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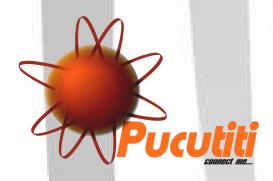
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GAMES

Kena: Bridge of spirits
Horizon forbidden west
Subnautica
Ghostwire: Tokyo
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GADGETS

HTC Desire 20 Pro
Philips SHP2600 Headset
Void Gaming Headset
LG K92 5G
JBL Pulse 2
LG Velvet 5G

AUTOMOBILES

2021 Nissan Altima 2021 Nissan Armada 2021 Nissan Frontier 2021 Lexus Lc

MOVIES





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Kena: Bridge of Spirits

Kena: Bridge of Spirits is an upcoming action-adventure game developed and published by Ember Lab. The story follows Kena, a young spirit guide who uses her magical abilities to help deceased people move from the physical to the spirit world. The game is presented through a third-person perspective. The player uses Kena's staff for attacking enemies, and her pulse ability for defending against attacks. They are tasked with collecting small spirit companions known as the Rot, who help to complete tasks and battle against enemies.

The game's development is led by brothers Mike and Josh Grier, founders of Ember Lab. Having spent several years creating commercials and branded applications, the development team shifted to creating an original video game. They partnered with Sony Interactive Entertainment for a console-exclusive deal, and grew the team to 15 core employees. The game's art is created in collaboration with Vietnamese animation studio Sparx, and its fictional world is inspired by Eastern locations such as Japan and Bali. The original score is composed by Jason Gallaty, who collaborated with Balinese ensemble group Gamelan Çudamani to create respectful gamelan music.

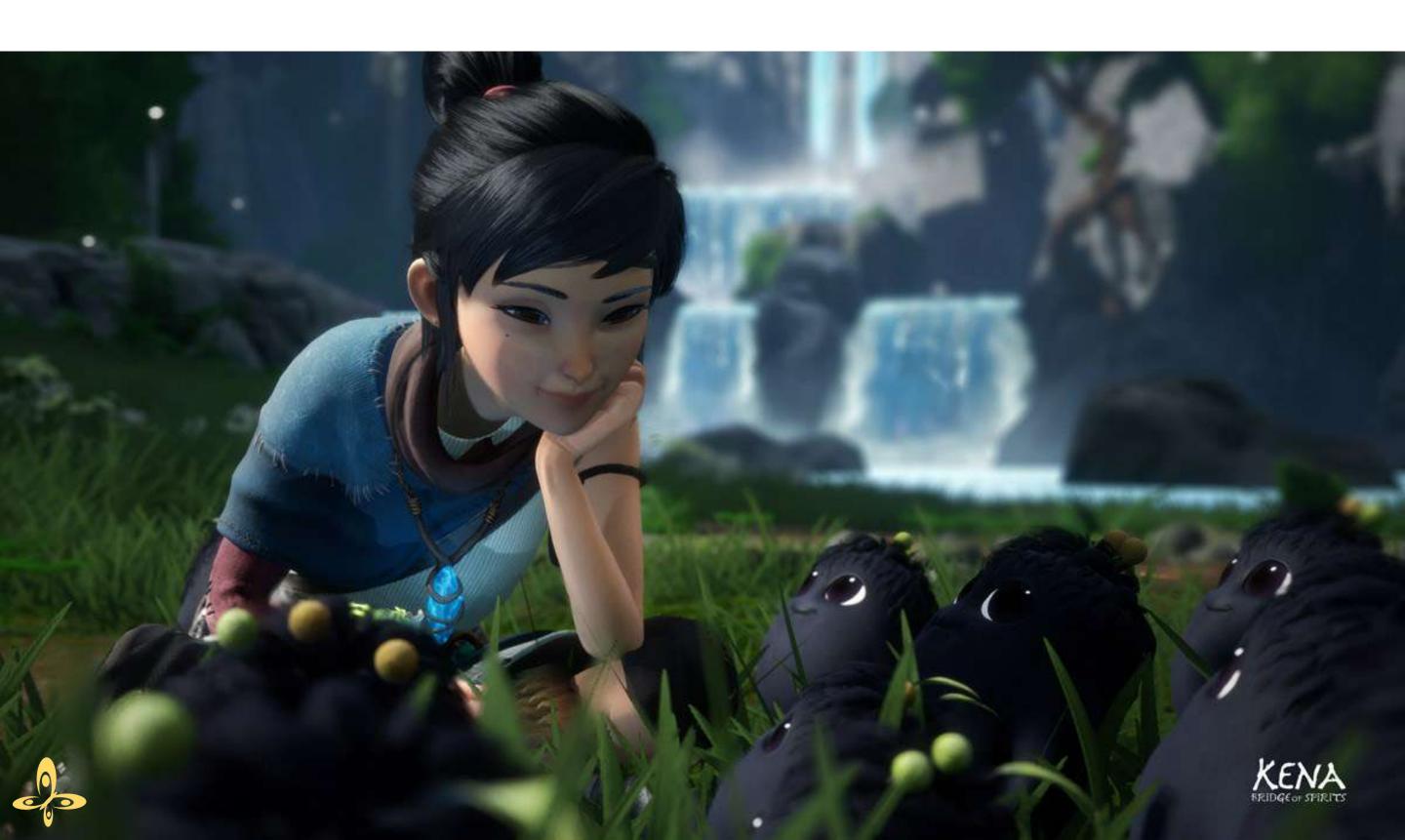
Kena: Bridge of Spirits will be showcased at the Tribeca Film Festival in June 2021. The game is scheduled for release for Microsoft Windows, PlayStation 4, and PlayStation 5 on August 24, 2021.

Gameplay

Kena: Bridge of Spirits is an action-adventure game played from a third-person perspective. The player controls Kena, a young spirit guide with magical abilities. In combat, the player uses Kena's staff for light, heavy, and charged attacks. An upgrade transforms the staff into a bow. When defending against enemies, the player can activate Kena's pulse ability, which acts as a shield and has a health meter that depletes when attacked; it also serves to provide clues and activate objects. The player is tasked with collecting small spirit companions known as the Rot. They can be directed to complete tasks, such as moving objects, taking certain shapes, or distracting enemies. The player must damage enemies before the Rot builds enough courage to join battles. The Rot can be customized with different hats. The game utilizes the DualSense controller's haptic feedback for features such as Kena's Spirit Bow.

Synopsis

Kena: Bridge of Spirits is set in a fictional location which is not Kena's place of origin. The main village, which acts as the game's hub world, is abandoned at the beginning of the game, having been struck by a tragedy hundreds of years earlier. Throughout the game, Kena restores the area to an improved state. In the game's lore, deceased people can remain between the physical and spirit worlds if they are traumatized or feel unfinished. As a spirit guide, Kena tries to understand their difficulties and help them to move on. Kena has a scar from her hand to her shoulder, which represents a traumatic experience with her father that will be explored in the game. Other characters include Saiya and Beni, two young children whose teenage brother, Taro, is a restless spirit who Kena helps.







Development

Kena: Bridge of Spirits is developed by Ember Lab, a 14-person independent studio based in Los Angeles. Founded in 2009 by brothers Mike and Josh Grier, the studio has worked on several animated commercials and branded game applications, and in 2016 released a viral short film based on The Legend of Zelda: Majora's Mask titled Terrible Fate. The development team felt that creating a video game was the "natural next step". Along with a small team, Mike used his experience with programming to create a prototype over several years, before employing staff with more extensive development experience. Once the prototype was complete, the team began pitching to potential publishing partners with assistance from industry veteran Tina Kowalewski. They found that several publishers were familiar with their work on Terrible Fate. Around eight months after their first round of pitching, Ember Lab signed a console-exclusive deal with Sony Interactive Entertainment. The team grew to 15 core employees, with additional help outsourced to other studios.

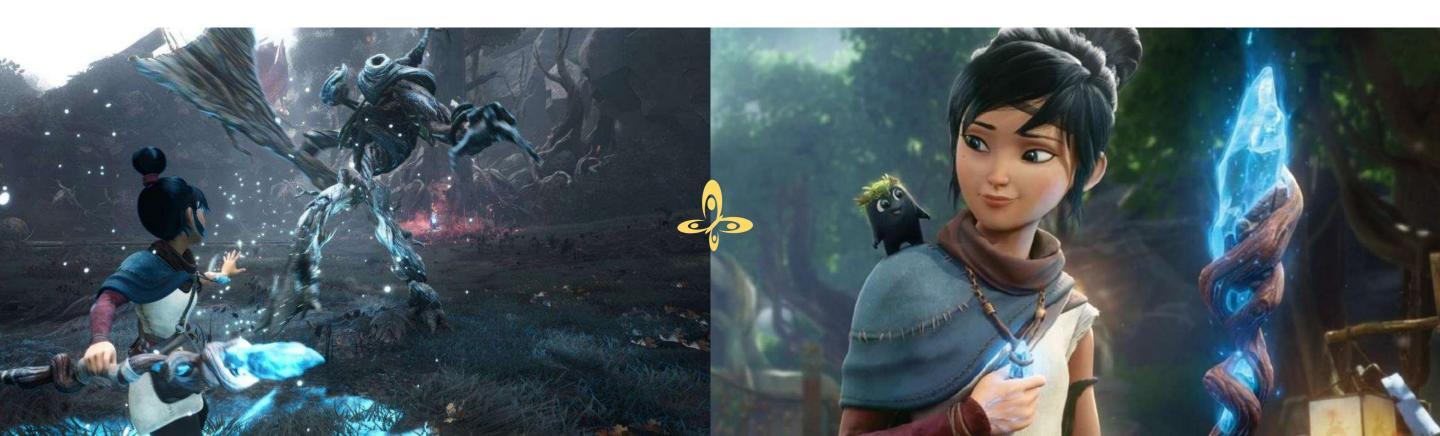
For the game's art, Ember Lab partnered with Vietnamese animation studio Sparx. The team visited the studio in Vietnam early in development to ensure a smooth process. Lead environment artist Julian Vermeulen worked with both studios. An early prototype used the Unity game engine, but later shifted to Unreal Engine 4. The majority of development took place on PlayStation 4; the team was unsure if they would be provided a development kit for the PlayStation 5, but Sony eventually approved. The team wanted to make a "rich experience" that could be completed in a weekend. The game's fictional world is inspired by several Eastern locations, including Japan and Bali.

Earlier prototypes of the game focused on the Rot as antagonists, and did not feature Kena. When the team created Kena, she was initially young-er—around seven or eight years old—but they felt that the story and themes required a more experienced and mature protagonist. She originally lacked many powers and relied more heavily on the Rot to complete tasks, which Mike Grier compared to the 2009 game A Boy and His Blob. After exploring more concepts, the team made Kena strong on her own, but more powerful when teamed with the Rot. Lead character designer Vic Kun designed Kena's appearance to match the world while also standing out. At one point, Kena had a long cape, but its animation was deemed too distracting and replaced with a shawl. Kun intended her clothes to feel asymmetrical, handmade, and practical. The game's characters were hand-animated using keyframe animation to add more detailed personality.[8] The symbols throughout the game are inspired by Japanese and South East Asian cultures.

The game's original score is composed by Jason Gallaty. Gallaty was listening to the music of Balinese ensemble group Gamelan Çudamani for inspiration, and reached out to seek a collaboration, wanting to remain respectful to the culture. Gamelan Çudamani's associate director and lead singer Emiko Saraswati Susilo was initially hesitant, not wanting traditional gamelan music to be featured in a video game, but agreed to collaborate after speaking to the team and resonating with the game's themes. Gallaty and Mike Grier traveled to Bali to record with the group. Gamelan Çudamani's founding director, Dewa Putu Berata, created original compositions based on footage and descriptions of the game. When Gallaty presented samples of sacred music, Berata would inform him if it was inappropriate, and instead create a new composition with a similar feeling. The game features music with vocals from Susilo, who also voices Kena. Despite being influenced by the films of Disney, the team avoided in-game musical performances to keep the game more grounded.

The game was announced on June 11, 2020, at PlayStation's Future of Gaming event, with a scheduled for release in late 2020 for Microsoft Windows, PlayStation 4, and PlayStation 5. It is a timed console exclusive, and will release on Windows through the Epic Games Store. Players who purchase the PlayStation 4 version will be able to upgrade for free to the PlayStation 5 version. In September 2020, Ember Lab delayed the game to Q1 2021, citing development delays as a result of working from home during the COVID-19 pandemic. In a Sony trailer at the Consumer Electronics Show in January 2021, the game's release window was noted in fine print as March 2021; Sony later removed the fine print from the trailer. During Sony's State of Play presentation in February 2021, a release date of August 24 was set alongside the release of a new trailer. In October 2020, former designer Brandon Popovich claimed that Ember Lab did not fully compensate him for his work on the game and failed to honour promises made regarding equity and a promotion; an anonymous source issued similar claims, accusing the company of unpaid overtime and unfulfilled promises of a full-time position. Ember Lab responded, claiming that it had records of all invoices being paid and denying any promises of equity or promotions.

Kena: Bridge of Spirits will be showcased at the 2021 Tribeca Film Festival, where it will compete for the inaugural Tribeca Games Award.







Horizon Forbidden West

Horizon Forbidden West is an upcoming action role-playing game developed by Guerrilla Games and published by Sony Interactive Entertainment. It is set to be released in 2021 for the PlayStation 4 and PlayStation 5. It is the sequel to Horizon Zero Dawn (2017).

