

THE
CREW²



CALL^{OF} DUTY[®]
BLACK OPS


GOD^{OF} WAR



EDITOR

Dickson Max Prince

PUBLISHERS

PUCUTITI.Inc

CONTRIBUTORS

Anita .T. Dickson

Efenudu Ejiro Michael

Bekesu Anthony

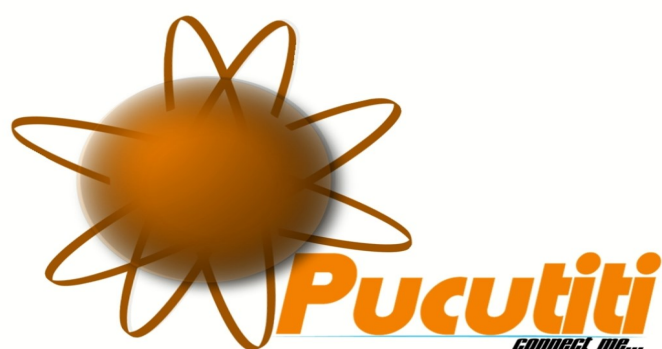
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titimagazine@yahoo.com

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TITI MAGAZINE



CLA 4-door Coupe



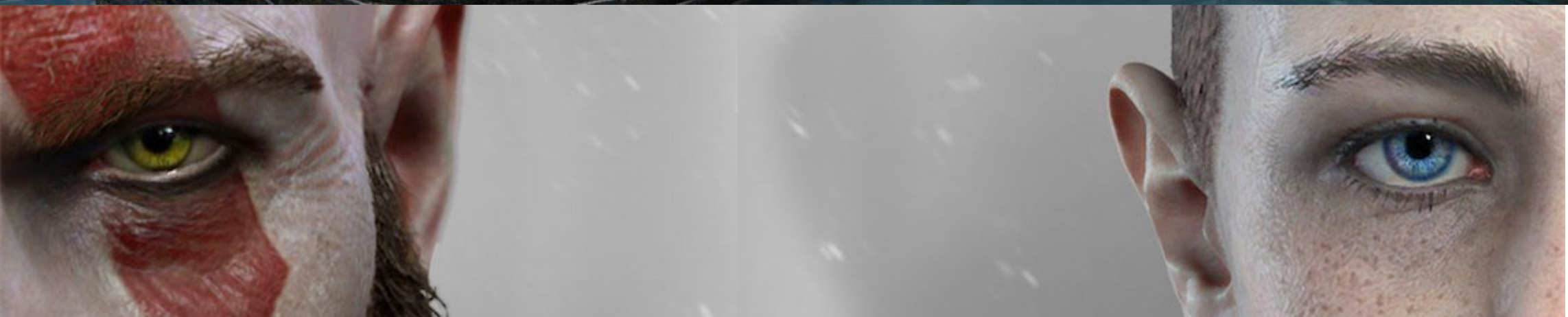


God of War is an action-adventure video game developed by Santa Monica Studio and published by Sony Interactive Entertainment (SIE). Released on April 20, 2018, for the PlayStation 4 (PS4) console, it is the eighth installment in the God of War series, the eighth chronologically, and the sequel to 2010's God of War III. Unlike previous games, which were loosely based on Greek mythology, this game is loosely based on Norse mythology. The main protagonists are Kratos, the former Greek God of War, and his young son Atreus. Following the death of Kratos' second wife and Atreus' mother, they journey to fulfill her promise and spread her ashes at the highest peak of the nine realms. Kratos keeps his troubled past a secret from Atreus, who is unaware of his divine nature. Along their journey, they encounter monsters and gods of the Norse world.

