



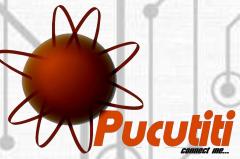


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Movies



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Left Alive



Left Alive is a stealth video game developed by Ilinx and published by Square Enix for Microsoft Windows and PlayStation 4. It was announced at a press conference by Sony Interactive Entertainment prior to the 2017 Tokyo Game Show. It is set in the Front Mission universe. Left Alive received generally unfavorable reviews from critics.

Gameplay

Left Alive is a primarily stealth-based game which involves sneaking through a mech-filled battlefield.

Plot

In the year 2127, the Republic of Ruthenia is attacked by the Republic of Garmoniya when they invade the border city of Novo Slava. The Ruthenian army is swiftly defeated and forced to retreat from the city, leaving whoever is left behind to fend for themselves. Some of these people include Wanzer pilot Mikhail Shuvalov, police officer Olga Kalinina, and escaped convict Leonid Osterman.

Mikhail is forced to abandon his damaged Wanzer and attempt to flee on foot. He runs into freelance reporter Patrick Zemaire, who offers a way out of Novo Slava if he can save Councilman Vladimir Bunin, who he suspects of being involved in the conspiracy responsible for starting the war. Mikhail is unable to save Bunin, but is able to recover a data disk showing the location of where Bunin secretly built and stored cutting edge Wanzers based on stolen plans. Mikhail heads over to the harbor to investigate and meets up with Patrick again. With data he had obtained from Olga, Patrick reveals to Mikhail that the entire war was orchestrated by the foreign nation Zaftra and its ruling body, Semargl. Their aim was not only to seize the new Wanzers, but to also test the effectiveness of the MODS virus, a deadly bioweapon. Patrick instructs Mikhail to head to New Town, where a helicopter will arrive to extract him. However, they are captured by the Garmoniyans.

Olga heads to Novo Slava's slums to investigate mysterious disappearances when Garmoniya attacks. She encounters a young girl named Julia that the Garmoniyans seem determined to track down. She follows Julia's trail throughout the city and finds her at the harbor. Julia passes her a data file containing information on the MODS virus experiments Garmoniya and Zaftra were performing before she is taken away by Ruslan Izmailov, the hero responsible for liberating Novo Slava and was supposed to have been assassinated years ago. Olga is freed by Patrick, and she passes Julia's data to him before setting off to find Julia.

Leonid manages to escape from prison in the chaos and is determined to track down Ruslan, suspecting he framed him for his own assassination. He learns from his old friend Sofie Alexeena that Ruslan in fact was a Zaftran spy, and was manipulating the liberation movement on the behalf of Zaftra all along. Leonid confronts Ruslan, who admits that he framed Leonid, and Leonid kills him. With his revenge complete, Leonid heads to the harbor to find an escape route. He rescues Mikhail but Patrick disappears in the confusion. Mikhail informs Leonid about Patrick's helicopter and they head to the extraction point, linking up with Olga on the way.









The three survivors reach the tower where the helicopter is supposed to arrive, but find it surrounded by Garmoniyan soldiers. Olga splits off to find Julia, who has managed to kill her captors, and Olga convinces the distressed Julia to escape the city with her. Mikhail and Leonid eliminate all the Garmoniyan soldiers guarding the tower and Leonid heads to the roof first, where he encounters Ruslan again. They battle once again, with Leonid being victorious and it is revealed Ruslan is in fact a cyborg, which is how he has survived death multiple times. In desperation, Ruslan commandeers a Wanzer in an attempt to kill Leonid, but Patrick arrives with his helicopter and helps destroy the Wanzer, killing Ruslan for good. Mikhail, Olga, Julia, and Leonid are then finally evacuated from the city.

In the aftermath of the war, Novo Slava falls under the control of an international peacekeeping force, and the survivors are left to rebuild and determine their future.

Release

Left Alive was released in Japan on February 28, 2019, and in other regions on March 5, 2019.



Genre: Stealth

Modes: Single-player, multiplayer

WW: March 5, 2019

Release: JP: February 28, 2019

6 ©titimag Jan 2020



VIRGIL VAN DIJK LIVERPOOL F.C.









Standard
Chartered

The Surge 2

The Surge 2 is an action role-playing video game developed by Deck13 Interactive and published by Focus Home Interactive for Microsoft

Windows, PlayStation 4 and Xbox One. It is the sequel to 2017's The Surge.

Gameplay

The Surge 2 is an action role-playing game played from a third-person perspective. The game features a character creator which allows players to customize the appearances and gender of their player avatar. Players can utilize a variety of melee weapons to defeat enemies, whose limbs can be targeted and removed individually. Players can also dodge and parry attacks, which requires players to properly angulate their equipped weapon. Combat drones and consumables such as bio-sensors can also be deployed. When players kill or dismember their opponents, they can collect and equip the weapons, armor enhancements or tech left by them. Jericho city, the game's setting, offers alternate paths which players can explore freely. In the game, players will meet different non-playable characters and have to make different choices which will affect the game's world and story. Players can also leave graffiti messages in their game's world for other players to see.

Synopsis Setting

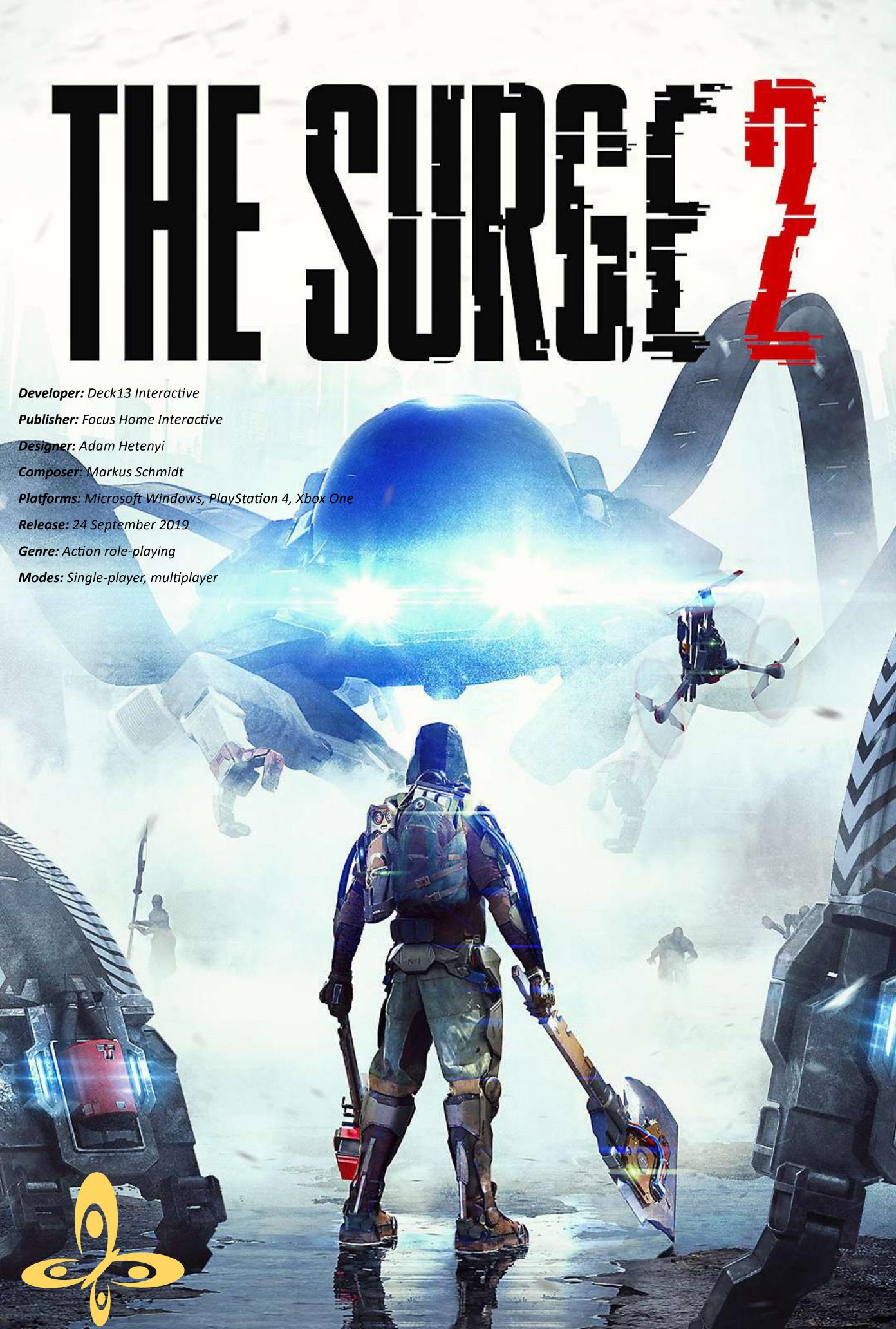
The Surge 2 is set in a dystopian future where humans have exhausted the world's resources, leading to strained social service and environmental diseases bringing mankind to the brink of extinction. CREO, one of the largest tech conglomerates, makes attempts at restoring the environment but with the task taking too long, a second process is developed, Project UTOPIA, a means to use nanites to complete the project faster but costing the lives of 95% of humanity. The nanites behind the project gain sentience, becoming a Rogue Process, and faced with the CREO board voting against their use, trigger a system-wide crash, killing or corrupting every machine and human connected to the CREO network. Project UTOPIA is then launched by an automated system, carrying the Rogue Process nanites.

The central plot of The Surge 2 takes place in Jericho City, an advanced metropolis surrounded by a giant wall aimed at stemming the advancement of the nanites. It follows an unnamed male or female character, dubbed the "Warrior", who is searching for Athena Guttenberg, the granddaughter of CREO founder Jonah Guttenberg. The Warrior's journey brings them into conflict with the A.I.D. disaster relief unit who are evacuating the city, and the Children of the Spark, a religious cult that worships the Spark, an unstable but powerful source of energy. Led by Matriarch Celeste, the cult believes that the coming of the nanites is foretold by their prophecy of humans ascending beyond mortality by merging with machines. The Children are split into two factions under Celeste's two sons; Eli, prophet and heir to the Spark, and Johnny, his drug-addicted, slovenly brother who uses a physical-enhancing drug to manipulate his underlings. The Warrior is aided by the Stranger, a masked man seeking the truth behind the actions of A.I.D.

Plot

Aboard an airplane, the player character befriends a young girl, Athena Guttenberg. The UTOPIA rocket collides with the plane, releasing its nanite payload which severely damages the craft, causing it to crash on the outskirts of Jericho City. Seemingly the only survivor, the comatose player character is recovered to a prison medical facility. Two months later, the player character is awoken by visions of Athena calling to them as her "Warrior". The prison is attacked by the Delver, a gigantic nanite-creature, freeing the prisoners and allowing the Warrior to escape after installing on themselves a powerful exoskeleton to enhance their abilities. Emerging out into Jericho City, the Warrior learns that the city is now infested with nanites, which are slowly claiming the city and infecting the citizens.







The Warrior meets the Stranger (Warren, the protagonist of The Surge), and they also learn about the Children of the Spark, who believe the crisis foretells the coming of the Spark Incarnate. Brother Eli tasks the Warrior with defeating his brother Little Johnny, so that they can reach the crash site to search for Athena. The Warrior defeats Johnny, but is then betrayed by Eli who intends to claim glory by killing the person who killed his brother. Eli is killed by the warrior. At the crash site, the warrior has one of many visions revealing Athena's journey since the plane crash.

The Warrior pursues Athena's trail to the artificial nature reserve, Gideon Point, where the Delver is hiding. After killing the Delver, the Warrior learns that Athena had taken control of it to release the Warrior from the prison. The Warrior meets with CREO founder Jonah Guttenberg at the CREO Institute of Technology (CIT), and learns that Athena has been captured by A.I.D. Alongside the Stranger, the Warrior infiltrates A.I.D. command and discovers that they have been abducting children under the guise of evacuation and using them in failed nanite-based experiments to try and communicate with the nanite swarm. All of the children have died during the experiments, except Athena because her exposure on the plane changed her, making her more suitable for the experiment. The Warrior defeats General Ezra-Shields who is guarding her, but the process begins before he can interfere. Athena is seemingly destroyed and absorbed into the swarm, reborn as a gigantic nanite serpent. An explosion of nanite activity is triggered, devastating Jericho City.

