



# Demon's Souls





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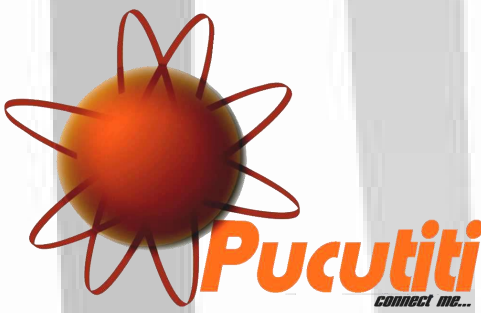
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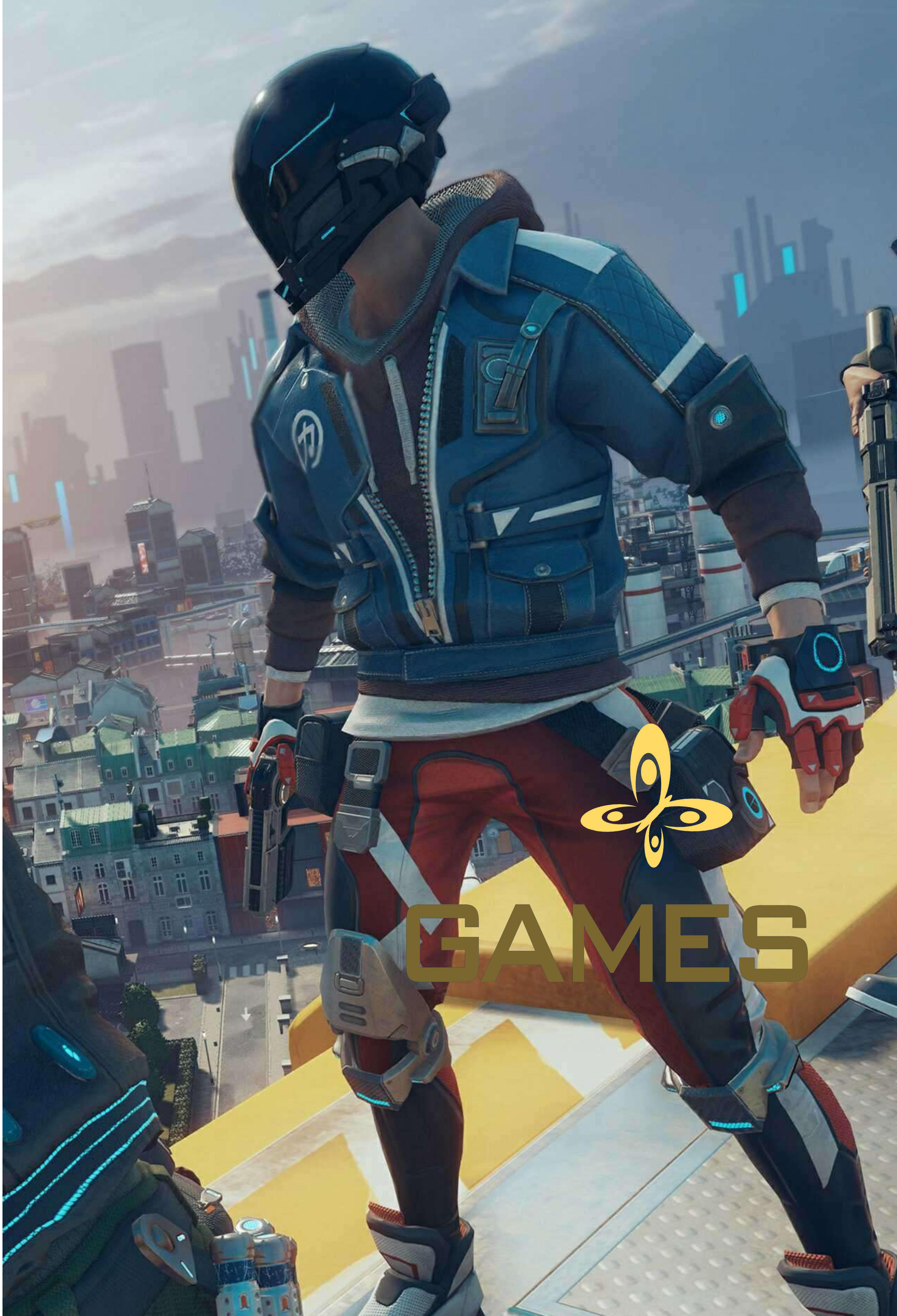
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GAMES



# Bloodstained: Ritual of the Night



*Bloodstained: Ritual of the Night* is a Metroidvania type video game developed by ArtPlay and published by 505 Games. The game's development was led by former Castlevania series producer Koji Igarashi, and is considered a spiritual successor to the series. The game is the second in the Bloodstained series. *Bloodstained: Ritual of the Night* was released for Microsoft Windows, Nintendo Switch, PlayStation 4, and Xbox One in June 2019, and for iOS and Android in December 2020.

Igarashi conceived the game after his departure from Konami in 2014, prompted by numerous fan requests for him to make another Metroidvania-type game. He used the crowdfunding platform Kickstarter to demonstrate to potential funding agencies of the demand for the game in 2015, which successfully raised more than US\$5.5 million from backers, making it one of the most funded video game campaigns on the platform. *Bloodstained* received generally positive reviews. A retro-style companion game, *Bloodstained: Curse of the Moon*, was developed by Inti Creates and released in May 2018. It was followed by a sequel in 2020, *Bloodstained: Curse of the Moon 2*.

## Plot

*Bloodstained* takes place in 18th century England during the Industrial Revolution. Fearing the loss of their influence over their wealthy patrons, the Alchemy Guild researched methods to summon demons and created Shardbinders, humans forcibly fused with demonically-charged crystals that attuned them to their powers. These Shardbinders were sacrificed by the Guild to summon demons from Hell in what was meant to be a scare tactic but instead brought uncontrollable destruction that wiped out the Guild and much of England until the Church was able to banish them. Of the sacrificed Shardbinders, only one named Gebel survived. Another Shardbinder, the main protagonist Miriam, is spared due to falling into an unnatural slumber before she can be sacrificed.

Ten years later in the game's present-day, Miriam has awakened from her slumber and has learned that Gebel has summoned the demons to destroy England as he seeks revenge on the surviving alchemists for what they did to him. Accompanied by Johannes, a former member of the Alchemy Guild, they sail across the ocean to Arvantville, a destroyed village on the outskirts of Gebel's castle, the Hellhold. They meet with Johannes's friend Dominique, an exorcist who helped Johannes care for Miriam during her slumber and has been sent by the Church to help them stop Gebel.

As Miriam begins her journey into the Hellhold, she confronts Alfred, a surviving member of the Alchemy Guild and the former mentor to Johannes. Alfred seeks to recover an ancient book used in the demon summoning by Gebel, the Liber Logaeth, and threatens to kill Miriam if she does not leave. As his former student, Johannes deeply distrusts Alfred's motives and fears he may be making another mistake, partially feeling responsible for the actions that Alfred and the other alchemists took in harming Gebel, Miriam, and the other Shardbinders. She also crosses paths multiple times with Zangetsu, a demon hunter from Japan who initially distrusts Miriam due to her Shardbinder powers having ties to demons, but over time begins to respect her strength. Zangetsu explains that he is seeking a demon named Gremory, who is continuously eluding him for fear of his power. He gives Miriam his katana thinking that Gremory will not expect her to be wielding it and drop her guard.







**Developer:** ArtPlay

**Publisher:** 505 Games

**Director:** Shutaro Iida

**Producer:** Koji Igarashi

**Artists:** Yuji Natsume, Mana Ikeda

**Writer:** Koji Igarashi

**Composers:** Michiru Yamane, Keisuke Ito, Ryusuke Fujioka

**Engine:** Unreal Engine 4

**Platforms:** Microsoft Windows, PlayStation 4, Xbox One, Nintendo Switch, iOS, Android

**Release:** Windows, PS4, Xbox One—18 June 2019

Nintendo Switch—25 June 2019

iOS, Android—3 December 2020

**Genre:** Metroidvania

**Mode:** Single-player, multiplayer

**TiTi Rating:** 7/10

# Bloodstained

— RITUAL OF THE NIGHT —



Miriam confronts Gebel in the Hellhold's throne room, and she attempts to reason with him by reminding him that during the trauma of her transformation into a Shardbinder, he was the one who taught her to never give up on her humanity. Though he briefly seems moved by her words, Gebel remains defiant and the two Shardbinders fight. Should Gebel be killed, he will thank Miriam for stopping him, but the game will immediately end as Miriam wonders if she made the right choice. Using Zangetsu's katana, Miriam instead exposes Gremory's hiding place in the throne room and she escapes. Freed from the demon's control, Gebel is only able to give Miriam his final apologies before the crystals in his body consume him completely. Alfred then arrives to steal the Liber Logaeth from them and flees.

Miriam chases Gremory and Alfred through a dimensional portal into another part of the castle. Inside, she finds Alfred mortally wounded and the Liber Logaeth gone. As he dies, he explains that he was trying to use the Liber Logaeth as part of a spell he had cast throughout the Hellhold to destroy it. He also reveals that he was the one who put Miriam in her slumber ten years ago to sabotage the Guild's summoning, knowing her power as a Shardbinder was so immense that it would have brought even worse destruction than what was summoned had she been sacrificed.

Reuniting with Zangetsu, Miriam tracks down Gremory. Zangetsu uses his power to bind the demon in place, but he is seemingly killed in the process and so Miriam defeats Gremory alone. She then locates the Liber Logaeth and the one who stole it: Dominique. Craving the power to defy and destroy God for letting everybody die during the demon summoning ten years ago, Dominique reveals that she has turned herself into a Shardbinder through extensive study of Miriam and Gebel and uses the Liber Logaeth to summon Bael, the king of demons. Miriam banishes Dominique and Bael, and Johannes uses the Liber Logaeth to complete Alfred's spell and destroy the Hellhold.

As peace returns to the land, Miriam mourns the sacrifices made for her victory and wonders if the world will ever truly be free of the demons. Johannes consoles Miriam by revealing that with the Liber Logaeth, he may have the means to permanently stop the crystals from consuming her body. Miriam and Johannes leave Arvantville while an unseen person's shadow steps into view, revealed to be Zangetsu, who survived the events of the story after managing to escape Hell. He retrieves his sword, Zangetsuto, after watching the pair walk away.

## Gameplay

The game follows the Metroidvania-style gameplay of the post-Symphony of the Night games of the Castlevania series. As Miriam, the player explores a labyrinthine series of rooms presented as a platform game, fighting monsters and bosses and gaining keys or powers that let them explore previous areas that were previously impossible to reach. Miriam is able to use various weapons to perform melee or ranged attacks to defeat monsters, or special abilities granted by the shards she possesses from monsters to perform magical attacks. Miriam has both a health bar and a magic power bar. Health is lost to monster and environmental attacks, and should this drop to zero, the game is over, requiring the player to load the last save state. Health can be restored by using items or finding health drops from monsters or environmental pieces. Magic power is drained by using shard skills, and if out of mana, the player cannot use shard skills, but mana can be similarly regained as with health.

The player gains new weapons, armor and accessories throughout the game by defeating monsters and looting chests. This equipment provides various attributes to Miriam along with offensive and defensive bonuses. For weapons, this also set the type of attacks that the player can make. For example, short swords allow a variety of fast, close-ranged attacks, spears enable slow but long-reaching attacks, and guns allow for long-distance shots but with no melee possibilities. The equipment can be changed on the fly via menu screens. Shards are obtained by defeating monsters, and generally contain a power reflecting the essence of the monster it came from. The player can only equip a limited number of shards, but like equipment, shards can be swapped out on the fly.

Among the maze of rooms include save rooms, allowing the player to save their game and fully regenerate Miriam's health and magic power. Additionally, warp rooms allow the player to quick jump from one region of the map to another previously discovered warp room. Following the game's prelude, the player also gains access to a set of non-playable characters located at the start of the map that provide stores to buy and sell weapons, shards, ingredients and crafting services to make new weapons or upgrade shards. The game is presented in a 2.5D style, presenting the game in three-dimensional graphics but restricting movement to a 2D system. Igarashi stated the choice for 2.5D was to follow the style of previous Castlevania games, such as The Dracula X Chronicles and Mirror of Fate.









## Development

*Bloodstained* is a spiritual successor to the *Castlevania* series by Konami, of which Koji Igarashi had been the series producer from 2001 to 2010. In March 2014, Igarashi opted to leave Konami, stating concern for his continued employment and differences in the directions they wanted to take the company. Igarashi later stated "For the longest time, when I was working at Konami, I was protected by my company. They took care of me. Now I'm kind of anxious." Igarashi also stated that he had received a large number of requests from fans to continue to develop *Castlevania* games, giving him another reason to leave Konami and aim to start his own studio to develop these fan-requested games, including a *Metroidvania*-styled game with similar themes to *Castlevania*.

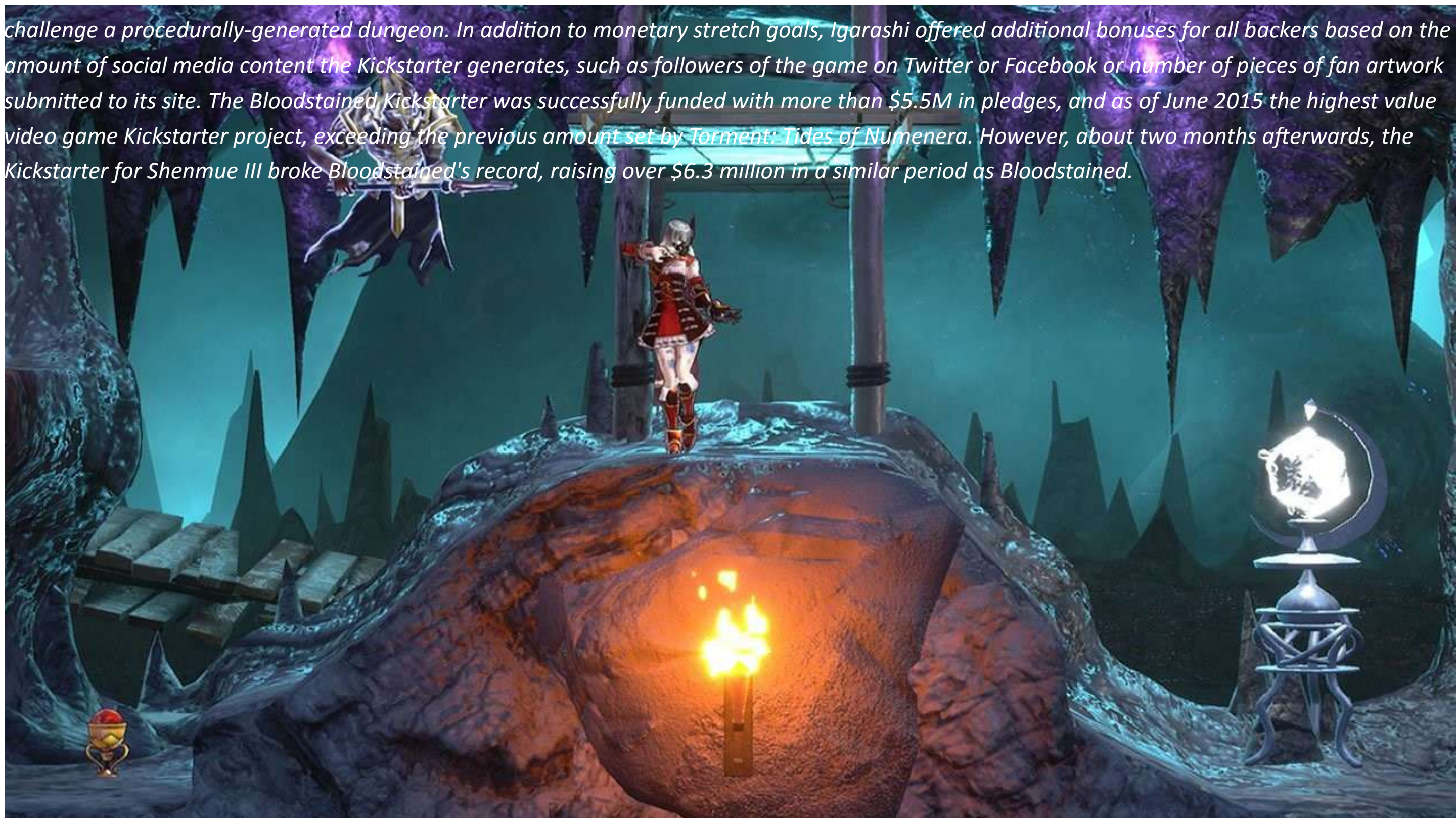
Prior to his departure, news of the success of the Kickstarter for *Mighty No. 9*, a *Mega Man*-inspired game produced by the former series producer and artist Keiji Inafune, had reached Japan, and inspired Igarashi that this could be a similar route to obtain funding for a new game. Following his departure, he began pitching for funding of a new game with the help of Digital Development Management's Ben Judd, who has also assisted with *Mighty No. 9*'s funding. They approached more than twenty publishers with the pitch, but found that none of them were willing to help. According to Judd, while Igarashi's reputation reduced the risk involved with the title and the projected budget was modest, the publishers were skeptical. Japanese publishers wanted to make sure that the American and European markets would want the title, and *Castlevania* games historically were not as well received in European markets. Western publishers believed the Japanese origins of the games were too strange for them. After six months with no success, Igarashi opted to join mobile developer ArtPlay as a paying job, but worked with the company to assure that he would be free to continue to pursue this new game idea.

## Kickstarter

Igarashi recognized the success of *Mighty No. 9*'s Kickstarter, and began seeking how to accomplish the same for his vision. He and Judd were able to locate investors that would help contribute funds, but only if they could show there was a strong interest in the title. The two opted to use Kickstarter to demonstrate what they believed would be a popular title, seeking to gain \$500,000 to secure funding that would cover the remaining 10% of development costs. The Kickstarter was launched on 11 May 2015. Promotion and handling of the social media for the Kickstarter campaign was handled by Fangamer. Prior to the Kickstarter, Igarashi teased the announcement through social media using the phrases "igavania" and "sword or whip", and on the day of the announcement, participated in live streaming event via Twitch playing several other *Metroidvania* titles with various gaming personalities and developers. 2 Player Productions helped with filming Igarashi's pitch for the Kickstarter at Castello di Amorosa in northern California a month prior to its announcement.