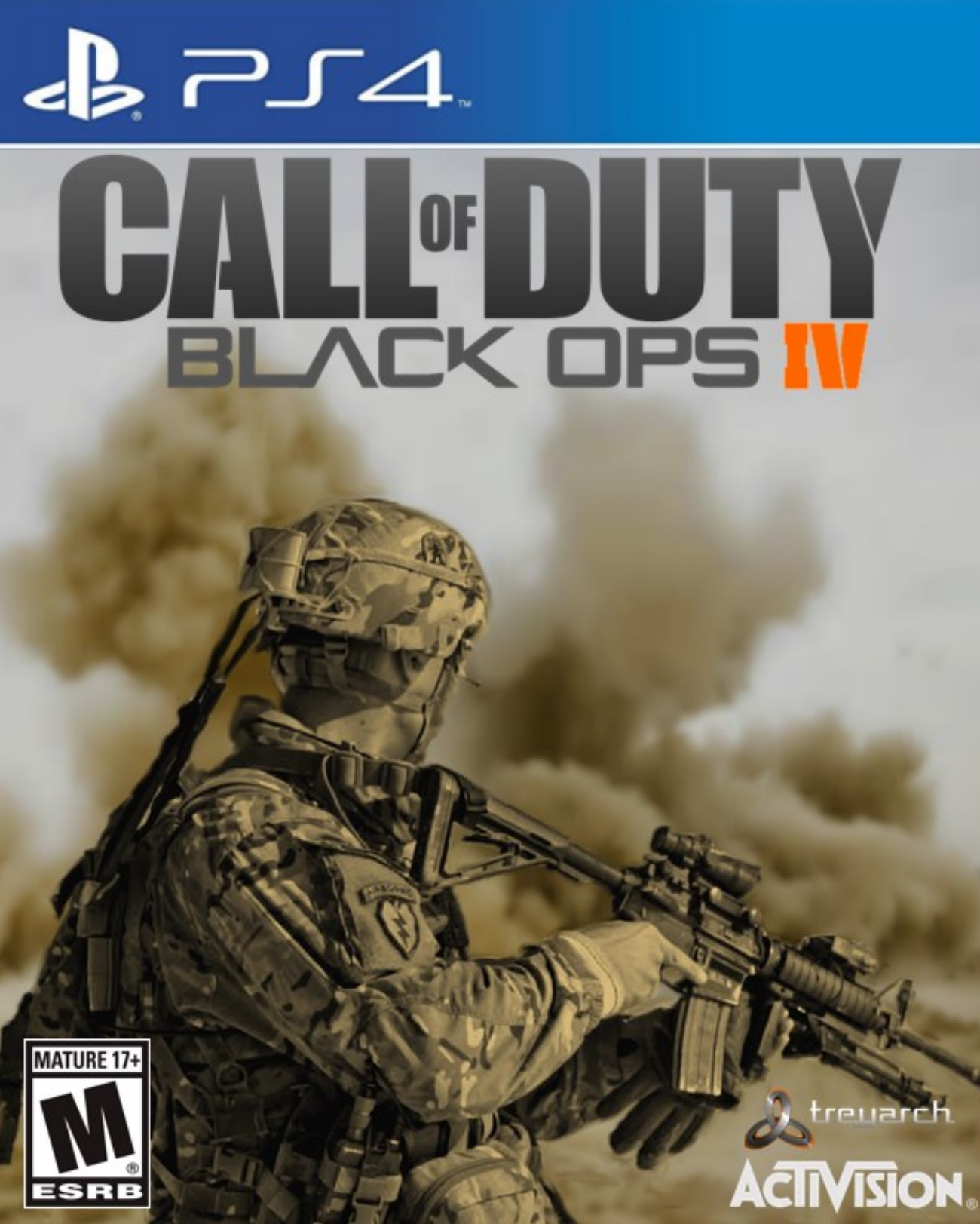
Described by creative director Cory Barlog as a reimagining of the franchise, a major gameplay change is that Kratos prominently uses a magical battle axe instead of his signature double-chained blades. God of War also uses an over-the-shoulder free camera, with the game in one shot, as opposed to the fixed cinematic camera of the previous entries. The game includes role-playing video game elements, and Kratos' son Atreus provides assistance in combat. The majority of the original game's development team worked on God of War and designed the game to be accessible and grounded. A separate short text-based game, God of War: A Call from the Wilds released in February 2018, follows Atreus on his first adventure.

God of War received universal acclaim from critics, being praised for its narrative, world design, art direction, graphics, characters, and combat system. It received perfect scores from multiple reviewers, making it the highest-rated game in the God of War series, as well the third highest-rated PS4 game on Metacritic. The game performed well commercially, selling five million copies within a month of release.





Developer(s)	SIE Santa Monica Studio
Publisher(s)	Sony Interactive Entertainment
Director(s)	Cory Barlog
Producer(s)	Elizabeth Dahm Wang Sean Llewellyn Chad Cox Eric Fong
Designer(s)	Derek Daniels
Programmer(s)	Florian Strauss
Writer(s)	Matt Sophos Richard Zangrande Gaubert Cory Barlog
Composer(s)	Bear McCreary
Series	God of War
Platform(s)	PlayStation 4
Release	April 20, 2018
Genre(s)	Action-adventure
Mode(s)	Single-player



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

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.

Multiplayer

Black Ops 4's multiplayer features the return of Specialists, unique soldier characters with special abilities and traits. 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. It will also feature remakes of five fan favourite maps, Jungle, Slums, Summit, Firing Range and Nuketown. Treyarch stated that the maps will be available to all players at launch except Nuketown which will follow 'shortly after'.

Multiplayer has also been reworked with various changes for more tactical and teamwork gameplay. Health regeneration is removed in favor of a manual healing system (with each player having a health bar), and weapons are now given predictive recoil patterns. Weapon customization is also emphasized, with specific Operator Mods allowing for deeper personalization of players' weapons; attachments are also given tiers, with tier-2 upgrades providing even bigger improvements to the weapons.

In addition, the game includes a Solo Missions mode featuring skill-based missions that contain backstories on various Specialists in the game. The missions are set within the same narrative world of the Black Ops campaigns, between the events of Black Ops II and Black Ops III.