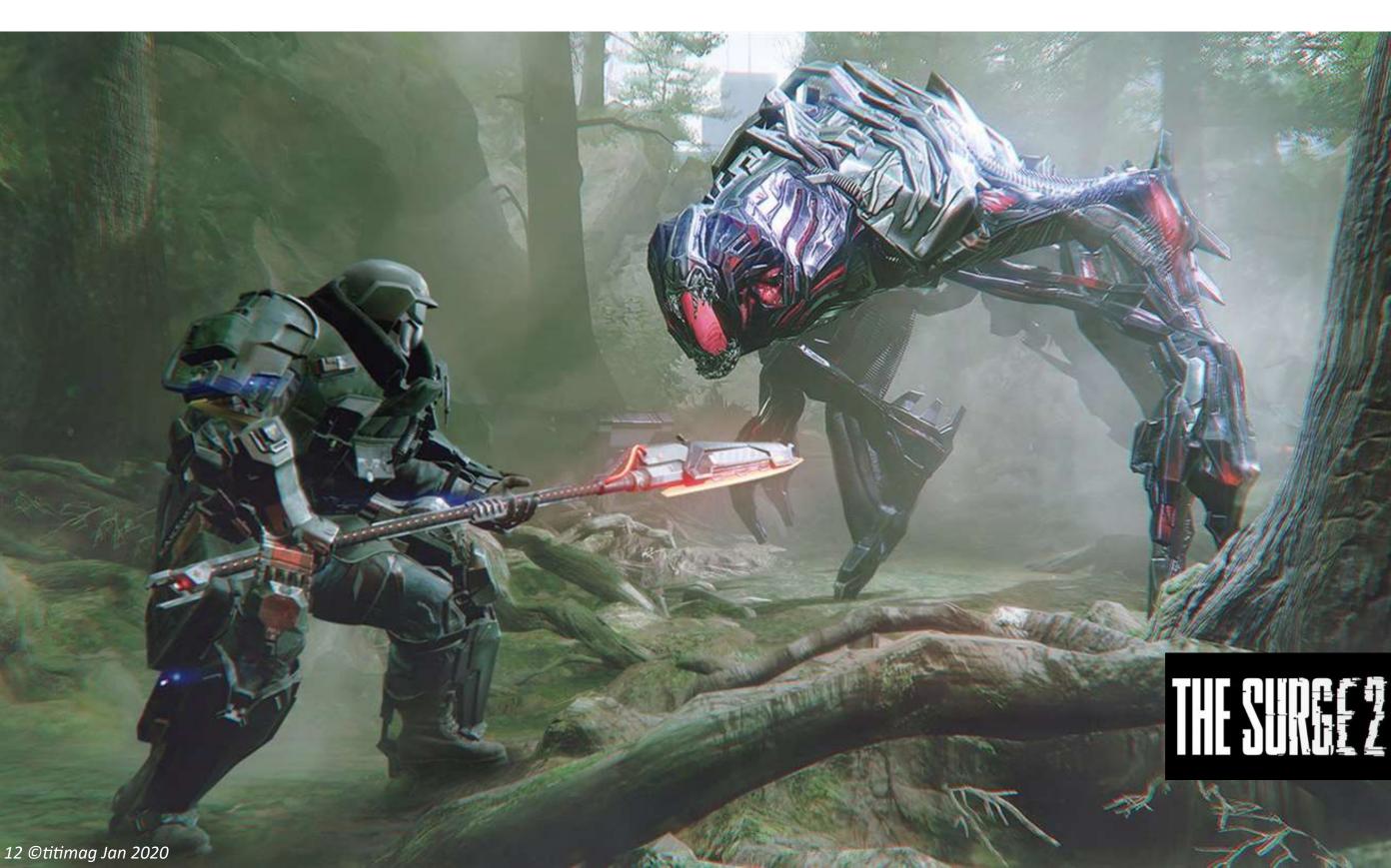
The Warrior returns to CIT and finds Eli has been resurrected and trying to gain access to Jonah's nanite research. After the Warrior kills Eli for a second time, Jonah reveals that he can remove Athena from the swarm, but that they will require a significant power source, the Spark. Infiltrating the Cathedral of the Spark, the Warrior defeats Eli's mother, Matriarch Celeste, after witnessing her revive Eli again using their own nanite technology. Eli's nanite-infused body grants him superhuman abilities. He leaves with the Spark, believing himself to be the Spark Incarnate that is destined to control the swarm and reshape the world in his own image. Eli kills Jonah and steals his research on connecting with the swarm, which combined with the Spark allows him to steal Athena's powers. The Warrior pursues Eli to the Wall, a massive barrier built around the city, and confronts him.

Eli now possesses near God-like abilities, reshaping himself as Archangel Eli. The Warrior defeats Eli a final time, freeing Athena and her powers, and is given the choice of either executing or sparing Eli. Depending on decisions made throughout the game, Athena takes on her human form composed of nanites and either commends the Warrior for their humanity and compassion, or makes them serve as her guardian because of their lust for power. It is implied that the Warrior died in the plane crash, and Athena used her abilities to revive them as a hybrid of man and nanite. In the aftermath, Athena muses that machines will always be imperfect because they are made by imperfect beings, but that giving them a soul can make a difference.

Development

Deck13 Interactive led the game's development. One of the team's goals was to ensure the game would offer players' freedom and choices. Therefore, unlike the first game, The Surge 2 allows players to create their own customizable characters. It also supports a larger variety of combat styles with the introduction of five weapon types. The team also reworked the game's artificial intelligence, with AI-controlled enemies being able to coordinate with each other during combat. Unlike the first game, which takes place in a factory, The Surge 2 takes place in a larger, more vertical city. By changing the setting, Deck13 was able to implement more diverse environments and introduce more alternate paths and characters for players to meet.

Publisher Focus Home Interactive announced the game in February 2018. The game is set to be released for Microsoft Windows, PlayStation 4 and Xbox One on 24 September 2019.







Ancestors: The Humankind Odyssey



Ancestors: The Humankind Odyssey is a third-person survival game developed by Panache Digital Games and published by Private Division. It was released for Microsoft Windows on August 27, 2019, and scheduled for release on December 6, 2019 for PlayStation 4 and Xbox One. In the game, players control a lineage of primates and are tasked to ensure its survival in prehistoric Africa and facilitate its evolution. It is Patrice Désilets' first game since the release of Assassin's Creed: Brotherhood.

Gameplay

In the game, players guide a primate from a third-person perspective.

Ancestors: The Humankind Odyssey is a survival game played from a third-person perspective. In the game, players control a member of a primate clan and have to manage the player character's health by eating, drinking, and sleeping. The game starts in an African jungle, an open world filled with threats including Machairodus, Metridiochoerus, Crocodylus thorbjarnarsoni, Adcrocuta hyenas, African Rock Python, giant Miocene otters, African buffalo, and more. Players can climb any tree in the jungle, though the player character will break its bones if it falls down. As players progress, new areas are opened up for players to explore. When a primate is exploring new locations or being hunted by predators, it will enter a state of "fear" which can be overcome by finding glowing orbs of light, or else it will descend into a state of hysteria. While the world is dangerous, the apes can use their heightened senses to listen to various sounds, such as that of a predator, a lost clan member, or an outsider which can be recruited to the player's clans. The primate can use its intelligence to pinpoint the locations of different items of interest and make new discoveries such as identifying new food or tools. As players continue to make new discoveries, the primates become more intelligent and capable, and new skills such as using leaves to make bedding and medicinal plants to heal themselves are unlocked. If the player character dies, players will shift to controlling another clan member. If all clan members die, the lineage becomes extinct and players need to restart the game.

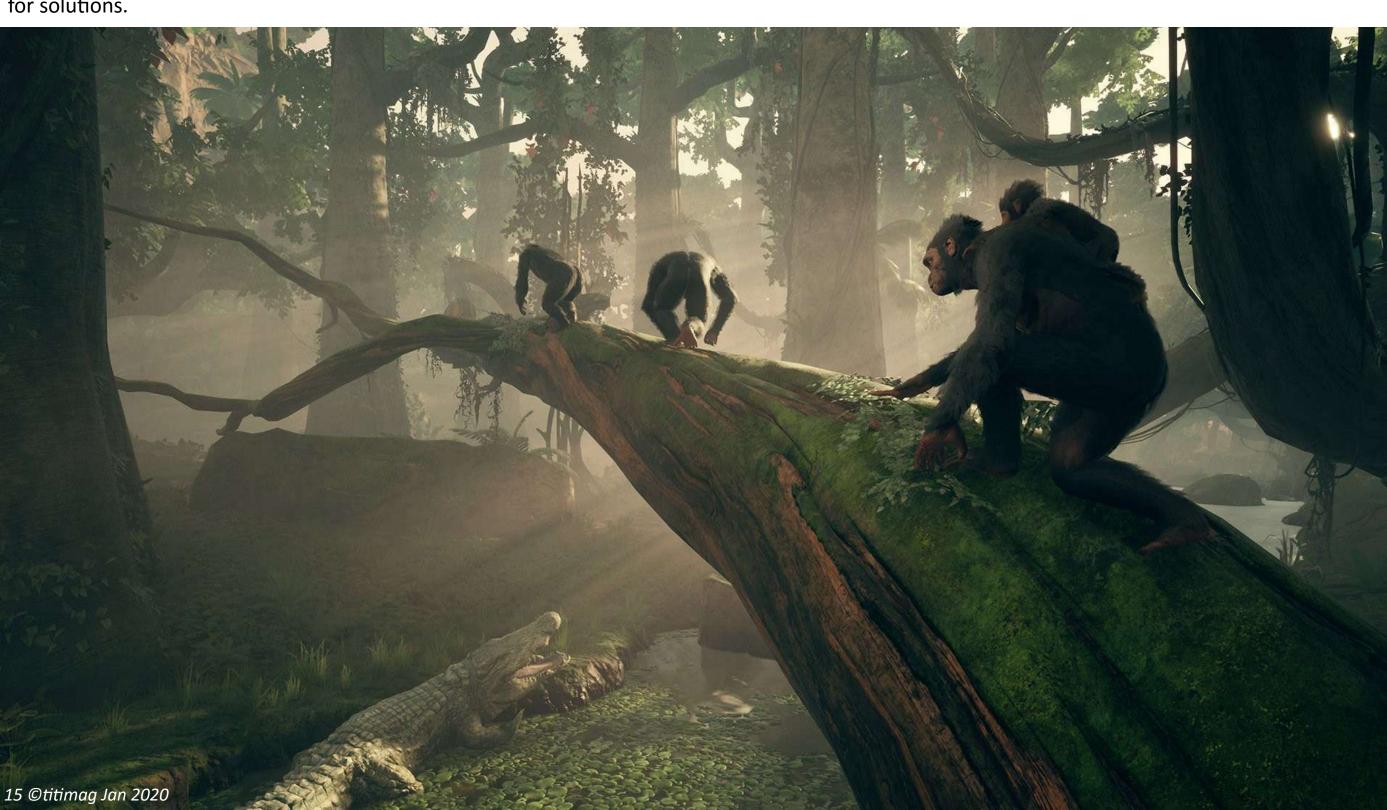
The goal of the player is to ensure the primate clan's survival as it slowly evolves and becomes a new species. As the clan grows, players can switch to play as other characters such as an infant, an adult, an elder, and a mother carrying her child. As the clan slowly expands, the player character can perform social tasks like calling members of the clan to hunt together. When an ape is sleeping, players can unlock new abilities by developing the primate's neural system, which functions as a skill tree. These skills, such as the ability to use both hands and stand upright, facilitate evolution. As primates undergo procreation, unlocked skills are passed on to future generations. The game is 40 to 50 hours long, and it documents the clan's evolution across eight million years.

