



GODFALL

GRID
LEGENDS

THE
ASCENT

GT
GRAN TURISMO[®] 7
THE REAL DRIVING SIMULATOR

W 2K22

Hot Wheels
UNLEASHED

GAMES

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Gran Turismo 7

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Huawei Watch 3 Pro

Razer Blade 17

AUTOMOBILES

Porsche 911

Porsche Panamera

Nissan Murano

MOVIES

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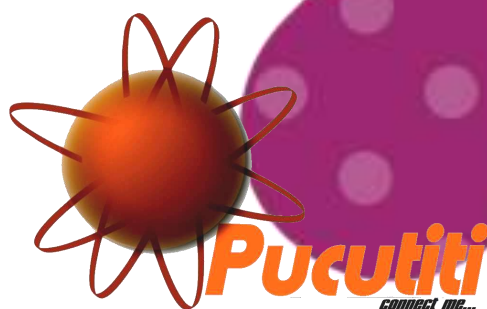
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GAMES





WWE 2K22 is a professional wrestling video game developed by Visual Concepts and published by 2K Sports. It is the twenty-second overall installment of the video game series based on WWE, the ninth game under the WWE 2K banner, and the successor to 2019's WWE 2K20. It was released on March 11, 2022, for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S.

Gameplay

WWE 2K's MyCareer was rebranded as MyRISE and focused on separate stories for both male and female superstars. Using created superstars, players can form alliances, make enemies, and branch into subplots based upon the players choices.

2K Showcase Mode returned as Showcase, featuring cover superstar Rey Mysterio, allowing players to play through the biggest moments of his WWE career. The 2K Showcase mode incorporated new features and updates. By progressing through, players are able to unlock new characters, attires, and arenas. At IGN Fan Fest 2022, a gameplay of the match between Rey Mysterio and Dolph Ziggler at SummerSlam 2009 featured a transition method between in game to real time action, using both in-game and archived audio, unlike in previous games. The game also features a new mode called MyFACTION. In it, players are able to build a wrestling stable by collecting, managing, and upgrading WWE Superstars with regular updates and weekly events. MyFACTION features player cards from throughout WWE's history.

Universe Mode returned with several updates, including the ability to change camera angles while spectating matches. Other new features include playing exclusively as a single superstar, focusing only on their matches and storylines. MyGM, formerly known as GM Mode, returned to the series for the first time since 2007's WWE SmackDown vs. Raw 2008. Players can choose between Sonya Deville, Adam Pearce, William Regal, Shane McMahon, Stephanie McMahon, or a custom character to take control of one of WWE's four brands: Raw, SmackDown, NXT, or NXT UK. Players can book wrestling shows in high school gyms and on primetime television, draft superstars, manage contracts, and control costs, while trying to create the premier WWE brand.

Community creations in the creation suite have cross-platform support for users who are signed in to a verified 2K account. Custom images can also be used in character select screens, which allowing the player to put their own photos on screen.

Roster

The roster contained the largest roster in any WWE game to date. The wrestler with the most characters is Rey Mysterio, having 9 variations, including two attires from his WCW career.

Development

After WWE 2K20 received a negative reception from critics and fans, WWE 2K franchise executive producer Patrick Gilmore promised that the title would rely more on the quality of the game. The game was officially announced after a teaser trailer, featuring Cesaro and Rey Mysterio, aired during WrestleMania 37 in April 2021, with a "Hit Different" tagline. The announcement came nearly a year after 2K Sports canceled a planned WWE 2K21 title.







Developer: Visual Concepts

Publisher: 2K Sports

Series: WWE 2K

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5,

Xbox One, Xbox Series X/S

Release: March 11, 2022

Genre: Sports

Mode: Single-player, multiplayer

TiTi Rating: 7/10



During the July 23, 2021, episode of SmackDown, commentator Michael Cole revealed that WWE 2K22 would feature a rebuilt game engine and smoother controls; this was later confirmed by sources close to 2K. The second teaser trailer aired during SummerSlam in August 2021, announcing a release date of March 2022.

On November 18, 2021, a "Hit List" trailer was released, highlighting ten specific features emphasizing the game's tagline. In the trailer, it was revealed that GM Mode (called MyGM) would be making a return to the series for the first time since 2007's WWE SmackDown vs. Raw 2008, and that the game would feature redesigned gameplay controls.

On February 23, 2022, rapper Machine Gun Kelly was announced as the official executive producer, accompanied by a short trailer which involved Kelly and WWE legend The Undertaker. The baseline soundtrack includes songs from artists such as Machine Gun Kelly, YUNGBLUD, Bert McCracken, Wu-Tang Clan, KennyHoopla, Motörhead, Poppy, Royal Blood, Bring Me The Horizon, The Weeknd, Turnstile, Asking Alexandria, and Bad Bunny.

Release

On January 20, 2022, an official trailer for the game was released alongside the official release date of March 11, 2022. Rey Mysterio was announced as the main cover star for the Deluxe and Standard editions.

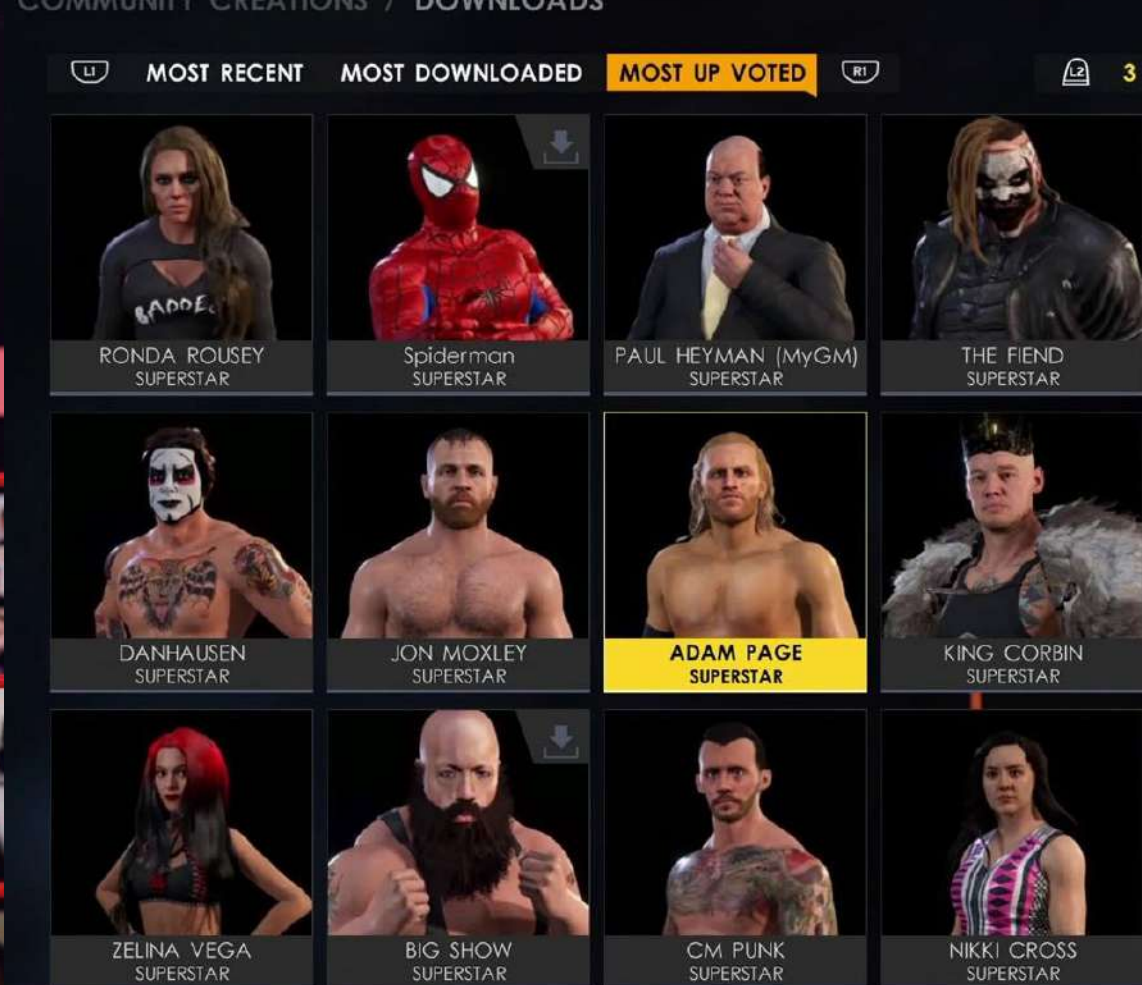
The game has three official editions: the "nWo 4-Life" edition, the "Deluxe" edition, and the "Standard" edition. The "nWo 4-Life" and "Deluxe" editions were released on March 8, three days ahead of the release of the "Standard" edition on March 11.

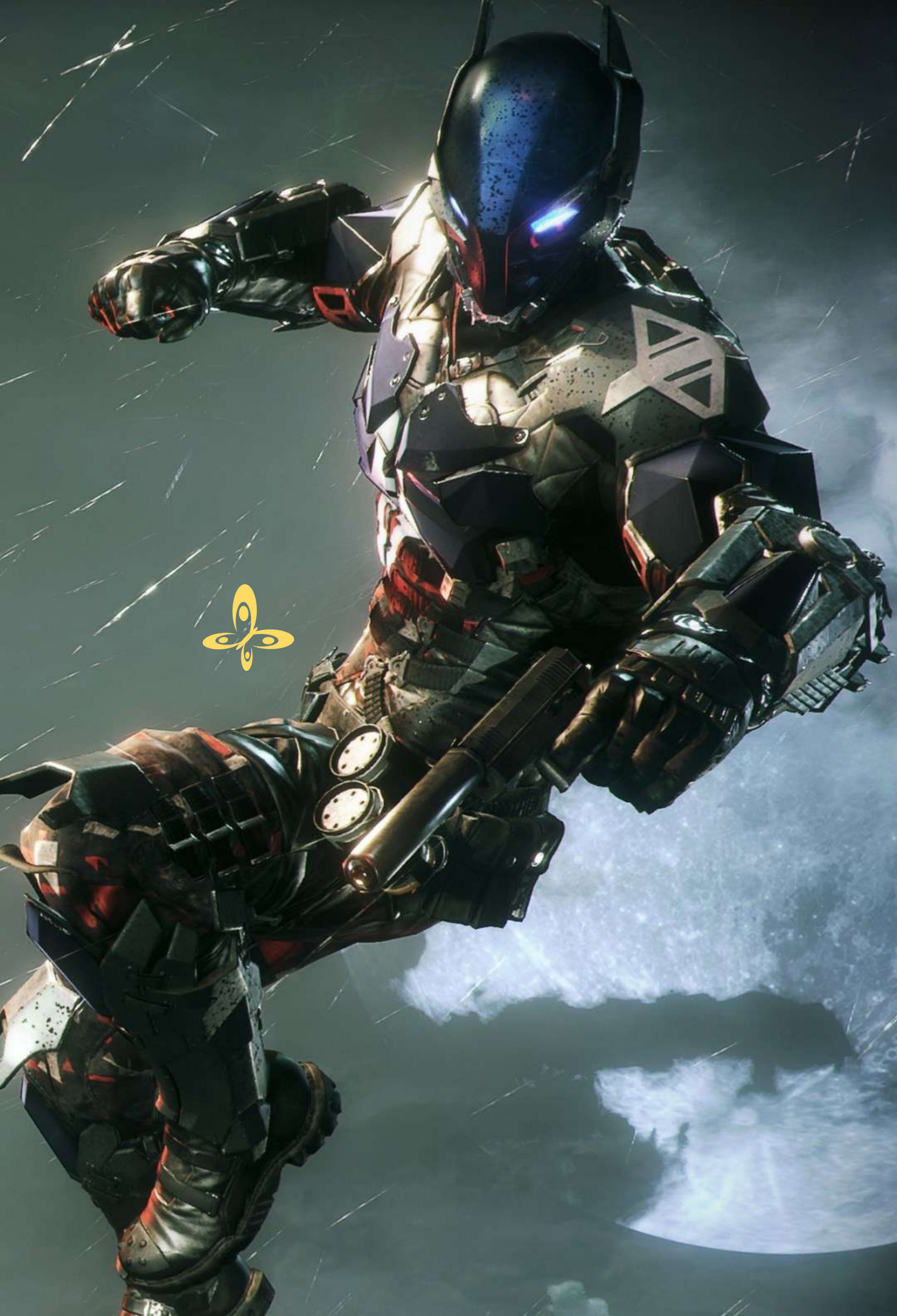
Post-release content

DLC packs will be available through the Season Pass as well as available to purchase individually. The first DLC pack will be the Banzai Pack, launching April 26, 2022, and will include Yokozuna, Umaga, Rikishi, Omos, and Kacy Catanzaro. On May 17, 2022, the Most Wanted Pack will launch, which adds Cactus Jack, The Boogeyman, Vader, Ilja Dragunov, and Indi Hartwell. On June 7, 2022, the Stand Back Pack will release adding The Hurricane, Stacy Keibler, A-Kid, Wes Lee, and Nash Carter. On June 28, 2022, the Clowning Around Pack will release adding Doink the Clown, Ronda Rousey, The British Bulldog, Mr. T, Doudrop, and Rick Boogs. The final pack will launch on July 19, 2022, and will be named The Whole Dam Pack, including Rob Van Dam, Logan Paul, Machine Gun Kelly, LA Knight, Xia Li, Commander Azeez, and Sarray. Additionally, both The Undertaker Immortal Pack previously released as preorder only, as well as the nWo 4-Life DLC were released as additional standalone DLC packs.

The NXT 2.0 arena, along with several new create-a-superstar parts, were added as free DLC through the 1.09 patch.







Grid Legends

Grid Legends is a 2022 racing video game developed by Codemasters and published by Electronic Arts. It is the fifth installment in the Grid franchise. The game was released for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X/S on February 25, 2022.

Gameplay

Grid Legends contains more than 130 tracks to race on, ranging from real-life circuits like Brands Hatch, Indianapolis Motor Speedway, Suzuka International Racing Course and the return of Mount Panorama Circuit, to street circuits in various cities such as San Francisco, Paris, London, and Moscow. The game features more than 100 vehicles, including touring cars, semi-trailer truck, open-wheel car, stadium trucks, drift cars, and even electric vehicles, to compete in arena ovals, on street circuits, or off-road tracks. For the first time in the series, players have the ability to create their own races, including custom routes, obstacles, vehicle restrictions, and rules.

Inspired by Netflix's documentary series *Formula 1: Drive to Survive*, the game includes a story-focused career mode for the first time in the series, entitled "Driven to Glory". Codemasters had previously opted to include a plot-focused career mode in *F1 2021* with *Braking Point*. In *Grid Legends* however, the mode is much more narrative-focused. A number of professional actors have been hired to portray different characters in the game, utilizing the same virtual set technology used in the American Space Western television series *The Mandalorian* to insert the actors into virtual backgrounds. The cast includes actor Ncuti Gatwa, who portrays Valentin Manzi, number one driver for Voltz Racing. *Grid Legends* also marks the first physical appearance of Nathan McKane, who has been a staple character throughout the GRID series, portrayed by Callum McGowan and reprising his role of number one driver for Ravenwest Motorsport. Other major characters include: Ryan McKane (Ravenwest Motorsport's team owner and Nathan's uncle; he previously appeared in *TOCA Race Driver*), Lara Carvalho (Ravenwest number two driver), Marcus Ado (Seneca Racing's team principal), Ajeet Singh (Seneca Racing's lead engineer and crew chief), Yume Tanaka (Seneca number one driver) and Claire Webb (Grid TV's sideline reporter and color commentator).

Development and release

Grid Legends was announced at EA Play Live 2021. It is the fifth video game of the Grid series developed by Codemasters and the first installment published by Electronic Arts. In addition to be released on Microsoft Windows, PlayStation 4 and Xbox One platforms, the game is also set to come to the ninth generation of video game consoles PlayStation 5 and Xbox Series X/S for the first time in the franchise. The game was released on February 25, 2022.







— GRID™ — **LEGENDS**

Developer: Codemasters

Publisher: Electronic Arts

Series: Grid

Engine: Ego

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5,

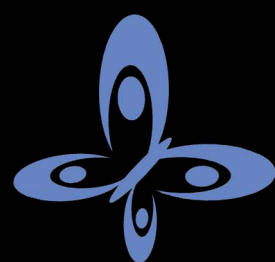
Xbox One, Xbox Series X/S

Release: WW: 25 February 2022

Genre: Racing

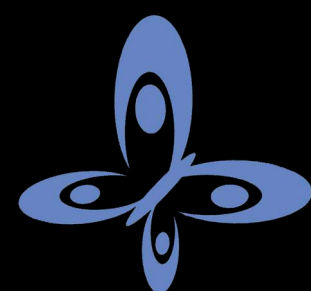
Mode: Single-player, multiplayer

TiTi Rating: 7/10





— GRID —
LEGENDS



Gran Turismo 7

Gran Turismo 7 is a 2022 sim racing video game developed by Polyphony Digital and published by Sony Interactive Entertainment. The game is the eighth mainline installment in the Gran Turismo series. The game was announced on June 11, 2020 at the PlayStation 5 reveal event and was re-leased on March 4, 2022 for PlayStation 4 and PlayStation 5, making it the first multi-console instalment in the series.

Gran Turismo 7 received generally favorable reviews from critics, with praise for its graphics and gameplay; shortly after release, it was review bombed by players on Metacritic due to its use of microtransactions and excessive grinding.

Gameplay

Gran Turismo 7 features the return of the single player campaign, GT Simulation Mode. Other returning features is the return of traditional racing tracks and vehicles, Special Events, Championships, Driving School, Tuning Parts Shop, Used Cars dealership, and GT Auto while still retaining the new GT Sport Mode, Brand Central, and Discover that were introduced in Gran Turismo Sport. The player needs to progress through tasks ("Menu Books") from the GT Cafe to unlock features like multiplayer, and all tracks and cars.

The game also features the return of dynamic time and weather effects, which previously appeared in Gran Turismo 5 and Gran Turismo 6. Despite the game including a single player campaign, like with Gran Turismo Sport, the game requires a constant internet connection in order for players to be able to save their progress. The series creator Kazunori Yamauchi explains that this decision was made to prevent hacking and cheating. Arcade mode, however, is fully playable offline.

For the PlayStation 5 version, the game takes advantage of the console's increased processing power, dedicated ray-tracing hardware, custom solid-state drive storage, Tempest Engine, and DualSense controller to support features such as advanced haptic feedback, adaptive triggers, real-time ray tracing effects, 3D spatial audio, and reduced loading times. The PlayStation 5 version of Gran Turismo 7 also runs at 4K resolution and 60 frames per second with support for high dynamic range.

Development and release

In a July 2019 interview with GTPlanet, a fan website dedicated to the Gran Turismo series, Yamauchi stated that the next Gran Turismo title is in active development. Yamauchi confirmed that there will be a focus on fine tuning the classic GT experience, adding: "I think the next title that we're going to create will be a combination of the past, present and future – a complete form of Gran Turismo."

Gran Turismo 7 was revealed at Sony's PlayStation 5 reveal stream on June 11, 2020. The game is being developed by Polyphony Digital and published by Sony Interactive Entertainment for the PlayStation 4 and the PlayStation 5. The game was initially scheduled for a release in 2021. It was later delayed to 2022 due to the impact of the COVID-19 pandemic on the video game industry affecting game development. The game was re-leased for PS4 and PS5 consoles on March 4, 2022. Seven time F1 world driver's champion, Lewis Hamilton, reprises his role as the "maestro" of the series from Gran Turismo Sport.



The background of the entire image features two high-end sports cars. The upper car is a blue Porsche Carrera GT, shown from a high-angle perspective. The lower car is a red Mazda RX-7, shown from a front-three-quarter perspective. The lighting is dramatic, with strong blue and red hues. The Gran Turismo logo, a stylized 'GT' with a butterfly emblem in the center, is prominently displayed in white. Below the logo, the text 'GRAN TURISMO' is written in a bold, italicized sans-serif font, followed by a registered trademark symbol and a large '7'. Underneath this, the tagline 'THE REAL DRIVING SIMULATOR' is written in a smaller, all-caps sans-serif font.