The game succeeded in its base goal within four hours of going live, and reached \$1.5 million within the first day. Various stretch goals were introduced and met, including obtaining David Hayter as a voice actor for the game. Hayter had originally been slated for the role of Gebel, but ended up as Zangetsu for the final game. Additional stretch goals included hiring Robert Belgrade, the voice of Alucard in *Symphony of the Night* to have a voice role, and allowing artist Ayami Kojima to create the packaging artwork for physical copies. Other stretch goals included a retro-style companion game titled *Bloodstained: Curse of the Moon*, support for local co-operative play, a boss rush mode, a "classic mode" which reworks some portions of the game's maps into strictly-linear levels akin to the original *Castlevania* games, and a roguelike dungeon mode where the player can

challenge a procedurally-generated dungeon. In addition to monetary stretch goals, Igarashi offered additional bonuses for all backers based on the amount of social media content the Kickstarter generates, such as followers of the game on Twitter or Facebook or number of pieces of fan artwork submitted to its site. The *Bloodstained* Kickstarter was successfully funded with more than \$5.5M in pledges, and as of June 2015 the highest value video game Kickstarter project, exceeding the previous amount set by *Torment: Tides of Numenera*. However, about two months afterwards, the Kickstarter for *Shenmue III* broke *Bloodstained*'s record, raising over \$6.3 million in a similar period as *Bloodstained*.





## Design

Igarashi and ArtPlay developed the game's narrative, design, and overseeing production, while they hired DICO as a third-party publisher around June 2016 to assist in developing the game's assets and level design. The game is published and marketed by 505 Games. Developer Inti Creates, whose name had been associated with Bloodstained earlier in the project, had been involved in developing a mini-game that was released alongside the main game. Bloodstained was developed for Unreal Engine 4. Near the end of 2018, Igarashi announced they had also brought on WayForward to help with some development, specifically in the area of polishing the title. Igarashi had been impressed by WayForward's skill in 2D platform games, such as their Shantae series, and was excited for them to be part of the project.

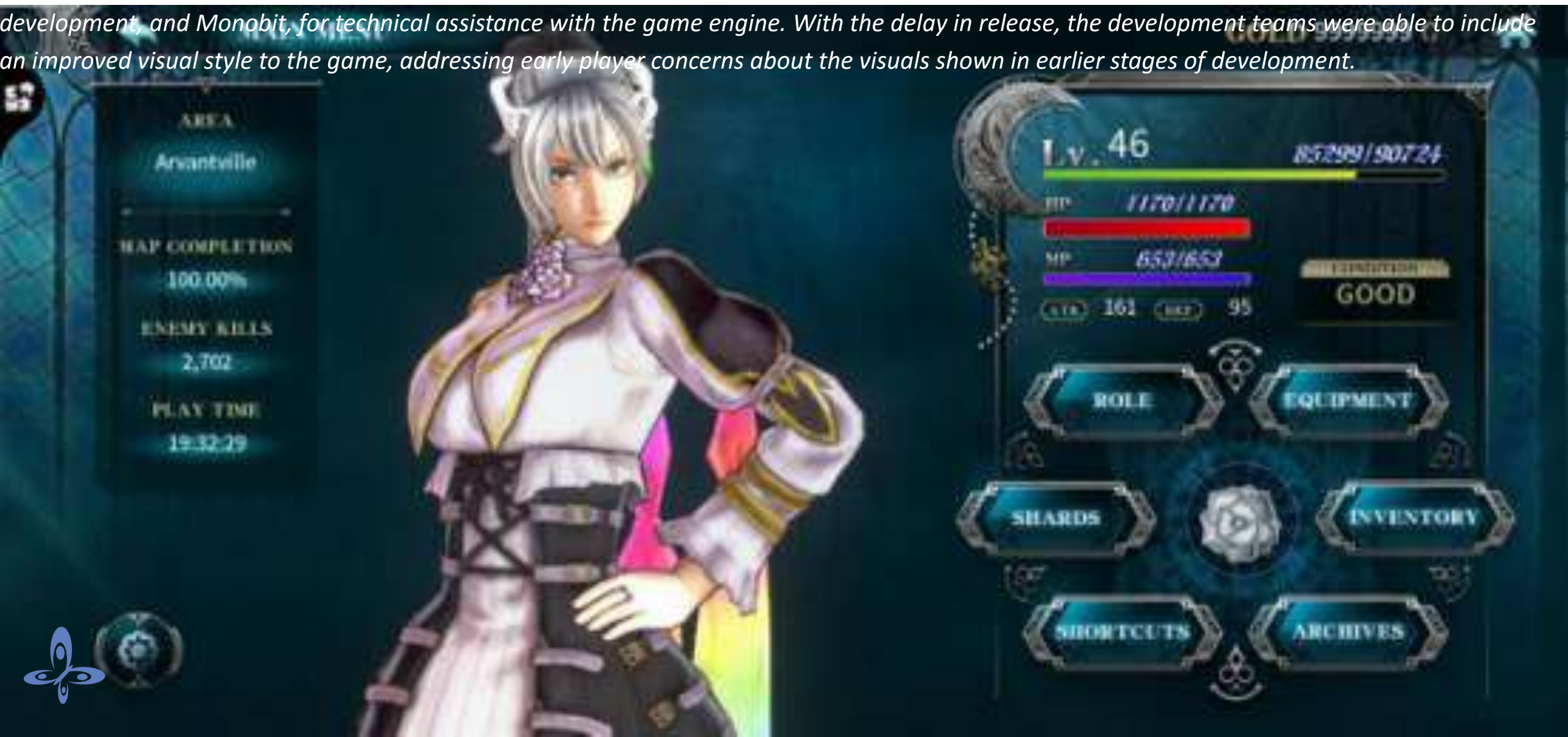
The game's name is based around the concept of a magi-crystal curse that inflicts the main characters: they grow across the person's body with the appearance of stained glass, and Igarashi felt that "Bloodstained" was a good play on words to reflect that. While the title is thematically based around the Gothic theme like Castlevania, Igarashi did not want to incorporate the public domain character of Dracula into it, feeling it would make the game too close to previous Castlevania titles and did not want to make his new game feel like a "half-baked copy". Igarashi opted to make the main playable character Miriam female based on recognizing current trends in video games in Western markets to present strong female lead characters that the broad range of intended players of either gender would enjoy playing, while avoiding the developmental encumbrances of creating two separate-gendered playable characters.

The game's music was written primarily by Michiru Yamane, a former Konami composer who worked on the music for several Castlevania games, along with the musical group Noisycroak and a single track by Ippo Yamada. Shutaro Iida, who worked on previous Castlevania games as a programmer, director and designer, returned to the game in the role of a planner.

## Release

At the end of the Kickstarter in June 2015, Bloodstained was planned for release in 2017 on Microsoft Windows, macOS, Linux, PlayStation 4, Xbox One, PlayStation Vita and Wii U through the campaign's stretch goals. At this point in time, the Unreal Engine 4 was not yet ported to either the Vita or Wii U. Armature Studio was set to do these ports, with plans to release the code base for both the Wii U and Vita ports for free to any studio licensed to work on it once they had overcome the lack of Unreal on these platforms. During the game's development process, Nintendo discontinued the Wii U and released the Nintendo Switch in March 2017. Igarashi opted to transfer development from the Wii U to the Switch, offering backers who had selected the Wii U version a refund or a choice of the game on a different platform, with the Switch being the default option for backers who had previously chosen the Wii U. Igarashi had started the Kickstarter when the Wii U was the dominant Nintendo platform, but with the introduction of the Switch since that point, he found it difficult to support the Wii U, and called for the transition. The PlayStation Vita version of the game was cancelled in August 2018 due to Sony dropping support for the handheld; backers that desired the Vita release were given the option of selecting the game for a different platform for free or assorted refund options. In December 2018, the team announced that the planned macOS and Linux versions of the game had also been cancelled, citing challenges of supporting middleware and online features.

Though Igarashi originally anticipated a 2017 release, he announced in September 2016 that he was bringing a second studio to help with the development of the game, and delayed the game. Igarashi stated the delay was primarily due to the added work to complete the campaign's stretch goals, a factor he could not consider during the Kickstarter period, and his commitment to making a high quality game, "better than a traditional Castlevania game that I've made in the past" and not wanting to back down on quality just to make the original release date. The amount of work in man-hours, along with Inti Creates' inexperience with the Unreal engine to complete some of the concepts he wanted in the game, led Igarashi to bring in additional studios and push back the release date. Igarashi later revealed these studios as DICO, who have experience with localization and global development, and Monobit, for technical assistance with the game engine. With the delay in release, the development teams were able to include an improved visual style to the game, addressing early player concerns about the visuals shown in earlier stages of development.





A single-level demonstration of *Bloodstained* was made available to play for attendees of Electronic Entertainment Expo 2016, and was released to Kickstarter backers a week later. In July 2016, Igarashi announced that the game had entered full production. The game was playable again at EGX Rezzed 2019.

*Bloodstained* was released on 18 June 2019 for Windows, PlayStation 4, and Xbox One versions, and was released a week later on 25 June 2019 for the Nintendo Switch. Following the approach used by *Shovel Knight*, the game used a post-release content model so that they are able to bring additional content, such as the game modes from the additional Kickstarter stretch goals, over time to avoid release delays. On 10 May 2020, the first of these updates was released, adding Zangatsu as an unlockable character and a Randomizer Mode. This would be followed up by a second update on 3 July 2020 that added Boss Revenge and Chroma Wheel. As part of the Kickstarter's stretch goals, Inti Creates also developed a companion game, *Bloodstained: Curse of the Moon*, a NES-stylized platform game with Miriam and Gebel playable alongside the swordsman exorcist Zangatsu and the alchemist Alfred. It was released on Windows, PlayStation 4, PlayStation Vita, Xbox One, Nintendo 3DS and Nintendo Switch on 24 May 2018. A sequel to *Curse of the Moon* was announced in June 2020. Mobile ports for iOS and Android devices, developed by NetEase and ArtPlay, were announced in October 2020. These ports were released on 3 December 2020.

Igarashi had stated that given the amount of time he has spent in developing the *Bloodstained* intellectual property, he sees the game as "a starting ground" for future *Bloodstained* games.









# Demon's Souls

*Demon's Souls[b] is an action role-playing game developed by Bluepoint Games, with assistance from Japan Studio, and published by Sony Interactive Entertainment. It is a remake of Demon's Souls, originally developed by FromSoftware and released for the PlayStation 3 in 2009. The game was released as a launch title for the PlayStation 5 in November 2020.*

## Gameplay

*The game features new weapons, armor, and rings and new items called "Grains" which give players a temporary resistance to effects like poison, fire, and bleeding. As with the original, players are limited in how much they can carry before their character becomes encumbered, although some aspects of this encumbrance system have been adjusted. For example, in the original game, healing grasses have no weight, so players could potentially carry hundreds of them; in the remake, these healing items now have a weight associated with them so that the amount players can carry is significantly lessened, and more potent grasses weigh more than less effective ones. One new feature, called "Fractured World", is a mirror mode which reverses the layout of environments. The game also includes a photo mode, whereupon using it the game will pause, something not possible in the original. Filters from the photo mode can also be used during gameplay, including a "classic mode" filter intended to evoke the look of the original PlayStation 3 game. Although the Souls series is notorious for its difficulty, Bluepoint stated that the remake would not introduce different difficulty levels. The character creation feature has also been updated, with more options for customization.*

## Development

*In 2016, Hidetaka Miyazaki, the director of the original Demon's Souls, acknowledged the demand for developing a remake but said that because the IP belonged to Sony, the inception of such a project would depend on their desire to do so. After Miyazaki and FromSoftware, the development studio of the original game, gave their approval, Bluepoint Games began development of a remake following completion of its 2018 remake of Shadow of the Colossus. Japan Studio, who assisted with the development of the original game, also assisted Bluepoint Games for the remake. Japan Studio's Gavin Moore, best known for his work on Puppeteer, served as the creative director for the project. A core goal was to remain true to the original while making adjustments in line with the more advanced hardware. Using the original art assets, music and level design as a blueprint, the team wanted to "finetune" the experience so it would appeal to players accustomed to modern games.*

*The score of the original game was recorded digitally and this presented difficulties in updating it for a modern remake. As such, the original score was redone in the style of Shunsuke Kida's original work, utilizing a full orchestra and choir. The voice acting was redone, with many of the original cast returning to both re-record their old lines and voice new dialogue. The motion capture animations were also redone. The game utilizes the haptic functionality of the DualSense controller giving the feeling of [metal striking metal] or to aid in the timing parries. The game ships with two visual modes: "cinematic mode" running at a native 4K resolution, at 30 frames per second and "performance mode" with a dynamic 4K at 60 frames per second. Despite earlier claims, Demon's Souls does not support ray tracing. Though a recurring request was the realization of a supposed sixth zone represented by a broken teleport stone in the original, the team decided to leave the game's number of worlds as is. At one point the team considered making an "Easy Mode" but ultimately decided it was not their place to add something that would fundamentally alter the game's balance.*









**Developer:** Bluepoint Games

**Publisher:** Sony Interactive Entertainment

**Director:** Gavin Moore

**Producer:** Teruyuki Toriyama

**Designers:** Howard Tang, Sho Akimoto, Yoshimi Eguchi, Masashi Kudo, Kenji Tokumaru

**Programmer:** Toshitake Tsuchikura

**Artists:** Puh, Adam Rehmann, Mark Skelton

**Composer:** Shunsuke Kida

**Series:** Souls

**Platform:** PlayStation 5

**Release:** NA/OC: November 12, 2020

WW: November 19, 2020

**Genre:** Action role-playing

**Mode:** Single-player, multiplayer

**TiTi Rating:** 6/10









*The Pathless is an independent action-adventure video game developed by Giant Squid and published by Annapurna Interactive.*

*The game was released on November 12, 2020 for Windows, PlayStation 4, PlayStation 5, macOS and iOS.*

## Gameplay

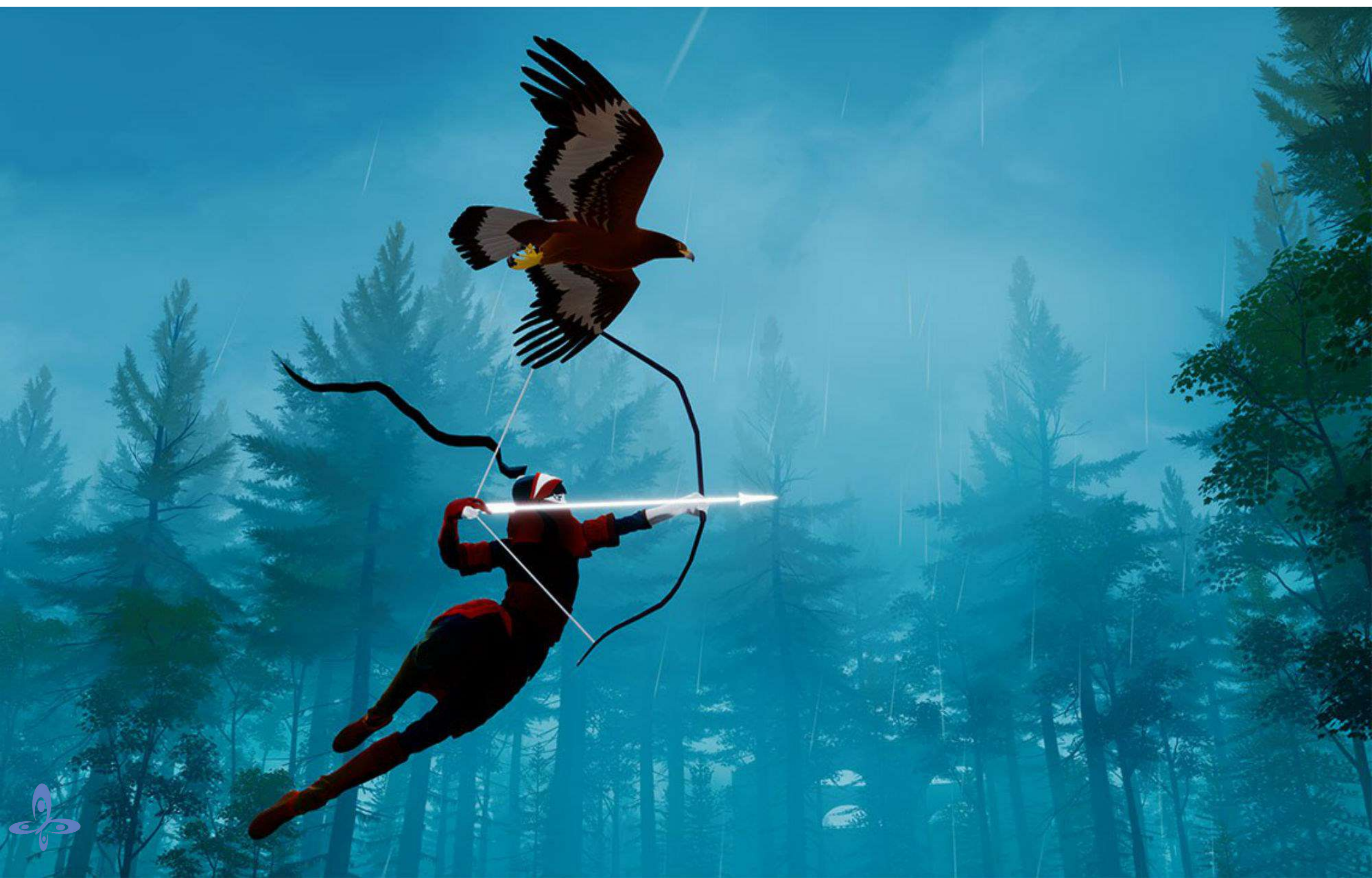
*The Pathless is an action-adventure video game played from a third-person perspective. In the game, the player controls the Hunter, who must find a way to lift the curse on an island. The hunter is a master archer. She must use her bows and arrows to shoot talismans scattered throughout the world, which will fill the Hunter's dash meter and allow her to swiftly navigate the game's world. She is also accompanied by an eagle companion, which can carry the player while flying. The eagle loses altitude while carrying the Hunter, though it can gain altitude through flapping its wings.*

*Unlike other open world games, the game does not feature a mini-map. Players need to use "Spirit Vision" in order to find locations of interest. By exploring the game's world, players would collect crystals which can be used to upgrade the eagle's abilities. Throughout the hunter's journey, she is hunted by invincible cursed spirits which attempt to separate her from her eagle. Players need to avoid alerting them through stealth. Players need to return light to the obelisks scattered in the game's world, which weakens the curse spirits, allowing players to defeat them. Players will lose the crystals they have collected when they are defeated by the cursed spirits.*

## Development

*The Pathless was developed by Giant Squid, the creator of Abzû (2016). According to creative director Matt Nava, The Pathless "is about finding your own way forward". Therefore, the team decided to remove the mini-map feature typically seen in open world maps in order to facilitate exploration. The team put heavy emphasis on creating a movement system that is fast and fluid so as to remove the need of incorporating fast travel points. Unlike other games in which the player will respawn at checkpoints when they lose all their health, The Pathless adopts a system in which the players will lose the crystals they have collected instead. According to Nava, this system helps create tension and stake without breaking the player's immersion, which may be the result of respawning the player character.*

*The game was announced at The Game Awards 2018. Initially set to be released in 2019, the game was first delayed to early 2020 and then subsequently to late 2020 as the team needed additional time for development. The game was released for Windows via Epic Games Store, macOS and iOS via Apple Arcade, PlayStation 4 and PlayStation 5 on November 12, 2020.*





**Developer:** Giant Squid

**Publisher:** Annapurna Interactive

**Director:** Matt Nava

**Composer:** Austin Wintory

**Engine:** Unreal Engine 4

**Platforms:** Microsoft Windows, PlayStation 4, PlayStation 5, macOS, iOS

**Release:** November 12, 2020

**Genre:** Action-adventure

**Mode:** Single-player

**TiTi Rating:** 6/10













# Atelier Ryza 2: Lost Legends & the Secret Fairy

*Atelier Ryza 2: Lost Legends & the Secret Fairy*<sup>[a]</sup><sup>[1]</sup> is a role-playing video game developed by Gust. It is the twenty-second main entry in the *Atelier* series, the second game of the *Secret* storyline and the first game of the series with a returning protagonist.

