

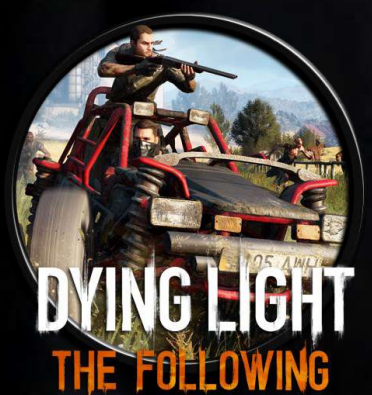
TITI[®] MAGAZINE



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WARFACE



TOM CLANCY'S

RAINBOW SIX | SIEGE

BLACK BOY
BLACK BOY
BLACK BOY



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The Best Skin Products for Black Skin
How to Get Naturally Clear & Glowing Skin for Black Woman

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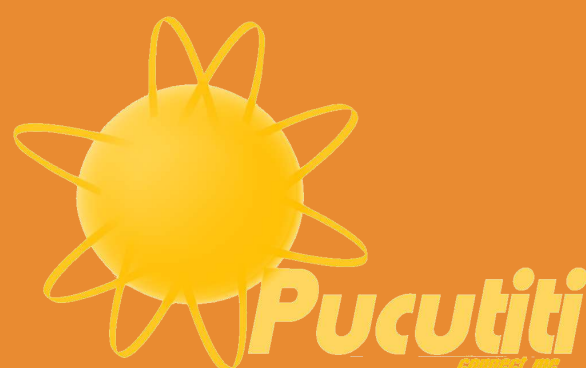
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GAMES

Dying Light: The Following

Dying Light: The Following is an expansion pack for the open-world first-person survival horror video game Dying Light. The game was developed by Techland, published by Warner Bros. Interactive Entertainment, and released for Microsoft Windows, Linux, PlayStation 4, and Xbox One on February 9, 2016. The expansion adds characters, a story campaign, weapons, and gameplay mechanics.

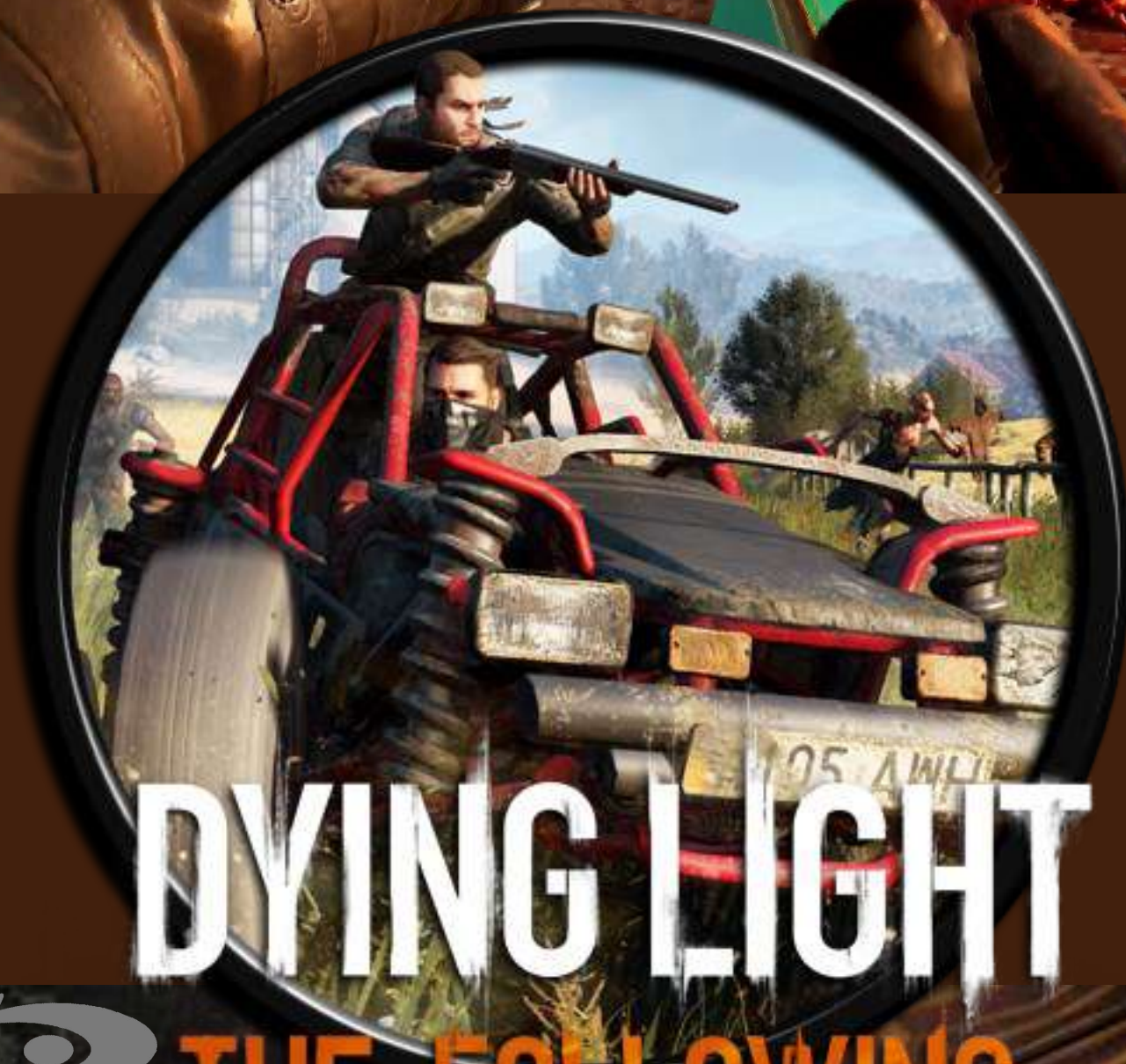
Dying Light: The Following – Enhanced Edition includes Dying Light, Dying Light: The Following, and downloadable content released for the original game, except for three DLCs: Harran Ranger Bundle, Gun Psycho Bundle and Volatile Hunter Bundle.

Gameplay

Set in a map that is twice as large as the two previous maps of Dying Light, The Following's gameplay is similar to that of the main game where the infected are slow and fragile during daytime, and become aggressive and fast at night time. Players can use parkour movements, such as climbing ledges, leaping, sliding, jumping and zip-lining, to move between places and kill enemies. One of the new features introduced is a drivable dune buggy. Players can use them to travel across the game's world quickly and mow down enemies. It has its own separate skill tree, and weapons, including spikes, flamethrowers, UV lights, electrical cages and other upgrades can be added to the buggy to increase its combat abilities. The buggy's performance and efficiency are affected by factors including the power of its suspension, engine, and brakes. Players can also choose from 40 different paintjobs to customize their car, and must collect fuel in order to drive the buggy.

The game features several new weapons, such as a crossbow and a variety of new firearms such as submachine guns and revolvers. A new "bounty" mode, which split missions into three different categories: "Basic", "Dailies", and "Community", is introduced. The missions and objectives included in this mode change every day, and players gain experience points by completing them. The game also features a new difficulty mode named "Nightmare Mode", which extends the duration of nighttime, and increases the strength and health of enemies. Every action made in this mode drains stamina from the player's character. Players do not have to complete the base game before starting the expansion, however the character progression players earned in The Following will be carried to the base game. Similar to the first game, the game supports a four-player cooperative multiplayer mode. The asymmetrical multiplayer mode from the first game, Be The Zombie, also returns in The Following.





DYING LIGHT

THE FOLLOWING



Developer(s): Techland

Publisher(s): Warner Bros. Interactive Entertainment

Producer(s): Tymon Smektała

Designer(s): Maciej Binkowski

Composer(s): Paweł Błaszczak

Engine: Chrome Engine 6

Platform(s): Microsoft Windows, Linux, PlayStation 4, Xbox One

Release: NA: February 9, 2016

EU: February 9, 2016

UK: February 12, 2016

JP: April 21, 2016

Genre(s): Action role-playing, survival horror

Mode(s): Single-player, multiplayer



Development

The Following was developed by Techland and published by Warner Bros. Interactive Entertainment. According to lead designer Maciej Binkowski, the team decided to implement a dune buggy into The Following as they felt that it was a "fantasy" of the zombie genre, and they missed the opportunity when developing the base game. The process of implementing them was described as "hard", as they must ensure that the new system must work functionally with other gameplay mechanics, most notably the parkour system. The development team looked at players' feedback and requests regarding the first Dying Light, and decided to add the most demanded features, including a new story and new firearms, to the game. The new campaign lasts for at least ten hours, and centers around the theme "mystery". Gameplay elements from The Following were originally part of the core Dying Light game, but were later left behind as the core game was becoming too large for the team to handle. According to Binkowski, the development of the game continued after the release of the first game, and numerous improvements were made to the parkour system, animation, artificial intelligence and graphics.

In May 2015, it was announced that the development of another Techland video game, Hellraid, had been put on hold so as to allow the studio to allocate resources and time to concentrate on the development of the Dying Light franchise. The game was teased by Techland on July 23, 2015, before being officially announced a week later. To reflect the increased scope and scale of the expansion, Techland raised the game's price on November 25, 2015. Although the game can be bought separately, it was included in Dying Light: The Following – Enhanced Edition, which bundles The Following with the base game and its downloadable content, except for three DLCs: Harran Ranger Bundle, Gun Psycho Bundle and Volatile Hunter Bundle. Players of the original game can upgrade to the Enhanced Edition for free. The Following is also free for players who have purchased the base game's Season Pass. The Enhanced Edition were released on February 9, 2016.

Tom Clancy's Rainbow Six Siege

Tom Clancy's Rainbow Six Siege (often shortened to Rainbow Six Siege) is an online tactical shooter video game developed by Ubisoft Montreal and published by Ubisoft. It was released worldwide for Microsoft Windows, PlayStation 4, and Xbox December 1, 2015. The game puts heavy emphasis on environmental destruction and cooperation between players. Each assumes control of an attacker or a defender in different gameplay modes such as rescuing a hostage, defusing a bomb, and taking control of a capture point. The title has no campaign but features a series of short missions that can be played solo. These missions have a loose narrative, focusing on recruits going through training to prepare them for future encounters with the White Masks, a terrorist group that threatens the safety of the world.