Development

Ancestors is Patrice Désilets' first game since the release of Assassin's Creed: Brotherhood (2010)

The game was developed by Panache Digital Games, a studio opened in 2014 by Patrice Désilets after he left Ubisoft. Désilets focused on creating a toolbox for his new studio, which allowed characters to interact with the environment extensively. The team intended to create a game set in prehistory so they did not need to build vast cities for players to explore. According to Désilets, he was "bored of the whole 10,000 BC [setting]", so he opted to create a game set ten million years in the past. To better study the setting, Désilets read books about paleoanthropology, though some elements were exaggerated. The team avoided getting inspirations from films or other pop culture media to ensure that the game was unique instead of derivative.

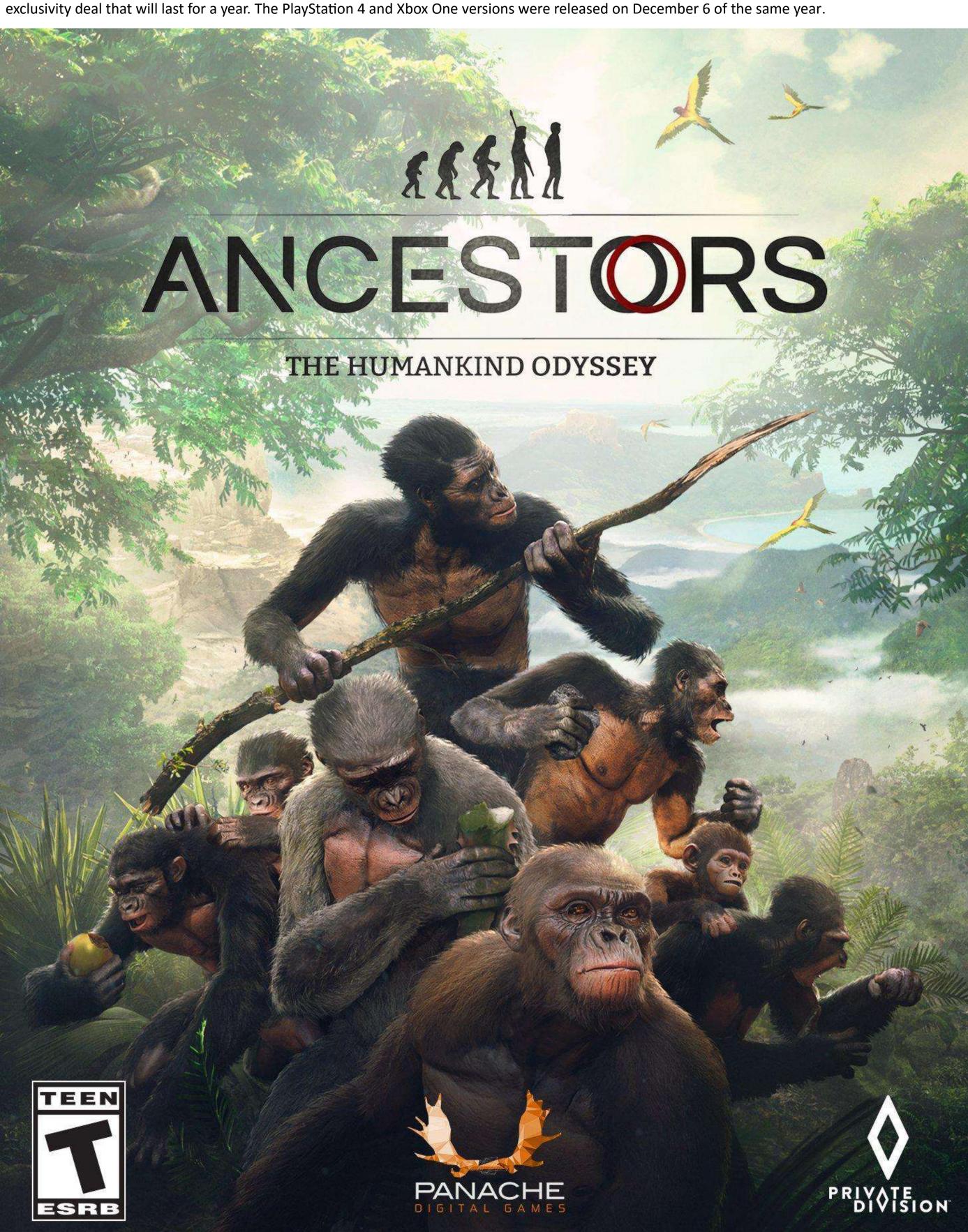
Désilets designed the game to allow players to explore the game's various systems and features, which prompted them to use their instincts to look for solutions.





The game does not have a structured narrative campaign, as Désilets hoped that players can craft their own experiences. The team avoided including a mini-map as part of the game's head-up display as the team wanted to encourage players to have the curiosity to freely explore the game's world. Désilets envisioned the game as the first part of a trilogy, and that this first title will end when the player character reaches a stage that resembles Lucy.

The game was announced at Reboot Develop 2015 in Dubrovnik by Désilets. Initially, the game was episodic, in which each chapter enabled players to "relive the greatest moments of mankind with a documentary twist". The decision was a financial one because the studio was small and it lacked sufficient funds to build a huge game. However, the plan was scrapped after Private Division, a new publishing label dedicated to supporting independent game developers, agreed to publish the game. The game was released for Microsoft Windows on August 27, 2019 via the Epic Games Store due to an exclusivity deal that will last for a year. The PlayStation 4 and Xbox One versions were released on December 6 of the same year.



Darksiders Genesis

Darksiders Genesis is a top-down hack and slash action role-playing video game developed by American studio Airship Syndicate and published by THQ Nordic. The game was released for Stadia and Microsoft Windows on 5 December 2019, and will be released Nintendo Switch, PlayStation 4, and Xbox One in February 2020. It is considered a spin-off prequel game in the Darksiders series and introduces the fourth Horseman of the Apocalypse, Strife, as the protagonist. Strife can also team up with his brother, War.

Gameplay

Throughout the game the player can switch between Strife and War at any time. Strife uses his pistols while War uses his sword, Chaos Eater. Alternatively, two players can play the game in a co-op mode with each player taking the role of one of the characters. Once the player has killed enough enemies, they are allowed to use burst abilities which allow them to take down enemies quicker. The game currency is souls which can be earned by killing enemies that will spawn before the player. Platforming elements similar to previous games make a return and certain gameplay mechanics such as bombs are present too.

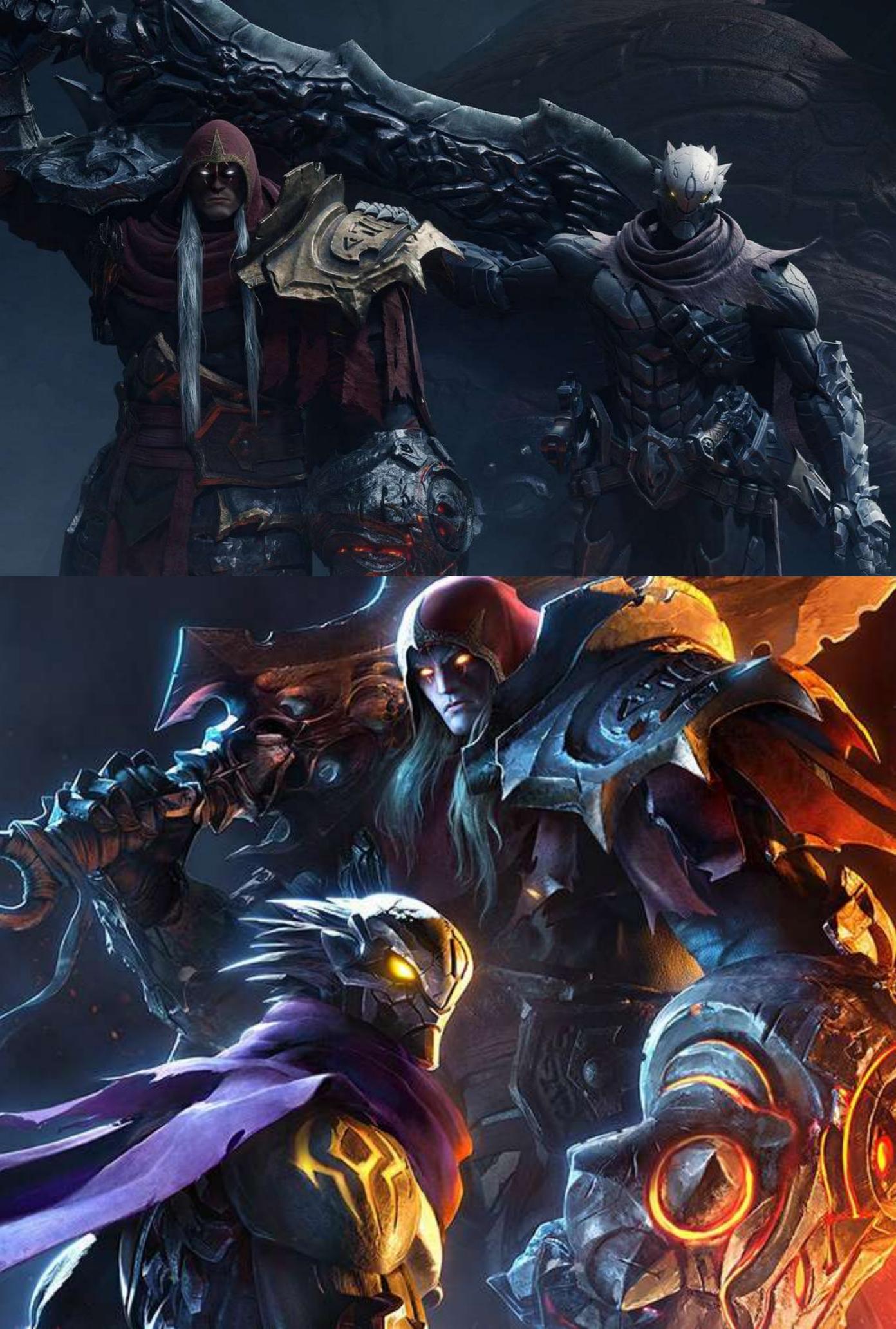
Development

The game was officially announced by publisher THQ Nordic on 6 June 2019 in the run-up to E3 2019. Unlike Darksiders III, Genesis is developed by Airship Syndicate, who previously developed Battle Chasers: Nightwar. This studio consists of developers of the defunct Vigil Games, who developed the first two Darksiders titles. Genesis is also a spinoff title, whereas unlike its main series games, it takes on a top-down perspective and is more of a looter game, similar to other games like Diablo.













Dead or Alive 6

Dead or Alive 6 is a fighting game developed by Team Ninja published by Koei Tecmo in the Dead or Alive series as a sequel to Dead or Alive 5. The game was released for Microsoft Windows, PlayStation 4, and Xbox One on March 1, 2019. DOA6 was praised for its polished gameplay, battle arenas, and its beginners-friendly tutorials, but was criticized for its multiplayer functions as well as the absence of lobby mode and online mode at launch.

Gameplay

The game is markedly graphically violent in contrast to the previous entries in the Dead or Alive series

New features include slow-motion moments and visible damage on the fighters during the course of the fight, while the sweat effects from Dead or Alive 5 return and are more pronounced. Dead or Alive 6 also marks the first time for the series to have costume customization mode. The game adds new blood and violence physics that can be user-adjusted in the options.

The game is supposed to be more accessible for newcomers. New mechanics introduced are the Fatal Rush, a beginner-friendly mechanic where pressing one button multiple times results in the character performing a simple combo, and the Break Gauge, a meter that builds up as the characters attack. If the Gauge is full, a Fatal Rush will culminate in a move similar to what the Critical Blow in Dead or Alive 5 would do. There is a new mechanic named the Fatal Reversal, where the character reverses an opponent, stunning them, before appearing behind them, open for a counter. The juggling ground-bounce system in this game is also being enhanced to extend juggle combos.