Blackout

Black Ops 4 will feature a battle royale game mode called Blackout which will serve 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.

The Crew 2 is an open world racing video game developed by Ivory Tower and published by Ubisoft for Microsoft Windows, PlayStation 4 and Xbox One. It is the sequel to 2014's *The Crew*. It features a persistent open world environment for free-roaming across a full actual recreation of the United States. The game allows players to control a variety of vehicles including cars, motorcycles, boats, and airplanes. The game was released on June 29, 2018. Before the game launched, there was an open beta which was held from June 21-24, 2018.

Similar to its predecessor, *The Crew 2* is a racing game. In the game, players assume control of a relatively unknown racer, who is trying to work his way to become successful in multiple disciplines. It features a persistent open world environment for racing and free-roaming across a scaled-down recreation of the contiguous United States. In addition to cars, players can also control other kinds of vehicles including airplanes, motorcycles, and powerboats. Each vehicle has their own control physics, meaning that gameplay is different when players are controlling different types of vehicles. Players can switch between controlling air, land and sea vehicles instantly. The game features four different hub worlds, with each having their own theme and playstyle. These themes include off-road, street racing, pro racing, and freestyle. Both vehicle and character customization will be featured in the game. Similar to the first game, it will place a huge emphasis on multiplayer. It also features a cooperative multiplayer mode, which allows players to join different rally raid events together. This mode can also be played solo with artificial intelligence. Once again like the first game, *The Crew 2* requires a constant internet connection to play.

- Developer(s) Ivory Tower[a]
- Publisher(s) Ubisoft
- Director(s) Stephane Beley
- Producer(s) Stephane Jankowski
- Platform(s) Microsoft Windows
PlayStation 4
Xbox One
- Release June 29, 2018
- Genre(s) Racing
- Mode(s) Single-player, multiplayer





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GAME READY

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MARVEL SPIDER-MAN



Marvel's Spider-Man is an upcoming action-adventure game based on the Marvel Comics superhero Spider-Man, developed by Insomniac Games and published by Sony Interactive Entertainment for PlayStation 4. It will be the first licensed game developed by Insomniac. The game will tell a new story about Spider-Man that is not tied to an existing comic book, video game, or film. It will cover both the Peter Parker and Spider-Man aspects of the character and will feature an older and more experienced Spider-Man. The game is scheduled to be released worldwide on September 7, 2018.

Spider-Man is an action-adventure game set in an open world modern-day New York City and played from a third-person perspective. It features much improved combat systems such as an aerial combat, spider sense and reflexes, finishing moves and can push attacks the enemies to fall off from the top of buildings. (Though Spider-Man will never let them fall, he will web them to the side of the building) The player will be able to use Spider-Man's abilities such as web slinging and wall-crawling as well the other gameplay elements, one of which will be the ability to traverse using parkour, and the crafting and use of gadgets and alternative suits with special powers. Environmental combat, quick time events and stealth will also be featured in the game. Peter Parker (outside of his Spider-Man suit) will be playable in parts of the game and Mary Jane Watson will be playable in "key moments" of the game.





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GADGETS

htc U12+

Live on the Edge.



Display 6.0-inch Super LCD 6
2,880 x 1,140 resolution
537ppi
18:9 aspect ratio
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SoC Qualcomm Snapdragon 845 Mobile Platform
2.8GHz, 64-bit octa-core

GPU Adreno 630

RAM 6GB

Storage 64/128GB
MicroSD expansion up to 2TB with Flex Storage

CamerasRear cameras
Primary: 12MP wide-angle HTC UltraPixel 4 sensor, f/1.75 aperture, 1.4µm pixels
Telephoto: 16MP sensor, f/2.6 aperture, 1.0µm pixels

Phase detection and laser autofocus, OIS, HDR Boost 2, dual-LED flash

Front cameras
Dual 8MP sensors, f/2.0 aperture, 1.12µm pixels, wide-angle with 84-degree field of view

Audio HTC Usonic with Active Noise Cancellation
HTC BoomSound Hi-Fi edition
Hi-Res audio recording
Hi-Res audio certified
Qualcomm aptX HD, LDAC up to 32-bit high-resolution wireless audio via Bluetooth

Battery 3,500mAh
Non-removable
Qualcomm Quick Charge 3.0

IP rating IP68

Sensors Edge
Ambient light
Proximity
Motion G-sensor
Compass
Gyro
Magnetic
Fingerprint
Sensor hub for activity tracking
GPS, AGPS, GLONASS, Galileo, BeiDou