It is an entry in the Tom Clancy's Rainbow Six series and the successor to Tom Clancy's Rainbow 6: Patriots, a tactical shooter that had a larger focus on narrative. However, Patriots was eventually cancelled due to its technical shortcomings, and the team decided to reboot the franchise. The team evaluated the core of the Rainbow Six franchise and believed that letting players impersonate the top counter-terrorist operatives around the world suited the game most. To create authentic siege situations, the team consulted actual counter-terrorism units and looked at real-life examples of sieges. Powered by AnvilNext 2.0, the game also utilizes Ubisoft's RealBlast technology to create destructible environments.

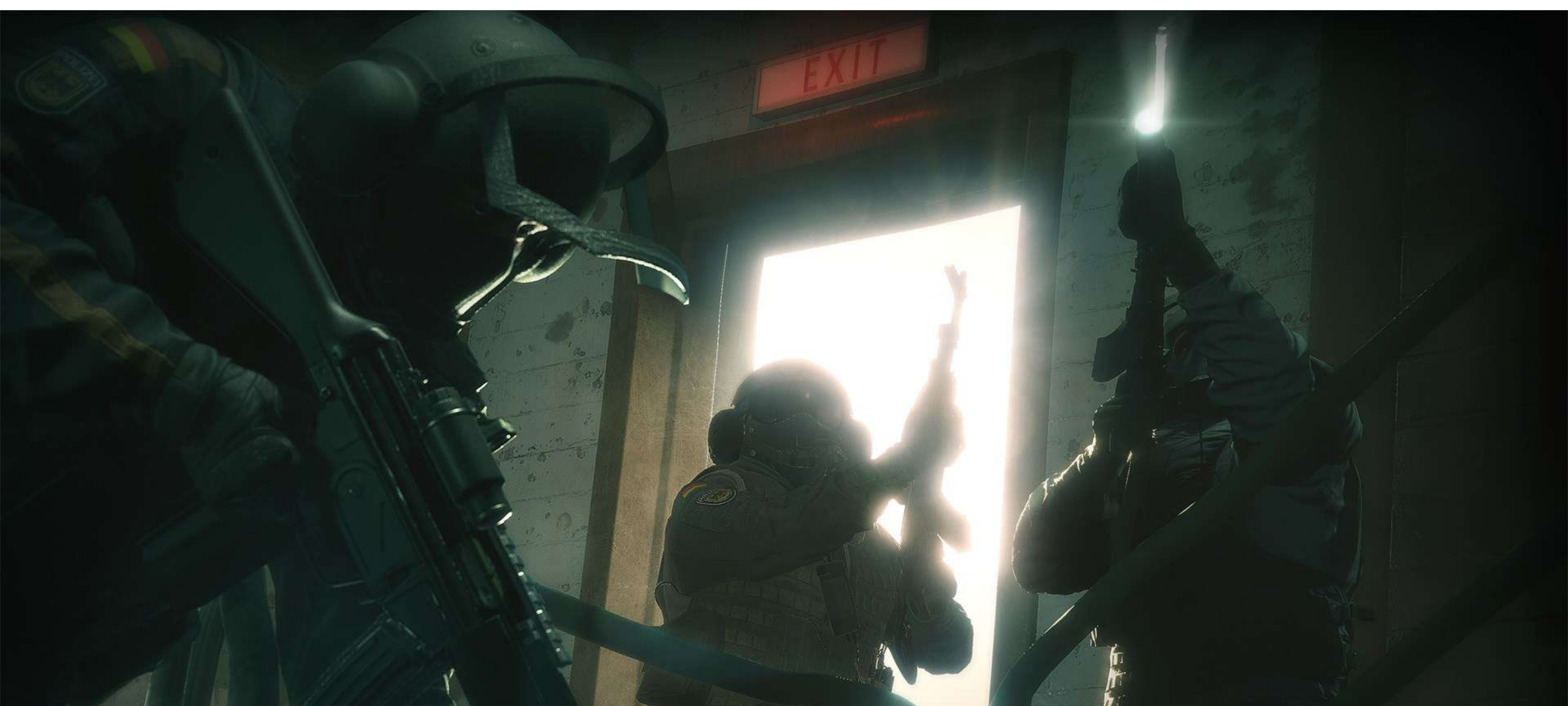
Announced at Electronic Entertainment Expo 2014, it received four nominations from Game Critics Awards including Best of Show. The game received an overall positive reception from critics, with praise mostly directed to the game's tense multiplayer and focus on tactics. However, the game was criticized for its progression system and its lack of content. Initial sales were weak, but the game's player base increased significantly as Ubisoft adopted a "games as a service" model for the game and subsequently released several packages of free downloadable content. Several years after the game's release, some critics regarded Siege as one of the best multiplayer games in the modern market due to the improvements brought by the post-launch updates. The company partnered with ESL to make Siege an esports game. In February 2019, the game surpassed 45 million registered players across all platforms.



Gameplay

An alpha gameplay screenshot of the game, showcasing the Hostage Mode. Players can destroy structures like walls to spot targets.

Tom Clancy's Rainbow Six Siege is a first-person shooter game, in which players utilize many different operators from the Rainbow team. Different operators have different nationalities, weapons, and gadgets. The game features an asymmetrical structure whereby the teams are not always balanced in their ability choices. The base Counter-Terrorism Units (CTUs) available for play are the American Hostage Rescue Team (referred to in-game as the FBI SWAT), the British SAS, the German GSG-9, the Russian Spetsnaz and the French GIGN, each of which has four operators per unit split between attackers and defenders (other units were later added through downloadable content, see below). Players also have access to a "Recruit" operator who can choose from a more flexible assortment of equipment at the expense of having a unique gadget or the ability to customize their weapon. Players can pick any operator from any unit that is defending or attacking before a round starts, choosing spawn points as well attachments on their guns but are not allowed to change their choices once the round has started. An in-game shop allows players to purchase operators or cosmetics using the in-game currency, "Renown", which is earned at the end of matches from actions performed in-game. Different gameplay modes award renown at different rates, with ranked matches offering the largest renown multiplier potential per match. Renown gain rate can also be affected by the addition of "boosters" which give the player a 100% increase in all renown earned for 24 real-time hours. A premium currency known as "R6 credits" can also be purchased using real-world currency to get operators quicker in-game, or other cosmetic.



In online matches, when a round begins the attackers choose one of several spawn points from which to launch their attack while defenders do the same from which to defend from. A one-minute preparatory period will then commence wherein the attackers are then given control over mecanum-wheeled drones to scout the map in search of enemy operators, traps and defensive set-ups as well as the target(s), while the opposition establishes their defenses. Defenders can also put up destructible barricades and reinforced walls to make them indestructible to most munitions unless an appropriate operator, such as Hibana, Thermite, and Maverik, destroys it. Maps in the game are designed to encourage close quarters combat, and players cannot respawn until the end of a round. Players who were killed by opponents can enter "Support Mode", which allows them to gain access to drone's cameras and security cameras so that they can continue to contribute to their team by informing them of opponent locations and activities. Matches last only four minutes for a casual and three minutes for a ranked. Teamwork and cooperation are encouraged in Siege, and players need to take advantage of their different abilities in order to complete the objective and defeat the enemy team. Communication between players is also heavily encouraged. The game also has a spectator mode, which allows players to observe a match from different angles.

The game features a heavy emphasis on environmental destruction using a procedural destruction system. Players can break structures by planting explosives on them, or shoot walls to make bullet holes. Players may gain tactical advantages through environmental destruction, and the system aims at encouraging players to utilize creativity and strategy. A bullet-penetration system is featured, in which bullets that pass through structures deal less damage to enemies. In addition to destruction, players on the defending team can also set up a limited number of heavy-duty fortifications on walls and deployable shields around them for protection; these can be destroyed through breaching explosives or by utilizing operator specific gadgets like thermite. In order to stop attackers' advance, defenders can place traps like barbed-wire and explosive laser wire traps around the maps. Vertical space is a key gameplay element in the game's maps: players can destroy ceilings and floors using breach charges and can ambush enemies by rappelling through windows. Powerful weapons like grenades and breach charges are valuable, as only limited numbers can be used in a round.



Developer(s): Ubisoft Montreal

Publisher(s): Ubisoft

Director(s): Xavier Marquis

Producer(s): Sébastien Labbé

Designer(s): Daniel Drapeau

Programmer(s): Jalal Eddine El Mansouri

Artist(s): Po Yuen Kenny Lam

Writer(s): Li Kuo

Composer(s): Paul Haslinger, Ben Frost

Series: Tom Clancy's Rainbow Six

Engine: AnvilNext 2.0

Platform(s): Microsoft Windows, PlayStation 4, Xbox One

Release: December 1, 2015

Genre(s): Tactical shooter

Mode(s): Single-player, multiplayer



Modes

At launch, the game featured 11 maps and 5 different gameplay modes spanning both PVE and PVP. With the downloadable content(DLC) released post-launch with an additional four maps from year one and three maps from year two – there are currently 20 playable maps. The gameplay modes featured include:

Hostage: a competitive multiplayer mode, in which the attackers must extract the hostage from the defenders, while the defenders must prevent that from happening either by eliminating all of the attacking team or successfully defending the hostage until the time expires. A secondary manner of winning can occur if the attacking or defending team accidentally damages the hostage, causing the hostage to "down"; if the opposing team can prevent the revival of the hostage, and the hostage bleeds-out and dies, they will win the round. Bomb: a competitive multiplayer mode, in which the attackers are tasked with locating and defusing one of two bombs. The defenders must stop the attackers by killing all of them or destroying the defuser. If all attackers are killed after the defuser is planted, the defuser must still be destroyed for a defending victory.