GT

GRAN TURISMO[®] 7

THE REAL DRIVING SIMULATOR



Developer: Polyphony Digital
Publisher: Sony Interactive Entertainment
Director: Kazunori Yamauchi
Series: Gran Turismo
Platforms: PlayStation 4, PlayStation 5
Release: March 4, 2022
Genre: Sim racing
Mode: Single-player, multiplayer
TiTi Rating: 8/10





Menu Book

Credits
140,000

911 Turbo (930) '81
RR / 318 BHP / 1,300 kg / T

PP 497.2

Collector Level
To Next Level
174 pts

14

Daily Workout
12.4 Miles

23:18
27th Jan


ASTON MARTIN



DB11 '16
Volcano Red

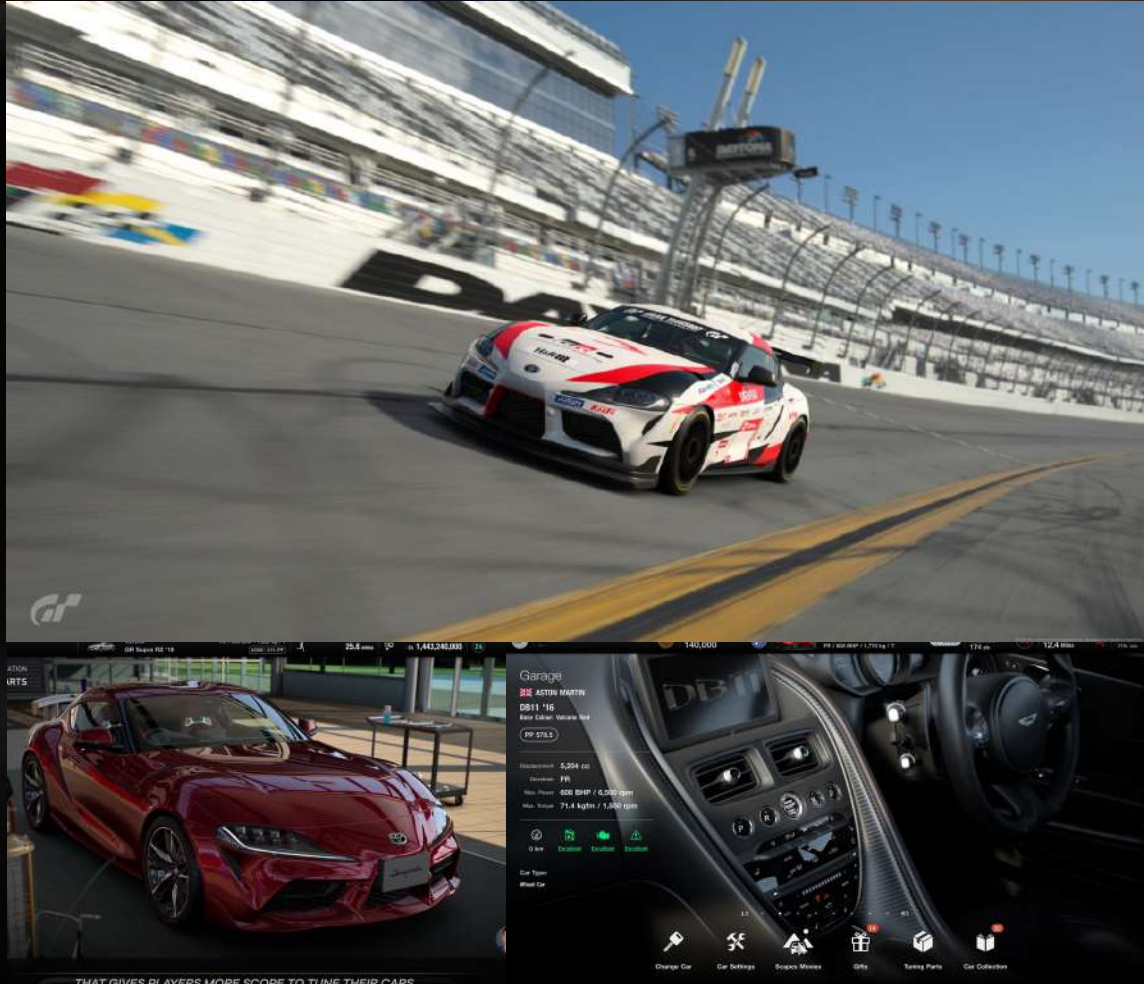
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Captured on PS5





The Ascent

The Ascent is a cyberpunk-themed action role-playing video game developed by Swedish indie game studio Neon Giant and published by Curve Digital for Microsoft Windows, Xbox Series X/S and Xbox One on 29 July 2021. It was developed using Unreal Engine 4 by a team of 12 people and is Neon Giant's debut in the industry. The game received positive reviews from critics upon its release, with praise for its visuals, combat, animation, and sound-design but criticism for the emphasis on grinding, technical issues and noticeable lack of polish.

Gameplay

The Ascent is presented from an isometric view overlooking the characters. It is a twin-stick shooter. It includes the ability to aim both high and low on enemy targets, allowing the player to differentiate between shooting enemies closer or further away. This mechanic is key to the game's cover system, allowing the player to aim at enemies over the top of the props in the environment. The player can fully customize their character's appearance, and can augment their character with cyberware upgrades to get new skills and abilities. Players also have an upgradeable cyberdeck device, which they can use to gain access or "hack" into previously locked areas and loot certain chests.

The game features a destructible environment that reacts to the player's actions, such as bullet impacts, skill powers and explosions. A fast travel system is implemented in the game via a built-in subway system and paid taxi, allowing the player to travel vast distances in-game quickly. It is an open-world game that IGN described as having "essentially no loading screens". Defeating enemies allows the player to collect loot of various rarities. Items can also be obtained by completing missions, exploring the world or purchasing them from vendors with in-game currency. The gameplay modes include single-player, local co-op and online co-op with a maximum of 4 players.

Premise

The game takes place within an arcology in a futuristic dystopian world known as Veles, controlled by a powerful megacorporation called "The Ascent Group". Players assume control of a worker enslaved by the company. After the mysterious collapse of The Ascent Group, the arcology descends into a chaotic free-for-all pitting districts, syndicates and rival corporations against each other for control. The player's role is to stop other factions from seizing control and uncover the mystery behind the demise of The Ascent Group.

Development

The Ascent is developed by Neon Giant, a team of 12 people. On 28 June 2018, it was announced that Epic Games had awarded Neon Giant one of 37 developers grants based on their work on an unannounced title set in a "brand new cyberpunk world". For which they received between \$5,000 and \$50,000 to help progress the project. In around May 2019, Neon Giant had struck a deal with Microsoft. Creative director Tor Frick said that they (Microsoft) were "immediately very excited" about what they had made in its early development stage. The game was developed using Unreal Engine 4.





Developer: Neon Giant
Publisher: Curve Digital
Directors: Tor Frick, Arcade Berg
Producer: Simon Donbavand
Designer: Alexander Litvinov
Programmers: Joel Jansson, Roger Mattsson
Artists: Raymond Wégner, Dan Mihaila
Writer: Christofer Engård
Composer: Paweł Błaszczak
Engine: Unreal Engine 4
Platforms: Microsoft Windows, Xbox Series X/S, Xbox One, PlayStation 4, PlayStation 5
Release: Microsoft Windows, Xbox Series X/S — 29 July 2021
PlayStation 4, PlayStation 5 — 24 March 2022
Genre: Action role-playing, twin-stick shooter
Mode: Single-player, multiplayer
TiTi Rating: 7/10





The game's inspiration came from 2000 AD comics as well as the Robocop series. The release of Cyberpunk 2077 around the same time proved somewhat frustrating for the team as the two game's world feature several similarities although Neon Giant was unaware of these until late into development. The team at one point considered previewing more of their game than they planned, just to prove that they weren't copying CDProjekt.

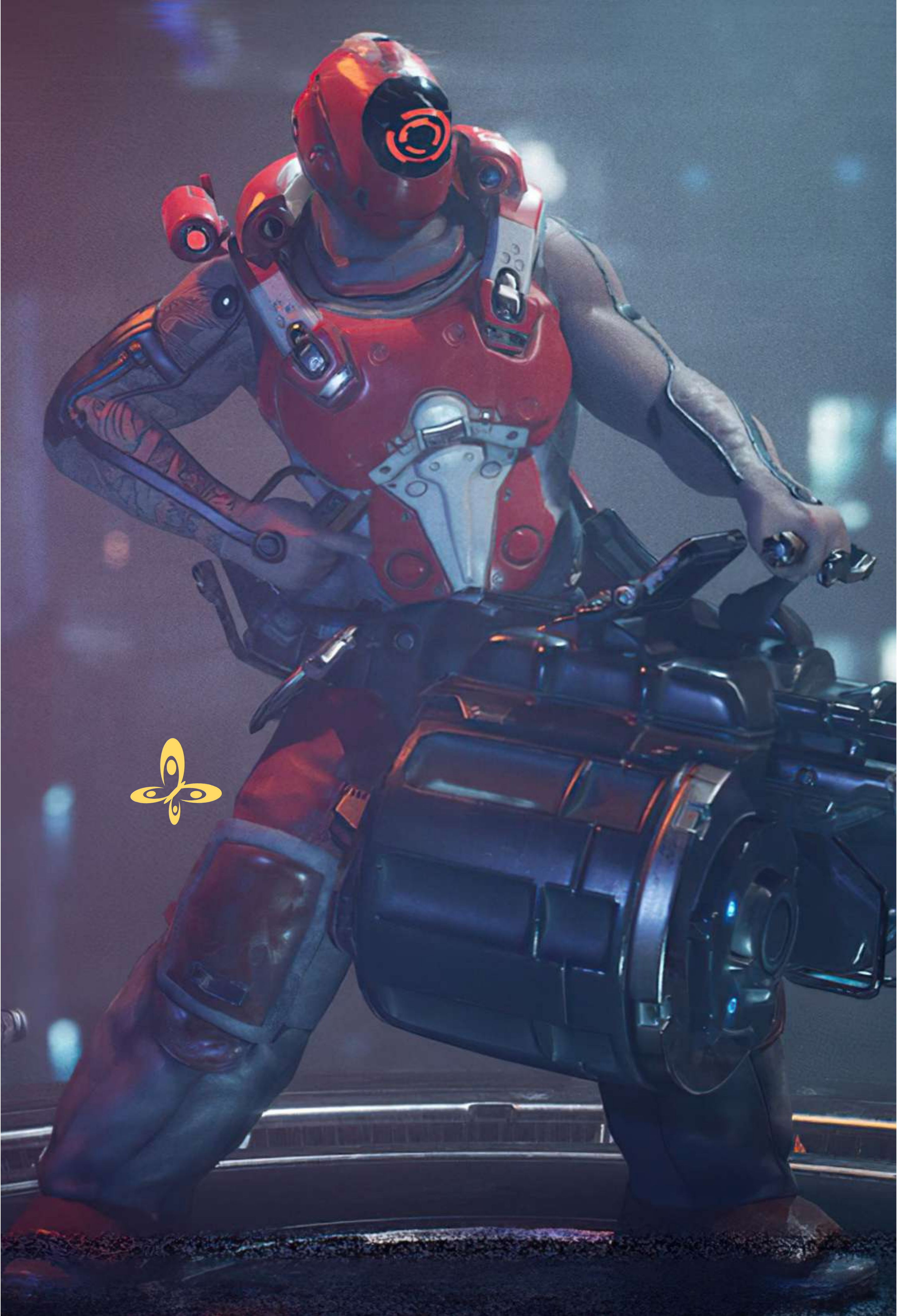
The Witcher and Dying Light composer Paweł Błaszczyk wrote the score for The Ascent. The original soundtrack has a runtime of just under two hours (114 minutes) and consists of 30 tracks. The soundtrack also features original music from numerous licensed artists, such as Maximum Love.

Release and marketing

The Ascent was announced on 7 May 2020, along with a reveal trailer on the same day. Originally an Xbox Series X launch title, the game was delayed and was released 29 July 2021 on Windows 10, Xbox Series X/S and Xbox One. It was also included with the Xbox Game Pass subscription upon release. On 24 February 2022, it was announced that The Ascent would be releasing on PlayStation 4 and PlayStation 5, with a reveal trailer. The PlayStation port eventually released on 24 March 2022.

On 4 August 2021, publisher Curve Digital announced that The Ascent set its largest-ever opening weekend sales revenue, generating over \$5 mil-





Hot Wheels Unleashed

Hot Wheels Unleashed is a 2021 racing video game developed and published by Milestone based on Mattel's Hot Wheels toyline. The game was released on September 30, 2021 for the Xbox Series X/S, Xbox One, PlayStation 5, PlayStation 4, Nintendo Switch and Microsoft Windows.

Gameplay

Hot Wheels Unleashed is a racing game played from a third-person perspective. In the game, the player assumes control of vehicles from the Hot Wheels franchise, and raced against other opponents in miniature tracks set in various everyday locations and environments such garage, kitchen and bedroom. The vehicles featured in the game can be extensively customized. 66 different cars would be available at launch. The game also features a career mode, a time trial, and a track editor. The game supports up to 12 players in an online session, though players can also compete with another player in a local split-screen multiplayer mode.

Development

The game was developed by Italian developer Milestone, the company behind the MotoGP games and the Ride series, and marks the first console game based around the property since 2013. Milestone pitched the idea to Mattel in 2018 although they didn't expect them to take up the offer. Milestone desired to create such a game after realizing that although they specialized in sim racers that was a "niche of the niche" and the racing genre itself was quite crowded with lead game designer, Federico Cardini telling Polygon "could me make a game to the level of, I don't know, Gran Turismo? Technically speaking, yes. Should we go head to head with Gran Turismo? That does not sound like a great idea." The game uses a physics system similar from Milestone's other games, heavily modified so that the cars would be able to perform stunts the series is known for. The team wanted to base the gameplay on physics because they felt that many other Arcade racers felt "scripted" with the cars not reacting to the player's action.

According to Cardini, the lead game designer of Hot Wheels Unleashed, the development team desired to accurately replicate Hot Wheels vehicles to a "1:1 ratio" in the game. Using this method, the team added in many subtle details to the cars and maps. Cardini described the in-game garage as the "inspiration to the entire game", noting its many characteristics.

Marketing and release

The game was officially announced on February 25, 2021. The game released on September 30, 2021 for Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X and Series S. Milestone also had plans to support the game extensively with downloadable content upon launch.





Hot Wheels **UNLEASHED**™



Developer: Milestone

Publisher: Milestone

Designer: Federico Cardini

Series: Hot Wheels

Engine: Unreal Engine

Platforms: Microsoft Windows, Nintendo Switch, PlayStation 4,

PlayStation 5, Xbox One, Xbox Series X/S

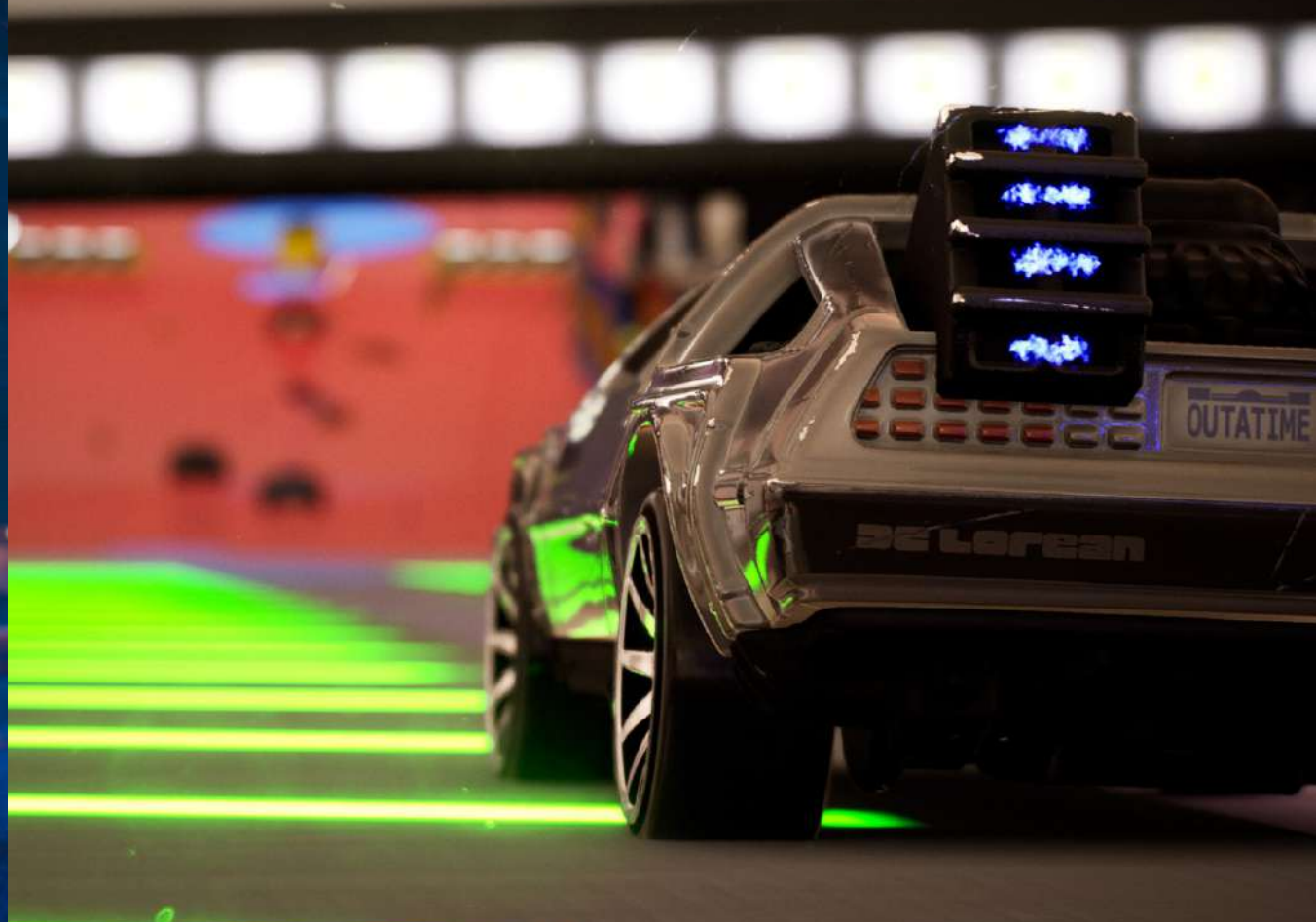
Release: September 30, 2021

Genre: Racing

Mode: Single-player, multiplayer

TiTi Rating: 8/10







Babylon's Fall

Babylon's Fall is an action role-playing game developed by PlatinumGames and published by Square Enix. The game was released for Microsoft Windows, PlayStation 4 and PlayStation 5 on March 3, 2022. The game received generally negative reviews from critics.

Gameplay

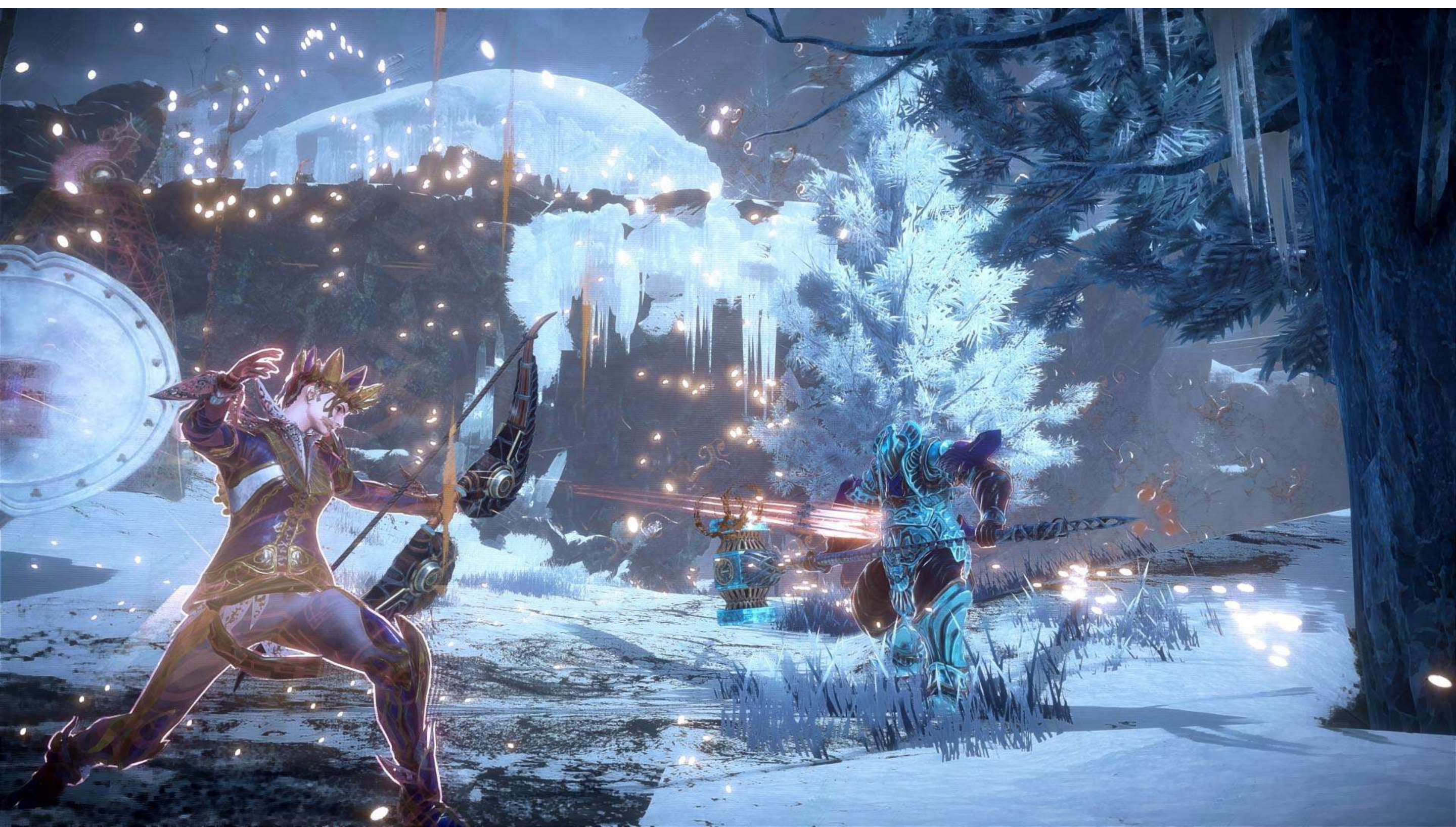
Babylon's Fall is an action role-playing hack and slash video game played from a third-person perspective. The player assumes control of a Sentinel, who must scale a massive tower known as the Ziggurat. Players started at a hub area known as Sentinel Force HQ where they can interact with other players, visit shops or blacksmiths to purchase gear and upgrades, and access quests. Each quest can be played solo, though the game also supports four-player cooperative multiplayer. Players ascend three to four floors in each quest until they reach the summit of the tower. Along the way, players will unlock loot which can be used to enhance the strength of the characters.

