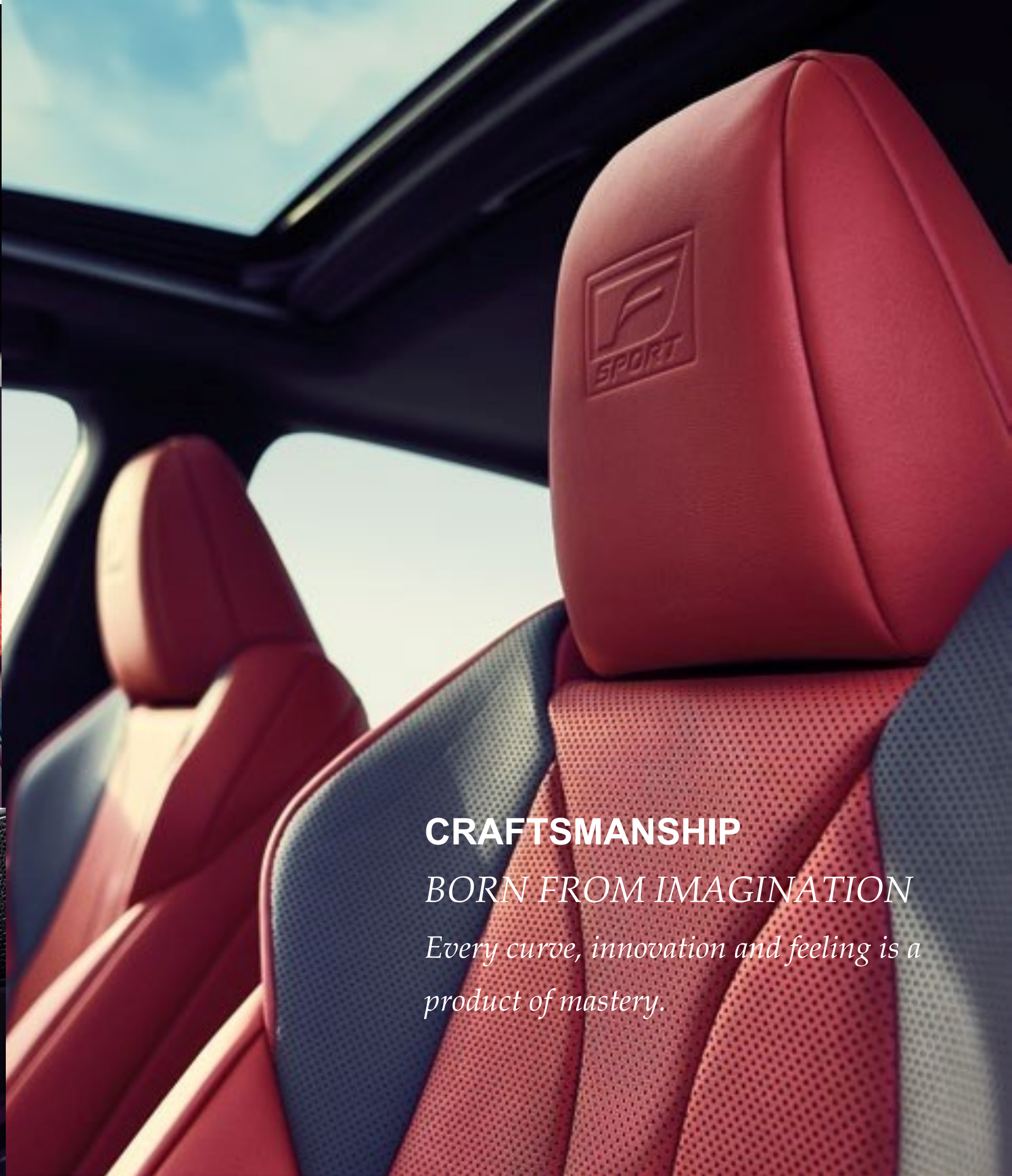
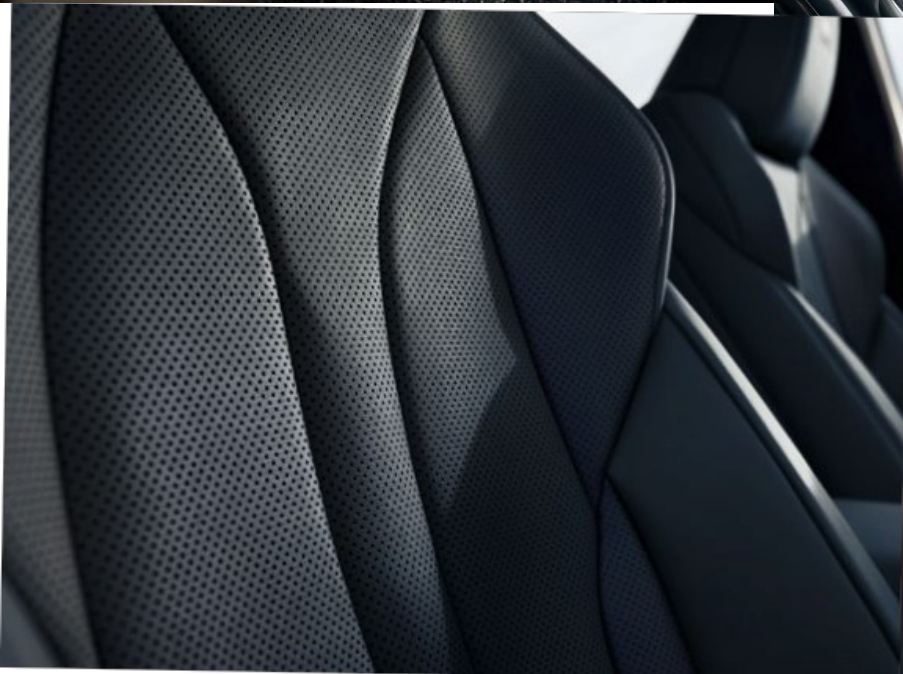
With sculpted character lines, the all-new ES pairs daring exterior design with innovative engineering for a dynamic yet refined ride. Boasting an incredibly low center of gravity and a forward-leaning stance, the ES doesn't just make you feel more connected to the road, it helps you hear less of it. Building on the sound-dampening capabilities of the flagship LS, the ES features redesigned components that minimize engine vibration and significantly reduce road noise, allowing you to focus on what matters most – the drive.