The game was released on December 3, 2020, for PlayStation 4, PlayStation 5 and Nintendo Switch in Japan. A version with English subtitles was released on January 26, 2021 in North America and Europe, along with a version for Microsoft Windows in all three regions.

## Gameplay

The game features the same gameplay style of the previous title. Players must craft items using alchemy to equip the party and accomplish missions. The combat system incorporating elements from both turn-based and real-time also returns, but with improvements.

## Plot

Three years after her previous adventure, Reisalin "Ryza" Stout works as both an alchemist and a teacher in Kurken Island until she is invited by her friend Tao Mongarten who is studying with another friend, Bos Brunnen in the capital city of Ashra-am Baird to help with his research on some nearby ruins. In the occasion, she is tasked by Bos' father, Moritz Brunnen, to discover more about a mysterious stone in his possession. Taking the stone with her, she travels to the capital and reunites with Tao and Bos. Ryza and Tao begin their investigation, accompanied by Tao's pupil, Patricia Abelheim, but soon after, Ryza discovers that the stone is actually an egg, from which a mysterious creature hatches, whom she gives the name "Fi".

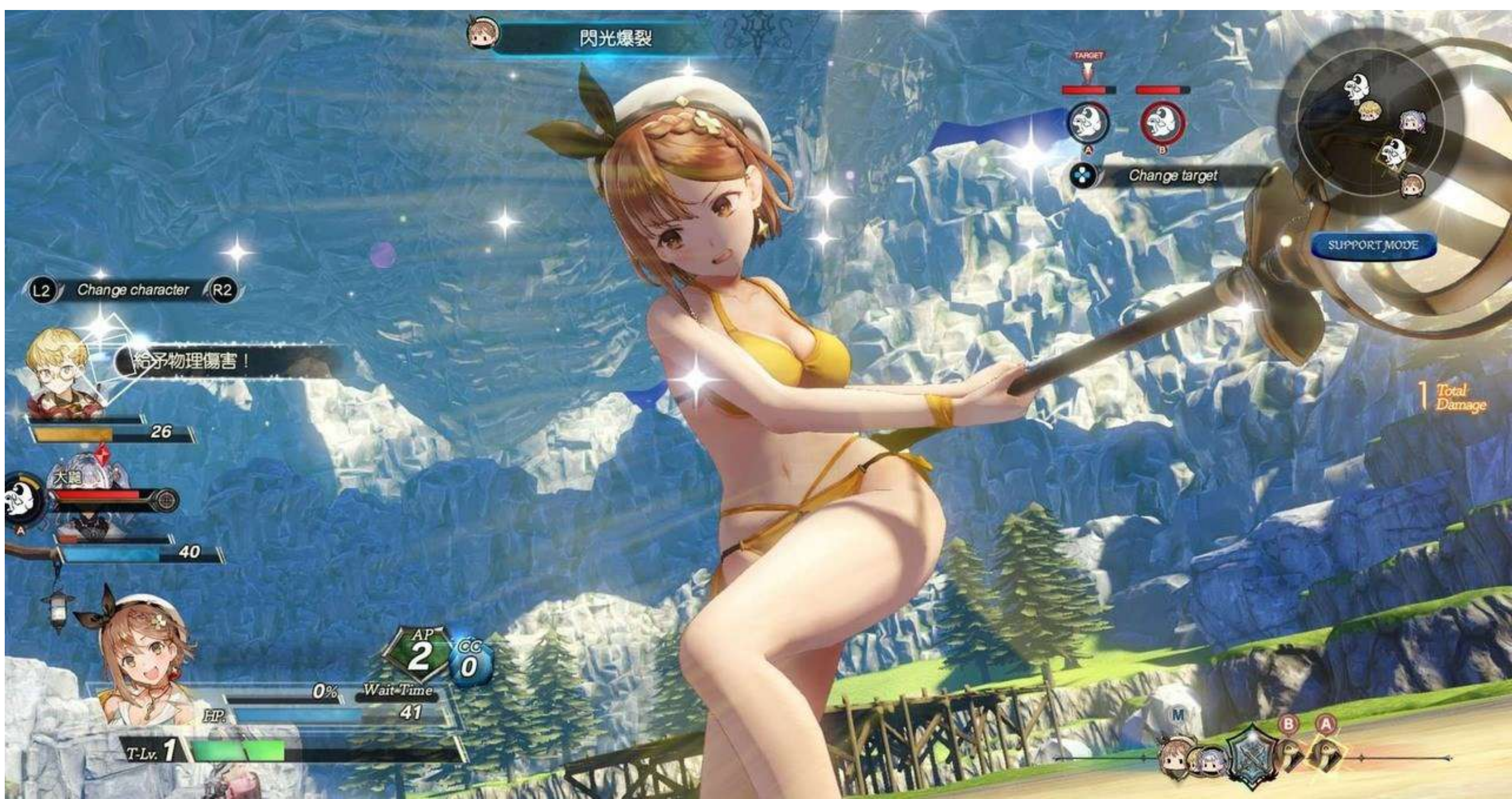
As Ryza and co. continue their research on the ruins and their connection with Fi, they reunite with their friends Klaudia Valentz and Lent Marslink, with treasure hunter Clifford Diswell and a member of the Oren race called Serri Galus also joining the party. They also meet their former teachers Empel Vollmer and Lila Decyrus, who make their own research in separate from the others. In the occasion, Empel reveals that Fi is a creature from the Underworld who needs to absorb large quantities of mana to survive, and must be sent back to their original habitat or will not survive for long. To prevent this, Ryza and her friends keep uncovering the mysteries of the ruins with Fi absorbing the energy from the large mana crystals inside them for nourishment.

Meanwhile, Empel and Lila learn that the mana crystals act as a seal that protects the region but fail to warn Ryza before Fi absorbs the energy from the last of the crystals, lifting the seal and unlocking a hidden temple. Inside the temple, Ryza's party discover a large gate to the Underworld from which a stronger breed of Philuscha emerges. The party confronts and repeals the Philuscha after defeating their leader, the Legendary Monarch. Ryza then bids farewell to Fi, who passes through the gate before Empel seals it. With all matters solved, Ryza bids farewell to her friends and returns home, certain that she will eventually meet them again.

## Reception

Upon release, *Atelier Ryza 2* received "generally favorable" reviews on all platforms, according to review aggregator Metacritic.

By December 2020, the game has sold 220,000 copies in the first month throughout Asia. *Atelier Ryza* and *Atelier Ryza 2* combined shipments exceed one million copies by March 2021.







**Developer:** Gust

**Publisher:** Koei Tecmo

**Director:** Shinichi Abiko

**Producer:** Junzo Hosoi

**Designer:** Yuki Katsumata

**Programmer:** Katsuto Kawauchi

**Artist:** Toridamono

**Writer:** Shinichi Yoshiike

**Composers:** Kazuki Yanagawa, Reo Uratani, Yuki Matsumura, Asami Mitake, Kosuke Mizukami, Hayato Asano

**Series:** Atelier

**Platforms:** PlayStation 4, PlayStation 5, Microsoft Windows, Nintendo Switch

**Release:** JP: consoles: December 3, 2020

WW: January 26, 2021

**Genre:** Role-playing

**Mode:** Single-player

**TiTi Rating:** 6/10













*Back 4 Blood is an upcoming multiplayer first-person shooter game developed by Turtle Rock Studios and published by Warner Bros. Interactive Entertainment. It is slated for release in October 12, 2021, for Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X/S.*

*The game has been considered to be the spiritual successor to Left 4 Dead, as it is being developed by the creators of the original game, and features largely identical gameplay. The game was announced at The Game Awards 2020, and came nearly a decade after Turtle Rock Studios split from Valve (who published both Left 4 Dead titles and still owns the rights to the franchise) and re-established itself as an independent studio.*

## Gameplay

*The gameplay of Back 4 Blood is largely similar to Left 4 Dead, both are 4 player cooperative games and 8 players in a PvP mode with a focus on multiplayer and replay ability. A new feature of Back 4 Blood is cards. At the start of each level, players need to build their deck with cards that adjust various elements of gameplay, such as modifying the player's health, damage, and stamina. Along with player cards, the AI Director will also use Corruption cards against the player to hinder their progress. The AI can spawn extra enemies, activate a fog effect, and increase the size of the horde.*

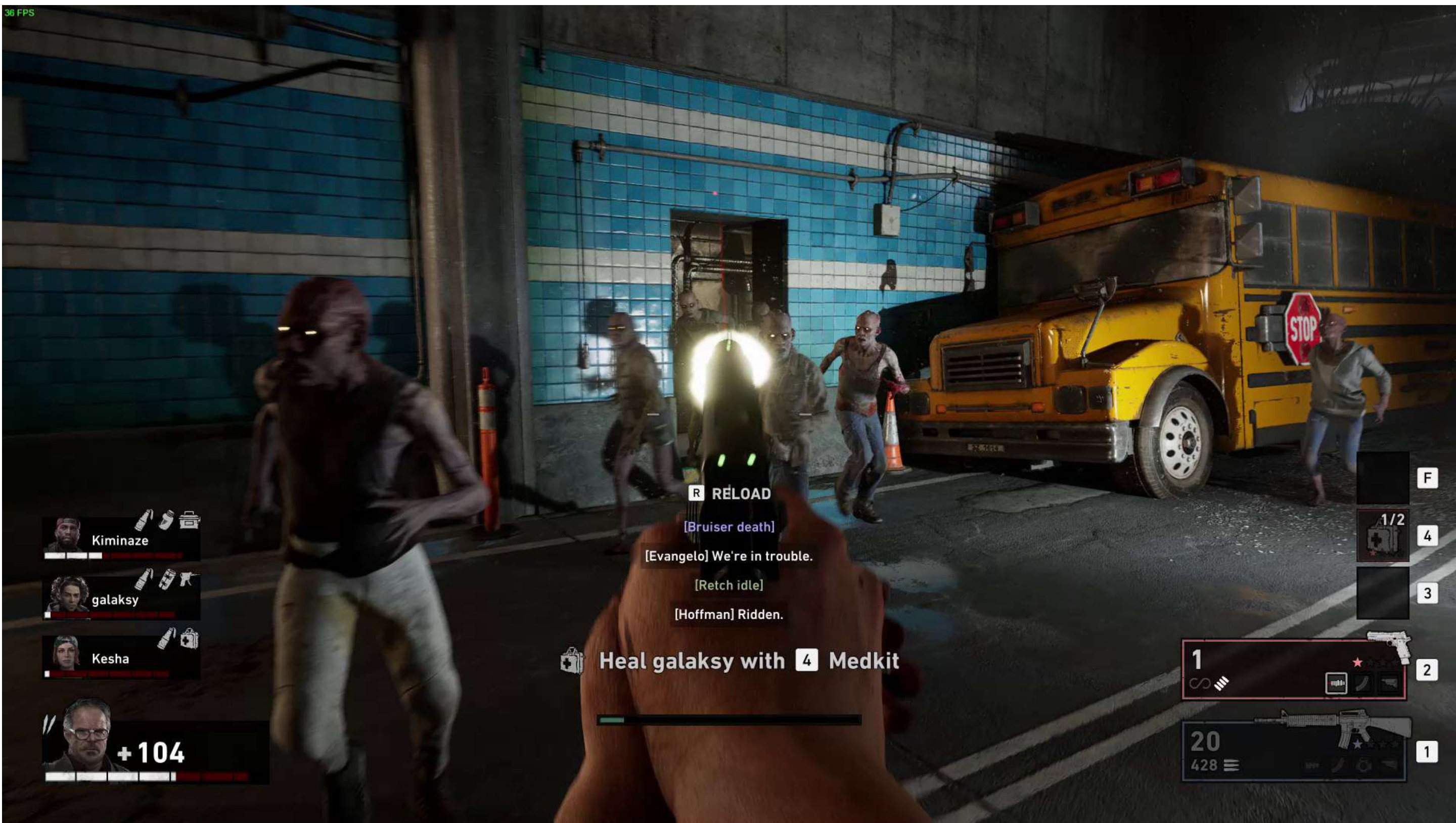
## Plot

*The game takes place after a worldwide outbreak caused by a newly discovered parasite (which is heavily implied to be of alien origin). Most of humanity has been infected and turned into the "Ridden," leaving players in a post-apocalyptic world. In this world, a group of veterans called the "Cleaners" comes together to fight off the zombies. The cleaners' names are Walker, Holly, Hoffman, Evangelo, Karlee, Doc, Jim, and Mom.*

## Development

*The game is developed by Turtle Rock Studios, who were the creators of the first Left 4 Dead game. According to the development team, the game features a more expanded story than the Left 4 Dead games, and has a more uplifting tone than other zombie games in the market. Phil Robb, the game's creative director, added that the Cleaners are more confident and capable, unlike the everymen from Left 4 Dead. He added that the players are not merely surviving and finding safe places. They are fighting zombies to create safe spaces. This is reflected in the dialogue between the Cleaners, who no longer sound like they were afraid of their enemies. The team included the card systems in the game because they felt that it can keep the game dynamic and challenging for veteran players, though Turtle Rock also added a Classic mode, a more accessible experience that removes all the cards, for new players.*

*The game was officially announced in March 2019 by Turtle Rock and publisher Warner Bros. Interactive Entertainment. The game was officially unveiled during The Game Awards 2020, with the closed alpha releasing December 17, 2020. Initially set to be released on June 22, 2021, the game is delayed to October 12, 2021 for Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X and Series S. An open beta is set to be released in mid-2021.*





A high-angle, top-down view of a chaotic battle scene. In the center, four survivors are fighting a massive, dense crowd of zombies. The survivors are equipped with various weapons, including a flamethrower, a shotgun, and a rifle. The ground is a bright, glowing red, suggesting blood. The zombies are dark, grotesque, and numerous, filling the entire frame around the survivors. The title "BACK 4 BLOOD" is written in large, white, distressed, blocky letters across the middle of the image, with the number "4" being significantly larger and more stylized than the other characters. A small, blue, stylized logo is positioned below the title.