Characters

The game currently has 29 (including palette swap) playable characters. According to the developers during an interview, it was originally not going to feature the characters who were introduced in Dead or Alive Xtreme 3 Venus Vacation and Scarlet, but has been decided to include one of them as candidate DLC characters. One of the future candidate DLC characters also includes one of veterans such as Momiji from Ninja Gaiden, who was announced in the second DLC pass. There is also be two SNK guest characters, including Mai Shiranui returning from Dead or Alive 5 Last Round. The

other SNK guest for the collaboration promoting the fourteenth installment of The King of Fighters game was later confirmed to be Kula Diamond.

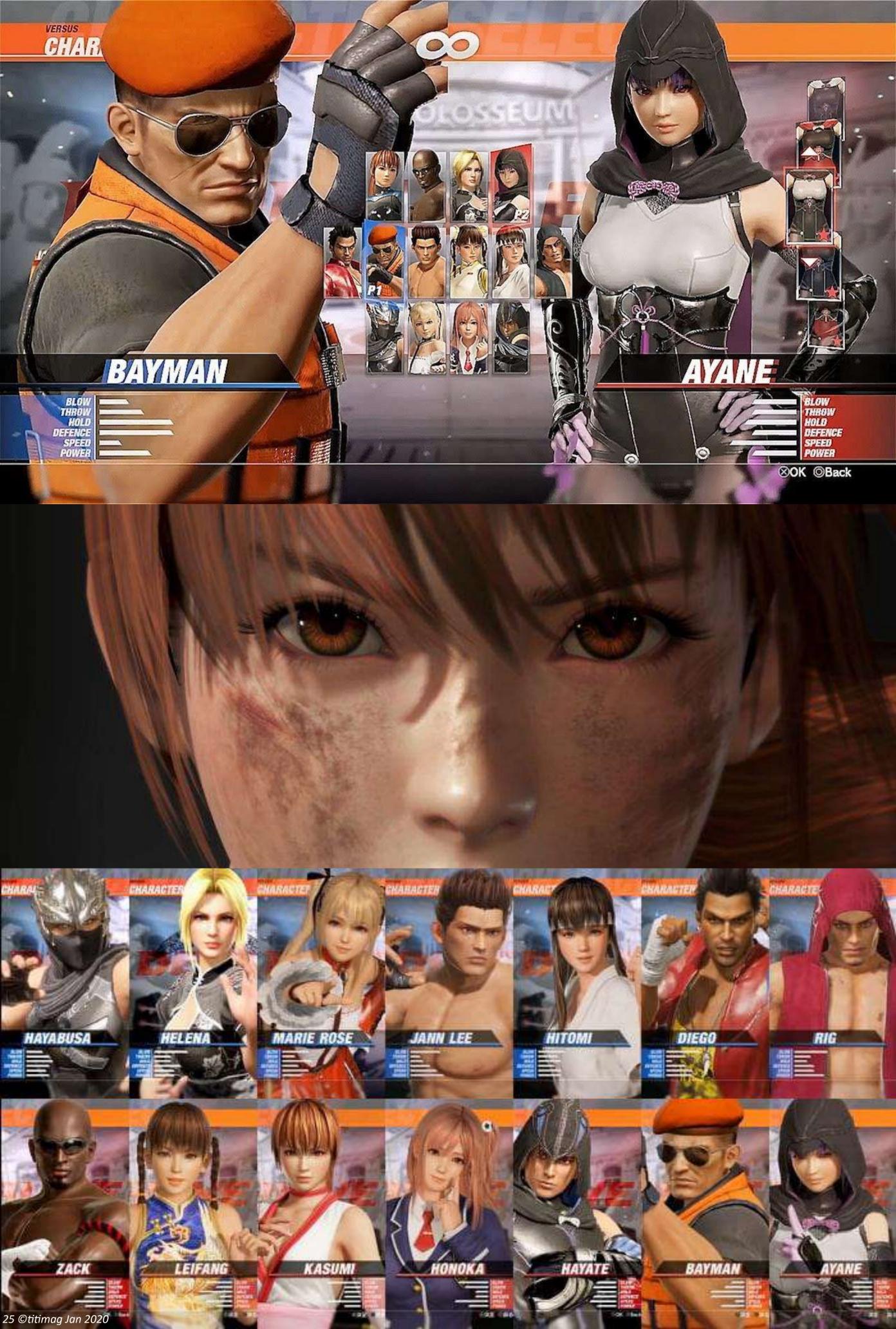
New

Diego, a Mexican-American street fighter hailing from New York City. He enters the tournament in order to provide funding for his sick mother. Diego is the first character in the Dead or Alive series to be of Mexican descent. Kula Diamond a b, is a guest character and comes from "The King of Fighters". She is the second guest character from SNK-related franchise, alongside Mai Shiranui. NiCO, a new M.I.S.T. scientist and silat martial artist from Finland. She is using lightning-based attacks.

Plot

Following the events of Dead or Alive 5, after a sinister incident in a village... Kasumi, a successor of the legendary Mugen Tenshin ninja clan, abandoned her clan and became a "runaway ninja," secretly living in a hermitage in a mountain village. Meanwhile, Helena Douglas, president of the new DOATEC, is involved in an incident. The sudden of an individual with special powers sent shivers down her spine And yet another. A so-called genius chuckles at a mysterious light emitting an aura. Behind a quiet time, a sinister plan is set in motion. The passing days are about to be unduly overturned due to an open desire. As Kasumi writes to her mother, her pen overflows with hesitation. ...It's not over yet.









Development and release

Team Ninja began full-time development on Dead or Alive 6 in December 2017 and publicly revealed it in June 2018. The game is using a new graphics engine. The studio announced they sought to slightly tone down the sexualized portrayal of female characters and focused on being an esports title. A single-player campaign, which was described as "cohesive" by director and producer Yohei Shimbori, was developed so that the game can appeal to both casual gamers and the Western audience. A new character Diego was also designed specifically in mind for American males aged 25 to 35. Tag team mode of the previous games isn't featured due to the team focusing all its resources on one vs one modes.

Shimbori later denied that the game has been censored due to the new Sony standards against sexual content in PlayStation games and promised it would be at the DOA5 standards, claiming to having been repeatedly misunderstood or mistranslated on the issue. He also cited the unfavorable perception of the previous games by "some media outlets" as a reason for the changes and blamed the reduction of female clothing damage on otherwise being unable to distribute the game in the Western stores, stating he has been trying to avoid the repetition of the situation with Dead or Alive Xtreme 3 where they could not sell it in Europe and North America.

The game nevertheless still failed to avoid controversies in the West, including having an Evo Japan 2019 official stream featuring gravure idols Yuka Kuramochi and Saki Yoshida shut down and apologized for by the Evolution Championship Series president Joey Cuellar and head of business development Mark Julio citing "core values".

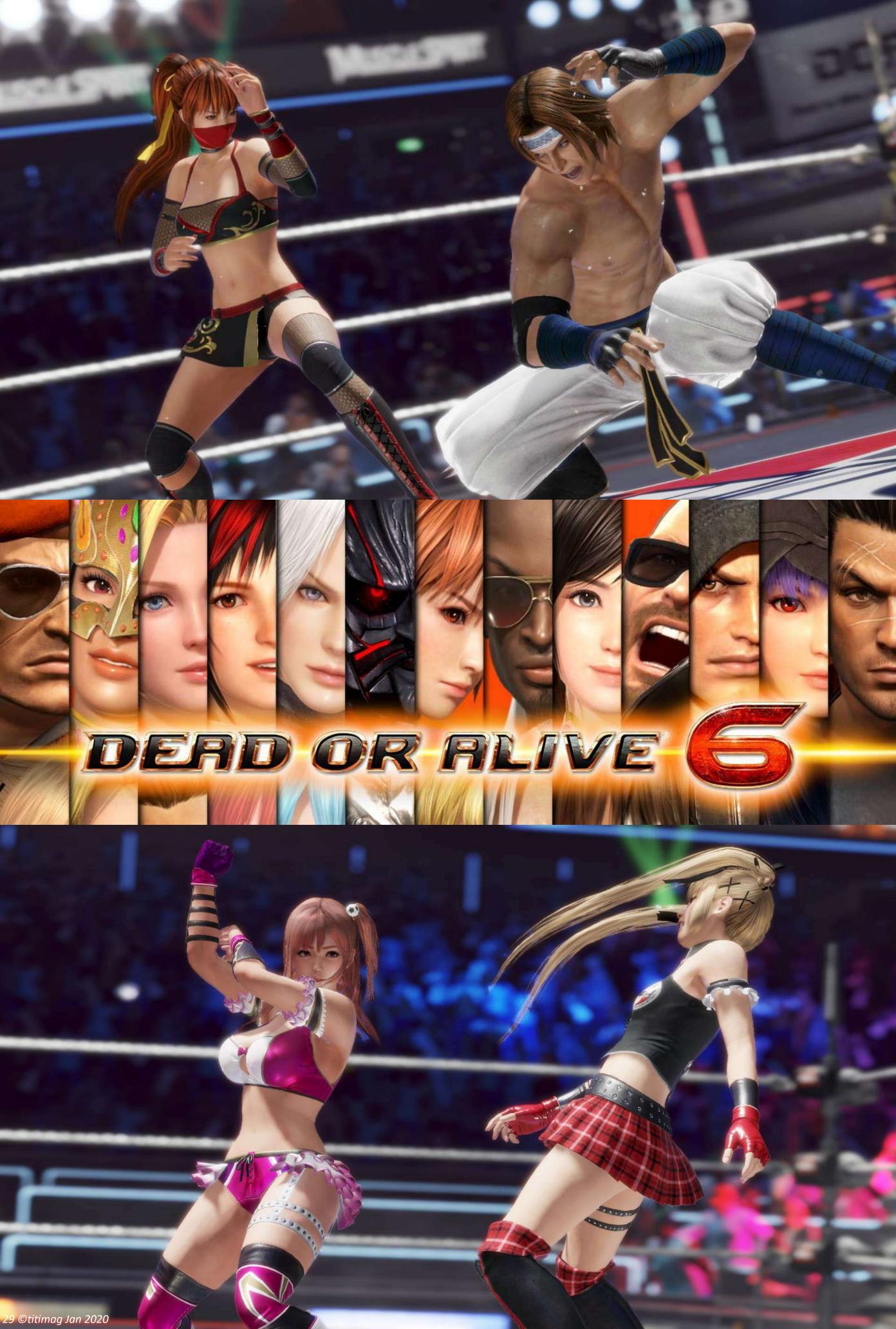
An open beta version was made available between January 12-14 for the PlayStation Plus subscribers. A new demo has been exclusive to PlayStation Plus and Xbox Live Gold members between February 22-24.

Dead or Alive 6 was released for Microsoft Windows, PlayStation 4 and Xbox One on March 1, 2019, delayed two weeks from the original release date of February 15. Limited edition items in Japan include life-size bed sheets of Ayane and Kasumi, a bath poster of Ayane and Kasumi, and bust and buttocks shaped 3D mousepads of Honoka and Marie Rose. The in-game Nyotengu and Phase 4 characters have been included in pre-order and deluxe edition bonuses, along with exclusive costumes.

Similar to Dead or Alive 5, Dead or Alive 6 also has a "Core Fighters" free-to-play version, which was made available two week later on March 15. An arcade version is also scheduled to be released.

The game's breast physics were announced to be enhanced post-release. The first downloadable content (DLC) season pass, costing more than the base game, adds two additional character as well as 62 new costumes. Mai and Kula were released as DLC characters on June 17, coming with changes in the DLC system allowing to purchase individual costumes. Momiji returned as a DLC, released at September 19, 2019. Rachel also returns as DLC, released in December, 2019.