Network2G/2.5G GSM/GPRS/EDGE
- 850/900/1800/1900MHz
3G UMTS
- AWS/850/900/1900/2100MHz
- HSDPA 42, HSUPA 5.76
4G LTE
- FDD: Bands 1, 3, 4, 5, 7, 8, 12, 13, 17, 20, 28, 32, 66
- TDD: Bands 38, 39, 40, 41
- Support Cat 18 Gigabit LTE: downloads up to 1.2Gbps, uploads up to 150Mbps, up to 5CA and 4x4 MIMO (where supported)
- VoLTE and Wi-Fi calling (where supported)

Connectivity USB 3.1, Type-C
Bluetooth 5.0
Wi-Fi 802.11 a/b/g/n/ac (2.4 and 5GHz) with MU-MIMO
NFC
DisplayPort over USB Type-C
HTC Connect
AirPlay, Chromecast, DNLA, and Miracast

Software Android 8.0 Oreo

Dimensions and weight 156.6 x 73.9 x 8.7-9.7mm
188g

S3

Express yourself

With 20MP Low-light Selfie

Qualcomm
snapdragon



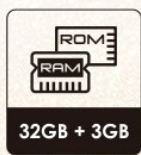
20MP LOW
LIGHT SELFIE



5.7 Inch
INFINITY DISPLAY



4000 mAh
BATTERY



32GB + 3GB



HOT 6 Pro

Double Amazing

Qualcomm
snapdragon



6.0 INFINITY
DISPLAY



DUAL CAMERA



4,000 mAh
BATTERY

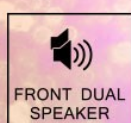


4G LTE



HOT 5

My Mobile Cinema



FRONT DUAL
SPEAKER



DIRAC
3D
STEREO
SURROUNDING



FINGERPRINT



4000
mAh
BATTERY



M7 Power

18:9 FullView Display | 5000mAh Battery | 4GB RAM + 64GB ROM



DISPLAY

Screen size (inches)

6.01

Touchscreen

Yes

Resolution

1080x2160 pixels

HARDWARE

Processor

2.3GHz octa-core

Processor make

MediaTek Helio P30

RAM

6GB

Internal storage

64GB

Expandable storage

Yes

Expandable storage type

microSD

Expandable storage up to (GB)

256

CAMERA

Rear camera

16-megapixel

Rear Flash

Yes

Front camera

8-megapixel

SOFTWARE

Operating System

Android 7.1.1

Skin

Amigo OS 5.0

CONNECTIVITY

Wi-Fi

Yes

GPS

Bluetooth

NFC

USB OTG

Headphones

3.5mm

FM

Number of SIMs

2

SIM 1

SIM Type

Micro-SIM

GSM/CDMA

GSM

3G

4G/ LTE

Supports 4G in India (Band 40)

Yes

SIM 2

SIM Type

Micro-SIM

GSM/CDMA

GSM

3G

Yes

4G/ LTE

Yes



Supports 4G in India (Band 40)

Yes

SENSORS

Compass/ Magnetometer

Yes

Proximity sensor

Yes

Accelerometer

Yes

Ambient light sensor

Yes

Gyroscope

Yes

Barometer

No

Temperature sensor

No



Automobile



CLA 4-door Coupe

Slices through the wind. Carves through the corners.

Simply put, the CLA is designed to capture admiring eyes, not get caught by the passing air. It's one of the most aerodynamic cars on the road, wind-tunnel-tuned to enhance not just efficiency but roadholding, stability and even poor-weather visibility. Sport and Night Packages add AMG wheels and lower bodywork to hug the road even tighter.