Secure Area: a competitive multiplayer mode, in which the defenders must protect a room with a biohazard container, while the attackers must fight their way in and secure it. The match ends when all players from one team are killed or the biohazard container is secured by the attackers when there are no defenders in the room.

Tactical Realism: a variation of the standard competitive multiplayer modes, added with the release of the Operation Skull Rain DLC. The game mode features a heavier emphasis on realism and teamwork, removing most of the heads-up display (HUD) elements, the ability to mark opponents, and the ability to see teammates' contours through walls, while also featuring the addition of a realistic ammo management system. This mode is no longer in the game but some aspects are in the other multiplayer modes.

Terrorist Hunt: a solo or cooperative multiplayer mode for up to five players. Players take on the role of either attackers or defenders, and must fight against waves of enemies controlled by artificial intelligence across various modes like Bomb, Hostage or Elimination (Terrorist hunt classic).

Situations: the game's most significant single-player component, with 10 solo and 1 coop multiplayer missions that serve as introductory and interactive tutorials to the game's mechanics.

Outbreak: A limited time event exclusive to Operation Chimera, Outbreak pits a 3 player team in a co-op PVE environment against an alien biohazard threat, namely AI-controlled heavily mutated forms of humans infected with said alien parasite. Two difficulties exists for this mode, for which the chief difference was the inclusion of friendly fire on the harder one.





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Warface

Warface is a free-to-play online first-person shooter game developed by Crytek Kiev, co-produced by Crytek Seoul, and published by My.com.

The game was developed with Crytek's in-house CryEngine V. Following the free-to-play model, Warface centers around online firefights in PvP matches, with microtransactions allowing players to purchase weapons, equipment, and cosmetic gear. The Xbox 360 port, which was developed by Crytek UK, was discontinued in February 2015. The console version of the game was relaunched for the PlayStation 4 and Xbox One in 2018. Members of the game's development team split from Crytek Kiev in February 2019 to form a new development studio, Blackwood Games, who will handle future development duties for Warface.



Gameplay

Classes and weapons

Players can choose between four different classes: Sniper, Rifleman, Engineer, or Medic. Each class has its own specific combat role, with Medics reviving fallen and injured teammates, Engineers restoring and repairing armor, Riflemen providing additional ammunition, and Snipers excelling at long-range combat and firefights.

Each class comes has its own unique weapons and equipment, often split into two categories. Riflemen can choose between a variety of assault rifles and light machine guns, and have the ability to distribute ammunition to themselves and other players. Snipers can wield bolt-action and semi-automatic marksman and sniper rifles. Medics have access to automatic and pump action shotguns, as well as the ability to heal and revive teammates. Engineers can use sub-machine guns and personal defense weapons, and can replenish armor, place explosive mines, and quickly interact with explosives.

Every class carries a secondary firearm, and an additional melee weapon. Each soldier's tool belt is supplied with a hand grenade, and can be modified or expanded with extra smoke or flash-bang grenades. The Engineer can also carry anti-personnel mines. Weapons have customization slots that can be used to outfit a firearm with scopes, bipods, handles, flash guards, and suppressors.

Game modes

Players can compete online in PvP matches, or combine their efforts against AI-controlled enemies in PvE battles, as well as Spec Ops. As players complete matches and missions, they can earn Experience Points, Warface Dollars, and Vendor Points. The amount of rewards earned varies depending on the number of players, the mission played, the mission's duration, the amount of checkpoints, and other criteria.

In-game currency

Warface Dollars can be used to rent weapons, and purchase armor and other items. Experience Points allow each player increase their personal Rank (level) in the game. Vendor Points are used to progress through the Arsenal tree, which features three categories of items that are unlocked in line with the player's in-game progression: Weapons, Attachments, and Equipment. VIP Booster Packs, which can be purchased from the in-game store, allow the player to earn additional Experience Points, Warface Dollars, and Vendor Points after a match. Another form of in-game currency, Credits, are a premium currency that allow the purchase of the VIP Booster packs, player skins, bundles, special weapons, and more.





Doom Eternal

Doom Eternal is an upcoming first-person shooter video game developed by id Software and published by Bethesda Softworks. The game is set to be released in November 22, 2019 for Google Stadia, Microsoft Windows, Nintendo Switch, PlayStation 4, and Xbox One. It is the fifth main title in the Doom series and a sequel to 2016's Doom.

Gameplay

Players once again take on the role of the Doom Slayer, an ancient warrior who battles the demonic forces of Hell, from a first-person perspective. The game continues its predecessor's emphasis on "push-forward" combat, encouraging the player to aggressively engage enemies in order to acquire health and ammo. The player has access to various firearms, such as the Combat Shotgun, Super Shotgun, Heavy Cannon, Rocket Launcher, Plasma Rifle, and Ballista. Melee weapons such as a chainsaw, the "Crucible Blade" energy sword and a retractable arm-blade can also be used. The arm-blade provides the opportunity for a larger variety of quick and violent "glory kill" executions. The Super Shotgun is now equipped with a "Meat Hook", which slingshots the player towards an enemy, functioning as a grappling hook in both combat scenarios and environmental navigation. Armaments including missiles, grenade launchers and flamethrowers can also be attached to the Doom Slayer's armor. New movement mechanics such as wall-climbing and dash moves will also be introduced.

Creative director Hugo Martin has stated there will be twice as many demon types as in the 2016 reboot. There are new types of enemies, such as the Marauder and Doom Hunter, while others, such as the Pain Elemental, Arachnotron, and Archvile, will be reintroduced from previous Doom entries. A new system called "Destructible Demons" is featured, in which enemies' bodies become progressively destroyed and deteriorated in combat as they suffer damage.

The game will feature an asymmetric multiplayer mode called "Invasion", in which players can join others' single-player campaigns, fighting against them as demons. This mode can be turned off by players who wish to play the game solo. In addition to Invasion, the game features other standard multiplayer modes.



Developer(s): id Software

Publisher(s): Bethesda Softworks

Director(s): Hugo Martin, Marty Stratton

Composer(s): Mick Gordon

Series: Doom

Engine: id Tech 7

Platform(s): Google Stadia, Microsoft Windows, Nintendo Switch, PlayStation 4, Xbox One

Release: November 22, 2019

Genre(s): First-person shooter

Mode(s): Single-player, multiplayer

Plot

The forces of Hell have begun to invade Earth, and the Doom Slayer arrives to repel the demons.

Development

Publisher Bethesda Softworks announced the game at Electronic Entertainment Expo 2018, with the first gameplay footage being unveiled at QuakeCon 2018. The game is set to be released for Microsoft Windows, PlayStation 4, Nintendo Switch and Xbox One. In 2019, it was announced that Doom Eternal would come to Google's upcoming Stadia streaming platform. The game is being developed by id Software with the Nintendo Switch version being developed by Panic Button. Marty Stratton and Hugo Martin both returned to serve as the game's directors.

The game is the first to be developed with the id Tech 7 engine, which features ten times the geometric detail and texture fidelity of idTech 6. According to Stratton, the team aimed at making a "Doom universe", featuring larger and more varied locales, including "Hell on Earth", for players to explore. Unlike its predecessor, id Software is developing the game's multiplayer component in-house, as opposed to being outsourced to the previous game's multiplayer developer Certain Affinity, with the goal of making the experience more "social" and "connected" with the single-player campaign. The team decided to remove the SnapMap mode and reassign its resource to develop post-launch campaign downloadable content. Doom Eternal is set to be released on November 22, 2019.







Call of Duty: Black Ops 4

Call of Duty: Black Ops 4 (stylized as Call of Duty: Black Ops IIII) is a multiplayer first-person shooter developed by Treyarch and published by Activision. It was released worldwide for Microsoft Windows, PlayStation 4, and Xbox One on October 12, 2018. It is a sequel to the 2015 game Call of Duty: Black Ops III, the fifth entry in the Black Ops sub-series, and the 15th installment in the Call of Duty series overall.

Black Ops 4 is the first Call of Duty title without a traditional single-player campaign mode. Instead, it features the Solo Missions mode, which focuses on the backstories of the game's multiplayer characters, known as "Specialists". The missions take place between Black Ops II and III chronologically. Some of the Specialists also carried over from Black Ops III. The multiplayer mode is the first in the series to not feature automatic health regeneration and introduces both predictive recoil and a new ballistics system. The game included three Zombies maps on release day, four if a special edition of the game, or the Black Ops Pass, was purchased. The locations of the maps include the RMS Titanic, an arena in Ancient Rome, and Alcatraz Federal Penitentiary. The game also introduced a battle royale mode called Blackout, which features up to 100 players in each match. Many characters from this and other Black Ops titles can be used as the player's character model in this mode.

Development for the game started shortly after the release of Black Ops III. Treyarch chose not to create a campaign mode for the game at the beginning of development, instead putting all of their focus on the multiplayer aspect. They cited an increased interest for multiplayer and lack of time spent by the player base on the campaign mode as reasons why they shifted their focus. Black Ops 4 utilizes Blizzard's Battle.net platform for the Windows version instead of Steam, the first game in the series to do so. Teasing of the game began in March 2018, with a full reveal taking place later in May. Two betas were held for the game; one for the multiplayer in August and one for Blackout in September. The release date was moved up to October instead of the series' usual November in an attempt to avoid coinciding with the release of other high-profile games.

Pre-release reception of the game was mixed. Fans of the series expressed disappointment at the game's lack of a campaign mode. The Black Ops Pass, a season pass that distributes downloadable content (DLC), also received heavy backlash due to the map packs only being made available through the pass and not separately, which had been an option with the DLCs of previous titles. Nonetheless, upon release, Black Ops 4 received positive reviews, with particular praise towards its Blackout mode. However, it also received criticism for the design of its microtransactions implemented in updates. It is the best-selling digital launch in Activision's history, surpassing 2017's Call of Duty: WWII, while physical launch sales for the game were the lowest in the series for a decade.