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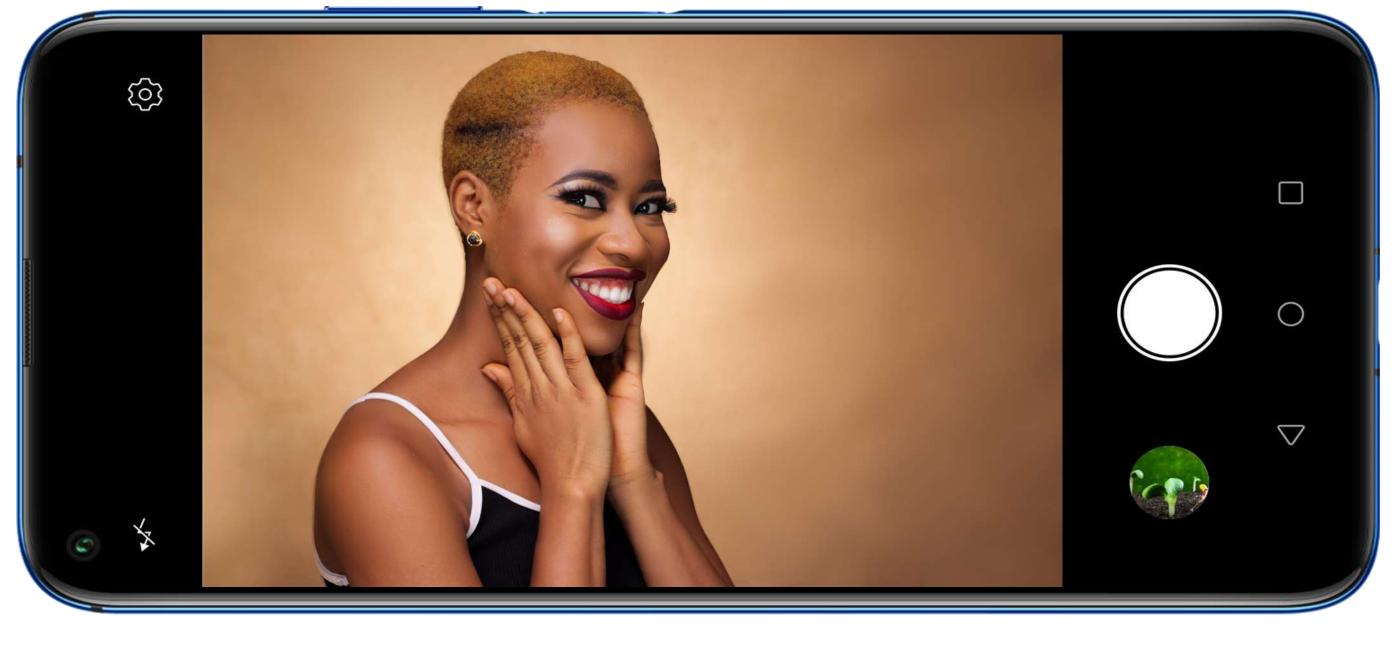
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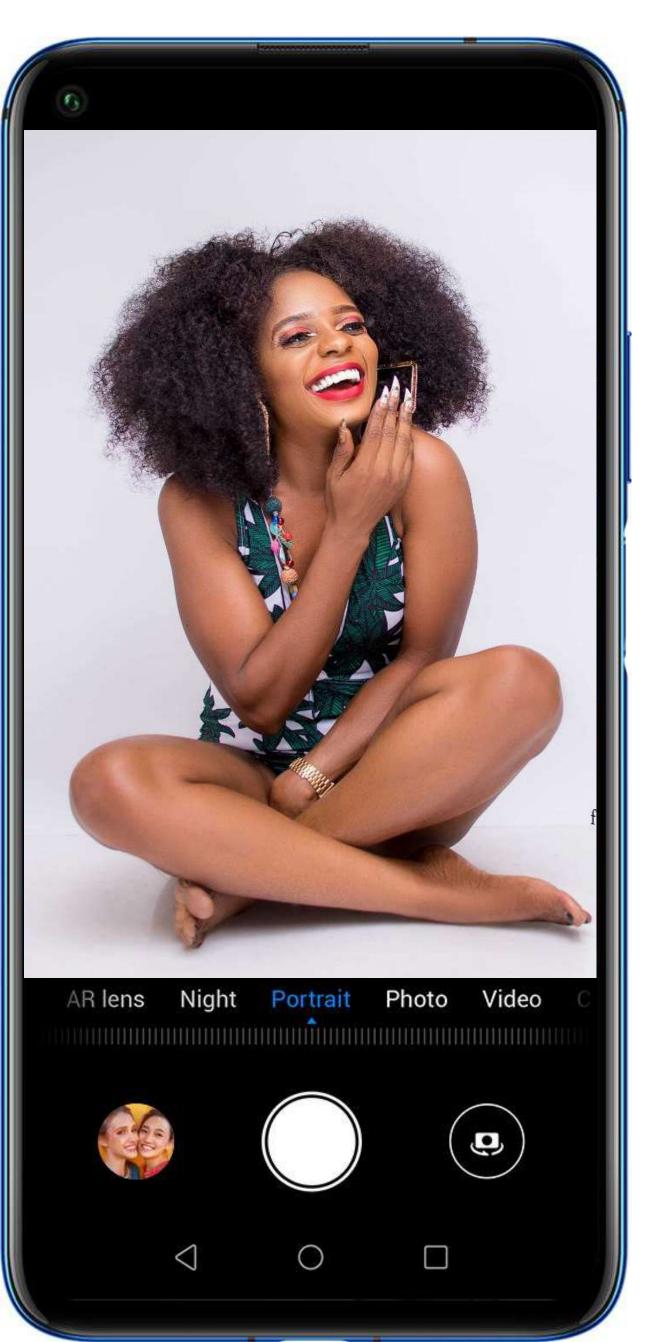




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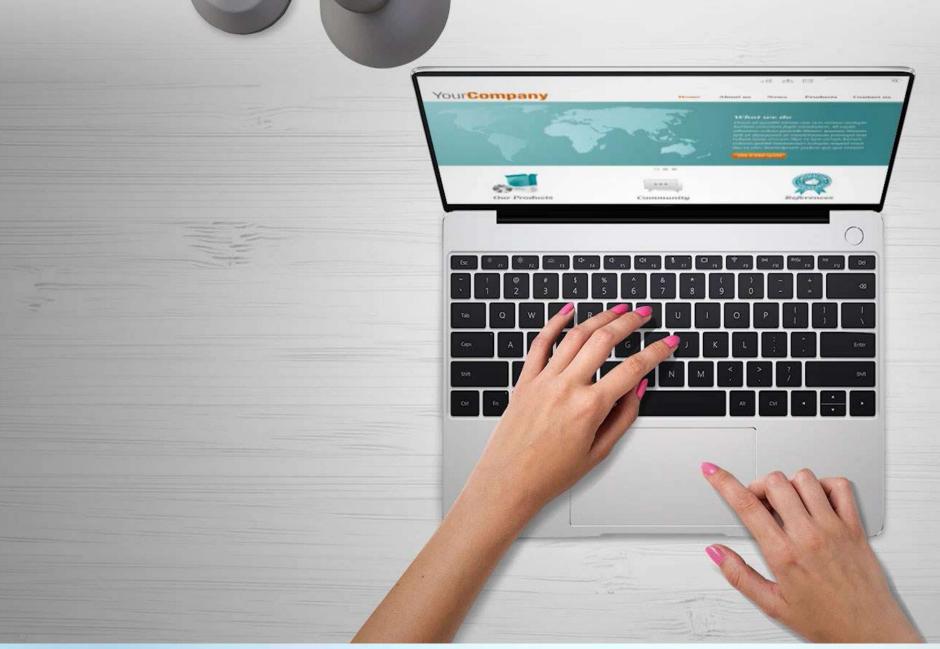






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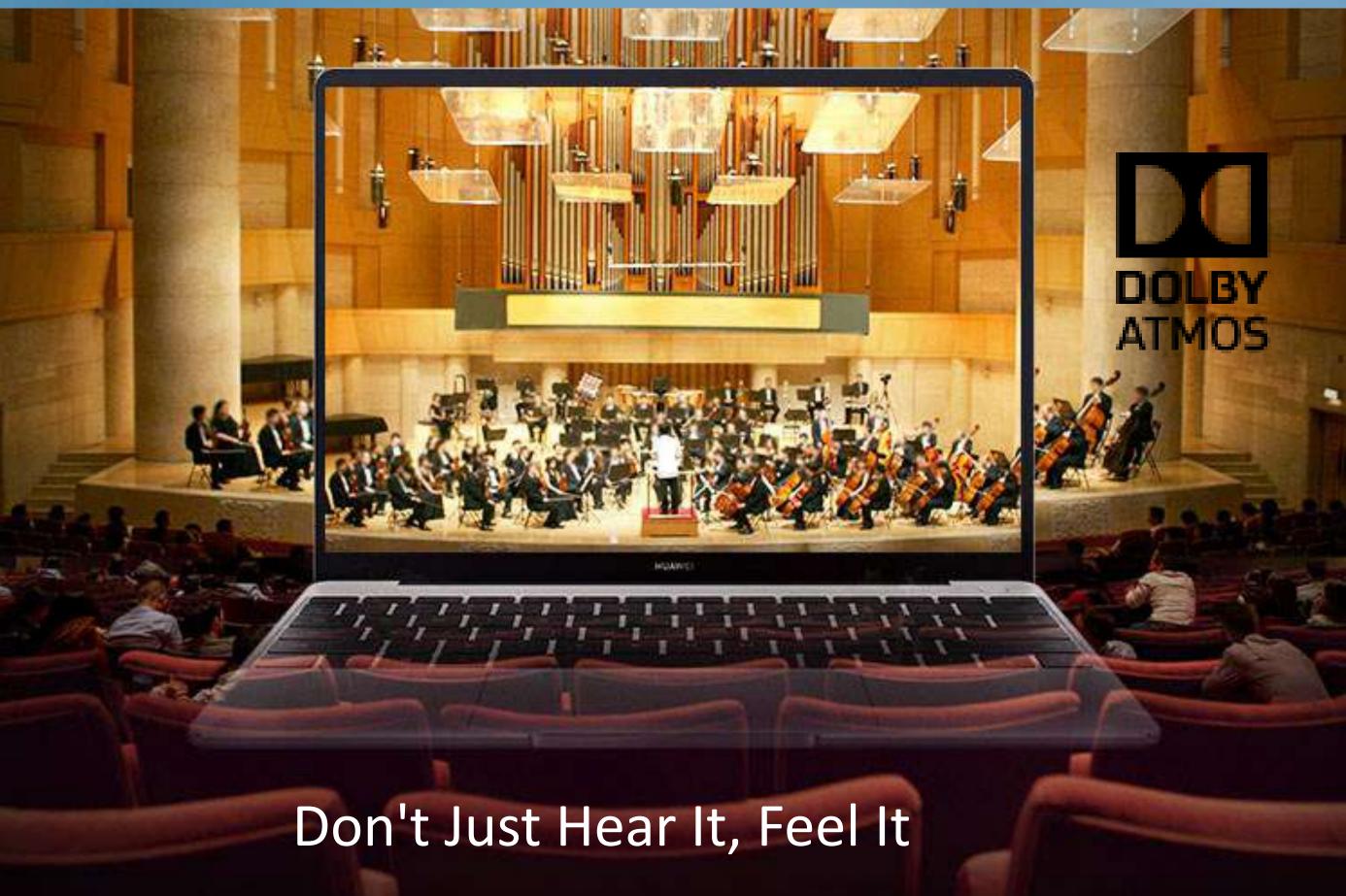