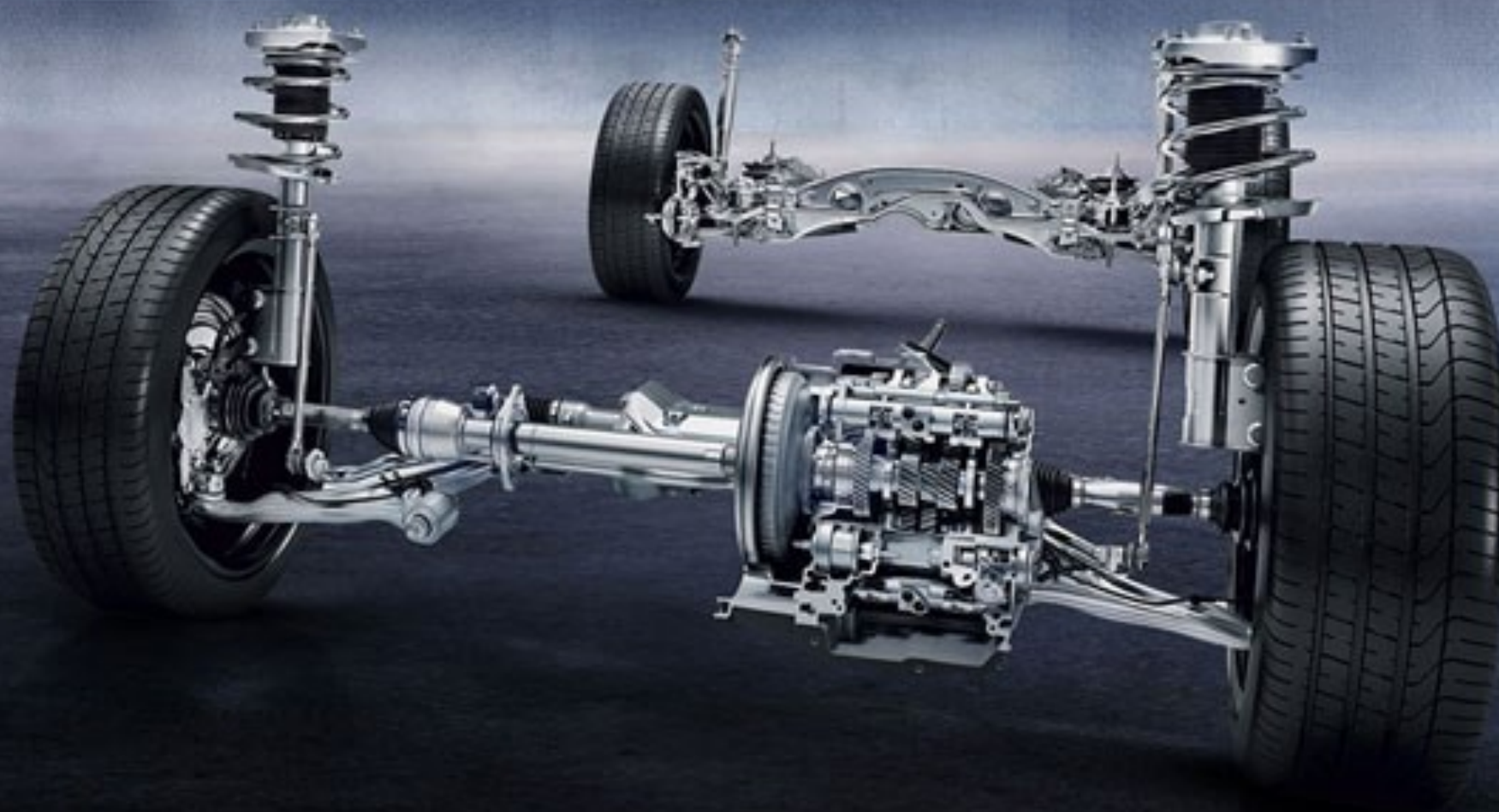
TECHNOLOGY

With a standard 7-inch colour screen, intuitive central controller, and Bluetooth wireless audio streaming, a CLA can make going anywhere more fun. And with options like SiriusXM Radio, 450 watts of harman/kardon LOGIC7 surround sound, plus Apple CarPlay and Android Auto, you won't miss a beat.



Seven quick speeds. Twin shift paddles.

Fuel-friendly and fun like a manual, with the relaxing comfort of an automatic: The 7-speed DCT transmission gives you both. The racing-derived dual-clutch design makes every shift lightning-quick yet liquid-smooth. DYNAMIC SELECT offers different modes for your driving mood. Shift paddles on the steering wheel put power in your hands.



CLA 4-door Coupe



Watches the driver ahead. And the one behind the wheel.

Active Brake Assist uses radar to help you avoid some frontal collisions, and can even initiate braking. ATTENTION ASSIST looks out a drowsy driver. A rear view camera is standard, too. And options include the helpful alerts of Blind Spot Assist, and Active Distance Assist DISTRONIC cruise control that can slow, stop and go with the flow.





Works like high-tech. Feels like second nature.

From COMAND navigation with LINGUATRONIC voice control to Active Parking Assist, the CLA offers advanced options to help you go far and near, or even lend a hand before you get in: KEYLESS-GO lets you unlock the doors with just a touch, and new HANDS-FREE ACCESS lets you open the trunk with a convenient foot motion under the bumper.



The Sport Package. From its racing soul, to your racing heart.

Like every Mercedes-Benz, a CLA 250 has racing in its blood. The Sport Package wears its soul on the surface with AMG styling and radiant chrome grille pins, and where it meets the road with 18-inch AMG wheels. The Night Package cloaks the Sport Package elements in gloss black accents on the bodywork and bicolour wheels.