Overview

Horizon Forbidden West continues the story of Aloy, a young huntress of the Nora tribe sent on a quest to the arcane frontier known as the Forbidden West to find the source of a mysterious plague that kills all it infects. On her journey across these uncharted lands, Aloy encounters hostile regions ravaged by massive storms and occupied by dangerous enemies and deadly machines. She also discovers a vast array of environments and ecosystems, including lush valleys, dry deserts, snowy mountains, tropical beaches and ruined cities, both above and below the water.

Gameplay

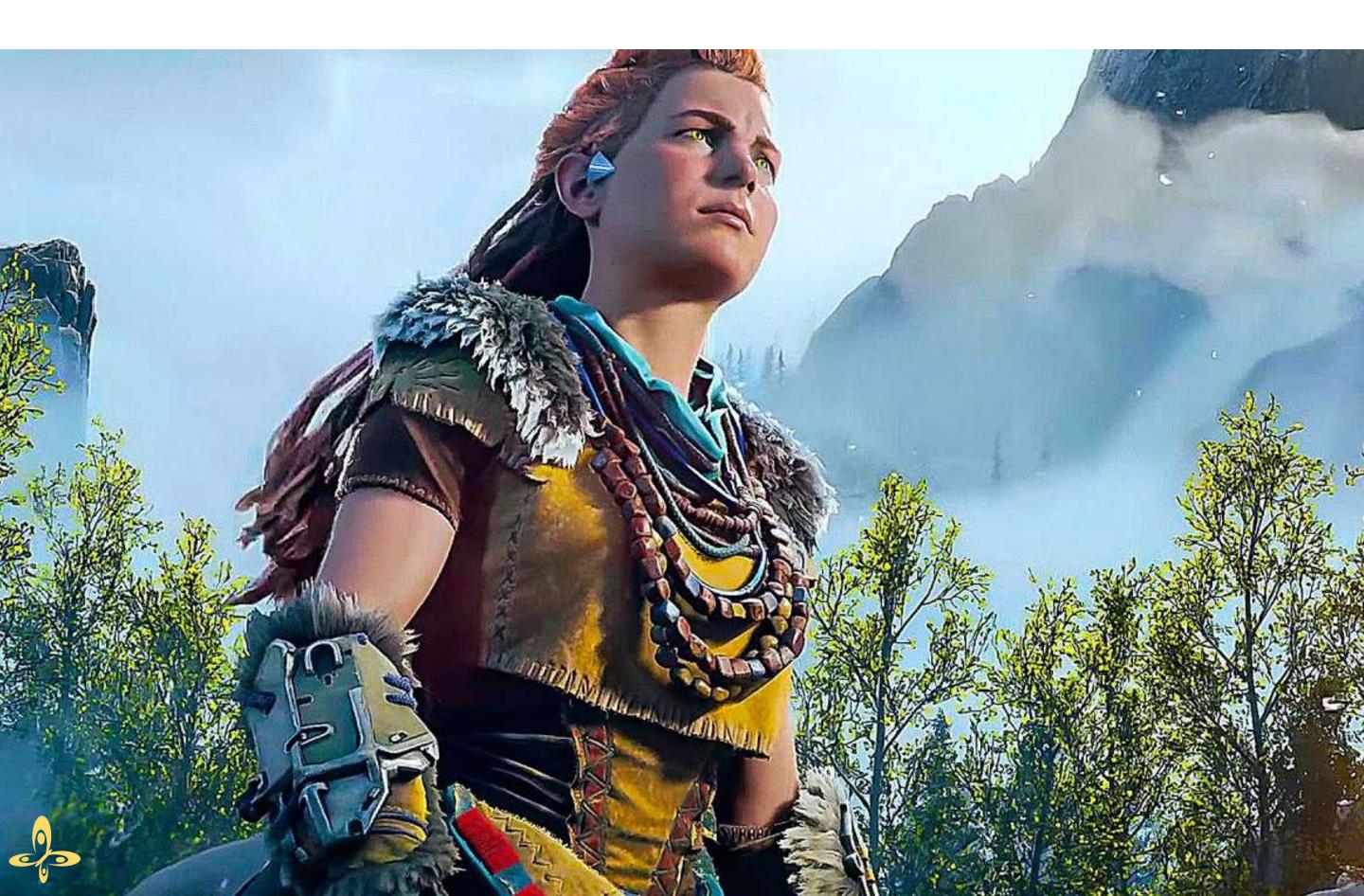
Horizon Forbidden West is a third-person action role-playing game. Players control Aloy, a huntress in a world populated by dangerous machines. Set in an open world located in post-apocalyptic California, Utah and Nevada, the game will explore the mysterious frontier known as the Forbidden West. The map will be larger than in the previous game, filled with secrets that lie beneath ruins from the world of the Old Ones. The game will feature a multitude of iconic locations including a ruined San Francisco and the Yosemite Valley with various biomes. One of the main additions to the sequel is the element of underwater exploration. Players will be able to uncover the mysteries beneath the surface of seas, lakes and rivers.

Development and release

Horizon Forbidden West is a sequel to 2017's Horizon Zero Dawn. It is being developed by Guerrilla Games and will be published by Sony Interactive Entertainment for the PlayStation 4 and PlayStation 5. Ashly Burch and Lance Reddick reprise their roles as Aloy and Sylens, respectively. The game was announced during Sony's PlayStation 5 reveal event in June 2020 and is expected to be released in 2021.

The PlayStation 5 version of the game will take advantage of the console's increased processing power, custom solid state drive storage, Tempest Engine and Dualsense controller to support features such as advanced haptic feedback, 3D spatial audio and reduced loading times. The game will also feature an updated version of the Decima engine.

A comic book series, set after the events of the first game, was published by Titan Comics on 5 August 2020.











Subnautica

Subnautica is an open world survival action-adventure video game developed and published by Unknown Worlds Entertainment. In it, players are free to explore the ocean on an alien planet, known as planet 4546B, after their spaceship, the Aurora, crashes on the planet's surface. The player must collect resources and face creatures to survive.

Subnautica was released in early access for Microsoft Windows in December 2014, Mac OS X in June 2015, and for Xbox One in May 2016. It was released out of early access in January 2018 for Microsoft Windows and macOS, with versions for Xbox One and PlayStation 4 in December 2018. By January 2020, Subnautica had sold more than five million copies. A Nintendo Switch and a PlayStation 5 version of the game has been confirmed for an early 2021 release.

A sequel, Subnautica: Below Zero, is currently in development. It was released for early access on January 30, 2019.

Gameplay

Subnautica is a survival action-adventure game set in an open world environment and played from a first-person perspective. The player controls the lone survivor of a waylaid spacecraft called the Aurora, stranded on a remote ocean planet named "4546B".

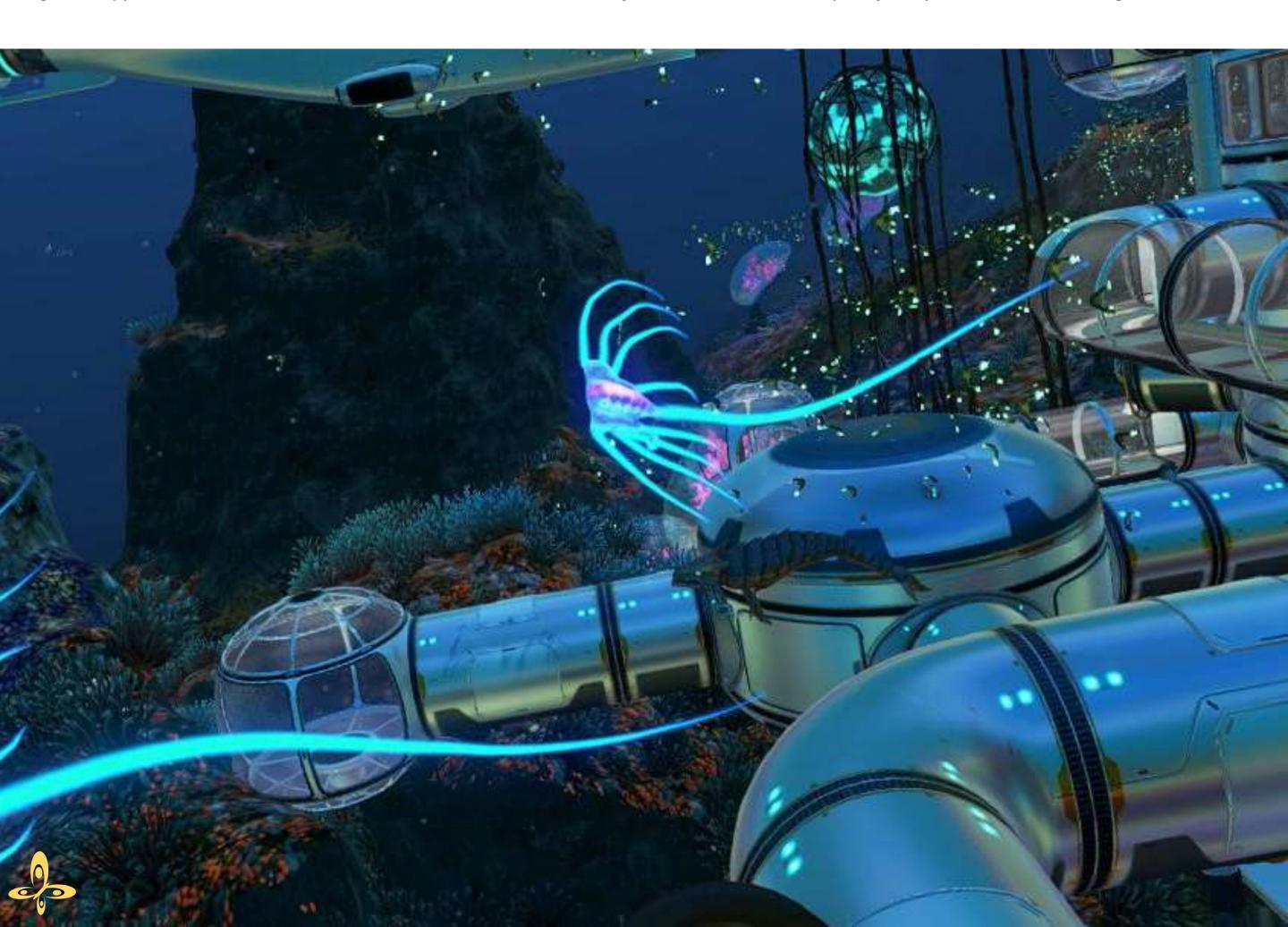
The main objective is to explore the ocean and survive its dangers, while also completing tasks to advance the plot. Players can collect resources, construct tools, bases, and submersibles, and interact with the planet's wildlife.

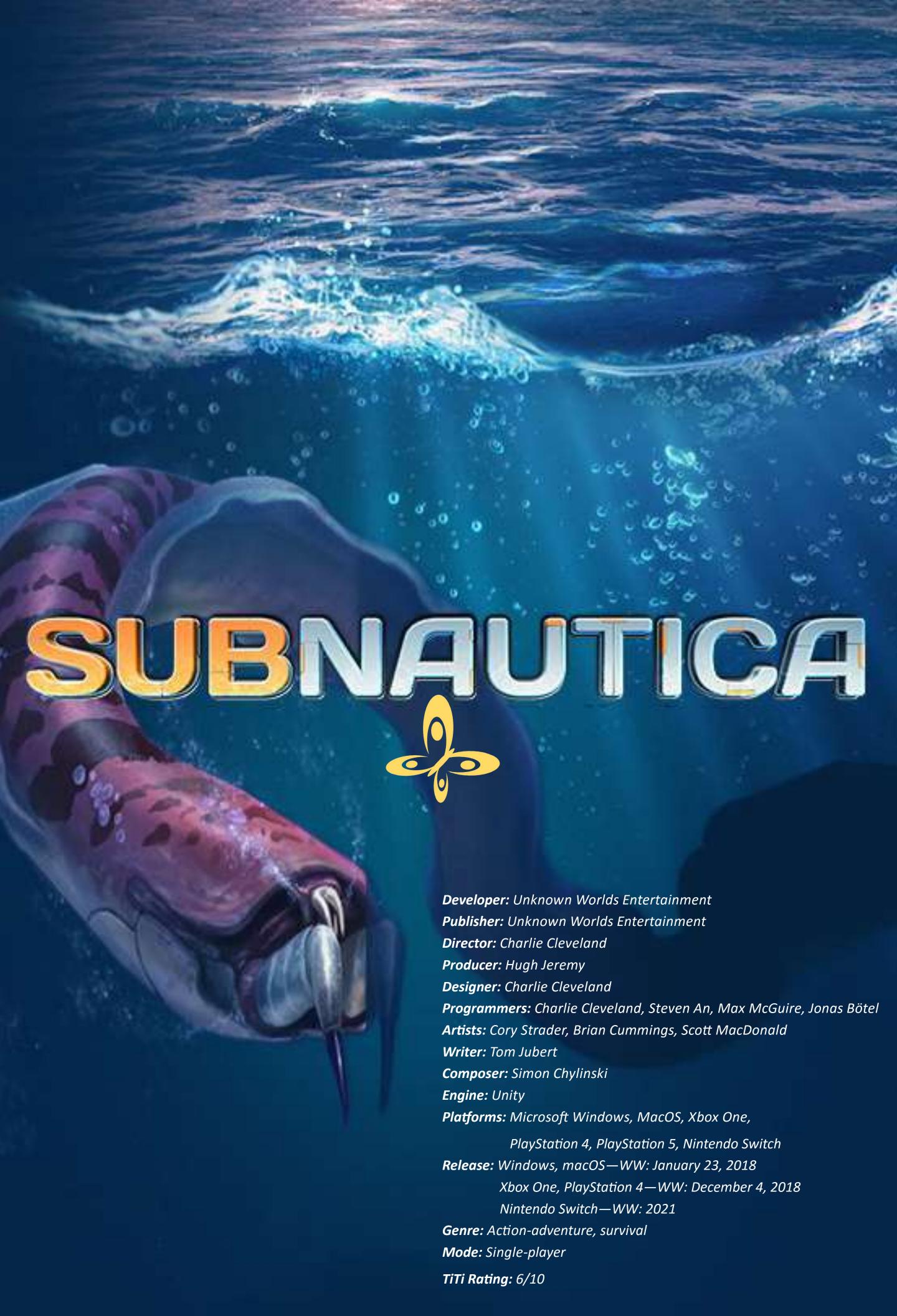
The majority of the game is set underwater, with two explorable islands, and a simulated day-and-night cycle that affects visibility. Upon beginning a new game, players must select a difficulty mode from the following four:

*In Survival mode, the player manages their depleting health, hunger, thirst and oxygen. If the player dies, they respawn, but certain items are removed from their inventory.

