



### **CONTENTS**

Layers of Fear

Streets of Rage 4

Uncharted-The lost Legacy

Scorn

Uncharted 4-A thief's end

Infinix note 7 lite
Umidigi S5 Pro
Umidigi A7 Pro
ROG Strix Scar II

2020 Lexus UX
Porsche Cayenne
2020 Tiguan

Movies



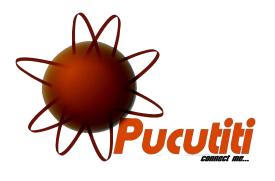
**EDITOR** 

Dickson Max Prince@dicksonprincemax

CONTRIBUTORS
Anita .W. Dickson
Efenudu Ejiro Michael
Bekesu Anthony
Dickson Max Prince
Ernest .O.
Israel Obonyano (Milim)

**PUBLISHERS** 

Pucutiti.Inc®



© @titimagazine

f @titimagazine

@MagazineTiti



titimag.com

For more info

info@titimag.com

+2348134428331

+2348089216836

Titimag.com



# Layers of Fear



Layers of Fear is a psychological horror video game developed and published by Bloober Team for Linux, Microsoft Windows, OS X, PlayStation 4, and Xbox One, which was released worldwide on 2016.

In Layers of Fear, the player controls a psychologically disturbed painter who is trying to complete his magnum opus as he navigates a Victorian mansion, with disturbing secrets about the painter being discovered. The gameplay, presented in first person perspective, is heavily story-driven and revolves mostly around puzzle-solving and exploration, as the game intensifies after each level and jump scares occur often. Layers of Fear: Inheritance was released on 2 August 2016 as a direct follow up to the first game. Here the player controls the painter's daughter with the DLC focusing on her apparent relapse into trauma after returning to her old house.

A definitive port for the Nintendo Switch, entitled Layers of Fear: Legacy, was released on 21 February 2018 and it features, in addition to the Inheritance DLC, Joy-Con, touchscreen, and HD Rumble support. A limited physical retail release for the Nintendo Switch and PlayStation 4, published by Limited Run Games in North America, would be available starting October 2018. A sequel titled Layers of Fear 2 was announced in October 2018 and was released on May 29, 2019.

## **Gameplay**

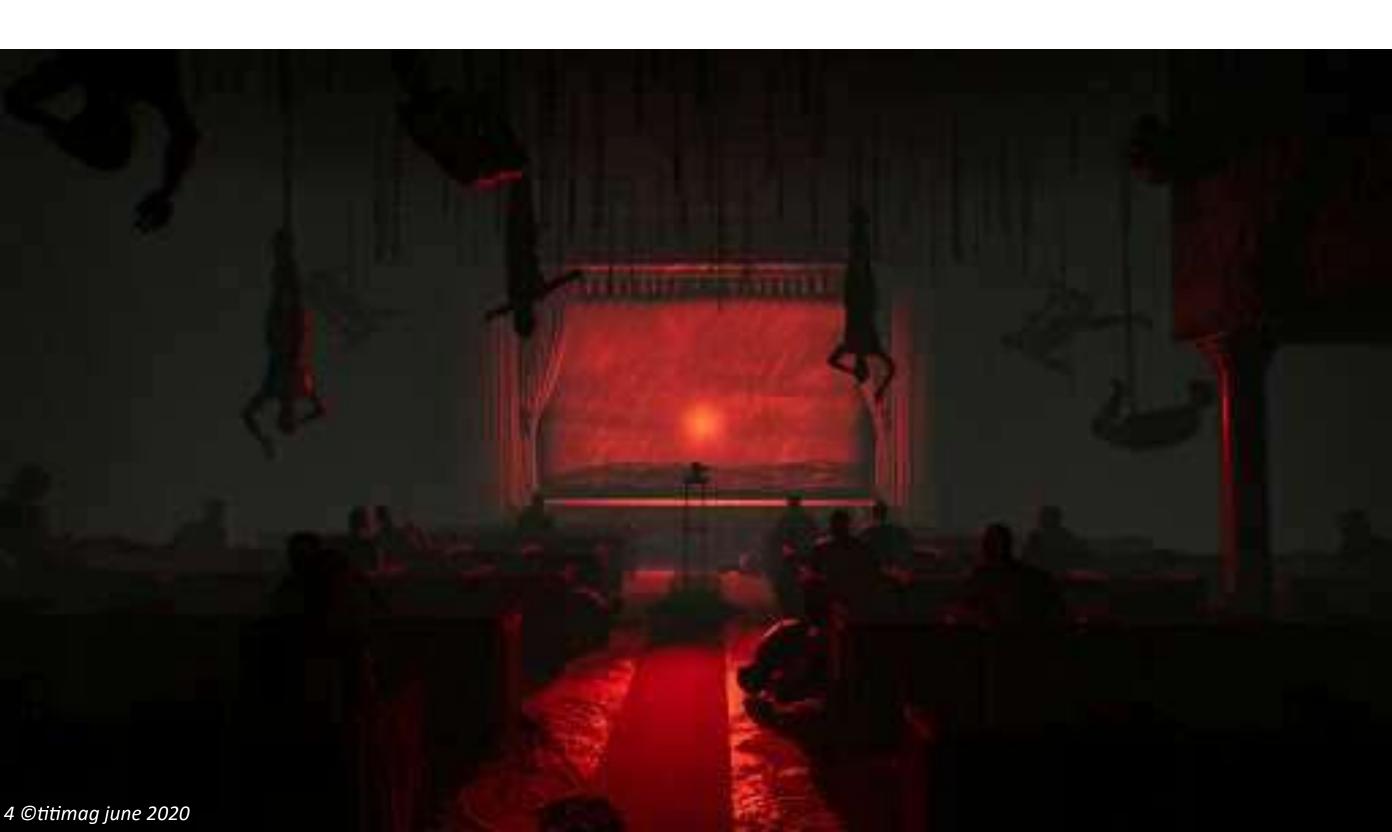
The player takes control of an artist who has returned to his studio. His initial goal is to complete his masterpiece, and the player's role is to figure out how this task should be accomplished. The challenge comes from puzzles which require the player to search the environment for visual clues. The house appears straightforward at first, but it changes around the player as they explore it in first person. These changes in the environment provide scaffolding for the puzzles and provide regular jump scares common to games of this genre.

The game is divided into six chapters with various items for the player to find in order to complete his work. The game is heavily dimmed, and there are objects that uncover certain aspects of the painter's history. While completing the painting, there is a letter that is slowly pieced together, which shows the origin of his masterpiece, and objects which explain the secret of the painter through dialogue flashbacks.

#### **Plot**

Set in the 1920s United States, the unnamed protagonist returns home from a court hearing. After briefly exploring his empty house, he goes to his workshop to start working on his "magnum opus". After he adds the first layer, he starts having hallucinations about his past encounters.

The man was an ambitious young painter who used his pianist wife as a model for his painting. Soon his wife became pregnant and she bore a daughter. After she gave birth, he decided to spend more time working on his paintings, leaving his wife to care for their daughter. After buying a dog for his family, he started to have drinking problems due to constant stress and noise outside his workshop. He attached a muzzle to the dog, but was soon plagued by rats, likely a figment of his schizophrenia. The dog may have later been killed by him.













His talent started to slowly decay and his vision for the painting became twisted, and he began to drive away his friends by painting gory and horrific works for simple jobs, including a set of illustrations for Little Red Riding Hood. After a long period of neglect, his wife decided to burn his paintings, including his most cherished work, "The Lady In Black". He had a drunken fit and apparently beat her, driving her to leave with their child. He tried calling her multiple times but failed to reconcile with her. After some time, he got a phone call telling him that she was critically injured in a fire. She ended up horribly disfigured, but their daughter survived.

After the fire, he took his wife, now wheel-chair bound, and daughter back home so he could take care of them. His drinking problems continued due to the constant "distractions" of their presence. After regaining her ability to walk, the wife was neglected even more because her husband thought she lacked "beauty". After he had another drunken outburst, his wife committed suicide by slitting her wrists in the bathroom. In the present day, it is revealed that he went insane and possibly took six body parts of his wife to work on his painting: her skin as the canvas, her blood as the overlay, her bone marrow as the undercoating, a brush made from her hair, her finger for the smearing and her eye as the spectator. The character is shown using these items, but considering the cyclical nature of one of the endings and the general ambiguous nature of what is shown throughout the story, it's possible that this isn't meant to be taken literally.

There are three different endings featured in the game, each depending on the player's actions during the course of the game.

The endless loop ending shows that the artist was working on a portrait of his wife as the masterpiece. He seemingly succeeds in creating the painting, and steps back to admire it only to see the figure of his wife devolve into a mutilated figure that proceeds to taunt him. Horrified, he grabs the painting and hurls it into a room full of identical paintings, all of which begin to laugh. It is revealed that the painter spent years shut in his house working on the same picture multiple times trying to perfect it in a cycle of obsessive mental deterioration. If the player enters the room where the artist threw the painting into, it is revealed that all the portraits are well made and resemble the artist's wife, but he can only see them as a disfigured mess. Returning to the studio, he unveils a blank canvas and begins working on the next painting, further continuing his self-destructive cycle as the screen fades to black.

The family ending is much the same, but this time he puts his child in the painting too. He then realizes the horrible mistakes he has made, and that he can never bring them back, no matter how many times he tries. He goes to the room upstairs and burns all of his previous paintings along with his finished work before laying down and dying in the fire.

The selfish ending ends with a portrait of himself as his final attempt. Being finally satisfied, he decides to hang it in the room upstairs. The next shot goes to his painting on a display at a museum among other famous Victorian artists.

#### *Inheritance*

The DLC add-on tells the story of the painter's daughter coming back to her childhood home to face her past after she left "The St. Martin de Porres Home for Problem Children". Beginning in the 1960s, exploring the destroyed home with a flashlight, she relives her experiences and witnesses the full scope of the tragedy that has swallowed up the family.

During the course of these relived memories, there are different outcomes depending on the daughter's actions. These include deliberate choices, such as heading more often towards the mother or father portrait while exploring, which will lead to remembered dialogue portraying the mother or father, respectively, in a more favorable light. Non-deliberate choices involve the daughter having to perform in-game tasks that often affect an interaction with the father. One example involves the daughter creating artwork, where the daughter could create childish drawings with crayons (earning harsh disapproval from the father), or where the daughter can paint along with the father's suggestions (earning praise if done correctly). These outcomes can lead to the daughter either viewing the father as a harsh man who never wanted anything but a protegee, or viewing the father as a caring man who had trouble showing it.



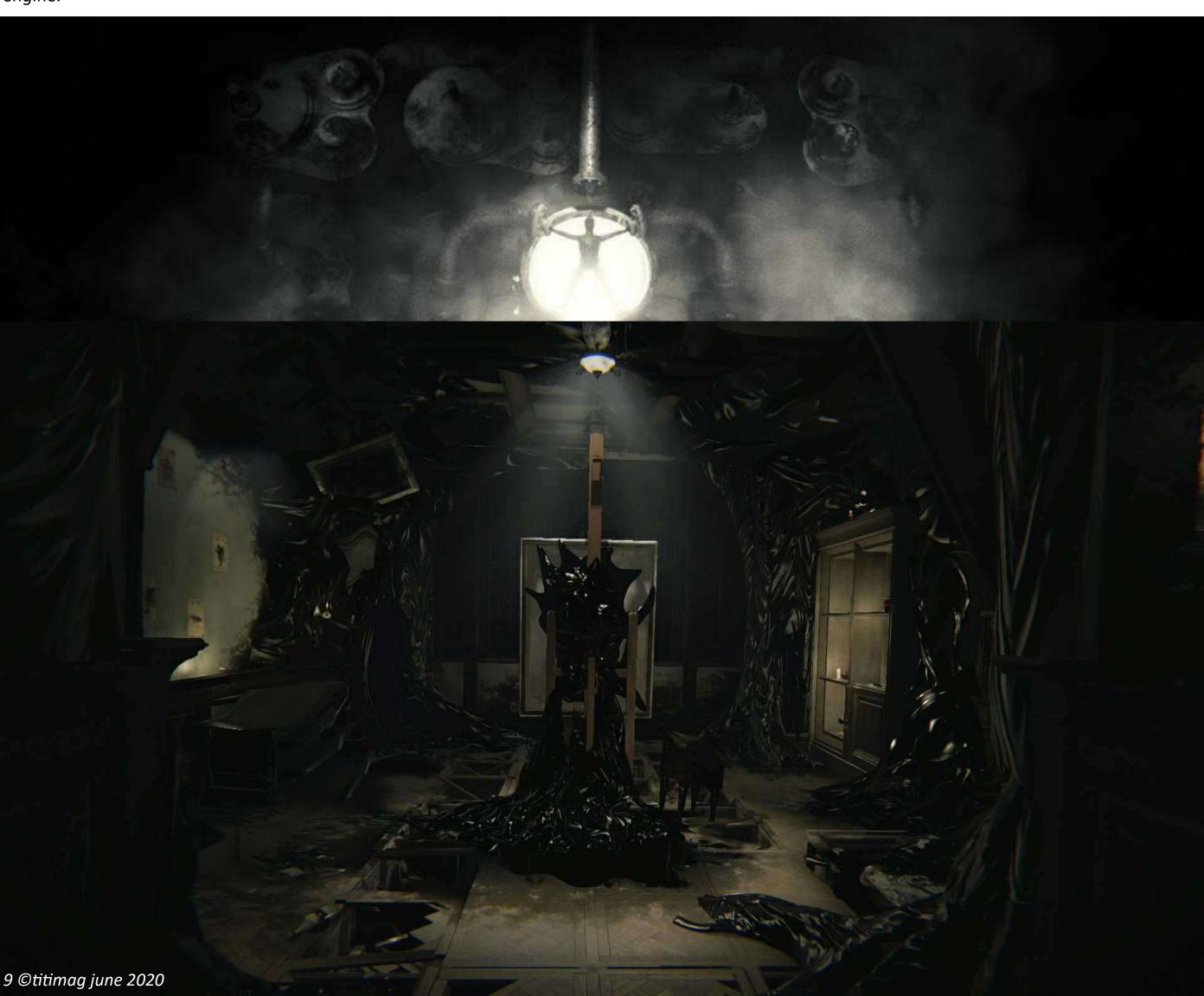
The "good" ending occurs if most of the memories lead to the daughter viewing the artist favorably. Upon entering her old bedroom, the daughter sees a portrait of her with a flower - her inheritance by her father. She views this portrait as an apology, "expressed in the only language [the artist] ever truly knew". Seeing the father as a tragic figure, who was driven insane and depressed by the memories of the house, takes the portrait and burns the house down. As the house burns, the daughter leaves accepting she cannot understand the artist, but can forgive him. The portrait is later shown hanging in the daughter's home, while the daughter admires her own child's drawings. However, the scene ends with the daughter criticizing her child's choice in color - mirroring the same statement the artist made years ago - while the portrait distorts, heavily implying that the daughter is now beginning to experience the same mental imbalance and obsession over perfection as her father.

