

BROKEN ROADS

BANISHERS
GHOSTS OF NEW EDEN

DIANA TONES
and the
GREAT CIRCLE

OUTPLAS.





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Xiaomi Watch 2

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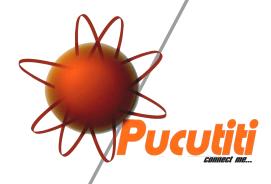
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Indiana Jones and the Great Circle



The action-adventure game Indiana Jones and the Great Circle, created by MachineGames, will be released by Bethesda Softworks. It will have a unique story that takes inspiration from the Indiana Jones film series and is based on the franchise. The story follows archaeologist Indiana Jones in 1937 as he tries to foil various groups who are looking to harness a power connected to the Great Circle, which refers to mysterious locations around the world that form a perfect circle when connected on a map. It is set between the events of Raiders of the Lost Ark (1981) and Indiana Jones and the Last Crusade (1989).

Many real-world locations, including Rome, Thailand, Egypt, Shanghai, and the Himalayas, are featured in the game. 2024 will see the release of Indiana Jones and the Great Circle for Windows and Xbox Series X/S.

First-person gameplay predominates in The Great Circle, with third-person used for contextual aspects like environmental interaction. Indy is controlled by the player as they travel through a combination of more expansive, adventurous environments and linear, plot-sensitive sections. The character's characteristic whip can be employed as a weapon or as a means of navigating barriers and solving puzzles to find hidden goodies and alternate paths. Combat can be directly engaged in or avoided completely through the use of stealth mechanics.

In January 2021, Bethesda and MachineGames jointly revealed that the game was being developed in association with Lucasfilm Games. The game's narrative was devised by executive producer Todd Howard, while composer Gordy Haab contributed fresh compositions and reimagined versions of John Williams' iconic film themes under Jerk Gustafsson's direction.

Gameplay

Action-adventure game Indiana Jones and the Great Circle features gameplay elements from several other genres. The player controls Indiana Jones, an archaeologist, and can opt to take on opponents head-on or covertly. There are other optional puzzles in the game as well. Jones's whip can be used to move through several regions and for fighting. The game is played in first person, but during some gameplay sequences and cutscenes—like when Jones swings his whip to hang over gaps or climbs pipes and walls—it moves to third person.

Plot

Characters and setting

The original story of Indiana Jones and the Great Circle is influenced by the series of movies. The plot takes place in 1937, sandwiched between the events of the 1936 Raiders of the Lost Ark and the 1938 Indiana Jones and the Last Crusade films. Similar to the two movies, the game is set before the events of World War II and features the return of all three Axis Powers—Nazi Germany, Fascist Italy, and the Japanese Empire—as enemies. Jones will also run into Blackshirts, who belong to the National Fascist Party of Italy.

The game begins after Jones has broken up with Marion Ravenwood, his fiancée. After an artifact is stolen from Marshall College, Jones goes to look into the matter in the Vatican. According to Jones, places with spiritual importance have been established throughout history once it was discovered that their positions make a perfect circle around the world. In addition to Rome, other sites include the pyramids of Egypt, Shanghai, China, the snow-capped Himalayas, and the Sukhothai temples in Thailand.

Along the way, he forms a partnership with Gina Lombardi, an interested investigative reporter. Emmerich Voss, who used psychological warfare against his adversaries, faces them.









Development

Lucasfilm Games and Bethesda Softworks announced on January 12, 2021 that they would eventually produce a video game that would be based on the Indiana Jones series. MachineGames would develop it, and Todd Howard would serve as executive producer via Bethesda. ZeniMax Media is the owner of both businesses.

Because of MachineGames' experience with the Wolfenstein series, which features a fight against Nazis akin to the Indiana Jones franchise, Howard thought the studio would be a great fit to produce the project. Howard came up with the game's plot. As executive producer, he does not play a hands-on role; instead, he periodically updates the game's development.

A fan of Indiana Jones named Howard had already pitched a similar game to George Lucas in 2009, but at that time, the idea was shelved, in part because Bethesda lacked the funding to see it through to completion. Furthermore, Bethesda was hoping to acquire the publishing rights for the game from Lucasfilm, but the two parties were unable to reach a consensus.

A teaser trailer for the game, which debuted in 2021, featured a number of Easter eggs and clues on the game's scenario. The game was still in its very early stages of development as of mid-2021. id Tech's game engine was used in its development. The game was directed by Jerk Gustafsson. After being employed in the same capacity for the originally envisioned 2009 game, Jens Andersson returned to the project in late 2022 as the design director.

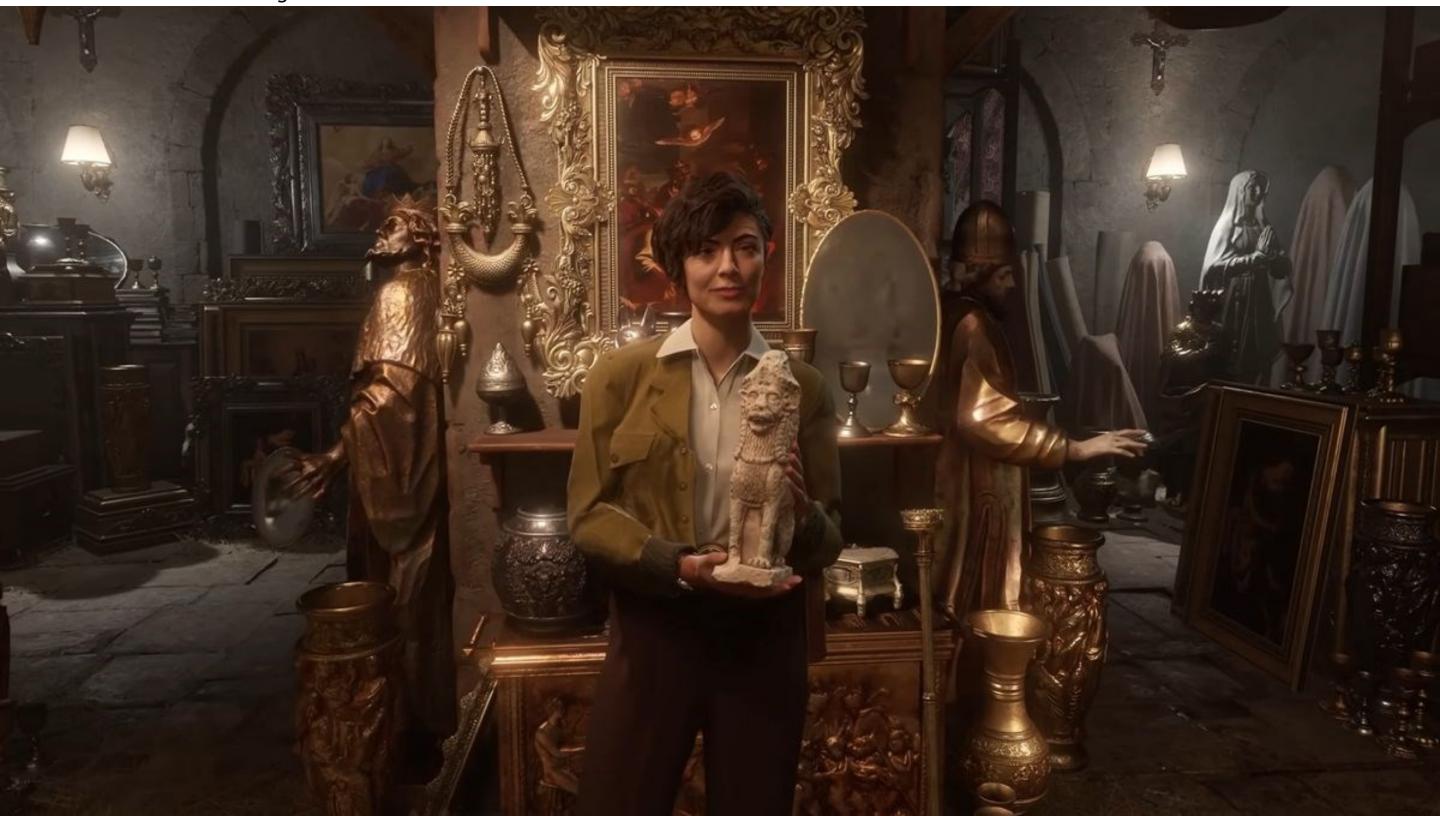
Additionally, Andersson worked as lead designer on two films, The Darkness (2007) and The Chronicles of Riddick: Escape from Butcher Bay (2004). More than twenty developers that previously worked on The Darkness are part of the Indiana Jones project. At Microsoft's Xbox Developer Direct video conference on January 18, 2024, the game's title, plot, and initial gameplay trailer were revealed. The first-person perspective of the game was also revealed, to mixed reviews.

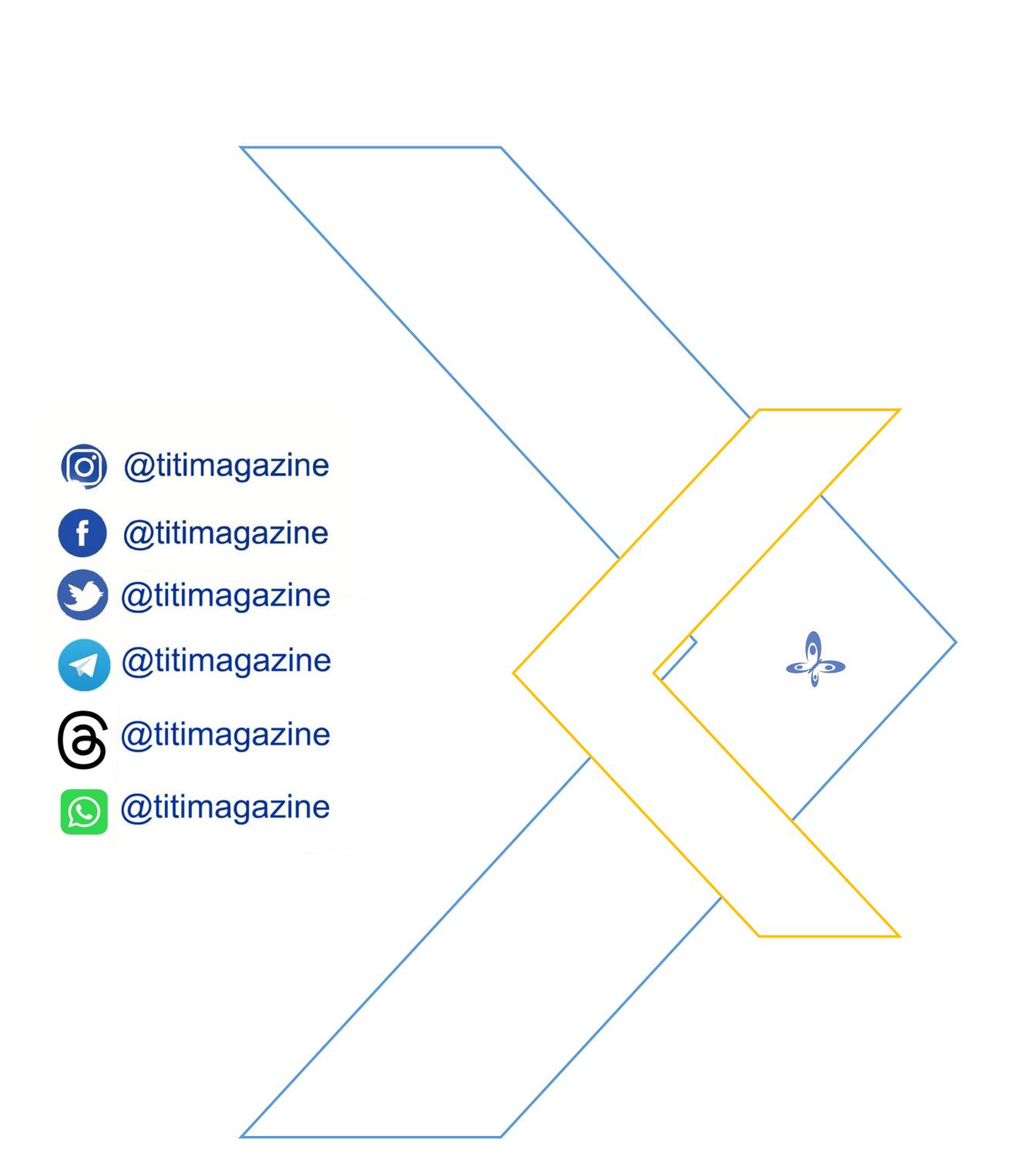
While maintaining MachineGames' legacy of creating first-person games, Indiana Jones and the Great Circle distinguishes itself from third-person titles in the related Tomb Raider and Uncharted series. In order to completely immerse the player in the character of Indiana Jones, the first-person viewpoint was also used. The game, which will be the studio's first non-Star Wars title in years and the first Indiana Jones title since 2011's Indiana Jones Adventure World, will have final approval from Lucasfilm.