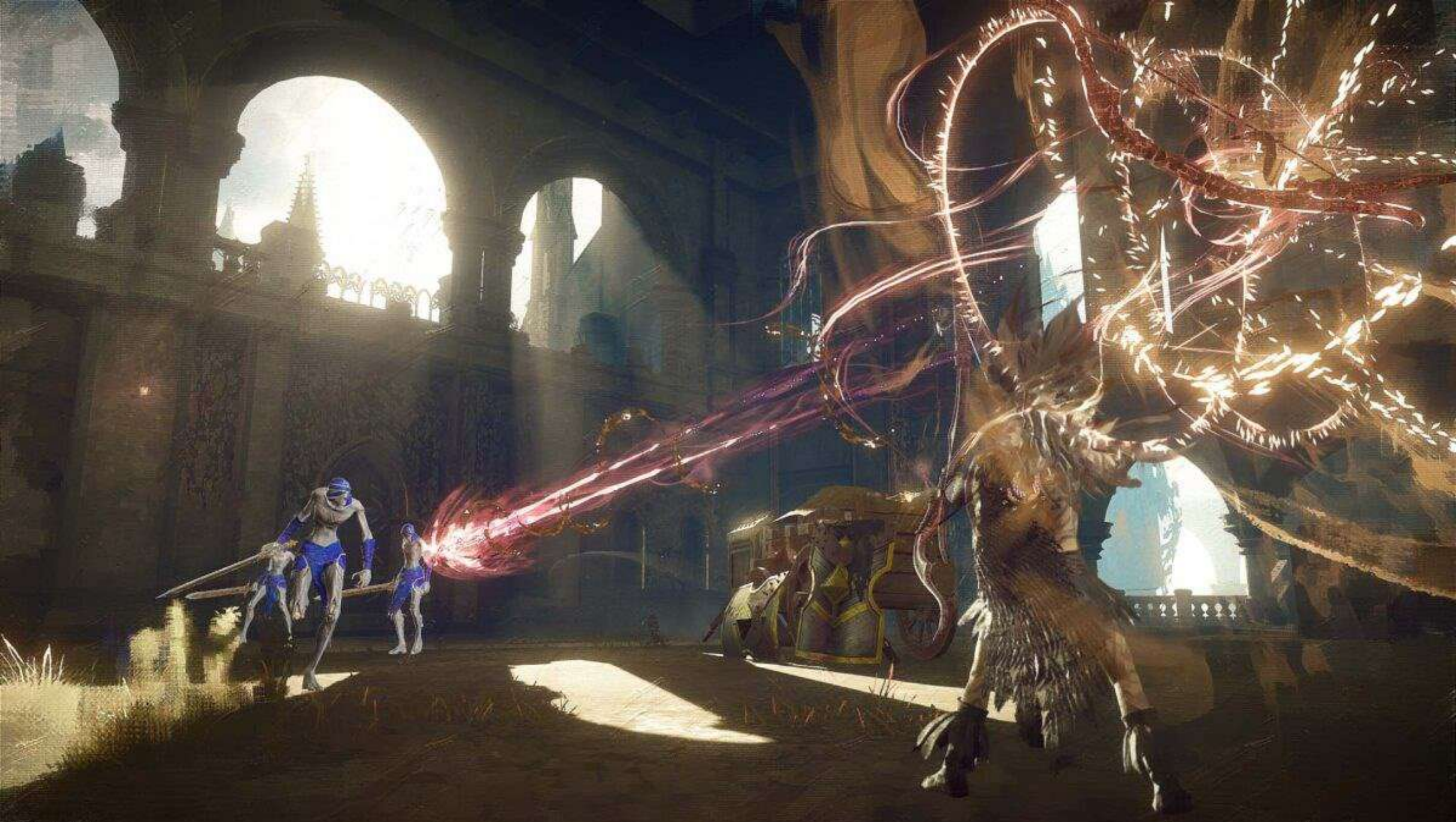
Each sentinel is equipped with two weapons. However, the player is also equipped with a device known as Gideon's Coffin. The coffin allows players to carry two more spectral weapons. These weapons can no longer be used once the spectral energy bar is depleted, though it will gradually refill over the time. The game features five different weapons types, including sword, hammer, bow, rod, and shield. At the end of each level, players would be awarded with loot and gear. The quality of the gear depends on the player's performance in a level. Players can achieve better performance by varying their attack style, eliminating enemies quickly, and dodging attacks.

Development

Babylon's Fall was developed by PlatinumGames. According to producer Junichi Ehara, the team wanted to expand on the combat system of Nier: Automata and experiment with multiplayer with Babylon's Fall. The game's brushstroke visual art-style was inspired by classic European oil paintings, and the graphics were created using canvas-like texture. The game also borrowed assets from Final Fantasy XIV, a massively multiplayer online video game created by publisher Square Enix. The protagonist of the story was compared to a Roman gladiator by scenario writer Kenichi Iwao.[8] The first closed beta was held in July 2021 in Japan and August 2021 in Europe and North America.[9] The beta received a lukewarm reception, with players complaining about the game's illegible visual style. The development team evaluated players feedback and adjusted the game's graphics to ensure that they are less blurry and pixelated.

The game was revealed at E3 2018 during Square Enix's own press conference. It was shown again at E3 2021, now labeled a "game as a service". This means that the game would be supported with free updates, new gameplay modes and content upon release. PlatinumGames opened a new Tokyo studio in 2020 to help the studio make live service games. The developers have stated that the game was always envisioned as a multiplayer, live service title, and expressed regret over some players having the false impression that it was a single player game because of previous footage only showing solo combat. The game was released on March 3, 2022 for Microsoft Windows, PlayStation 4 and PlayStation 5, with cross-platform play support. Players who purchased the game's Digital Deluxe version could access the game on February 28, 2022.





Developer: PlatinumGames

Publisher: Square Enix

Directors: Kenji Saito, Takahisa Sugiyama

Producers: Junichi Ehara, Yosuke Saito

Designers: Isao Negishi, Kazuma Fujii

Artist: Kouji Tajima

Writer: Kenichi Iwao

Composer: Hiroshi Yamaguchi

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5

Release: March 3, 2022

Genre: Action role-playing, hack and slash

Mode: Single-player, multiplayer

TiTi Rating: 7/10







Godfall is an action role-playing game developed by Counterplay Games and published by Gearbox Publishing. The game was released on Microsoft Windows and PlayStation 5 on November 12, 2020. The game was also released for the PlayStation 4 on August 10, 2021. The game will also be released on Xbox One and Xbox Series X/S on April 7, 2022 as Godfall: Ultimate Edition.

Gameplay

The game is set in a high fantasy setting, split into the realms of Earth, Water, Air, where players take the role of one of the last exalted Knight's Order to prevent a major apocalyptic event. The player has 5 weapon classes to select from, based on which of their armor sets, Valorplates, they equip. These weapon classes include the longsword, dual blades, polearm, two handed war hammer and the two handed great sword. Additional Valorplates and Augments can be equipped to customize how this character class plays out. It supports single player and up to three players in co-operative mode. The game is described as a "looter-slasher" being based on the loot shooter concept of completing missions and gaining better loot for further quests, the focus of the combat is on melee attacks rather than ranged ones.

Development

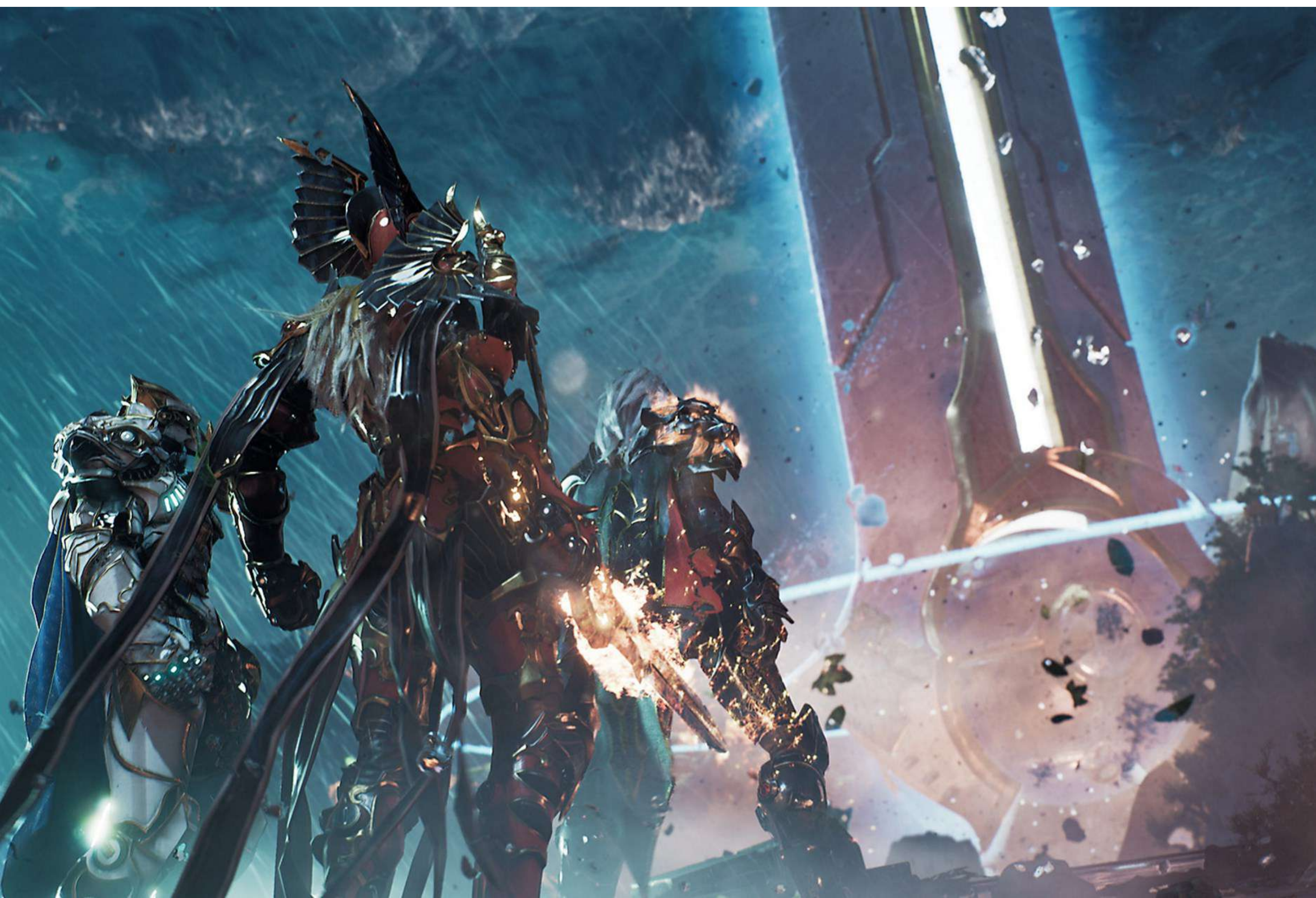
The game was developed by Counterplay Games, a 75-person studio in California with several developers that had worked on other loot shooters such as Destiny 2, their prior game being Duelyst. Counterplay engaged with Kowloon Nights to gain funding to help develop Godfall by September 2018 as a triple-A title, and avoid some of the struggles they had with funding Duelyst through a Kickstarter campaign.

The game's world was inspired by The Stormlight Archive, The First Law and the Foundation series, while the gameplay from the Monster Hunter series inspired the variety of weapons and combo mechanics.

Marketing and release

The game's first trailer was revealed in December 2019 at The Game Awards, where it was identified to be the first game confirmed for release on the PlayStation 5, due to be released on November 12, 2020. The game was developed with Unreal Engine 4.

At their E3 2021 press conference, Gearbox announced that Godfall will release on PlayStation 4 on August 10, 2021. It will come alongside an expansion called Fire and Darkness.





Developer: Counterplay Games
Publisher: Gearbox Publishing
Engine: Unreal Engine 4
Platforms: Microsoft Windows, PlayStation 5, PlayStation 4,
Xbox One, Xbox Series X/S
Release: Windows, PlayStation 5
— NA/AU: November 12, 2020
— EU: November 19, 2020
PlayStation 4
— WW: August 10, 2021
Xbox One, Xbox Series X/S
— WW: April 7, 2022
Genre: Action role-playing
Mode: Single-player, multiplayer
TiTi Rating: 7/10





ARMISTICE

+20% Breach damage

ARCHON FURY

L3 + R3

ARCHON FURY ACTIVATION EFFECT

Unleash a shockwave that Breaches nearby enemies and deals 587 Physical damage

DURING ARCHON FURY

+100% Breach damage

+100% damage to Breached enemies

+100% Takedown damage

+50% damage whenever you defeat a Breached enemy or defeat an enemy with a Takedown

CRAFT

VALORPLATE CORE 65 / 10

CRYSTALLINE TEAR 126 / 50

CRAFT

EQUIP

CLOSE





GADGET



\$329



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RAZER X FOSSIL GEN 6 SMARTWATCH

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Way more. Way faster. Way ahead of the game. Get time on your side with the limited-edition Razer X Fossil Gen 6 Smartwatch—only 1,337 pieces worldwide. Designed for the next generation of gamers, supercharge your style with customizable straps, dials, Razer Chroma™ RGB effects and more.



SNAPDRAGON WEAR™ 4100+ PLATFORM

Designed to deliver increased performance of +30%* with faster app loading, faster processor, and lower power consumption.

*versus Gen 5

LIGHTNING-FAST CHARGING

Cut your cooldown time and charge up to 80% in just a little over 30 minutes.



EXCLUSIVE RAZER WATCH FACES AND STRAPS

Featuring a 1.28-inch AMOLED Display with 3 unique Razer watch faces (Analog, Text, Chroma*), 4 customizable Razer Chroma™ RGB effects, and 2 custom-designed, interchangeable straps.

*automatically downloaded with an Internet connection. Available for download on other Gen 6 models.



ADVANCED HEALTH AND FITNESS-TRACKING

A built-in wellness app tracks your daily step count and sleep quality, alongside continuous heart rate tracking and a new SpO2 sensor to see how well your body is circulating oxygen.



BLUETOOTH 5.0

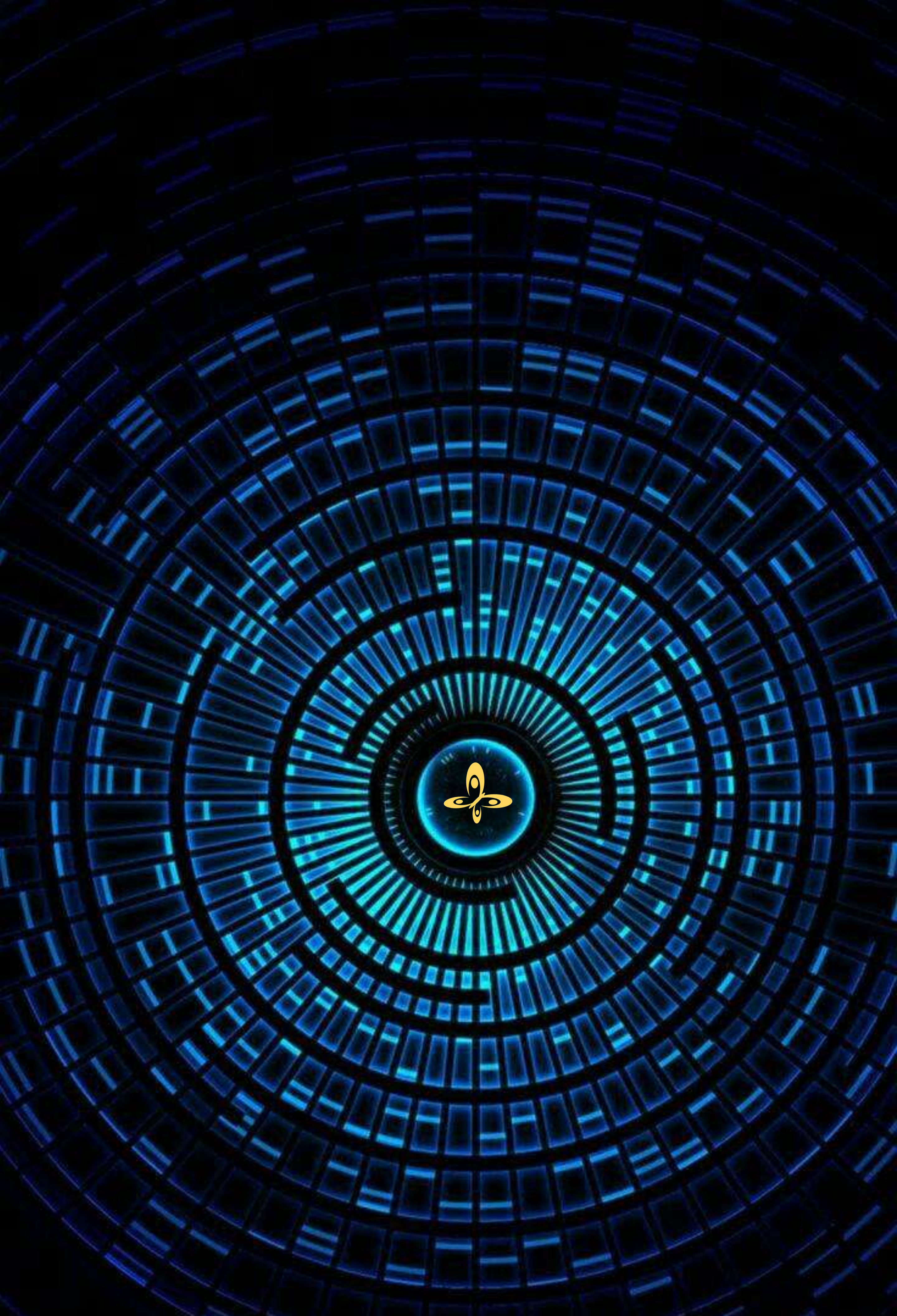
Experience improved connectivity with boosted data transfer rates and up to 4x range, which means faster downloads than previous generations.



Wear OS
by Google

POWERED BY WEAR OS BY GOOGLE

The Razer X Fossil Gen 6 with Wear OS by Google™ takes your daily routine to the next level. Get help on the go with Google Assistant, track important activity metrics with Google Fit™, and pay hands-free with Google Pay™.





RAZER VIPER V2 PRO

FOR THE PRO

Esports has a new apex predator. As successor to the award-winning Razer Viper Ultimate, our latest evolution is more than 20% lighter and armed with all-round upgrades for enhanced performance. With one of the lightest wireless gaming mice ever, there's now nothing holding you back.