**LUXURY,
REIMAGINED**

Experience where refinement and innovation combine in a driver centric Cockpit and the largest Available display in its class.



CRAFTSMANSHIP
BORN FROM IMAGINATION
Every curve, innovation and feeling is a product of mastery.



EVOCATIVE DESIGN

With a longer, wider, more
athletic stance, the all-new ES
is striking from every angle.



EXHILARATING PERFORMANCE

With three all-new models, including a 302-horsepower V6 engine and an
eight-speed automatic transmission, this is the most engaging ES ever.



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movies

MUST SEE!



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NEESON**

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STUDIOCANAL | USA ONLY | PARADOX | COLUMBIA

DRIVE SAFELY

Welcome to
KEHOE

THE BATTLE NEVER ENDS

THE DEMONOLOGIST

Detective Damien Seryph investigates a string of murders that connects to a group trying to bring forth the 4 King Demons of Hell. Damien's past connects him to those involved and will force him to become "The Demonologist".

Director: J.M. Stelly

Writer: J.M. Stelly

Stars: Brian Krause, Jared Bankens, Lara Grice

Release date: 1st Jan 2019

TiTi Rating:75%





As Hiccup fulfills his dream of creating a peaceful dragon utopia, Toothless' discovery of an untamed, elusive mate draws the Night Fury away. When danger mounts at home and Hiccup's reign as village chief is tested, both dragon and rider must make impossible decisions to save their kind.

Director: Dean DeBlois

Writers: Dean DeBlois, Cressida Cowell (based upon the "How to Train Your Dragon" book series)

Stars: Cate Blanchett, Kit Harington, Gerard Butler

Release date: 3rd Jan 2019

TiTi Rating: 90%



Security guard David Dunn uses his supernatural abilities to track Kevin Wendell Crumb, a disturbed man who has twenty-four personalities.