The "bad" ending occurs if most of the memories lead to the daughter viewing the artist negatively. Upon entering her old bedroom, and seeing the portrait of her, the daughter continues having flashbacks of the artist yelling at her for crying and making noise. Still viewing the portrait as an apology, the daughter thinks of the artist's smugness in thinking a painting would resolve her bad childhood. Viewing the portrait as not enough of an apology, in a room filled with bad memories, the daughter smashes it against a dresser. The action inadvertently knocking over a lit candelabra. Fire engulfs the room, leading the ceiling to collapse both trapping and burying the daughter in the burning house.

The "true" ending appears if the daughter collects all nine of her crayon drawings present throughout the house, and is able to rearrange them - with the lights on - to reveal a larger portrait of her. In darkness, a hidden sketch of a large rat reveals a map of the house, showing a marked location the daughter can now find. Realizing her father planted this clue knowing that she would see it, the daughter realizes her true inheritance is seeing the world as her father had. Upon following the map and finding a covered canvas, the daughter remembers being told that "insanity runs in my family", and decides to "let it run". This ending closes on the canvas being unveiled to show the same first layer the artist started with for his story, and the decrepit room appearing bright and intact as it had for the artist.

## **Development**

Layers of Fear was heavily inspired by P.T., a teaser game for the cancelled video game, Silent Hills. The plot, in particular the ending with the blank canvas, closely parallels Anthony M. Rud's short story "A Square of Blank Canvas" from the April 1924 issue of Weird Tales. The game uses the Unity game engine.







# Streets of Rage 4



Streets of Rage 4, known in Japan and Asia as Bare Knuckle IV (ベア・ナックルV), is a beat 'em up video game developed by Dotemu, Lizardcube and Guard Crush Games, released for Microsoft Windows, Nintendo Switch, PlayStation 4, and Xbox One on April 30, 2020. The game is a continuation of Sega's Streets of Rage series, which was a trilogy of games released during the early 1990s for the Sega Genesis.

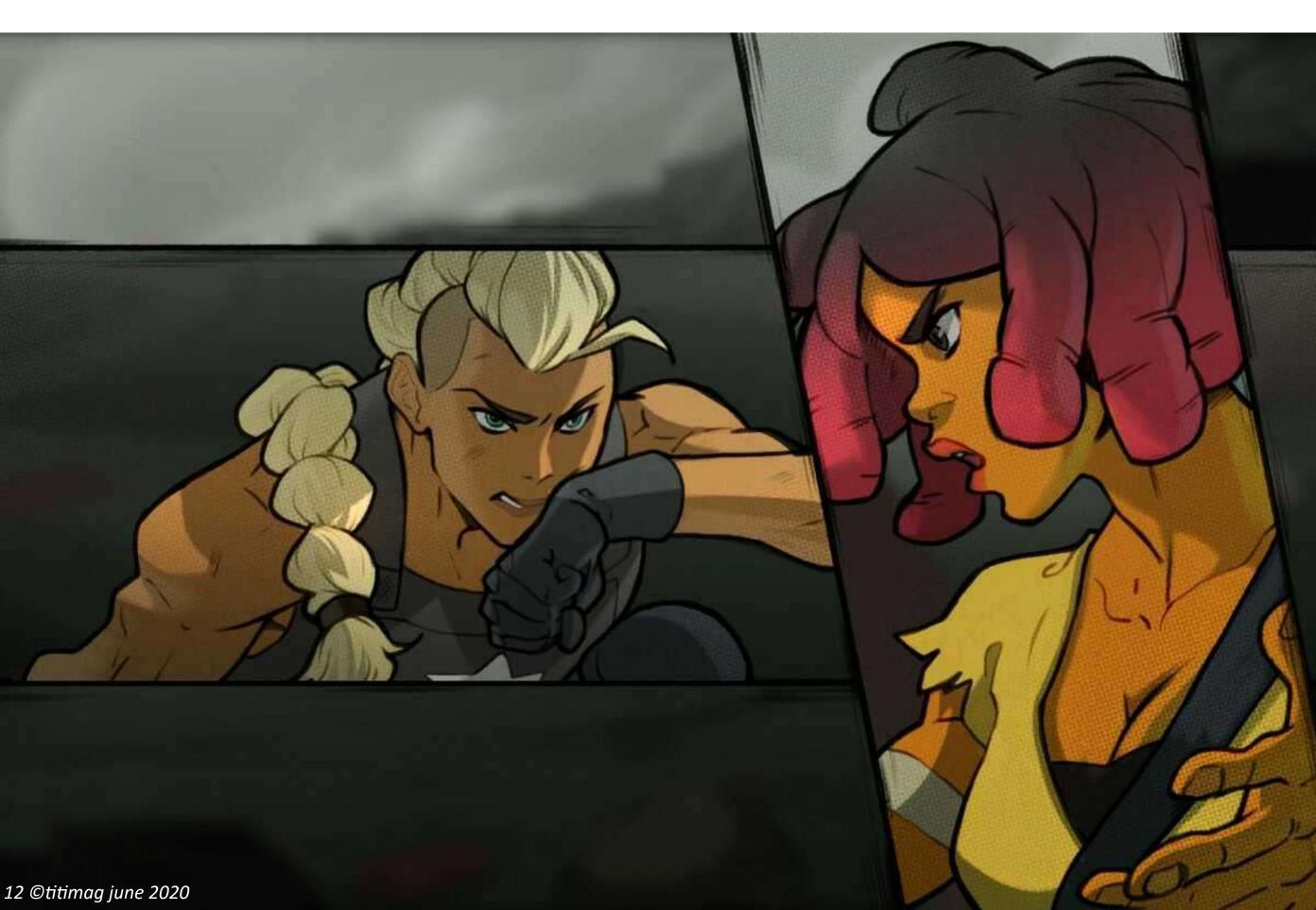
#### **Plot**

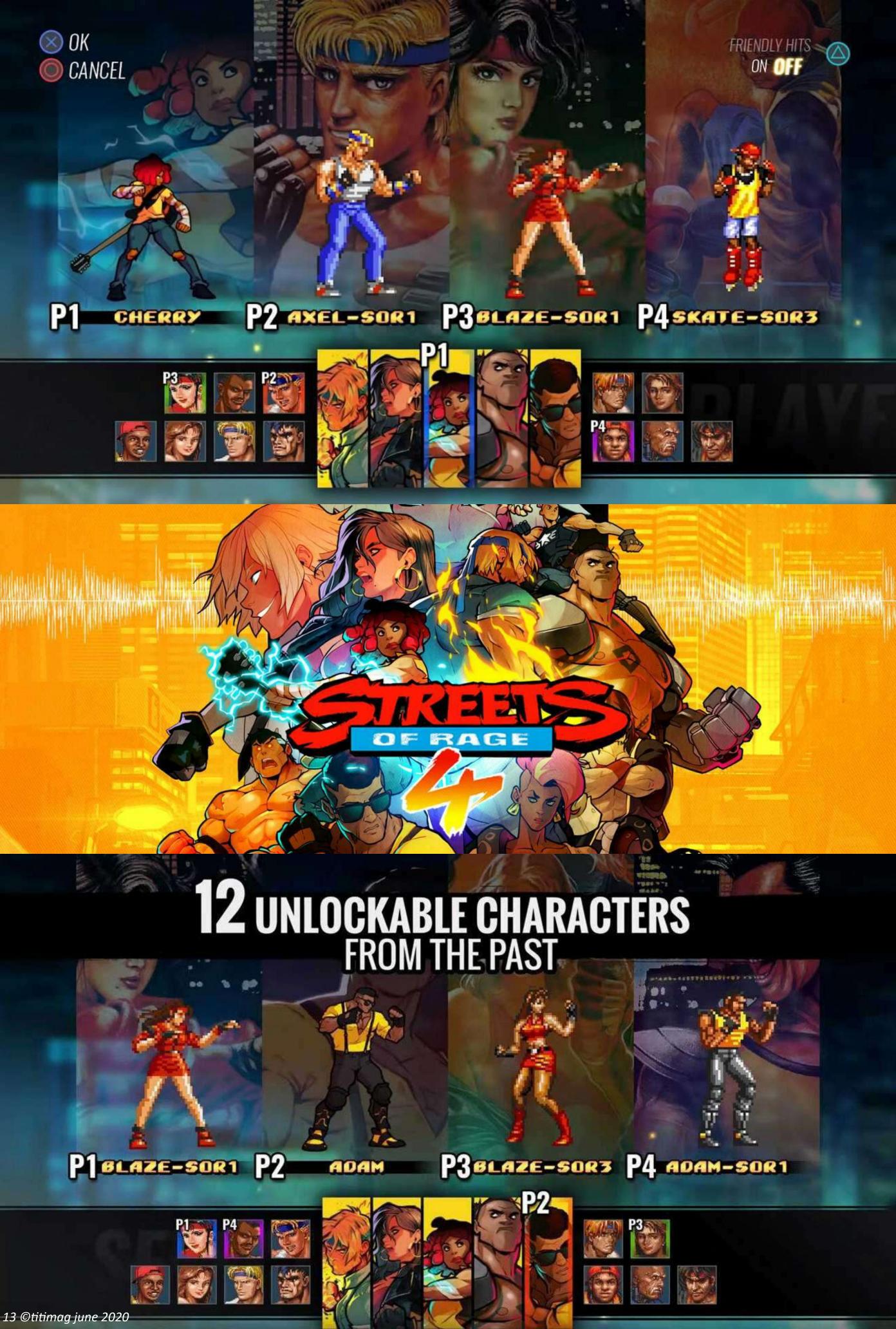
The game takes place ten years after the events of Streets of Rage 3, in which the criminal mastermind Mr. X was finally defeated. Initially thought to be in peace, Wood Oak City falls under the control of a new crime syndicate led by Mr. X's children, the Y Twins, who are planning on brainwashing the city by using hypnotic music. Learning about this corruption, Blaze Fielding calls in some old favors to take the twins down. Joining old friends Axel Stone and Adam Hunter are Cherry Hunter, Adam's daughter, and Floyd Iraia, a cybernetically enhanced apprentice of Dr. Zan.

### **Gameplay**

Carrying on the style of gameplay from previous entries in the Streets of Rage series, Streets of Rage 4 is a side-scrolling beat 'em up in which up to four players locally or two players online fight against waves of enemies, aided by disposable weapons and item pickups. Alongside standard attacks, throws, and Blitz Moves, each character has a set of special attacks that can be performed at the cost of some health. In this game, however, players can restore health spent on a special attack by performing successive follow-up attacks without getting hit. Each character also has a unique "Star Move", which can be performed by collecting Stars in each level. A new combo system is introduced, along with the ability to juggle opponents against walls and other players, allowing players to earn extra points by stringing together long combos without getting hit.