- *In Freedom mode, gameplay is near-identical to that of Survival mode, but with hunger and thirst disabled.
- *In Hardcore mode, gameplay is near-identical to that of Survival mode but with permadeath. If the player dies, they do not respawn, and their save file is instead deleted.
- *In Creative mode, all depleting characteristics, such as health and thirst, are disabled, with the player able to access all crafting blueprints, and craft without the need for resources. Additionally, the submersibles, a stasis rifle, a Seaglide, a mobile vehicle bay, and a propulsion cannon are provided, which do not need an energy source to operate and cannot be damaged, unless the player damages them intentionally.

The game supports VR headsets, such as the HTC Vive and the Oculus Rift, with the additional input of a keyboard and mouse or game controller





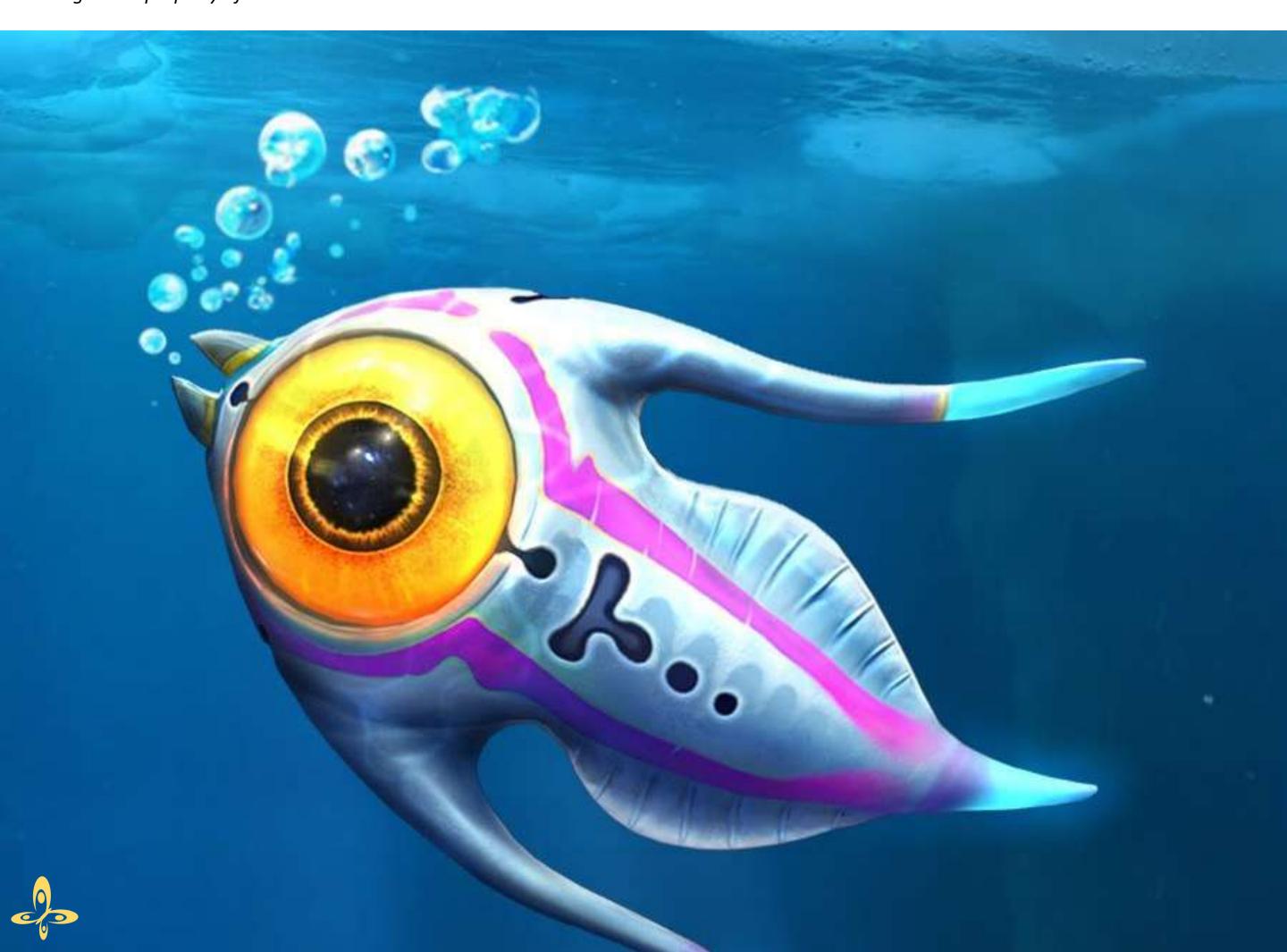
Plot

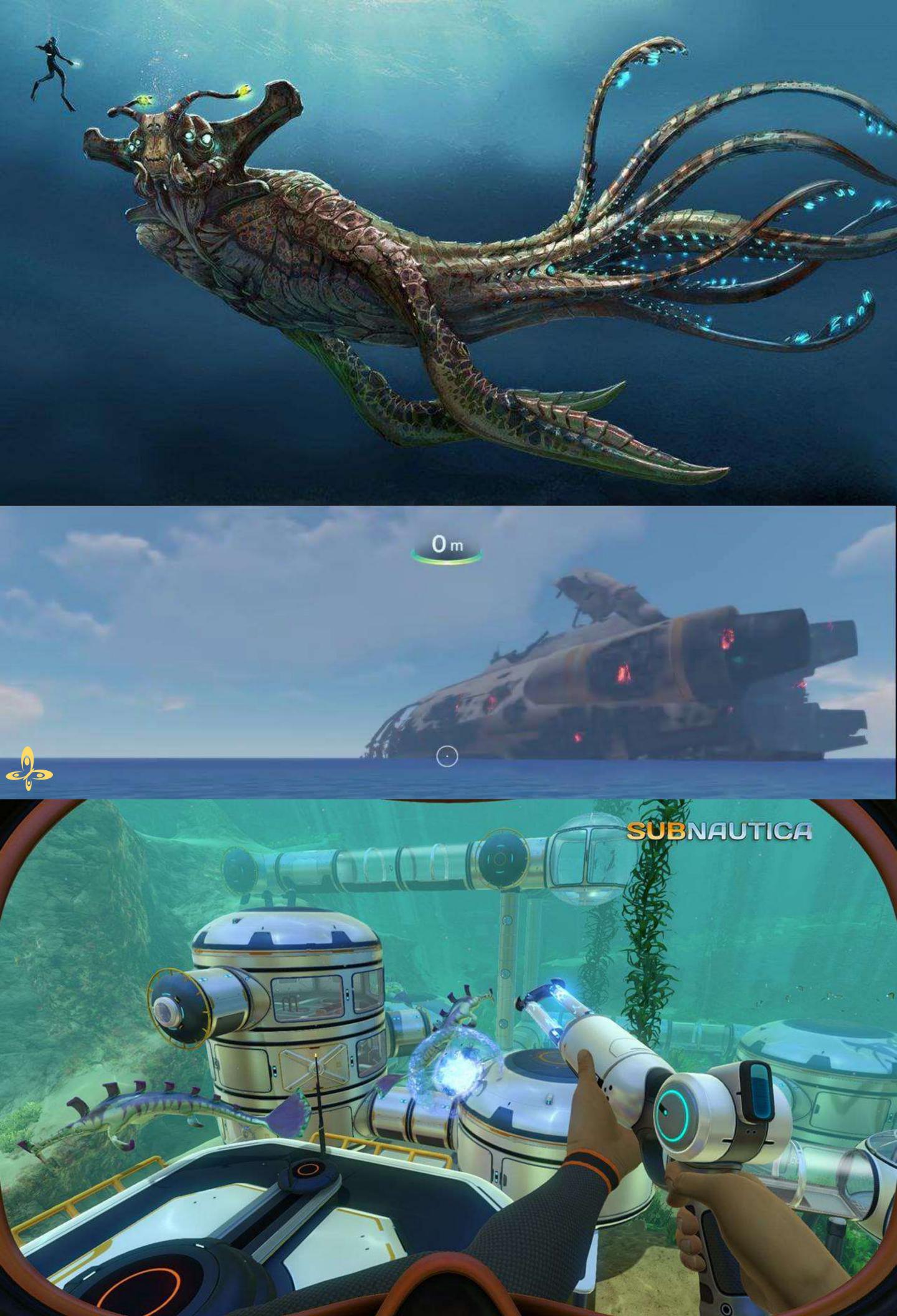
Subnautica takes place in the late 22nd century, when humanity begins to colonize other star systems. The Aurora, a deep-space vessel constructed by the Alterra Corporation, has been sent to a system at the outer reaches of known space on its maiden voyage, specifically an area called the Ariadne Arm. Its primary mission is to build a section of high-speed space travel infrastructure known as a Phasegate in the Ariadne Arm. However, its secondary mission, unknown to most of the crew, is to search for and, possibly, rescue the crew of a ship called the Degasi, which crashed on planet 4546B ten years prior. After the Aurora enters orbit of 4546B, it is physically waylaid by a mysterious energy-pulse and crash-lands on the planet. Several crew members climb into lifepods and jettison from the Aurora during the descent, one of whom is the player character. The other lifepods' inhabitants perish through various means, leaving the player as the lone survivor. The player finds records of the Degasi's crew stating that only three survived the initial crash, but later two out of the three are confirmed dead and one is presumed dead.

The player also learns of the existence of the Precursors, an ancient, advanced alien species that came to planet 4546B approximately one thousand years ago in search of a cure for a highly infectious disease, known as the Kharaa Bacterium. The Precursors discovered Kharaa during the exploration of an unknown planet, and the disease spread due to a failure in quarantine procedures, killing over 140 billion individuals. Investigating thousands of planets in an attempt to find a cure, the Precursors eventually located a species of organism on 4546B they named the Sea Emperor Leviathan, which produced an enzyme that could cure Kharaa. However, the only living Sea Emperor was too old to produce the enzyme in enough potency to have any effect, and the Precursors were unable to force its only eggs to hatch. In an attempt to investigate the egg-hatching process of the Sea Emperor, the Precursors took the egg of a related species, the Sea Dragon Leviathan, but the mother destroyed a Precursor research facility and inadvertently released samples of Kharaa into the planet's ecosystem. Forced to evacuate, the Precursors enabled a facility known as the Quarantine Enforcement Platform, which consists of a large weapon that fires on any ships attempting to leave or land on the planet. It is discovered that this weapon caused the crash of the Degasi and the Aurora.

The Sea Emperor, which seeks the freedom of her children, communicates telepathically with the player and helps them discover the prison in which she is held captive. She gives the player information on how to hatch her eggs, who does so and is cured by the enzyme produced by the juvenile Sea Emperors. The player disables the Quarantine Enforcement Platform (only achievable by one not infected with Kharaa) and constructs a rocket with blueprints found in the wreckage of the Aurora. After escaping the planet, the Sea Emperor communicates with the player a final time, promising that the two "go together" although they are different.

After the credits of the game, the player is told that they have an outstanding debt of 1 trillion credits, as the equipment they have used throughout the game is property of Alterra.





Development

Subnautica was announced by Unknown Worlds Entertainment on December 17, 2013, with Charlie Cleveland as the game director and lead gameplay programmer, and Hugh Jeremy as the producer. The game is composed by Simon Chylinski.