Director: M. Night Shyamalan

Writers: M. Night Shyamalan, M. Night Shyamalan (characters)

Stars: Sarah Paulson, Bruce Willis, James McAvoy

Release date: 16th Jan 2019

TiTi Rating: 85%



Based on the graphic novels by Mike Mignola, Hellboy, caught between the worlds of the supernatural and human, battles an ancient sorceress bent on revenge.

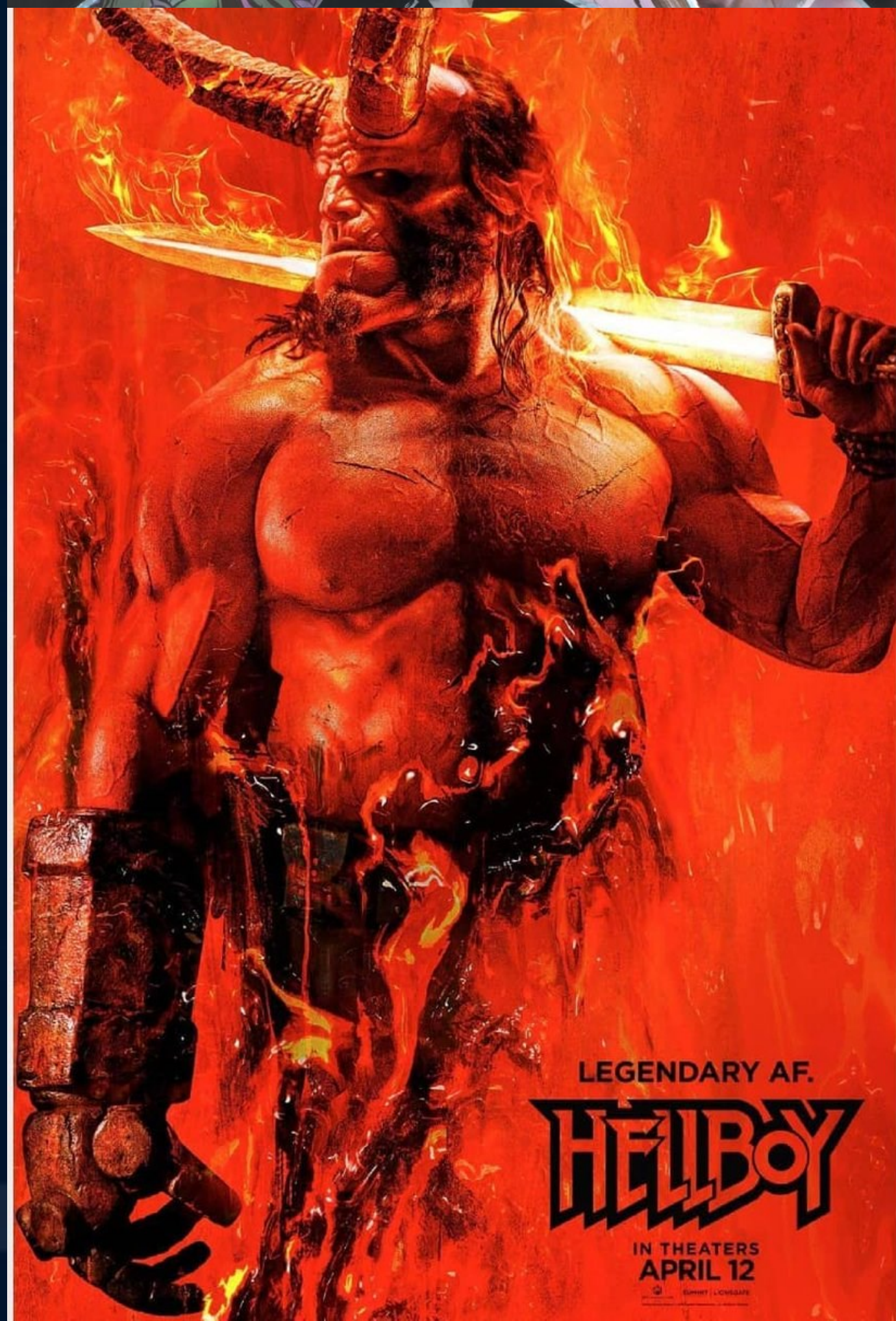
Director: Neil Marshall

Writers: Andrew Cosby (screenplay by), Mike Mignola (based on the Dark Horse Comic Book "Hellboy")

Stars: David Harbour, Milla Jovovich, Sasha Lane

Release date: 10th Jan 2019

TiTi Rating: 80%



A follow-up to the film Iron Sky (2012) in which Nazis plan to take over the world after lying dormant in a secret military base on the moon.