Gameplay

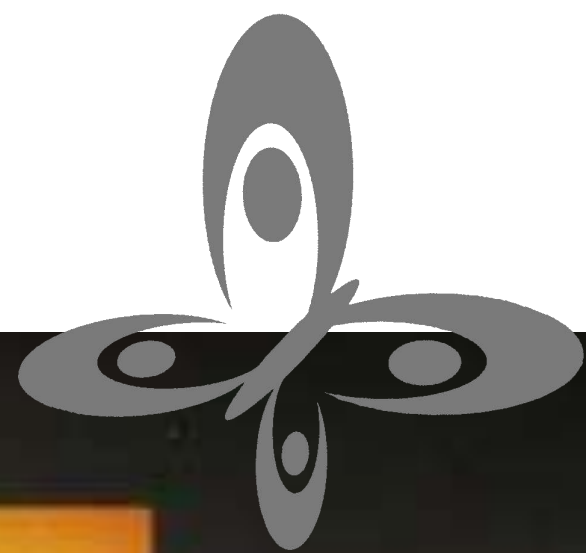
Call of Duty: Black Ops 4 is a multiplayer first-person shooter video game. Unlike previous titles in the Call of Duty series, Black Ops 4 is the first entry to not feature a traditional single-player campaign, and contains only Multiplayer, Zombies and a new battle royale mode called Blackout.





CALL OF DUTY

BLACK OPS



CALL OF DUTY

BLACK OPS



Multiplayer

Black Ops 4's multiplayer features the return of Specialists, unique soldier characters with special abilities and traits. At launch, the game features a total of ten Specialists, six of which (Ruin, Prophet, Battery, Seraph, Nomad, Firebreak) are returning characters from Black Ops III, while the other four (Recon, Ajax, Torque, Crash) are new additions. Unlike Black Ops III, the game allows only one unique Specialist per team, in order to emphasize the role of each character. Following launch, more Specialists are added to the roster, with unique weaponry and equipment.

Multiplayer has also been reworked with various changes for more tactical and teamwork gameplay. Automatic health regeneration is removed in favor of a manual healing system (with each player having a health bar), weapons are now given predictive recoil patterns, and a mixed ballistics system, using both hitscan and projectile damage, is employed as opposed to just hitscan. Weapon customization is also emphasized, allowing for deeper personalization of players' arsenals; attachments are also given tiers, with tier-2 upgrades providing even bigger improvements to the weapons. Certain weapons also offer Operator Mods, which significantly change how a weapon works, while costing a significant portion of the 10 customization slots per class.

Zombies

Zombies returns as the cooperative multiplayer mode for Black Ops 4. The game mode features a wider range of customization, allowing for more personalized play styles. Mechanics of the game can be customized via "Custom Mutations", which include over 100 variables, such as overall difficulty, zombie speed, health, damage, and more. Time-limited events known as "Callings" are also promised to be included in the game for long-term engagement. Similar to the Nazi Zombies mode in Call of Duty: WWII, custom loadouts are included to allow players to select different starting weapons, equipment and special upgradable weapons, as well as perk selection to be available in each match. A new game type, Rush, is introduced into Zombies, where the players build up points and multipliers and compete against one another for the highest point possible until death. Black Ops 4 features a new form of consumable items called Elixirs, which grant temporary buffs to the players upon activation; and Talismans, special modifiers that are applied at the start of each match. Elixirs are provided in five types: Classic, Common, Rare, Legendary and Epic; the first is unlocked permanently via player progression, while the latter four are consumable and only craftable using the in-game currency. Talismans are also consumable, and can only be acquired in the same method.

Blackout

Black Ops 4 features a battle royale game mode called Blackout which serves as a stand-in for the campaign mode. While utilizing the traditional Black Ops combat style, the mode includes the largest map featured in a Call of Duty title. Players compete against each other through locations appeared in previous Black Ops games. This mode will also feature land, sea, and air vehicles for players to use. The game mode features various playable characters from the entire Black Ops series, such as Alex Mason from the original game, Raul Menendez from Black Ops II, and the Primis crew from Zombies.



Developer(s): Treyarch

Publisher(s): Activision

Director(s): Jason Blundell, Dan Bunting

Artist(s): Bruce Hall

Writer(s): Dave Anthony, Craig Houston

Composer(s): Jack Wall

Series: Call of Duty

Platform(s): Microsoft Windows, PlayStation 4, Xbox One

Release: October 12, 2018

Genre(s): First-person shooter, Battle royale

Mode(s): Multiplayer



In Blackout, up to 100 players, who can choose to play as Solo, Duos, or Quads (squads of 4), drop into the map via helicopters, and must scavenge for loot to survive as the last person(s) standing, while a circle collapses and narrows the map's playable area. In addition to regular weapons, players can equip health kits, armors, ammo types, attachments, as well as perk consumables. AI-controlled zombie enemies also spawn at Zombies-themed locations, such as Asylum or Lighthouse, and upon being killed drop Zombies loot items, such as the Ray Gun or Cymbal Monkey. Several vehicles, such as the ATV and helicopter, are also available for traversal around the map.

Similar to Fortnite Battle Royale and the main multiplayer, Blackout features special modes that change the presence or mechanics of physical items in the Blackout world. Modes such as 'Close Quarters' emphasize a faster and more aggressive playstyle through the exclusion of long-range weapons, while others like 'Fast Collapse' feature a faster narrowing of the circle.

Development

When discussing why the game won't have a campaign mode, Treyarch studio co-head Dan Bunting revealed that a campaign mode was never planned for Black Ops 4 and that they wanted to try something different and make a game that would be more playable with friends across the board, contradicting reports that the campaign mode was scrapped in the middle of development because there was not enough time to complete it. Treyarch also observed that the majority of Black Ops III players played the game's multiplayer without completing the single-player campaign. An Activision representative later said after the reveal that the decision to drop campaign mode will not be a permanent shift for the series, and that the campaign mode would return in the next Call of Duty game in 2019.



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Experience the power of an increased number of pixels made possible by three large pixel camera lenses of 13MP, 8MP and 2MP. Capture more than just depth and distance, capture everything that can be captured.



4000mAh

Big Better Battery

Worry not about how many pictures you can take on a single charge or how long you can keep snapping away outstanding images before the annoying power beep pops up. The 4000mAh got you covered all day long and more, allowing you to enjoy your smartphone hassle free.

4000mAh
battery



Dual 2.5D Glass Body Design

Designed with a glossy glass-like metal for elegance, with a fine finishing cut giving an overall sparkling outlook design.

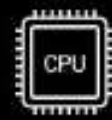

dual 2.5D
glass body



Portrait

Get the complete picture in a single glance of your portrait pictures. S4 gives you the ability to capture the full depth of sceneries and objects in a single shot. Supports screen ratios of 1:1/4:3/19:9 while taking pictures with ASD and iHDR functionalities for optimized output images.





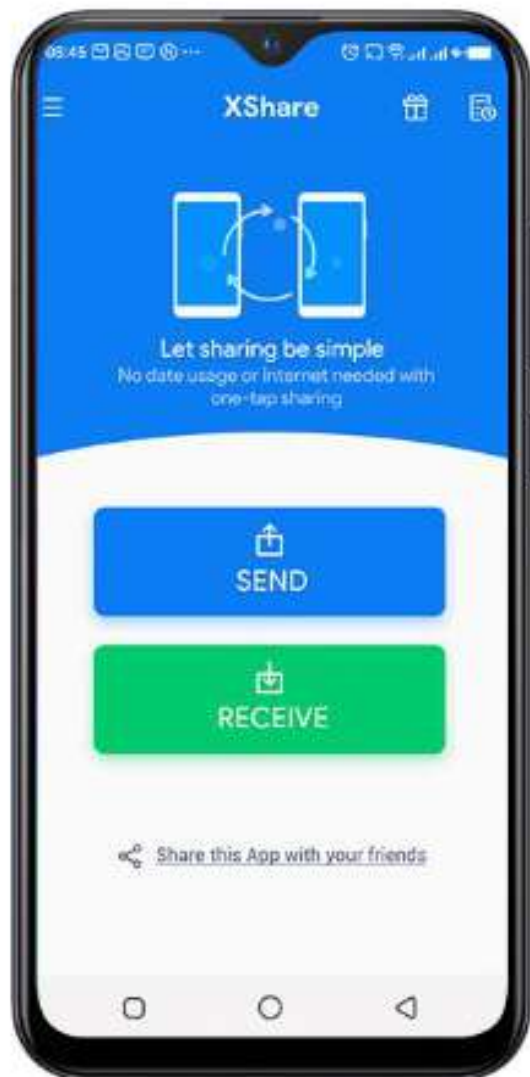
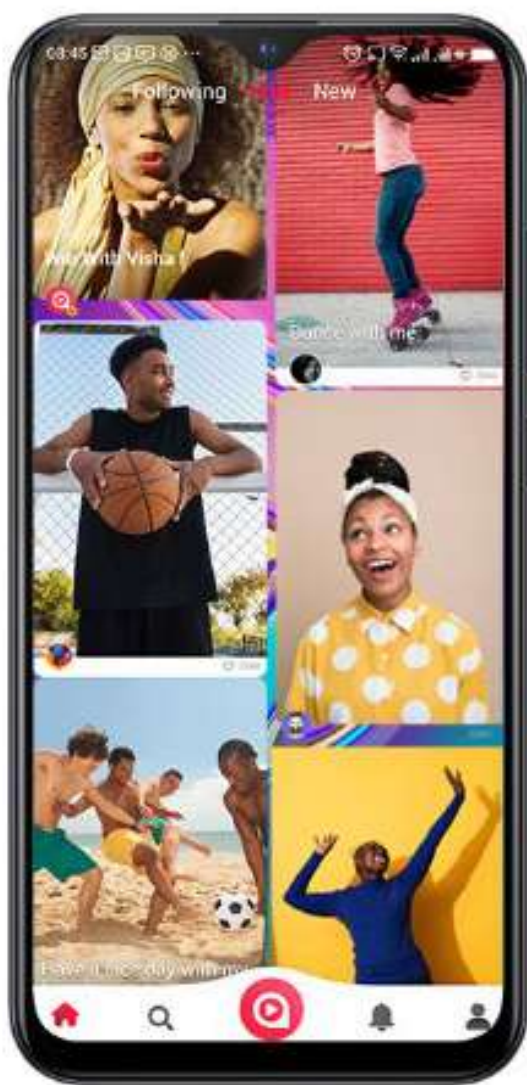
MT6762 octa-core

Powerful Processor for
Powerful Selfies

The most impressive processing speed for a magical smartphone with the most pixels for its selfie camera, producing the most magnificent images for extraordinary effects.