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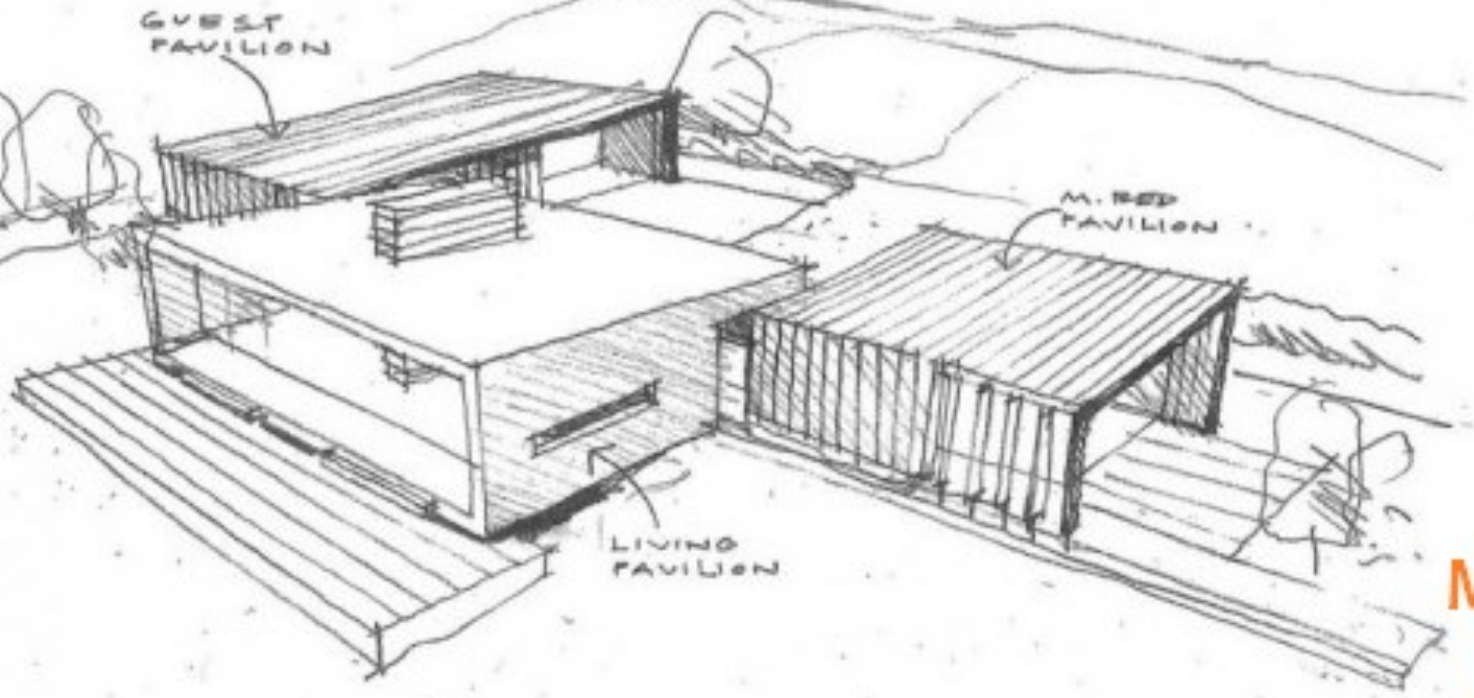