Harrison Ford's portrayal of Indiana Jones is used in the game, and Troy Baker does the character's voice acting. Alessandra Mastronardi as Gina Lombardi, Marios Gavrilis as Emmerich Voss, and Tony Todd as Locus were among the other voice performers. Based on the work of John Williams, who conducted the film scores, Gordy Haab composed the soundtrack. Haab composed the music for the video game Indiana Jones and the Staff of Kings in 2009. A few moves were made specifically for the game by stuntmen dressed in motion capture gear.

Release

Indiana Jones and the Great Circle will be accessible on Xbox Game Pass from launch, and it is slated for release in 2024 for Windows and Xbox Series X/S platform exclusives. Originally, Bethesda and Lucasfilm parent company Disney agreed that the game will be released on a number of consoles, including the PlayStation 5. These conditions were changed in March 2021 when Bethesda Softworks and MachineGames were bought by Microsoft through the acquisition of ZeniMax Media. Disney defended the game's Xbox and PC-only release by arguing that the two platforms together constituted a sizable enough market.







The Outlast Trials 🧈



Red Barrels is the developer and publisher of the first-person horror survival video game, The Outlast Trials. As a precursor to the first two games in the Outlast series, this third entry places players as test participants in an enigmatic Cold War experiment. Early access to the game was made available for Microsoft Windows on May 18, 2023. The complete release of the game on PlayStation 4, PlayStation 5, Windows, Xbox One, and *Xbox Series X/S occurred on March 5, 2024.*

Gameplay

A first-person perspective is used in the survival horror game The Outlast Trials. Although cooperative multiplayer for four players is supported, users can also finish the game alone. A series of activities must be completed by the player while dodging terrifying foes. There are four different character classes and skill trees in the game. With the special powers of each class, players can do things like plant mines, heal other players, see through barriers, and momentarily paralyze adversaries with a device.

With the help of a pair of night-vision goggles, the player can see in low light. It requires frequent battery recharges from a limited supply. In-game things that players can pick up include anti-psychotic medications, lockpicks, and healing supplies; however, they are limited to carrying three items at once. Stealth is the best strategy to advance in the game since the player cannot actively battle adversaries; at most, they can be momentarily stunned by certain items.

Plot

At the height of the Cold War, in 1959, the Murkoff Corporation launched a misleading recruitment campaign aimed at those who had become homeless due to financial hardship. The volunteers are then abducted and brought to the Sinyala Facility in Arizona, where they are made to sign consent papers and have night vision goggles surgically affixed to their skulls. After being given the Reagent label, the participants are made to participate in a trial in which Dr. Hendrick Joliet Easterman, the head of the institution, orders them to destroy all of their personal and public information while avoiding the insane test subjects, or Ex-Pops.

Easterman gives the Reagents access to the Sleep Room so they can relax before doing future trials when the first trial is over. Engineer Cornelius Noakes and nurse Emily Barlow aid the Reagents in order to improve their chances of life. Later on, Dorris, a fellow Reagent who used to participate in the experiments but now gives contraband to other subjects, helps them. As the Reagents are forced to oppose the program's Prime Assets—the deranged police sergeant Leland Coyle and the discredited host of a children's show named Mother Gooseberry—the trials they face are progressively riskier.

Reagents who meet Dr. Easterman's qualifying requirements after completing a sufficient number of trials are enrolled in the Reagent Release Program, where they are required to finish a last trial prior to being released. In the event that they are unsuccessful, a replacement Reagent will be assigned in their place. During the trial, Reagents obtain documents bearing false identities, submit to Easterman's orders for some sort of subliminal indoctrination, and then appear to be freed after breaking out through a last door and unexpectedly emerging into a pitch-black room with water in it, lit only by an odd light in the distance that Reagents feel drawn to.





Developer: Red Barrels **Publisher:** Red Barrels **Director:** Alex Charbonneau **Producer:** Charles Ayotte

Programmer: François Cournoyer

Writer: J. T. Petty
Composer: Tom Salta
Series: Outlast

Engine: Unreal Engine 4

Platforms: PlayStation 4, PlayStation 5, Windows, Xbox One, Xbox Series X/S

Release: March 5, 2024 **Genre:** Survival horror

Mode: Single-player, multiplayer

TiTi Rating: 7/10





The way a game ends depends on the version. In the initial early access edition, Reagents will awaken in a Cuban hotel room, their suit stained with blood. The phone in the room will eventually ring, and when the Reagents answer, they will hear Easterman's voice reciting the code phrase that will cause them to see lines of blood before they finally pass out. Reagents will awaken in the second early access edition behind the wheel of a fast vehicle that smashes in front of the same hotel.

The Reagents discover a time bomb strapped to their chest that is only seconds away from going off after they recover from the collision, but they are unable to remove it or flee because their hands are duct taped to the steering wheel of the vehicle. The Reagents are killed in the resulting explosion since they are unable to save themselves. In the complete release version, upon awakening, the Reagents discover that, far from being set free, they have been transported to the Mount Weather Asylum laboratory in Colorado. There, they have been connected to the Morphogenic Engine by Dr. Rudolph Wernicke, who had been observing the Reagents on occasion from the observation room of the Sleep Room.

Though Wernicke thinks the Reagents would be useful, the other scientists doubt their fitness as a possibility. Before hearing Easterman's secret phrase from the previous trial, the Reagents soon feel the Walrider catching up to them.

Development

When Outlast 3 was first shown in December 2017, neither the release date nor the intended platforms were specified. Red Barrels stated at this announcement that they have a smaller, unrelated project related to Outlast that will release before Outlast 3, citing the structure of Outlast 2 making it difficult to add new content. The game was also called a "TV series" by Red Barrels. There were about forty members of the game's development crew.

Although it was hinted at in October 2019, The Outlast Trials is not a direct continuation of Outlast 2. Set in the same universe as the previous games, it centers on test participants for the Murkoff Corporation in a mystery Cold War experiment. "The proof-of-concept is now complete and the game's team is now in development mode," stated David Chateauneuf, co-founder of Red Barrels.

Marketing

Red Barrels unveiled a teaser image for the game on December 4, 2019. A teaser trailer for the 2021 release was released on June 13, 2020. However, the COVID-19 epidemic caused the game to be postponed until 2022, as was confirmed in August 2021. Red Barrels posted a number of "Behind The Scenes" videos on their own YouTube page to kill time. From October 28, 2022, to November 1, 2022, the game was offered in a closed beta.

Although the game was only confirmed to work on Microsoft Windows, it was also planned to be released "in the future" on unidentified PlayStation platforms. It was revealed on March 10, 2023, that the game would launch on May 18 for early access. It was revealed on December 8 that the game would arrive on PlayStation 4, Xbox One, Xbox Series X/S, and PlayStation 5 in addition to ending early access on March 5, 2024.









Banishers: Ghosts of New Eden 🧈



The 2024 action role-playing game Banishers: Ghosts of New Eden was created by Don't Nod and released by Focus Entertainment. On February 13, 2024, the game was launched for Windows, Xbox Series X/S, and PlayStation 5. When it was released, critics gave it mostly positive reviews; TiTi Magazine rated it 7.5 out of 10.

Gameplay

The action role-playing game Banishers: Ghosts of New Eden is played in third person. Red mac Raith and Antea Duarte are two ghost hunters who the player controls in the game. Though Duarte turns into a ghost in the process, the two set off to examine the little but eerie town known as New Eden. To battle enemy forces, players can employ both Raith's traditional weapons and Duarte's spirit skills. Players will have to make a lot of decisions in the game, which will impact the plot.