Upgraded all powerful XOS
Convenience and speed is
our ultimate quest, XOS
5.0 has been
fully optimized to achieve
this and more. Faster app
operation
speeds and higher net-
work speeds due to its
seamless integration
for optimum performance.



Dynamic Colors

Experience industrial design colors that are truly dazzling, from nebular blue that gives the feel of cosmos travel, to midnight black that brings memories of a peaceful night.



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F11 Pro 48MP

Brilliant portrait
in low light

\$416.17



DESIGNED BY OPPO

oppo

Selfie expert and leader

\$335.17

F5

Youth

Capture the real you



V9

AI Camera

Perfect Shot, Perfect View



\$452.48

F7

25MP

AI-powered selfie
Capture the real you



\$340.75



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Automobile





Koenigsegg



\$2,500,000



Power, Style, Elegance, and beautiful craftsmanship, the **Koenigsegg** simply Amazing...

Letting you become one with this beast

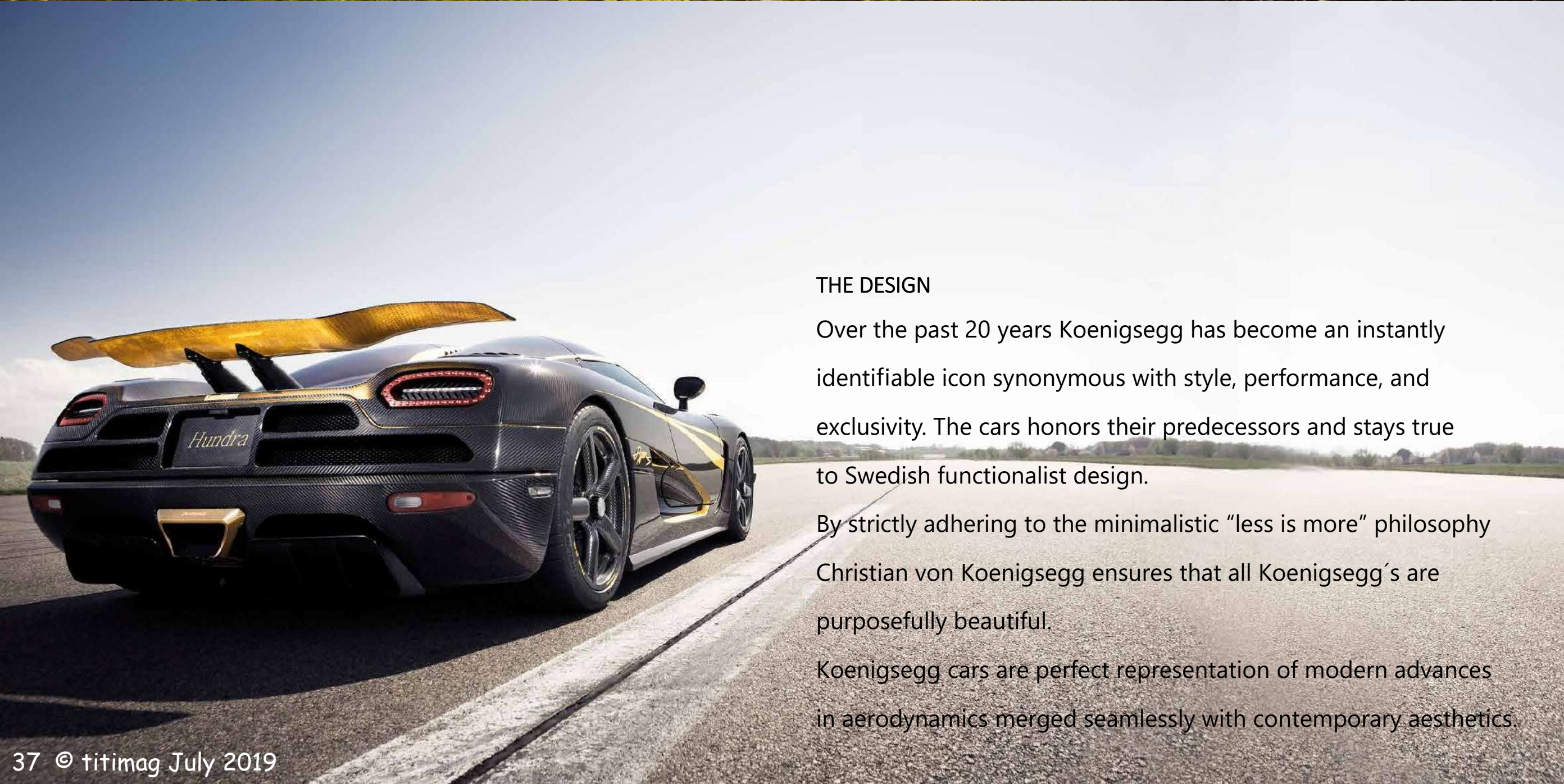
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A HANDCRAFTED MASTERPIECE

For those who truly appreciate a masterpiece that perfectly combines technology and design and morph them into the most exhilarating driving experience available. A Koenigsegg is their choice.

Seven stages of production occur over three months at the production facility in Ängelholm. Just a few pairs of hands - belonging to specialized automotive artisans - spend 4500 hours to bring each Koenigsegg to life.

Meticulous attention to detail ensures that over 4000 custom parts come together in a perfect harmony of high tech and classical craftsmanship.



THE DESIGN

Over the past 20 years Koenigsegg has become an instantly identifiable icon synonymous with style, performance, and exclusivity. The cars honors their predecessors and stays true to Swedish functionalist design.

By strictly adhering to the minimalistic “less is more” philosophy Christian von Koenigsegg ensures that all Koenigsegg’s are purposefully beautiful.

Koenigsegg cars are perfect representation of modern advances in aerodynamics merged seamlessly with contemporary aesthetics.



DIHEDRAL SYNCHROHELIX DOORS

The awe-inspiring, elegantly smooth movement of the Dihedral Synchro helix doors defies convention. Following Koenigsegg's functional design mantra, this trademark feature has minimal door swing with a more spacious opening.



Performance

Power output using pump gas - 0,809 MW at 7400 rpm - redline at 8000 rpm

Power output Agera R (using E85) - 0,900 MW at 7600 rpm - redline at 8300 rpm

Torque: over 1000 Nm from 2700 to 6170 rpm

Max torque petrol - 1200 Nm at 5300 rpm (1300 Nm @ 5300 rpm – R version using E85)

Acceleration: 0-100 km/h (0-62 mph) 2.8 sec (both S and R version)

Agera S: 0-200 km/h = 6,8 sec, 0-200-0 km/h = 10,5 sec, 0-300-0 km/h = 21 sec

Agera R: (using E85) 0-200 km/h = 6,5 sec, 0-200-0 km/h = 9,85 sec, 0-300-0 km/h = 19,2 sec

Braking distance: 100-0 km/h = 29,5m with optional active Aero package

Lateral g-force: 1.65 G on Michelin Supersport, 1.8G on optional Michelin Sport Cup 2

Active aero and active chassis package gives 1,75 G on Michelin Supersport and 1,9G on optional Michelin Cup 2 tires.

Fuel consumption - Highway travel: 12,5 l/100km - Combined: 14,7/100km

Weight distribution - 44% front, 56% rear

Emission levels - Euro VI and LEV 3

Aerodynamics

Cd. 0,33 to 0,37 with adaptable rear wing.

Frontal Area: 1.873 m2

Total Downforce at 250 km/h - 330 kg

Total downforce at 250Km/t with optional active chassis and active aero package - 450K

Dimensions

Total length: 4293 mm (169”)

Total width: 1996 mm (78.6”)

Total height: 1120 mm (44.1”)

Ground clearance: Rear: 100 mm (3.94”) Front: 100 mm (3.94”)

Front track: 1700 mm. Rear track: 1650 mm.

Front overhang: 885mm Rear overhang: 752mm

Fuel capacity: 82 litres

Luggage compartment: 120 litres (31.7 US gallons)

Dry weight: 1290 kg

Curb weight 1385 kg (all fluids plus 50% fuel)

Maximum laden weight: 1650 kg (full tank, two passengers, full luggage)

Chassis

Carbon fibre with aluminum honeycomb and integrated fuel

tanks for optimal weight distribution and safety.

Monocoque torsional rigidity: 65,000 Nm/degree.

Weight including tanks: 92 kg.

Front and rear suspension - Double wishbones, two-way adjustable gas-hydraulic shock absorbers, pushrod operated Triplex damper in the rear

Electronically adjustable ride height

Front - Cro-Mo subframe, with integrated crash members

Rear - Semi-stressed engine and gearbox with support struts, for needle bearings and o-ringed

wishbone bushings optimal rigidity and no engine inertia movements

Fully machined aerospace grade uprights, with LeMans specification 150mm angle contact ball bearings

Hollow/gun-drilled driveshafts

Koenigsegg Z-style progressive and lightweight anti-roll bars front and rear

Optional Koenigsegg active and self leveling chassis including self steering rear chassis

Engine

Koenigsegg aluminum 5,0L V8, 4 valves per cylinder, double overhead camshafts

Compression: 9.0:1

Bore: 92 mm Stroke: 95 mm

Sequential, multipoint fuel injection

Twin ceramic ball bearing turbo chargers with Koenigsegg patented back pressure reduction system.

1.4 bar (1.6 with E85) boost pressure.