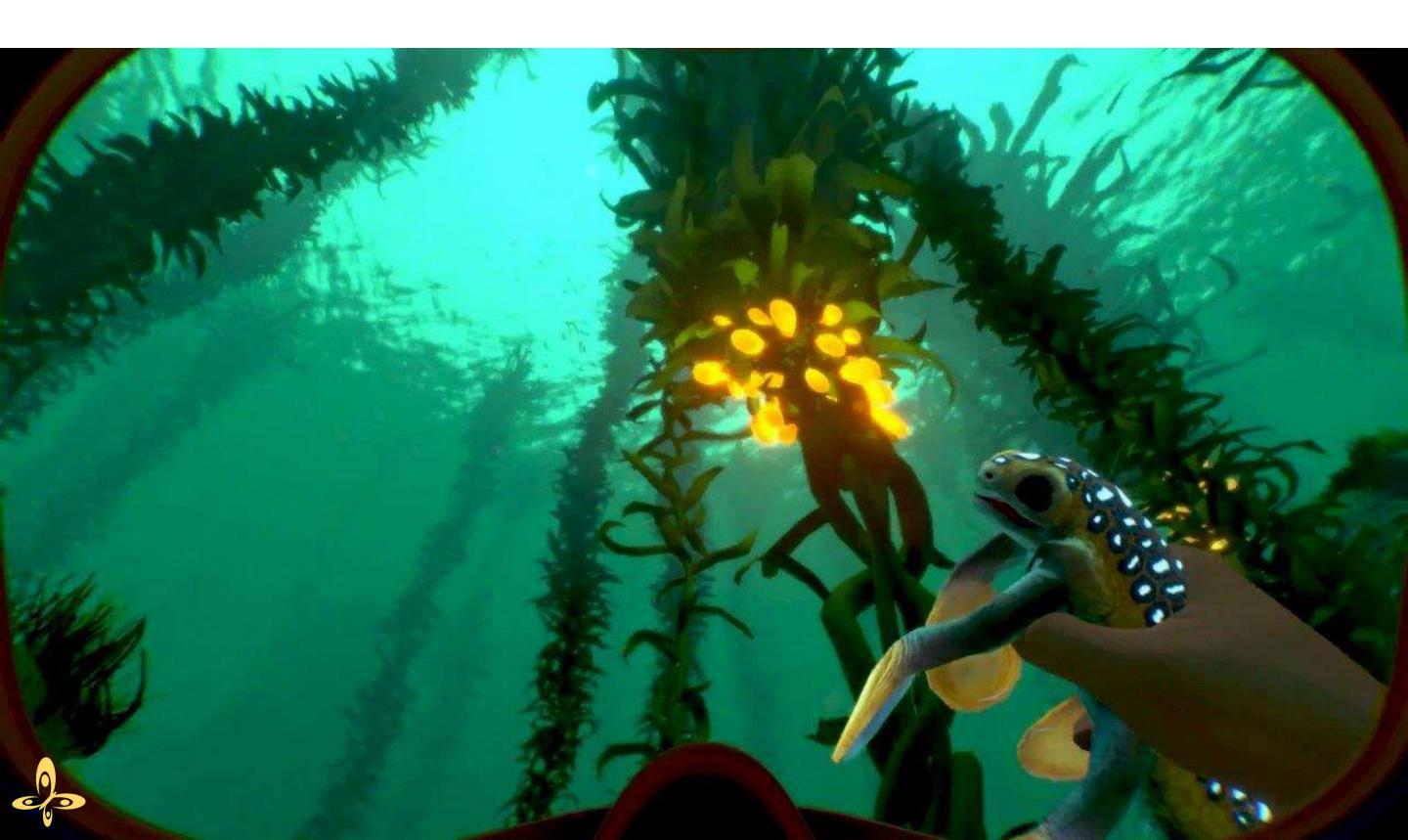
Cleveland was heavily inspired by Minecraft, which he noted "transformed the game industry" and "threw away all traditional challenge oriented and progression oriented games". The release of Minecraft overlapped with Unknown Worlds releasing Natural Selection 2 and feeling burnt out the team wanted to try something new and decided to make such a game. Other influences included Scuba diving, the filmography of James Cameron as well as "just the feeling of exploring the deep, dark, alternately beautiful and terrible, ocean depths. Feeling like I'm an explorer, almost an astronaut, not knowing what I'll find". Despite the eventual game becoming a survival game, Cleveland did not initially view it as such instead just looking at it as an exploration game.

Cleveland was also motivated by the Sandy Hook Elementary School shooting. Frustrated by lack of progress made in the US toward ending gun violence, Cleveland thought that he could do his part by making a non-violent game. As such, the development team opted against the inclusion of firearms in the game, with Cleveland describing the game as "one vote towards a world with less guns" encouraging players to think about "non-violent and more creative solutions to solve our problems".

The development team opted to use the Unity engine rather than Spark, the engine used for the company's previous game, Natural Selection 2. Subnautica producer Hugh Jeremy justified this decision because of the different demands that the game places on the engine, and "because [the team] does not include people working on Spark, it's not appropriate for Subnautica to use Spark. By using Unity for Subnautica, Spark can continue to develop in certain directions, while Subnautica develops in others. To use Spark for Subnautica would be like trying to fit a square peg in a round hole."

The game lacks traditional missions or quest structure usually found in video games. This was a deliberate choice on Unknown Worlds' part with Cleveland stating "with intrinsic rewards, people are instead encouraged to just do the activities for their own merit, less people would be motivated to do it. But, if they did get over that learning period they would get to the point where they internalized that activity as pleasurable on its own and they would continue". Cleveland decided to opt for this route after reading an essay by Jamie Cheng who implemented similar philosophies into his game Don't Starve.

Early access versions of Subnautica were released on Steam Early Access on December 16, 2014 and on Xbox One Preview on May 17, 2016. During this initial release the game featured no hunger or thirst mechanics. After receiving criticism, specifically from one player whose critique "struck home for me", the team opted to include such a system eventually discovering that it helped players orient themselves to the early parts of the game. The full version of the game was released on January 23, 2018 for Windows and macOS personal computers, and on December 4, 2018 for PlayStation 4 and Xbox One consoles. A Nintendo Switch version of the game and a sequel, called Subnautica: Below Zero, are currently in development. Below Zero was released for early access on January 30, 2019.





Ghostwire: Tokyo

Ghostwire: Tokyo is an upcoming action-adventure game developed by Tango Gameworks and published by Bethesda Softworks for PlayStation 5, Windows, and Xbox Series X/S. The game is set to be released worldwide in October 2021 for PlayStation 5 and Windows and in late 2022 for Xbox Series X/S.

Gameplay

Ghostwire: Tokyo is an action-adventure video game played from a first-person perspective. The player can use various psychic and paranormal abilities to defeat the ghosts and spirits haunting Tokyo. Combat director Shinichiro Hara described the combat as "karate meets magic", as the player character utilizes hand movements inspired by Kuji-kiri hand gestures to cast spells. When an enemy loses most of their health, its core is exposed and the player can use takedown moves to destroy it, defeating the spirit.

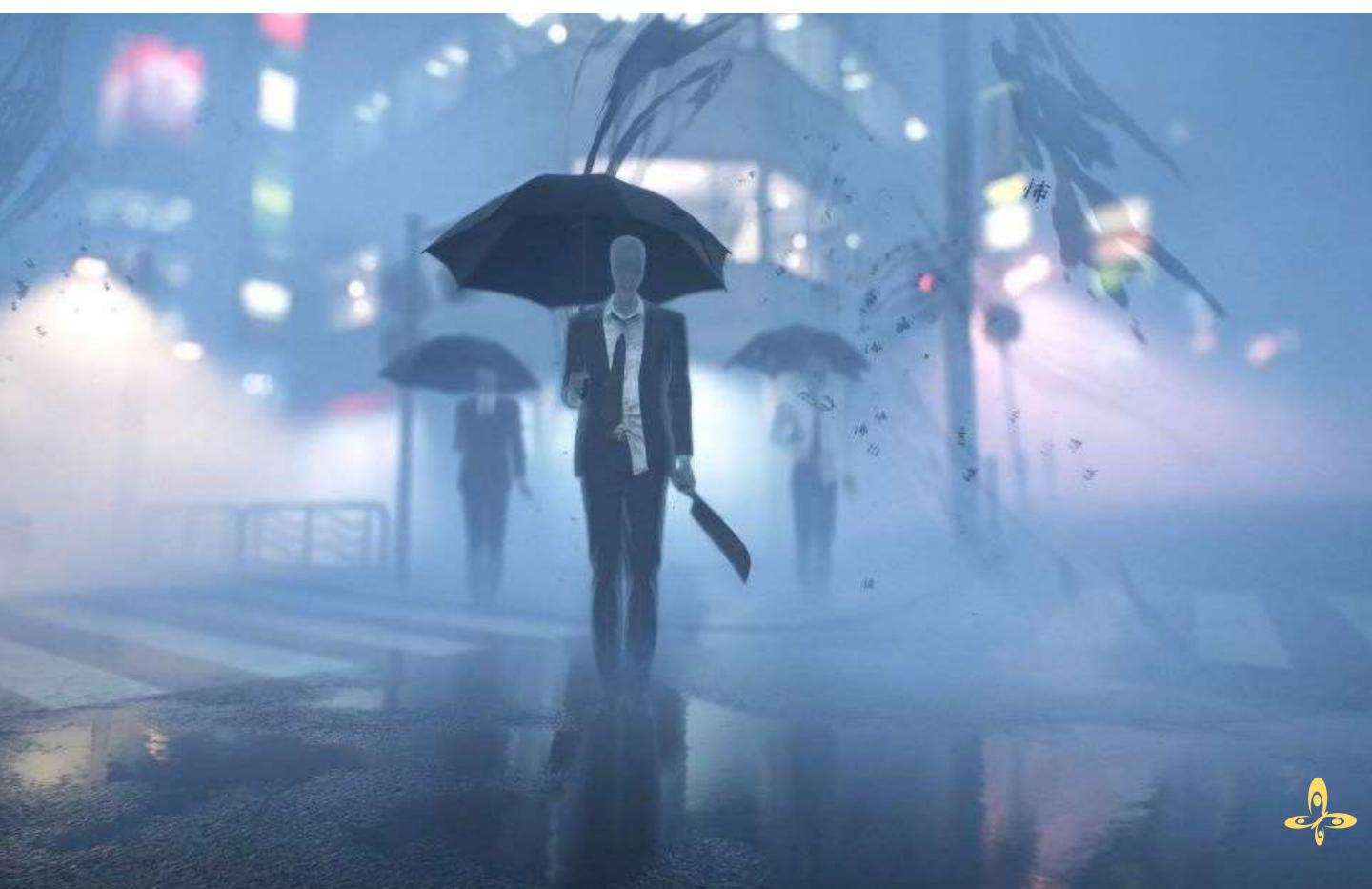
Plot

Nearly all of Tokyo's citizens have vanished mysteriously, and otherworldly spirits (known as Visitors) have invaded the city. The player character's supernatural powers begin to manifest. As the player combats the spirits haunting the city, he encounters a group wearing Hannya masks who may unveil the mystery behind the strange events in Tokyo.

Development

In June 2019, during Bethesda Softworks's press conference at E3 2019, Shinji Mikami and creative director Ikumi Nakamura announced Ghostwire: Tokyo, an action-adventure game with horror elements. Nakamura later resigned from Tango Gameworks in September 2019, leaving the studio after nine years. Unlike The Evil Within series of video games, Ghostwire is primarily an action-adventure game instead of a survival horror game, though the game still retains a couple horror themes and elements. Shinichirō Hara, who worked on the combat of 2016's Doom, joined Tango to help the team craft the game's action-orientated combat. According to him, the game's combat, which was largely inspired by Kuji-kiri and martial arts, enabled the team to "put a lot more movement and personality into the player action as the player's hands are organic extensions of the character". The game is set to be released for PlayStation 5 and Microsoft Windows in October 2021.

On September 21, 2020, Bethesda Softworks' parent company, ZeniMax Media and Microsoft announced Microsoft's intent to buy ZeniMax and its studios, including Tango Gameworks, for US\$7.5 billion, incorporating the studios as part of Xbox Game Studios, with the sale finalized on March 9, 2021. Xbox Game Studios head Phil Spencer said that this deal will not affect Ghostwire: Tokyo's current planned platform-exclusive released on the PlayStation 5, and will remain exclusive there for a year before arriving on Xbox consoles.











Scarlet Nexus

Scarlet Nexus is an upcoming action role-playing game developed and published by Bandai Namco Entertainment. It is set to be released on June 25, 2021 for Windows, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X and Series S.

Gameplay

Scarlet Nexus is an action role-playing game played from a third-person perspective. Players can assume control of either Yuito Sumeragi or Kasane Randall, members of the Other Suppression Force (OSF) who are tasked to defend New Himuka from creatures known as the Others. While they are equipped with short-range weapons like a sword, both Yuito and Kasane possess the ability of psychokinesis, allowing them to hurl objects and debris at hostile enemies. The protagonist's powers can be upgraded through accessing the "brain map", which serves as the game's skill tree. As players progress, they would encounter different party members who would assist them in combat. Each companion has their own unique combat abilities, which can then be acquired by the protagonists through an ability named "brain link".

Story

Set in the near future and an alternate reality where humanity develops technology and forms society based on the substances found in human brains. These substances also grant humans extrasensory superpowers. The Other Suppression Force (OSF) recruits members with supernatural abilities to protect humanity from the Others, mindless monsters descending from the Extinction Belt.

Development

The game is currently being developed by Bandai Namco Studios in Japan. Keita lizuka is the game's producer while Kenji Anabuki served as the game's director. Both of whom have worked on the Tales series. According to lizuka, the term "Scarlet Nexus" means "red connection" or "red bond". Therefore, "objects or persons connected with red lines represent a big part in the visuals and key art" of the game. Artist Masakazu Yamashiro combined organic lifeforms and mechanical elements together in order to create unique design for the Others, the protagonists' enemies. In the game, while the Others invade merely to consume human brains, humanity has already developed a system to forecast their invasion. Game director Kenji Anabuki compared them to natural disasters that humans need to co-exist with. Given the game's theme, story and setting, Bandai Namco called Scarlet Nexus a "brain punk" game.

It was first announced during Microsoft's "Xbox 20/20" digital event, which took place on May 7, 2020. The game is set to be released for Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X/S on June 25, 2021.