Director: Timo Vuorensola

Writers: Andreas Drost, Dalan Musson

Stars: Lara Rossi, Vladimir Burlakov, Kit Dale

Release date: 16th Jan 2019

TiTi Rating: 90%





UPGRADE

MUST SEE!

ARTICLE



11 Proven Health Benefits of Garlic

"Let food be thy medicine, and medicine be thy food."

Those are famous words from the ancient Greek physician Hippocrates, often called the father of Western medicine.

He actually used to prescribe garlic to treat a variety of medical conditions.

Modern science has recently confirmed many of these beneficial health effects.

Here are 11 health benefits of garlic that are supported by human research.

1. Garlic Contains Compounds With Potent Medicinal Properties

Garlic is a plant in the Allium (onion) family.

It is closely related to onions, shallots and leeks. Each segment of a garlic bulb is called a clove. There are about 10–20 cloves in a single bulb, give or take.

Garlic grows in many parts of the world and is a popular ingredient in cooking due to its strong smell and delicious taste.

However, throughout ancient history, the main use of garlic was for its health and medicinal properties.

Its use was well documented by many major civilizations, including the Egyptians, Babylonians, Greeks, Romans and Chinese.

Scientists now know that most of its health benefits are caused by sulfur compounds formed when a garlic clove is chopped, crushed or chewed.

Perhaps the most famous of those is known as allicin. However, allicin is an unstable compound that is only briefly present in fresh garlic after it's been cut or crushed.

Other compounds that may play a role in garlic's health benefits include diallyl disulfide and s-allyl cysteine.

The sulfur compounds from garlic enter the body from the digestive tract and travel all over the body, where it exerts its potent biological effects.

2. Garlic Is Highly Nutritious But Has Very Few Calories

Calorie for calorie, garlic is incredibly nutritious.

A 1-ounce (28-gram) serving of garlic contains.

Manganese: 23% of the RDA

Vitamin B6: 17% of the RDA

Vitamin C: 15% of the RDA

Selenium: 6% of the RDA

Fiber: 0.6 grams

Decent amounts of calcium, copper, potassium, phosphorus, iron and vitamin B1

Garlic also contains trace amounts of various other nutrients. In fact, it contains a little bit of almost everything you need.

This comes with 42 calories, 1.8 grams of protein and 9 grams of carbs.

3. Garlic Can Combat Sickness, Including the Common Cold

Garlic supplements are known to boost the function of the immune system.

One large, 12-week study found that a daily garlic supplement reduced the number of colds by 63% compared to a placebo.

The average length of cold symptoms was also reduced by 70%, from 5 days in the placebo group to just 1.5 days in the garlic group.

Another study found that a high dose of aged garlic extract (2.56 grams per day) reduced the number of days sick with cold or flu by 61%.

However, one review concluded that the evidence is insufficient and more research is needed.

Despite the lack of strong evidence, adding garlic to your diet may be worth trying if you often get colds.

4. The Active Compounds in Garlic Can Reduce Blood Pressure

Cardiovascular diseases like heart attacks and strokes are the world's biggest killers.

High blood pressure, or hypertension, is one of the most important drivers of these diseases.

Human studies have found garlic supplements to have a significant impact on reducing blood pressure in people with high blood pressure .

In one study, 600–1,500 mg of aged garlic extract was just as effective as the drug Atenolol at reducing blood pressure over a 24-week period.

Supplement doses must be fairly high to have the desired effects. The amount needed is equivalent to about four cloves of garlic per day.