Dry sump lubrication

Carbon fibre intake manifold with optimized intake tracts

Tig-welded ceramic coated 0.8 mm wall thickness Inconel exhaust system manifold with merge collector

Total engine weight: 197 kg

Brakes

Front brakes - Ventilated ceramic discs Ø 397 mm, 40 mm wide 6-piston Koenigsegg calipers with ceramic pistons. Power-assisted

Rear brakes - Ventilated ceramic discs Ø 380 mm, 34 mm wide 4-piston Koenigsegg calipers

Power-assisted

Traction Control

F1-style for optimal performance with 3 different handling modes

Electronic Stability System

KES – Koenigsegg Electronic Stability Control with 3 different handling modes

Wheels

Koenigsegg Aircore

TM

Super light carbon fibre wheels with centre locking

Front: 19” x 9.5”

Rear: 20” x 12.5”

Tires

Dedicated Michelin Supersport

Unidirectional with asymmetric thread pattern

Front: 265/35 – 19” (Y)

Rear: 345/30 – 20” (Y)

Speed rating: 415 km/h

Optional dedicated Michelin Pilot Sport Cup2 – Speed Rating: 440 km/h

Body

Two-door, two seater with removable hardtop stowable under the front hood

Body made from pre-impregnated carbonfibre/kevlar and lightweight sandwich reinforcements

Carbon vents over wheels

Electrical System

Solid state digital semi-conductors, minimizing need for physical fuses or relays

Can bus operated and fully programmable functionality

Equipment

Dual airbags, detachable storable hardtop with glass roof, power windows, adaptive rear wing,

adjustable pedals and steering column, Agera stitching, adjustable seats in rake and length, carbon

ceramic brakes with Sport ABS, KES, hydraulic lifting system, power steering, power brakes, Satnav,

Intelligent LifePo4 battery, MP3 player, USB connection, climate control, digital warning and info

system, G sensor, alarm, tire monitoring system, Koenigsegg shield alarm fob with integrated USB

stick, leather carpets, roof storage bag, car cover, Inconel exhaust system, front winglets, aero

exhaust, Aircore Carbon fiber Wheels

Engine Management

Koenigsegg Engine Control Module with full OBD II and Flex fuel capacity (KECM)

High Power coil on plug ignition system

Transmission

Specially developed 7-speed dual clutch, 1 input shaft transmission with paddle-shift

Koenigsegg Electronic Differential - KED

Koenigsegg Gearbox Control Module - KGCM

Steering

Rack and pinion power assisted steering. 2.7 turns lock-to-lock

Turning circle: 11 metres

Options

Partial clear carbon body Full clear carbon body

Matte exterior paint Two color body

Complete custom interior leather and exterior paint scheme

1 MW power upgrade

Koenigsegg variable turbo geometry KAA - Koenigsegg active aerodynamics KADAC - Koenigsegg active dampers and chas-sis

KASS - Koenigsegg anti sound seats

One piece carbon racing bucket seats - with memory foam

Sabelt 6 point racing harness

Color seat belts

Track biased fixed roof and vented front hood package Rear view camera Rear parking sensors Lightweight titanium exhaust outlet Fitted luggage

Custom color brake calipers Personalized logo on sides of rear bonnet Black anodized interior trimming Custom dia-mond encrusted Koenigsegg shield remote fob Color matched 300 liter aero carbon soft lined roof box

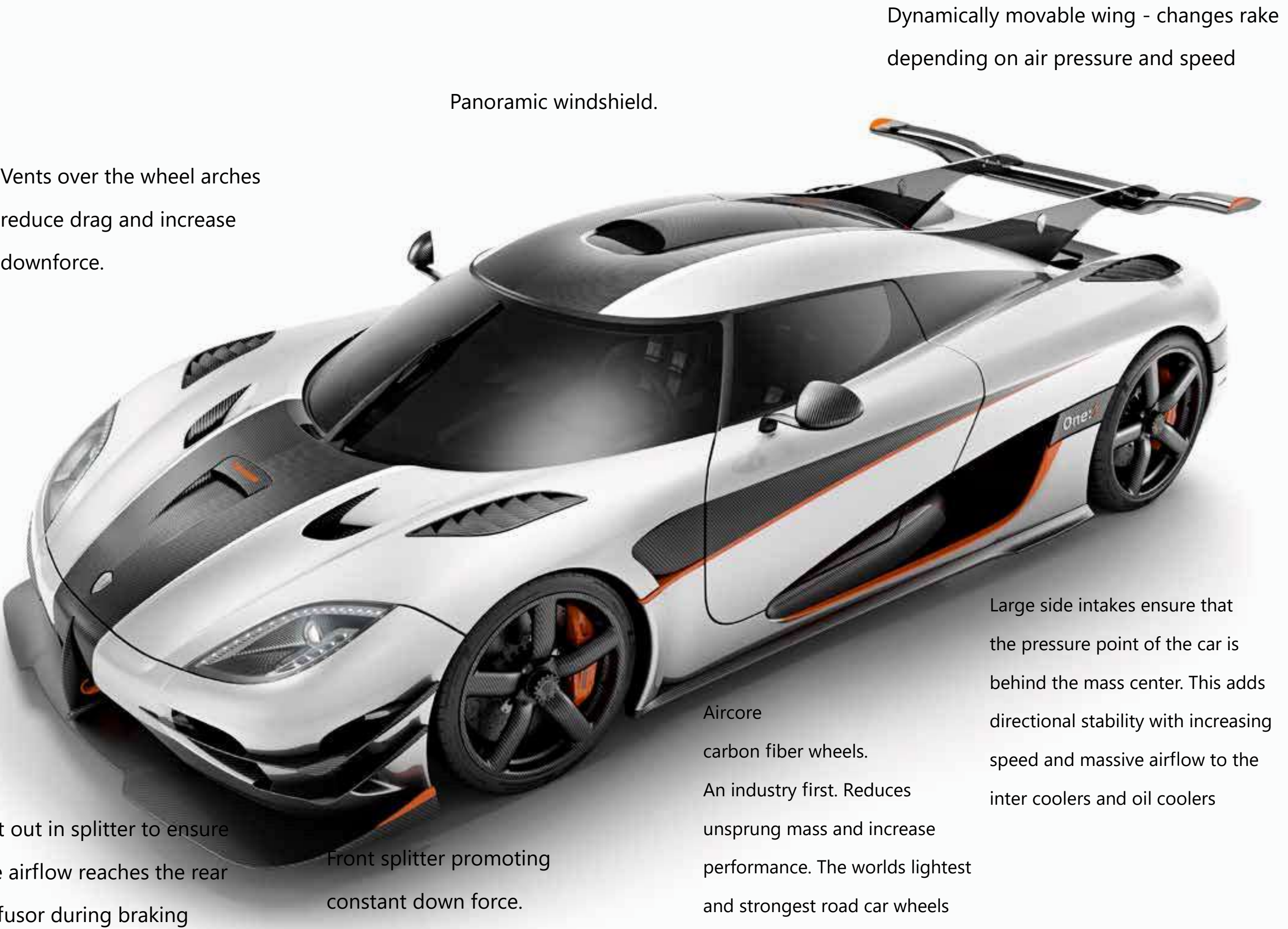
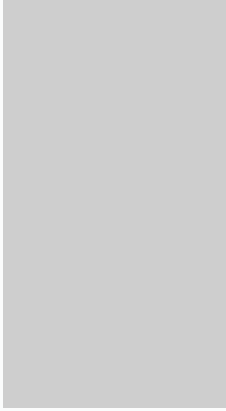
Premium Tärnsjö analin leather interior Upgraded sound system

Winter wheel package, including tires and wheels

3G connectivity

Predictive active track setup 2 years extended warranty

Koenigsegg



Dynamically movable wing - changes rake depending on air pressure and speed

Panoramic windshield.

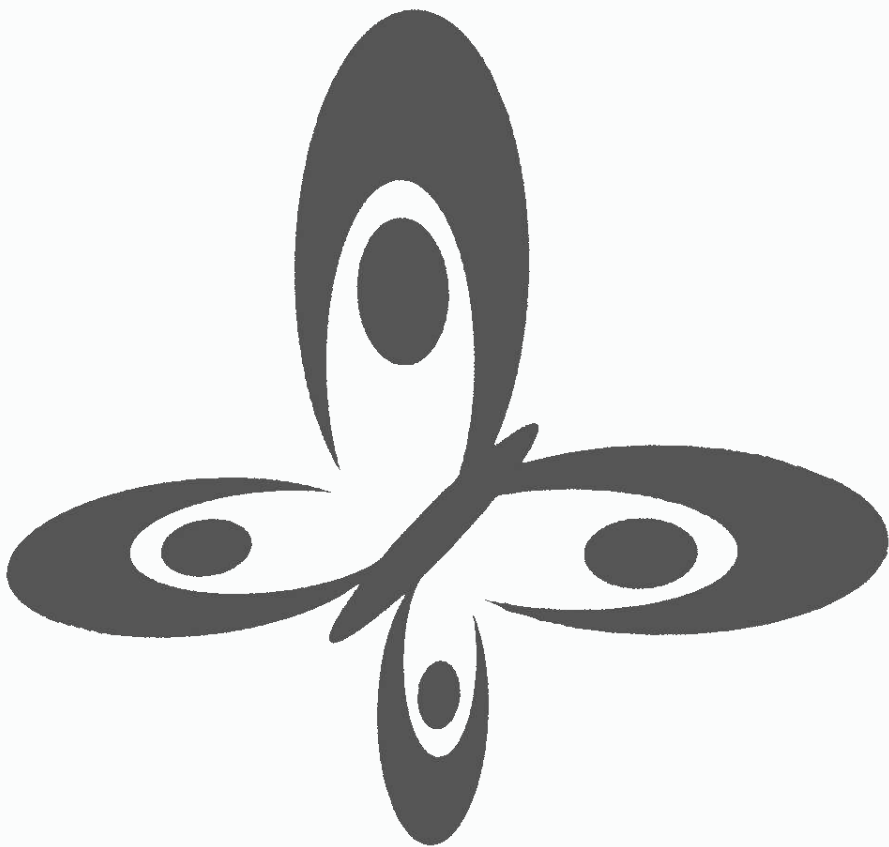
Vents over the wheel arches reduce drag and increase downforce.