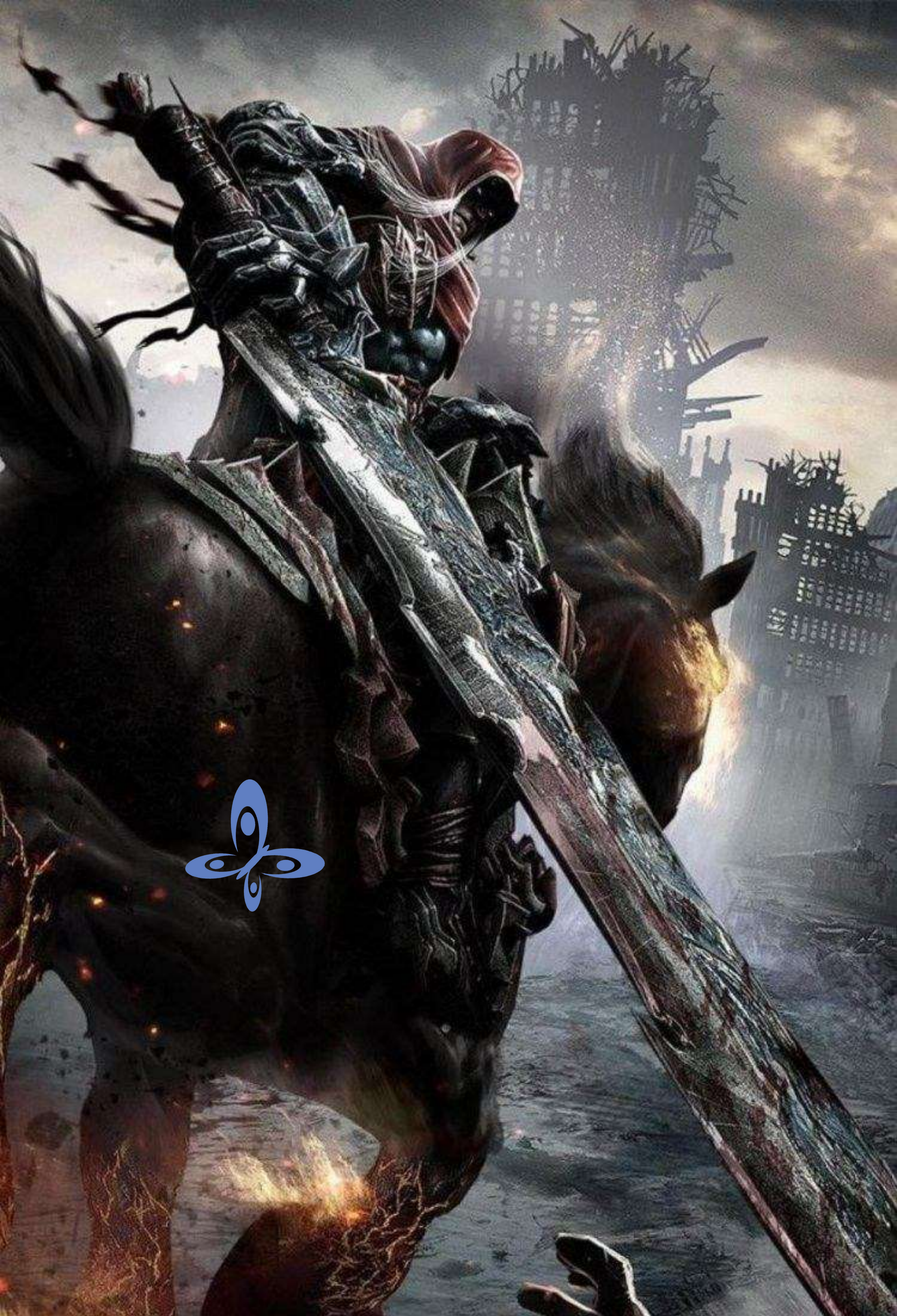
# BACK 4 BLOOD















# ***GADGET***



# TECNO



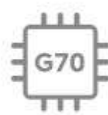
## SPARK 7<sup>series</sup>

SPEED WITHOUT COMPROMISE

# \$134



90Hz Refresh Rate  
Dot Notch Screen



HelioG70  
Processor



Super  
Night Mode



16MP AI  
Camera



Smile  
Snapshot



5000mAh  
Battery

## Stunning Look, Brand New Feeling



### Business at the front, Party at the back

Run your fingers down the rippling textures, and feel the youthful energies coming alive. SPARK 7P brings the perfectly proportioned forms and best-in-class functions together under one playful roof. Practicality always comes first, but it never hurts to add a touch of luxury.



Watch out, Or it will slip through the tiniest crack

All that you ever desire is here: A streamlined body and a slimmer waistline.  
What more could you possibly want?



A shiny home to your triple cameras

A young and dynamic phone always comes with a stylish camera panel. Crafted with aerospace-level technique, your cameras are now in good hands. Go on, take it out of your pocket. You will surely be amazed by its shiny spark.



Color of you

Bring out your unique personality with four captivating colors: Are you energetic and youthful enough? Then you would get to know the essence of Summer Mojito; Are you a mystery? Then you would love to have an extra shade of magnetic black; Are you a nature lover? Then you must prefer to start every morning with the fresh blue of the Alps; Or maybe you just start meditating? Then the stunning green of spruces can better light up your day. For our rising generation, SPARK logo is especially designed and shows the brand new DNA of 7 series.

- 

Summer Mojito
- 

Spruce Green
- 

Alps Blue
- 

Magnet Black





## 6.8-inch Bigger is always better

Your next movie marathon will be on a whole new scale. With our BIGGER and BETTER 6.8-inch edge-to-edge display, immersive cinema experience is at your fingertips. Multitasking has never been so easy. There is plenty of room to navigate two things at once.



## Take A Smart and Beautiful Shot

### 16MP AI Triple Camera Embrace a clearer world

With the ungraded 16MP main camera, the world in your photos becomes more colorful and dynamic. The newly-added AI lens brightens the overall dark environment and has made it easier for your smile to stand out. With its shallow depth of field, the portrait camera will make you the professional photographer for all of your family gatherings. Start snapping and you will see the difference.





**Super Night Mode**  
**Moments in the dark also matter**

It might be a crazy party with your friends, a night out with your significant other, or a city tour in the dusk...all these moments are equally precious and worth capturing! Your nights shine brighter with the Super Night Mode.



**Night Portrait**  
**Your smile can light up the night**

When the golden hour is over, the camera can stand out. Night Portrait allows you to take beautiful and vivid portraits well into the night, without missing a single detail. When to show off your beauty is completely up to you, be it day or night.



**Smile Snapshot**  
**Time the moment to perfection**

AI Portrait focuses on the face and captures the photo when it sees a smile. Want to take a beautiful picture of the children that won't sit still? Or a fleeting moment that is gone in a flash? You will never miss out on the perfect shot.





Video Bokeh

Who knew blur can be so beautiful?

Bring out your inner cinematographer and shoot films like the professionals. Video Bokeh focuses on you and blurs the background giving your video that cinema touch. Intelligently adapting to different skin effects and individual features, Video Beautify offers more natural and gorgeous beautification effects.



Slow Motion

Be the hero of your own movie

Shooting at 240fps, capture smooth and clear slow-motion footage that even Hollywood would be proud of. Its automatic sparkle detection and continuous frame analysis will give even the most dynamic and sporty shots a blockbuster look



App Twin

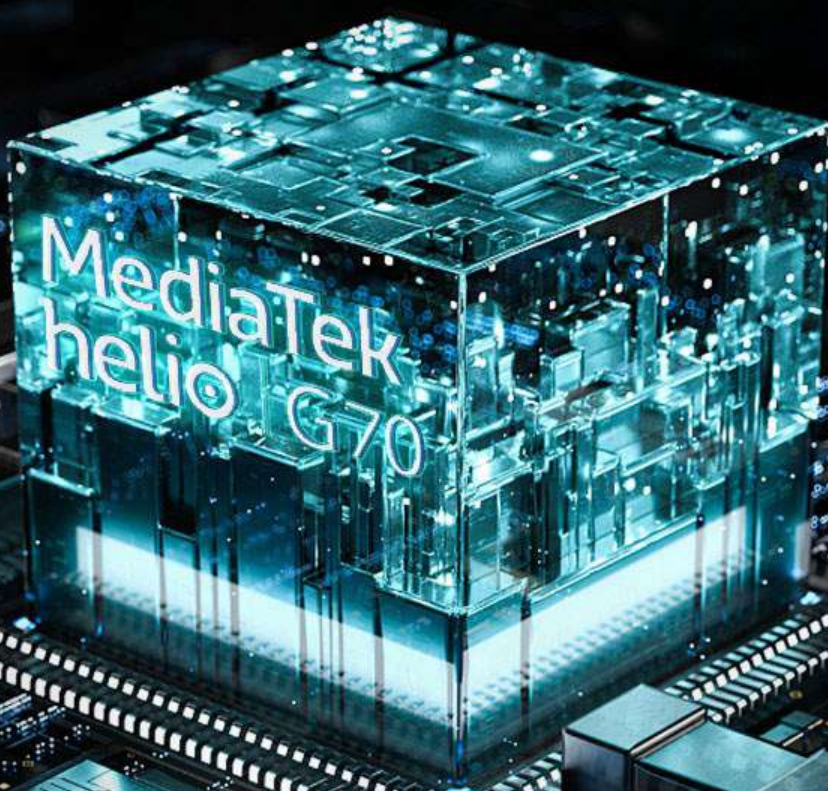
Two is better than one

For modern, tech-savvy youths, running multiple social media platforms is the norm. One is never enough. Two is more like it. So, introducing App Twin, a simple tool designed to help you manage your social game. With it, you can run two social accounts simultaneously and switch between different social accounts fast and smoothly. Don't settle for one, when you can have it both ways.





# A+ Performance Is Never A Slogan

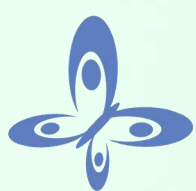


## G70 Small but mighty

An all-new 2.0GHz, Octa-core processor and dedicated 820MHz graphics unit, SPARK 7P benchmarks at twice the speed of the previous generation. Animations are smoother, Apps load quicker, and photos are sharper. Connect with the world around you faster than ever before.

## 90Hz Refresh at a refreshing speed

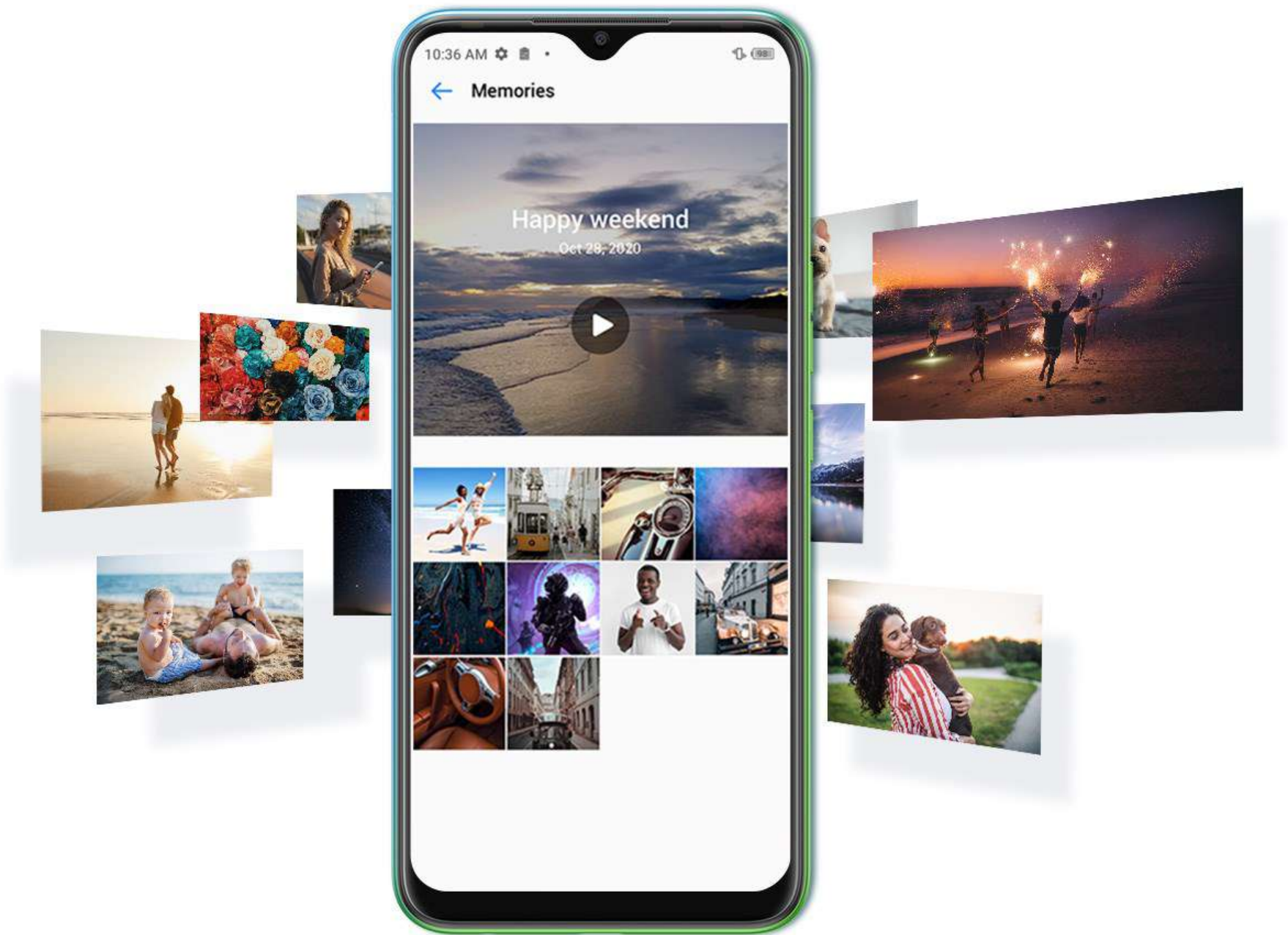
One simple act can reveal so much about your phone: scrolling. Finally, with our blazing-fast 90Hz refresh rate, the animation on your phone doesn't have to look like a flip book, but one smooth, snappy, and refreshing experience.





**5000mAh**  
**And it goes on and on and on and on**

14 days. 2 weeks. Half a month.  
That’s how long your phone can stand by without recharging. Gone are the days when you have to run around the street panicking and trying to find a charging station, because SPARK 7P just never goes off easily.



**128+4GB**  
**No hiccups**

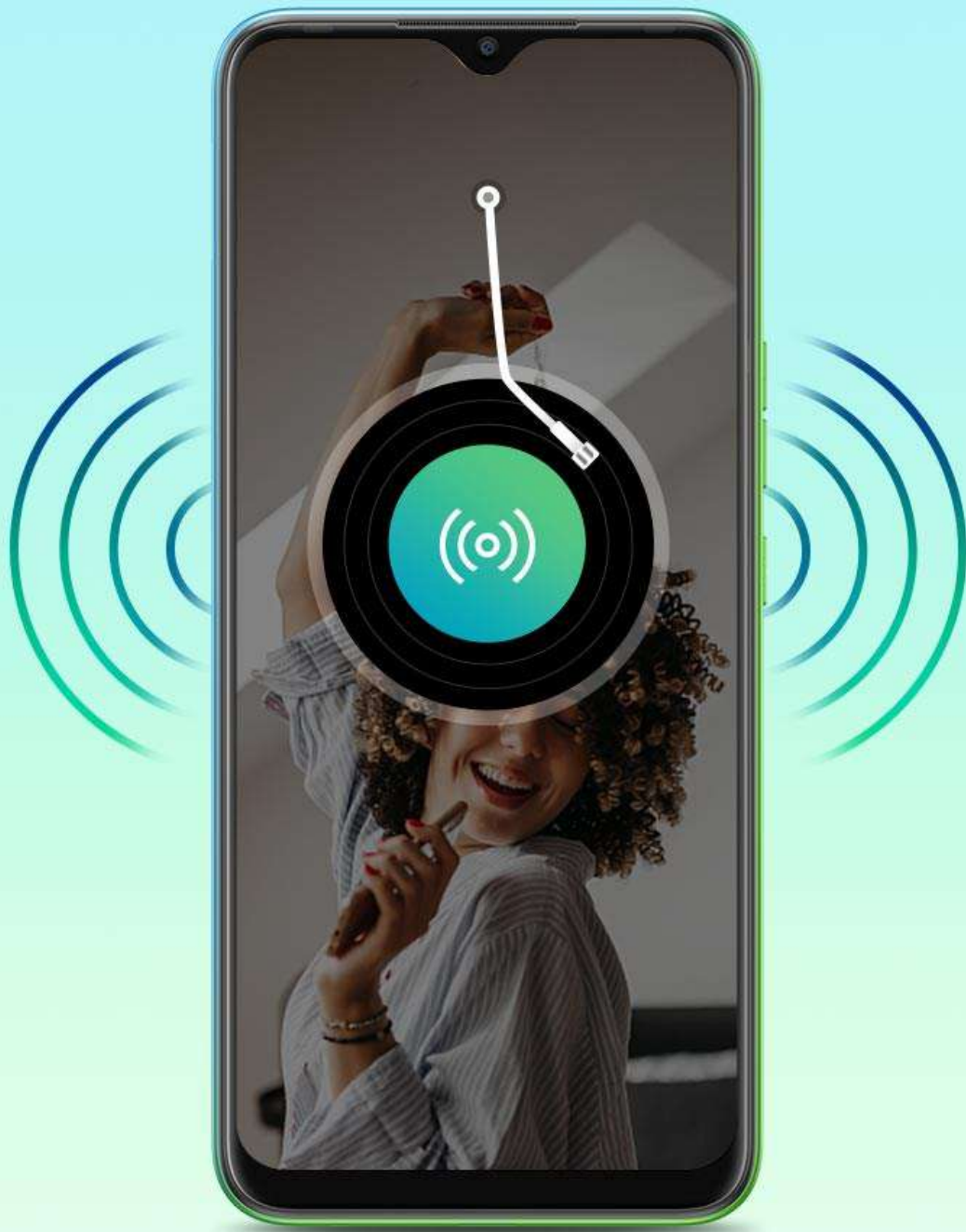
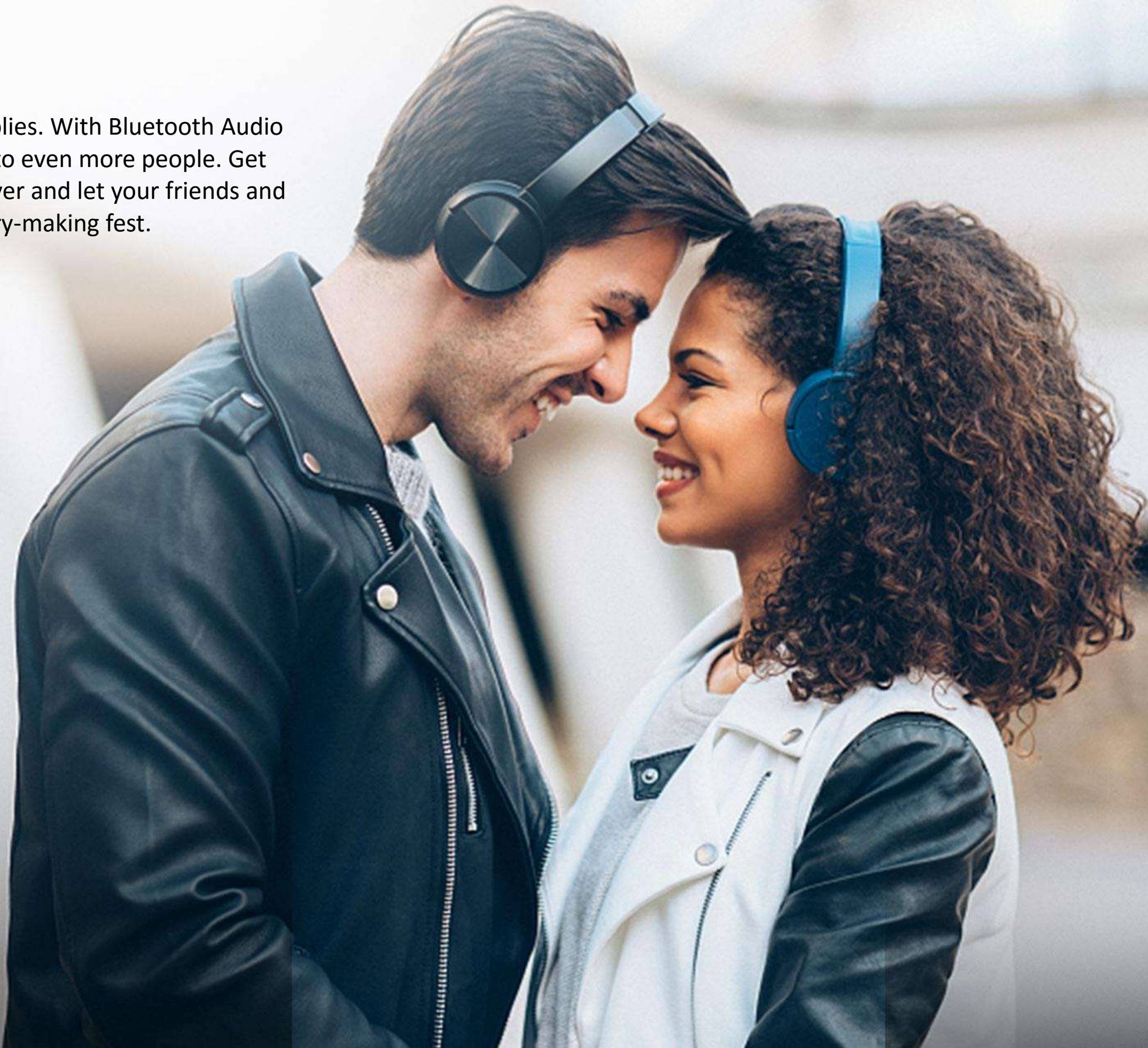
If you’ve ever been cross about the ‘Storage Almost Full’ constantly popping up, or your screen lagging, we get you. Now you can snap as many photos as you need, and play as many games as you want, without the slightest care in the world. No more lagginess, no more annoying prompts, and no more angry outbursts. \*64+4GB version is available.