5. Garlic Improves Cholesterol Levels, Which May Lower the Risk of Heart Disease

Garlic can lower total and LDL cholesterol.

For those with high cholesterol, garlic supplements appear to reduce total and/or LDL cholesterol by about 10–15%.

Looking at LDL (the "bad") and HDL (the "good") cholesterol specifically, garlic appears to lower LDL but has no reliable effect on HDL.

High triglyceride levels are another known risk factor for heart disease, but garlic seems to have no significant effects on triglyceride levels.

6. Garlic Contains Antioxidants That May Help Prevent Alzheimer's Disease and Dementia

Oxidative damage from free radicals contributes to the aging process.

Garlic contains antioxidants that support the body's protective mechanisms against oxidative damage.

High doses of garlic supplements have been shown to increase antioxidant enzymes in humans, as well as significantly reduce oxidative stress in those with high blood pressure .

The combined effects on reducing cholesterol and blood pressure, as well as the antioxidant properties, may reduce the risk of common brain diseases like Alzheimer's disease and dementia.

7. Garlic May Help You Live Longer

The potential effects of garlic on longevity are basically impossible to prove in humans.

But given the beneficial effects on important risk factors like blood pressure, it makes sense that garlic could help you live longer.

The fact that it can fight infectious disease is also an important factor, because these are common causes of death, especially in the elderly or people with dysfunctional immune systems.

8. Athletic Performance Might Be Improved With Garlic Supplements

Garlic was one of the earliest "performance enhancing" substances.

It was traditionally used in ancient cultures to reduce fatigue and enhance the work capacity of laborers.

Most notably, it was given to Olympic athletes in ancient Greece.

Rodent studies have shown that garlic helps with exercise performance, but very few human studies have been done.

People with heart disease who took garlic oil for 6 weeks had a 12% reduction in peak heart rate and better exercise capacity.

However, a study on nine competitive cyclists found no performance benefits.

Other studies suggest that exercise-induced fatigue may be reduced with garlic.

9. Eating Garlic May Help Detoxify Heavy Metals in the Body

At high doses, the sulfur compounds in garlic have been shown to protect against organ damage from heavy metal toxicity.

A four-week study in employees of a car battery plant (excessive exposure to lead) found that garlic reduced lead levels in the blood by 19%. It also reduced many clinical signs of toxicity, including headaches and blood pressure.

Three doses of garlic each day even outperformed the drug D-penicillamine in reducing symptoms.

10. Garlic May Improve Bone Health

No human studies have measured the effects of garlic on bone loss.

However, rodent studies have shown that it can minimize bone loss by increasing estrogen in females.

One study in menopausal women found that a daily dose of dry garlic extract (equal to 2 grams of raw garlic) significantly decreased a marker of estrogen deficiency.

This suggests that this supplement may have beneficial effects on bone health in women.

Foods like garlic and onions may also have beneficial effects on osteoarthritis.

11. Garlic Is Easy to Include in Your Diet and Tastes Absolutely Delicious

The last one is not a health benefit, but is still important.

Garlic is very easy (and delicious) to include in your current diet.

It complements most savory dishes, particularly soups and sauces. The strong taste of garlic can also add a punch to otherwise bland recipes.

Garlic comes in several forms, from whole cloves and smooth pastes to powders and supplements like garlic extract and garlic oil.

However, keep in mind that there are some downsides to garlic, such as bad breath. There are also some people who are allergic to it.

If you have a bleeding disorder or are taking blood-thinning medications, talk to your doctor before increasing your garlic intake.