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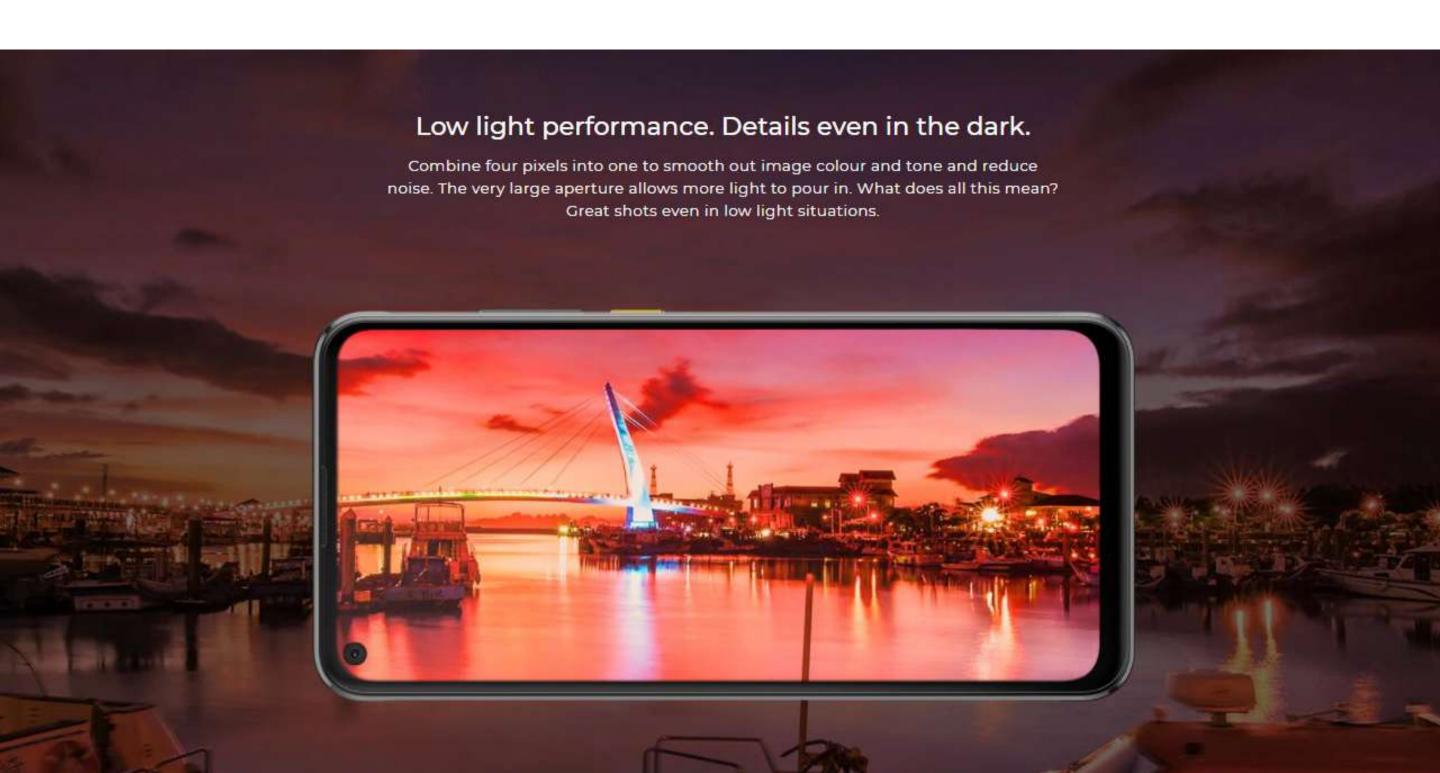
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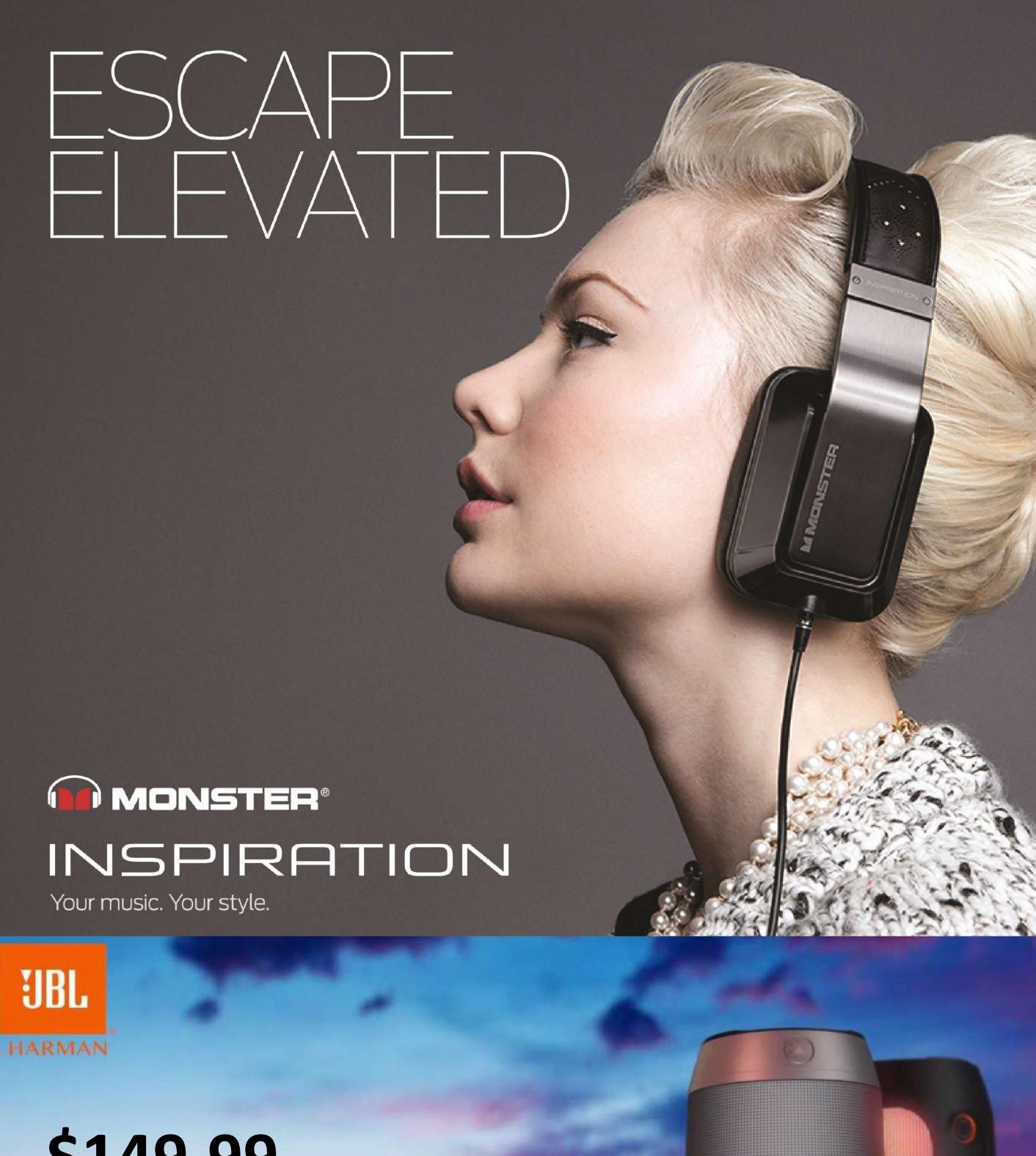


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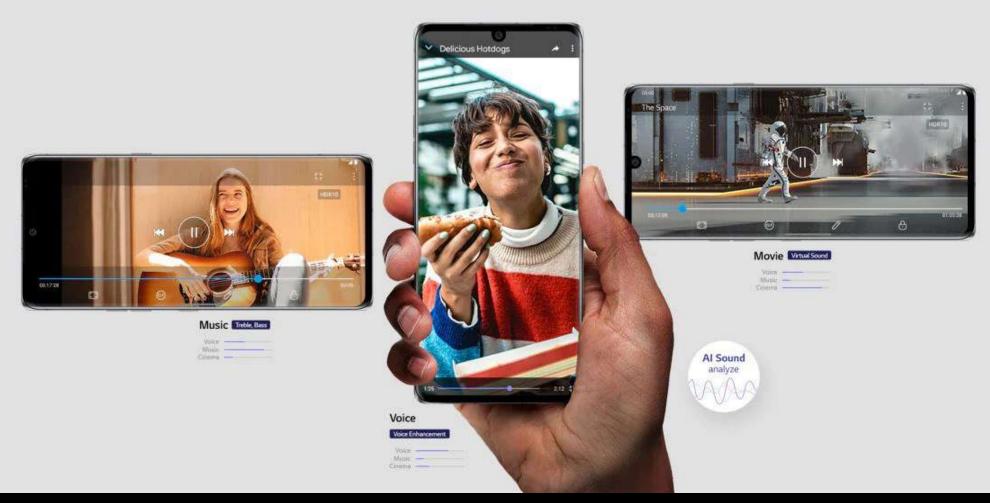
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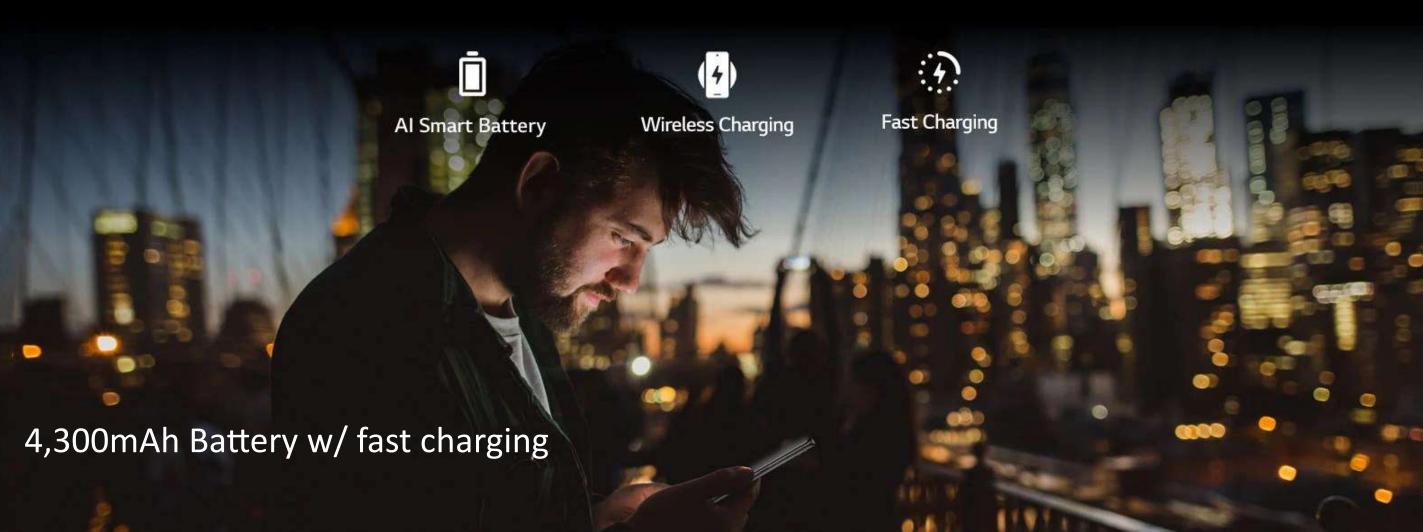
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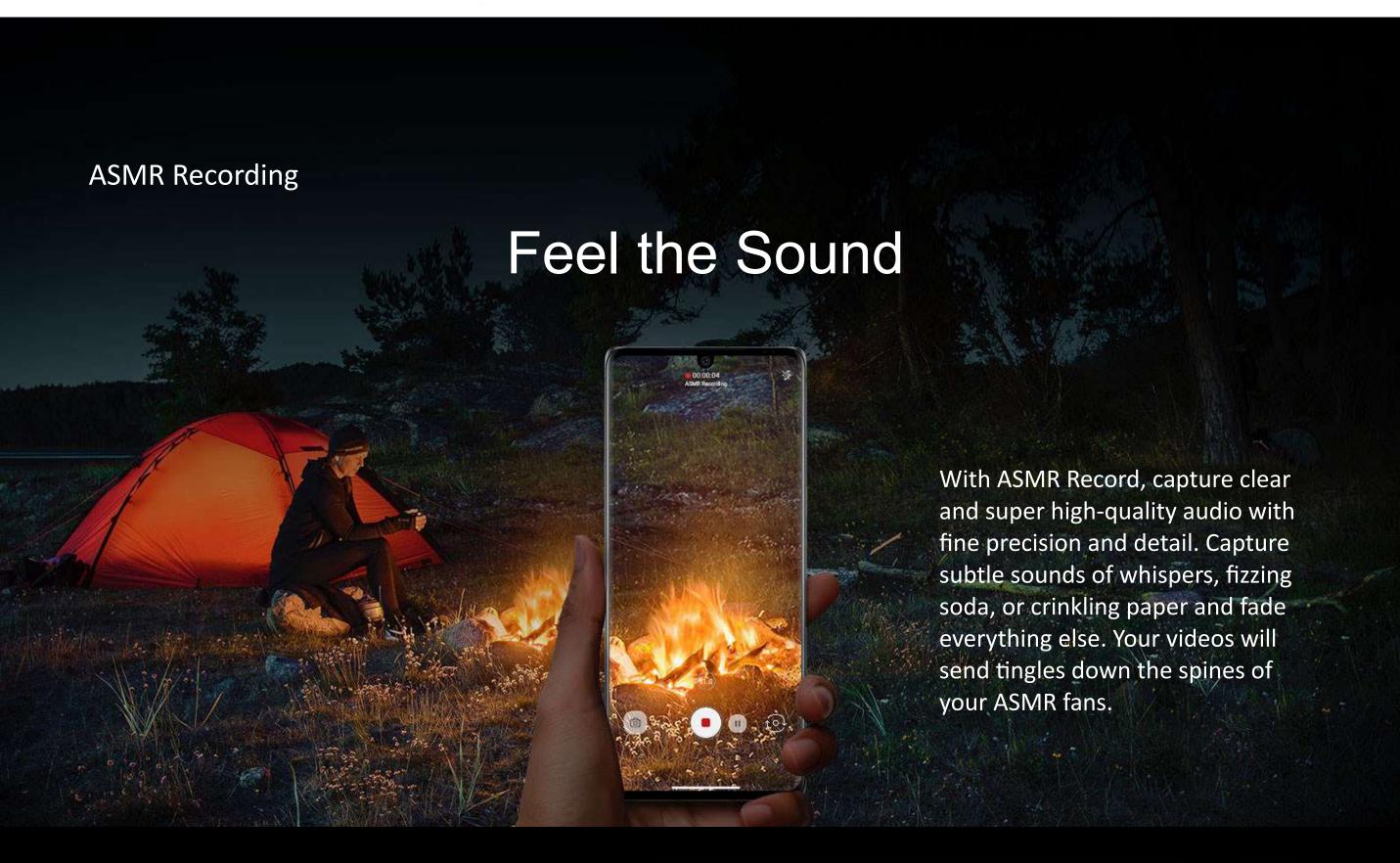
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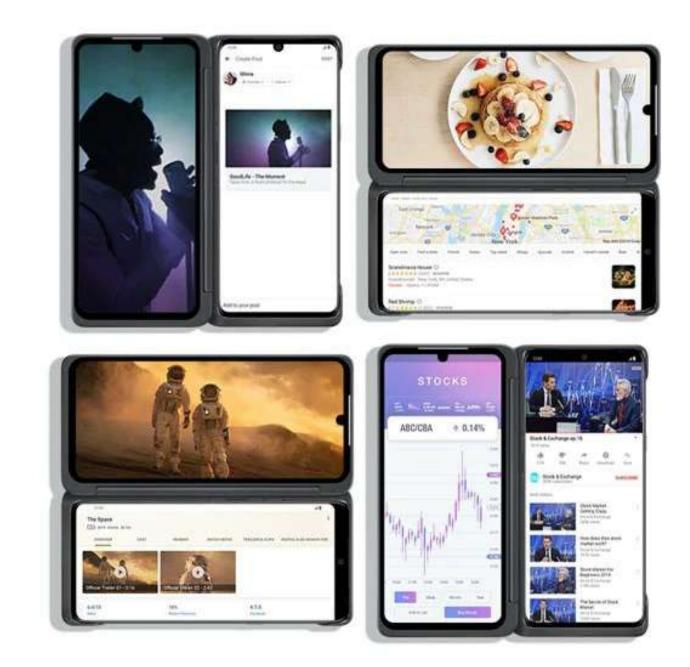