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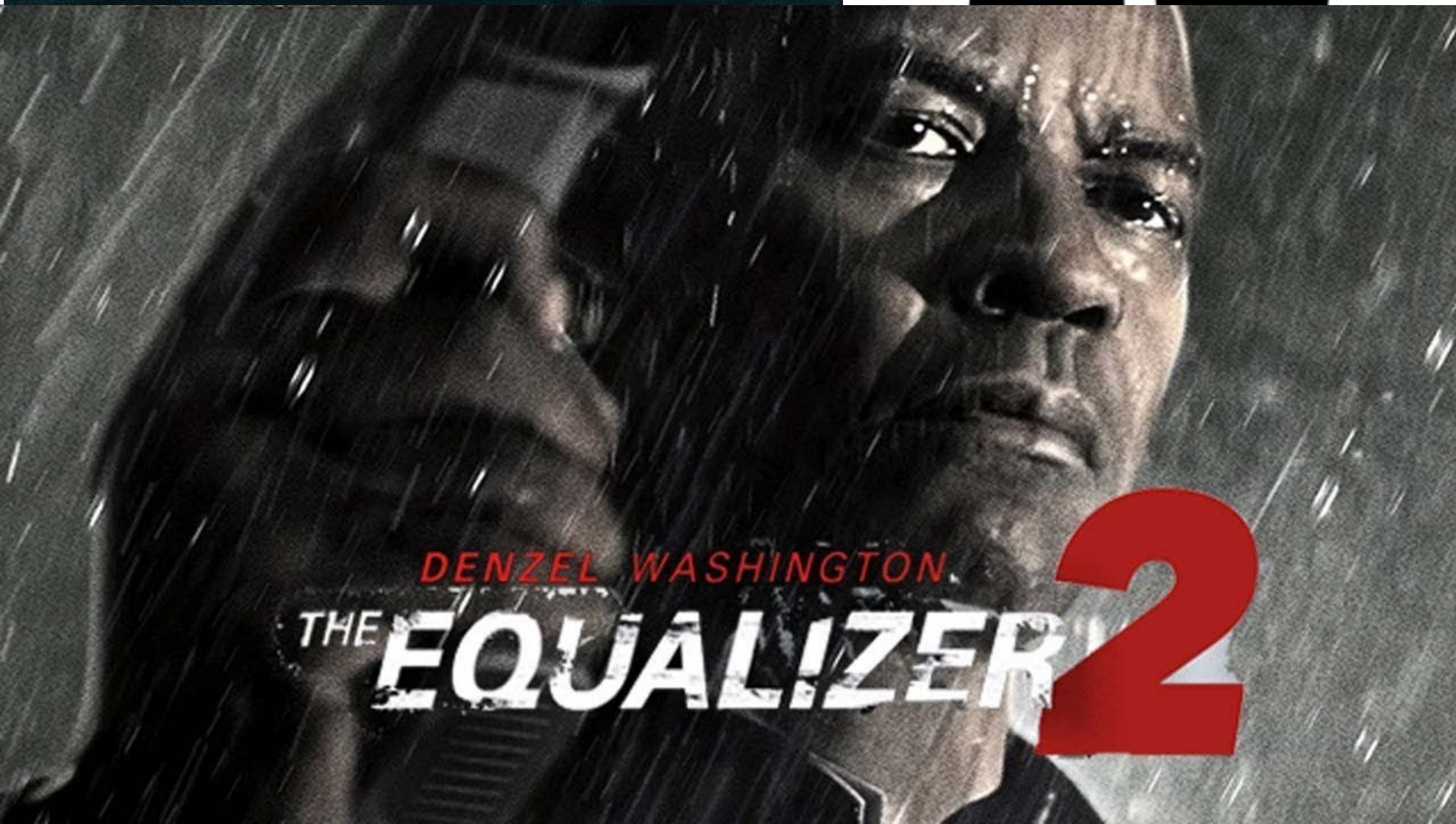
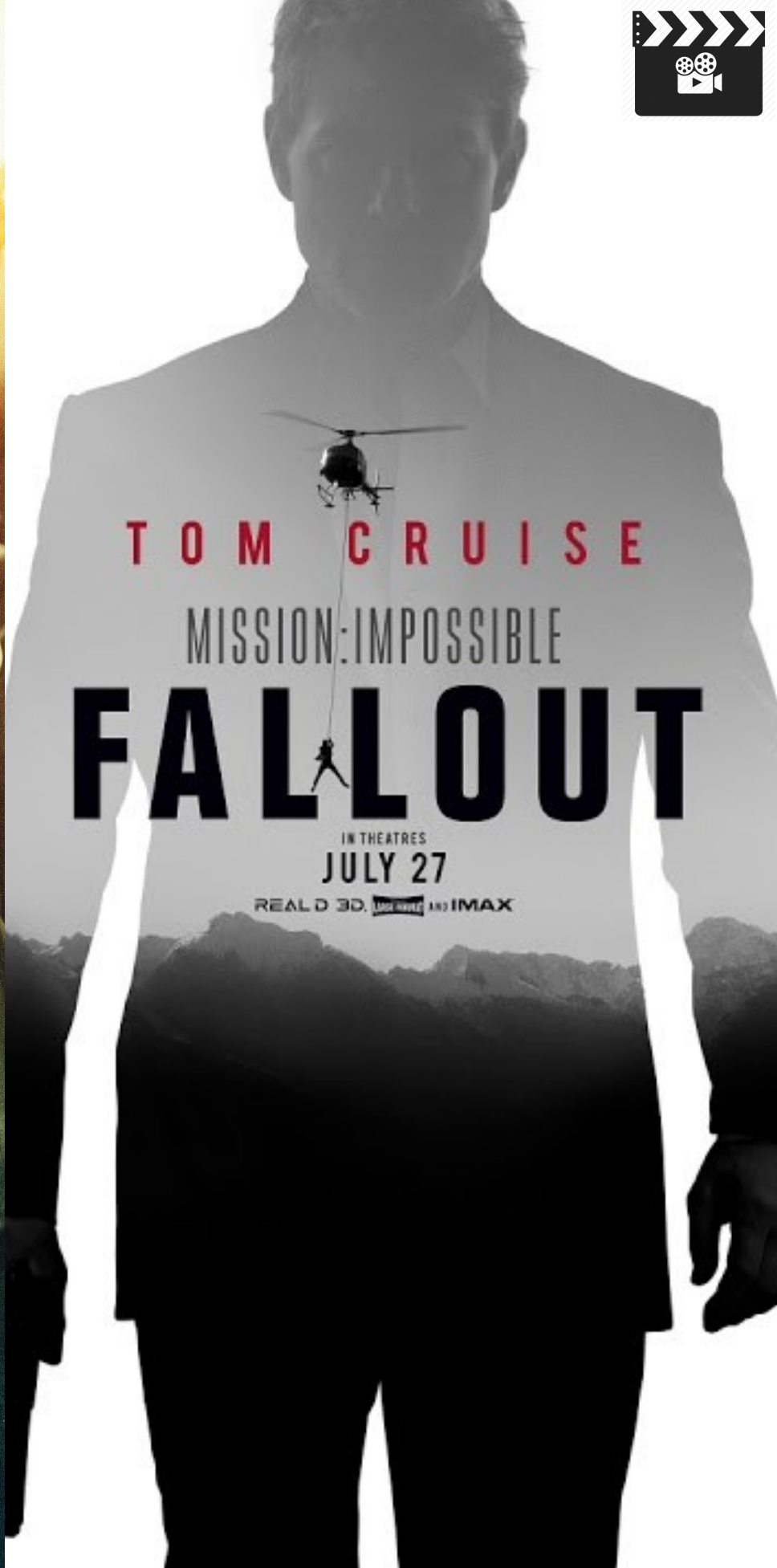