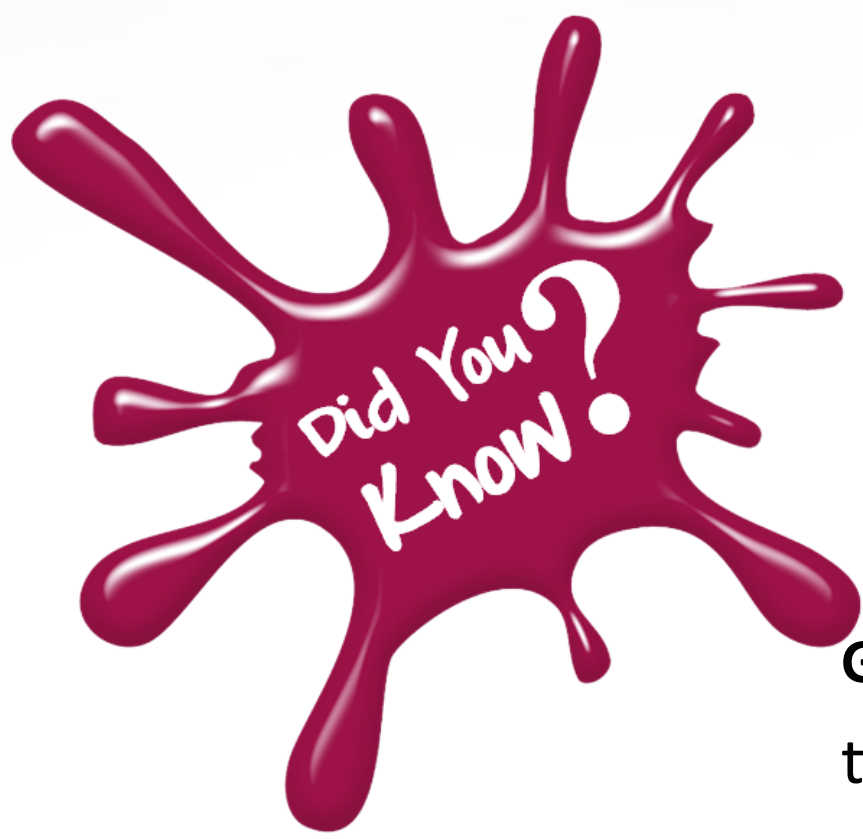
A common way to use garlic is to press a few cloves of fresh garlic with a garlic press, then mix it with extra virgin olive oil and a bit of salt.

This a healthy and super satisfying dressing.

The Bottom Line

For thousands of years, garlic was believed to have medicinal properties.

Science has now confirmed it.



Garlic is a plant in the onion family that's grown for its distinctive taste and health benefits. It contains sulfur compounds, which are believed to bring some of the health benefits.

Garlic is low in calories and rich in vitamin C, vitamin B6 and manganese. It also contains trace amounts of various other nutrients.

Garlic supplements help prevent and reduce the severity of common illnesses like the flu and common cold.

High doses of garlic appear to improve blood pressure for those with known high blood pressure (hypertension). In some instances, supplements may be as effective as regular medications.

Garlic supplements seem to reduce total and LDL cholesterol, particularly in those who have high cholesterol. HDL cholesterol and triglycerides do not seem to be affected.

Garlic contains antioxidants that protect against cell damage and aging. It may reduce the risk of Alzheimer's disease and dementia.

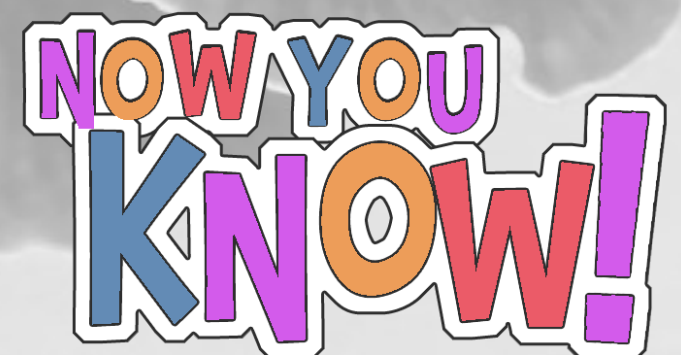
Garlic has known beneficial effects on common causes of chronic disease, so it makes sense that it could also help you live longer.

Garlic may improve physical performance in lab animals and people with heart disease. Benefits in healthy people are not yet conclusive.

Garlic was shown to significantly reduce lead toxicity and related symptoms in one study.

Garlic appears to have some benefits for bone health by increasing estrogen levels in females, but more human studies are needed.

Garlic is delicious and easy to add to your diet. You can use it in savory dishes, soups, sauces, dressings and more.







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