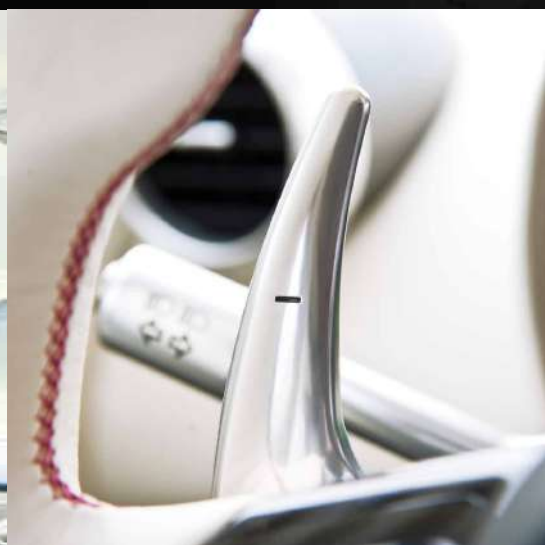
Large side intakes ensure that the pressure point of the car is behind the mass center. This adds directional stability with increasing speed and massive airflow to the inter coolers and oil coolers

Aircore carbon fiber wheels. An industry first. Reduces unsprung mass and increase performance. The worlds lightest and strongest road car wheels

Cut out in splitter to ensure the airflow reaches the rear diffuser during braking

Front splitter promoting constant down force.







CCR



AGERA



CCX



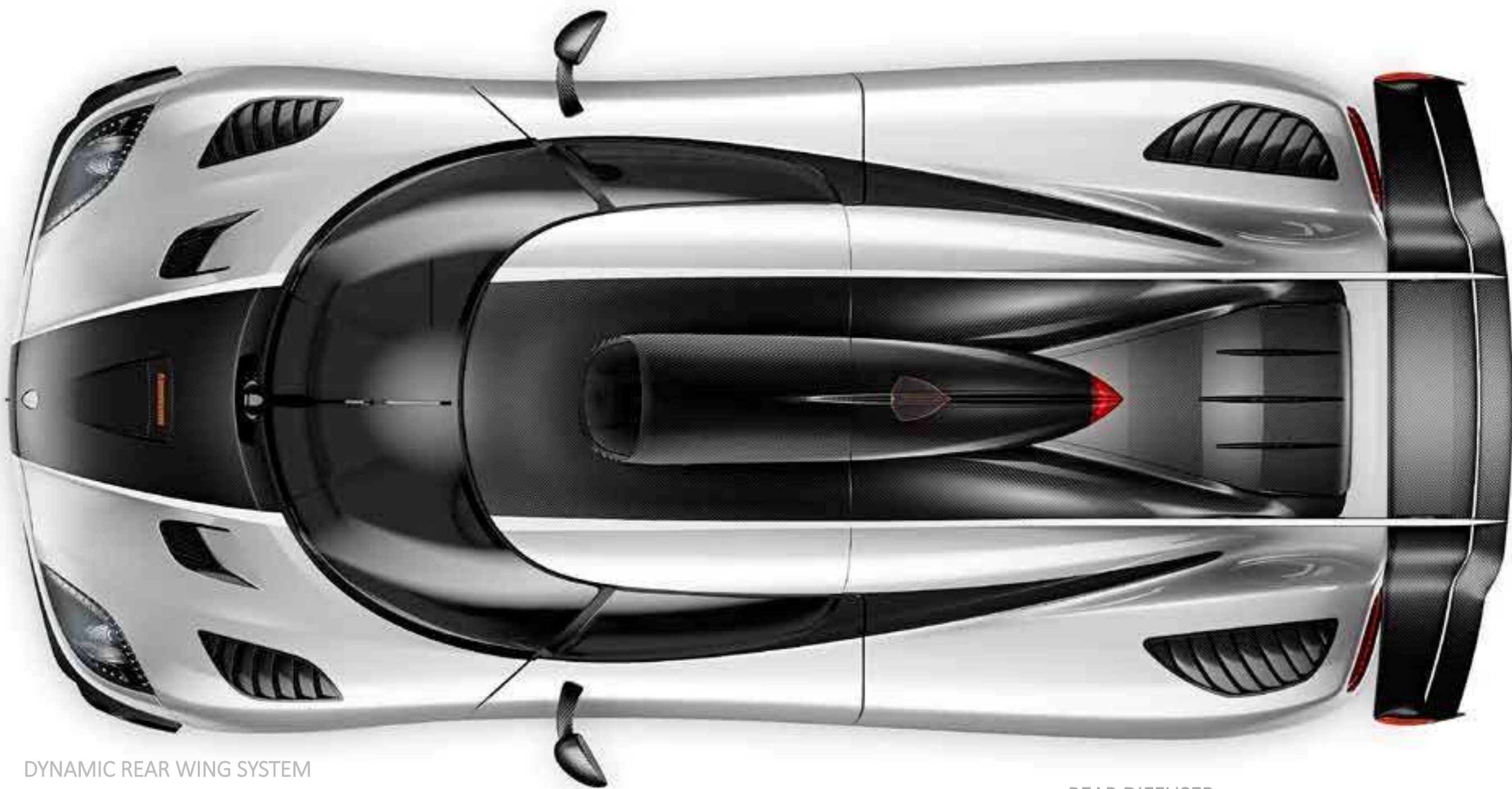
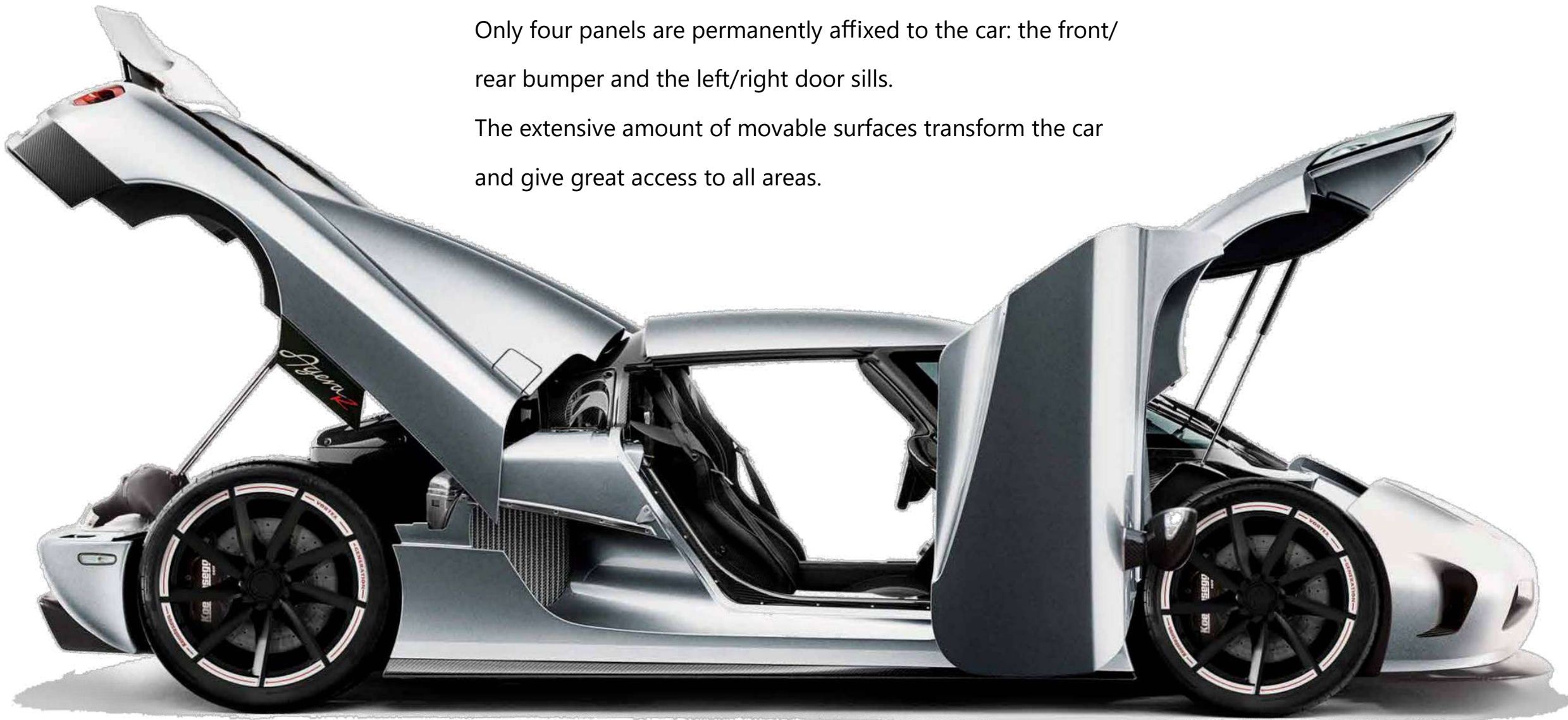
ONE



TRANSFORMER

Only four panels are permanently affixed to the car: the front/ rear bumper and the left/right door sills.

The extensive amount of movable surfaces transform the car and give great access to all areas.



DYNAMIC REAR WING SYSTEM

The lightweight Dynamic Rear Wing adjusts its angle of attack with actual wind pressure. It compensates for headwind or tailwind making it naturally reactive.

The dual carbon fiber pylons act as engine heat channels. Hot engine bay air rushes past the pylons causing a Venturi effect which increases the flow of cool air through the side intercoolers.

REAR DIFFUSER

The rear diffuser is specifically developed and evaluated to provide substantial all-round down force even at wide yaw angles.