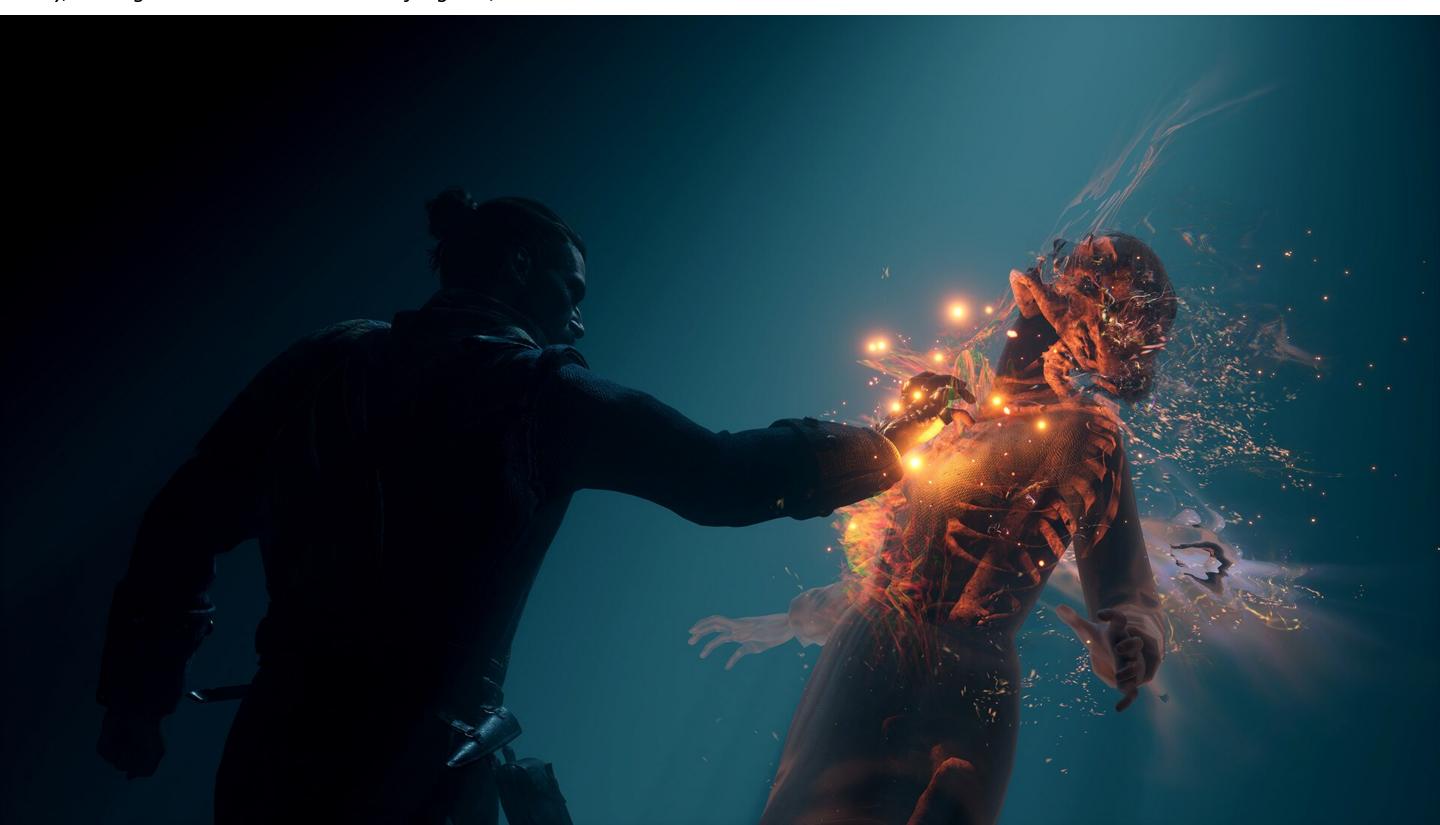
Plot

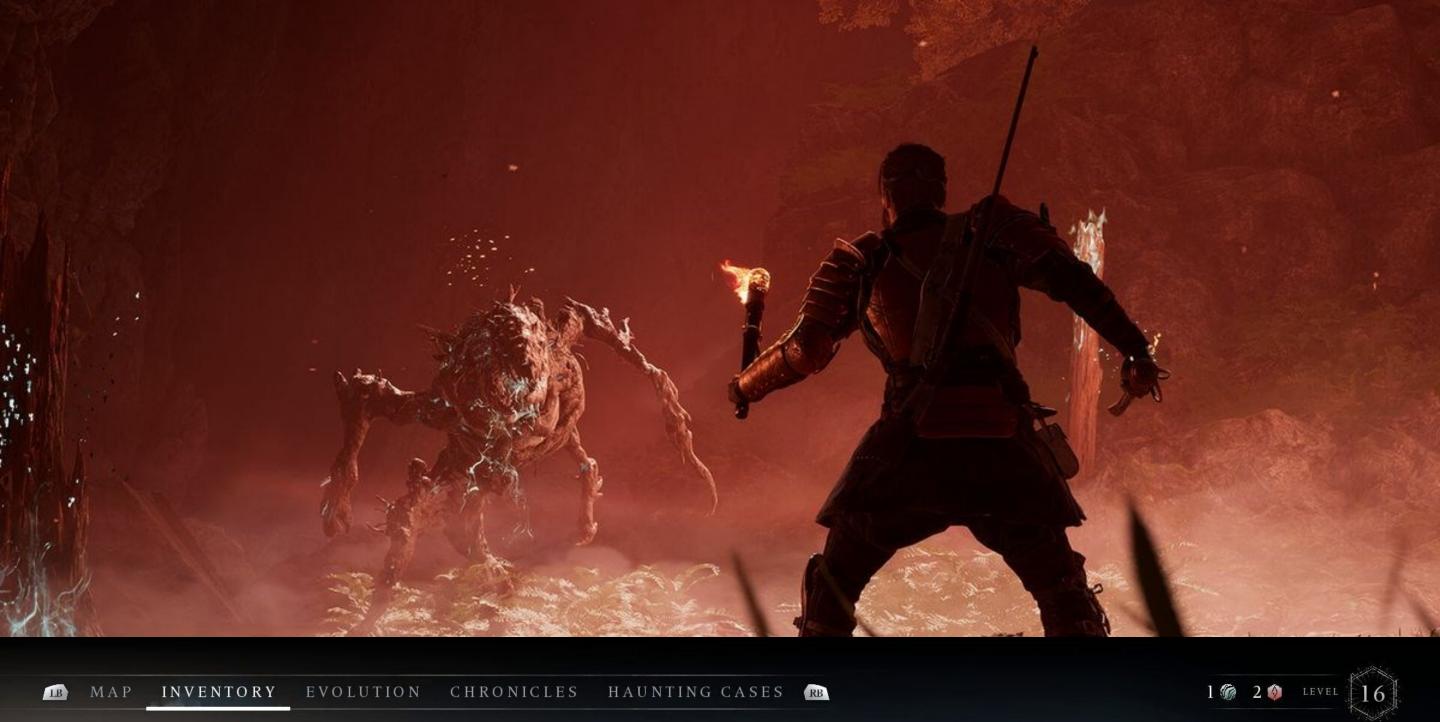
Antea Duarte and Ruaidhrigh "Red" mac Raith, lovers and banishers, journey to colonial New England in 1695 in response to their friend Charles Davenport's request to banish a particularly potent curse that the town of New Eden is suffering from. The two learn that the curse has killed many townspeople, including Charles, and left New Eden in a perpetual state of winter. They meet Esther, the widow of Charles, as well as the town's authorities, Captain Saul Pennington, huntress Thickskin Newsmith, and Governor Fairefax Haskell.

When Antea calls upon Charles' spirit, he informs her that New Eden is now home to a Nightmare—the rarest and most potent kind of ghost. Then, with some hesitation, Antea persuades Charles to ascend to the hereafter and permanently depart from this world. Red and Antea try to face the Nightmare later that evening, but she easily overwhelms them both, murdering Antea and pushing Red down a cliff. After being rescued by the witch Seeker on her master Siridean's orders, Red awakens in a cave.

Red and the Seeker split ways, with Red having to find his own way back to New Eden. Then he discovers Antea's ghost, who consents to assist him in getting revenge on the Nightmare so they may get her body back and she can ascend in the right way. But Red also thinks of carrying out a sinister rite that calls for human sacrifice in order to bring Antea back to life. They encounter survivors who left New Eden, which is now completely under the Nightmare's grip, headed by Thickskin and sister Kate.

After driving out a demonic spirit that had been plaguing the area, they learn that Thickskin had killed the "weak" members of her gang and that Kate had helped her girlfriend Deborah Comenius get hanged for witchcraft. The decision to either spare or sacrifice Thickskin for her misdeeds is then left to Red. Seeker later takes the two to meet Siridean in person. According to Siridean, the two must first take out the Nightmare's shards, which prowl around New Eden's periphery, in order to weaken her, and then confront her face-to-face in the Void, where she is most vulnerable. Then, as Red and Antea make their way through New Eden's outskirts, they come across additional survivor groups headed by Haskell and Pennington. But as they work to find the cause of the hauntings that are plaguing the groups, Haskell and Pennington are found to have played a major role in Deborah's wrongful arrest, trial, and execution as a witch, accusing her of being the source of a plague that destroyed New Eden years prior. In reality, the Nightmare is Deborah's resentful ghost, here to exact retribution on the entire New Eden.









Developer: Don't Nod

Publisher: Focus Entertainment
Director: Philippe Moreau
Producer: Karim Benfares
Programmer: Nicolas Sérouart

Artist: Benoit Godde

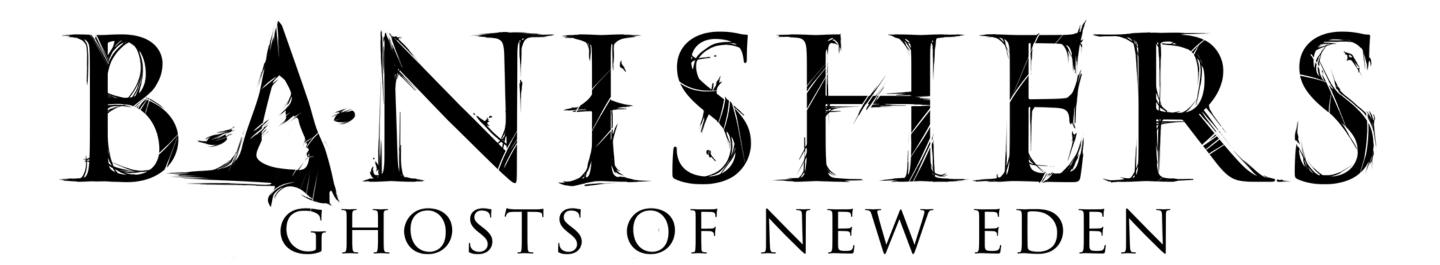
Writers: Stéphane Beauverger, Devin Doyle

Composer: Trevor Morris **Engine:** Unreal Engine

Platforms: Microsoft Windows, PlayStation 5, Xbox Series X/S

Release: 13 February 2024
Genre: Action role-playing
Mode: Single-player
TiTi Rating: 7.5/10







Red can choose to sacrifice Pennington and Haskell for their misdeeds, or he might choose to spare them. Siridean dies of old age at this period, but not before cautioning Red and Antea to confirm that their desires are the same. The two get ready to go back to the town, but they need Seeker's assistance to do so because the Nightmare's power over New Eden has lessened. In the process of looking for Seeker, they learn that she is actually Grace, Pennington's daughter who was inexplicably banished from the community. They are compelled to battle Naruku, an evil spirit that Antea banished as a child, after Seeker assists them in entering a unique Void gateway that would transport them to New Eden.

When they finally arrive at New Eden, they face the Nightmare and learn that it is a spirit of retaliation that is fueled by Deborah's grief over her untimely death. After Deborah's death is eventually explained, Red and Antea are able to expel Retribution because she will no longer assist it. Deborah leads her ascension to the afterlife once her need for vengeance has subsided.

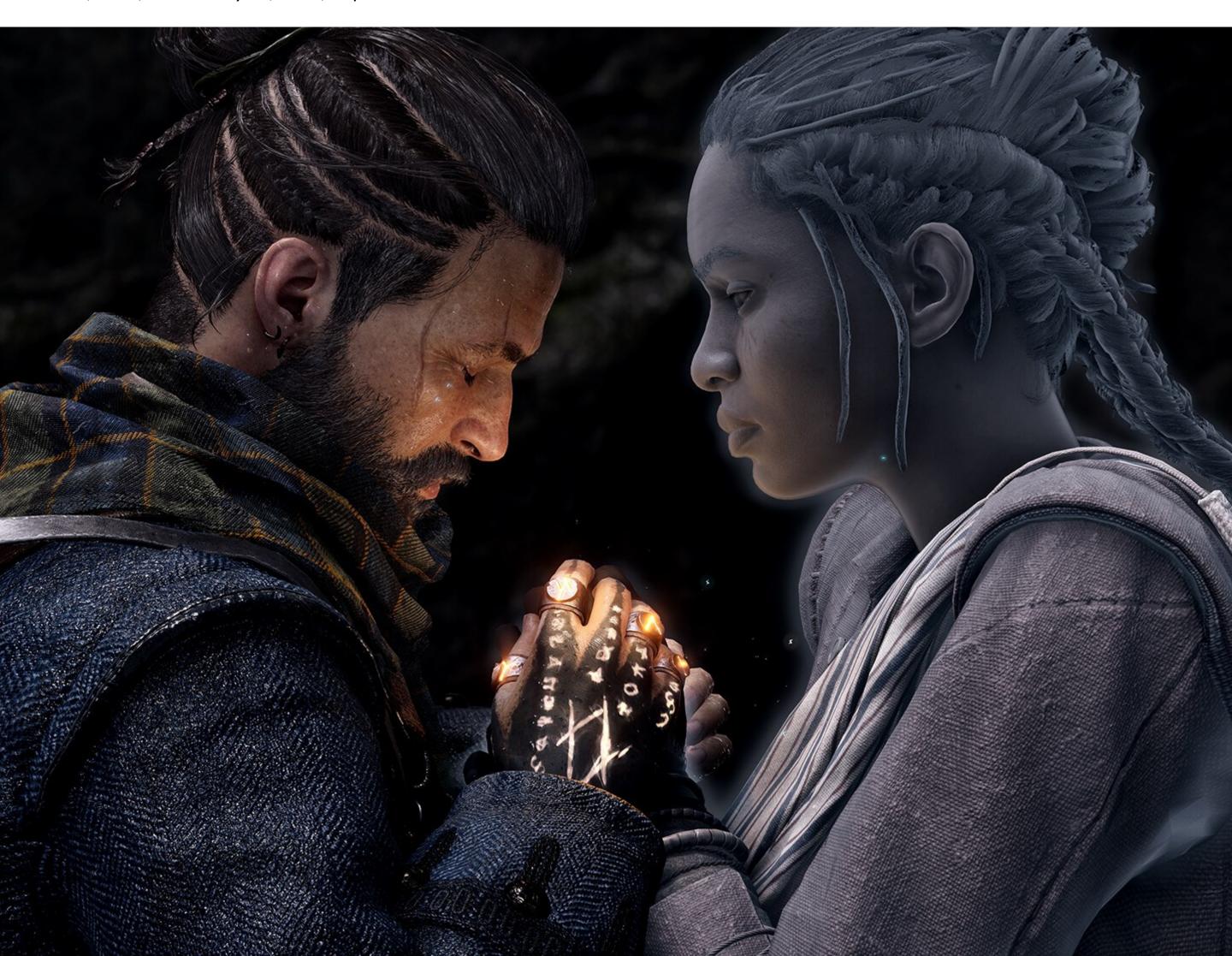
Depending on Red's choices, there are several possible outcomes after that. If Red chooses to successfully resurrect Antea and sacrifices the majority of the townspeople, then Antea is resurrected and the two of them depart New Eden together. But despite all, they are still scarred by the horrible sin they did, and ultimately they start using evil magic.