\$149.99



ULTRA-LIGHTWEIGHT OPTIMIZATIONS

WEIGHT: 74g | REDUCED: 0g



ULTRA-LIGHTWEIGHT OPTIMIZATIONS

WEIGHT: 64g | REDUCED: -9g

[-0.6g]
Lighter keycover with better tactility

[-3.2g]
Built-in grips removed
(optional grip tape included)

[-2.9g]
Right side buttons removed

[-2.7g]
Razer Chroma™ RGB removed

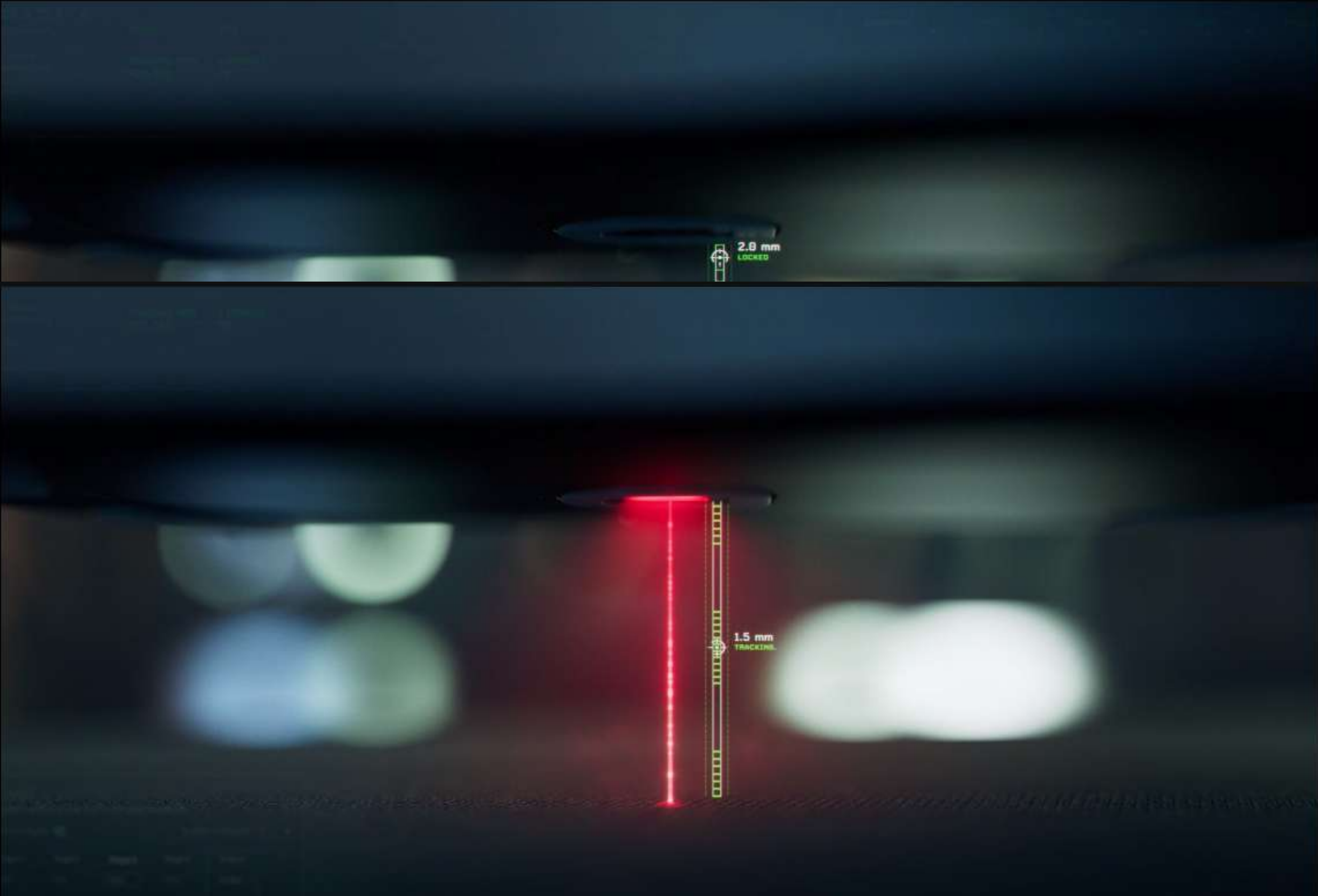
ULTRA-LIGHTWEIGHT OPTIMIZATIONS

WEIGHT: 58g | REDUCED: -16g



UNLOCK ULTRA-FINE ADJUSTMENTS

Enable Asymmetric Cut-off to individually set a lift-off and landing distance that’s tuned to your playstyle—with 26 granular levels of height adjustment compared to only 3 in the previous version.



ON-MOUSE DPI CONTROL

Capable of toggling between 5 DPI stages without the need for software, you’ll always be ready to compete anywhere with this highly portable, ultra-lightweight esports mouse.



ONBOARD MEMORY

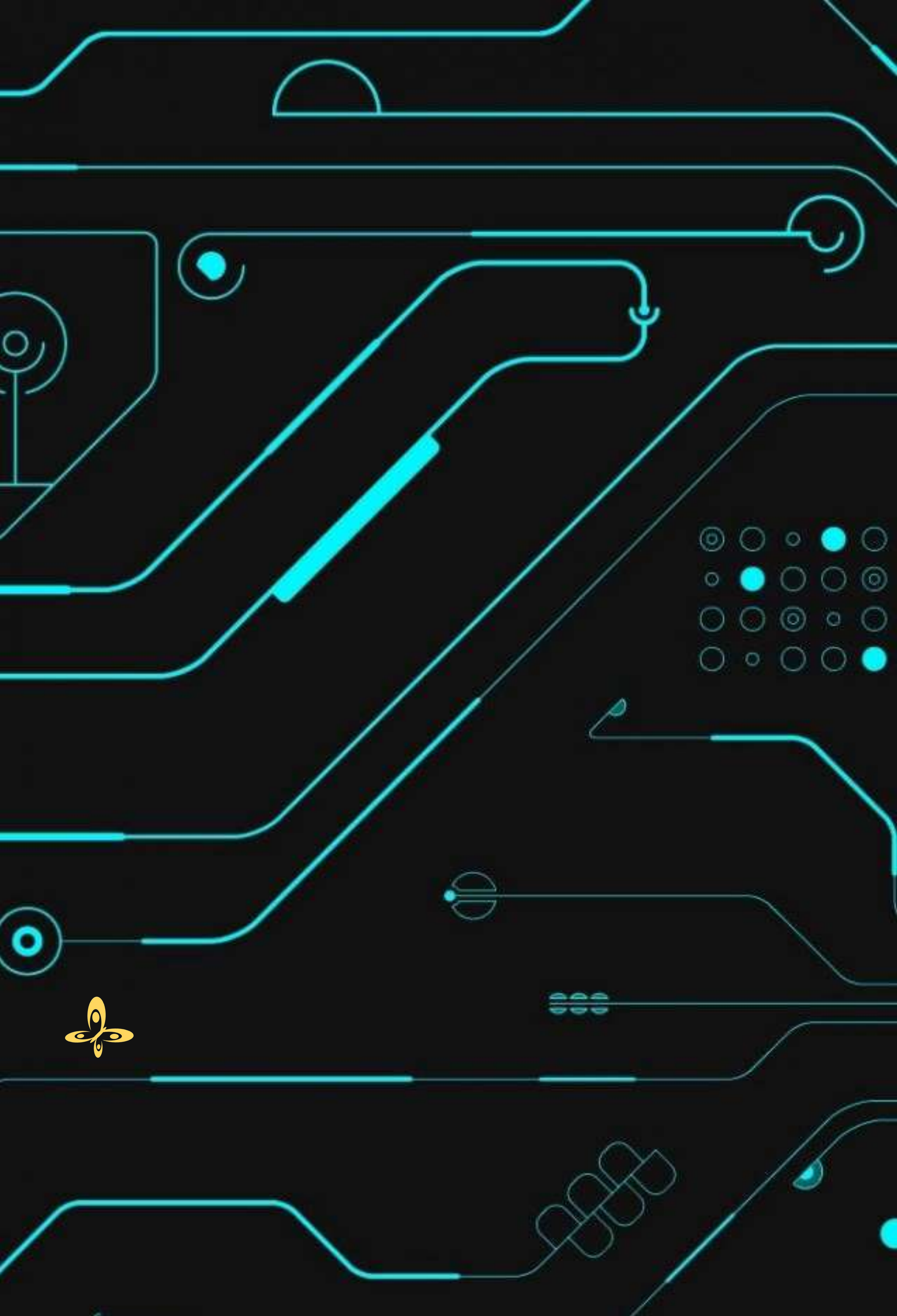
The mouse stores and uses its last used Razer Synapse profile, including all calibrated settings such as:

- DPI
- Polling rate
- Lift-off distance



RAZER HYPERSHIFT

Effectively double your inputs at the touch of a button, as you activate an additional set of custom keybinds and DPI stage on the mouse.



HUAWEI WATCH 3 Pro



\$480.99



Stay Connected 24/7

eSIM² mobile calls and data and HUAWEI Meetime



5 days'

use in the typical scenario of smart mode¹²



All-Day Health Monitoring

Track your heart-rate, blood oxygen and more 24/7



Compatible Apps

Enjoy direct-to-device downloads and easy access



Online Music

Stream direct from a huge music library or sync playlists from your HUAWEI phone



Sports Tracking

Select from 100+ sports modes



1. HUAWEI WATCH 3 Pro. 2. HUAWEI WATCH 3 Pro. 3. HUAWEI WATCH 3 Pro.



Top

Time to Look Professional

With its classic circular style, precision-polished titanium case, HUAWEI WATCH 3 Pro gives you a professional look for every second of the day. And thanks to the large, ultra-vivid 1.43" AMOLED display, you can appreciate each moment as it unfolds.

Revolution in Style

Control HUAWEI WATCH 3 Pro using the high-response touch-sensitive screen, side button and fully rotatable crown, offset for easy access. Rotate the crown for easy scrolling through on-display features and volume settings.



Elite Edition 

Performance on Display

You change your clothes every day, so why not your Watch face? HUAWEI WATCH 3 Pro comes with 30 cool, pre-installed faces, including animated faces to really liven things up. Plus, choose from the 1,000+ designs available on HUAWEI Watch Face Store¹.



Design Your Own Look

Have fun creating your own animated Watch faces using 5-10 sec short videos taken from your phone, and turn your Watch face into something truly special.²



Applied Symmetry

The apps are where HUAWEI WATCH 3 Pro gets into full flow. Organized in a clear, simple-to-navigate grid display, interacting with each app feels totally natural and smooth.



In the Smart Business



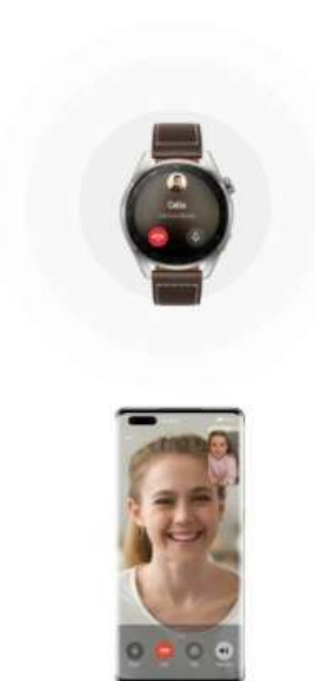
Network in a New Way

Using eSIM technology³, HUAWEI WATCH 3 Pro functions as a stand-alone communication device. Make calls, play music, and download apps without being connected to your phone, still using your existing number.



Reach Out Through Your Wrist

There's no better way to connect with people than through a call. Use HUAWEI MeeTime⁴ on HUAWEI WATCH 3 Pro to conveniently contact your friends and family on any HUAWEI phone or Vision, all at the flick of a wrist.



Orchestrate it All

Control music playback on your phone with HUAWEI WATCH3 Pro, plus synchronise playlists on your phone to Visions and speakers.⁵

[HUAWEI Mate 40 Pro >](#)

[HUAWEI Sound X >](#)

[HUAWEI Vision S >](#)

[HUAWEI Music >](#)



Always up to Date

Swipe right at the Home Screen to open HUAWEI Assistant and access your notifications. See your ongoing tasks, including workout, call, music, stopWatch, and much much more. A simpler way to live a smarter life.

Your Assistant is Here

We all need a little help every now and then — that's where Celia comes in, HUAWEI's Personal Voice Assistant. Installed on HUAWEI WATCH 3 Pro itself, Celia can help you make calls, control your devices, and find useful information fast. Plus, use the Voice Memo feature to record important information on the go.



⏮ Play again



It's Your Call

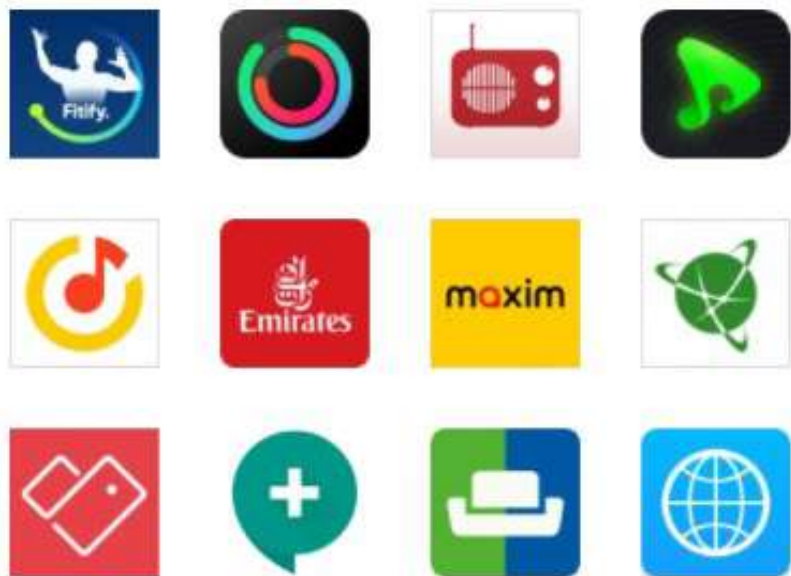
With a few simple hand gestures, you'll have the control you want over incoming calls⁵. Clench your fist and release to take a call or turn your wrist to the side to mute the call⁶.



*The video is for reference only.

Take a Look in the Gallery

Download apps straight to HUAWEI WATCH 3 Pro via the on-device HUAWEI AppGallery, HUAWEI's in-house app market. Find third party apps for music, fitness, everyday tools, travel, etc. ... third party apps for music, fitness, everyday tools, travel, etc.



Around-the-Clock Health

Use the power of smart data to help you along your health and fitness journey. And record it all on HUAWEI Health App, so you can view your progress easily and clearly.



Take Your Temperature Anywhere

Use the Skin Temperature Detector⁸ on HUAWEI WATCH 3 Pro, and know right away if your temperature is high. Keep track of your health, so you can always take care of yourself in the best way possible.



RAZER
BLADE¹⁷

POWER TO THE PROS



\$3,999



Intel® Core™ i9
processor



POWER TO THE PROS

The new Razer Blade 17 is more powerful than ever, while still compact in design and improved thermals the Blade 17 empowers Pros with the latest NVIDIA and Intel processors. Able to withstand performance-demanding AAA games on the go, live-stream video while playing, or create masterpieces the Blade 17 is a powerhouse mobile desktop.

THE LAPTOP FOR DESKTOP-QUALITY GAMING

We're pushing the limits to what a gaming laptop can do. The Razer Blade 17 is built with a powerful processor to run performance-demanding AAA games on the go. We've made it nearly 25% smaller than its predecessor, with a faster 17.3" Display that's fitted into a body as sleek and compact as a 15" laptop.





WORK HARD. PLAY hardcore.

Crafted with up to a 12th Gen Intel® Core™ i9-12900H, the Razer Blade 17's 14-core processor helps it surpass everything in its class and delivers outstanding performance. With a 1.8 GHz base clock that boosts up to 5.0 GHz when more power is needed, it's the laptop of choice for replacing your desktop and taking on the heaviest AAA titles and creation tasks.



NVIDIA® GEFORCE RTX™ 30 SERIES GRAPHICS

The Ultimate Play

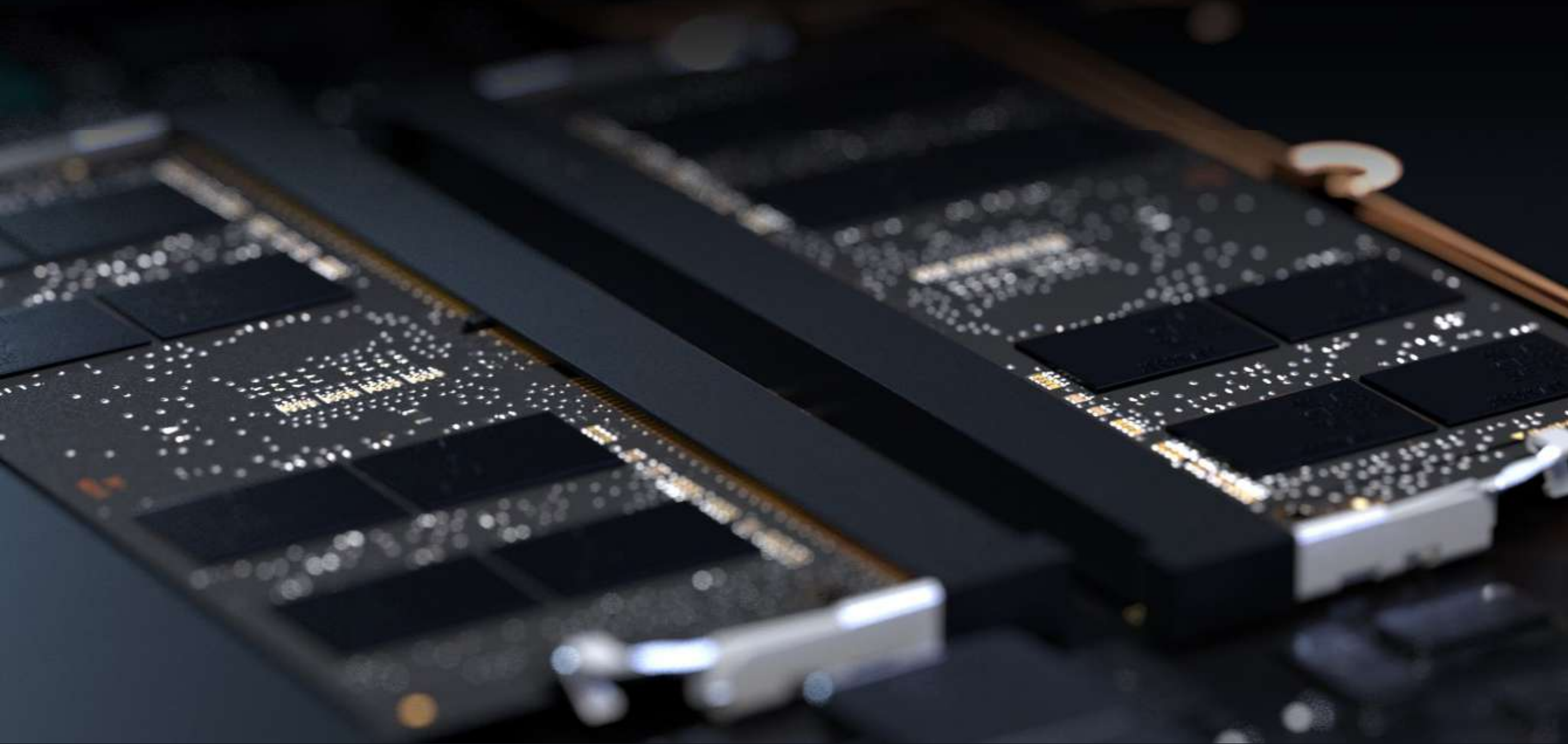
NVIDIA® GeForce RTX™ 30 Series Laptop GPUs power the world's fastest laptops for gamers and creators. They're built with Ampere—NVIDIA's 2nd gen RTX architecture—to give you the most realistic ray-traced graphics and cutting-edge AI features like NVIDIA DLSS. Plus, Max-Q Technologies unleash the power of AI to make thin, high-performance laptops that are faster and better than ever.



NEXT-GEN DDR5 (4800MHZ) MEMORY

ENHANCED RESPONSE TIMES

Feel the boost with an increase of 1600MHz compared to DDR4, as you enjoy a quicker, smoother experience when loading applications, running games, and performing other everyday PC tasks.