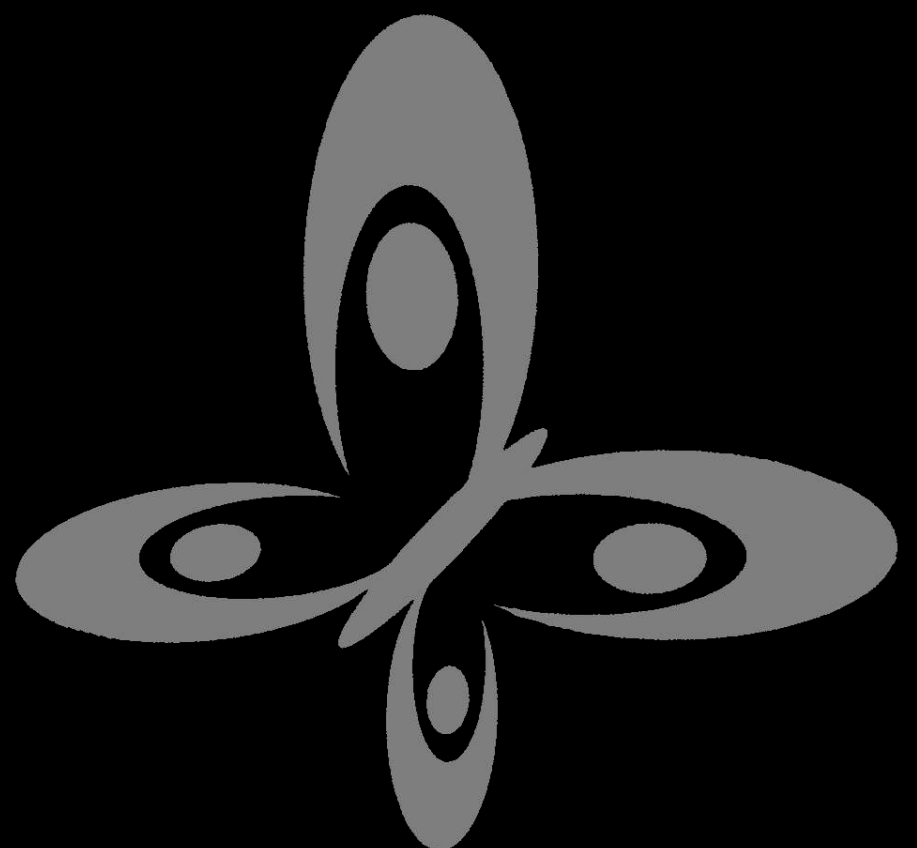




ONENESS

My Will, My Other Side,
My Enigma, My Oneness,
True To Me Alone In This Cold
Dark World,
Fading Constantly Like Clear
Clouds,
Like Wars Come And Go. Those
Who Will Stay
Will Stay, For Loyalty Is Scars,
Like Trust.
I Must Find My Purpose else I
Fall, For I Exist Once,
One Life, One Body, One Soul
And
No Extra.

P.M.D





THE NEW BMW M2 COUPÉ.

\$65,000



Innovative design

Outstanding performance with a combination of sport and luxury.

.TiTi Magazine



CONTROL
FREAK.



THE EPITOME OF POWER.
UNDERScoreD BY PERFECT LINES.



UNLEASHED.





INNOVATION AND TECHNOLOGY.

M TWIN POWER TURBO ENGINE: Maximum power, maximum efficiency.

EFFICIENT ENERGY MANAGEMENT AND M-SPECIFIC DESIGN:

World-class engineering.

SUSPENSION:

Innovative systems for more driving pleasure.

BMW CONNECTED DRIVE: Digital services & apps.

BMW PERSONAL COPILOT: Intelligent driver assistance systems.



M TwinPower Turbo engine.
Maximum power, maximum efficiency.



**THE ONLY THING PRECEDING
IT IS ITS REPUTATION.**





**BENDS CAN BE
SO MUCH FUN.**



INDIVIDUALITY AND CHOICE.

EQUIPMENT: BMW M2 Coupé equipment highlights, including wheels and tyres.

COLOURS: Exterior and interior colours.

TECHNICAL DATA: Weight, engine, transmission, performance, fuel consumption, wheels and technical drawings.

BMW SERVICE: BMW Service, BMW Financial Services and the BMW brand experience.





Chassis.

A solid foundation for superior driving dynamics.







TAMATOKU
JEWELRIES

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movies



MARVEL STUDIOS

SPIDER-MAN

Far From Home

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ACTION



COLLIDE



ACTION



**MUST
SEE**



CRAWL



JULY 12

THRILLER



ADVENTURE

Disney
THE
LION KING
JULY 19



KUMAIL NANJIANI
DAVE BAUTISTA

STUBER

IN THEATERS JULY 12

#Stuber

ACTION/COMEDY



ONCE UPON A TIME IN...
HOLLYWOOD

THE 9th FILM FROM QUENTIN TARANTINO
JULY

CRIME



MUST
SEE

★ ★ ★
ACTION

STARSHIP TROOPERS
TRAITOR OF MARS

★ ★ ★ ★
THRILLER

CONSTANTINE
CITY OF DEMONS

MUST
SEE

COMING SOON
★ ★ ★ ★
COMING SOON



TERMINATOR
DARK FATE

ACTION
★ ★ ★ ★ ★





ARTICLE



The Best Skin Products for Black Skin

Clear, even skin tone, free from spots and discolorations, is the desire of most people of color. Black skin contains melanin -- a natural substance that provides pigment and color to dark skin. This same substance also makes black skin more prone to discolorations and dark spots. To keep black skin looking its flawless best, adapt to using products that nurture and enhance black skin and help you put your best face forward.

Cleansers

A good skin care regimen for black skin should include use of a daily skin cleanser. Skin cleansers rid the skin of dirt, makeup and oil, leaving it clean and refreshed. A cleanser specifically formulated for black skin is best; you should refrain from using cleansers containing abrasive ingredients such as alcohol, dyes, propylene glycol, lanolin and fragrances. Such ingredients may lead to irritation of the skin or hyperpigmentation. Be sure to cleanse the skin gently.

Toners

A black skin care regimen should include a skin toner. Skin toners offer many benefits to the skin including: restoring the natural pH balance of the skin, reducing skin oil secretions, sloughing away dead skin cells, clearing away impurities and encouraging blood circulation. Skin toners give the skin a brighter, livelier appearance and should be applied to the face and neck following the cleansing process. Avoid skin toners containing harmful ingredients such as isopropyl alcohol, ethanol and alcohol. For best results, choose a skin toner especially designed for dark skin.

Moisturizers

A balanced black skin care regimen must always include a daily moisturizer. opt for moisturizers containing "humectrants," or products that draw water to the skin. When choosing a moisturizer, choose one containing ingredients such as hyaluronic acid, glycerin, dimethicone or urea. Alcohol-free and scent-free moisturizes are best since those containing alcohols and perfumes irritate and dry out the skin. Products consisting of retinol or vitamin A should also be avoided as these rob the skin of moisture. Consider products containing natural ingredients including bees wax, soy oil and corn oil.

Sunscreen

Like any other skin type, black skin requires protection from the sun. Always apply a sunscreen to keep your skin well protected from the harmful rays of the sun. Using a sunblock provides a barrier of protection between your skin and the sun, forcing sun rays to bounce off the skin. Use a sunscreen with an SPF 15. If you suffer from a medical condition such as lupus or have discolorations and dark spots, look for a sunscreen with an SPF 30. Apply sunscreen 20 minutes before sun exposure, taking care to apply it generously on all exposed parts of the body.

ARETHA C. SMITH

BLV
BLA
BLA

How to Get Naturally Clear & Glowing Skin for Black Woman

Natural skin care for any skin tone, including black women, is no further away than your kitchen. Black skin has distinct characteristics and typically benefits from extra moisturizing in the form of natural, emollient-rich oils. Those with black skin should wash their face twice daily with a gentle, natural cleanser and never go to sleep with makeup left on their skin. Natural toning face masks will help your skin remain clear and develop a healthy glow.

Step 1

Soak a wash cloth in hot water and place the wash cloth over your face for several minutes or until it cools. Do this first thing in the morning before washing your face to help open your pores.

Step 2

Wash your face with a natural, organic cleanser. Natural cleansers can be found at a health food store or in many chain drugstores. Look for a cleanser with a glycerin or castille soap base that cleans without stripping the skin's protective acid mantle. Other ingredients that are soothing and cleansing include essential oils, coconut, aloe vera, chamomile and oats.

Step 3

Apply a natural toner made from lemon juice and water. Fill a water bottle or other container with one part freshly squeezed lemon juice and five parts filtered water. Apply the lemon juice toner with a cotton ball and do not rinse off.

Step 4

Massage your face with nourishing oils -- sweet almond, coconut, olive and jojoba oils are good choices -- before going to bed. Black skin tends to be on the dry side, so allowing oils to soak into the skin overnight can contribute to glowing skin in the morning. Apply the oil to the skin using your fingertips. Use caution when massaging the sensitive tissues around the eyes.

Step 5

Apply a homemade, natural face mask once or twice per week. Mash one ripe banana with one egg white and coat your face, neck and décolletage with the mixture. Leave the mask on for 15 minutes, then rinse it off with warm water.

Things You'll Need

Oils, such as sweet almond, coconut, olive or jojoba, Egg, Banana, Wash cloth, Lemon, Water bottle, Cotton balls.

Tip

You can help your skin develop a glow by consuming a diet rich in a variety of fruits and vegetables. Also consume at least eight 8-ounce glasses of water daily to keep your skin hydrated.

Warning

Avoid harsh cleansers and soaps, which can strip your skin of necessary oils. Among the ingredients to avoid are sodium lauryl sulfate and sodium laureth sulfate, which are foaming agents, and alcohol, which can be extremely drying and irritating to the skin. Joni Loughran in "Natural Skin Care" recommends investing in a cosmetic ingredient reference book so you can look up which chemicals to avoid and their effects on the skin.

NICOLE CARLIN



BLACK BOY
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BLACK BOY



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