**Say Hello to HiOS 7.5**



## Sharing is caring

When happiness is shared, it multiplies. With Bluetooth Audio Share 2.0, you can spread your joy to even more people. Get the party started whenever, wherever and let your friends and family join in a music-blasting, merry-making fest.



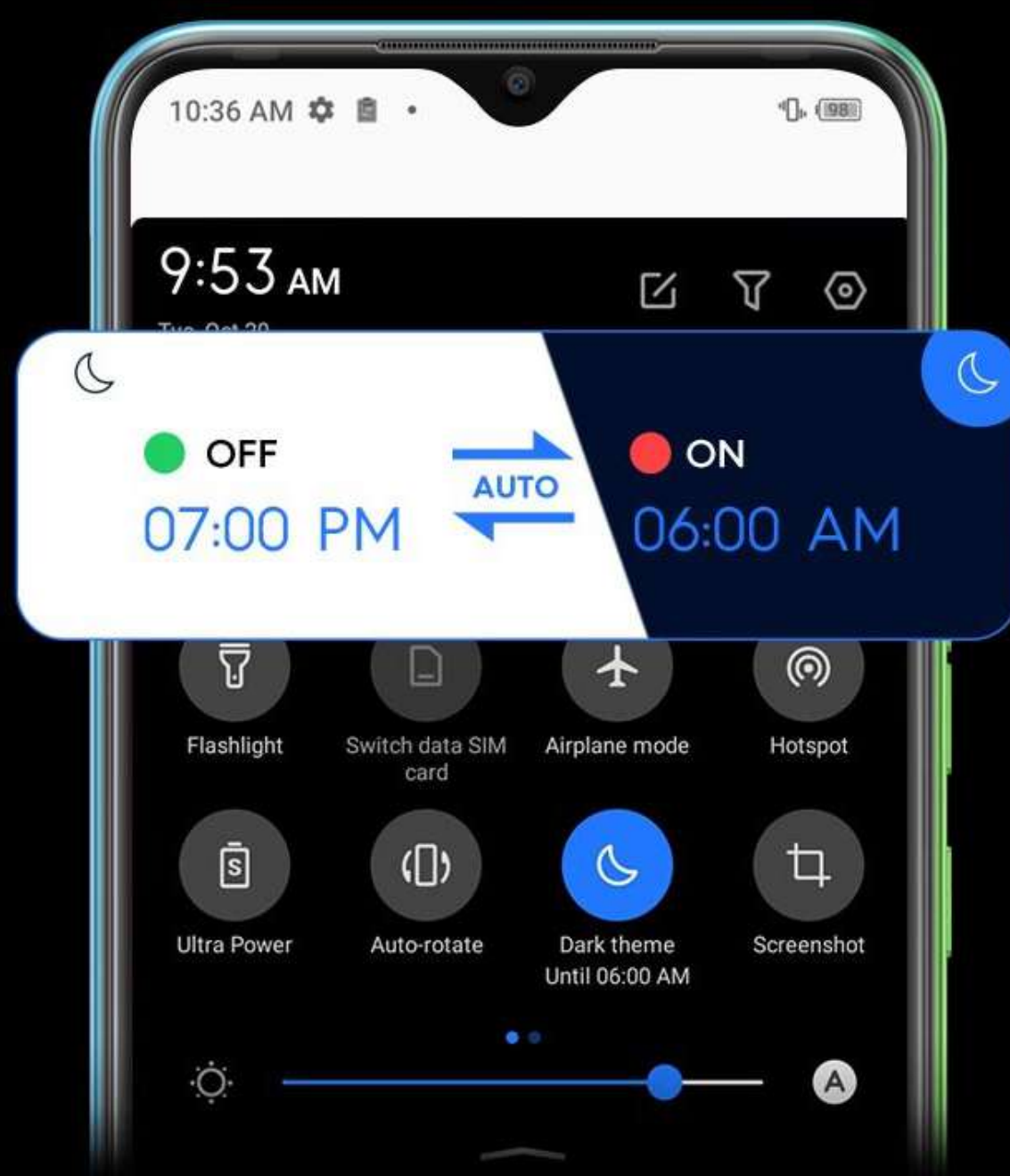
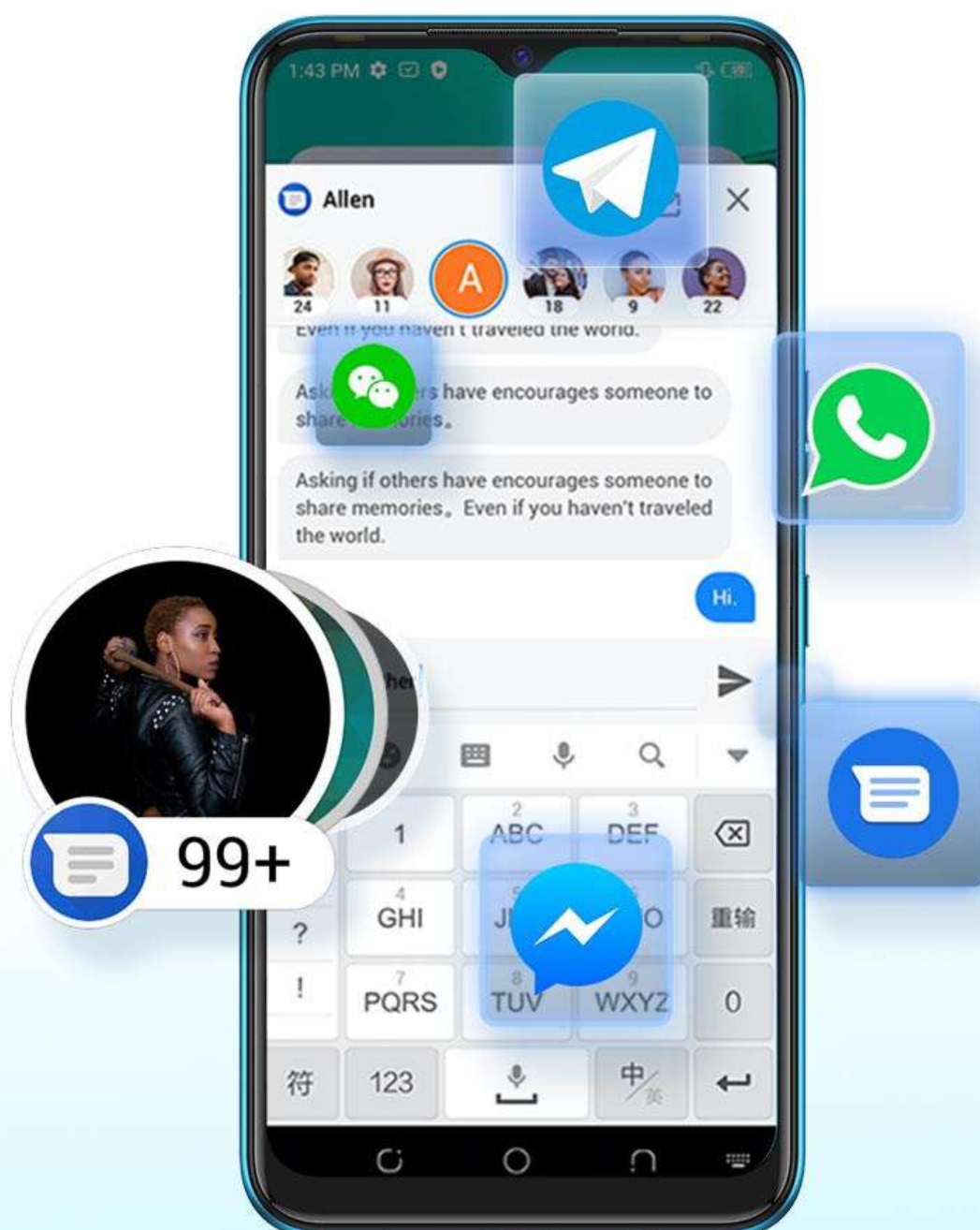
## Dirac Stereo Sound Effect When the sound is brought to life

Say goodbye to conventional, lifeless audios, and embrace an immersive, panoramic sound experience. An on-the-go, cinema-grade technology is right there, lying in your pocket. Turn it on. This is going to be an experience, like no other.



## No more back and forth

Are you still switching back and forth between Apps the moment you receive a message? You might be doing something, but we know you just can't resist the temptation to see who has sent you what. From now on, you don't need to jump in and out of an app like Jack in a box. Stay where you are and chatter away.



# Tender is the night

When the night falls, there's no place for harsh bright lights. When the surroundings go dark, we go dark with it. At the end of the day, you don't need any more blinding light, just tender and gentle luminance, just as your night should be.









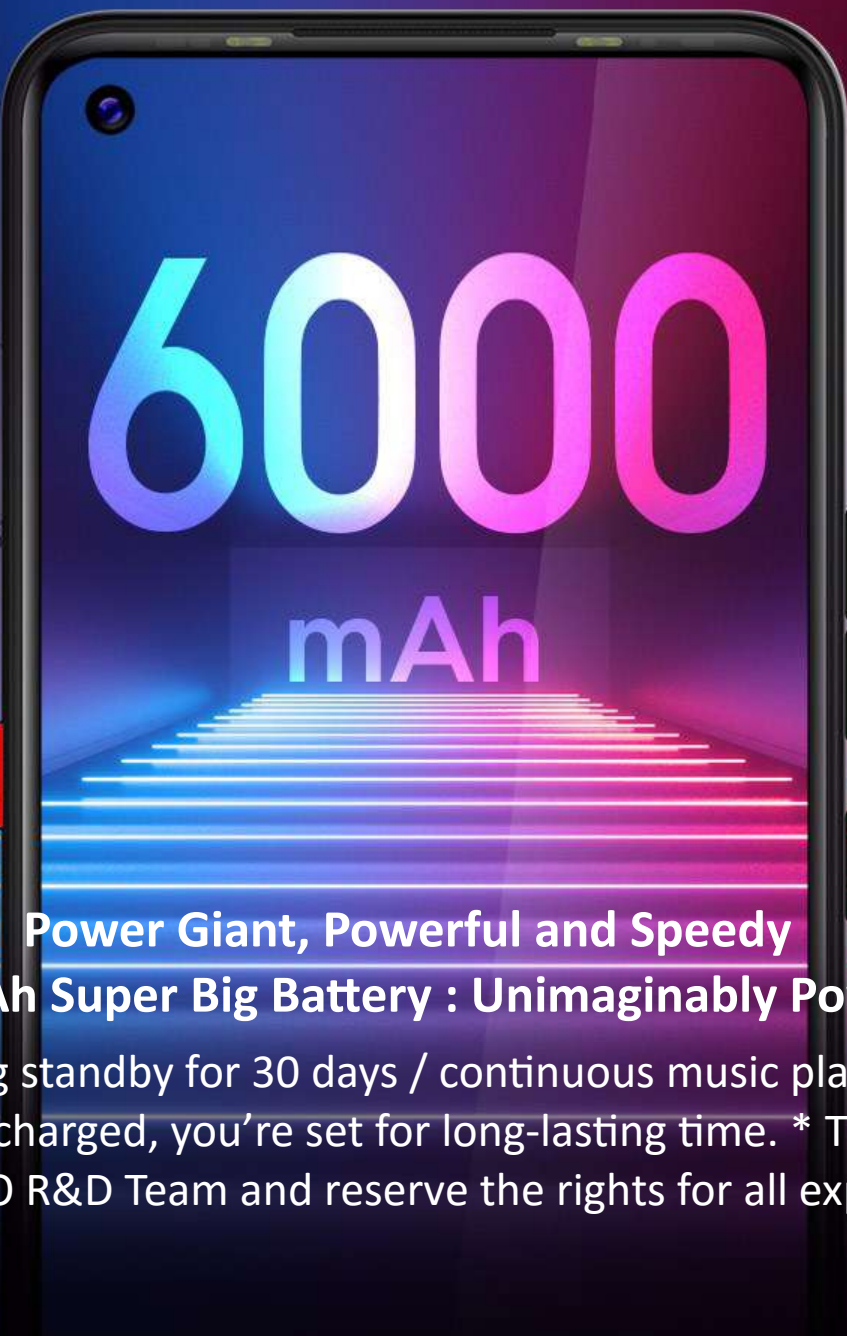
TECNO

POVA



\$140

GIANT POWER, SUPER FAST



Power Giant, Powerful and Speedy

6000mAh Super Big Battery : Unimaginably Powerful

6000mAh super big battery means long standby for 30 days / continuous music playing for 8 days / calling for 64 hours / playing games up to 20 hours. Once charged, you're set for long-lasting time. \* The battery performance data come from TECNO R&D Team and reserve the rights for all explanation.



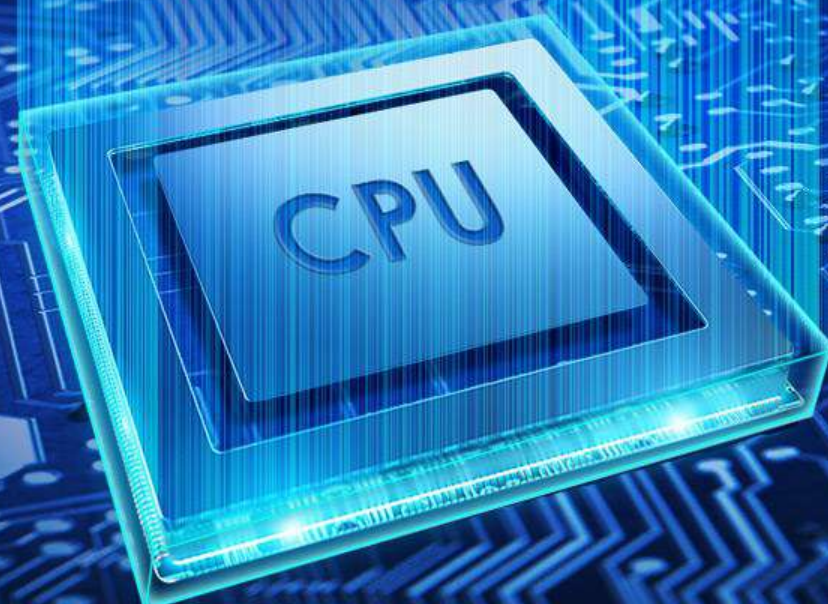
18W Dual IC Flash Charge :Speedier and Safer Power Recharging

Less worry of low battery and power off soon, POVA supports 18W dual IC flash charge! Charging for 10 minutes, enabling calling for 2.4 hours or music playing for 20 hours. Compared with 18W single IC fast charge, the charging efficiency increased by 20%. Recharging in a much speedier way. Powerful flash charge is compatible with multiple charging protocols and has passed global CB/CE/UL/BIS safety certification.



**Performance Monster, Outstanding As Ever**  
**Helio G80 Gaming Processor : Strong Core, Extraordinary Experience**

Born for better gaming experience. POVA supports Helio G80 octa-core processor and Hyper-Engine game technology, playing games now is an ultimately stable and smooth enjoyment. Intelligently manage and adjust CPU, GPU and memory performance to reach enhanced and sustained gameplay experience.