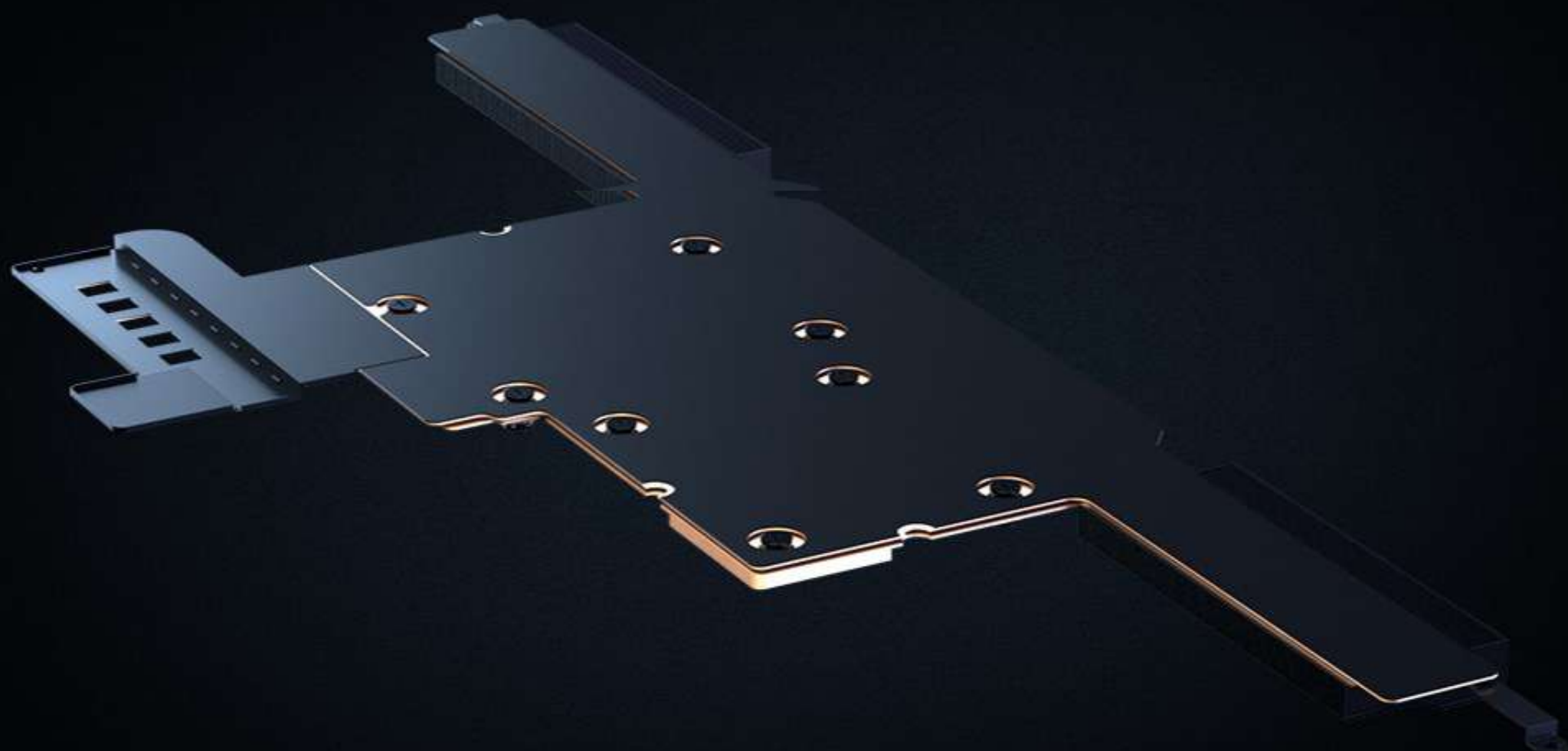
ULTRA-EFFICIENT VAPOR CHAMBER COOLING

OPTIMAL THERMAL PERFORMANCE

All the new-found power the Razer Blade 17 can produce would be meaningless without a thermal performance to match.

Upgraded with more fins, fans, and a larger liquid capacity, the system maximizes its nanoparticle thermal blockers and server-grade components to maximize thermal threshold and squeeze every ounce of FPS out of the laptop.

This system not only allows the laptop to perform at max levels, but also ensures that Razer Blade laptops are able to maintain an incredibly thin form-factor that can't be found anywhere else.



MAXIMIZE YOUR DISPLAY

Get the ultimate gaming and viewing experience with a huge 17.3" screen that barely has any bezels and is factory-calibrated for color accuracy and quality. With options for a Full HD, QHD, or UHD display, enjoy silky-smooth refresh rates no matter what choice you make.

17.3"
Maximized Display

FHD | QHD | UHD
6.0mm-thin Bezel

Up to 360 Hz
Refresh Rate



NEXT-GENERATION CONNECTIVITY

Sporting a suite of features including 2.5GbE ethernet and USB3.2 Gen 2 ports, the Razer Blade 17 is designed to be the ultimate on-the-go workstation that can be conveniently charged via USB-C (45W or greater).



UHS Card Reader



Thunderbolt™ 4



Wi-Fi 6E



Windows Hello
Full-HD Camera



- 1. UHS-II SD CARD READER
- 2. THUNDERBOLT™ 4 (USBC), 4 LANES OF PCIE*
- 3. USB-A 3.2 GEN 2 (TYPE-A)
- 4. HDMI 2.1

- 5. KENSINGTON SECURITY LOCK
- 6. POWER PORT
- 7. 2.5 Gb ETHERNET PORT
- 8. 3.5 MM HEADPHONE/MICROPHONE COMBO PORT

**USB-C™ charging requires 20V USB-C chargers with PD3.0*

8 DYNAMIC MULTI-DRIVER SPEAKERS

CINEMATIC, HIGH-FIDELITY SOUND

Upgraded with 8 new speakers, 4 tweeters and 4 subwoofers, the Razer Blade 17 promises a full-range audio experience worthy of the big screen.



FHD WEBCAM AND MIC ARRAY

With solid 1080p quality and a voice clarity to match, be seen and be heard clearly for every video call as you stay connected with family, friends, and colleagues.



LARGE 82WHR BATTERY

The Razer Blade 17's upgraded battery now more hours of battery life, with an included 2-year limited battery warranty for even more assurance and peace of mind.



ANTI-FINGERPRINT COATING

By popular demand, the Razer Blade 17 has been designed to pick up less smudges when used or handled, ensuring it always maintains a sleek, clean look.



EASY UPGRADEABILITY

With an extra m.2 slot and user-upgradeable memory slots that support up to 64GB of memory, the Razer Blade 17 can be fitted for more storage and speed.



DURABLE ALUMINUM UNIBODY

From laser-cut speaker grills to its slim frame, the Razer Blade 17 is CNC-milled from a single block of aluminum for greater durability and coated with an anodized matte finish that protects against scratches.



LARGER KEYBOARD AND TRACKPAD

Allows for a more seamless user experience when typing and navigating.

280W GAN CHARGER

More Power On the Go

Utilizing gallium nitride semiconductors, the 280W power adapter included with 2022 Razer Blade 17s has a smaller footprint than the previous 230W adapter and higher power output. By leveraging GaN technology the new Razer Blade 17 is even easier to travel with than before. Equipped with more power to dominate AAA game titles or taxing content creation, the Blade 17 the continues to be the ultimate desktop replacement.



6.44"(L) x 2.76"(W) x 0.96"(H)
Weight: 1.54 lbs / 0.70 kg



Power efficient gallium nitride semiconductors



Up to 60% smaller than other 280W adapters*





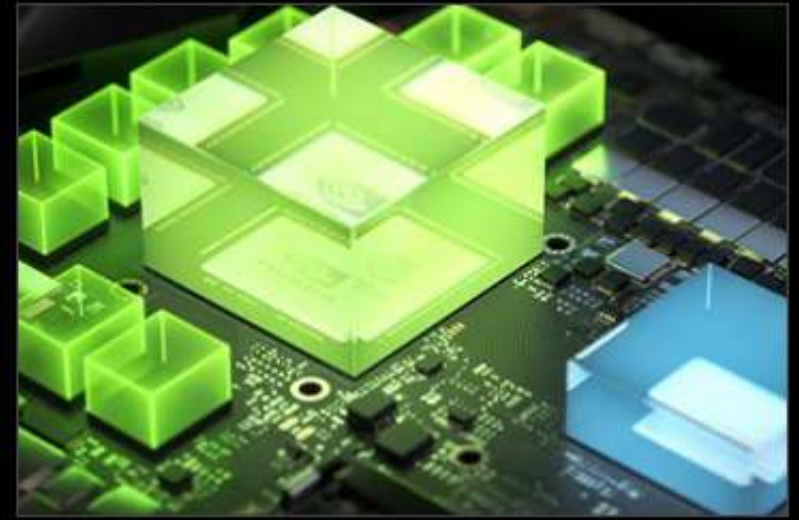
Boost Performance with AI

NVIDIA DLSS gives games a speed boost with uncompromised image quality. Crank up the settings and resolution for an even better visual experience.



More Immersive Experiences

Ray Tracing is the holy grail of graphics. It simulates how light behaves in the real-world to produce the most realistic and immersive graphics for gamers and creators - and runs fast thanks to 2nd gen RT Cores.



Optimized Power and Performance

NVIDIA Max-Q is a suite of technologies powered by AI that optimize laptops to deliver high performance in thin form factors.

8 DYNAMIC MULTI-DRIVER SPEAKERS

CINEMATIC, HIGH-FIDELITY SOUND

Upgraded with 8 new speakers, 4 tweeters and 4 subwoofers, the Razer Blade 17 promises a full-range audio experience worthy of the big screen.

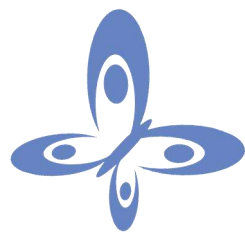
Supported by THX Spatial Audio, its advanced 7.1 surround sound provides pinpoint positional accuracy even when using headphones—delivering immersive, lifelike audio for stereo and multi-channel content alike.



POWERED BY RAZER CHROMA™ RGB

With 16.8 million colors, countless patterns, dynamic in-game lighting effects—experience full RGB customization and deeper immersion with the world's largest lighting ecosystem for gaming devices. Supporting a growing list of thousands of devices and hundreds of games & applications, take it to the next level with advanced features such as Chroma Studio, Visualizer, Connect and Workshop.





Automobile



The new 
Porsche 911

\$114,000



What makes a good story?
Exciting highlights.



Timeless and contemporary
have never been so close.





**Making the seemingly im-
possible, possible.**





We can't see into the future. But we're close.



Enhanced interior





You can also make history sitting down.





Comfort and infotainment





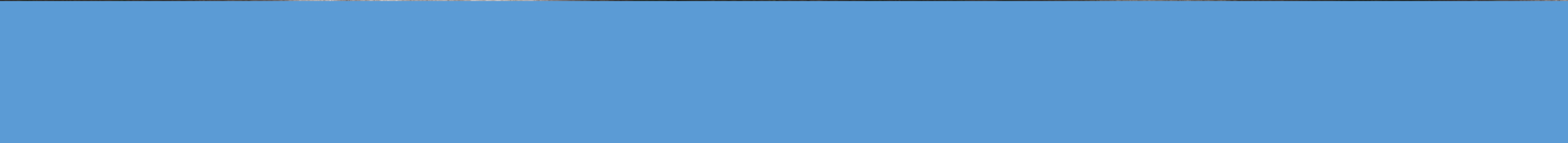
A totally timeless design feature.
Personality.











Timelessness.
In a nutshell.

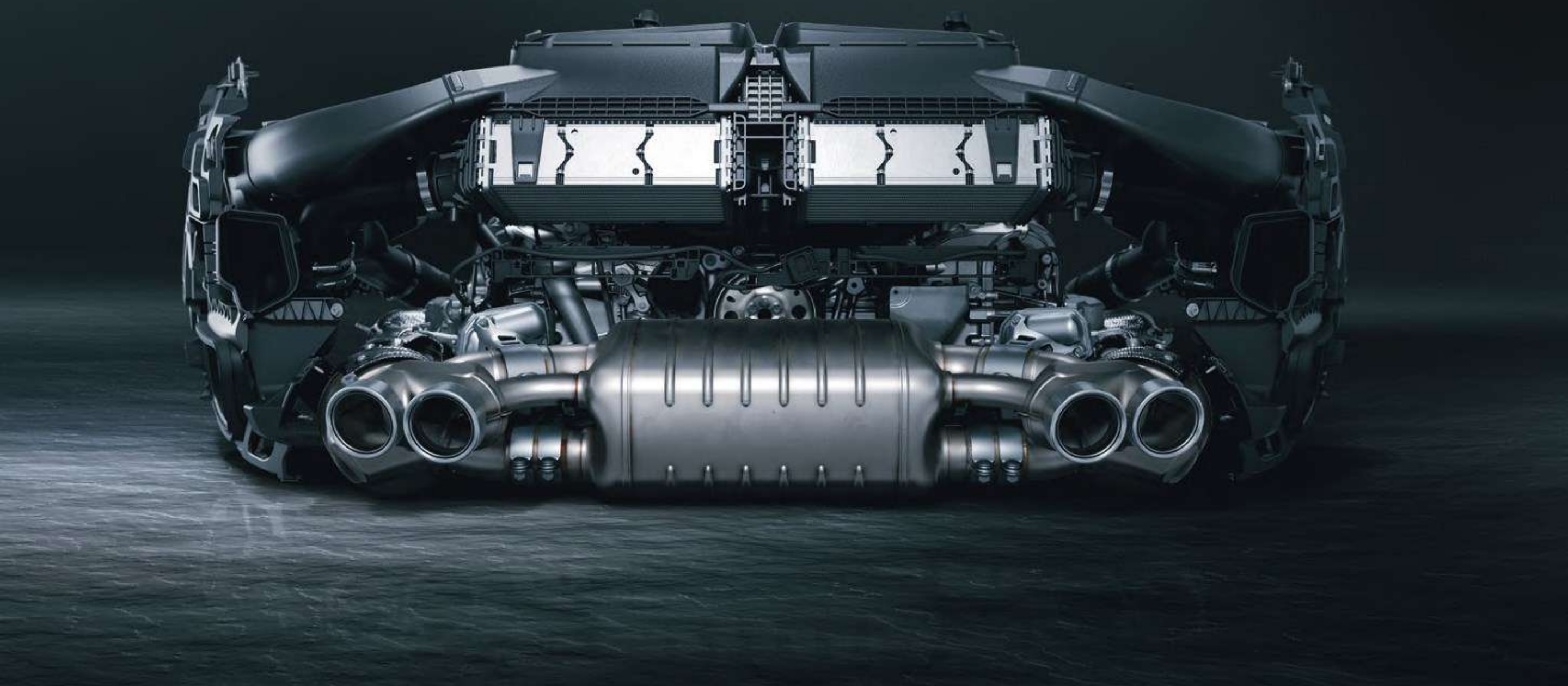


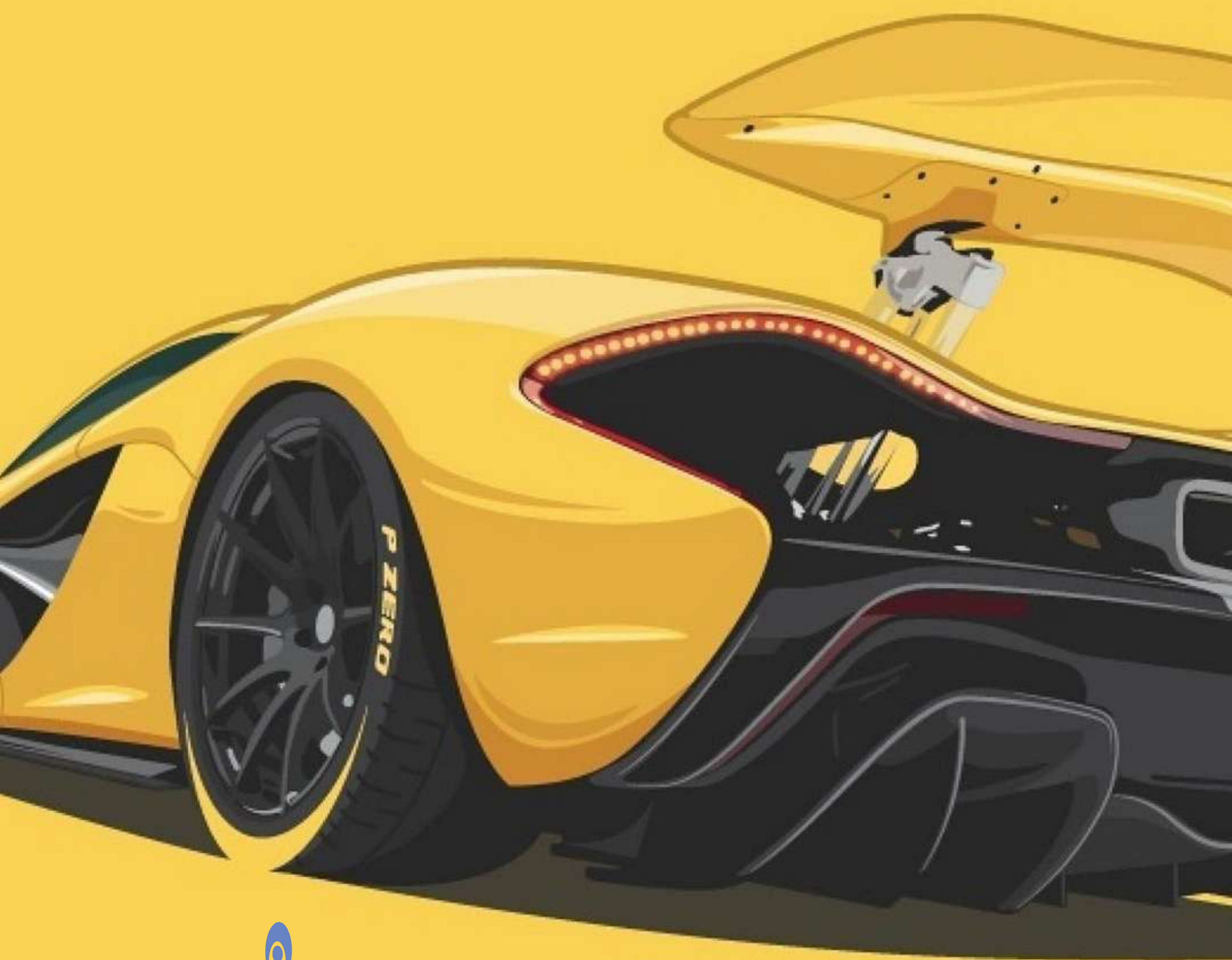
Technical data





Personalization







\$88,400

The new 

Porsche Panamera

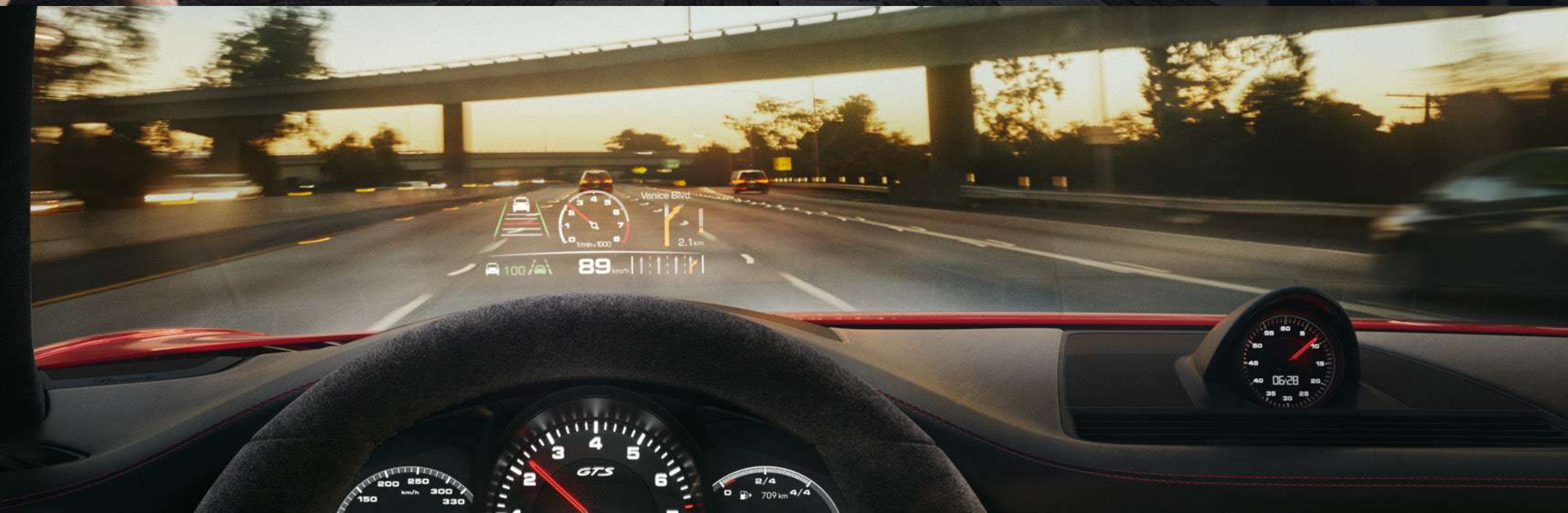


Drive
defines
us.