The ritual fails and Retribution returns if Red violates his vow to bring Antea back to life or allow her to rise. Retribution holds Red captive in a time loop where he is returned to the moment he was saved by Seeker, losing all memory of what transpired. Similarly, Retribution speeds up Seeker's aging process, exposing her to be Siridean, as retribution for not helping Deborah. Red lets Antea make her ascent if he chooses not to bring her back to life.

Red either eventually comes to terms with Antea's death and raises a family to train as the next generation of Banishers, or he never gets over Antea's loss and travels to Cuba to tell her family of her passing. This will depend on how many other spirits he persuaded to take their ascent rather than banishing them.

Development and release

Following the success of Vampyr, Focus Entertainment and Don't Nod Entertainment announced a new development pact in 2019 and started production on it. Vampyr's "spiritual successor" is this one. In December 2022, Banishers: Ghosts of New Eden made its debut during The Game Awards. On November 7, 2023, the game was initially slated to launch for Windows, PlayStation 5, and Xbox Series X/S. It was postponed from September 26, 2024, to February 13, 2024, to prevent a "intense" release window.









Unicorn Overlord 🧈

The 2024 tactical role-playing game Unicorn Overlord was created by Vanillaware and released by Sega globally and Atlus in Japan for the Nintendo Switch, PlayStation 4, PlayStation 5, and Xbox Series X/S. The plot, which is set on the war-torn continent of Fevrith, follows the banished prince Alain as he assembles friends to free the Fevrith nations from the Zenoiran Empire. The gameplay features real-time field movement and combat between Alain and his army soldiers throughout massive conflicts.

Takafumi Noma came up with the idea for Unicorn Overlord in 2014. George Kamitani, the company's creator, gave Noma permission to assume the responsibilities of director, programmer, and lead artist. The idea was to bring classic tactical games from the 1990s into the present era. Because of production overlap with other Vanillaware projects, it took about ten years to complete. Hitoshi Sakimoto's original music studio, Basiscape, made a comeback to compose the game's soundtrack. Positive evaluations have been given to the game, with special emphasis on the gameplay elements and graphics. However, opinions on the tale and intricate design have been more divided.

Gameplay

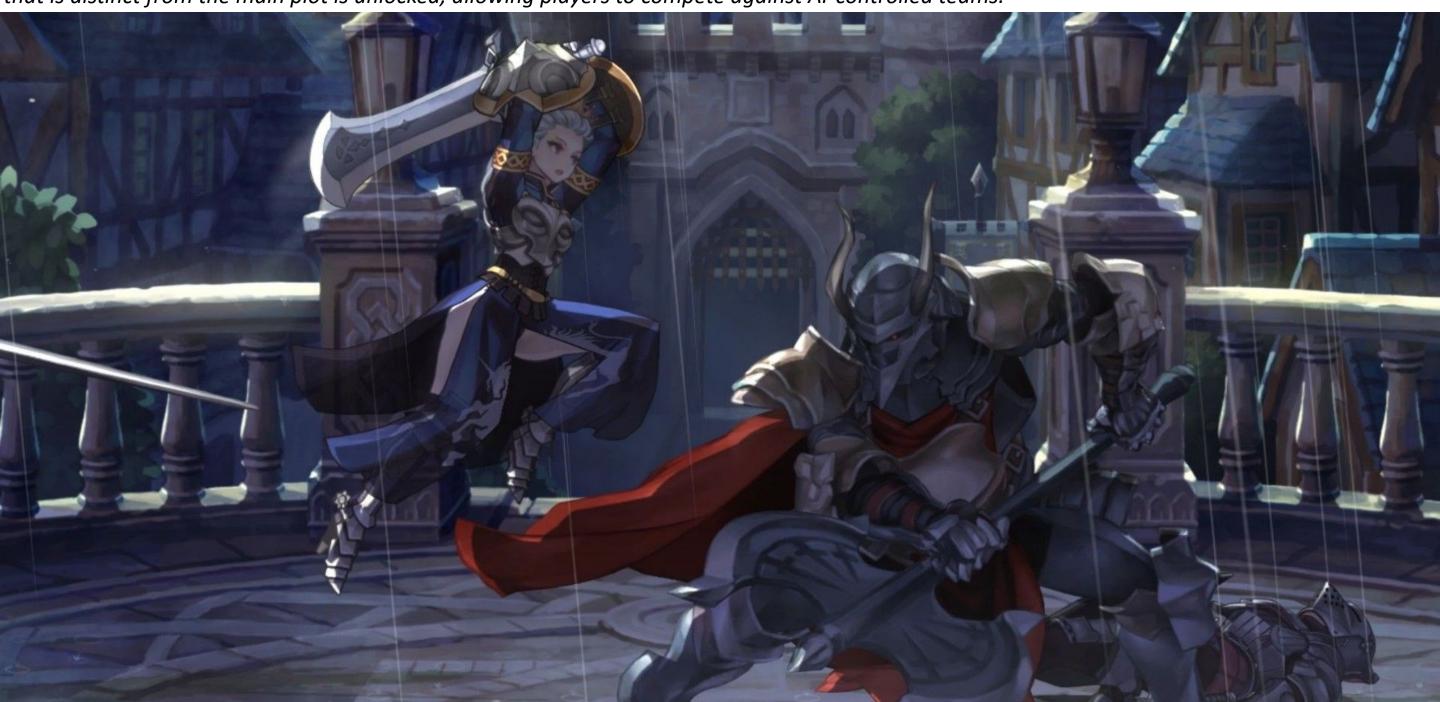
In the tactical role-playing game Unicorn Overlord, users assume the role of the banished prince Alain, leading the Liberation Army in a campaign throughout the fantastical Fevrith. The player controls Alain as he travels across an overworld to visit cities, outfit his army with goods from merchants and blacksmiths, and take part in optional or plot missions. Moreover, sprites that depict Alain's foes prowl the overworld in regions that are not under their control. Two-dimensional art is utilized to display every character, location, and sprite.

A resource known as Valor, which is obtained by winning fights, determines how many units can be used during combat portions. Players are allowed to explore the overworld at will, which lets them handle various situations in a different order. Towns also feature side missions where the player must obtain items and occasions where Alain can strengthen his bond with a particular character. Throughout the campaign, new characters might be recruited or join as part of the plot. Former adversaries are among the potential recruits; the player's decision to spare or murder them may affect subsequent plot points.

Movement of forces across vast battlefields and combat between two units make up combat. While all fighting occurs in real time, the player can stop to rearrange their tactics and keep an eye on their units. Parties consist of a maximum of five individuals, each belonging to a specific character class. Units in the early game can only contain two characters; however, Honors, a virtual currency, can be used to acquire more character spaces. Open fields and urban locations, such villages and cities, are examples of battlefield settings that change the gameplay. Gimmicks in some fights, like as environment fire or siege weapons that the player or the other side can control, are there for players to take use of.

Units are organized in a grid, and the order in which they are placed affects both their combat effectiveness and abilities. Certain character classes are specifically made for short- or long-range attacks, whereas other classes have distinct skill sets or a wider range of attacks. Based on player-defined actions and character qualities, battles are automatically initiated.

Battles continue until one side is eliminated, or until both sides run out of action points, in which case the vanquished unit is temporarily stunned. Three currencies are earned by either finishing battles or exploring the map and completing objectives. Gold is used to purchase goods and equipment, Honors are used to hire mercenaries, unlock more parties and character slots, and promote units to higher grade classes, and Renown determines the player's options when using Honors. Players can choose from a variety of difficulty settings, and after a while, an online multiplayer mode that is distinct from the main plot is unlocked, allowing players to compete against AI-controlled teams.



Developer: Vanillaware **Publishers:** Sega, JP: Atlus **Director:** Takafumi Noma **Producers:** Akiyasu Yamamoto **Designer:** Wataru Nakanishi **Programmer:** Takafumi Noma

Artist: Takafumi Noma, Masami Yanagi

Composers: Mitsuhiro Kaneda, Yoshimi Kudo, Rikako Watanabe,

Richter, Toki Takeda, Denys Fontanarosa

Platforms: Nintendo Switch, PlayStation 4, PlayStation 5, Xbox Series X/S

Release: March 8, 2024
Genre: Tactical role-playing
Mode: Single-player, multiplayer

TiTi Rating: 7/10





Synopsis

A rebellion against Queen Ilenia is spearheaded by General Valmore of the country of Cornia. Since the majority of the army is supporting Valmore, Ilenia has her personal guard, Josef, take her son Alain and the Ring of the Unicorn, a symbol of Cornian royalty, to safety. In order to give them time to escape, Ilenia makes her final stand against Valmore, and Josef grudgingly obeys her commands and runs away. A decade later, Valmore—who had changed his name to Galerius—had rebuilt the old Zenoirian Empire and conquered the neighboring countries: Drakenhold, a former rival of Cornia; Elheim, the elvish homeland; Bastoria, the home of the hybrid Beastmen; and Albion, an angel-ruled religious state.

Josef reared Alain on the isolated island of Palevia with the help of the native priestess Scarlett, who would later become command of the Liberation Army. When the island is attacked by Zenoiran forces, Alain takes up arms and successfully defends the indigenous people. He learns that Galerius has been utilizing mind control magic to win over many people to his cause, and that the Ring of the Unicorn has the ability to destroy it. Alain returns to Cornia to assume command after accepting his position as the Liberation Army's commander, but Galerius kidnaps Scarlett for an unidentified reason.

After that, Alain starts freeing Cornia from Zenoiran domination and enlisting allies in order to build up the strength necessary to save Scarlett. But by the time he realizes it, Galerius and his sorcerer Baltro have already destroyed the final magical seal that limits Galerius's power. After that, Alain receives advice from the ghost of an ancient Great Sage to go to Elheim in order to discover the actual power of the Ring of the Unicorn, while Galerius and Baltro depart to carry out their plans.

Leading the Liberation Army to the neighboring countries, Alain removes the Zenoiran occupiers, reinstates the previous leadership, wins their loyal-ty, and finds new friends. Alain discovers during the campaign that the Ring of the Unicorn cannot be unbound unless the "rite of covenant" is carried out at a particular altar and the Ring of the Maiden is matched with it. They succeed in retrieving the Ring of the Maiden from Elfheim, but they fail to discover where the altar is.

Alain also discovers that Galerius uses a unique spell known as the "rite of channeling" to control people's minds so that a Zenoiran spirit can inhabit a human body. The Liberation Army is getting ready to lay siege to Gran Corrine, the capital of Cornia, now that the surrounding nations have been freed. Alain goes back to Palevia to unbind the Ring of the Unicorn, believing that the altar where the ceremony of covenant is to be conducted is the Altar of the Unicorn and Maiden. There, Alain might give the Ring of the Maiden to a selected follower as part of the covenant ceremony. After that, Alain can make a pilgrimage to each of the six sanctuaries in order to interact with the Great Sages in charge of each one and strengthen the Ring of the Unicorn. The Great Sages tell that after the previous Zenoiran Empire was destroyed in a civil war, Galerius, who had come from a different continent, created the Zenoira Empire. After rebuilding Zenoira and subduing Fevrith, Galerius slaughtered the unicorn god in an attempt to take its power and provide immortality to all Zenoirans.

After the Unicorn died, a curse was set in motion that destroyed Zenoira in a matter of hours and stopped the souls of its people from passing into the hereafter. Alain is tasked by the Great Sages with breaking the unicorn's curse by utilizing the Ring of the Unicorn, which is fully empowered. Gran Corrine is under attack by the Liberation Army and its allies while Galerius tries to apply a unique rite of channeling to take control of Gran Corrine's populace. After Alain defeats Galerius in combat, there are three possible outcomes: Alain kills Galerius and ultimately succumbs to Galerius's spirit if he battles Galerius without freeing the other four nations and releasing the Ring of the Unicorn. Nothing can stop Galerius from capturing the entire planet and establishing the everlasting Zenoiran Empire now that the sole force left to fight him has vanished.