**128GB ROM +6GB RAM : More Space, Fluent Multitasking**

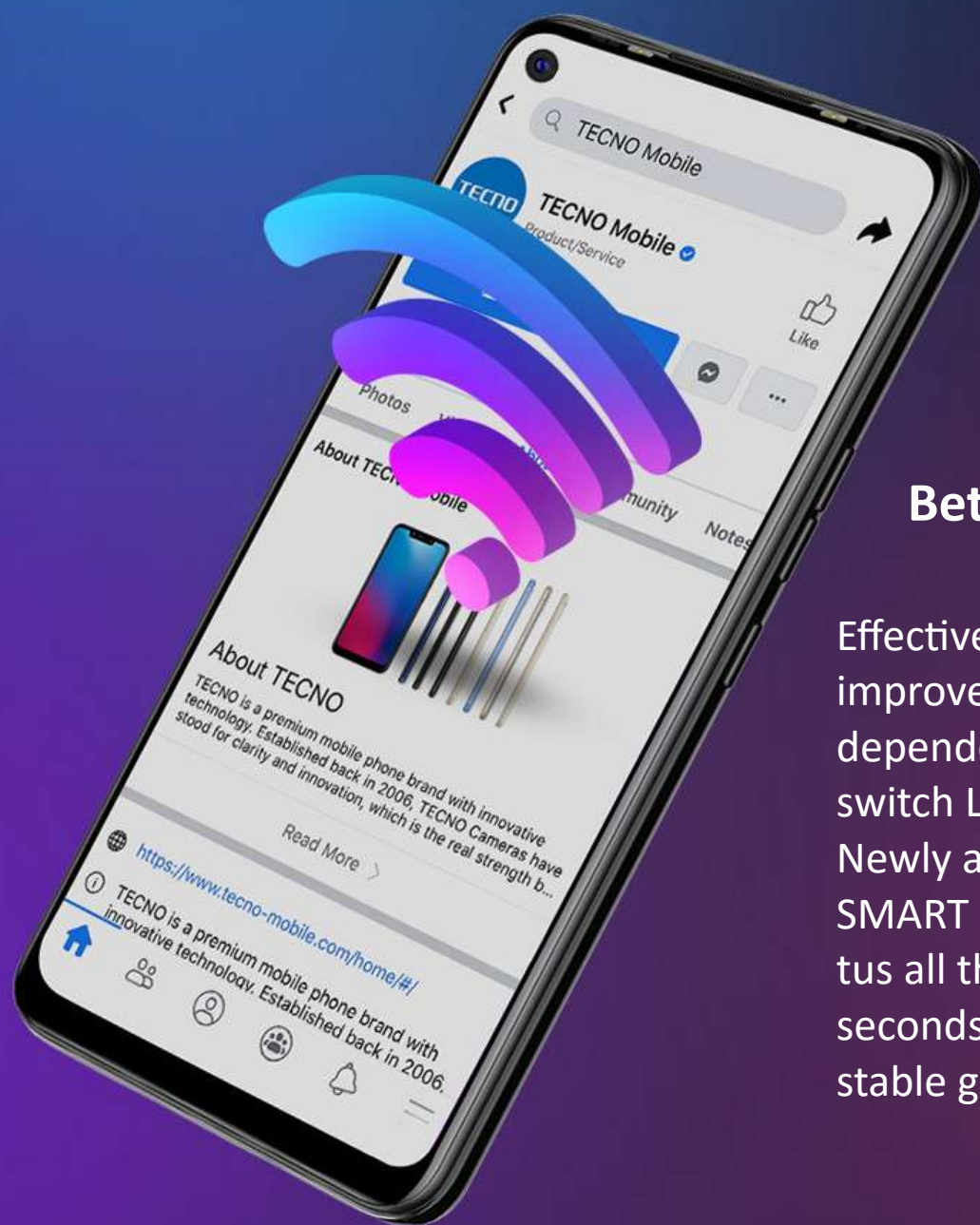
128GB big ROM = 30,000 photos / 23,000 musics / 300 games / 200 videos Larger space to store your favorites and important files. High-speed 6GB RAM allows more fluent multitasking and smoother game performance.

**Game Ace, New Record Is Within Touch 6.8" Dot-in Display :**  
**Playing Games with Greater Vision**

6.8 inch big size Dot-in display 720\*1640 HD+ resolution 480 nits brightness 90.4% screen aspect ratio 264 PPI Bigger, clearer, brighter, wider display with richer details and strong color contrast. Now watching video and playing games with greater vision.

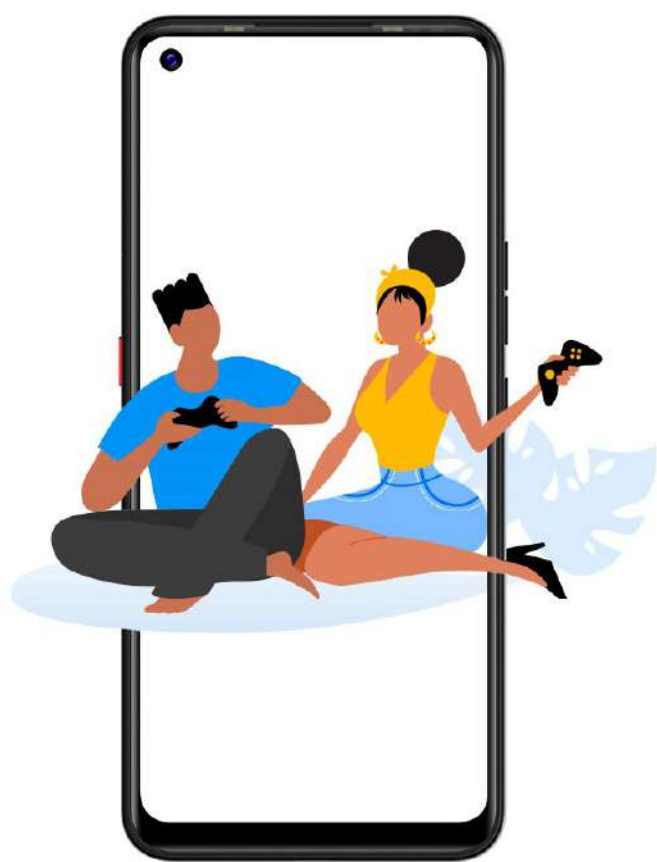






### Better Signal Solution : Always Stay Connected

Effectively enhance the anti-interference ability of Wifi signal and improve the transmission quality through the special design of independent antenna. Intelligently detect network condition and switch LTE or Wifi connection to ensure better network stability. Newly added full scene network signal enhancement function - SMART COMM - follows and checks the network connection status all the time, and links to the network quickly only within 5 seconds when signal dropping. All contributes to smoother and stable game experience.



### Game Mode

To ensure smooth gaming operation, game mode schedules the whole mobile resources and functions intelligently, including freezing unnecessary apps, restricting background network and supporting game performance.

### Better Heat Dissipation Solution : Less Worry for Phone Overheating

Use thermal conductive material and 3D multi-layer craftsmanship, greatly improving the efficiency of heat dissipation and effectively reducing the rise of charging temperature.







## Game Space

First launch at POVA. Create an exclusive game space for you! Built-in games or installed games are included and managed. Support CPU/GPU/memory performance boosting and anti-disturb setting. All for better and convenient gameplay enjoyment.



## Photography Expert, Details, Functions, Experience, All Are Amazing

### 13MP AI Quad Camera : 4x4, Cover More Scenes, Shoot More Wonderful Photos

13MP F/1.85 aperture clear lens + 2MP depth control lens + 2MP macro lens + AI lens + super quad flash + strong support from Helio G80 image processing ability and AI algorithms, POVA expands its shooting scene range and makes corresponding refinement and enhancement so as to capture more impressed photos. AI beauty, Super night mode, Portrait mode, AI detection, all have essential upgrades. Details and photo quality step forward a better level.





8MP AI Selfie Camera : Daytime or Night Time, Always Ready to Capture Stunning Selfie

8MP Dot-in AI selfie camera + Dual front flash + AI beauty + Portrait mode, easily get charming and natural selfie photos.



Glossy Design

Perfect match of color and texture. \* Magic Blue / Speed Purple / Dazzle Black are available.

Game Assistant V2.0

Activate new game assistant, quick access toolbar show up on the screen at the same time, real-time monitor CPU/GPU and running apps status. Offer function shortcuts and anti-disturb setting.







**TAMATOKU**  
**JEWELRIES**

Whatsapp: +2347080196357



TECNO



CAMON 17Pro

The Clearest Selfie Camera

48MP Selfie Camera • 256+8GB • G95 4K Video



**\$340**

## Dual Speakers

The ultimate visual feast

Support up and down dual speaker stereo sound. We bring a hearing feast for your games, videos, or music, only need you to adjust your phone to the horizontal screen.

Dot-in display with higher  
screen share

6.8

INCH

1080\*2460

HD RESOLUTION

500nit

NITS BRIGHTNESS

82%

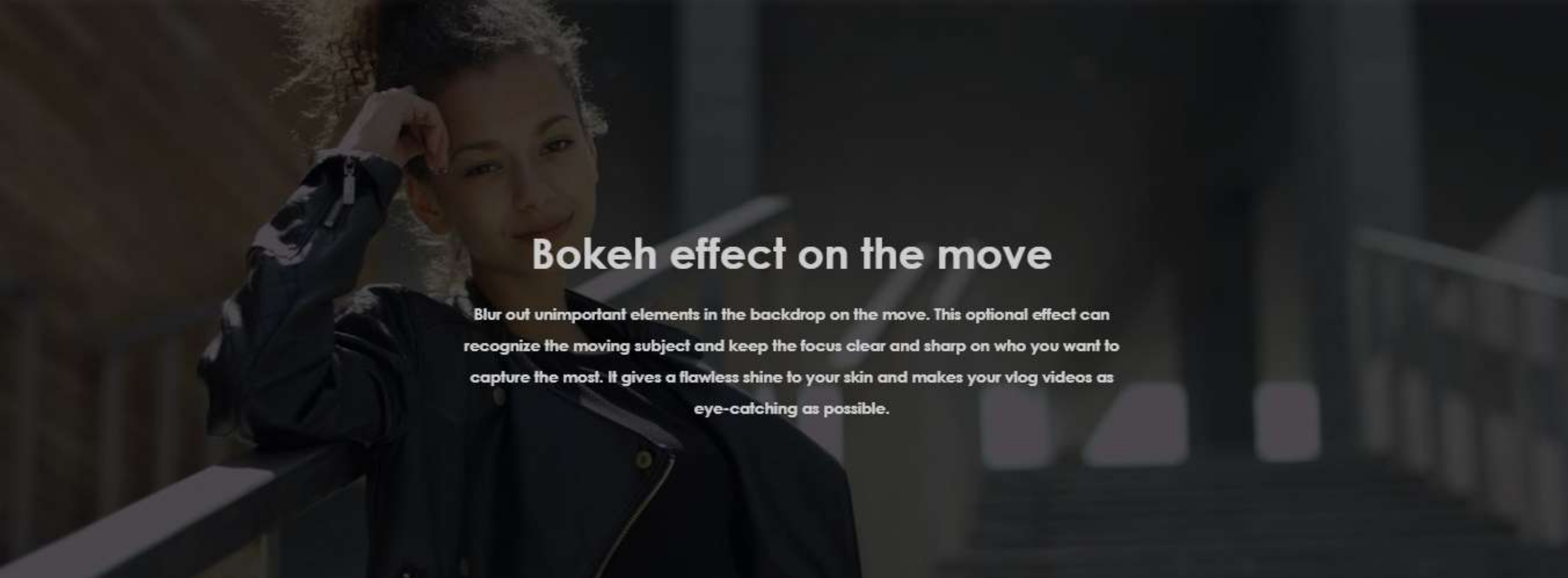
SCREEN ASPECT RATIO

395

PPI

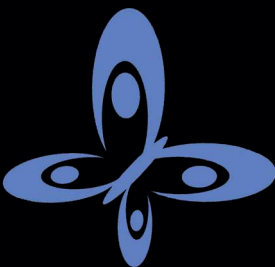






## Bokeh effect on the move

Blur out unimportant elements in the backdrop on the move. This optional effect can recognize the moving subject and keep the focus clear and sharp on who you want to capture the most. It gives a flawless shine to your skin and makes your vlog videos as eye-catching as possible.



## When science meets art

The back of CAMON 17 Pro strikes a perfect balance between practicality and aesthetics with carefully designed interplay of light and shadow and well crafted nanoscale textures. Optical coating has been incorporated to make your phone fingerprint-resistant.



# Wide Angle

8MP

# Bokeh

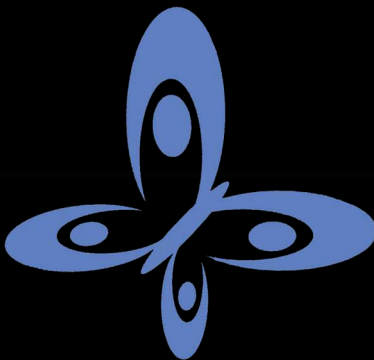
2MP

# Rear Camera

64MP

# Black/White

2M





## When you move at night, you shine

Night time is a fantastic opportunity to show off your beauty, not just when you stand still, but also when you move dynamically. The Night Video mode shines a spotlight on you, lifts you out of the dark environment, and makes your skin glow. The night will no longer be a detractor of your beauty, but an enhancer.

## Time now lapses in 4K

Time lapse gives you a new appreciation for the world around you. Now you can appreciate it in 4K. Create your own impressive, pro-level reel with higher resolution, and document what remains stable in the state of constant flux. The interval can be automatically adjusted based on how long you intend to shoot for.

## 5000mAh

### All day and all night

With an enormous 5000mAh battery you don't need to worry about your phone dying at those crucial moments. Additionally, you will not be left waiting for your phone to charge with 25W Flash charging meaning that your CAMON 17 Pro is ready to go when you are.

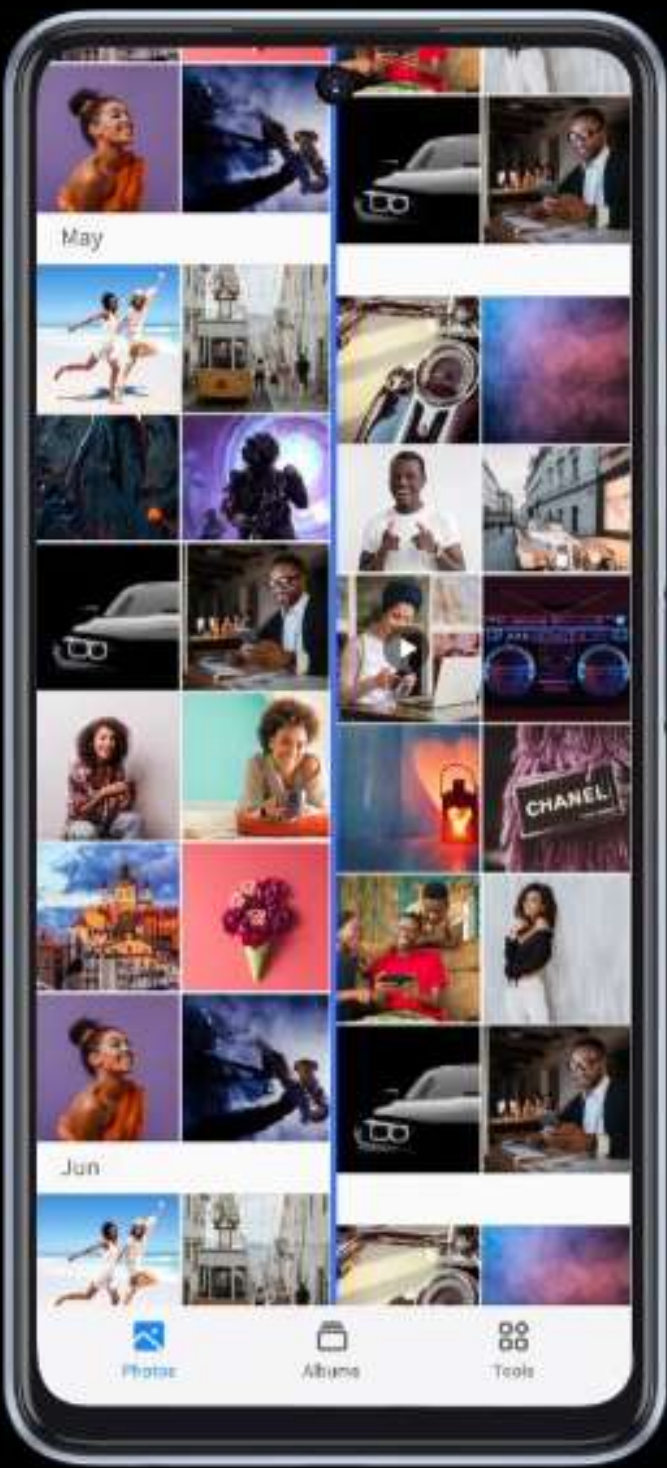




90Hz

Smooth Refreshing Rate

Don't worry about any animation rolling issues on your phone, **our 90 Hz super-high refreshing rate offers you a smooth, snappy and refreshing experience.**



COLORS

Elegant but colorful

The inspiration of CAMON 17 Pro's design comes from its product ambassador, **Chris Evans**, who worked all the way up to today's superstar in the dream land of Hollywood. Be it the California dream silver, or the Malibu blue, this piece is your key to the dreamy Hollywood life. With CAMON 17 Pro, your dream will never be this close to you.



Pic Film

Your phone is full of special memories and they deserve to be shared in a special way.



HiOS7.6  
Delightful Mobile life

Smart Smooth Simple  
HiOS operating system steps into 7.6 version.