We'll help you reach your destination.





Of course, you can do everything
as usual.

But why should you?



The ideal place to make history.



Well Crafted



Your inspiration.
Our passion.



So much space!





In the form of its life.
Or yours.





NISSAN 2022 M U R A N O



\$32,910



Design is in our DNA

Intelligent All-Wheel Drive



Standard Nissan Safety Shield® 360



Your life deserves a more
exciting crossover





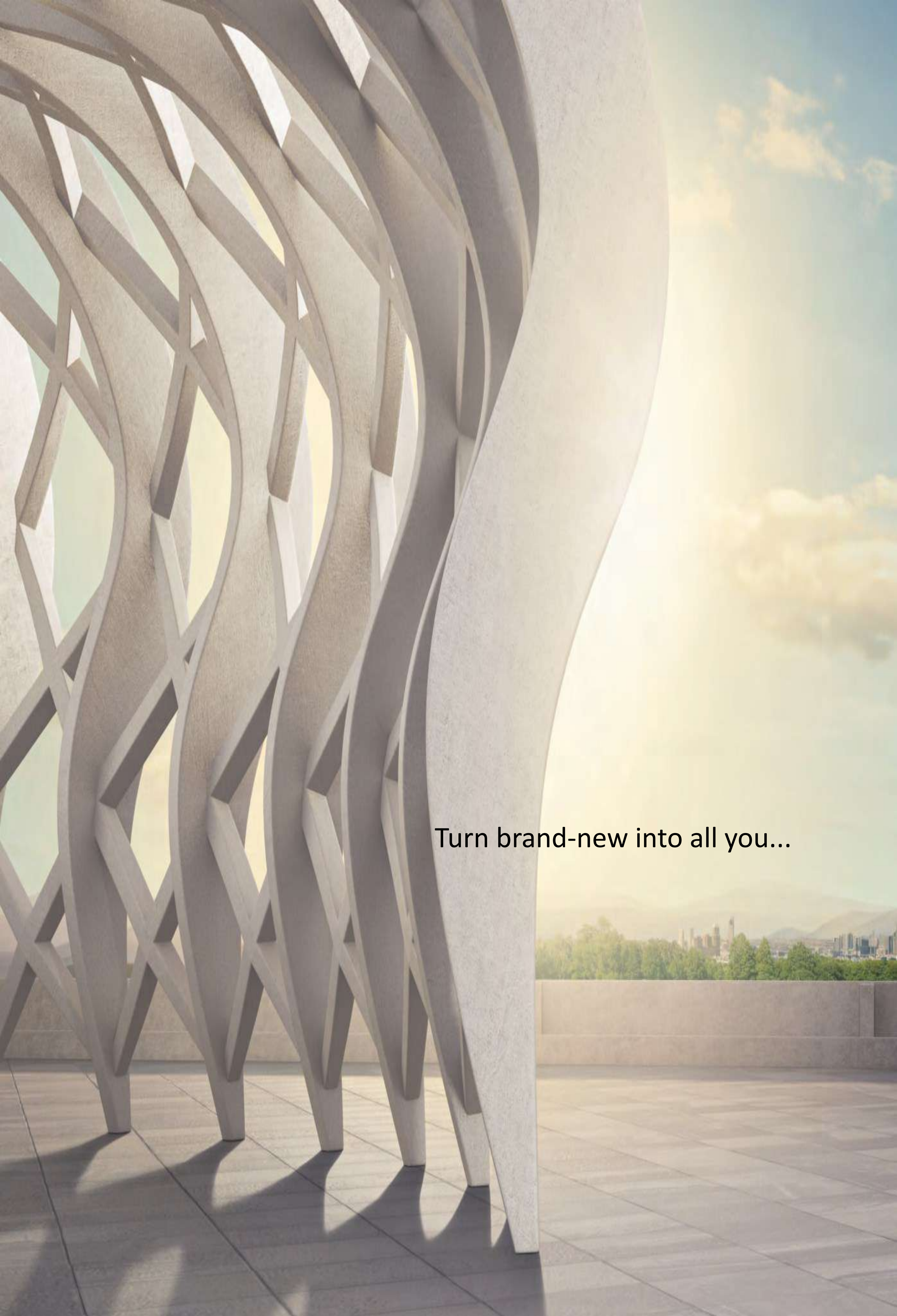


Seamless connectivity





Motion Activated Liftgate



Turn brand-new into all you...





MOVIES

FROM BLUMHOUSE AND THE DIRECTOR OF
SINISTER & DOCTOR STRANGE



Thriller, Horror

Release: June 24 2022

ETHAN HAWKE
THE BLACK PHONE
NEVER TALK TO STRANGERS



"A BONKERS SPLATTER-FEST"
- FLICKERING MYTH

"A WILDLY UNHINGED
CINEMATIC INVENTION"
- INDIEWIRE

"A MIC DROP FOR THE FOUND FOOTAGE GENRE"
- DREAD CENTRAL

"EVERY TIME YOU THINK IT CAN'T GET
ANY NUTTIER, IT PROVES YOU WRONG"
- USA TODAY

"ENTERTAINING, SCARY, AND
CREEPY AS &@\$^"
- FILM THREAT

Thriller, Horror

Release: June 3 2022

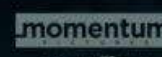
DASHCAM

FROM THE CREATORS OF THE ACCLAIMED HORROR BREAKOUT *HOST*

MOMENTUM PICTURES AND BLUMHOUSE PRESENT A SHADOWHOUSE FILMS PRODUCTION IN ASSOCIATION WITH BOO-URNS "DASHCAM"
ANNIE HARDY AMAR CHADHA-PATEL ANGELA ENAHORO CASTING BY HEATHER BASTEN COG COSTUME DESIGNER ALEXI KOTKOWSKA PRODUCTION DESIGNER DALE SLATER SOUND DESIGNER CALUM SAMPLE
EDITOR BRENNAN RANGOTT EXECUTIVE PRODUCERS RYAN TUREK GEMMA HURLEY JED SHEPHERD PRODUCED BY JASON BLUM DOUGLAS COX ROB SAVAGE
WRITTEN BY GEMMA HURLEY, ROB SAVAGE AND JED SHEPHERD DIRECTED BY ROB SAVAGE



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Action, Adventure

Release: June 17 2022

*RANDY COUTURE
CAM GIGANDET*

BLOWBACK

BE CAREFUL WHO YOU BETRAY



ERASER REBORN

Action, Remake, Reboot

Release: June 7 2022

MAMOUDOU
ATHIE

DANIELLA
PINEDA

LAURA
DERN

CHRIS
PRATT

JEFF
GOLDBLUM

CAMPBELL
SCOTT

SCOTT
HAZE

ISABELLA
SERMON

BRYCE DALLAS
HOWARD

JUSTICE
SMITH

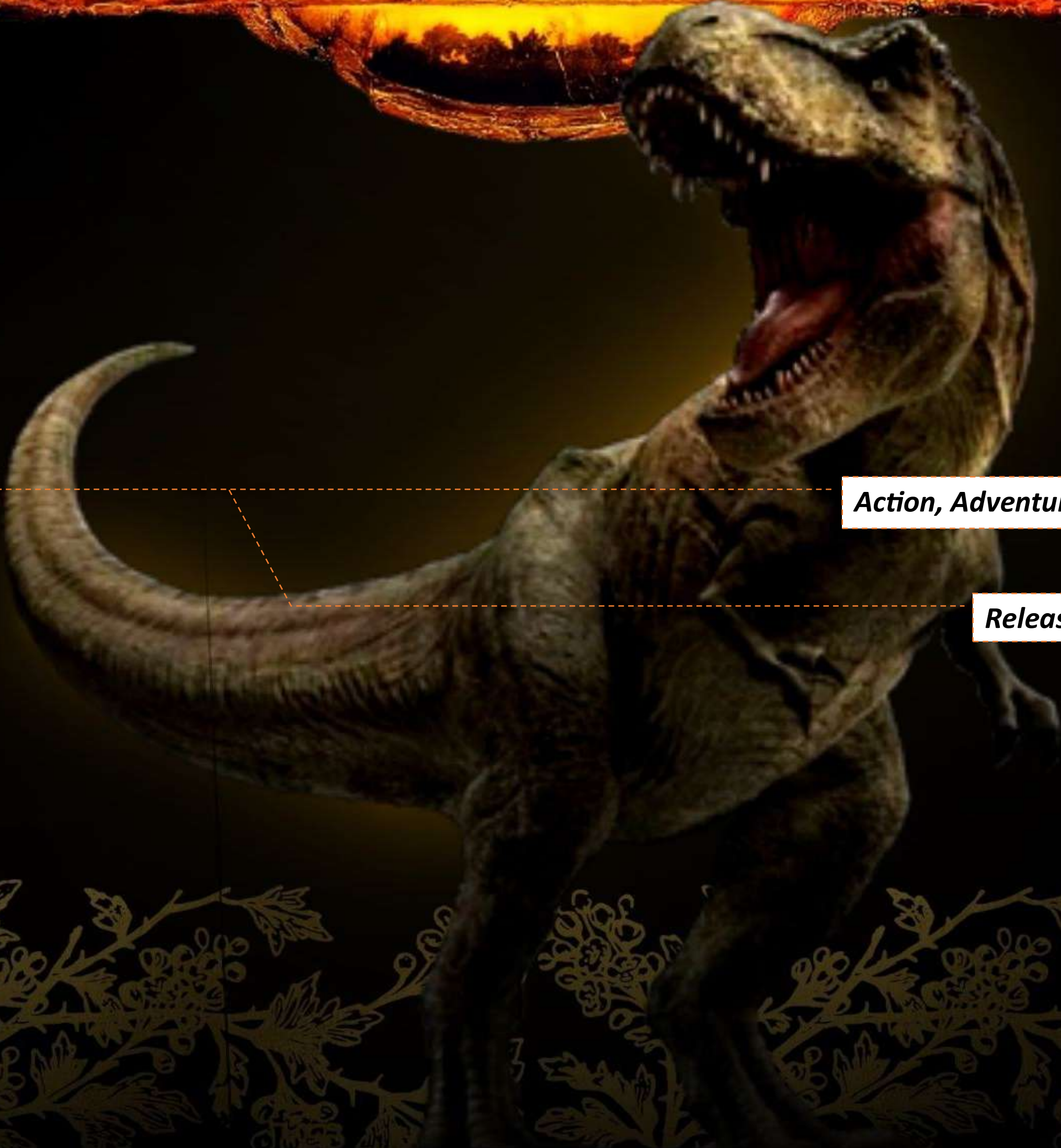
DICHEN
LACHMAN

OMAR
SY

SAM
NEILL

DEWANDA
WISE

BD
WONG



Action, Adventure, Sequel, Sci-fi

Release: June 10 2022

EVIL WANTS TO BE SEEN.

WATCHER

“STRIKING”
— HARPER’S BAZAAR

Thriller, Suspense

“SENSATIONAL”
— DREAD-CENTRAL

Release: June 3 2022

“A VIGNETTE OF
TRUE NIGHTMARES...
MONROE IS PERFECT.”
— COLLIDER

IFC MIDNIGHT, SHUDDER, AND IMAGE NATION ABU DHABI PRESENT IN ASSOCIATION WITH AGC STUDIOS A SPOOKY PICTURES/LOST CITY PRODUCTION A FILM BY CHLOE OKUNO "WATCHER"
MAIKA MONROE KARL GLUSMAN BURN GORMAN CASTING BY ROMEO MAGDA MUSIC BY NATHAN HALPERN COSTUME DESIGNER CLAUDIA BUNEA EDITOR MICHAEL BLOCK PRODUCTION DESIGNER NORA SEMITRESCU DIRECTOR OF PHOTOGRAPHY BENJAMIN KIRK WILSEN
EXECUTIVE PRODUCERS BEN ROSS RAMI YASIN GABI ANTAL JAMES HOPPE ELIZABETH GRAVE PRODUCED BY ROY LEE STEVEN SCHNEIDER DEREK DAUCHY MASON NOVICK JOHN FINEMORE AARON KAPLAN STAN PERRONE
BASED ON THE ORIGINAL SCREENPLAY BY ZACK FORD WRITTEN FOR THE SCREEN AND DIRECTED BY CHLOE OKUNO
THIS FILM IS NOT YET RATED
IMAGE NATION
AGC STUDIOS
SPOOKY PICTURES
SHUDDER
IFC Midnight

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A **NETFLIX** DOCUMENTARY



JENNIFER LOPEZ
HALFTIME

IT'S JUST THE BEGINNING

JUNE 14 | NETFLIX

Documentary, Music

Release: June 14 2022

AFTER THE WILD BOYS, THE NEW BERTRAND MANDICO

AFTER BLUE

THE KIDS
Dirty Smoke

Release: June 3 2022

AGATA
BUZEK

A FILM BY **BERTRAND MANDICO**

[illegible]

WWW.ALTEREDNOGENCE.COM



Action, Sci-fi, Family, Animation, Spin-off

Release: June 17 2022

Disney · PIXAR
LIGHTYEAR



Comedy

Release: June 20 2022

TROIAN
BELLISARIO

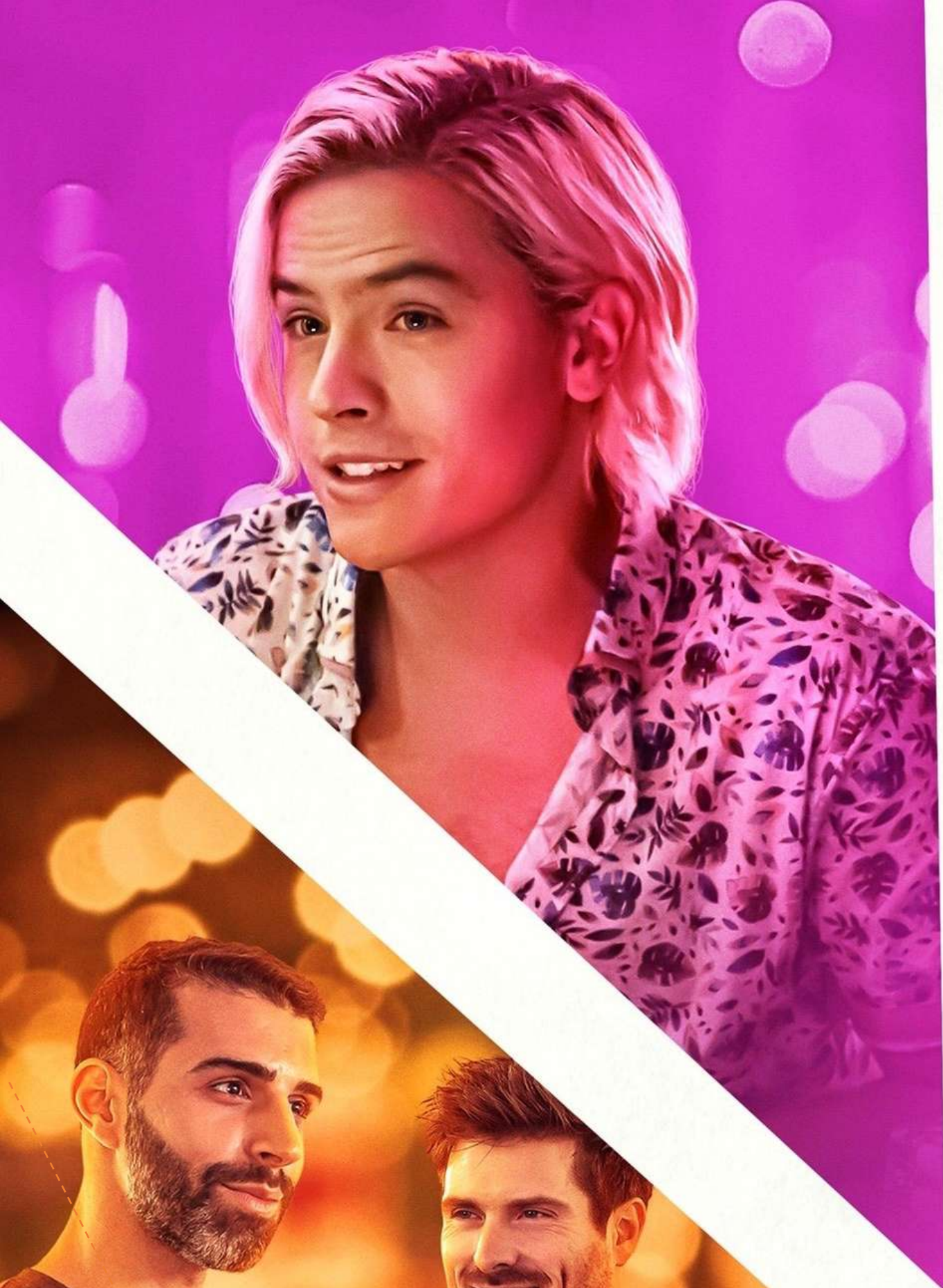
ARRON
SHIVER

WILL
GREENBERG

WITH
CHRIS
PINE

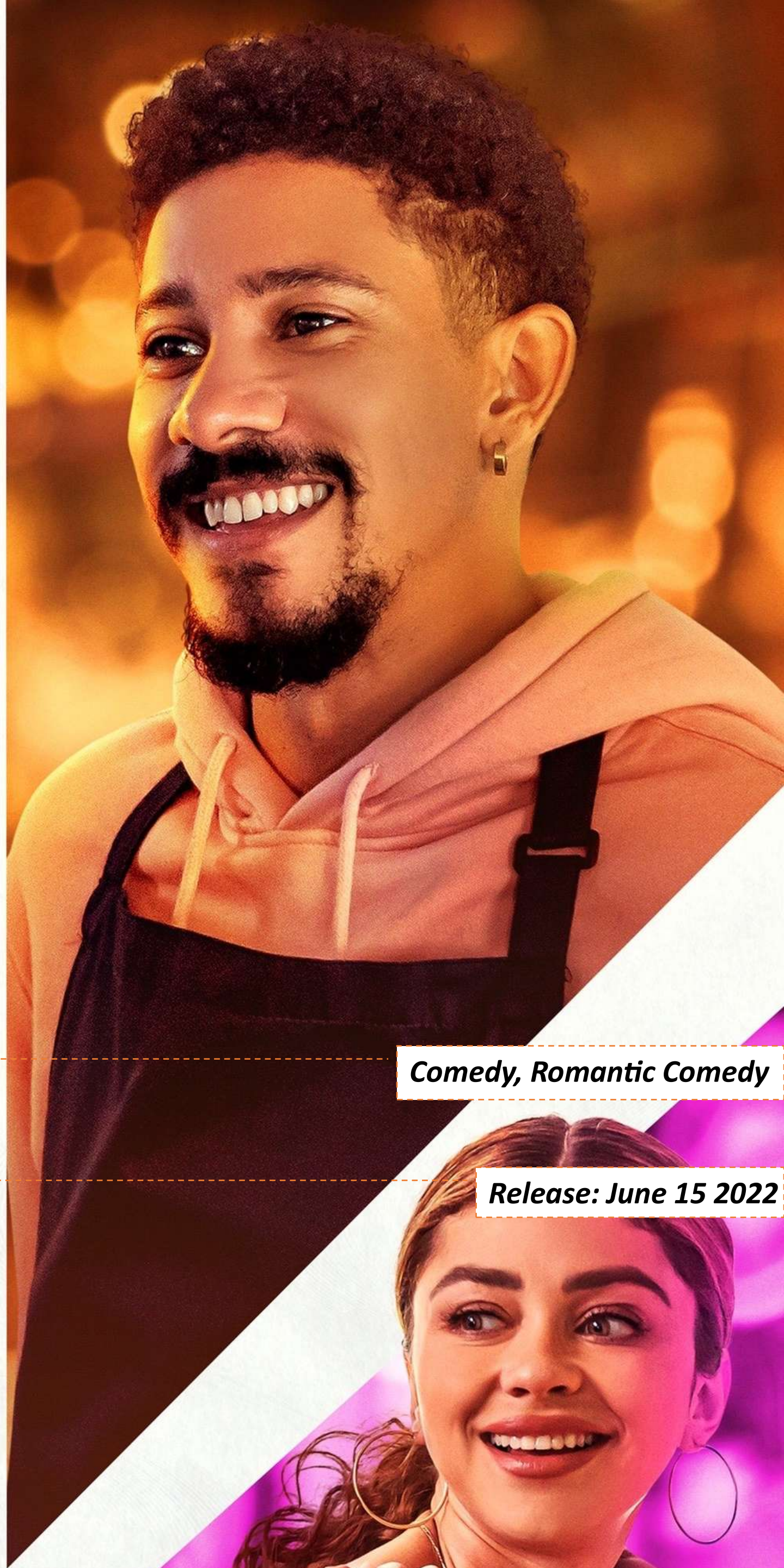
DOULA

UNIVERSAL PICTURES PRESENTS A BARRY LINEN MOTION PICTURES PRODUCTION IN ASSOCIATION WITH VACATION THEORY A CHERYL NICHOLS FILM "DOULA"
TROIAN BELLISARIO WILL GREENBERG ARRON SHIVER ALLY MAKI AMANDA WALSH AND CHRIS PINE MUSIC BY STEFAN SKARBK COSTUME DESIGNER JAMIE CATINO PRODUCTION DESIGNER VICTORIA FORKAER
EDITORS F. ROCKY JAMESON & NADAV HEYMAN DIRECTOR OF PHOTOGRAPHY DREW BEHEMANN PRODUCED BY CHRIS PINE EXECUTIVE PRODUCERS IAN GOTTLER ERIN FAHEY ANABELLA CASANOVA SAGE PRICE
SCREENPLAY BY ADAM SHIVER & WILL JANOWITZ WRITTEN BY ADAM SHIVER DIRECTED BY CHERYL NICHOLS