The main gameplay mode, Story Mode, sees players going through each level as the story is told, with a stage select unlocked after clearing Story Mode. Players have a limited number of lives depending on the difficulty setting, but can earn more by earning a certain number of points. If all players lose all of their lives, they will have to retry the level from the beginning, with the option to use assists that add extra lives and Star Moves at the cost of a reduced score. Upon clearing a level, players receive a rank based on how many points they scored. Points earned goes towards a lifetime score, which goes towards unlocking bonus playable characters from past games, presented in 16-bit style. The game also features Arcade Mode, which tasks players with clearing the entire game with limited lives, and Battle Mode, which lets two players fight against each other. The game also features a retro audio option, featuring music tracks from both the Mega Drive/Genesis and Game Gear versions of the first two games.







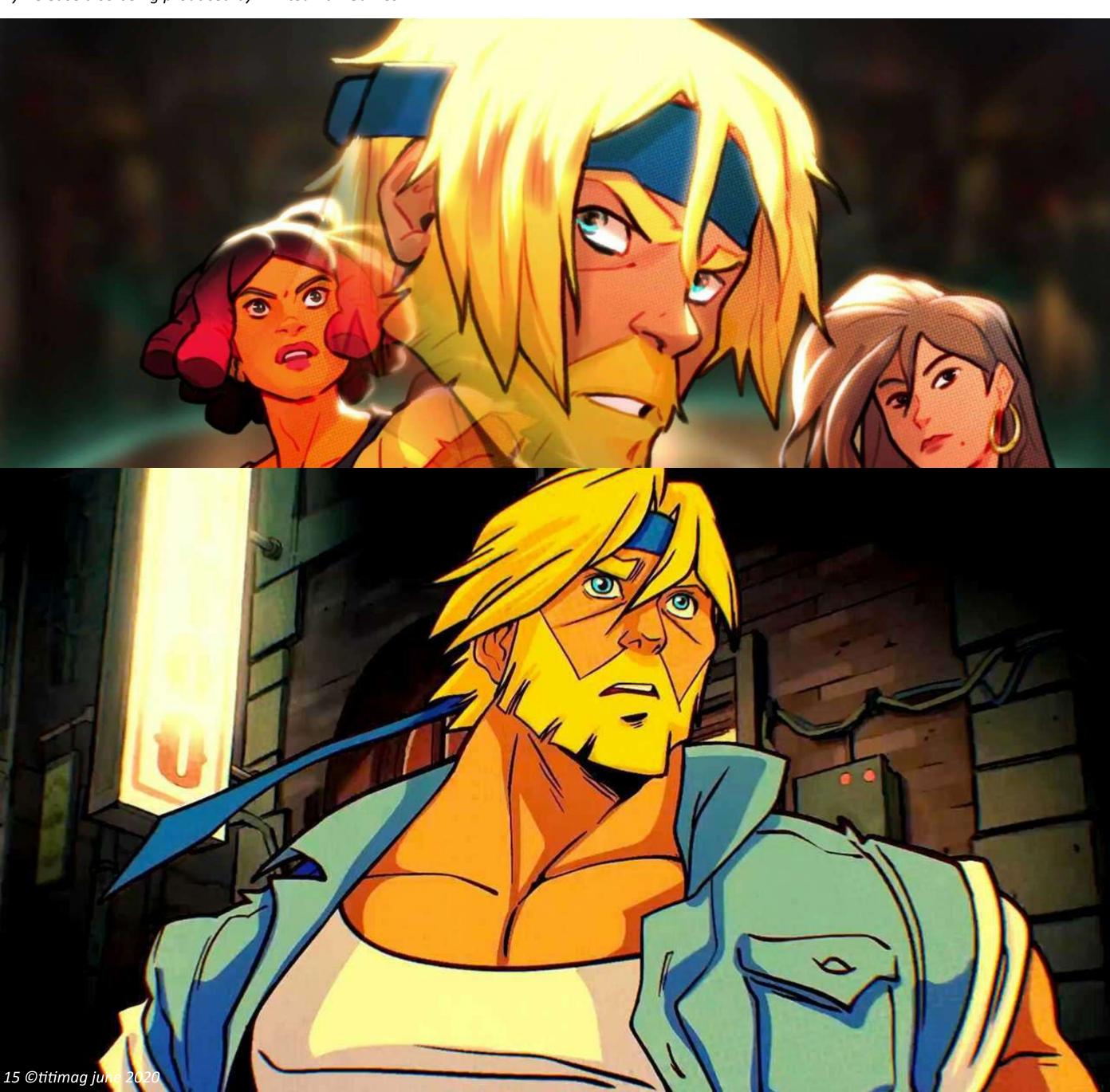
## **Development**

Following the success of Wonder Boy: The Dragon's Trap, a 2017 remake of 1989's Wonder Boy III: The Dragon's Trap, publisher Dotemu and developer Lizardcube approached Sega about creating a sequel in the Streets of Rage series. Sega agreed, licensed the franchise to Dotemu and production on the game began at the beginning of 2018, with the game publicly announced that August. The game was co-developed by Guard Crush Games, using a modified engine from their Streets of Fury game, with a core development team of five members across the three companies.

The soundtrack was primarily composed by Olivier Deriviere, with additional compositions from Yuzo Koshiro, Motohiro Kawashima, Yoko Shimomura, Keiji Yamagishi, Harumi Fujita, Das Mörtal, and Groundislava. The soundtrack is structured so that Deriviere wrote the primary themes, while each boss fight's theme was written by one of the guest composers. Koshiro was not a part of the project from the start, but joined in June 2019 after playing a demo of the game at BitSummit, an indie game showcase in Japan. He cited fan requests and how the game was coming along as reasons for joining. Hideki Naganuma was also originally set to contribute, but dropped out of the project due to scheduling conflicts before being replaced by Fujita. The game includes a retro soundtrack featuring tracks from both the 16-bit and 8-bit versions of Streets of Rage and Streets of Rage 2. Each playable Streets of Rage 4 character has approximately 1,000 frames of animation, with enemies having between 300-400 frames each.

#### Release

The game was released for Microsoft Windows, Nintendo Switch, PlayStation 4, and Xbox One on April 30, 2020. A limited physical release for the PlayStation 4 and Nintendo Switch versions by Limited Run Games is available as both a standard edition with reversible box art and a classic edition with a steelbook case and a Genesis-style clam-shell case. A limited edition version including a CD soundtrack, a 7-inch statue, a chicken stress ball, and an artbook has also been offered. The game's soundtrack was released digitally alongside the game on April 30, 2020 by Bravewave, with a limited vinyl release also being produced by Limited Run Games.







## Uncharted: The Lost Legacy



Uncharted: The Lost Legacy is a 2017 action-adventure game developed by Naughty Dog and published by Sony Interactive Entertainment for the PlayStation 4. It is a standalone expansion to Uncharted 4, and the first Uncharted game not to feature protagonist Nathan Drake. Players control treasure hunter Chloe Frazer, who seeks the Tusk of Ganesh in the Western ghats mountain ranges of India in the midst of a civil war, with the help of ex-mercenary Nadine Ross and Nathan's brother Samuel Drake.

Like other Uncharted games, Lost Legacy is played from a third-person perspective; players use firearms, and can use melee combat and stealth to defend against enemies. Players solve puzzles, incorporating several platformer elements to advance the narrative, and navigate the game world on foot or by vehicle.

Development of The Lost Legacy began soon after the release of Uncharted 4: A Thief's End in May 2016. Chloe, a supporting character who first appeared in Uncharted 2: Among Thieves, is the focus of the game, with the story, design and gameplay elements reflecting her character. Claudia Black, Laura Bailey and Troy Baker reprised their roles as Chloe, Nadine and Sam respectively, through voice and motion capture, and assisted writer Josh Scherr and creative director Shaun Escayg with the development of the characters and story. The game builds upon gameplay elements established in previous Uncharted titles with its more open-ended gameplay.

The Lost Legacy received generally positive reviews, with praise for its design, characterization and chemistry between the characters, and writing. Criticism focused at the game's similarity to Uncharted 4 and lack of innovation.

### **Gameplay**

Uncharted: The Lost Legacy is an action-adventure game played from a third-person perspective, with platform game elements. Players use fire-arms, melee combat, and stealth to defend against the hostile enemies. Players control Chloe Frazer—a treasure hunter who is physically adept and is able to jump, sprint, climb, swim, swing and perform other acrobatic actions. Players traverse several environments, moving through locations including towns, buildings, and temples to advance through the game's story. Players use firearms, melee combat, and stealth to defend against the hostile enemies. Players also drive vehicles during some gameplay segments.

Players and companions may take cover behind objects during firefights, using it as a tactical advantage and to avoid taking damage from enemies.

In combat, players can use long-ranged weapons, such as rifles and shotguns, and short-barreled guns such as pistols and revolvers; handheld explosives such as grenades and C4 are also available. Though players can attack enemies directly, they have the option to use stealth tactics to attack undetected or sneak by them; the game introduces silenced weapons. While the game is linear, environments feature multiple paths for players to explore; maps are larger than those in Uncharted 4: A Thief's End. The game features an artificial intelligence system in which hostile enemies react to any combat situation they are placed in; they respond to players' actions, coordinate tactics, and cooperate with each other. Players' companions are also controlled by the artificial intelligence, and can assist in combat by throwing objects at threats to stun them, announcing the location of unseen enemies, or using weapons to attack enemies. The game features periods without combat, often involving conversation between the characters. Players also have the ability to decide the outcome of some conversations through a dialog tree.

The game gives access to the multiplayer of Uncharted 4, with additional content tied into The Lost Legacy.







#### Plot

In India, treasure hunter Chloe Frazer searches for the legendary tusk of Ganesh, the son of Hindu god Shiva, who lost the tusk while defending his father's temple. Chloe's own father was killed by bandits while searching for the tusk. Chloe slips past insurgents and meets up with mercenary Nadine Ross. They sneak into the office of the insurgents' leader, Asav, who wants to use the tusk to rally India into a civil war. Chloe and Nadine steal a map pointing toward the tusk within the ancient Hoysala Empire and a disc that acts as a key.

In India's Western Ghats, Chloe and Nadine follow the trail of several towers emblazoned with Hindu weapons: Ganesh's trident, Shiva's bow, and the axe of Parashurama, who used the axe to remove the tusk. The trail leads them to one of Hoysala's two capitals, Halebidu, whose last emperor left to be conquered by the Persians seemingly out of vanity. They realise the emperor left a false trail; the tusk is at the larger capital, Belur. On the way there, they escape Asav and his men, but lose the disc. While spying on Asav's forces, Nadine sees her old enemy Sam Drake, brother of Chloe's old friend and former partner Nathan Drake; she realizes he is Asav's expert. When she expresses her intention to kill Sam, Chloe reveals she was working with him before he was kidnapped. Angry, Nadine separates from Chloe, but they make amends.

At Belur, they navigate several puzzles before being captured by Asav, who forces Chloe to use the disc to reveal the tusk. In the process, she discovers that Ganesh allowed Parashurama to cut off his tusk; as Shiva gave the axe to him, Ganesh did not want to shame his father by proving the axe useless. Asav triggers a trap and leaves Chloe, Nadine and Sam to drown. Chloe picks the locks on their handcuffs and they escape. Despite tensions between Nadine and Sam, the three chase after Asav to take back the tusk. Nadine is enraged to find that Asav is working with Shoreline, the mercenary group she used to run.

Asav trades the tusk to Orca, Nadine's former lieutenant, who now runs Shoreline. Chloe, Nadine and Sam down Orca's helicopter and learn that Asav traded the tusk for a bomb he plans to detonate in the capital and trigger civil war. Orca pulls a gun on Nadine, but Sam saves her, allowing her to shoot Orca dead. Commandeering a jeep, the three catch up to the train carrying the bomb. The women board the train and fight through Asav's men. Chloe and Sam switch the tracks, redirecting the train away from the city. In the engine car, Chloe and Nadine fight Asav, whose leg becomes trapped under the bomb. They jump to safety before the train falls from a collapsed bridge and explodes, killing Asav. Chloe and Nadine decide to go into business, while Sam reacts with horror at their intentions to donate the valuable tusk to the Ministry of Culture.

## **Development**

Naughty Dog began developing The Lost Legacy following the release of Uncharted 4 in May 2016, initially exploring narrative ideas. Kurt Margenau and Shaun Escayg were chosen to lead development as game director and creative director, respectively. Margenau was selected for his knowledge of programming and passion for gaming and interactivity, while Escayg was chosen for his understanding of narrative structure. The game's original score was written by Henry Jackman, who previously composed Uncharted 4.[9] While the development team initially contemplated creating Uncharted 5, they opted to create downloadable content (DLC) for Uncharted 4, as the simultaneous development of The Last of Us Part II led them to favor a more condensed story for a sooner release.