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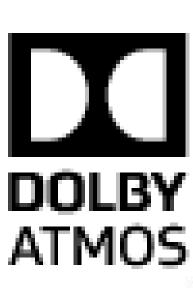
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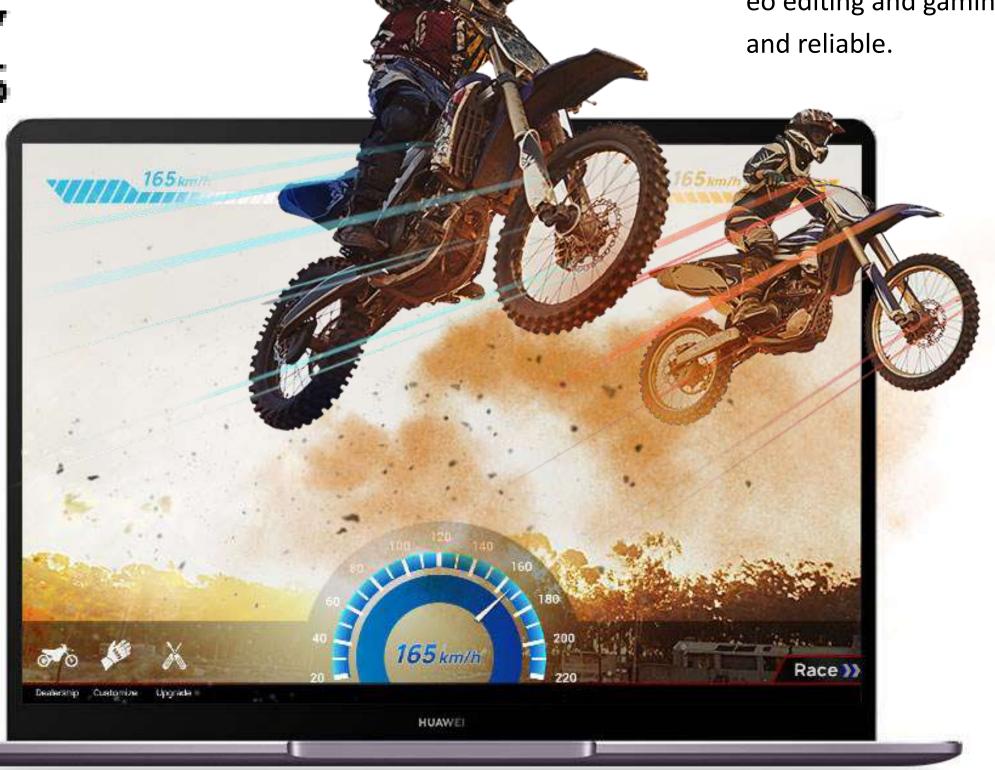
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Speed and power come together in the HUAWEI MateBook 13 to deliver revolutionary performance capabilities. Featuring the new 8th generation (Whiskey Lake) Intel® coreTM i7 8565U processor, it runs 40% faster than its predecessor.3 In terms of power and longevity, it's a game changer for laptop technology.

Fast Track

Streamline your day-to-day life and accelerate your creativity. The ultraslim body carries NVIDIA® GeForce® MX250 with 2 GB GDDR5. Get up to 3.5X performance over integrated graphics for image processing and video editing.2 The graphics are also backed up by 25 W TDP to make video editing and gaming smooth, fast and reliable.



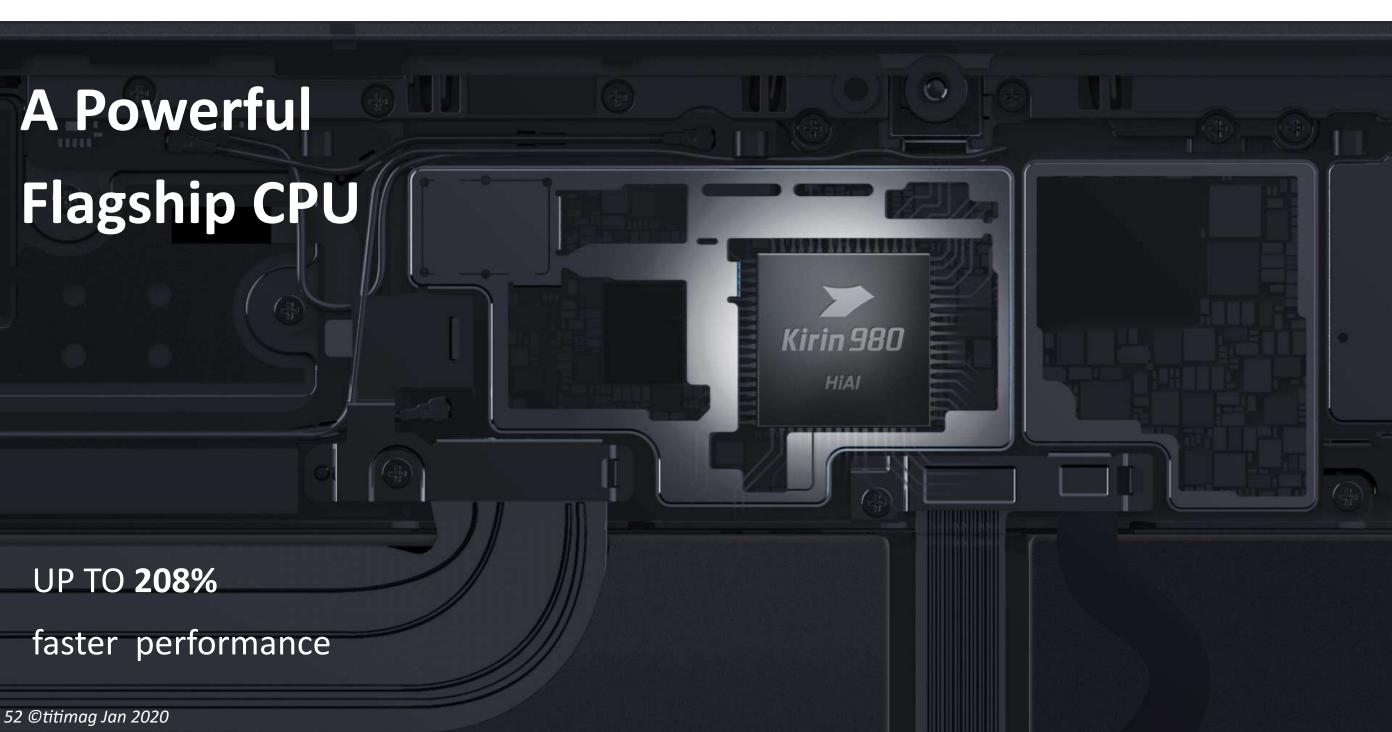




\$432.22



Kirin 980, our first dual NPU mobile chipset, is equipped in the core of the HUAWEI MediaPad M6. This supreme 7nm processor combines performance with energy efficiency to deliver a remarkable and intelligent user experience.





See the Stunning Details

The brilliant 10.8" 2K display lets you see more in vivid details. While you are watching movies or playing games, the HUAWEI ClariVu™ technology uses intelligent algorithms to further enhance contrast and clarity to achieve an exceptional viewing experience.

Designed for Your Kids

Children's Corner is an intelligent tool dedicated for kids. Kids can access it simply with a fingerprint for all their learning and fun games. It is also designed for parents to monitor their child's usage on apps and games and easily set screen time limits.

Work Anytime and Anywhere

Quickly switch to PC Mode and use the familiar desktop-like appearance to search, edit or create new files and browse the web. Pair that with the pressure-sensitivity M-Pen lite stylus and the slim Smart Magnetic Keyboard, you can conveniently work on the go, anytime and anywhere.













Now There's More to See

HUAWEI's first notebook with FullView design. The 91% screento-body ratio creates a near borderless display, delivering a massive view on an impressive body. A truly revolutionary experience with a screen that captures the world.









Every Detail Captured in Vivid Colour

HUAWEI MateBook X Pro's 3K LTPS display comes with a remarkable 3000 x 2000 resolution, 260 PPI, 100% sRGB colour gamut, 450 nits maximum brightness and 1500:1 contrast ratio. Immerse yourself in vivid details when viewing high definition pictures or watching 4K videos.

Go Ahead and Touch it

Effortlessly scroll and zoom with the HUAWEI MateBook X Pro's 10-point touchscreen made with ultra-thin Corning Gorilla glass and an anti-fingerprint coating. Navigate accurately, freely, smoothly and intuitively with the touch of a finger.



Powered for Creativity

Stylish outside, powerful inside. The 8th generation Intel[®] Core[™] i7 8550U / i5 8250U processor* boosts performance over its predecessor. It's easier and faster to do more with power at your fingertips. Your creativity and productivity are unleashed.

Good Ideas Need to Be Heard

Quad microphones accurately pick up sound from 4 meters away*. HUAWEI MateBook X Pro also supports remote intelligent voice interactions and Microsoft translator for multiple users.







HUAWEI MateBook X Pro

Performance Boost for Entertainment and Productivity The NVIDIA® GeForce® MX150

The NVIDIA® GeForce® MX150 graphics card comes with 2 GB GDDR5* ensuring faster image processing, smoother video editing and more stable gaming. Never limit your fun and imagination.





Built to Last

HUAWEI MateBook X Pro packs a monstrous 57.4 Wh (typical capacity) battery into its slim body. When it is fully charged, you can enjoy up to 12 hours of video playback

Recessed Camera for Better Control

HUAWEI MateBook X Pro's camera sits discreetly on the keyboard, and pops up only when you want it to. A safeguard for your privacy.



DOLBY ATMOS SOUND SYSTEM

A Movie Theatre on the Go

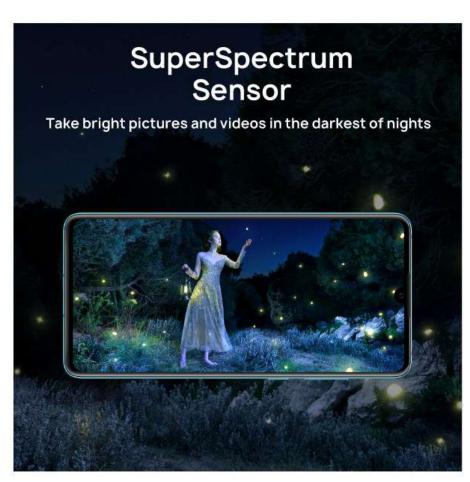
Combining quad speakers and split frequency set-up, HUAWEI and Dolby's superior design offers woofers with deep, resonant bass and tweeters with clear treble. Rich, crisp sound effects from all angles. The Dolby Atmos[®] Sound System minimises distortion and captures details to create an immersive 3D sound experience.