After it is revealed that Galerius is in possession of Ilenia's corpse, Alain is compelled to kill Galerius if he unbinds the Ring of the Unicorn without first visiting all six sanctuaries. Then Galerius tries to take control of Alain, but the Rings' strength repels him and destroys his spirit. After Zenoira is vanquished, Alain is anointed as the new king of Cornia, ruling with his selected mate as his allies divide up to reconstruct Fervith.

Alain has the choice to purify Galerius instead of killing him if he opens the Ring of the Unicorn and goes to each of the six sanctuaries. Galerius holds out until Baltro betrays him and takes his soul from Ilenia's body. Baltro plans to power his sorcery with the souls of the Zenoiran people. After purifying the Zenoiran souls with the Ring of the Unicorn, Alain persuades them to retaliate against Baltro. Alain kills Baltro with the help of the Great Sages, lifting the Unicorn's curse and enabling the Zenoiran spirits to transition into the afterlife. Later, after Ilenia gives up her crown to Alain, he leads Cornia with the help of his chosen mate, and his allies split up to rebuild Fervith.

Development

About ten years before Unicorn Overlord was released, in 2014, Vanillaware's Takafumi Noma came up with the game's design concept. After Dragon's Crown (2013) production concluded, George Kamitani, the company's founder, contacted Noma to discuss developing a new video game with a fantasy theme. Noma spearheaded the project and served as director, primary programmer, and character designer, all with Kamitani's assistance. Wataru Nakanishi was the designer, and Akiyasu Yamamoto of Atlus was in charge of production.

Because Vanillaware was working on other projects in tandem, such as 13 Sentinels: Aegis Rim and ports of previous games, production went slowly. To assist with programming, Noma had to personally join the 13 Sentinels team. As was typical with the studio's projects, Kamitani reported close to the game's release that the game's creation had consumed all of Vanillaware's cash and that he was left to continue supporting the project out of his own pocket. Noma remarked that despite going through several significant redesigns to the point that each seemed like its own game, the team was able to include nearly everything they want in the finished release.

Together with Nakanishi, who characterized the process as the two making things up as they went along and taking guidance from Kamitani, Noma developed the concepts for the gameplay. Vanillaware had imitated the arcade beat-em-up style for Dragon's Crown, and Noma intended Unicorn Overlord to do the same, but without taking any direct cues from any of the legendary tactical RPG games from the 1990s. The overhead perspective, player autonomy, real-time mobility, and combat were the main design elements used into the gameplay to create a sensation of speed. In addition to going back to the studio's well-known fantasy concept, the team aimed to "rebirth" tactical role-playing games by honoring past works and making them approachable for those who are new to the genre. Given the magnitude of conflicts, controlling individual units might become overwhelming, therefore the automated structure of combat was designed to strike a compromise between personalization and ease of use. The meta skills system seen in 13 Sentinels served as a direct inspiration for the Valor system. The goal of the online components was to advance the multiplayer games from Dragon's Crown.

When it came to the story, Noma said that the gameplay and basic environment were developed first, and the narrative was only refined and finished later in the development process. He said the world design was a fusion of Japanese fantasy elements and European inspiration from the fourteenth century. The plot was crafted to highlight commonalities among a diverse cast through a linear plotline, paying homage to the games that served as inspiration. A variety of fantastical races were also created for the realm. Originally, the team intended to feature both elves and dwarfs, but after researching the Norse mythology they were referencing, they decided to concentrate on light and dark elves.



Because of resource constraints, the angels were almost left out; nevertheless, they were added when staff members joined after 13 Sentinels were finished. Kamitani wrote the dialogue for two of the characters, which were written as tributes to the 13 Sentinels characters Hijiyama and Okino. Although Noma's role at Vanillaware had primarily involved programming, his artistic side also led him to take the lead in character design for Unicorn Overlord. The first concept image was used to determine the final artistic design, which honored the books that served as the team's inspiration.

Since the illustrations were finished ahead of schedule, Atlus was more likely to approve the proposal. Noma observed that some of his design goals had shifted; in the finished product, the key art placed more emphasis on the common soldiers and less emphasis on the important characters. Similar to other Vanillware initiatives, the artwork emphasized 2D designs in contrast to the 3D graphics that predominate in the majority of the video game business. The numerous distinct personalities were not intended from the beginning; rather, they developed as Noma added additional parts as the project moved forward. Veteran artist Takehiro Shiga (Shigatake) was commissioned to illustrate the dish.

Music

Under the direction of Mitsuhiro Kaneda, a group from Basiscape composed the soundtrack. Basiscape has worked closely with Vanillaware on all of their games from the company's inception till 13 Sentinels. Along with Yoshimi Kudo, Rikako Watanabe, Richter, Toki Takeda, and Denys Fontanarosa of Artisan Studios, Kanada created and organized the score. Nakanishi said that Kaneda, who had worked on 13 Sentinels, had created a music with a new tone that aided in achieving their objectives for the game design.

An "orthodox RPG" was the concept around which the score was written. A zither was employed as part of the main antagonist's character motif to highlight his distinct upbringing. Eureka Republic, a Japanese singer-songwriter, wrote both the words and the singing. a complete soundtrack CD that was released on March 8 in Japan along with the game. The four-disc album, released by Basiscape's record label, has eighty-four tracks.

Release

A short film that was included of the commercial demo CD 13 Sentinels: Aegis Rim Prologue first hinted at Unicorn Overlord. In January 2023, Kamitani declared that the project was almost finished and referred to it as Vanillaware's largest undertaking to date. During a September Nintendo Direct, the game and its special editions in both Japanese and Western languages were formally unveiled. A soundtrack CD and art book are included in the special editions. Worldwide publishing was handled by parent firm Sega, and Atlus in Japan. On February 23, a demo that covered the game's beginning was released, enabling users to import their save file into the finished version.

On March 8, 2024, the game was made available globally on the Nintendo Switch, PlayStation 4, PlayStation 5, and Xbox Series X/S. In response to a question concerning a Windows version, Yamamoto said that although Atlus desired one, the game remained console-exclusive due to their arrangement with Vanillaware. The seasoned 8-4 handled the localization. Yasumi Matsuno, the designer of Ogre Battle, commented on the localization during the preview phase when it attracted criticism for deviating from the Japanese text.

Citing similar experiences from his work on Final Fantasy Tactics, he stated that the alterations were appropriate as long as they were made with the developer's knowledge and cooperation. A day one patch added a new challenge level, technological enhancements, and the ability to transfer demo save data. An additional patch that was issued in April fixed a bug that kept coming up and enhanced the interface and unit management's quality of life.





ライトニングソード

49/49

100% **39**/59



Broken Roads 🧈



Drop Bear Bytes, an indie developer, released Broken Roads in 2024 for Windows, Xbox Series X/S, and Nintendo Switch through Versus Evil. Broken Roads is a post-apocalyptic computer role-playing game that takes place in Western Australia's Wheatbelt. The game's "Moral Compass" mechanism, which reacts to the player's moral decisions, has drawn comparisons to non-traditional dialogue-based role-playing games like Disco Elysium. On April 10, 2024, the game was made available for Windows and Xbox Series X/S.

Gameplay

In the role-playing game Broken Roads, players take on the roles of up to five different characters while engaging in a "blend of turn-based tactical combat (and) traditional and original" gameplay elements. The "Moral Compass" mechanism in the game allows the player to chart their actions including dialogue and quest decisions—between four quadrants: "utilitarian," "humanist," "machiavellian," and "nihilist." The characteristics influencing gameplay mechanics are determined by the player's location on the Moral Compass. Each of the main characters and associates has a unique compass that influences how they respond to the player's decisions and words.

Development

Director Craig Ritchie established Drop Bear Bytes, an independent Australian development company with headquarters in Torquay, in 2019 to work on projects like Broken Roads. With the public release of a reveal trailer in October of that year, development got underway in January 2019. Several Australian state government arts programs provided financing for Broken Roads, including the Assigned Production Investment Games program of the Victorian Government in 2020–2021 and the Digital Games Incentive of the Queensland Government in August 2022. In June 2023, the game's demo was made available on Steam. The project's publisher, Versus Evil, dissolved in December 2023.

Over time, the Australian environment and identity became to be central to Broken Roads' design. Initially planned to take place in a generic environment, Ritchie discovered that Australia's "conflicted culture," with its colonial and genocide legacy, offered a useful counterpoint to "serious, adult themes (and) tough questions" and "humor, fun, and levity." The game's development scope was reduced from covering the entire Australian continent to a Western Australian region known as the Wheatbelt. During pre-production, the creators made multiple trips to the area to obtain reference photos for the game's representation of various local monuments and landscapes.

To ensure that Indigenous Australians were "respectful and authentic" in the game's setting, the development team solicited advice from Indigenous elders. Yorta Yorta and Ngarrindjeri author Cienan Muir was brought on by Drop Bear Bytes in 2019 as a "narrative consultant" for the game. According to Cienan, his responsibility was to offer a "critical eye" and an opportunity for the player to "get creative and let (his) own stories have some influence" in the story of the game. Karla Hart joined the team in 2022 and wrote a large chunk of the game.

Uncle Jack Charles, an Australian stage and film actor, was initially slated to serve as the game's narrator and was featured in the trailer upon its debut. However, he passed away in September 2022 before his role in the game could be confirmed. Early non-traditional role-playing games that prioritized dialogue had a big impact on the game. Similar to Fallout, the game's narrative lead, Leanne Taylor-Giles, said that players would have "all kinds of different ways to approach each problem," including dialogue-based pacifistic options.

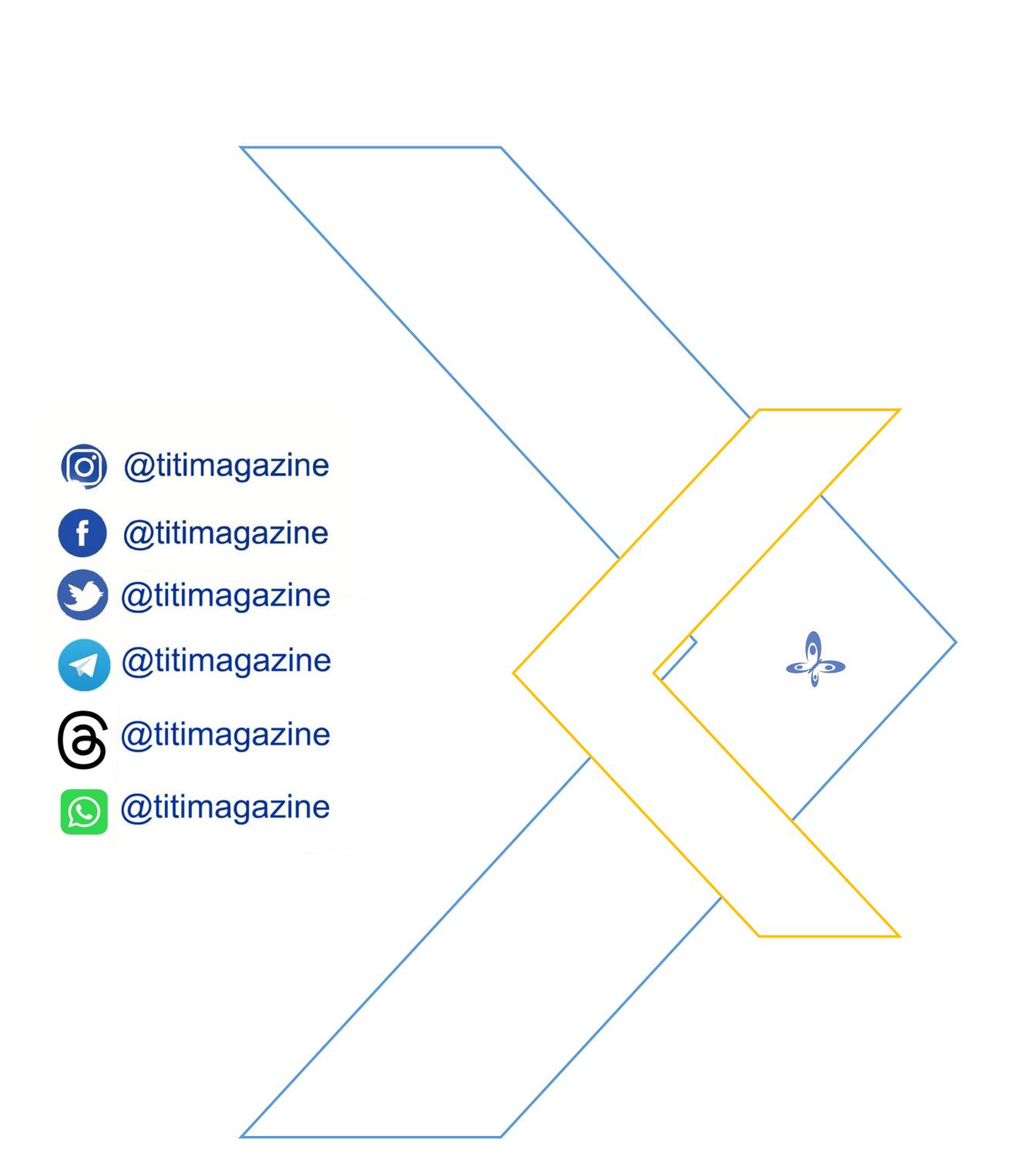
Ritchie mentioned Fallout 2 and Planescape: Torment as "big influences" on Broken Roads. Drop Bear Bytes brought in a number of seasoned industry experts, including creative lead Colin McComb and Leanne Taylor-Giles, who collaborated on Torment: Tides of Numenera. Similar comparisons were made in the lead-up to Broken Roads' release. IGN wrote that the game "has the potential to be the next game in the Planescape: Torment lineage of deeply introspective, talky RPGs," while PC Gamer said it "may become the next Disco Elysium" because of its "philosophical" approach.