The Lost Legacy was announced at the PlayStation Experience event on December 4, 2016, alongside its debut gameplay trailer. A gameplay video was released in April 2017, revealing the release date and announcing the pre-order bonus: the original Jak and Daxter: The Precursor Lega-cy, emulated on PlayStation 4. A story trailer was also shown at E3 in June 2017. The game was released for PlayStation 4 on August 22, 2017 in North America, and August 23 in Europe.





## **Story and characters**

Claudia Black Laura Bailey

Black and Bailey reprised their roles as Chloe Frazer and Nadine Ross, respectively, in The Lost Legacy.

The team experimented with using Nathan Drake, protagonist of previous Uncharted games, as a secondary character, but found that it "felt superfluous". Several other characters were also considered as protagonists, including Charlie Cutter, Nathan's daughter Cassie, Nathan's brother Sam Drake and friend Victor Sullivan; the team felt Sullivan's age would hinder gameplay. They decided to follow Chloe Frazer and Nadine Ross, who first appeared in Uncharted 2: Among Thieves (2009) and Uncharted 4, respectively. The team opted to focus on new relationships with established secondary characters in the Uncharted series—a departure from Left Behind (2014), the downloadable content (DLC) for The Last of Us (2013), which instead focused on a "missing chunk of the story". They originally envisioned for the length of The Lost Legacy to be similar to Left Behind; as development progressed, they realized the game would be larger, and it became a standalone title instead of DLC, with an estimated length of over 10 hours.

Claudia Black and Laura Bailey portrayed Chloe and Nadine, respectively, in The Lost Legacy, reprising their roles from previous entries in the series. The actors' performances were mostly recorded using motion capture, with remaining audio elements recorded later in a studio. Video recording also captures the actors' faces, for animators to later construct. The game's actors regularly contributed to the development of the characters; co-writer Josh Scherr found that the actors were more familiar with the character motivations, and made changes to the script throughout production. The game was built around Chloe's character, with the narrative and art design reflecting her darker, grounded mindset. When returning to the character, Black was intrigued by the events that took place in her life between Uncharted 3 and The Lost Legacy. The team placed particular importance on Chloe's design in The Lost Legacy, maintaining familiar elements like her ponytail, but displaying minor signs of aging, including wrinkles. Her design and fighting style is different from Nathan Drake's, and her animations were altered as a result. The team found Chloe's character interesting as her moral compass is a "little bit less directed" than Nathan's; while she would previously seek artifacts for the reward, she is interested in the history of the Tusk of Ganesh due to its relevance to her family, and Scherr found this interesting to explore. They were also interested in exploring Chloe's coping mechanism from previous games: while she would previously escape a dangerous situation to save herself, in The Lost Legacy she is forced to persevere due to her leadership. The team felt that Chloe would require a partner with military expertise, and Nadine would be desperate for more work following Uncharted 4. The pairing of the characters interested the team due to their vast differences: Chloe is "spontaneous and impulsive", whereas Nadine is structured, and they need to overcome their differences in order to work together. The writers felt that the banter between the characters required subtlety over previous series entries; during development, they sometimes found that the dialogue was "too friendly", and altered the script as a result.

The game's antagonist, Asav, is portrayed by Usman Ally. When preparing for the role, Ally met with Escayg to discuss experiences with "despotic regimes that had their roots in what was perceived as a noble cause". Escayg compared Asav to Mexican medical surgeon José Manuel Mireles, having seen the documentary Cartel Land (2015); Ally described Mireles as "someone who had the charisma and belief in his people to rise up and lead a revolution of sorts", noting that Asav possesses a similar mindset and weaknesses. Ally found that relating to historical revolutionaries allowed him to better understand the character's logic. His childhood experiences living in corrupted countries also helped with his portrayal of Asav.

Scherr and Escayg wrote the game's story. While previous Uncharted games followed specific historic figures, such as Marco Polo and Henry Avery, The Lost Legacy instead focuses on the region, and the surrounding philosophy and culture, due to the shorter development team allowing less intensive research. The writers particularly focused on Hinduism and the surrounding mythology when researching for the story. With The Lost Legacy, the team aimed to include the "slightly more fantastical feel" from the first three Uncharted games, which was absent from Uncharted 4 due to the grounded story.[6] Escayg found that the game's smaller scope allowed a better opportunity to explore each individual character, and their stories and viewpoints. He also attempted to demonstrate characters' emotional state through gameplay. The story of The Lost Legacy allowed the team to explore gameplay elements scrapped from Uncharted 4.

## Art design and gameplay

While some of the large open areas of Uncharted 4 were limited by the game's development schedule, Naughty Dog updated the production process to allow up to five teams to develop one location at a time for The Lost Legacy. The natural diversity of the Western Ghats area also allowed the team to explore different settings, including jungles, mountains, temples, and large urban environments. The iconography and deities of India were also appealing to the team.

The team reworked the combat mechanics of Uncharted to better fit Chloe's size and fighting style; while Nathan fought like a brawler, Chloe utilizes more martial arts techniques. While players have the ability to control the character and camera in the game, the team orchestrate gameplay elements to construct specific shots. "There's very little that's random," said art director Tate Mosesian. The team sought to "take advantage" of color when composing shots in the game. The team purchased a lock picking set during development, to assist with the implementation of the in-game lock picking mechanics.





## Scorn



Scorn is an upcoming first-person shooter horror game developed by Ebb Software for Microsoft Windows and Xbox Series X. The game is directly inspired by the works of H. R. Giger and Zdzisław Beksiński.

## **Gameplay**

The player controls a strange skinless humanoid, lost in a nightmarish world filled with odd creatures and macabre tapestry, resembling a living techno -organic structure composed of steel, flesh, and bone. The player will explore different interconnected regions in a non-linear fashion, searching for answers that will explain more about the game's world.

The game, thus far, presents two main weapons: a pistol and a shotgun. The player starts with the pistol, a 6-shot weapon dealing mild damage to the in-game enemies. It appears to be completely organic, beginning with the mouth-looking base for the weapon which can be opened to let the pistol itself be removed and exchanged for the shotgun. The shotgun is a 3-shot weapon that deals considerable damage to enemies close-up, but the damage drops at long distances. The shotgun is composed of the same materials as the pistol, appearing to be made from organic matter.

## **Development**

The developers have claimed to design the game around the idea of "being thrown into the world", and as such, very little context is given about the game's setting. The developers have explained that they want the unsettling environment to be a character in itself.

The game was first announced on the 12th of November 2014, with a trailer showing pre-alpha footage, followed by an unsuccessful campaign on Kickstarter in December 2014, but despite this, the game remained in development with a planned two-part release. In January 2015, Scorn received private funding from an investor and began into full production in February 2015. The game was planned to be released in two parts, the first is called Dasein (German pronunciation: [ˈdaːzaɪn]), a German word that means "being there" in vernacular German (German: da "there"; sein "being"), and "being-in-the-world" in Martin Heidegger's philosophy. Later, the production team announced to launch the game as a whole, instead of parts, although the release date was yet unannounced.

In 2017 Ebb Software launched a second Kickstarter, reaching its goal of €150.000 in September of that year.

On May 7th, 2020, was announced that the video game will be published in exclusivity for Xbox Series X running in 4k and 60fps, and will not be released on the previous generation of consoles because the developer team didn't want to time on a version of the game under these specifications and overall not "a good experience". Scorn will be released also on Steam, Windows Store, and GOG.











# Uncharted 4: A Thief's End



Uncharted 4: A Thief's End is a 2016 action-adventure game developed by Naughty Dog and published by Sony Computer Entertainment. It is the fourth main entry in the Uncharted series. Set several years after the events of Uncharted 3: Drake's Deception, players control Nathan Drake, a former treasure hunter coaxed out of retirement by his estranged brother Samuel. With Nathan's longtime partner, Sullivan, they search for clues for the location of Henry Avery's long-lost treasure. A Thief's End is played from a third-person perspective, and incorporates platformer elements. Players solve puzzles and use firearms, melee combat, and stealth to combat enemies. In the online multiplayer mode, up to ten players engage in co-operative and competitive modes.

Development of Uncharted 4 began in 2011, soon after the release of Uncharted 3. It was led by creative director Amy Hennig and game director Justin Richmond. Development was hampered in 2014 due to Hennig and Richmond's departure from Naughty Dog; they were replaced by Neil Druckmann and Bruce Straley. The team sought to incorporate elements of open-world gameplay, with larger levels to encourage free-roaming exploration and combat. The relationship between Nathan and Elena was central, and Naughty Dog attempted to humanize them more than in previous games. A Thief's End was released in May 2016 for the PlayStation 4. It was Naughty Dog's first game developed specifically for the PlayStation 4. The team took advantage of the advanced hardware to process larger dynamic environments.

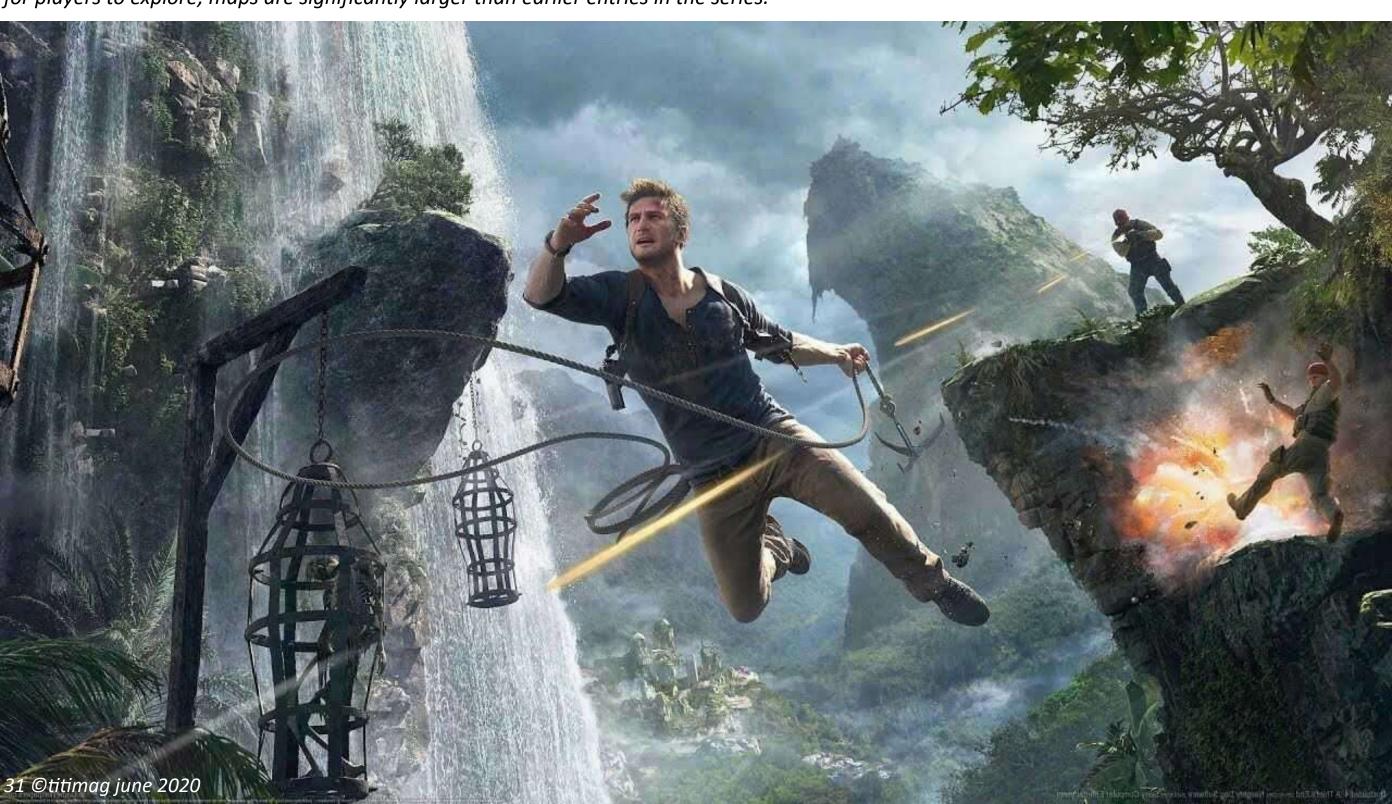
Following its announcement in November 2013, A Thief's End was widely anticipated. The game was acclaimed by reviewers, particularly for its game-play, narrative, emotional depth, visuals, and multiplayer. Several reviewers found the game a worthy conclusion to Nathan's story. It won several year-end accolades, including Game of the Year awards from several gaming publications, critics, and game award ceremonies. With over 15 million copies sold, it is the highest-selling Uncharted game and one of the best-selling PlayStation 4 games. A standalone expansion, The Lost Legacy, was released in 2017.