Reasons To Buy HUAWEI P30

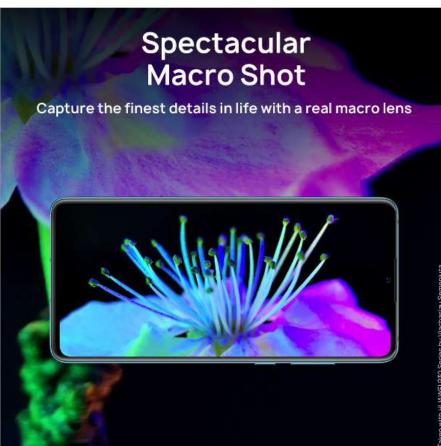










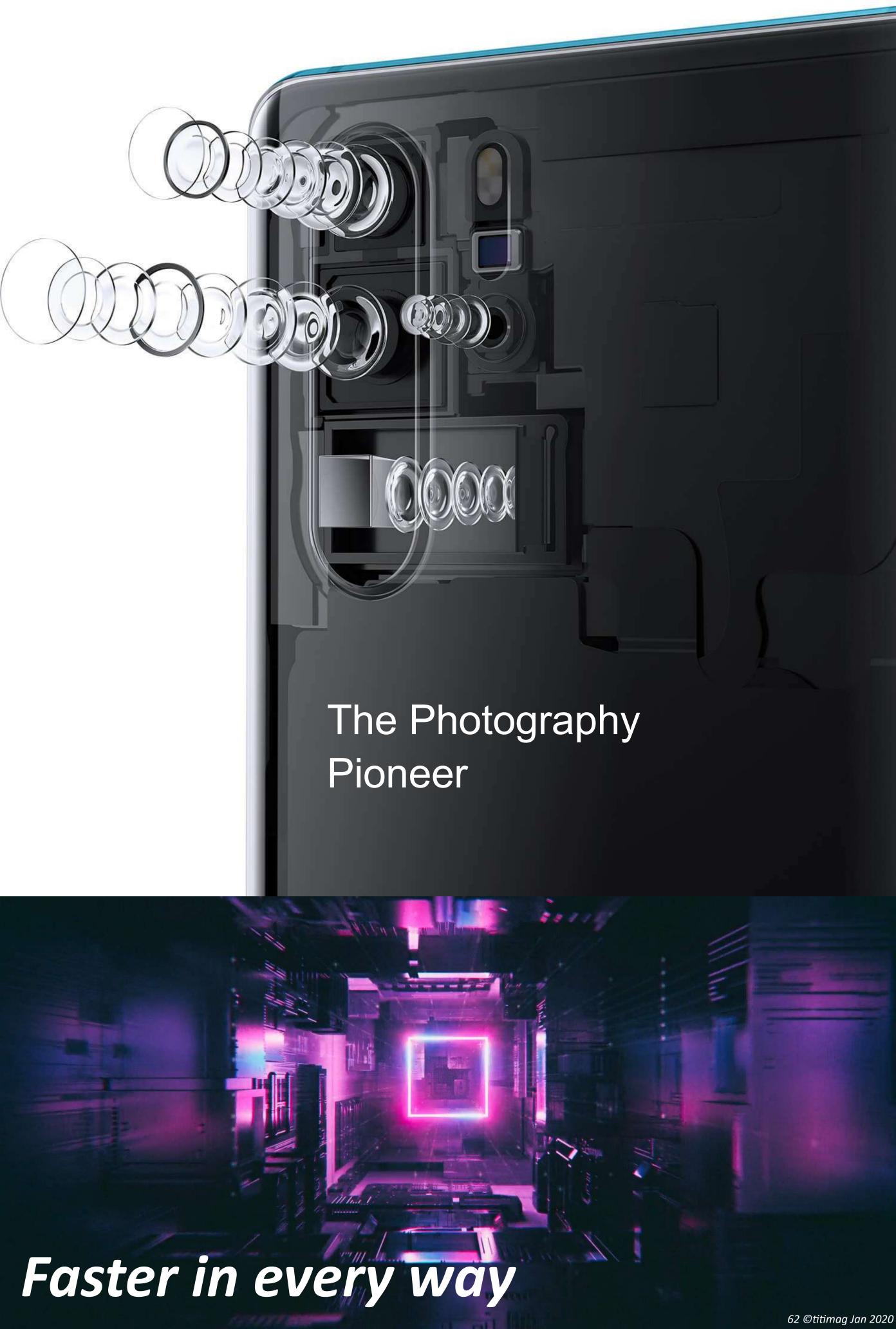


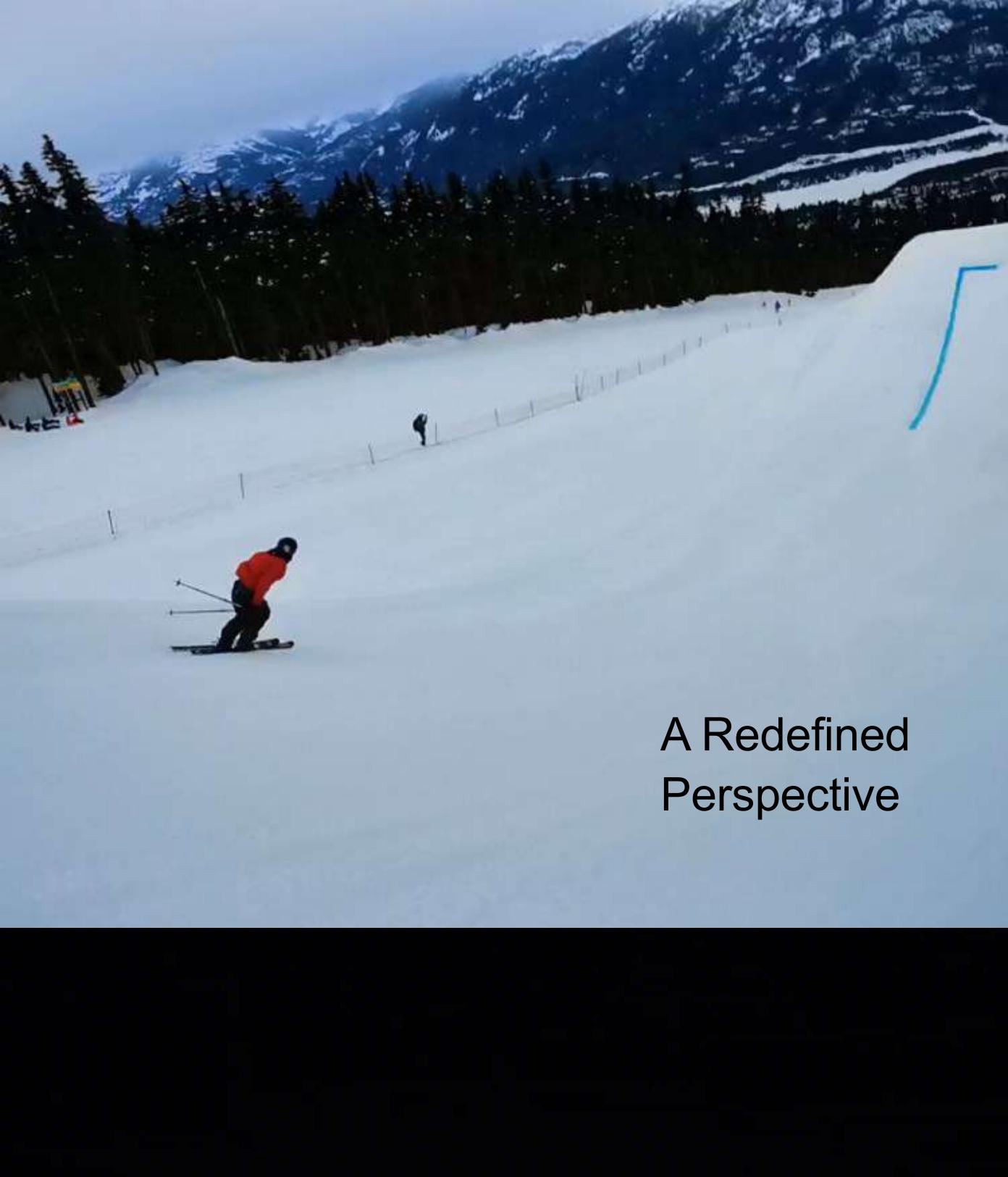
Drawing inspiration from the miraculous sky, the HUAWEI P30 Pro mirrors the transfixing colour of light and space. Witness the beauty of a rosy dawn, mid-day sky, the mysteri-

A Delight of Colour

ous Aurora and darkness of night.







See the Unseen in the Dark







2019 ford MUSTANG...a modern machine straight out of the stables of ford; a beauty with power, a horse in machine form, you want power and an aggressive presence, then look no further...