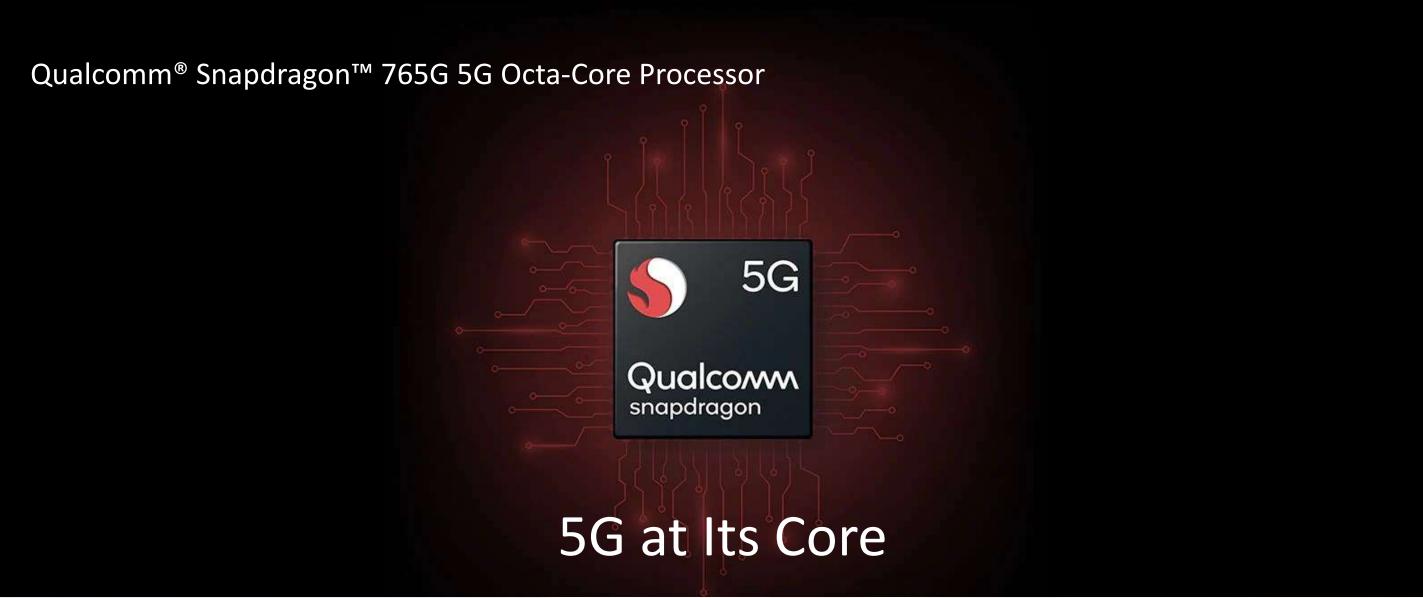


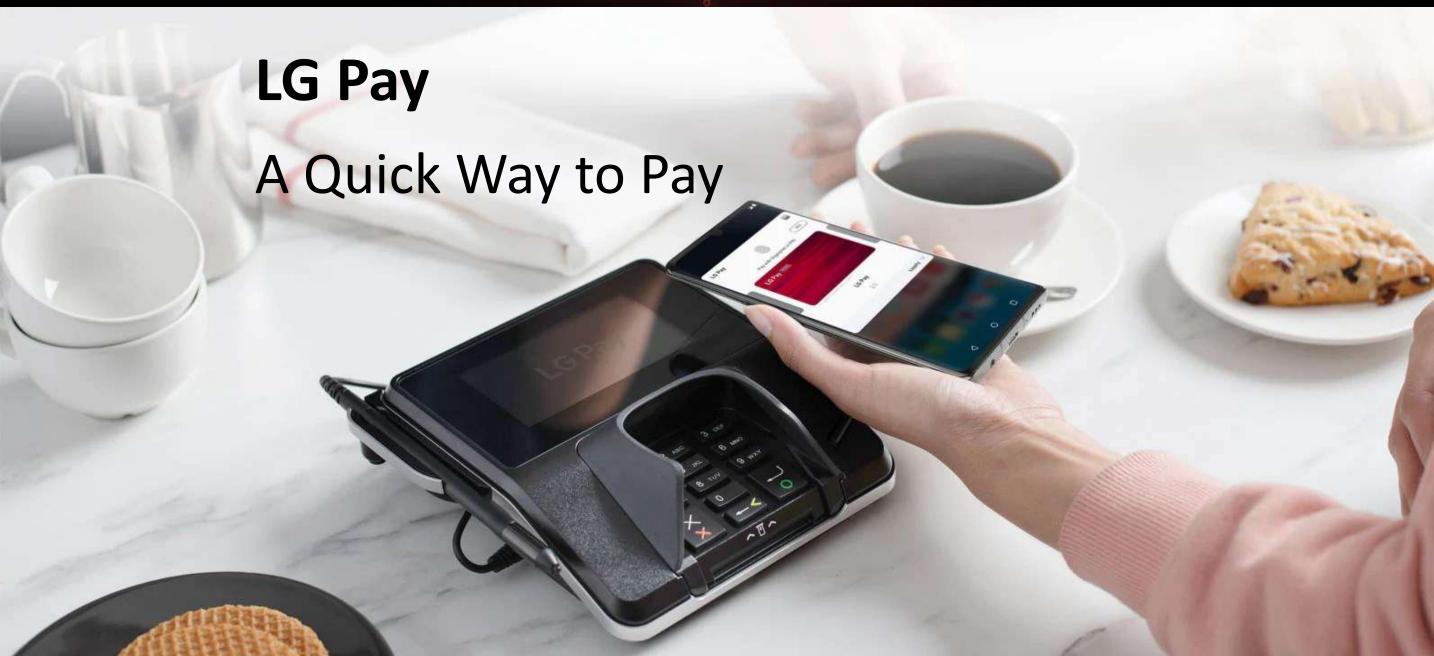
Do more at once with LG Dual Screen. Use your phone like a game console, watch TV shows while you chat, or buy the outfit you see on a fashion vlog. All with even more space.