## Gameplay

Uncharted 4: A Thief's End is an action-adventure game played from a third-person perspective, with platforming elements. Players traverse several environments, moving through locations including towns, buildings and wilderness to advance through the game's story. Players use firearms, melee combat, and stealth to combat against hostile enemies. For most of the game, players control Nathan Drake—a treasure hunter who is physically adept and is able to jump, sprint, climb, swim, scale narrow ledges and walls, swing with a rope, use a grappling hook and perform other acrobatic actions. Players also drive vehicles during some gameplay segments.

Gameplay in Uncharted 4 emphasizes the ability to defeat hostile enemies by using stealth tactics, including hiding in tall grass and sneaking undetected, as well as the use of the grappling hook to quickly traverse environments. (0:20)

In combat, players can use long-ranged weapons, such as rifles and shotguns, and short-barreled guns such as pistols and revolvers; handheld explosives such as grenades and dynamite are also available. The game's melee combat system was also reworked to avoid the presence of quick time events. The grappling hook allows players to leap over gaps, often giving them a tactical advantage in combat. Though players can attack enemies directly, they have the option to use stealth tactics to attack undetected or sneak by them. While the game is linear, environments feature multiple paths for players to explore; maps are significantly larger than earlier entries in the series.





The game features an artificial intelligence system in which hostile enemies react to any combat situation they are placed in; they respond to players' actions, coordinate tactics, and cooperate with each other. Players' companions are also controlled by the artificial intelligence. The game introduces a dialogue tree, allowing players to decide the outcome of some conversations, though it does not affect the story's progression. Extra visual filters and modes, such as a zero-gravity mode, bullet time gameplay, and a cel-shaded art style, can be unlocked by using points players collected in the main game.

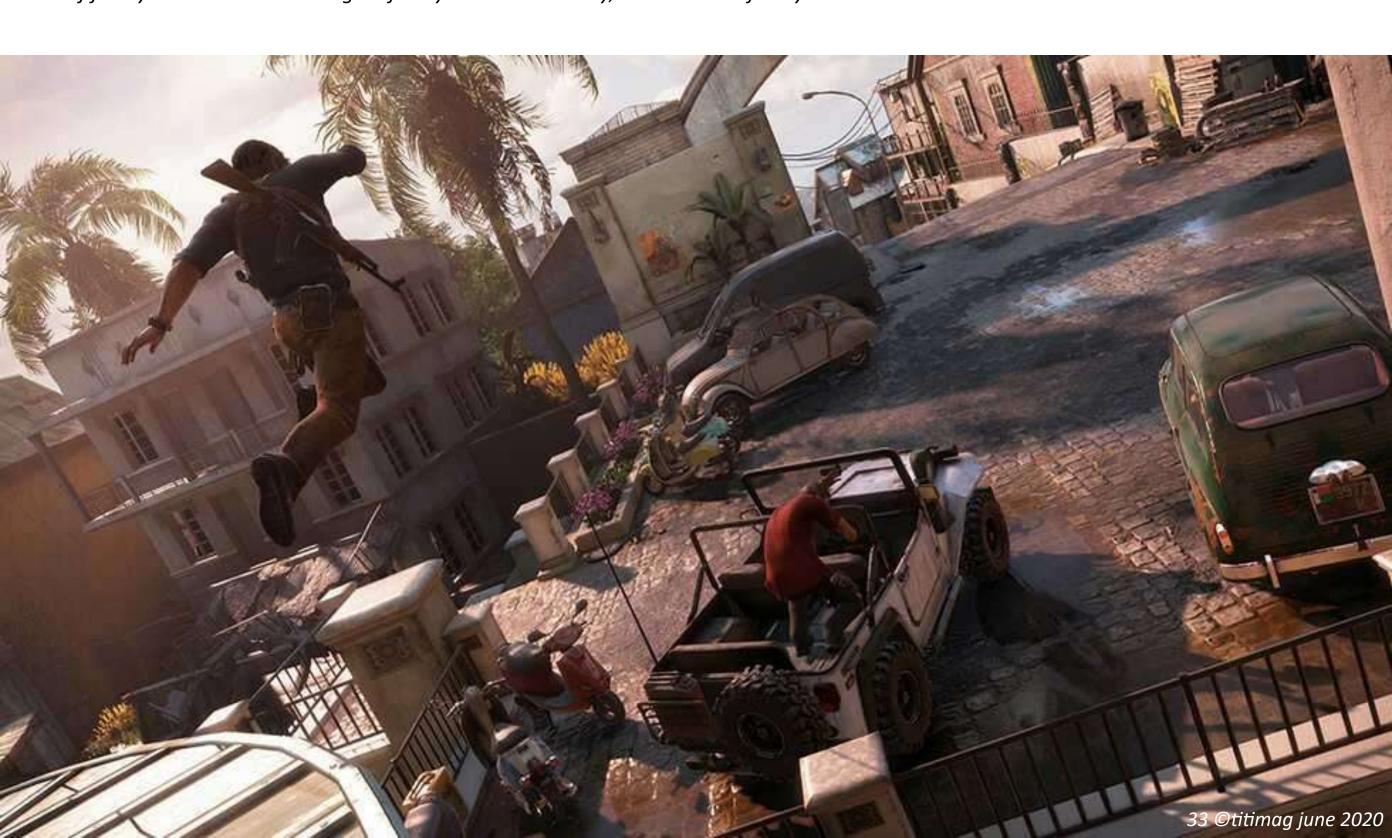
## Multiplayer

The game's online multiplayer allows up to ten players to engage in competitive gameplay in recreations of multiple single-player settings. Players control different characters from the series, and are tasked to defeat their opponents. The game features five multiplayer game types: Command, in which players capture sites to attain points; Ranked and Team Deathmatch, which are deathmatch game types where players kill their opponents; Plunder, a capture the flag game mode in which players seek the idol; and Trials, where players cooperate to defeat non-player characters. Treasures can be found in all maps, which can be used to purchase items and weapons. Multiplayer features "Mysticals"—supernatural power-ups that boost players' ability; for example, the "Wrath of El Dorado" damages all opponents standing next to it, while the "Cintamani Stone" can heal both players and their teammates. Companions, known as Sidekicks, can be summoned to assisted players, and have different functions: Hunters immobilize their closest opponent for an easier kill, Saviors provide medical support and ammunition to players, Snipers defend locations with a sniper rifle, and Brutes attack enemies using a heavy machine gun. A cooperative survival mode, released in December 2016, features three players fighting against waves of enemies that continually increase in difficulty.

## **Development**

Naughty Dog began developing Uncharted 4: A Thief's End in 2011, following the release of Uncharted 3: Drake's Deception. The developer had split into two teams in 2009, to develop Uncharted 3 and The Last of Us concurrently; the former team, led by creative director Amy Hennig and game director Justin Richmond, began preliminary work on Uncharted 4 in November 2011. Hennig and Richmond led development for several years, until their departure from the company in March 2014. In June 2014, it was announced that Neil Druckmann and Bruce Straley were working on the game as creative director and game director, respectively; Druckmann and Straley had previously led the development of The Last of Us. Initial reports claimed that Hennig was "forced out" of Naughty Dog by Druckmann and Straley, though co-presidents Evan Wells and Christophe Balestra later denied this. After taking over development, Druckmann and Straley scrapped about "eight months of [Hennig's] story". They faced great difficulty after Hennig's departure, due to the more limited development time and significant story changes.

Druckmann co-wrote the story alongside Josh Scherr. Tom Bissell and Ryan M. James also provided additional writing on the game, particularly contributing to companion, enemy, and multiplayer dialogue; Bissell and James also performed the game's historical research. The writers challenged themselves to "tell a meaningful human story with complex relationships ... in this more lighthearted drama". The narrative pacing of the game was seen as a benchmark for several of its environments and gameplay beats. Despite adding some nonlinear gameplay allowing freedom and player decisions, the writers wanted to tell a specific story and explore specific emotional moments, avoiding features such as multiple endings. The game explores the theme of family: both Nathan's surrogate family in Elena and Sully, and his blood family in Sam.



The relationship between Nathan and Elena was a central focus of the game's development, as Naughty Dog attempted to humanize the former more than in previous games. The team consider Nathan a reflection of their own mentalities; as they have grown older and matured, Nathan has also matured in age and wisdom. The game's actors regularly contributed to the development of the characters; Druckmann found that the actors were more familiar with the character motivations, and took their advice while writing. Straley wanted to explore character relationships deeper than previous Uncharted games, taking inspiration from the story of The Last of Us. The announcement of Laura Bailey, a white actress, portraying the character of Nadine Ross, who is of Black South African descent, led to some backlash. Druckmann explained that when the character was conceived, her ethnicity was not yet determined; Bailey was chosen from the audition of casting calls from actors of several heritages. Druckmann also noted that a Caucasian character in the game is voiced by a black voice actor.

Uncharted 4: A Thief's End was Naughty Dog's first original game developed for the PlayStation 4, having re-released The Last of Us for the console as The Last of Us Remastered in July 2014. Remastered allowed the team to become accustomed to the architecture, having previously suffered great difficulties switching from PlayStation 2 hardware to PlayStation 3 during development of Drake's Fortune. The game's texture resolution is at least four times larger than Uncharted 3's. While the team initially aimed for the entire game to run at 60 frames-per-second, restrictions in the environment limited the single-player mode to 30 frames-per-second; the multiplayer mode runs at 60 frames per second.

For the game's environment sounds, the team performed outdoor recording; they ensured the environments "felt alive but not overbuilt" by introducing several ambient changes as players progress through the locations. The variation of in-game locations introduced several challenges for the team, as they attempted to make each location very different for players to feel as if "they were being propelled to different locations across the world". The game also uses quadraphonic sound, which senior sound designer Jeremy Rogers described as more "intricate" than previous games, due to availability of memory while developing Uncharted 4. The game's original score was written by Henry Jackman, with additional music by Alex Belcher, replacing former series composer Greg Edmonson.

## Release and promotion

Uncharted 4 was marketed at several gaming events and conventions.

Uncharted 4 was announced on November 14, 2013, alongside its debut trailer. The full title was unveiled on June 9, 2014, at Sony's E3 2014 press conference. The announcement ignited widespread anticipation within the gaming industry, which journalists owed to Naughty Dog's reputation and the series' significance. The game missed its original projected release date of late 2015, pushed several times to May 10, 2016 for further polishing. Naughty Dog announced single-player downloadable content, due to the success of The Last of Us: Left Behind (2014).[48] Uncharted: The Lost Legacy, a stand-alone expansion, was revealed in December 2016 and released in August 2017 for PlayStation 4, featuring Chloe Frazer and Nadine Ross. Uncharted 4's multiplayer received several updates and free downloadable content after release, including Lost Treasures in June 2016, Bounty Hunters in September 2016, Survival in December 2016, and King of the Hill in March 2017.

To promote pre-order sales, Naughty Dog collaborated with several retailers to provide special editions of the game with extra content. The game received several trailers, which debuted at events such as Paris Games Week, The Game Awards,[56] and PlayStation Experience, as well as preceding select screenings of Star Wars: The Force Awakens (2015), Batman v Superman: Dawn of Justice, and 10 Cloverfield Lane (both 2016). After the release of the game's story trailer, Ubisoft's Aymar Azaïzia noticed the use of a piece of art from Assassin's Creed IV: Black Flag (2013); Naughty Dog replaced the art in a new version of the trailer, and released a statement apologizing to Ubisoft.













NOTE 7 Lite Explore the new NOTE

\$175

# 48 M P Quad camera

Explore more ways to shoot portraits, macro and video camera, have it all.

### Rapid Smartphone Recharge 5000 mAh high-capacity battery

Spend 3 hours charging to enjoy up to 4 days battery life. Charge your battery rapidly through the 2A Super charge 2.0 option.

## 5000 mAh

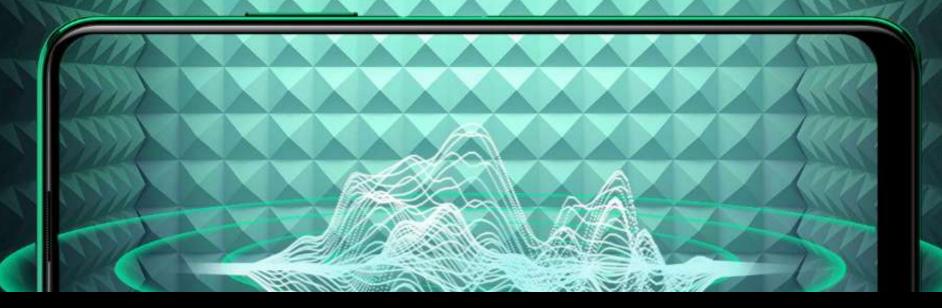




### Explore more beautiful sounds with DTS®

The Infinix NOTE 7 Lite features DTS® 3D enhancement for more immersive movies and games, with or without headphones. DTS® audio optimizations produces crisper, louder, more balanced sound across all your favorite content.