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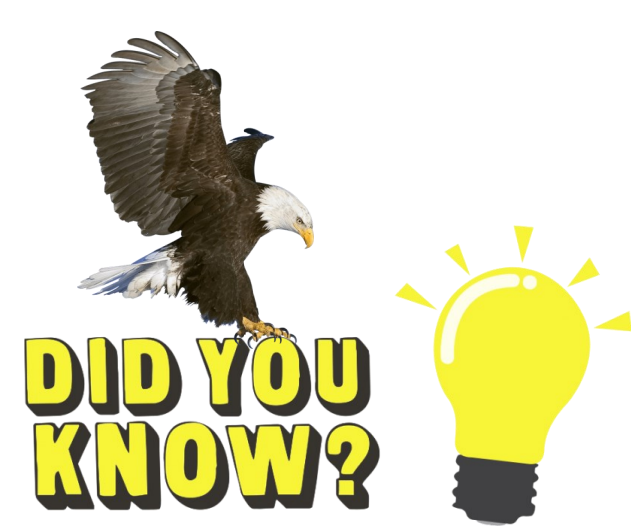


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JULY 13





Eagle is the common name for many large birds of prey of the family Accipitridae.

Eagles belong to several groups of genera, not all of which are closely related. Most of the 60 species of eagle are from Eurasia and Africa. Outside this area, just 14 species can be found—2 in North America, 9 in Central and South America, and 3 in Australia.

Eagles are often informally divided into four groups.

The snake eagles are placed in the subfamily Circaetinae. The fish eagles, booted eagles, and harpy eagles have traditionally been placed in the subfamily Buteoninae together with the buzzard-hawks (buteonine hawks) and harriers. Some authors may treat these groups as tribes of the Buteoninae; Lerner & Mindell proposed separating the eagle groups into their own subfamilies of Accipitridae.

Fish eagles

Sea eagles or fish eagles take fish as a large part of their diets, either fresh or as carrion.

Proposed subfamily Haliaeetinae. Genera: Haliaeetus, Ichthyophaga.

Some authors include Gypohierax angolensis, the "vulturine fish eagle" (also called the palm-nut vulture) in this group. However, genetic analyses indicate it is related to a grouping of Neophron–Gypaetus–Eutriorchis (Egyptian vulture, bearded vulture (lammergeier), and Madagascan serpent eagle).

The fish eagles have a close genetic relationship with Haliastur and Milvus; the whole group is only distantly related to the Buteo group.

Booted eagles

For the species Hieraaetus pennatus (Aquila pennata), see booted eagle.

Booted eagles or "true eagles" have feathered tarsi (lower legs).

Tribe Aquililae or proposed subfamily Aquilinae. Genera: Aquila, Hieraaetus; Spizaetus, Oroaetus, Spizastur; Nisaetus; Ictinae-tus, Lophoaetus; Polemaetus; and Stephanoaetus.

See comments under eagle species for changes to the composition of these genera.

Snake eagles

Snake or serpent eagles are, as the name suggests, adapted to hunting reptiles.

Subfamily Circaetinae. Genera: Circaetus, Spilornis, Dryotriorchis, Terathopius.

Eutriorchis (subfamily Gypaetinae or Circaetinae).

Despite filling the niche of a snake eagle, genetic studies suggest that the Madagascan serpent eagle Eutriorchis is not related.

Harpy eagles

Harpy eagles or "giant forest eagles" are large eagles that inhabit tropical forests. The group contains two to six species, depending on the author. Although these birds occupy similar niches, and have traditionally been grouped together, they are not all related: the solitary eagles are related to the black-hawks, and the Philippine eagle to the snake eagles.

Harpy eagles (proposed subfamily Harpiinae)

Harpia harpyja, harpy eagle — Central and South America.

Morphnus guianensis, crested eagle — Central and South America.

Harpyopsis novaeguineae, Papuan eagle — New Guinea.

Philippine eagle

Pithecophaga jefferyi, Philippine eagle — Philippines.

Solitary eagles

Chaco eagle or crowned solitary eagle, Buteogallus (formerly Harpyhaliaetus) coronatus — South America.

Solitary eagle or montane solitary eagle, Buteogallus (formerly Harpyhaliaetus) solitarius — South America.