REAL LOVE
IS HARD TO FIND

MY FAKE BOYFRIEND



Comedy, Romantic Comedy

Release: June 15 2022



KEIYNAN
LONSDALE

DYLAN
SPOUSE

AND
SARAH
HYLAND



Adventure, Superhero, Comic book

Series Starts: June 8 2022

MARVEL STUDIOS

MS MARVEL

Original series
June 8 only on



DIRECTED BY PATRICK GILLES

I'm Charlie Walker

BASED ON A TRUE STORY



Drama

Release: June 10 2022

SHOUT! STUDIOS AND FAMM FILMS PRESENTS "I'M CHARLIE WALKER" MIKE COLTER DYLAN BAKER SAFIYA FREDERICKS
MARK LESLIE FORD STEVEN WIIG GREG CIPES EMMA CAULFIELD FORD MONICA BARBARO ANNA MOORE NADIA GILLESPIE TRAVIS JOHNS WITH THE HONORABLE WILLIE L. BROWN JR AND CARL LUMBLY
CASTING DIRECTOR ROBIN LIPPIN MUSIC BY MONOPHONICS MUSIC SUPERVISOR DAVID FISHER ORIGINAL SCORE ADAM LINDQUIST PRODUCTION DESIGNER VICTORIA LEWIS SET DECORATION KATY TIEMANN COSTUME DESIGNER MORGANNE NEWSON MAKEUP DEPARTMENT SARA BRINK JOSIE RODRIGUEZ
EDITOR MORGAN PRITCHARD ADDITIONAL EDITING JOEL VIETTEL LINE PRODUCER FRANK SIMEONE ASSOCIATE PRODUCERS MARK HARRIS JORDAN FIELDS JOHN ROTELLA PRODUCED BY CHARLIE T. WALKER MIKE REGEN PATRICK GILLES DIRECTOR OF PHOTOGRAPHY BILL HOLSHVNIKOFF EXECUTIVE PRODUCER WILLIAM D'KEEFFE
FAMM FILMS SHOUT! STUDIOS

LIVIA DE PAOLIS JULIAN OVENDEN PARKER SAWYERS LOUIS PARTRIDGE EMILY CAREY ELLA-RAE SMITH WITH VANESSA REDGRAVE AND IAIN GLEN AND JOELY RICHARDSON



the Lost Girls

A Family Legend. A Neverending Fantasy.



Drama, Fantasy, Adaptation

Release: June 17 2022

INGENIOUS MEDIA PRESENTS A MYRIAD PICTURES PRODUCTION A SMITTEN BARKS PRODUCTION A LIP SYNC PRODUCTIONS FILM "THE LOST GIRLS" STARRING LIVIA DE PAOLIS JULIAN OVENDEN PARKER SAWYERS LOUIS PARTRIDGE EMILY CAREY ELLA-RAE SMITH WITH VANESSA REDGRAVE AND IAIN GLEN AND JOELY RICHARDSON COSTUME DESIGNER GEMMA SYKES
EXECUTIVE PRODUCERS SIMON MOSELEY ANDREW MALLUP PRODUCED BY STEPH SMITH EXECUTIVE PRODUCERS ALLISON WYLDECK DANIELLE FERRAZZANO PRODUCED BY GINI GODWIN EDITOR MIGUEL ESTEBAN REBASLIATO DIRECTOR OF PHOTOGRAPHY DAVID FREEMAN
EXECUTIVE PRODUCERS KIRK D'AMICO ANDREA SCARSO EXECUTIVE PRODUCERS JAMIE JESSOP RAZWANA AKRAM PRODUCED BY NORMAN MERRY PETER HAMPTON LAURIE FOX PRODUCED BY SAM TIPPER-HALE PETER TOUCHE LIVIA DE PAOLIS
© SMITTEN BARKS LIMITED 2021
INGENIOUS LIP SYNC MYRIAD VERTICAL



Thriller, Action, Drama, War

Release: June 3 2022

ELSA
PATAKY

LUKE
BRACEY

INTERCEPTOR

THE WORLD'S LAST DEFENSE

NETFLIX PRESENTS AN AMBIENCE ENTERTAINMENT PRODUCTION IN ASSOCIATION WITH FORYOR ENTERTAINMENT A MATTHEW REILLY FILM ELSA PATAKY
LUKE BRACEY "INTERCEPTOR" CASTING BY GREG APPS (USA/AUSTRALIA) MICHELLE LEVITT (USA) ACTION SAM HARGRAVE MUSIC BY MICHAEL LIRA COSTUME LIZ KEOGH PALMER
PRODUCTION DESIGNER GEORGE LIDDLE EDITOR ROMAN MAHER DIRECTOR OF PHOTOGRAPHY ROSS EMERY ACS EXECUTIVE PRODUCERS CHRISTOPHER MAPP ROBERT SLAVIERO KATHY MORGAN PETER D. GRAVES EXECUTIVE PRODUCER CHRIS HEMSWORTH
PRODUCED BY MICHAEL BOUGHEN MATTHEW STREET STUART BEATTIE STORY BY MATTHEW REILLY SCREENPLAY BY MATTHEW REILLY & STUART BEATTIE DIRECTED BY MATTHEW REILLY

AMBIENCE FORYOR ENTERTAINMENT NETFLIX

JUNE 3 | NETFLIX

DAVID
EARL

CHRIS
HAYWARD



BRIAN AND CHARLES

SOME FRIENDSHIPS ARE BUILT TO LAST.

FOCUS FEATURES, FILM4 AND BFI PRESENT IN ASSOCIATION WITH GREAT POINT MEDIA A MR BOX PRODUCTION "BRIAN AND CHARLES"
DAVID EARL CHRIS HAYWARD HAIR & MAKE-UP DESIGNER RED MILLER COSTUME DESIGNER GABRIELA VIAXIS MUSIC BY DANIEL PEMBERTON EDITOR JO WALKER PRODUCTION DESIGNER HANNAH PURDY FOGGIN
DIRECTOR OF PHOTOGRAPHY MURREN TULLETT EXECUTIVE PRODUCERS DAMIAN JONES LAUREN DARK OLLIE MADDEN DANIEL BATTSEK MARY BURKE JIM REEVE ROBERT HALMI PRODUCER RUPERT MAJENDIE
WRITTEN BY DAVID EARL & CHRIS HAYWARD DIRECTED BY JIM ARCHER
FILM4 THE NATIONAL LOTTERY FOCUS FEATURES A COMCAST COMPANY

ONLY IN THEATERS
JUNE 17



Comedy

Release: June 17 2022





KEVIN DILLON SEAN PATRICK FLANERY JOHNATHON SCHAECH DONNA D'ERRICO BILLY BUDINICH CAYLEE COWAN

FRANK & PENELOPE

PREY FOR LOVE

Thriller, Crime

Release: June 3 2022

REDBUD STUDIOS IN ASSOCIATION WITH 660 MEDIA PRESENTS "FRANK & PENELOPE" A SEAN PATRICK FLANERY FILM

BILLY BUDINICH CAYLEE COWAN KEVIN DILLON LIN SHAYE JOHNATHON SCHAECH DONNA D'ERRICO BRIAN MAILLARD SONYA EDDY SYDNEY SCOTIA

CHARLEY KOONTZ JADE-LORNA SULLIVAN DIRECTOR OF PHOTOGRAPHY A.J. RAITANO EDITOR CHRIS PATTERSON PRODUCTION DESIGNER SCOTT COLQUITT CASTING BY TIJU LOIGU MUSIC BY RHYAN D'ERRICO JARED FORMAN

CO-EXECUTIVE PRODUCERS WES WILLIAMS SARI WILLIAMS NATHAN LESLIE MARK DEPAUL CO-PRODUCED BY JASON CHILTON ANDREW SHEBAY EXECUTIVE PRODUCERS ALLEN GILMER VERONICA RUSHING TOM BRADY WILLIAM SHOCKLEY
WRITTEN BY SEAN PATRICK FLANERY STORY JOHN THARRELL PRODUCTION DESIGNER SCOTT DOLEZAL DIRECTOR OF PHOTOGRAPHY SEAN PATRICK FLANERY

REDBUD STUDIOS



ROMAIN
DURIS

EMMA
MACKEY

Release: June 3 2022

EIFFEL

A FILM BY
MARTIN BOURBOULON
PIERRE
DELADONCHAMPS

[illegible]

GAUMONT PRESENTS
A CURIOSA FILMS AND GAUMONT PRODUCTION

WINNER OF 7 CÉSAR AWARDS INCL. BEST FILM

BASED ON THE NOVEL BY
HONORÉ DE BALZAC

LOST ILLUSIONS

A FILM BY
XAVIER GIANNOLI



Drama

Release: June 10 2022

BENJAMIN
VOISIN

CÉCILE
DE FRANCE

VINCENT
LACOSTE

XAVIER
DOLAN

SALOMÉ
DEWAEELS

JEANNE
BALIBAR

GÉRARD
DEPARDIEU

ANDRÉ
MARCON

LOUIS-DO
DE LENCQUESAING

JEAN-FRANÇOIS
STÉVENIN

SCREENPLAY BY XAVIER GIANNOLI ADAPTATION AND DIALOGUES XAVIER GIANNOLI AND JACQUES FIESCHI

CINEMATOGRAPHY CHRISTOPHE BEAUCARNE AFC SBC EDITING CYRIL NAKACHE PRODUCTION DESIGNER RITON DUPIRE-CLÉMENT ADC COSTUMES PIERRE-JEAN LARROQUE AFCCA SOUND FRANÇOIS MUSY RENAUD MUSY DIDIER LOZANIC 1ST ASSISTANT DIRECTOR MATHIEU SCHIFFMAN STAGE MANAGERS SARAH LERES JOHANNA COLBOC AFR CASTING MICHAËL LAGUENS PRODUCTION MANAGERS PASCAL BONNET POST PRODUCTION MANAGER SUSANA ANTUNES EXECUTIVE PRODUCER CHRISTINE DE JEKEL PRODUCED BY OLIVIER DELBOSC AND SIDONIE DUMAS ASSOCIATE PRODUCER ÉMILIE BIGNON COPRODUCED BY CÉDRIC ILAND AND SYLVAIN GOLDBERG

A COPRODUCTION CURIOSA FILMS GAUMONT FRANCE 3 CINÉMA PICTANOV GABRIEL INC. UMEDIA WITH THE PARTICIPATION OF CANAL+ FRANCE TÉLÉVISIONS CINÉ+ WITH THE SUPPORT OF THE CENTRE NATIONAL DU CINÉMA ET DE L'IMAGE ANIMÉE

WITH THE SUPPORT OF THE RÉGION ÎLE-DE-FRANCE AND THE RÉGION HAUTS-DE-FRANCE IN PARTNERSHIP WITH THE CNC IN ASSOCIATION WITH UFUND ORANGE STUDIO WITH THE SUPPORT OF THE TAX SHELTER OF THE FEDERAL GOVERNMENT OF BELGIUM AND OF THE TAX SHELTER INVESTORS

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CURIOSA
FILMS

france 3 cinéma

Pictanovo

UM

CANAL+

france.tv

CINÉ+

U

Région
Île-de-France

U

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Gaumont
born with cinema

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FROM PRODUCERS
ADAM SANDLER AND
LEBRON JAMES

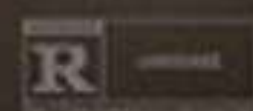
HUSTLE

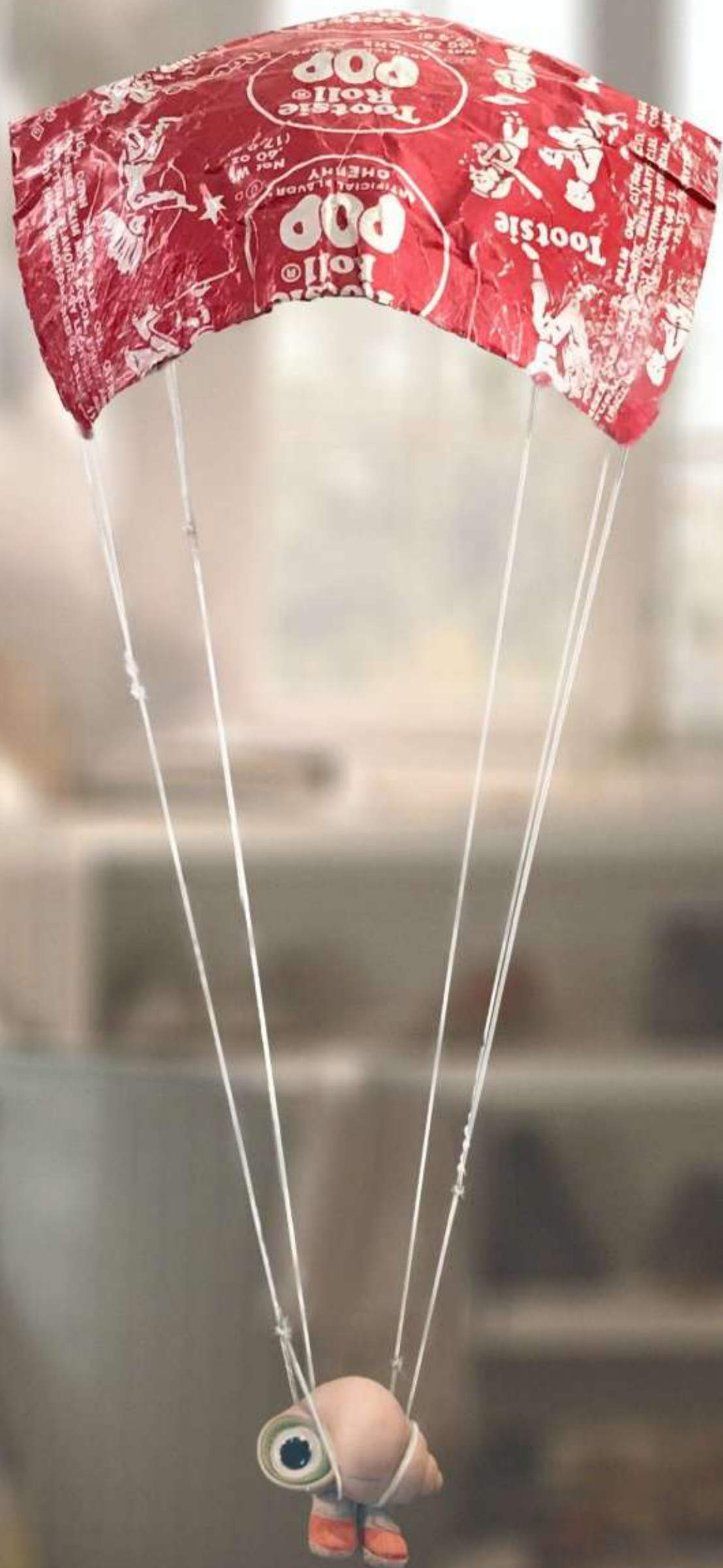


Adventure, Sports

Release: June 8 2022

IN SELECT THEATERS JUNE AND ON
NETFLIX | **JUNE 8**





Adventure, Animation, Stop motion

Release: June 24 2022

Marcel

The Shell With Shoes On

a film by Dean Fleischer Camp

starring Jenny Slate

CINEREACH, INC. presents a CINEREACH production a YOU WANT I SHOULD SUNBEAM TV & FILMS HUMAN WOMAN production in association with CHIODO BROS. PRODUCTIONS
a film by DEAN FLEISCHER CAMP "MARCEL THE SHELL WITH SHOES ON" JENNY SLATE ROSA SALAZAR THOMAS MANN and ISABELLA ROSSELLINI casting by JESSICA KELLY
music by DISASTERPEACE editors DEAN FLEISCHER CAMP NICK PALEY animation art director JEFF BARTLETT WHITE production designer LIZ TOONKEL director of photography BLANCA CLINE
stop motion director of photography ERIC ADKINS assistant director KIRSTEN LEPORE supervising animation director STEPHEN CHIODO animation producer EDWARD CHIODO executive producers PHILIPP ENGELHORN
WILLIAM BYERLEY NION McEVY GEORGE RUSH MICHAEL RAISLER producers DEAN FLEISCHER CAMP JENNY SLATE TERRY LEONARD produced by ELISABETH HOLM p.g.a. ANDREW GOLDMAN p.g.a.
CAROLINE KAPLAN p.g.a. PAUL MEZEY p.g.a. based on characters created by DEAN FLEISCHER CAMP and JENNY SLATE story by DEAN FLEISCHER CAMP JENNY SLATE NICK PALEY ELISABETH HOLM
screenplay by DEAN FLEISCHER CAMP JENNY SLATE NICK PALEY directed by DEAN FLEISCHER CAMP