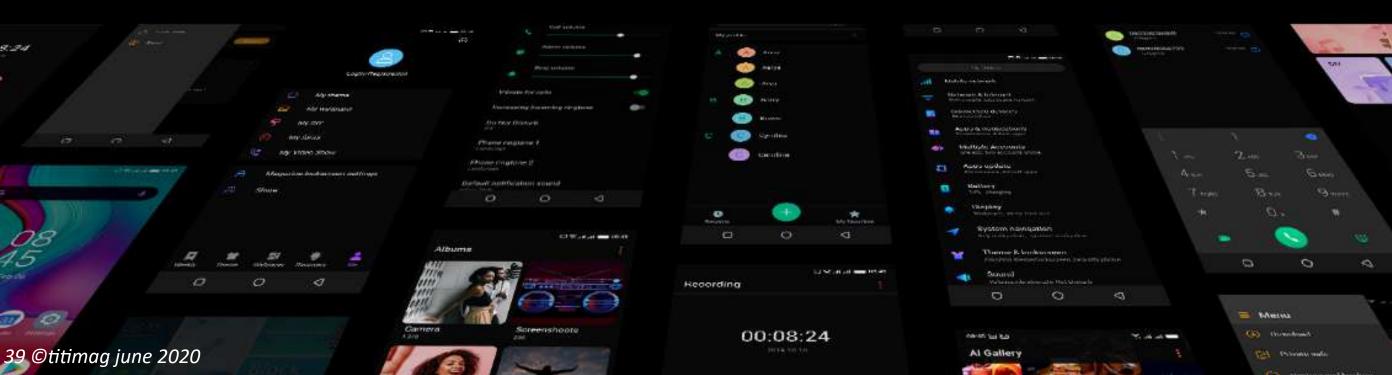




### X0S 6.0

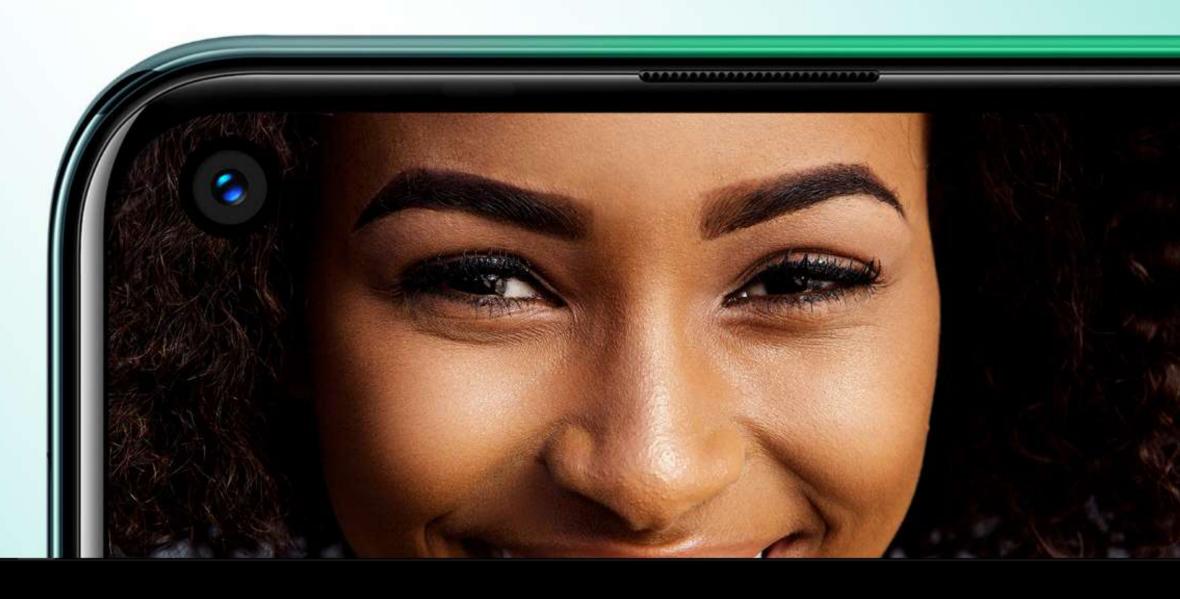
### Delight in Smart Life! Easy · Exclusive · Exceeding

XOS6.0 brings revolutionary changes with its new exciting features. Customize your phone to your taste, avail of the latest features such as Dark Theme and Android 10 Gesture Navigation.



### Front 8MP Al camera

All about selfies, all about beauty



### Answer with a gesture

Simply draw "V" gesture in the air to answer calls and hover your Palm above the screen to reject calls.



### Explore the new NOTE More ways to Unlock

Fast and more intuitive than ever before, Infinix NOTE 7 Lite comes with a side-mounted fingerprint sensor. Unlock your phone in an instant tap.





### Infinity-0 Display

Meet the 6.6 inch 20:9 aspect ratio cinematic wideInfinity-O display. With a slimmer bezel-less design at 90.5% screen-to-body ratio, immerse yourself in brilliant experiences and enjoy the vivid details.

Infinity-0

display

6.6 HD+

Size

90.5%

Screen-to-body ratio

20:9

Ratio









### Live a better day.

Built-in GPS. Water resistance to 50 metres.<sup>1</sup> A lightning-fast dual-core processor. And a display that's two times brighter for increased visibility in direct sunlight.<sup>2</sup> Full of features that help you stay active, motivated and connected, Apple Watch Series 2 is the perfect partner for a healthy life.