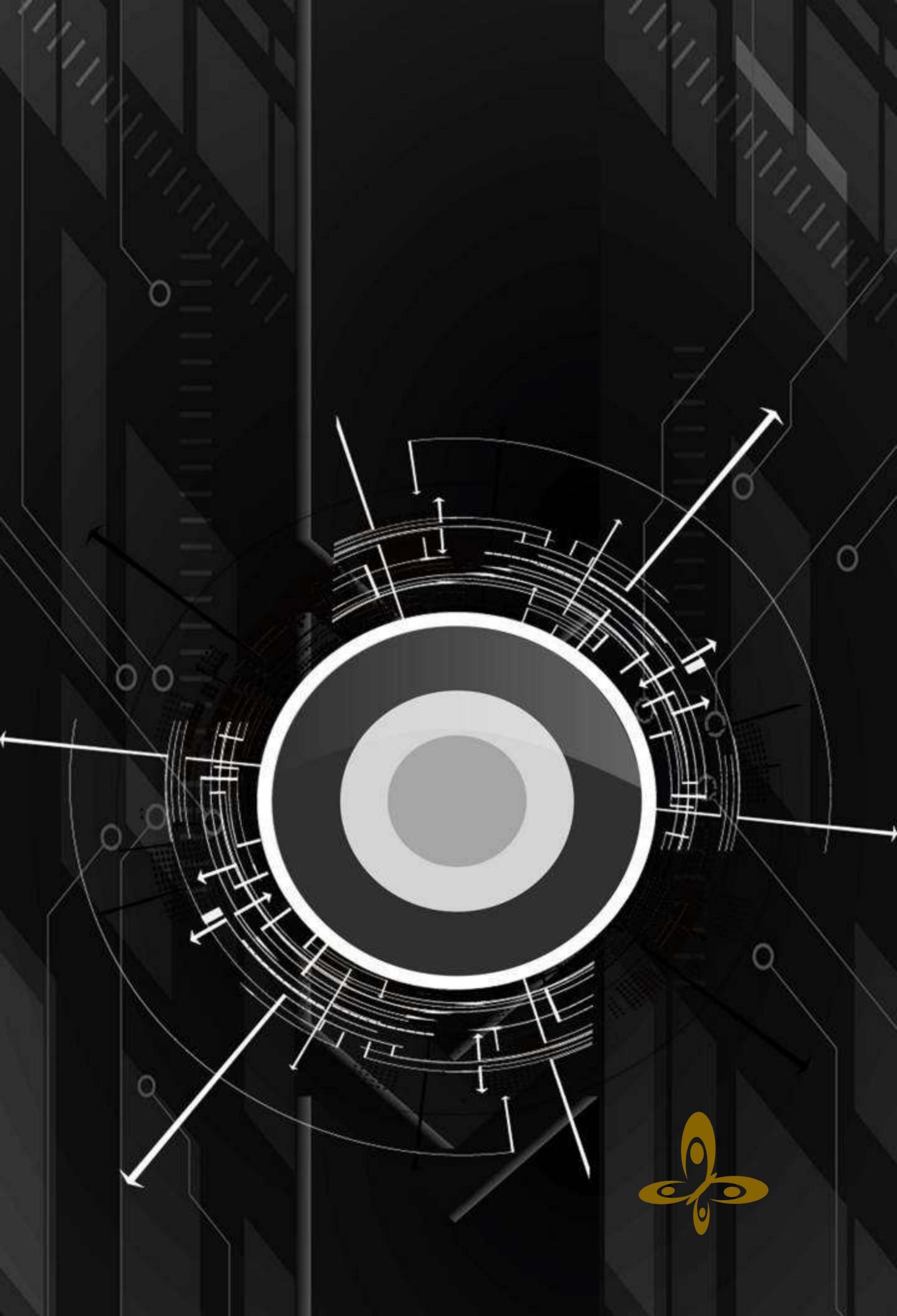
Double Up Phone Fun



Dual Screen

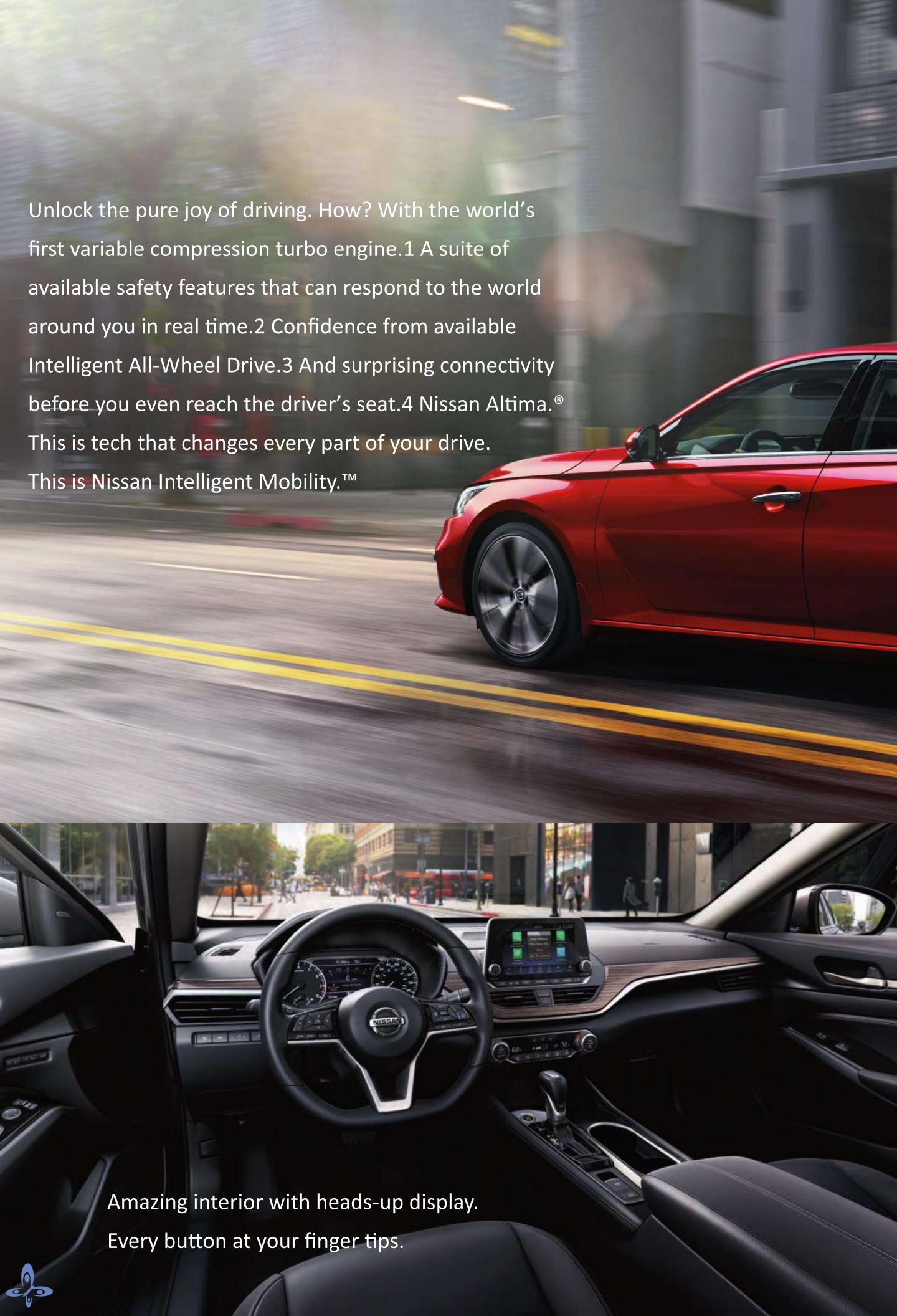




































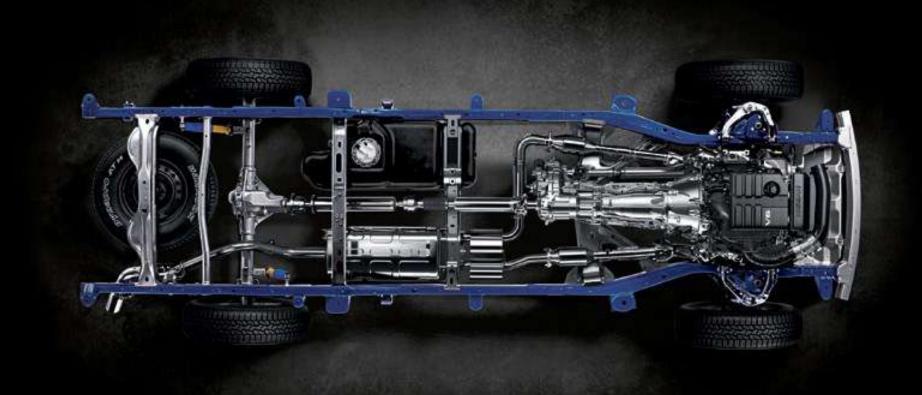




Get ready to tackle the big jobs with 310 horsepower and a 9-speed automatic. And that means loads of capability, work or play. On-road or off. So load it up. Hitch it up – and make bigger plans. The 2021 Nissan Frontier.



Four walls are stronger than three







Can handle any terrain without stress.



















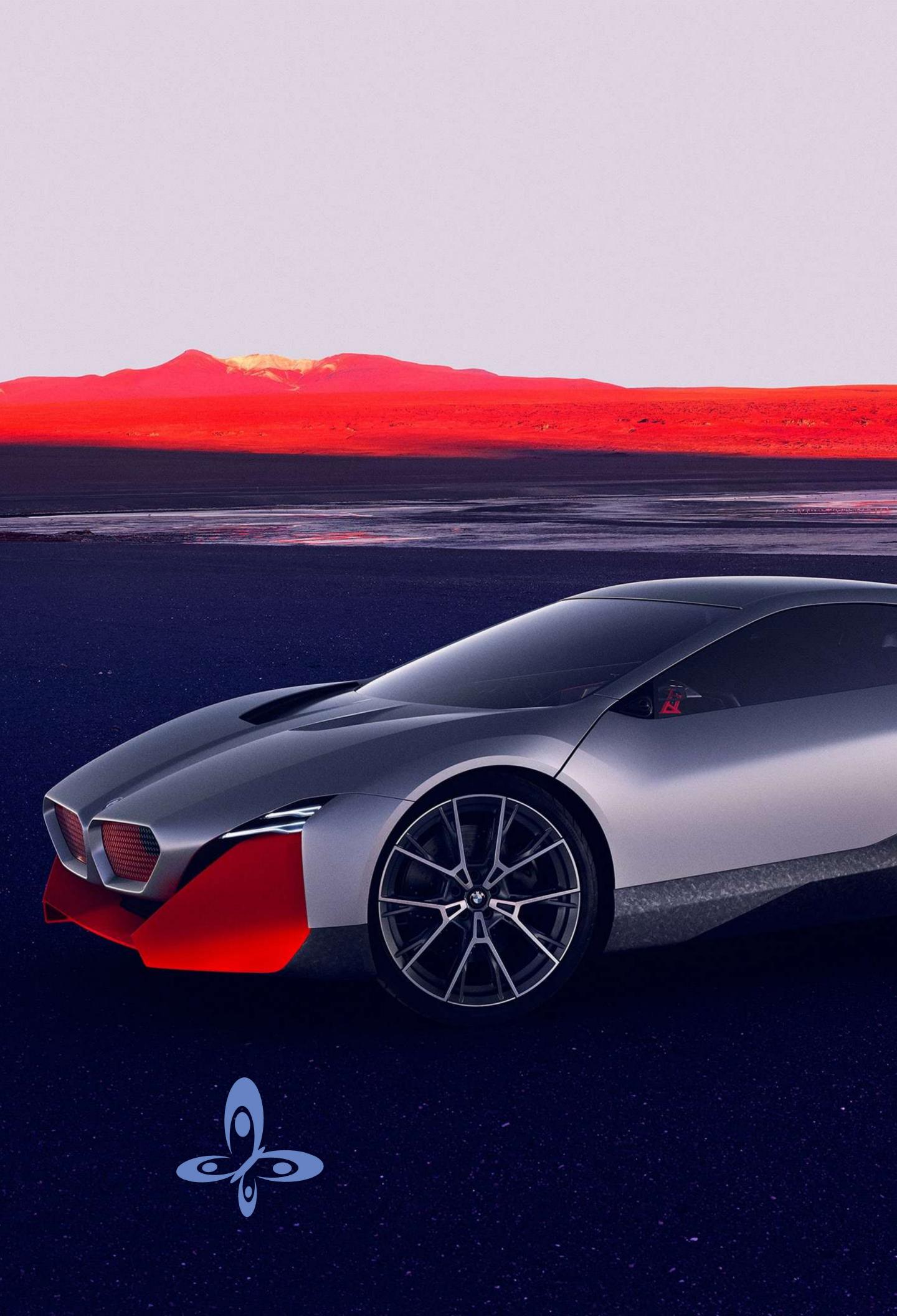
















Release Date: June 4, 2021

Drama, Family, Comedy







DARINESS

PREVIOUS TITLE DORCHA

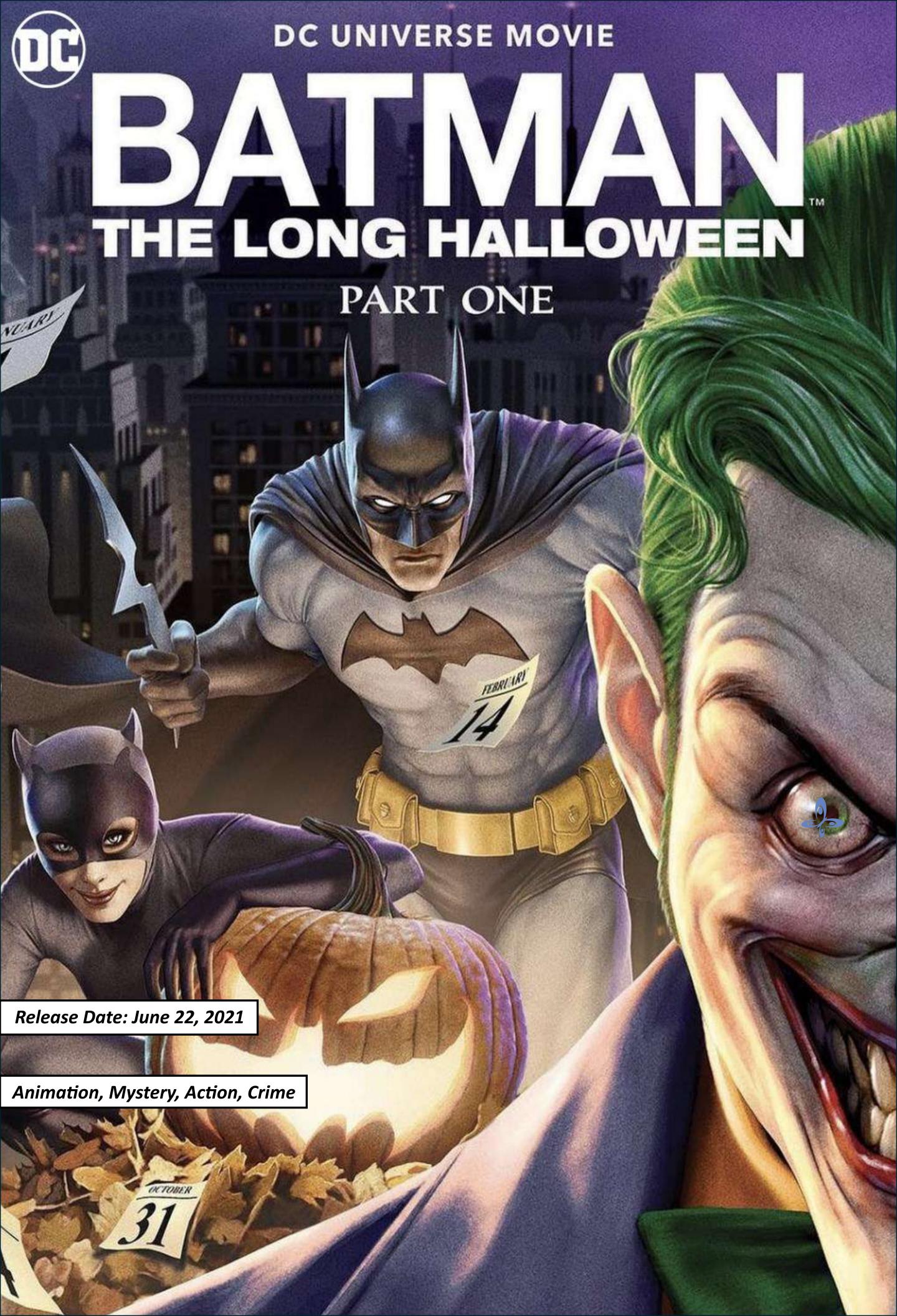
Release Date: June 16, 2021 WRITER/DIRECTOR THARUN MOHAN

Horror

IT HAS BEGUN
RELEASING 03 MAY (UK/ROI) . JUNE 16 (US)









Horror, Comedy

IN THEATERS

JUNE 25

AVAILABLE TO RENT EVERYWHERE JULY 2

JONATHAN RHYS MYERS JOSIE HO DOMINIC MONAGHAN A FILM BY MICHAEL HAUSSMAN Li the Williams THE TRUE STORY THAT INSPIRED THE MAN WHO WOULD BE KING Release Date: June 4, 2021 Drama, History, Adventure

DISORIENTATION.

HALLUCINATIONS.

HYSTERIA.

SLEEP IS SURVIVAL.