A24

sunbeam



Telluride
Film Festival

77
MOSTRA INTERNAZIONALE
D'ARTE CINEMATOGRAFICA
LA BIENNALE DI VENEZIA 2020
Official Selection

Industry Selects
tiff
Toronto International
Film Festival 2020

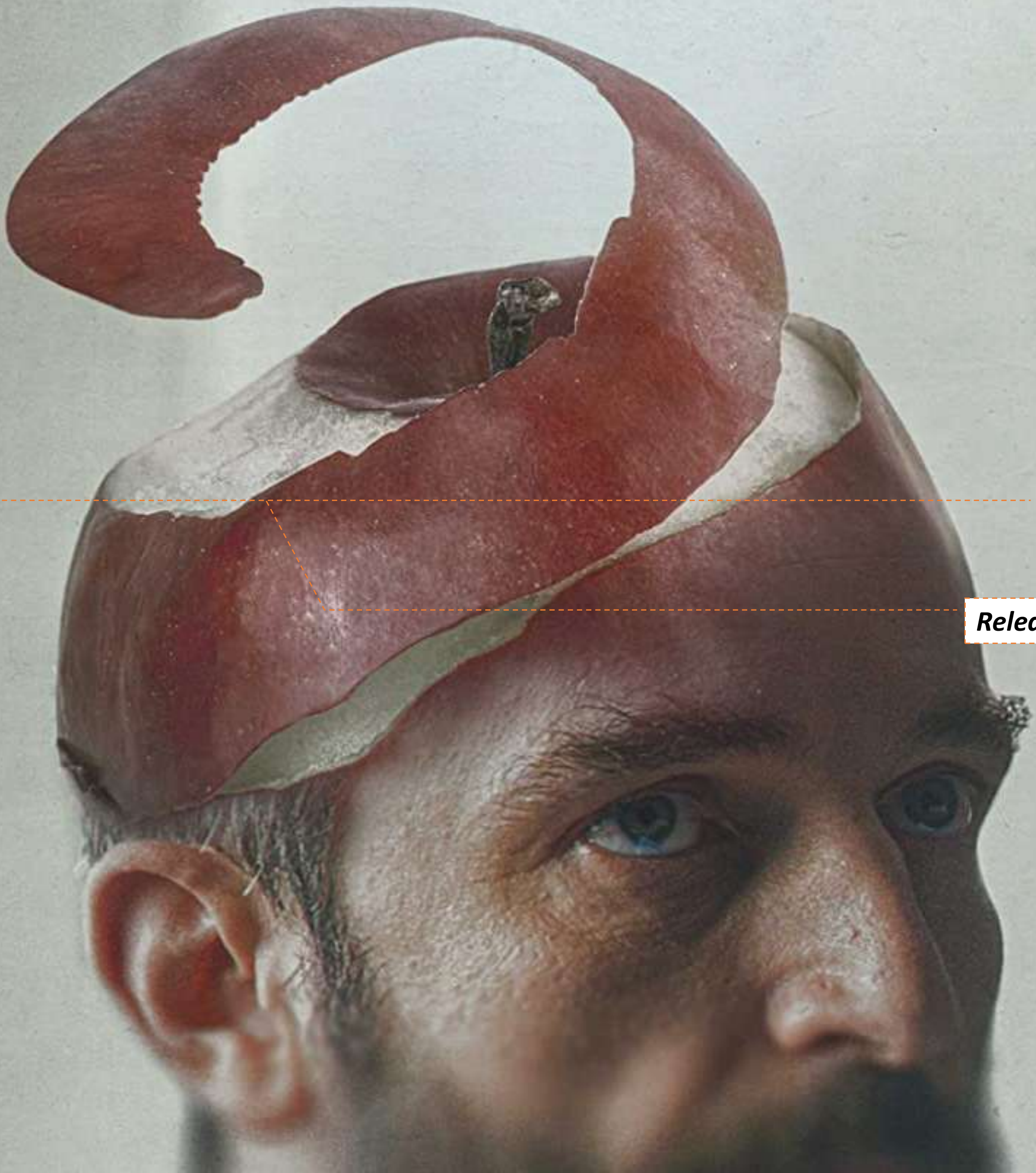
APPLES

a film by Christos Nikou

ARIS SERVETAKIS, SOPHA GEORGIOPOULOU, ANNA KALAUZIDOU, ARGIRIOS BAKIRIZIS
DIRECTOR OF PHOTOGRAPHY: BARTOSZ SAWICKI, EDITOR: GEORGE ZEPHYRIS, EXECUTIVE PRODUCER: THE BOY, EXECUTIVE PRODUCER: STAVROS RAPTIS, EXECUTIVE PRODUCER: SEMI MOUROU, EXECUTIVE PRODUCER: LEANDRIOS NITOUNIS, EXECUTIVE PRODUCER: KOSTAS KOUTELONAKIS, EXECUTIVE PRODUCER: EPI BURBA, EXECUTIVE PRODUCER: DIMITRA LAKOUBA
WRITER: KIRIAKO MELIOTOU, PRODUCED BY: TETA APOSTOLAKI, WRITER: ALPHA VIOLET, EXECUTIVE PRODUCER: VIRGINIE DEVESE, JEROME OUBOUZ, ANTOINE SIMONE, EXECUTIVE PRODUCER: ALES PAULIN, ANDREA SIRITOE, STEFANOS GANDOS, STAVROS RAPTIS
EXECUTIVE PRODUCER: NIKOS SIMPLIKIS, PRODUCED BY: ISAKIS MAVRODIOUS, ANGELO VENETIS, ARIS DAVIOS, MARIUSZ WRÓDARSKI, CHRISTOS NIKOU
WRITTEN BY: CHRISTOS NIKOU, PRODUCED BY: STAVROS RAPTIS, DIRECTED BY: CHRISTOS NIKOU

PG-13 PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 13
Dolby Digital
Oxi
EUROPEAN FILM INVESTMENT AND CO-FINANCING
EUROPEAN UNION

How selective is our memory?



Thriller, Drama

Release: June 24 2022

Clara
RUGAARD

Lewis
PULLMAN

PRESS PLAY

Romance, Music

Release: June 24 2022

Rewind
and
Love Again

IN THEATERS
AND ON DIGITAL JUNE 24

THE AVENUE and CJ ENM PRESENT A CJ ENM PRODUCTION AND A JALAPENO GOAT PRODUCTION "PRESS PLAY" CLARA RUGAARD LEWIS PULLMAN LYRICA OKANO CHRISTINA CHANG WITH MATT WALSH AND DANNY GLOVER
BY TYDE BELASCO, COA BY LEAH HARRISON PROD BY ELIAD GUETTA EDITOR MARY CLAIRE HANNAN EXEC PROD PATRICK J. DON VITO, L.C.E. PRODUCED BY DAN BUTTS DIRECTOR OF PHOTOGRAPHY LUCA DEL PUPPO EXECUTIVE PRODUCERS ANNA HWANG PRODUCED BY IN CHUNG
WRITTEN BY PAUL D. DAVIS ROY T. JOE RICARDO S. GALINDEZ MIKY LEE JINWEE CHOI JERRY KYOUNGBOUM KO SIKHOMA
DIRECTED BY JONATHAN SCHWARTZ LOGAN LERMAN YEONU CHOI JOSH BOONE PRODUCED BY JOSH BOONE WRITTEN BY GREG BJORKMAN JAMES BACHELOR PRODUCED BY GREG BJORKMAN

THE AVENUE

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CJ ENM

PG-13
PARENTS STRONGLY CAUTIONED
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 13

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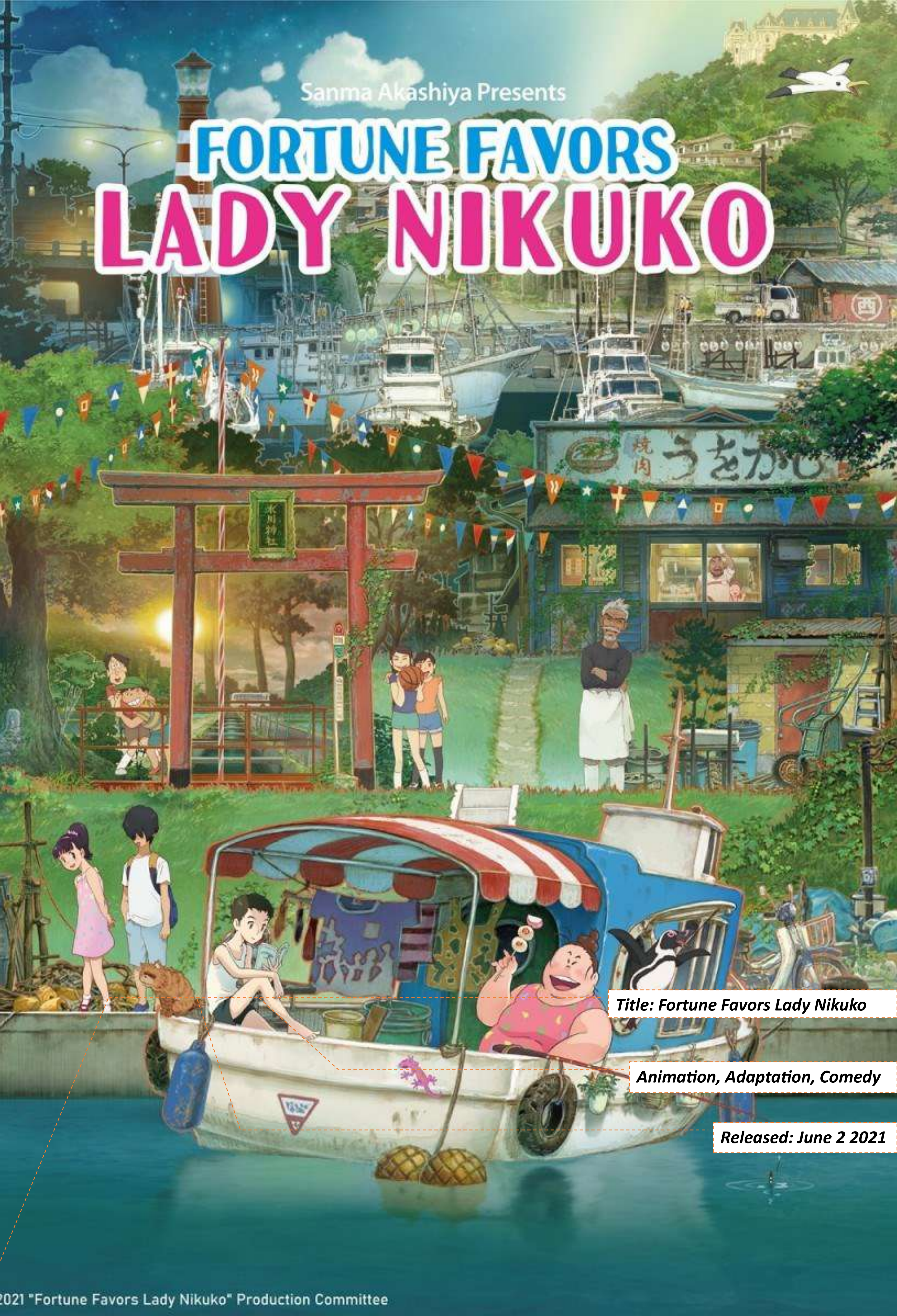
and **LEO BILL**

Release: June 24 2022

[illegible]

Sanma Akashiya Presents

FORTUNE FAVORS LADY NIKUKO



Title: Fortune Favors Lady Nikuko

Animation, Adaptation, Comedy

Released: June 2 2021



Drama

Release: June 1 2022



OSCILLOSCOPE LABORATORIES AND LOOSE FILMS PRESENT "POSER" DIRECTED BY ORI SEGEV AND NOAH DIXON PRODUCED BY DREW JOHNSON, JULI SASAKI, BRETT BREITER AND JOSH NOVAK
STARRING SYLVIE MIX AND BOBBY KITTEN WITH ABDOUL SCHOU, RACHHEL KEEFE AND ZIV VOLF EDITORIAL SCENE BY ADAM FROEL AND SHAWN SUTTA DEVELOPING MUSIC FROM DAMN THE WITCH SHERI VVO
JOEY AICH, DEAN SUMMERS, SON OF DRIBBLE AND SYLVIE MIX PRODUCTION DESIGNER JULI SASAKI DIRECTOR OF PHOTOGRAPHY LOGAN FLOYD EXECUTED BY NOAH DIXON AND ORI SEGEV SCREENPLAY BY NOAH DIXON

"SPIKY, FUNNY, FEVERISH, AND MORE THAN A LITTLE NAIL-BITING." - KATE ERBLAND, INDIEWIRE

LOOSE

the gotham
FILM & MEDIA INSTITUTE

OSCILLOSCOPE
LABORATORIES

poser

A FILM BY ORI SEGEV AND NOAH DIXON

HOW FAR WOULD YOU GO TO FIX HUMAN NATURE?

CHRIS
HEMSWORTH

MILES
TELLER

JURNEE
SMOLLETT

FROM THE DIRECTOR OF TOP GUN: MAVERICK AND TRON: LEGACY

SPIDERHEAD

NETFLIX PRESENTS A GRAND ELECTRIC / THE NEW YORKER STUDIOS PRODUCTION A FILM BY JOSEPH KOSINSKI CHRIS HEMSWORTH MILES TELLER JURNEE SMOLLETT
"SPIDERHEAD" MUSIC BY JOSEPH TRAPANESE EDITED BY STEPHEN MIRRIONE, ACE PRODUCTION DESIGNER JEREMY HINDLE DIRECTOR OF PHOTOGRAPHY CLAUDIO MIRANDA, ASC, A.C.C. PRODUCER SARAH DOWLEN
PRODUCED BY ERIC NEWMAN, p.g.a. CHRIS HEMSWORTH RHETT REESE PAUL WERNICK AGNES CHU GENEVA WASSERMAN TOMMY HARPER, p.g.a. JEREMY STECKLER
BASED ON THE SHORT STORY "ESCAPE FROM SPIDERHEAD" BY GEORGE SAUNDERS AS FIRST PUBLISHED IN THE NEW YORKER SCREENPLAY BY RHETT REESE & PAUL WERNICK DIRECTED BY JOSEPH KOSINSKI

Thriller, Adaptation, Psychological

THE
NEW YORKER

RESTRICTED
R
VIOLENT CONTENT,
LANGUAGE AND
SEXUAL CONTENT

NETFLIX

Release: June 17 2022

JUNE 17 | NETFLIX

BRYAN
CRANSTON

ANNETTE
BENING

JERRY & MARGE GO LARGE

IT'S NEVER TOO LATE TO RISK IT ALL

STREAMING JUNE 17



Comedy, Crime

Release: June 17 2022

Paramount+
ORIGINAL MOVIE



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FROM THE MIND OF
DAVID CRONENBERG

Thriller, Sci-fi

Release: June 3 2022



FESTIVAL DE CANNES
COMPETITION
2022 OFFICIAL SELECTION

VIGGO MORTENSEN LÉA SEYDOUX AND KRISTEN STEWART
CRIMES OF THE FUTURE

PRODUCED BY: NICOLO PELLEZZI, **WRITER:** SERENDIPITY POINT FILMS, **TELEFILM CANADA**, **INDIGENOUS MEDIA**, **ARGONAUTS PRODUCTIONS**, **ROCKY SCIENCE**, **WIFFLE FILMS**, **A ROBERT LANTOS PRODUCTION**, **ALBERT DAVID CHROMOSOME**, **WUJO MONTENEGRO**, **LEA SEVCOVIC**, **KRISTEN STEWART**, **"CRIMES OF THE FUTURE"**, **SCOTT SPEEDMAN**, **JOHN DE WARD**, **SHANE DOUGLAS KOON**, **CO-PRODUCED BY:** CAROL PIERCE, **CHRISTOPHER DONALDSON**, **ZAK GILBERT**, **MAYOU TINKERSON**, **EDITED BY:** DESHORE BOWEN, **EXECUTIVE PRODUCER:** VICTOR HADIDA, **EXECUTIVE PRODUCERS:** JOE MACDON, **PETER TOUCHÉ**, **CHRISTELLE CONAN**, **THORSTEIN SCHUMACHER**, **JEFF DEUTCHMAN**, **JOE QUINN**, **CHRISTIAN HARBES**, **ADA TANNYAR**, **EXECUTIVE PRODUCER:** LARNA LANKTREE, **PRODUCED BY:** PANGLO PANGHAGIA, **STEVE SOLOMONS**, **ROBERT LANTOS**, **WRITER AND PRODUCER:** DAVID CHROMOSOME



A NETFLIX ORIGINAL ANIME SERIES

EDEN

NETFLIX



Title: Eden

Adventure, Fantasy, Sci-fi

Released: 2021

Status: Completed



Title: Trese

Adventure, Action, Supernatural

Released: 2021

Status: Completed

LIZA SOBERANO
AS
ALEXANDRA

TRESE

NETFLIX

A NETFLIX ORIGINAL ANIME SERIES

星辰变

Title: Wanmei Shijie

Adventure, Fantasy, Action

Released: 2021

Status: Ongoing

播出平台



联合出品

阅文集团
CHINA LITERATURE



知乎 @夜幕浸染

裏世界 ピクニック

OTHERSIDE
PICNIC



Title: Urasekai Picnic

Adventure, Fantasy, Mystery, Sci-fi

Released: 2021

Status: Completed



Title: *Saihate no Paladin*

Adventure, Fantasy

Released: 2021

Status: *Ongoing*



Title: killing Bites

Action, Horror, Sci-fi, Ecchi, Seinen

Released: 2018

Status: Completed



Title: *Bright: Samurai Soul*

Adventure, Fantasy, Action

Released: 2021

Status: Completed

A NETFLIX FILM

BRIGHT

Samurai Soul



幼女戦記

Saga of Tanya the Evil
アニメ完全設定資料集

Title: Youjo Senki: Sabaku no Pasta dai sakusen

Action, Magic, Military

Released: 2021

Status: Ongoing



KUROZUKA

Title: Kurozuka

Action, Drama, Historical, Horror, Romance, Sci-fi, Vampire

Released: 2008

Status: Completed

NETFLIX ORIGINAL ANIME SERIES



Title: *Revisions*

Action, Mecha, Sci-fi

Released: 2019

Status: Completed

revisions

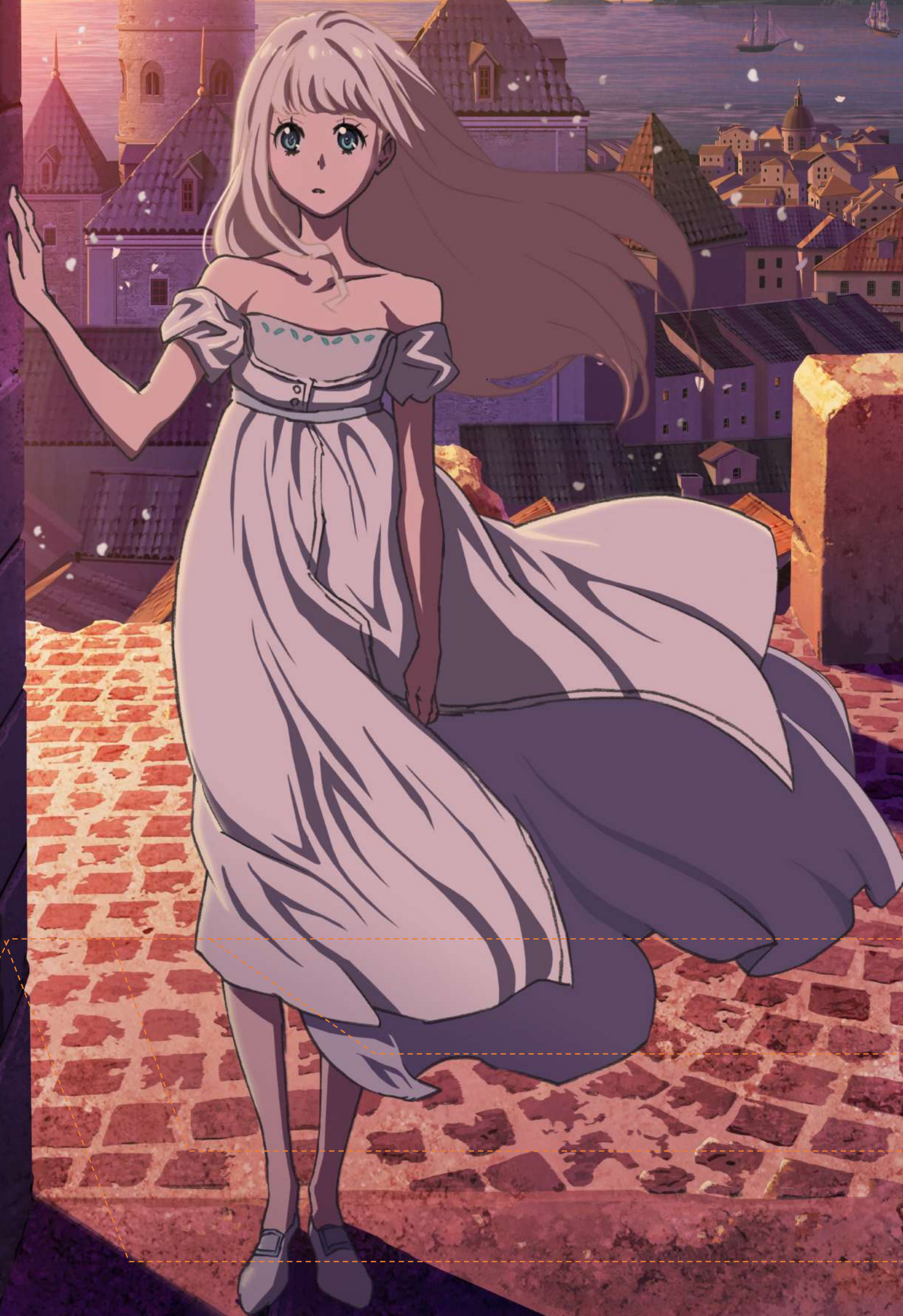
リヴィジョンズ



©リヴィジョンズ製作委員会

海賊王女

Fena: Pirate Princess



Title: Kaizoku Oujo

Adventure, Action

Released: 2021

Status: Ongoing

A detailed anime-style promotional poster for the series 'Hortensia Saga'. The central figure is a tall, pale man with long blonde hair, wearing a crown and a large white and gold robe, with a red gem in his eye. To his right is a man with long brown hair in a white and gold armor with a fur collar. Below them are several other characters: a red-haired man, a brown-haired woman, a small blue cat-like creature, a blonde woman, a purple-haired man holding a sword, a man with a beard and eyepatch, and a small red-haired girl in a maid outfit. The background shows a dark, cloudy sky and a large stone structure.

ホルテンシアサーガ

Hortensia SAGA

2021.1.6 10:00 AM

Title: Hortensia Saga

Adventure, Fantasy, Action, Drama

Released: 2021

Status: Completed



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