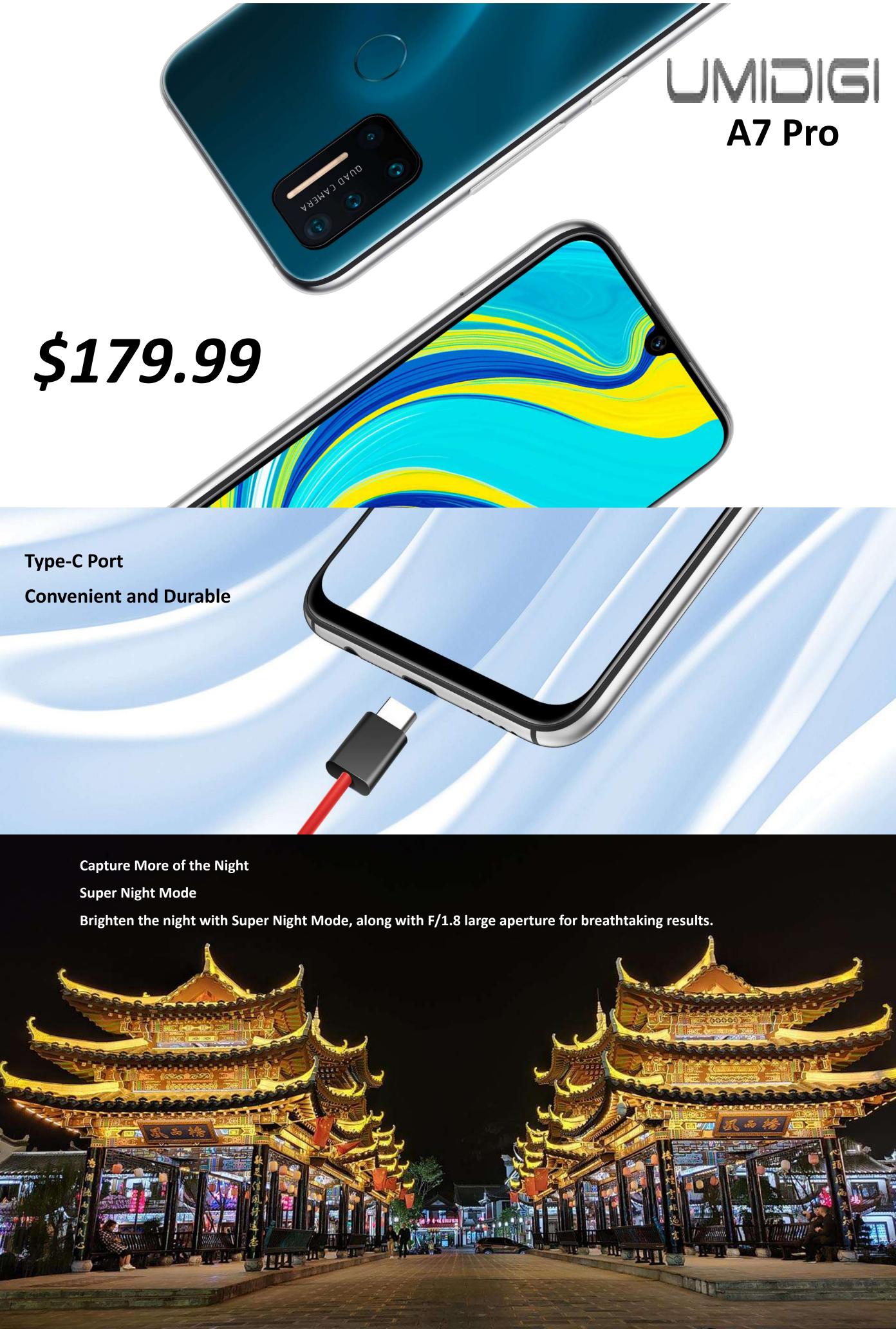




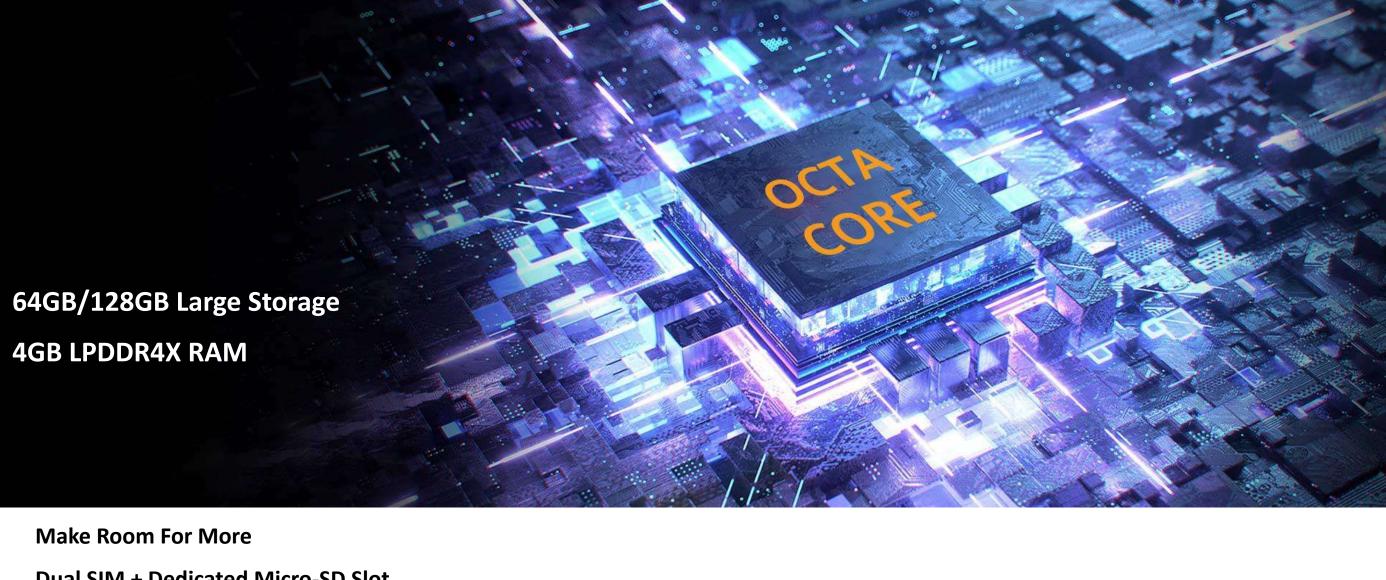




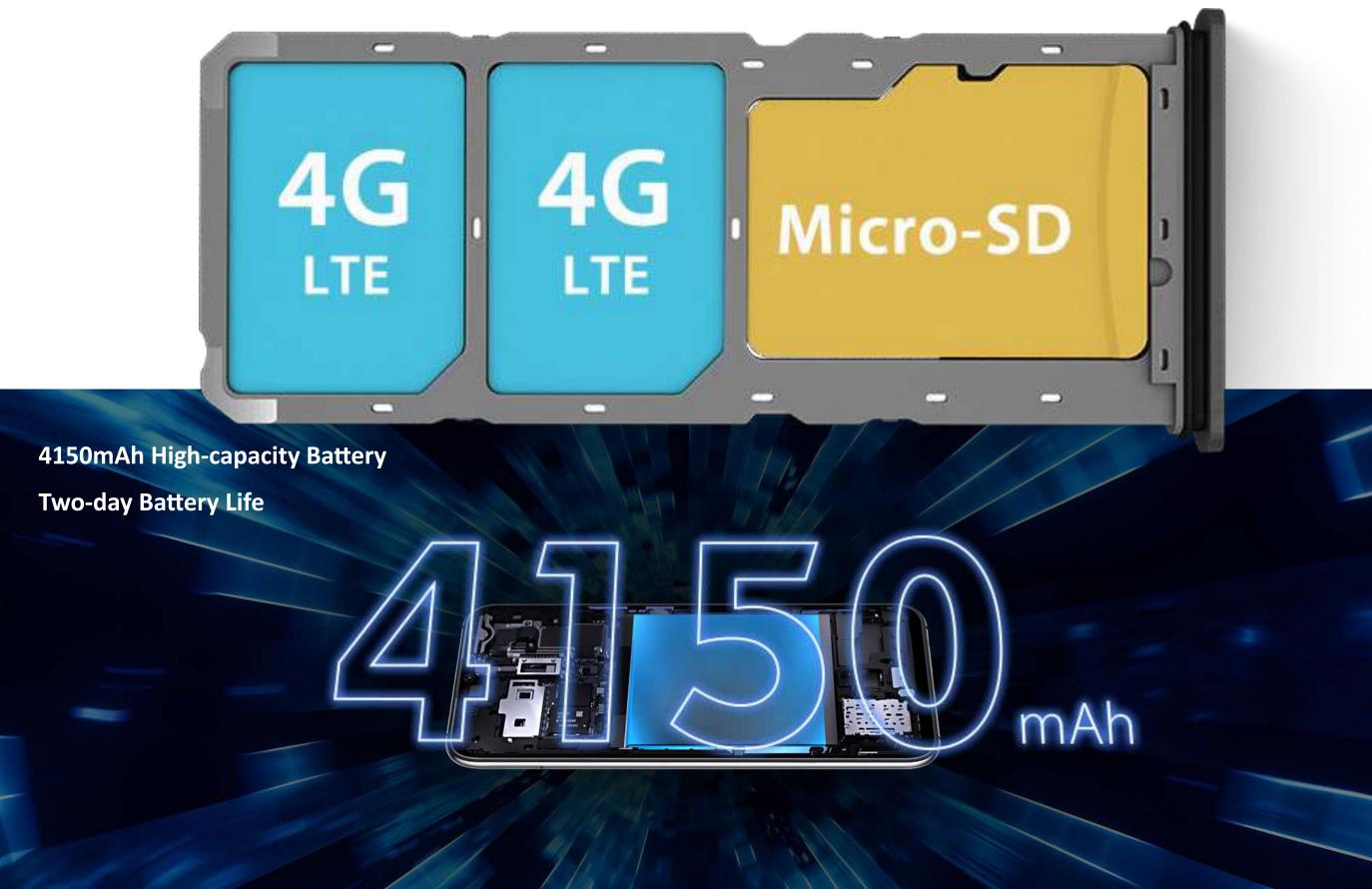








**Dual SIM + Dedicated Micro-SD Slot** 









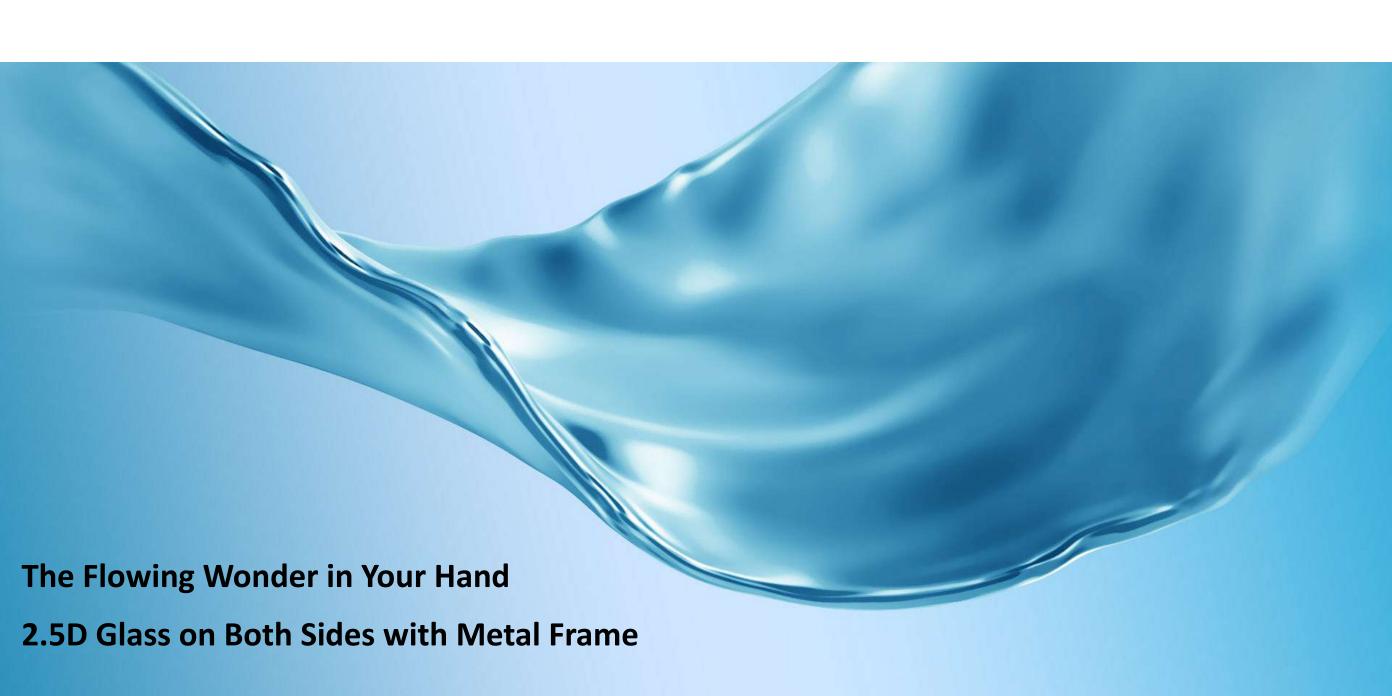
android 10

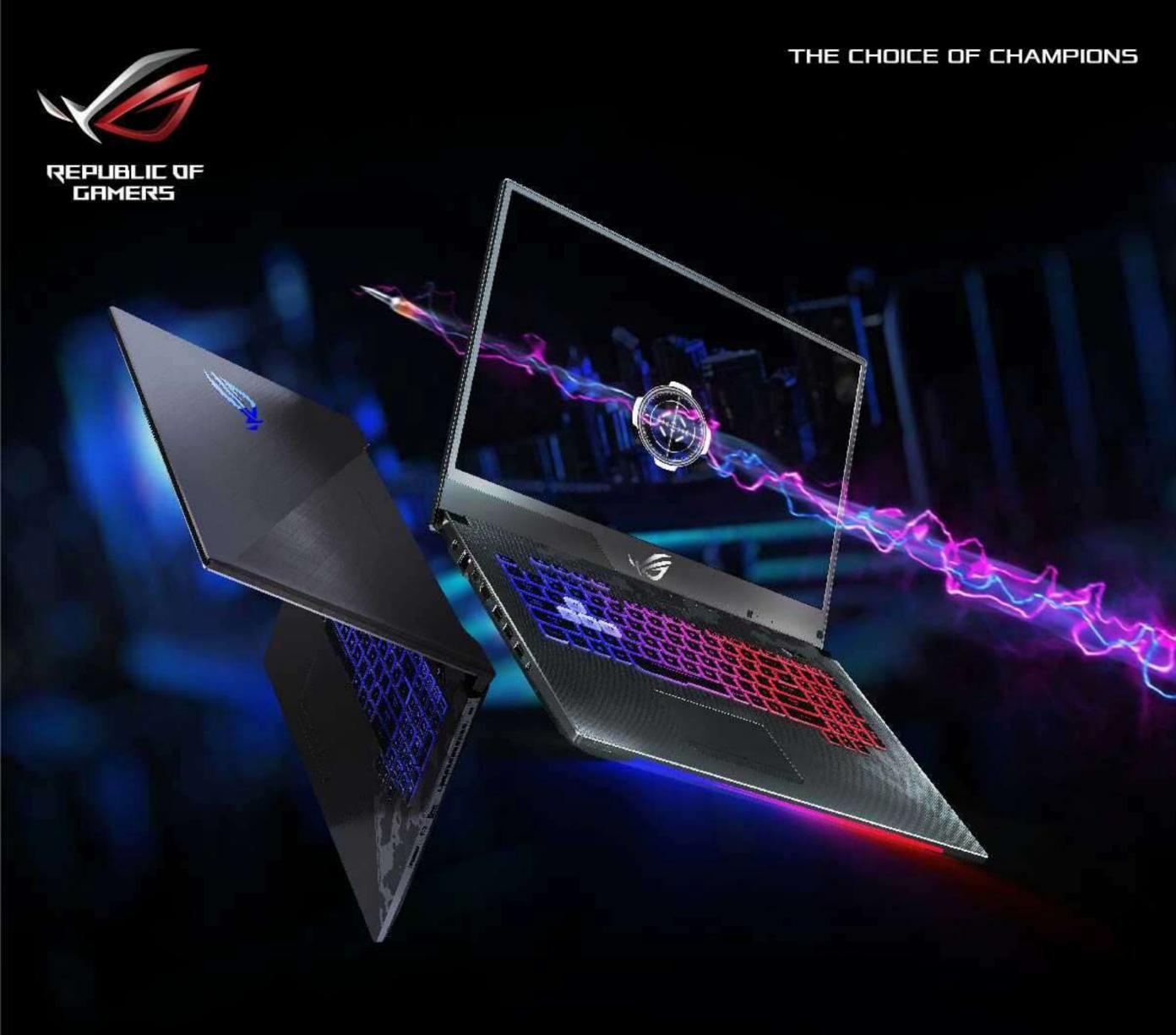
The newest Android you want. System-wide dark theme, privacy controls and so on, the UMIDIGI A7 Pro offers more features than ever on the fastest and smoothest pure stock Android 10.











### RUG STRIX SERR II

#### PRECISION KNOWS NO BOUNDS

17.3" DISPLAY INSIDE A 15.7" CHASSIS

Less than 40cm wide with an 80% screen-to-body ratio, SCAR II is more portable than other 17" gaming laptops. TAKE AIM ON AN ULTRAFAST SUPER-NARROW-BEZEL DISPLAY

> 144Hz refresh rate, 3ms response time and 100% sRGB for the smoothest, sharpest visuals

UNLEASH MAXIMUM PERFORMANCE
WITH HYPERCOOL PRO

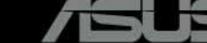
Powerful cooling system unlocks the potential of the high-performance 8<sup>th</sup> Gen Intel® Core™ CPU and GeForce® GTX 10-Series GPU



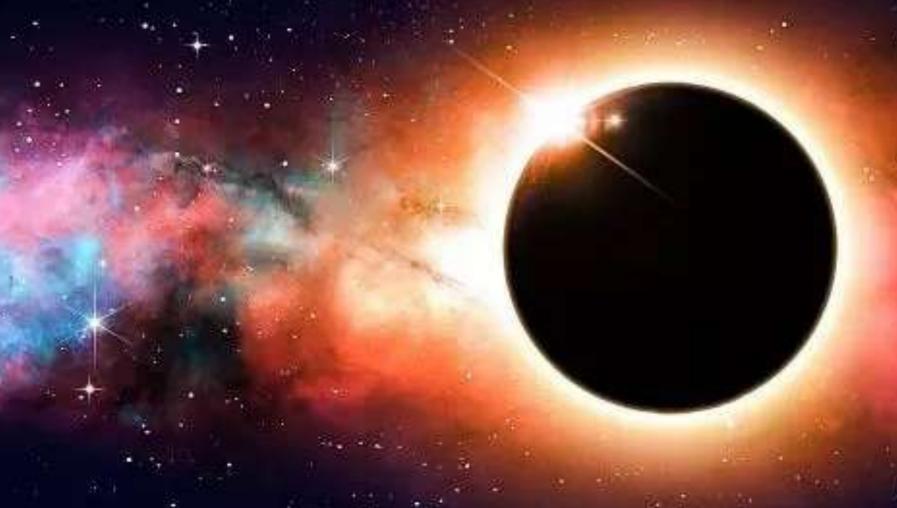


8<sup>th</sup> Gen Intel<sup>®</sup> Core<sup>™</sup> processors: Designed for what's coming next Found at: www.asus.com

\*Intel, the Intel Logo, Intel Inside, Intel Core, and Core Inside are trademarks of Intel Corporation or its subsidiaries in the U.S. and/or other countries.







#### ALONE

Walking down this lonely road

Time and after time I keep fazing out.

Like sea breeze, it is hard to tell which

direction to go.

Wondering if there is hope for me out there.