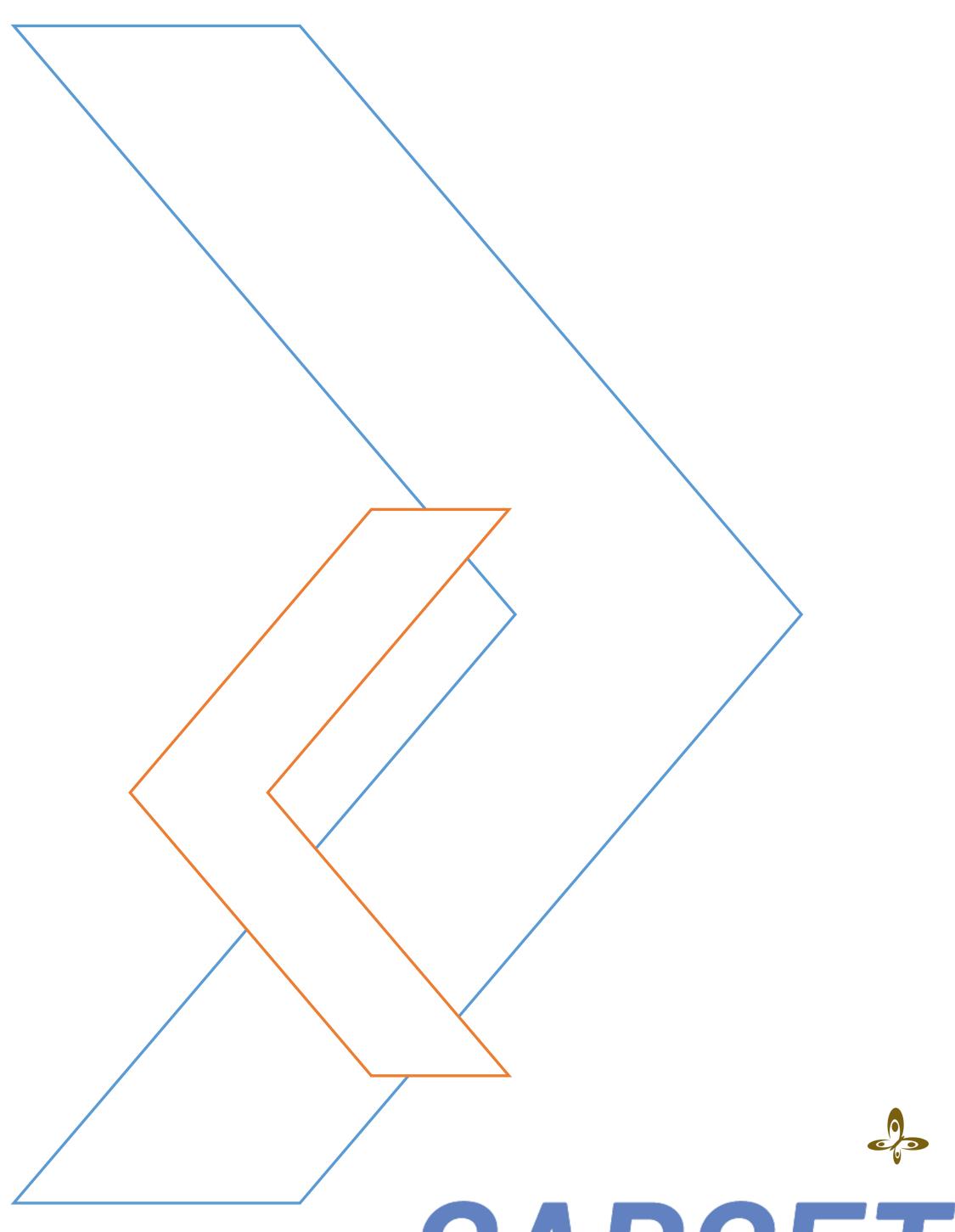




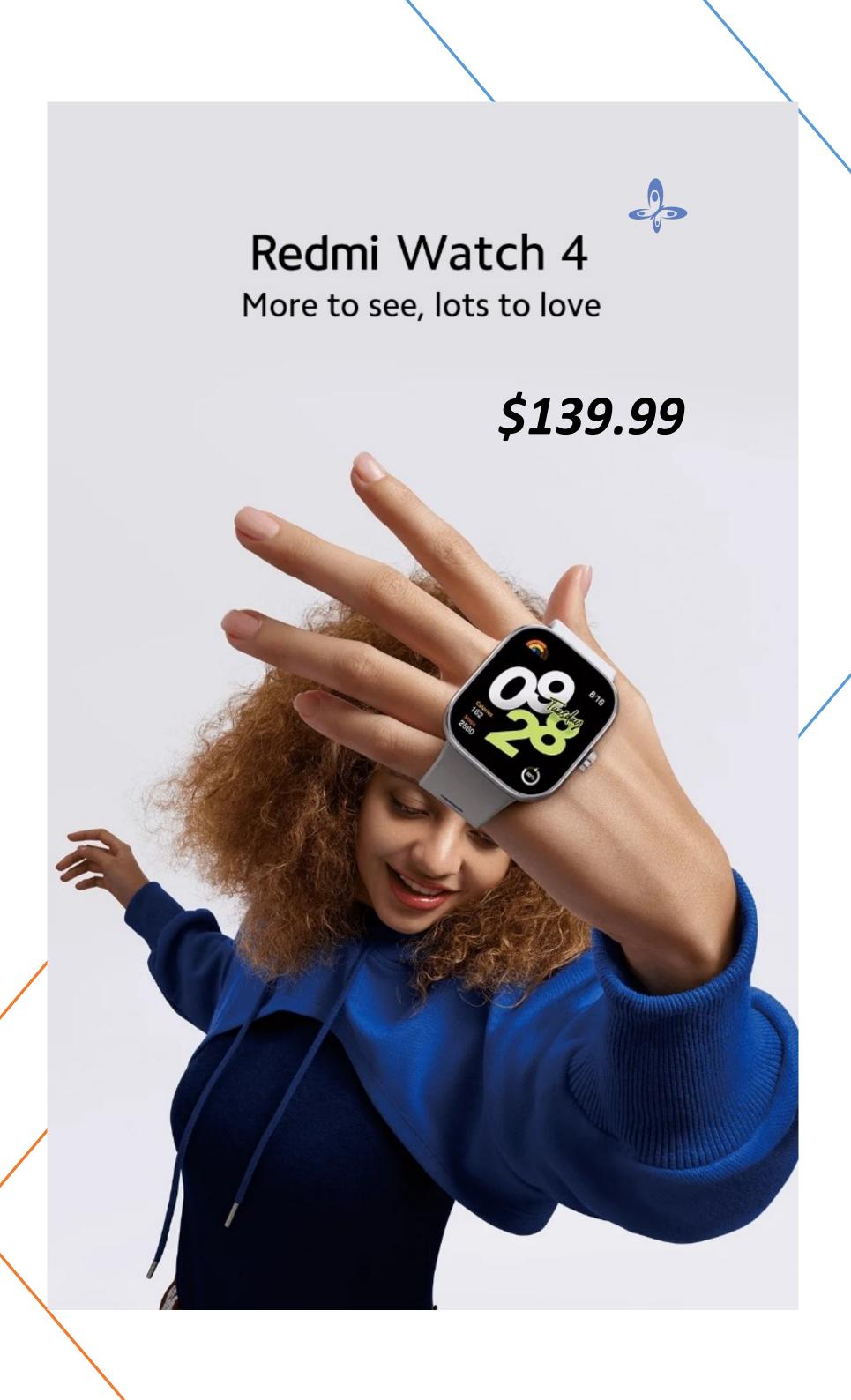








GADGET



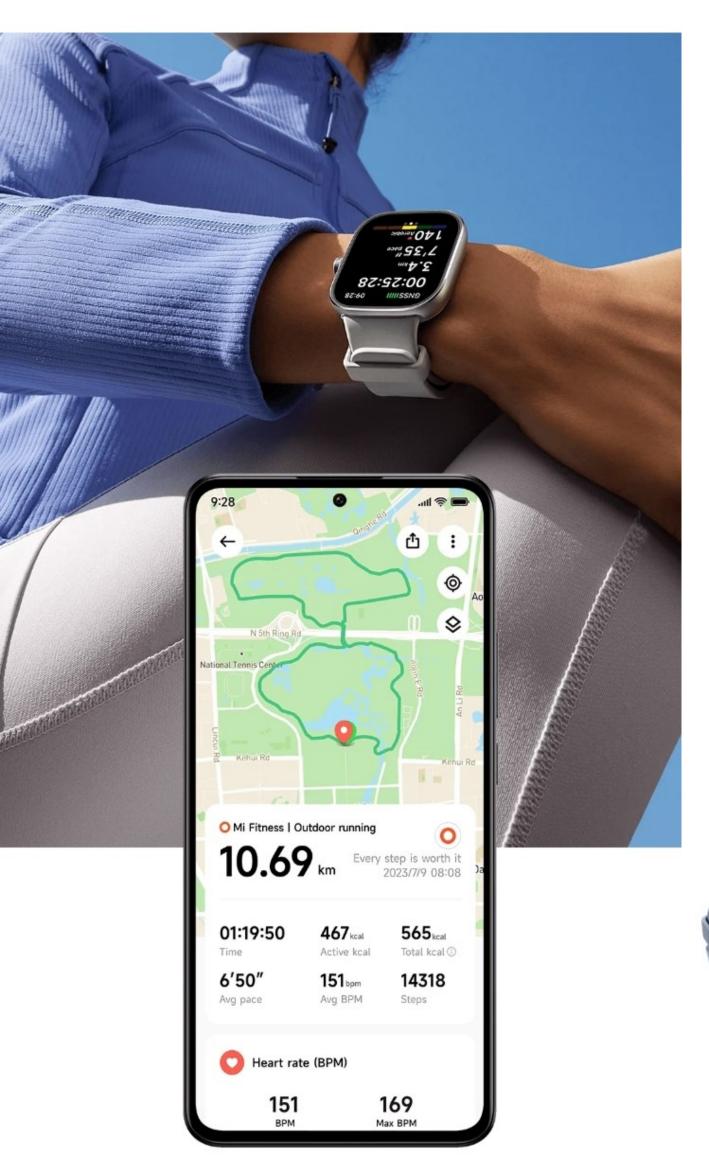
Independent satellite positioning Track your workout route anytime

Equipped with an independent GNSS chip, it works in tandem with your smartphone or on its own. Five satellite positioning systems are supported to accurately track your every step.