GINA RODRIGUEZ SHAMIER ANDERSON AND JENNIFER JASON LEIGH

A NETELIX FILM

AWAKE

Release Date: June 9, 2021

Drama, Action, Adventure

JUNE 9 | NETFLIX



COMES GREAT

VMI





Chasing Wonders



Drama

HIANLO FILMS PRESENTS IN ASSOCIATION WITH THE SOUTH AUSTRALIAN FILM CORPORATION A METFILM AND SLA FILMS PRODUCTION "CHASING WONDERS" DIRECTOR PAUL MEINS CASTING NIKKI BARRETT CSA MUSIC COMPOSED BY ILAN ESHKERI AND KT TUNSTALL COSTUME DESIGNER MARIOT KERR EDITOR NICOLAS GASTER PRODUCTION DESIGNER FELICITY ABBOTT APDG DIRECTOR OF PHOTOGRAPHY DENSON BAKER ACS NZCS EXECUTIVE PRODUCERS TIMOTHY WHITE JONNY PERSEY BASED ON AN IDEA BY HILTON NATHANSON SCREENPLAY BY JUDY MORRIS PRODUCED BY HILTON NATHANSON ANNA VINCENT LOUISE NATHANSON STEWART LE MARÉCHAL ANNA MOHR-PIETSCH

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THE

DEMONIC

CASE

THAT

SHOCKED

AMERICA

Release Date: June 4, 2021

Thriller, Mystery, Horror

CONURING
THE DEVIL MADE ME DO IT

IN THEATERS HEEMAN AND ON SUBSCRIBERS STREAM AT NO EXTRA COST



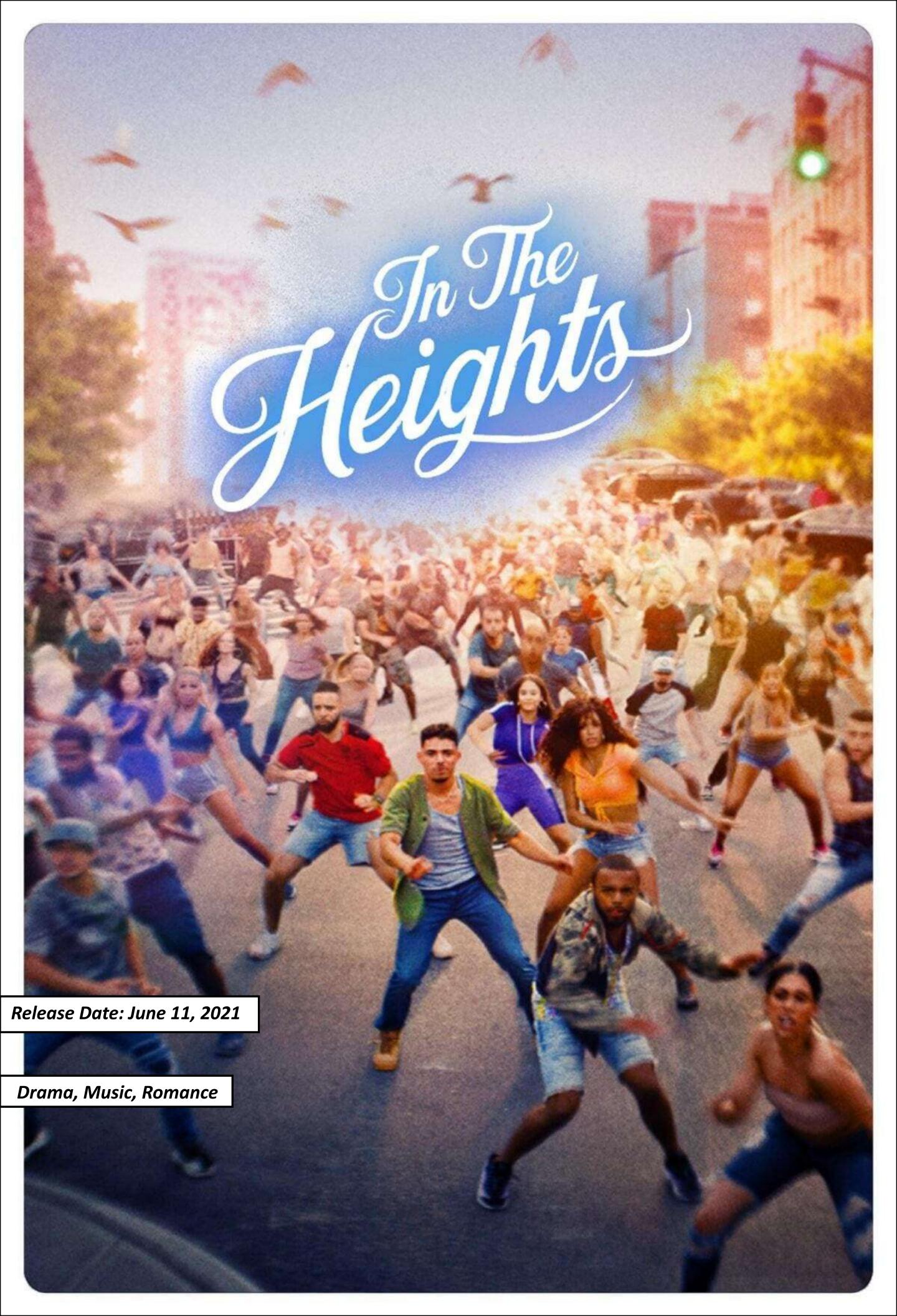


KEVIN HART

FATHERHODD

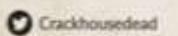
Release Date: June 18, 2021



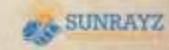














ALL MY FRIENDS HATE ME



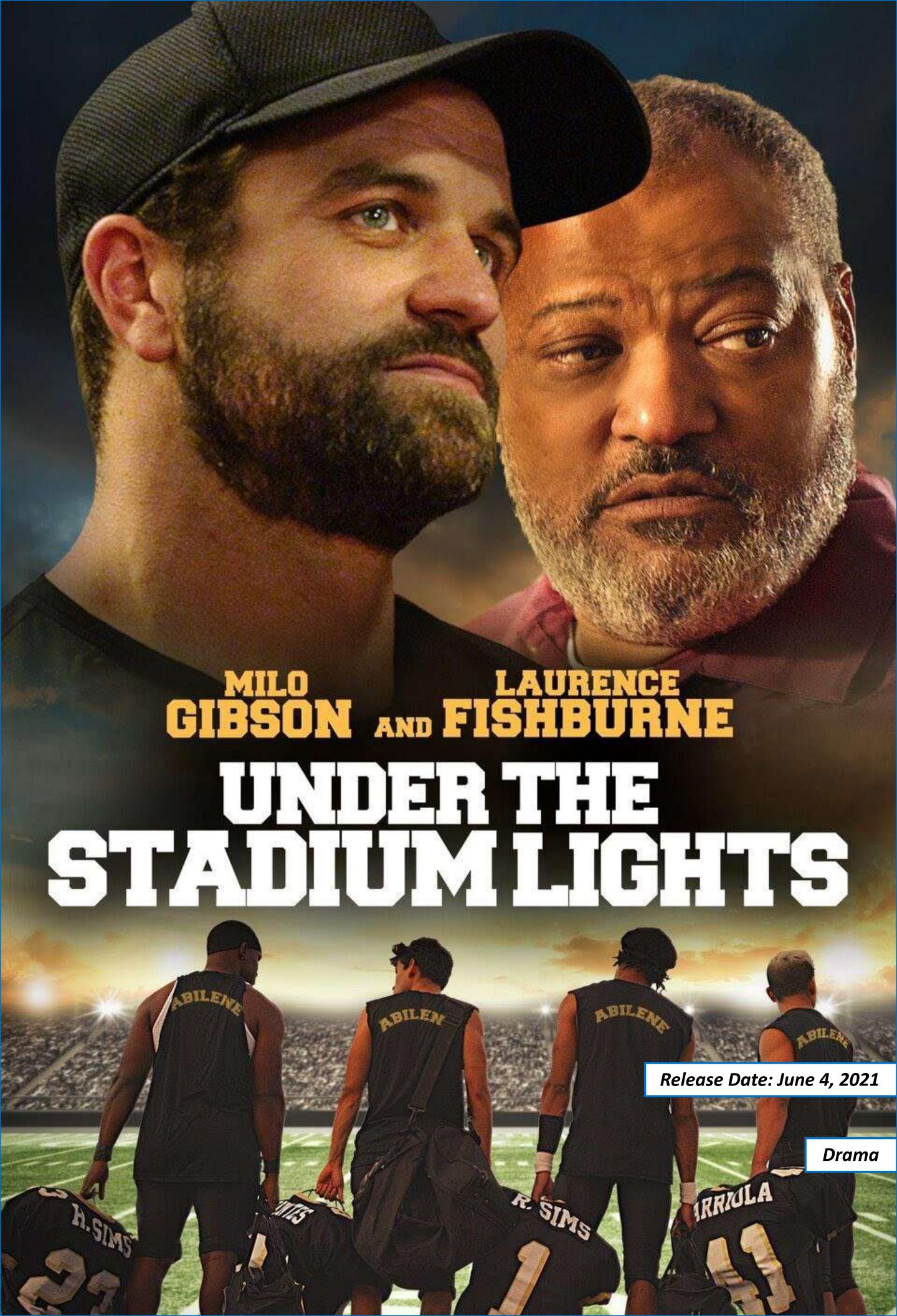




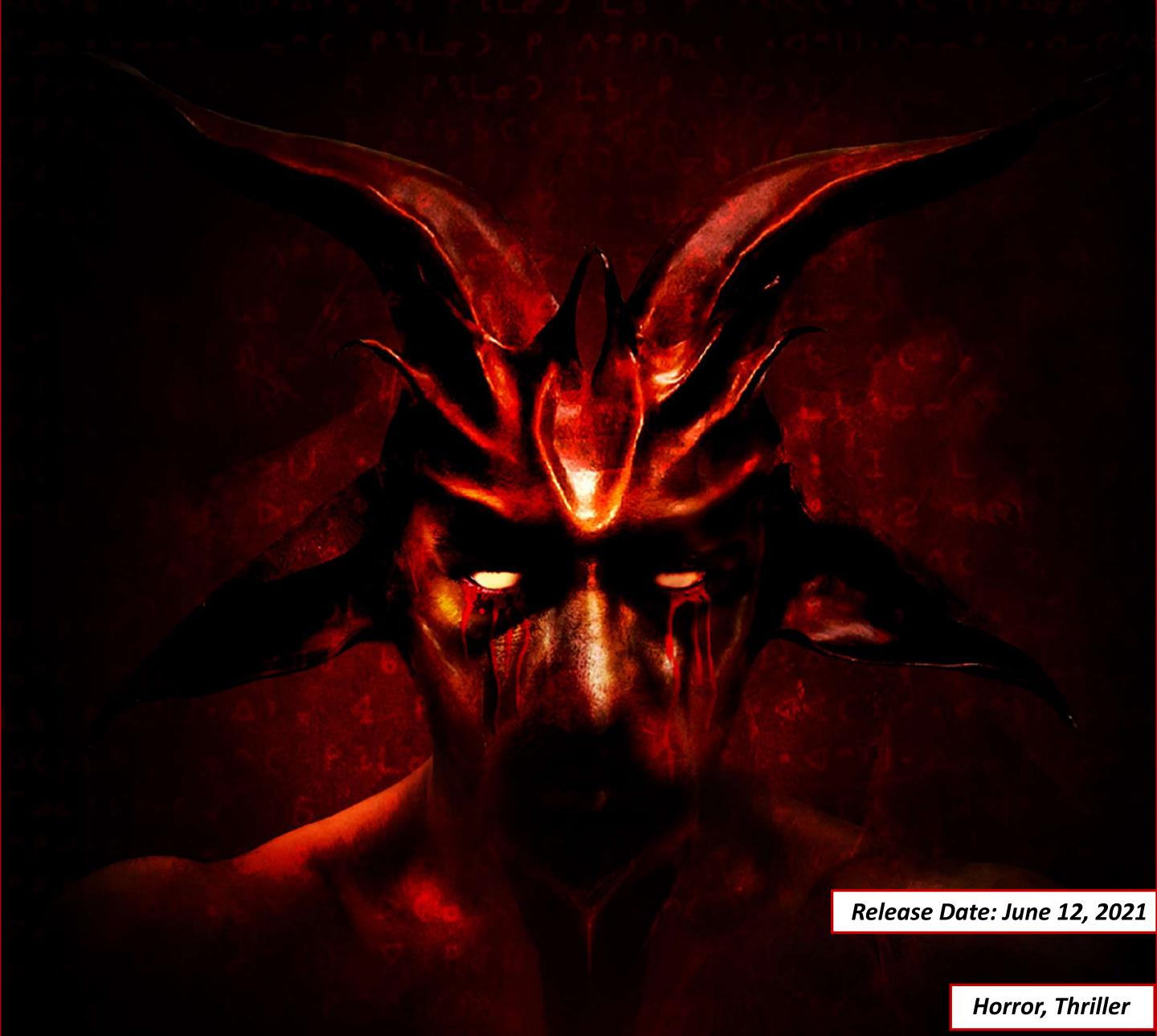
BANANDURN AND TUTALLY TUM FILMS HESEN ANDREW GAMMERO'S VALL MY FRENDS HATE NET TUM STRUCTUR CHARLY CLIVE BEDBENA CAMPBELL ANDREW CLARKE JUSTIA MOSTRE GRAHAM EXCISIN AND TURNSTOPAKE GAMBANK WHEN MOULDEN ""BESAAM HOUWALA ""FLUCY RANDS """TOM FALMER "BESNE HORS BEELIEN PLONMAN CETTE COMERNY, Horror











BAPHOMET