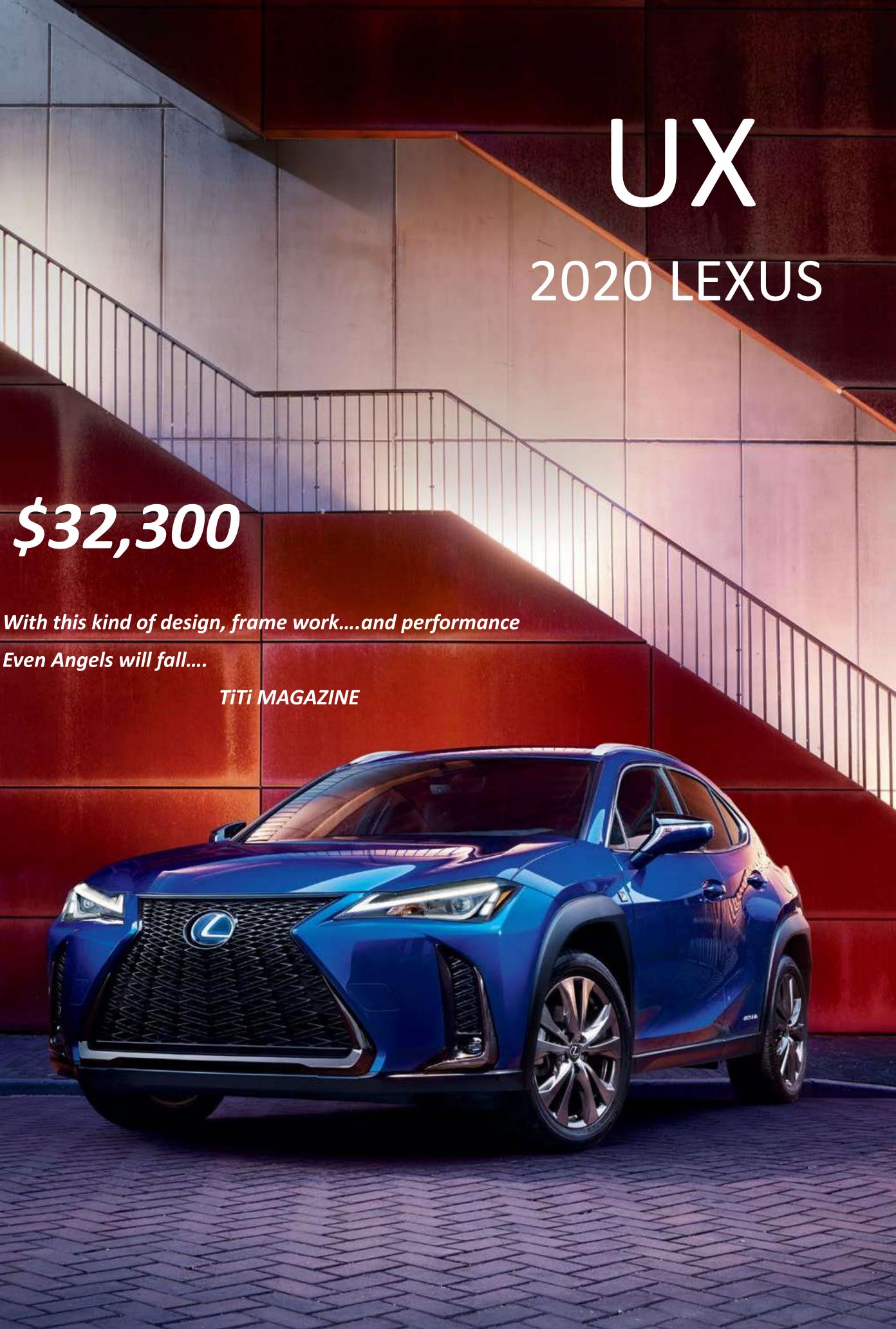
Am I alone in this cold dark world!

I keep wondering like a void in empty

space.

Will I ever survive this torment.





### **ENGINEERING**FOR EXPLORATION

With a best-in-class turning radius and specially tuned suspension, the UX performs as well in tight spaces as it does on the open road.



The 2020 UX









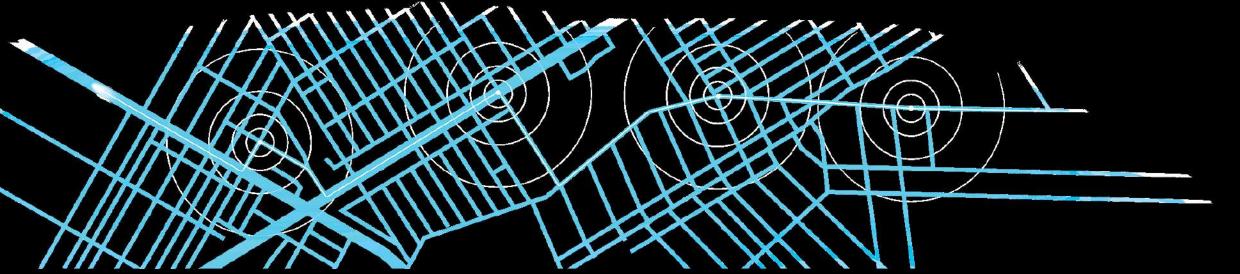






















available.













## You drive us forward.

CONGRATULATIONS TO 2017'S TOP NISSAN DEALERS.



#### The new Cayenne Turbo S E-Hybrid



Elegance at its best, with a fine touch of modern craftsmanship; putting the New Cayenne turbo S E-Hybrid among the big names in the world of automobile.

















### Wheels and brakes.

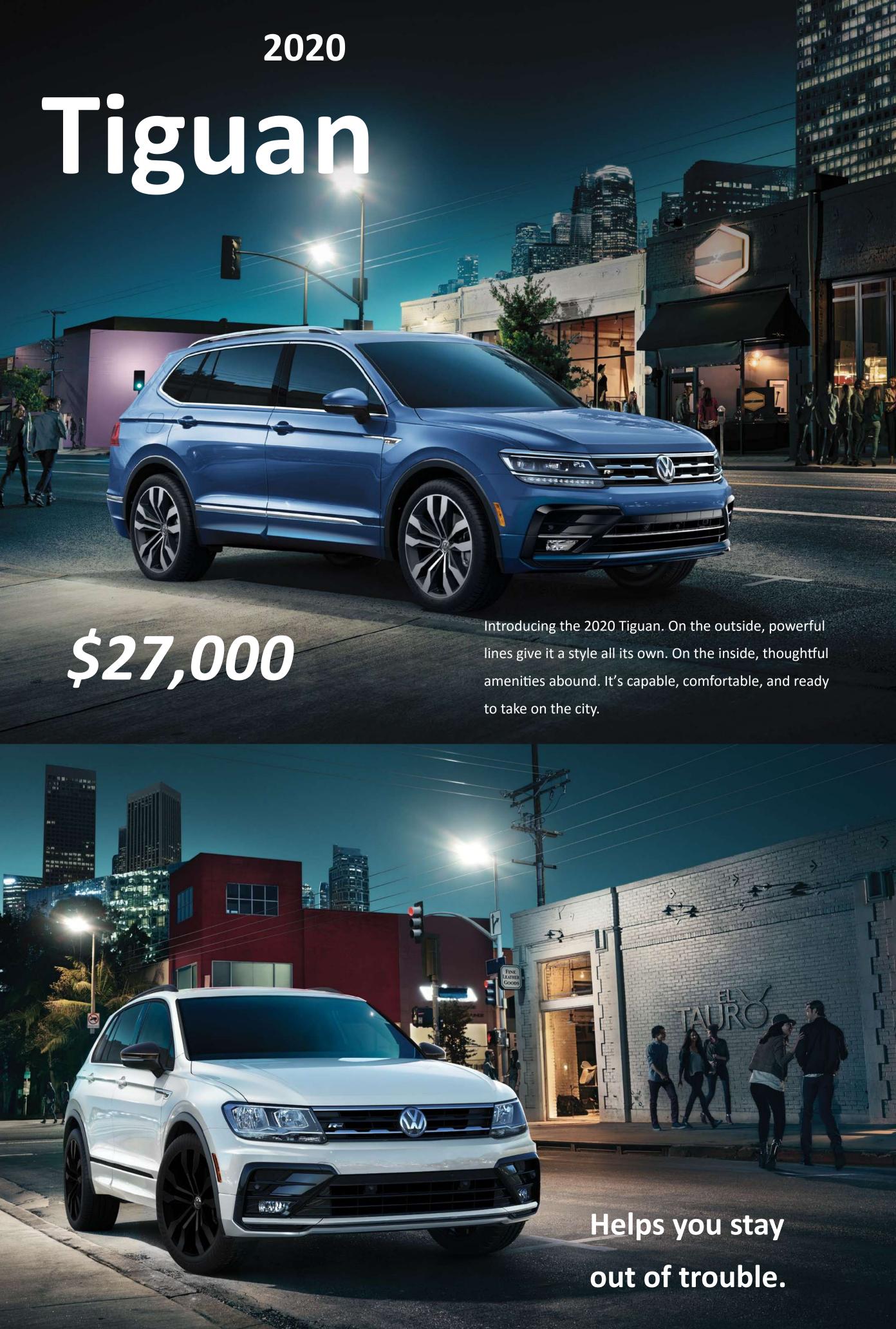




















A contoured hood makes a statement while smart updates leave a lasting impression, in your driveway or on the road.











## ARTEMIS FOWL

REMEMBER THE NAME

USNEY PRESENTS "ARTEMIS FOWL" A IXBC PRINCIPAL KENNETH BRANASH OW FERDIA SHAW LARA MCDONIFEL JOSH GAD.

TAMARA SMART NORSO ANDZIE WIN COLIN FARRELL AND JUDI DENCH "FRAIRCK DOYLE "SAMMY SHELDON DIFFER "MAATTHEW TUCKER "SHE JIM CLAY HARIS ZAMBARLOUKOS 182 830 MEM MATTHEW JENKINS ANGUS MORE GORDON "SKENNETH BRANASH "JUDY HOFFLUND 152 "THE FOUN COLFER FOR THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 "KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCPHERSON AND HAMISH MCCOLL MAY 29 KENNETH BRANASH" "THE CONOR MCCOLL MAY COLL MAY COLL

LUKE

NICK FROST

(TOWN)

GEMMA ARTERTON

BILL NIGHY AND CHARLI
D'AMELIO



WHEN SCIENCE ENDS SURVIVAL BEGINS.



# THE MARSHES

25 PRODUCIONS PRESENT THE MARSHES" IN THE ROSER SCOTT

DURING DAFMA KRENENTAL WATHER CEEPER SAW LEICH EIDE BARDO ZAS DERVISON AMANDA MASRESIR SARAH ARMANI DES KATHERNE BEIXETT CASS COMMERCIONO
MICH OF THESTAN CEEL-ID PRODUCIO IN DIE CHANNEY DETINE DERVI PERMANELA DEM ESSICA MATRISCO DEMANDADOR SERVANI E LORIESTO
PRODUCE DE SANCIENTE TAND MORRISON DE SANCIENTE SERVANI E LORIESTO
PRODUCE DE SANCIENTE TAND MORRISON DE SANCIENTE SERVANI E LORIESTO
PRODUCE DE SANCIENTE TAND MORRISON DE SANCIENTE SERVANI E LORIESTO
PRODUCE DE SANCIENTE TAND MORRISON DE SANCIENTE SERVANI E LORIESTO
PRODUCE DE SANCIENTE TAND MORRISON DE SANCIENTE SERVANI E LORIESTO
PRODUCE DE SANCIENTE TAND MORRISON DE SANCIENTE SERVANI E LORIESTO
PRODUCE DE SANCIENTE SANCIENTE SANCIENTE SANCIENTE SERVANI E LORIESTO
PRODUCE DE SANCIENTE SANCIENTE







ESCAPE FROM DESPAIR INTO A WORLD OF MADNESS



HENRY ROLLINS

JULIETTE LEWIS

DIRECTED BY BRUCE McDONALD

CALACH FILMS, GOODBYE PRODUCTIONS & VELVET FILMS PRESENT IN ASSOCIATION WITH A 71 STURPING STEPHEN MONATTIE HENRY ROLLINS JULIETTE LEWIS LISA HOOLE MORGAN CSARNO-PEKLAR THEMIS PAUWELS ASTRID ROOS HANA SOFIA LOPES GUILLAME KERBUSCH































from executive producer MARTIN SCORSESE

"A BEAUTIFUL TOUR DE FORCE"

awards watch



ELISABETH MOSS

SHIRLEY



SARAH GUBBINS directed by JOSEPHINE DECKER







MARIO VAN PEEBLES MANDELA VAN PEEBLES GLENN PLUMMER MARSHALL HILTON JESSIGA MEZA DAVID FERNANDEZ JR SANDRA GUITERREZ A NICK LEISURE FILM 104 ©titimag june 2020

BE CAREFUL WHAT YOU REMEMBER RECOMMENSED A NETFLIX FILM SECRET OBSESSION JULY 18 NETELIX