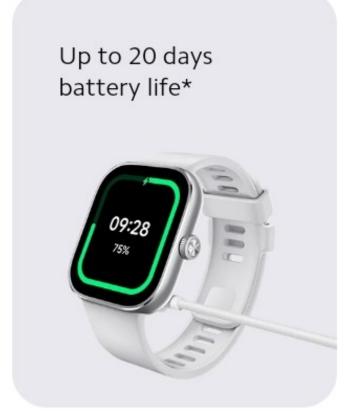


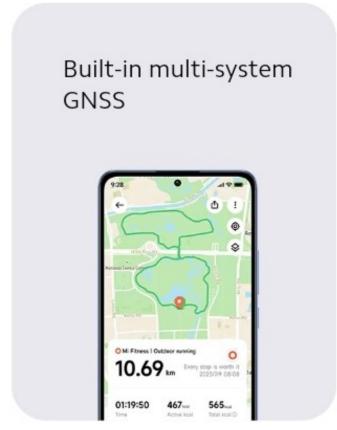


Versatile analysis of heart rate, SpO₂, sleep, and more*











1.97" AMOLED Display Major display upgrade

Experience the biggest screen ever on the Redmi Watch, boasting a 26% increase in display area*. Paired with a 60Hz high refresh rate, it delivers incredibly smooth and silky visuals.

LTPS 5Hz 60Hz high refresh rate

Up to 600 nits brightness



Aluminum alloy frame Two classic colors

Redmi Watch 4 adopts a sturdy and reliable aluminum alloy frame* for the first time for a more elevated design feel. Make a fashion statement with two available color options.



Upgraded next-gen quick-release structure makes strap replacement easier. Diverse strap options* mean you can switch up your style on a whim.





24-hour security protection



In case of emergencies, press the crown button three times quickly to alert your emergency contact*. Your safety is always the top priority.

200+ stylish watch faces





Express your individuality

200+ stylish

















200+ stylish watch faces



























Heart rate monitoring throughout the day*

Continuous and precise heart rate monitoring safeguards your cardiovascular health at all times.

Smart sleep monitoring

With the help of scientific, meticulous sleep monitoring technologies, the watch records your real-time sleep condition at different stages, such as deep sleep, light sleep and REM, improving your sleeping habits and quality.

20-day battery life For a long-lasting companion

Outfitted with a sizeable battery and an energyefficient chip optimized for longevity. Enjoy a 20-day extra-long battery life in typical usage mode. Portable magnetic charging lets you power up with a simple touch, for worry-free use.

10 days

30 days

AOD mode

Long battery mode

20 days

-25%*

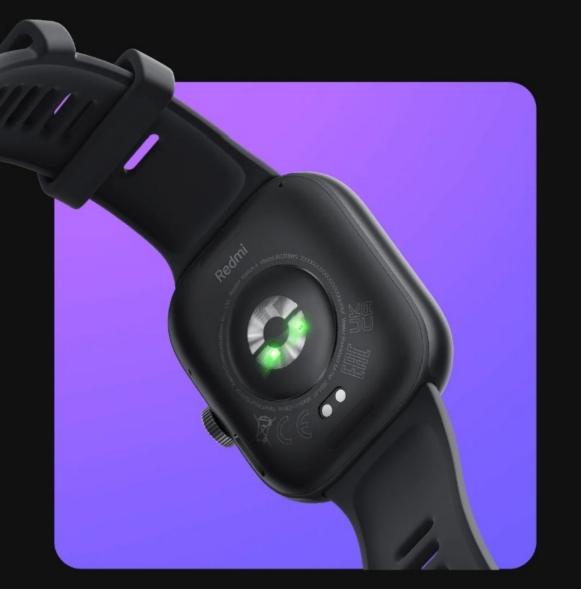
Typical usage mode

System power consumption



4-channel PPG sensor configuration Greater monitoring accuracy

The PPG sensor configuration* has been upgraded to include 4-channel to help increase health monitoring accuracy.



150+ sports modes



It caters to a wide array of professional sports modes, including outdoor and indoor running, walking, cycling, and more. Before your exercise, you can warm up* following the motion pictures of a professional coach and get the right posture to reduce sports injuries.































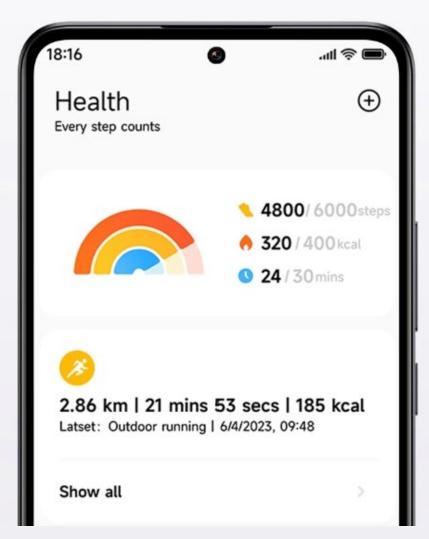
Daily health data at your fingertips

Daily health statistics, such as heart rate, fitness, and sleep, are shown in detail to provide a clear picture of your health. Syncing data with Strava and Apple Health is also made easy.





*Devices cannot be directly bound to the Strava app or Apple Health.



Bluetooth® phone call Raise your wrist to communicate

Redmi Watch 4 connects to your smartphone via Bluetooth, allowing you to view and reject calls on your watch, and engage in conversations with the built-in microphone and speaker without the need to take out your smartphone.



Stainless steel rotating crown Innovative interactions

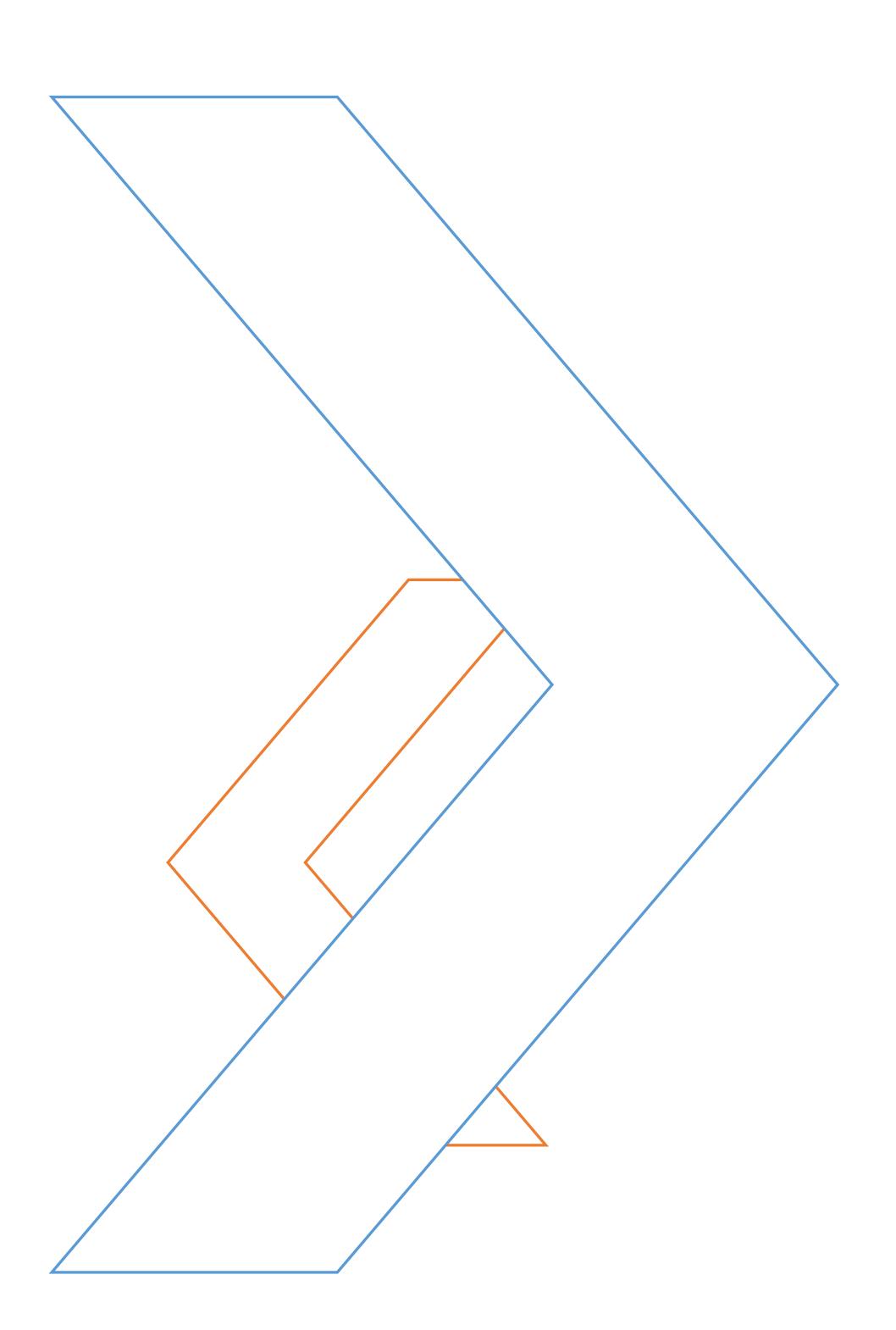
The exquisite stainless-steel rotating crown adds highend finesse to even the smallest details and its gentle spin gives a more comfortable experience.



5ATM Professional water resistance

With 5ATM water resistance*, it is suitable for 18 aquatic sports, allowing you to enjoy your aquatic time with ease. The automatic water drainage function brings you utmost convenience.





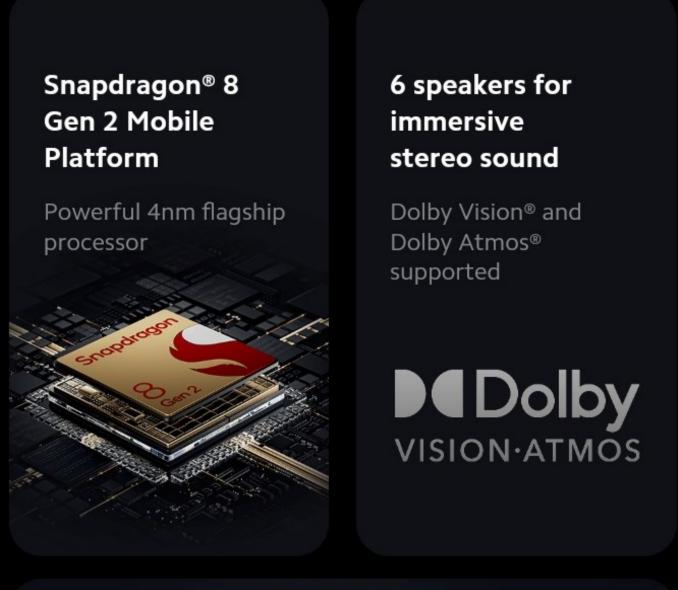


Big ideas on a bigger screen

\$572



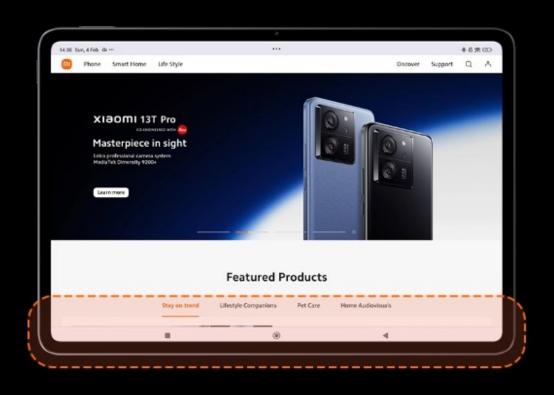




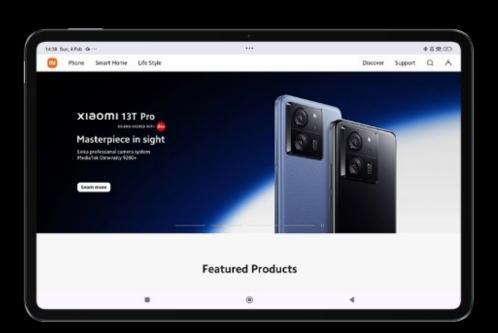


3:2 aspect ratio

The screen now provides more display space compared to the 11-inch model, with its 3:2 vertical format surpassing the 16:10 aspect ratio and better suited for tasks like reading documents and post-production work.