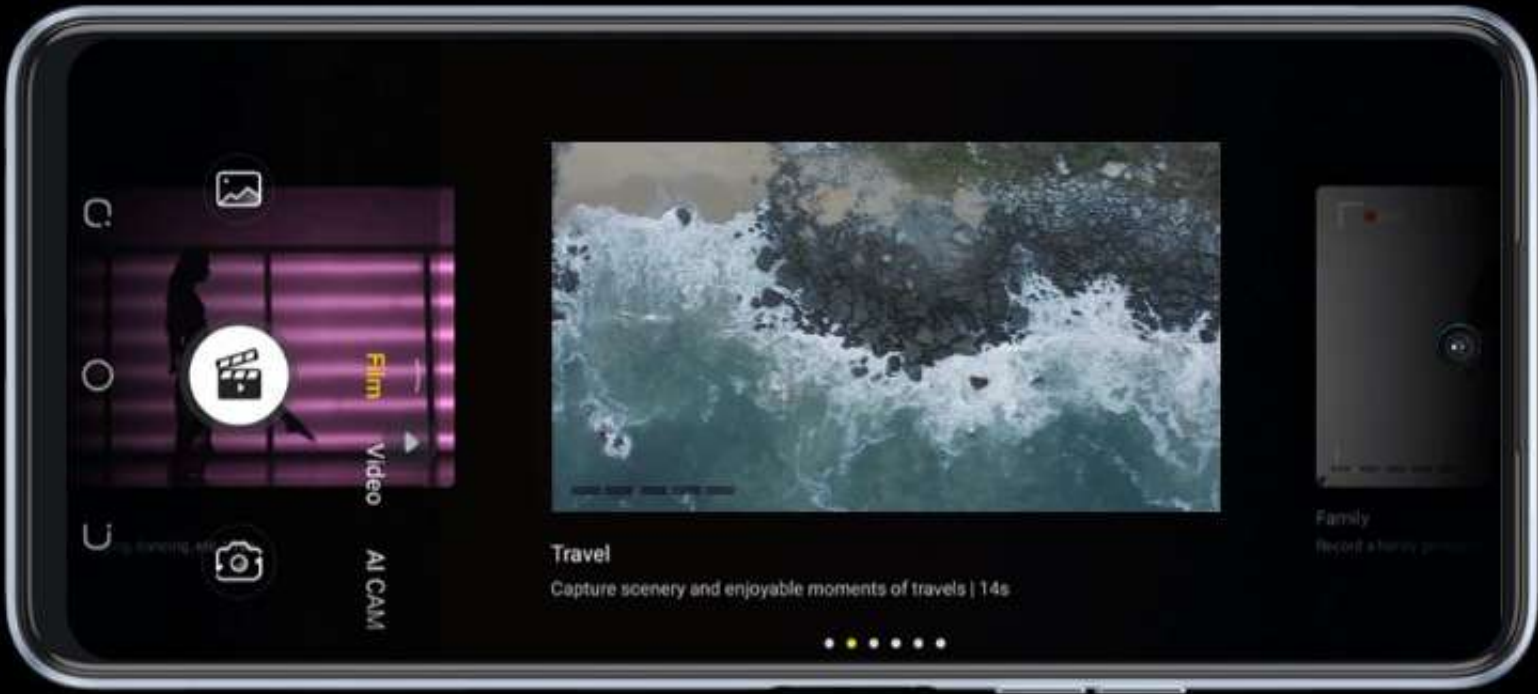
Story Album

Story album uses algorithms to analyse photo detail to organise them into individual stories so you can immerse yourself again in those special moments.



# Your creative mastermind

CAMON 17 Pro is home to **customizable video templates that can easily convert your everyday moments into a cinematic and creative journey.** You can play with a variety of **transitions, camera movements, and music choices to get a glimpse of what being a movie director feels like,** without actually going through the hassle.



## Clearer than you can possibly imagine

Switch on **Magic Pixel** and your camera resolution will immediately **rise to a whopping 108MP**, an option ideal for shooting grand sceneries and memorable occasions. With it, you can pore over the finest details of the photos you take **without missing a single thing.**



# All up to you

We have equipped you with a wide selection of user-friendly tools to help you personalize your look. You can now **conceal your blemishes, hide your dark circles, perfect your body shape and do a lot more to fine-tune your beauty as you please.** Extensive studies have been carried out to make sure the beautification works seamlessly on people with a darker skin tone.







# Automobile







# **2021 NISSAN SENTRA**

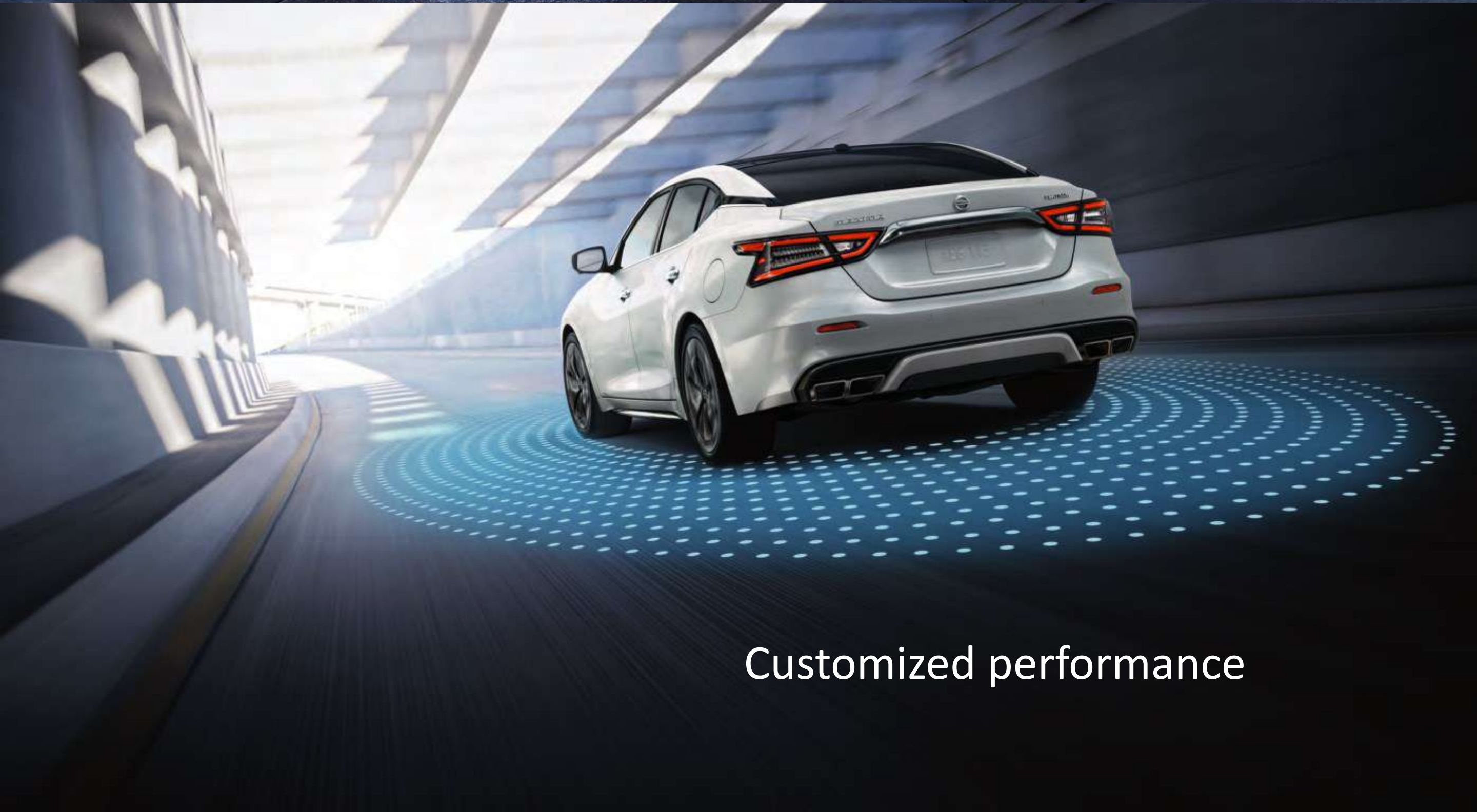
**\$19,460**







Exclusive design



Customized performance









Maxima® SR



Smartphone connectivity





Amazing comfort







Expect the unexpected



Attractive interior







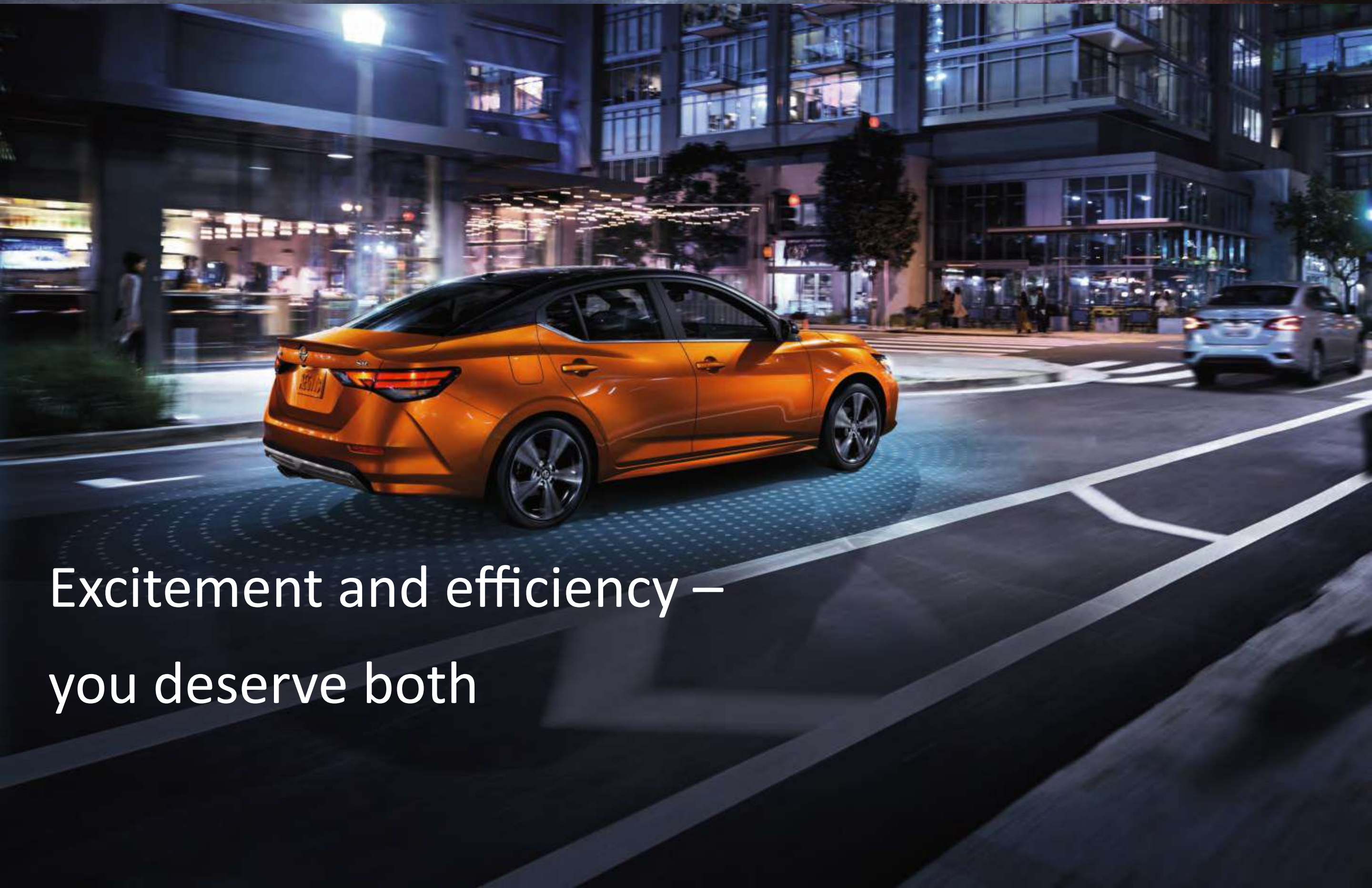


**\$36,990**

**2021 NISSAN  
MAXIMA**







Excitement and efficiency –  
you deserve both





An interior that transcends







Standard smartphone connectivity



Versatility for all your plans





Standard Nissan Safety Shield® 360











ALL - new

**VOLVO S60**

**\$47,500**







**WE ARE REDEFINING  
PERSONAL MOBILITY**



**DESIGNED FOR DRIVING.**





**PILOT ASSIST.  
YOUR JOURNEY  
MADE EASIER.**



**STYLED FOR YOU**









HEAR THE DIFFERENCE



CITY SAFETY TECHNOLOGY.

YOUR PRO-ACTIVE PARTNER ON THE ROAD.





YOUR WELL-CONNECTED GUIDE.



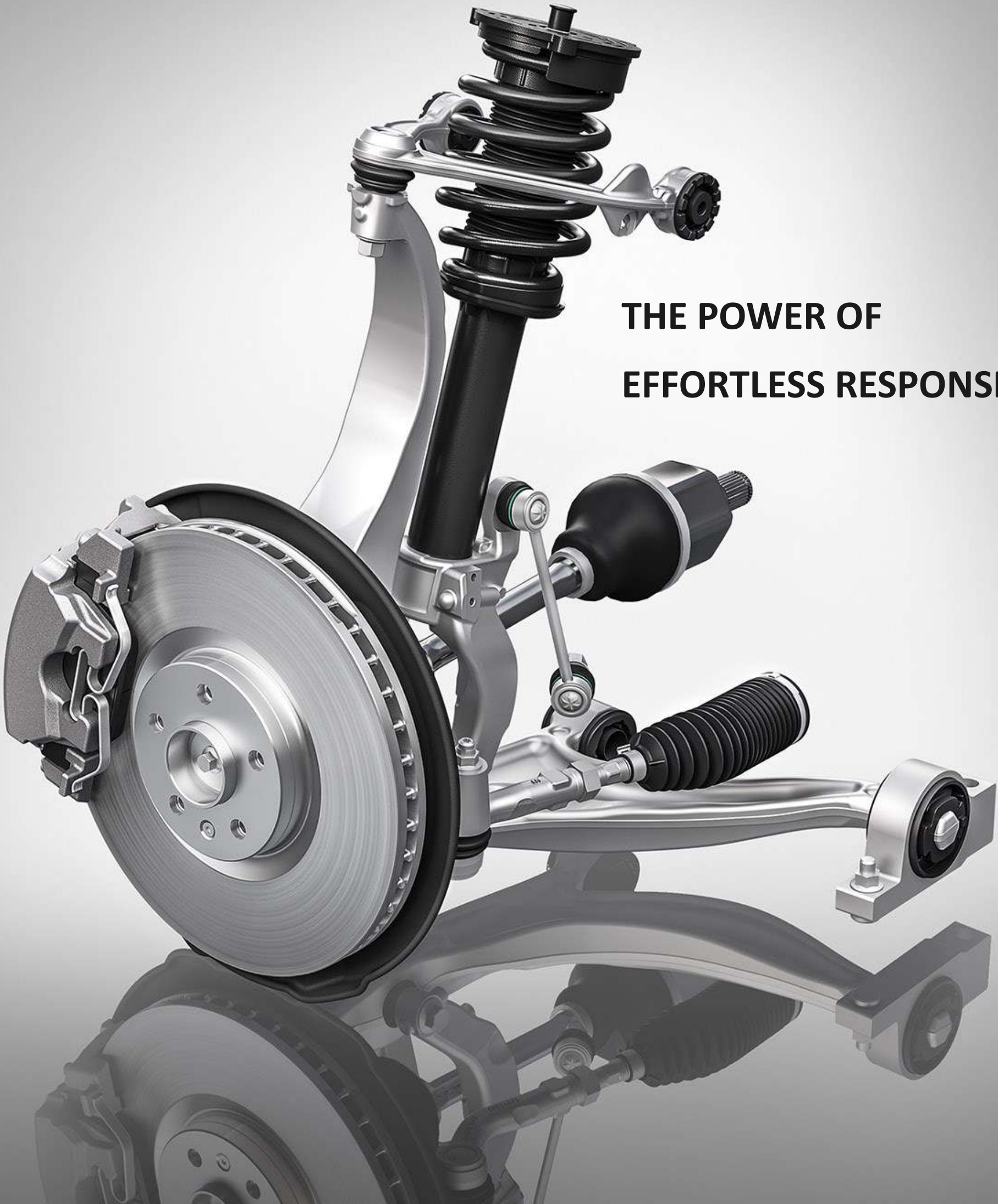


MADE FOR DRIVING.





THE POWER OF  
EFFORTLESS RESPONSE





DESIGNED TO PROTECT.

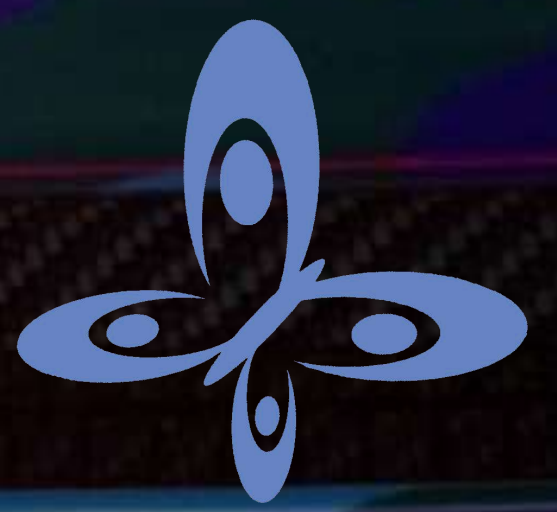


THE HUMAN TOUCH.