TITI MAGAZINE











HORSEPOWER 460 @ 7,000 RPM¹ UNDER SECONDS
4 0–60 MPH³







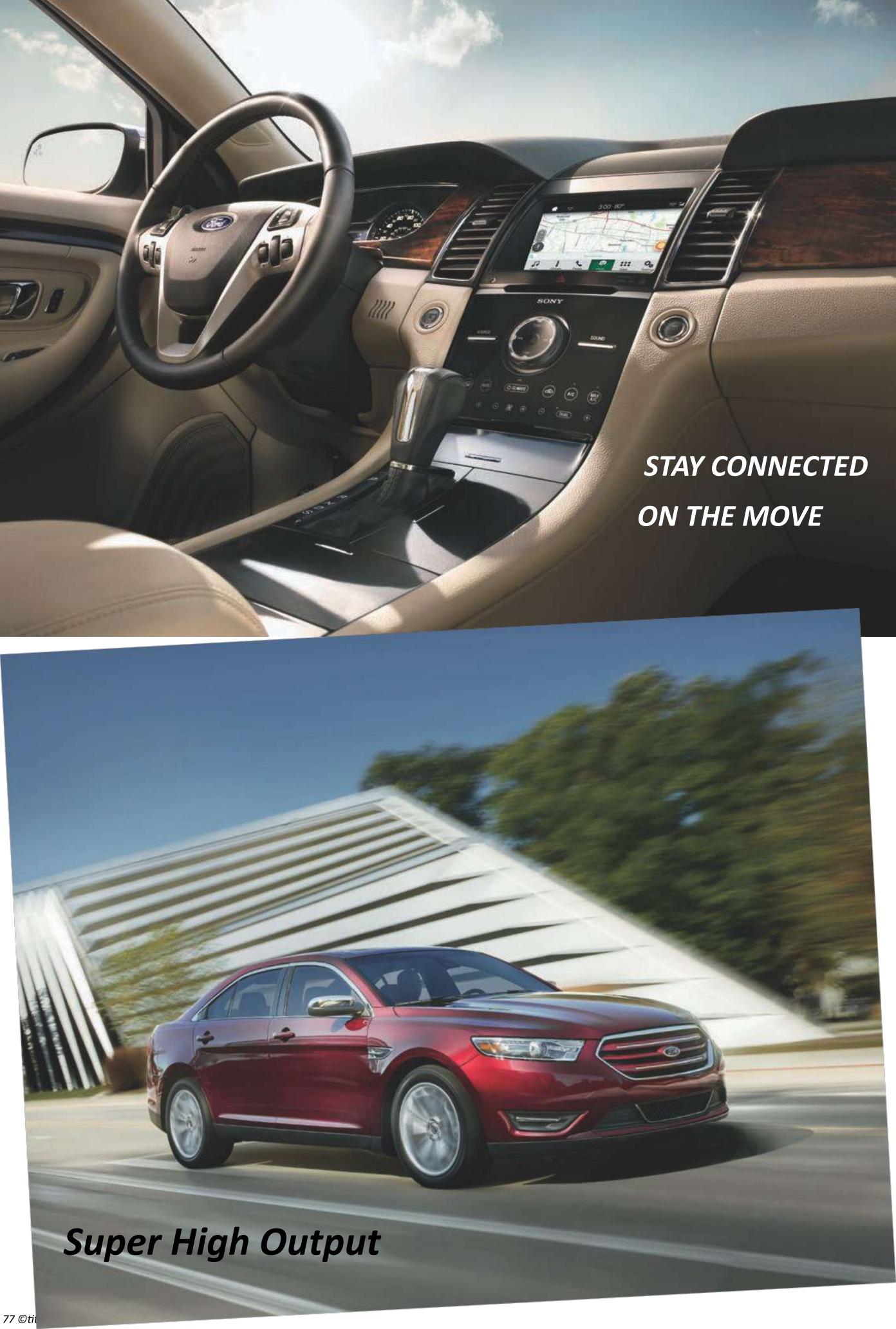
















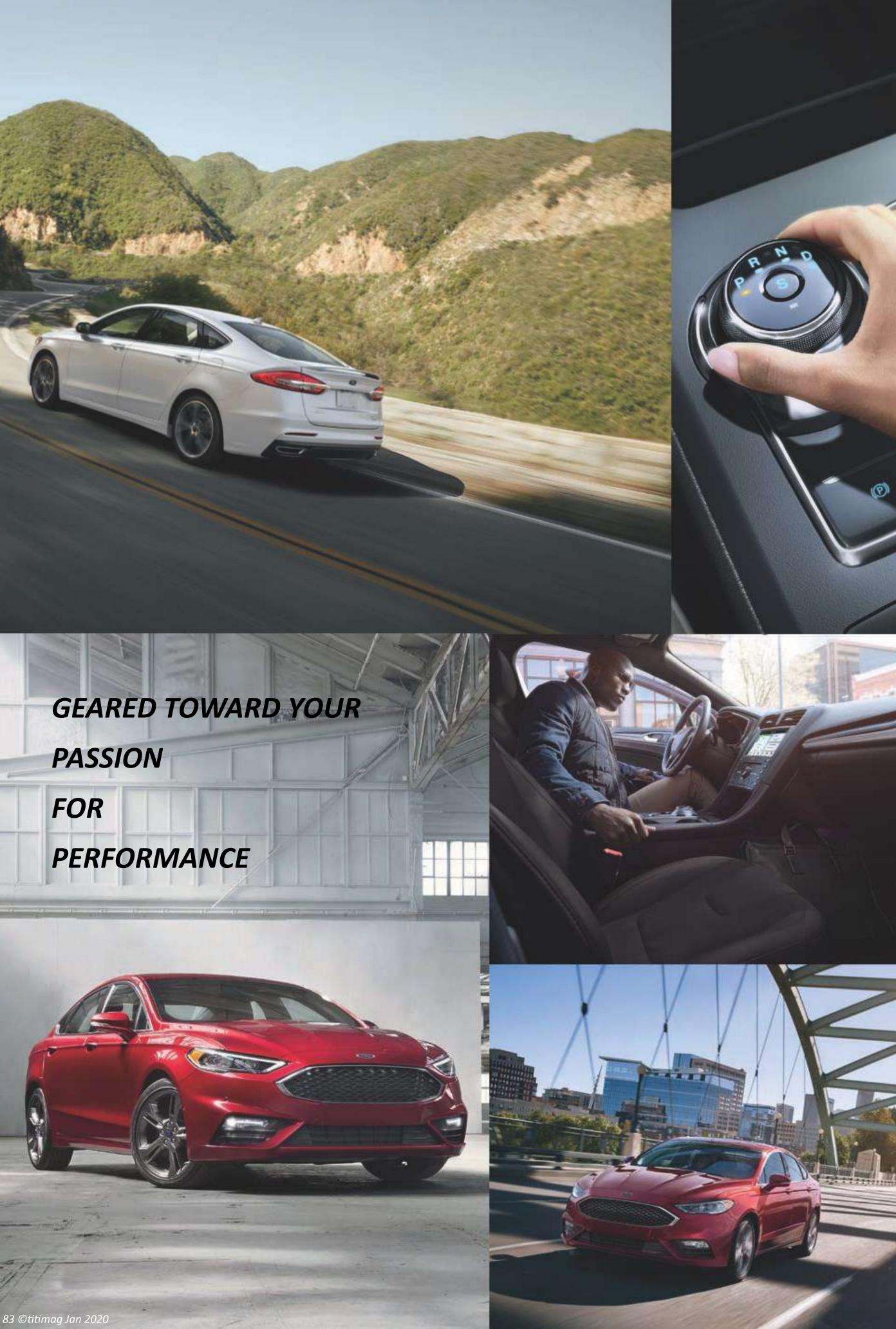


PLUG IN
FOR BETTER
DRIVING
RANGE

80 ©titimag Jan 202<u>0</u>





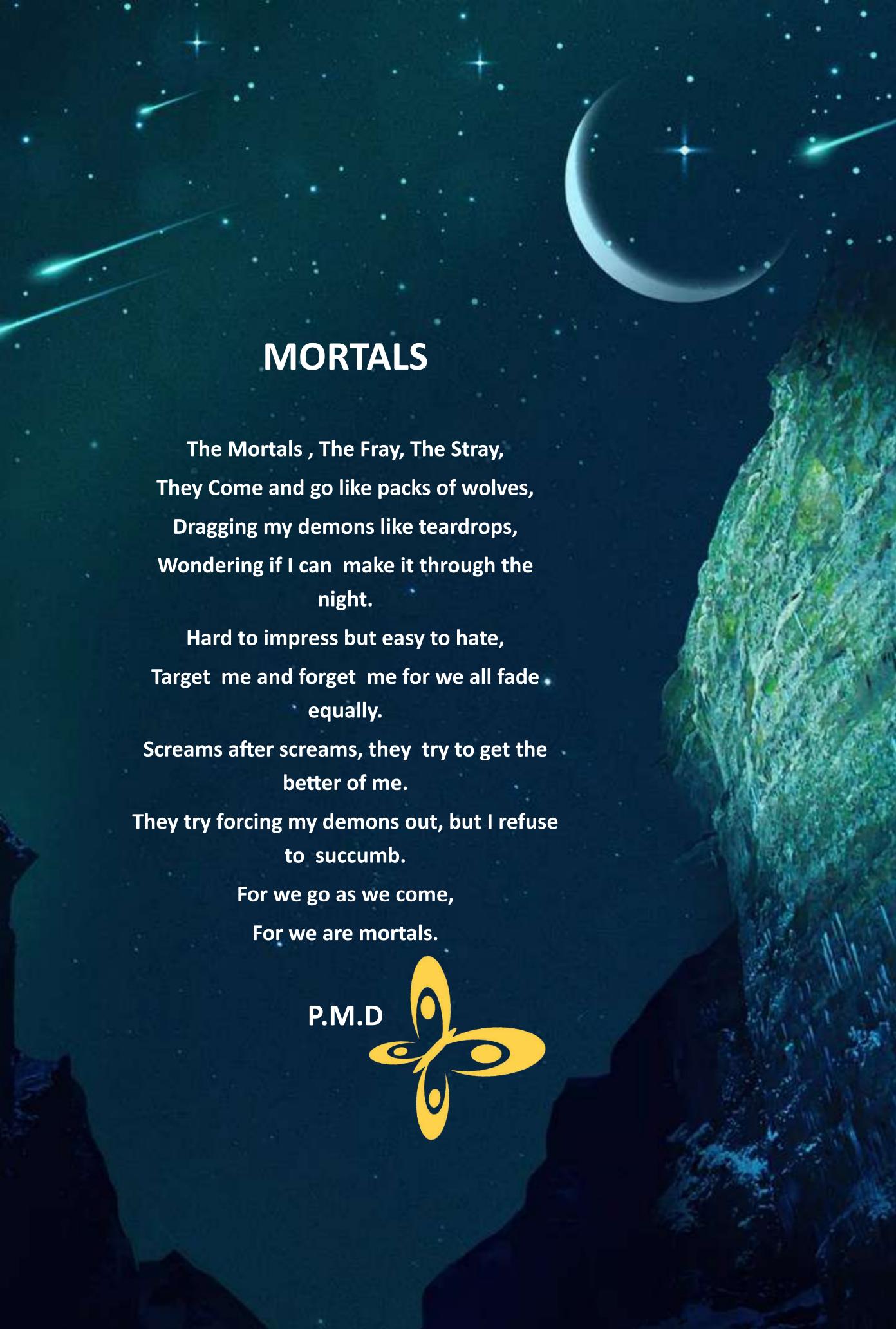






The roads are getting more rough, if you need a ride to merge you to the road, then look no further for the 2019 ford fusion will not just give you comfort it will also fuse you with the surrounding....

TITI MAGAZINE





KRISTEN STEWART VINCENT

AND T.J.
MILLER

7 MILES BELOW

THE OCEAN SURFACE

A CREW IS TRAPPED

AND BEING HUNTED



IN CINEMAS SOON #Underwater







KIM MYUNG-MIN

GEORGE EADS

and MEGAN FOX



THE FORGOTTEN HERDES





WILL SMITH MARTIN LAWRENCE

IN IN ENGLISH FOR LIFE

JANUARY 17

THIS FALM IS NOT YET RATED.
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#BadBoysForLife

DOLBY CINEMA

IMAX

BadBoysForLife.Movie

PICTURES 1

KINNAMAN PIKE COMMON DE ARMAS AND OWEN



FROM THE PRODUCER OF SICARIO AND JOHN WICK

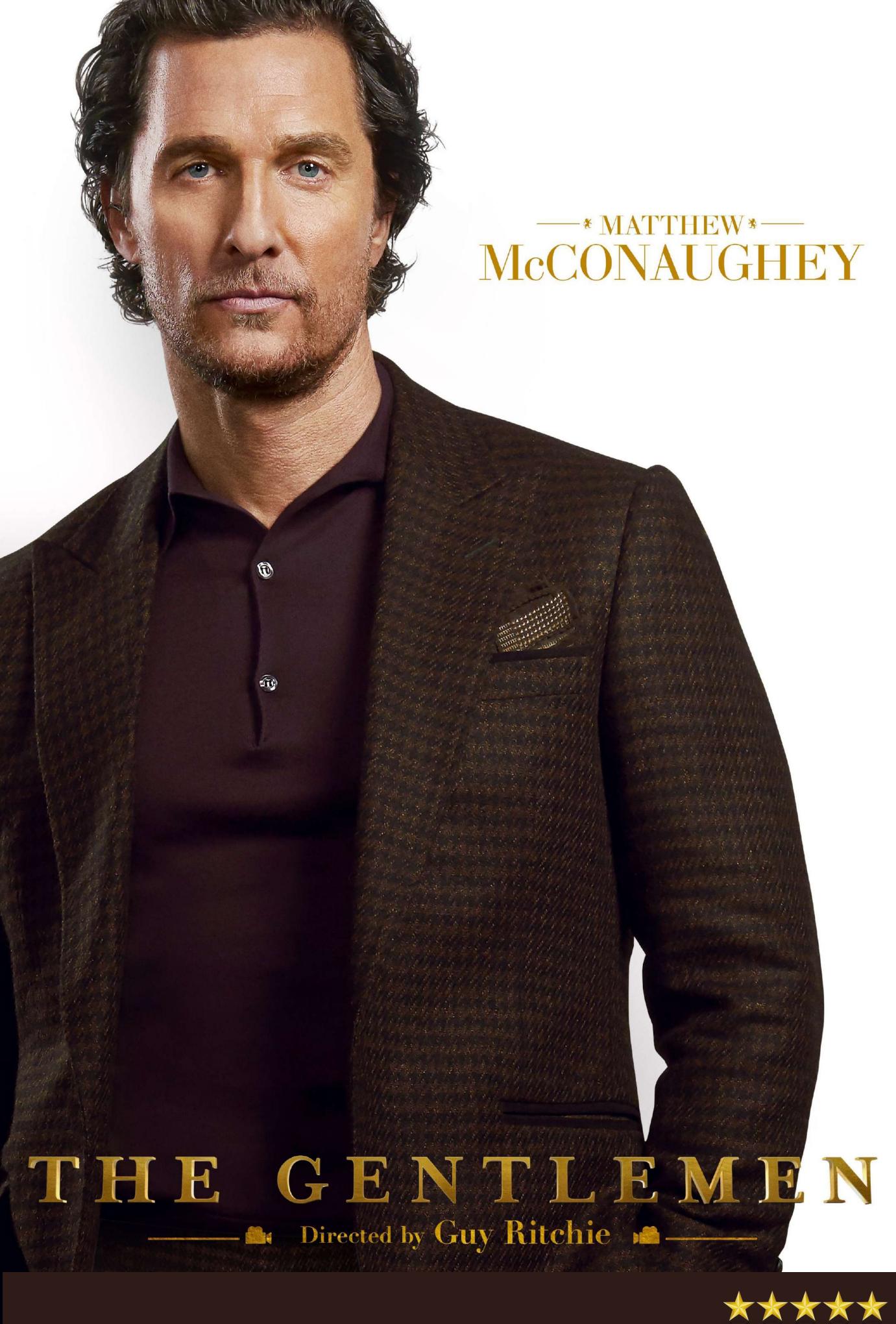
AVISON PICTURES PRESENTS AFYZZ PICTURES AND THUNDER ROAD FILMS PRODUCTION PRODUCED IN ASSOCIATION WITH MADDEN FILMS LIMITED ROSAMUND PIKE JOEL KANAMAN COMMON ANA DE ARMAS AND CLIVE OWEN. THE INFORMER CASING COLIN JONES HAVE MADEN AMOBE STATE WARRY SCRUTON. PRODUCED IN ASSOCIATION WILL BLAIR AND BROOKE BLAIR SOSSIM MOLLY EMMA ROWE THIS JOB TER BURG ACENCE. PRODUCTION AVAILABLE LEAT TO AND ALLEY BROWNING TO ALLEY BROWNING TO ALLEY BROWNING TO LITE WAS ARRESTED AND RESNICK. PRODUCED IN AND RESNICK THIS FILM BASIL INVANYK ERICALEE MARK LANE ROBERT JONES JAMES FARTE WATER MATERIAL BURGES. JAMES FARTE WATER BURGES. JAMES FARTE BU











FROM PRODUCERS OF DON'T BREATHE AND EVIL DEAD





THE THE THE G



GRETEL & HANSEL