**MOVIES**





***Thriller***

# First Date

[illegible]

Cineplex Pictures Visit Film



# THE TOMORROW WAR



*Release Date: July 2, 2021*

*Action, Suspense, Sci-fi*





HONOR HAS A NEW NAME

A NETFLIX ORIGINAL ANIME SERIES

STARRING LAKEITH STANFIELD

# YASUKE



APRIL 29

NETFLIX



FROM THE PRODUCERS OF 'THE REEF'

Release Date: July 16, 2021

Thriller, Action, Adventure

# GREAT WHITE







# LET US IN

*Release Date: July 2, 2021*

*Thriller, Sci-fi*

## THE LEGENDS ARE TRUE

SAMUEL GOLDWYN FILMS PRESENTS IN ASSOCIATION WITH A JUST WANNA MAKE MOVIES PRODUCTION  
A CRAIG MOSS PICTURE SHOW MAKENZIE MOSS "LET US IN"  
SADIE STANLEY MACKENZIE ZIEGLER O'NEILL MONAHAN SIENA AGUDONG AND TOBIN BELL CASTING BY MARY JO SLATER C.S.A.  
MUSIC BY TODD HABERMAN EDITED BY JOSH NOYES PRODUCTION DESIGNER RUSSELL M. JAEGER DIRECTOR OF PHOTOGRAPHY RUDY HARBON  
EXECUTIVE PRODUCER JW CALLERO WRITTEN BY JW CALLERO AND CRAIG MOSS PRODUCED BY CRAIG MOSS, p.g.a.  
DIRECTED BY CRAIG MOSS



RAFE **SPALL**

ZAHRA **NEWMAN**

# LONG STORY SHORT

WRITTEN AND DIRECTED BY **JOSH LAWSON**

**MAKE TIME  
TO LOVE  
LAUGH  
AND CRY**

*Release Date: July 2, 2021*

*Comedy, Romance*





DWAYNE JOHNSON EMILY BLUNT EDGAR RAMIREZ JACK WHITEHALL WITH JESSE PLEMONS AND PAUL GIAMATTI

# Disney JUNGLE CRUISE

Release Date: July 30, 2021

Drama, Action, Adventure

DISNEY PRESENTS DWAYNE JOHNSON EMILY BLUNT "JUNGLE CRUISE"

A DAVIS ENTERTAINMENT COMPANY/SEVEN BUCKS/FLYNN PICTURE CO. PRODUCTION A JAUME COLLET-SERRA FILM EDGAR RAMIREZ JACK WHITEHALL WITH JESSE PLEMONS AND PAUL GIAMATTI

MUSIC BY JAMES NEWTON HOWARD COSTUME DESIGNER PACO DELGADO EDITOR JOEL NEGRON, ACE PRODUCTION DESIGNER JEAN-VINCENT PUZOS DIRECTOR OF PHOTOGRAPHY FLAVIO LABIANO EXECUTIVE PRODUCERS SCOTT SHELDON DOUG MERRIFIELD

PRODUCED BY JOHN DAVIS, p.g.a. JOHN FOX, p.g.a. BEAU FLYNN, p.g.a. DWAYNE JOHNSON, p.g.a. DANY GARCIA HIRAM GARCIA, p.g.a. SCREENPLAY BY MICHAEL GREEN AND GLENN FICARRA & JOHN REQUA BASED UPON THE STORY BY JOHN NORVILLE & JOSH GOLDSTEIN AND GLENN FICARRA & JOHN REQUA



PG-13  
PARENTS STRONGLY CAUTIONED  
Some Material May Be Inappropriate for Children Under 13



SCREENPLAY BY  
MICHAEL GREEN AND  
GLENN FICARRA & JOHN REQUA

BASED UPON THE  
STORY BY  
JOHN NORVILLE & JOSH  
GOLDSTEIN AND  
GLENN FICARRA & JOHN REQUA

DIRECTED BY  
JAUME COLLET-SERRA

CASTING BY  
MICHAEL GREEN AND  
GLENN FICARRA & JOHN REQUA

PRODUCTION DESIGNER  
JEAN-VINCENT PUZOS

EDITOR  
JOEL NEGRON, ACE

COSTUME DESIGNER  
PACO DELGADO

MUSIC BY  
JAMES NEWTON HOWARD

EXECUTIVE PRODUCERS  
SCOTT SHELDON DOUG MERRIFIELD

DIRECTOR OF PHOTOGRAPHY  
FLAVIO LABIANO

PRODUCTION  
DESIGNER  
JEAN-VINCENT PUZOS

CASTING BY  
MICHAEL GREEN AND  
GLENN FICARRA & JOHN REQUA

BASED UPON THE  
STORY BY  
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GOLDSTEIN AND  
GLENN FICARRA & JOHN REQUA

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JAUME COLLET-SERRA

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GLENN FICARRA & JOHN REQUA

PRODUCTION DESIGNER  
JEAN-VINCENT PUZOS

EDITOR  
JOEL NEGRON, ACE

COSTUME DESIGNER  
PACO DELGADO

IN  
THEATERS

JULY 30

OR ORDER  
IT ON

Disney+  
PREMIER ACCESS  
Additional Fee Required



**N**

# **BLOOD RED SKY**

*Release Date: July 24, 2021*

*Thriller, Action, Horror*







運命の閃き――

「E」ガンダム



機動戦士ガンダム

閃光のハサウェイ

Mobile Suit GUNDAM Hathaway

2021.5.7



KAREN  
GILLAN

LENA  
HEADEY

CARLA  
GUGINO

WITH  
MICHELLE  
YEOH

WITH  
ANGELA  
BASSETT

AND  
PAUL  
GIAMATTI

A FILM BY  
NAVOT PAPUSHADO

# GUNPOWDER MILKSHAKE



Thriller, Action

Release Date: July 14, 2021

STUDIOCANAL PRESENTS A PICTURE COMPANY PRODUCTION WITH STUDIO BABELSBERG AND STUDIOCANAL FILM WITH THE PARTICIPATION OF CANAL+ AND CINE+  
A FILM BY NAVOT PAPUSHADO GUNPOWDER MILKSHAKE KAREN GILLAN LENA HEADEY CARLA GUGINO CHLOE COLEMAN WITH MICHELLE YEOH WITH ANGELA BASSETT AND PAUL GIAMATTI MUSIC BY MARY VERNIER COSTUME DESIGNER RAYUN SADO EDITOR JESSIE LOURSE FREEMAN EXECUTIVE PRODUCERS FRANK UFFMAN PRODUCED BY NICOLAS DE TOTH  
EXECUTIVE PRODUCERS DAVID SCHEINERMAN PRODUCED BY MICHAEL SERESIN WRITTEN BY CHRISTOPHER FISHER DIRECTED BY NAVOT PAPUSHADO  
STUDIOCANAL THE PICTURE COMPANY NAVOT PAPUSHADO ENZO LAUSO NAVOT PAPUSHADO CANAL+ CINE+





*Josee,  
the Tiger and the Fish.*



YOU HAVE JUST WOKEN UP

STUCK IN A PIPE

FULL OF DEADLY TRAPS



*Release Date: July 9, 2021*

*Thriller, Horror, Sci-fi*

HOW FAR WILL YOU GO?



# MEANDER

A FILM BY MATHIEU TURI



MEGAN  
FOX

BRUCE  
WILLIS

EMILE  
HIRSCH

Release Date: July 23, 2021

Thriller, Drama, Action

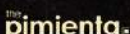
# MIDNIGHT IN THE SWITCHGRASS

CAN THEY STOP A SERIAL KILLER WHO CAN'T STOP HIMSELF?



POLICE LINE DO NOT CROSS

LIONSGATE AND EMMETT FURLA OASIS FILMS PRESENT AN EMMETT FURLA OASIS FILMS PRODUCTION A THE PIMIENTA FILM CO. PRODUCTION IN ASSOCIATION WITH BONDIOT MEDIA CAPITAL A FILM BY RANDALL EMMETT  
MEGAN FOX, BRUCE WILLIS, EMILE HIRSCH "MIDNIGHT IN THE SWITCHGRASS" LUKAS HAAS, COLSON BAKER, LYDIA HULL, CASTING BY SHEILA JAFFE, BRYAN RILEY, LINE PRODUCER BERNIE GEWISSLER, MUSIC SUPERVISOR MIKE BURNS, EDITOR COLBY PARKER JR., ACE, PRODUCTION DESIGNER TRAVIS ZARINOVY, DIRECTOR OF PHOTOGRAPHY DUANE CHARLES MANWILLER, BRADLEY STONESIFER  
EXECUTIVE PRODUCERS BELLY TORRES, BOBBY RANGHELOV, EXECUTIVE PRODUCERS SHAUN SANGHANI, CESAR RICHBOY, LYDIA HULL, TED FOX, BARRY BROOKER, STAN WERTLIEB, RYAN BLACK, ARIANNE FRASER, DELPHINE PERRIER, HENRY WINTERSTERN, MATTHEW HELDERMAN, LUKE TAYLOR, TYLER GOULD, JOE LISTHAUS, ALASTAIR BURLINGHAM, GARY RASKIN, ARNAUD LANNIC, CYRIL MEGRET  
MARILY "GIGI" REYES, DIANA PRINCIPLE, PRODUCED BY RANDALL EMMETT, p.g.a., GEORGE FURLA, p.g.a., TIM SULLIVAN, p.g.a., NICK KOSKOFF, ALEX ECKERT, LUILO RUIZ, WRITTEN BY ALAN HORSNAIL, DIRECTED BY RANDALL EMMETT



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FROM ACCLAIMED DIRECTOR DAVID LOWERY

# THE GREEN KNIGHT



Release Date: July 30, 2021

Action, Fantasy

A24 AND LEY LINE ENTERTAINMENT PRESENT IN ASSOCIATION WITH BRON STUDIOS AND WILD ATLANTIC PICTURES A SAILOR BEAR PRODUCTION "THE GREEN KNIGHT" DEV PATEL ALICIA VIKANDER JOEL EDGERTON SARITA CHOUDHURY WITH SEAN HARRIS AND RALPH INESON  
DIRECTOR OF PHOTOGRAPHY ANDREW DROZ PALERMO CASTING BY LOUISE KIELY SOUND DESIGNER JOHNNY MARSHALL COSTUME DESIGNER MALGOSIA TURZANSKA ORIGINAL MUSIC BY DANIEL HART PRODUCTION DESIGNER JADE HEALY EXECUTIVE PRODUCERS EDMUND SAMPSON THOMAS 'DUTCH' DECKAJ AARON L. GILBERT JASON CLOTH MACDARA KELLEHER EGIN EGAN  
PRODUCED BY TOBY HALBROOKS, p.g.a. JAMES M. JOHNSTON, p.g.a. DAVID LOWERY, p.g.a. TIM HEADINGTON, p.g.a. THERESA STEELE PAGE, p.g.a. WRITTEN FOR THE SCREEN AND DIRECTED BY DAVID LOWERY  
A24 LEY LINE ENTERTAINMENT SAILOR BEAR BRON WILD ATLANTIC PICTURES  
JULY 30



HENRY GOLDING

# SNAKE EYES

G.I. JOE ORIGINS

**ONLY IN THEATRES JULY 23**

IN Large Format **Dolby Cinema AND IMAX**

**Release Date: July 23, 2021**

**Action, Adventure, Prequel, Reboot**





ACADEMY AWARD® WINNER  
NICOLAS CAGE

*We don't get a lot of things to really care about.*

**Release Date: July 16, 2021**



**Thriller, Drama, Suspense**

# P I G

A FILM BY MICHAEL SARNOSKI

NEON and AI FILM, proud to associate with ENDEAVOR CONTENT  
a PULSE FILMS, BLOCKBOX ENTERTAINMENT, VALPARAISO PICTURES, and SATURN FILMS production in film by MICHAEL SARNOSKI NICOLAS CAGE "PIG" ALEX WOLFF ADAM ARKIN  
music by ALEXIS GRAPSAS and PHILIP KLEIN costume designer JAYME HANSEN editor BRETT W. BACHMAN production designer TYLER ROBINSON director of photography PAT SCOLA  
line producer STEVEN WEISMAN executive producer LEN BLAVATNIK AVIV GILADI DANNY COHEN VINCE HOLDEN MARISA CLIFFORD TIM O'SHEA  
executive producer MICHAEL SARNOSKI ROBERT BARTNER YARA SCHOEMAKER BORRY HOPPEY producers DAVID CARRICO ADAM PAULSEN NICOLAS CAGE STEVE TISCH  
produced by VANESSA BLOCK, M.M. DIMITRA TSINGOU, P.G.A. THOMAS BENSKI BEN GILADI DORI RATH JOSEPH RESTAINO  
story by VANESSA BLOCK & MICHAEL SARNOSKI written and directed by MICHAEL SARNOSKI



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じゅじゅつかいせん

# 呪術廻戦

Jujustu Taisen







*Release Date: July 16, 2021*

*Thriller, Horror, Mystery, Sequel*

# ESCAPE ROOM

## TOURNAMENT OF CHAMPIONS



*Paramount+*  
ORIGINAL MOVIE

MARK WAHLBERG  CHIWETEL EJIOFOR

# INFINITE

STREAMING JUNE 10

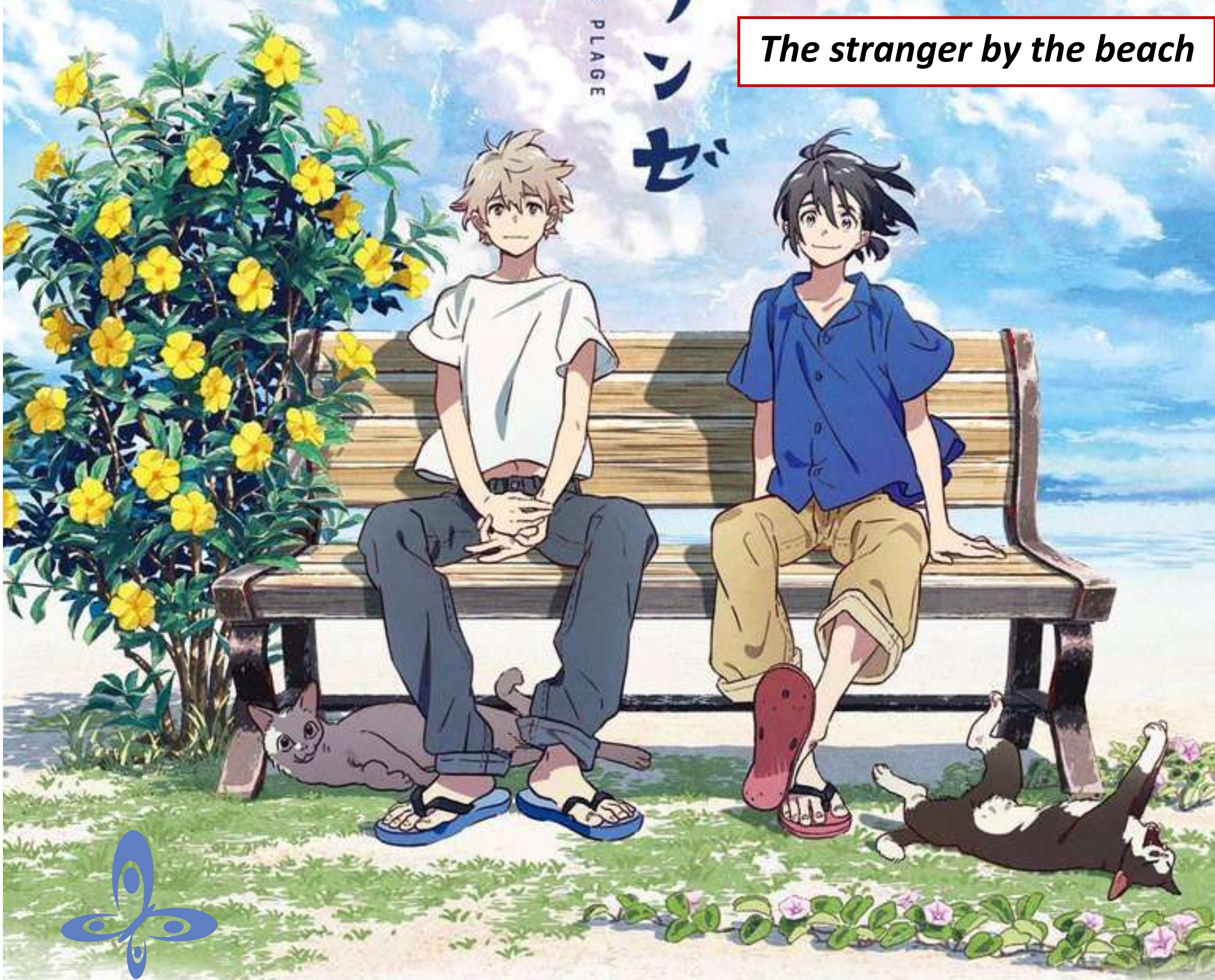


特別じゃない、ただ恋をしている。

# 海辺のエトランゼ

L'ÉTRANGER DE LA PLAGE

*The stranger by the beach*



橋本駿 村田太志 知花実央 松岡禎丞

原作：紀伊カンナ「海辺のエトランゼ」(祥伝社 en BLUE comics) 監督・脚本・コンテ：大橋明代 キャラクターデザイン・監修：紀伊カンナ  
総作画監督：渡辺真由美 エフェクト作画監督：橋本敬史 美術監督：空閑由美子 (STUDIO BACH) 色彩設計：柳澤久美子 撮影監督：美濃部朋子 編集：坂本雅紀 (森田編集室)  
音響監督：藤田亜紀子 音響効果：森川永子 録音調整：林淑恵 音響制作：HALF H・P STUDIO  
アニメーション制作：スタジオ雲雀 配給：松竹ODS事業室 © 紀伊カンナ/祥伝社・海辺のエトランゼ製作委員会 公式サイト：etranger-anime.com 公式Twitter：@etranger\_anime






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VANESSA MARANO BENJAMIN PAPAC JONAH RAY WITH GABRIELLE CARTERIS AND CHRIS MULKEY

# HOW TO DETER A ROBBER



**Release Date: July 16, 2021**

**Comedy, Crime, Dark Comedy**



A FILM BY MARIA BISSELL

A RATAJACK PRODUCTIONS FILM "HOW TO DETER A ROBBER"

VANESSA MARANO BENJAMIN PAPAC ABBIE COBB SONNY VALICENTI WITH GABRIELLE CARTERIS AND CHRIS MULKEY

CASTING BY DONNA MORONG, C.S.A. MUSIC BY ROBERT ALLAIRE EDITED BY PATRICK LAWRENCE DIRECTOR OF PHOTOGRAPHY STEPHEN TRINGALI

PRODUCED BY MARIA BISSELL JOSHUA ADAM FU MAX SILVER STEPHEN TRINGALI WRITTEN AND DIRECTED BY MARIA BISSELL



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THE DADDY OF  
ALL SECRET AGENTS



# The Last MERCENARY

VAN DAME

A NETFLIX FILM

JULY 30 | NETFLIX



ALEXANDRA  
DADDARIO

DIEGO  
BONETA

JUSTIN  
CHATWIN

WADE  
ALLAIN-MARCUS

BILLY  
CRUDUP

EMMANUELLE  
WITH CHRIQUI

TRAVIS  
AND FIMMEL

# DIE IN A GUNFIGHT

LOVE IS MESSY



**Release Date: July 16, 2021**

**Action, Adventure, Romance**

## THE DREAMWORKS BOSS BABY FAMILY BUSINESS\$

**Release Date: July 2, 2021**

**Comedy, Sequel, Adaptation, Family, Animation**







*Release Date: July 9, 2021*

*Action, Adventure, Suspense, Superhero*

**MARVEL** STUDIOS

**JULY 9**



A NETFLIX FILM  
DREAMWORKS

# TROLLHUNTERS

## RISE OF THE TITANS

FROM GUILLERMO DEL TORO



Release Date: July 21, 2021

Adventure, Fantasy, Animation

THIS SUMMER THEY WILL RISE

JULY 21

| NETFLIX



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*Release Date: July 23, 2021*

*Thriller, Suspense*



IT'S ONLY A MATTER OF TIME

# OLD



# ★ THE FOREVER ★ PURGE

*Release Date: July 2, 2021*

*Thriller, Horror, Sequel*







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