3:2



16:10

Tap to share Supports NFC tag

Use your smartphone to touch the NFC area of the tablet to quickly transfer photos in gallery, and files in file manager. It's simple and efficient.



A Big Screen for a Comprehensive View

A screen with professionalgrade eye protection

A hardware-level low blue light screen that supports a reading mode to protect your eyes. The screen adjusts its color temperature and brightness based on environmental cues from built-in sensors, mitigating the impact of blue light on the body and providing care during late-night work sessions.

DC Dimming

4096 levels brightness adjustment



TÜV Rheinland Low Blue Light (Hardware Solution) Certified

TÜV Rheinland Flicker Free Certification

TÜV Rheinland Circadian Friendly Certified

3K ultra-clear display Professional color calibration

Boasting top-class clarity and a carefully tuned Original Color Pro that can achieve professional color performance across multiple devices.



10000mAh super-large battery Extra-long-lasting companionship

Whether you're out for a meeting or on a business trip, it'll stay with you through it all.

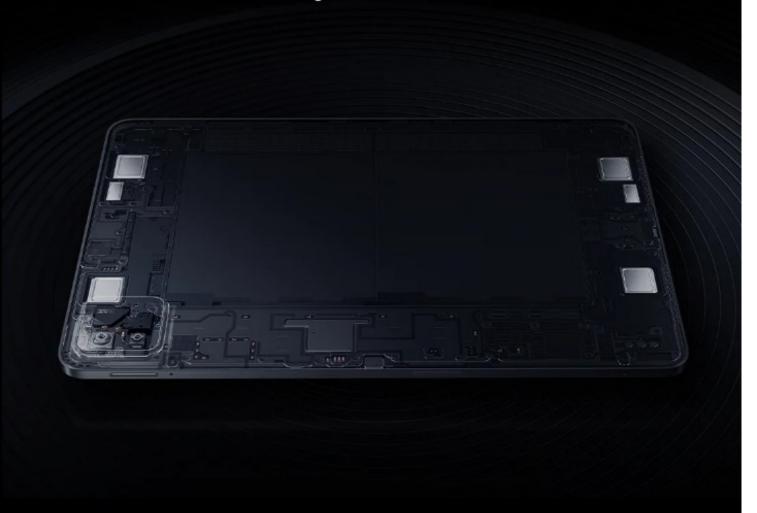
Standby time 22 days*



6 speakers An epic audio-visual experience

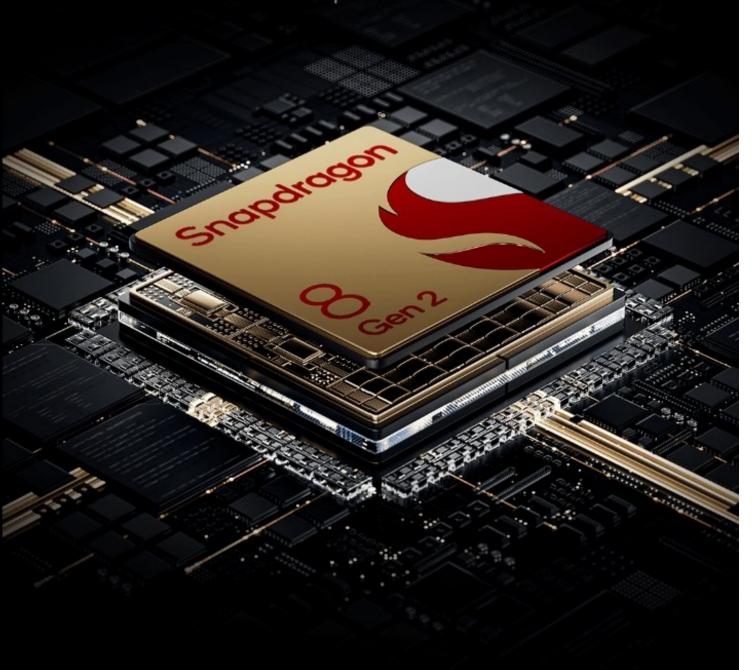
The 6 speakers produce stunning sound and bring an extraordinary panoramic sound experience, so you can be in the moment, any time.

■■Dolby Vision·Atmos



Snapdragon® 8 Gen 2 More sophisticated experience

The 4nm flagship process with 8-core highperformance and stable output delivers a more balanced power consumption performance, so no matter whether you're creating for entertainment or professional purposes, you can enjoy a better experience.



More professional creativity

LPDDR5X + UFS 4.0



A new generation high-speed storage combination reads and writes quickly, delivering powerful performance for a more efficient creative experience.

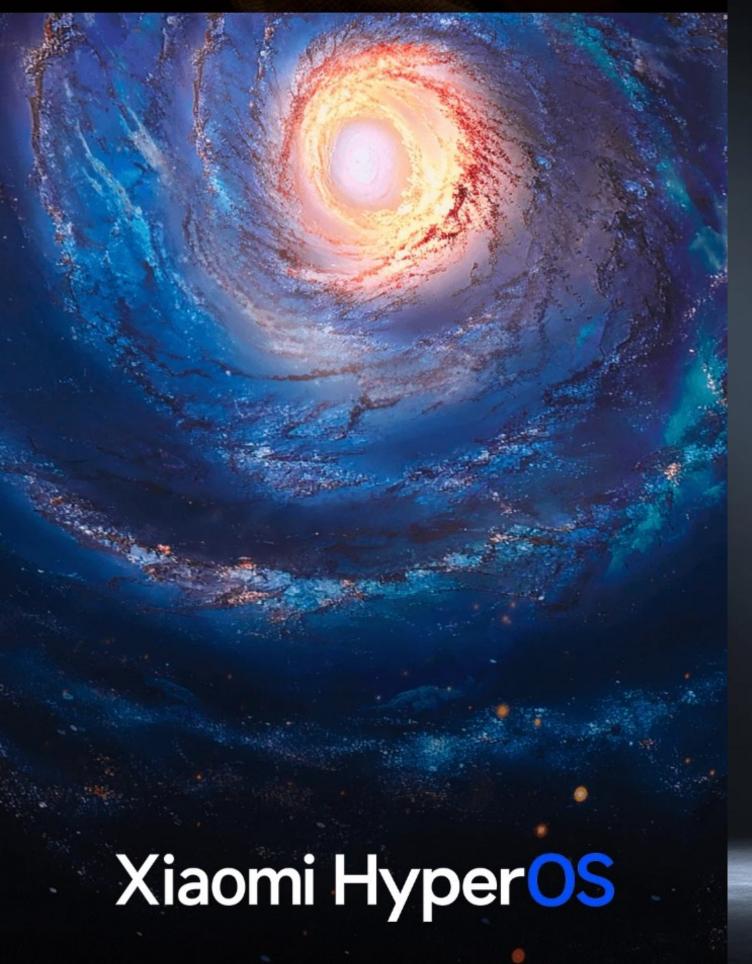
Network syncing

The tablet can connect to phone hotspots with one click to enjoy mobile networks anytime, anywhere*.



*Devices need to be logged in to the same Xiaomi account. Both the tablet and phone should turn on WLAN and bluetooth. The Xiaomi Interconnectivity function needs to be open in both the tablet and phone beforehand.

*Supports Xiaomi Pad 6S Pro 12.4, Xiaomi 14, Xiaomi 14 Ultra



A human-centric operating system designed for the "Human x Car x Home" smart ecosystem.

Video and picture editing A professional-grade experience

Make full use of the large screen space. Whether it's video or picture post-production, a multitude of functional controls and parameters are displayed on one screen, for faster, more convenient operation. A professional-grade post-production experience at your fingertips.



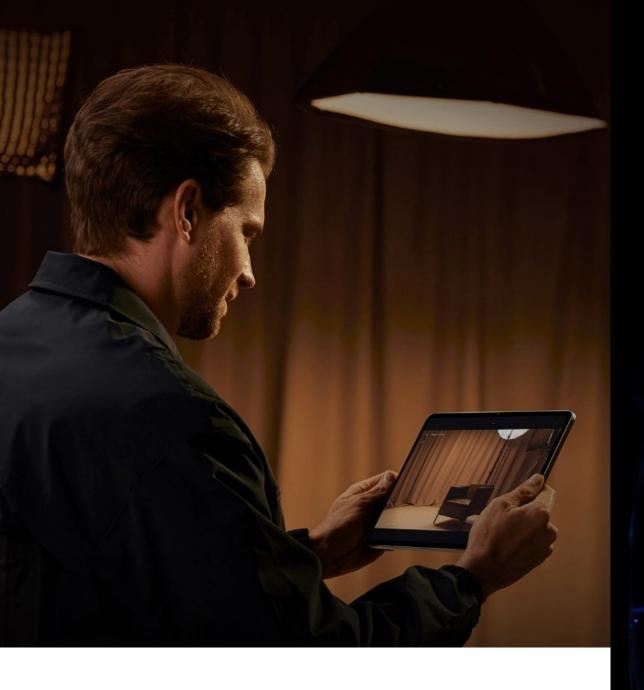
Superior design





Director mode Transforms into a mobile monitor in seconds

Xiaomi Pad 6S Pro 12.4 can serve as a director monitor using the wireless network to display the smartphone's shooting screen. It supports up to 4 cameras and 4 monitors at one time, allowing you to browse multiple cameras on one screen.



Home screen+

Smartphones can be displayed simultaneously on tablets, and it also allows for global drag-and-drop copying of content on smartphones and tablets.*



*Devices need to be logged in to the same Xiaomi account. Both the tablet and phone should turn on WLAN and bluetooth. The Xiaomi Interconnectivity function needs to be open in both the tablet and phone beforehand.

*Supports Xiaomi Pad 6S Pro 12.4, Xiaomi 14, Xiaomi 14 Ultra

120W HyperCharge Fully charged in the blink of an eye

A 120W charging rate is rare in its class and takes Pad charging technology to new heights. With super-fast charging, you can take a quick break from your busy schedule and come back to it fully charged.





Ultra-smooth 144Hz AdaptiveSync refresh rate Feels smoother than ever before

The screen's super smooth performance is sure to amaze. With a 7-level variable refresh rate*, whether you're reading information flows, painting, or enjoying entertainment, you can experience the smoothness of natural and unconstrained visuals. It helps conserve battery life, extending usage time.



A new, faster network experience

Supports HBS, with a theoretical peak speed of 5.8Gbps*. Experience revolutionary new fast Wi-Fi now*.



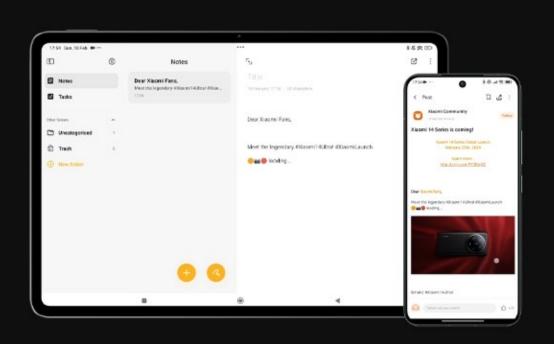
32MP front camera with FocusFrame

Thanks to the ultra-clear front camera with FocusFrame, the main character is always center stage. Even if they are walking back and forth, they will remain in the center of the screen. If someone joins or leaves the screen, the camera view angle will expand or zoom in accordingly.



Shared clipboard

Text and images can be copied and pasted between devices as if they were on the same device, seamlessly*.



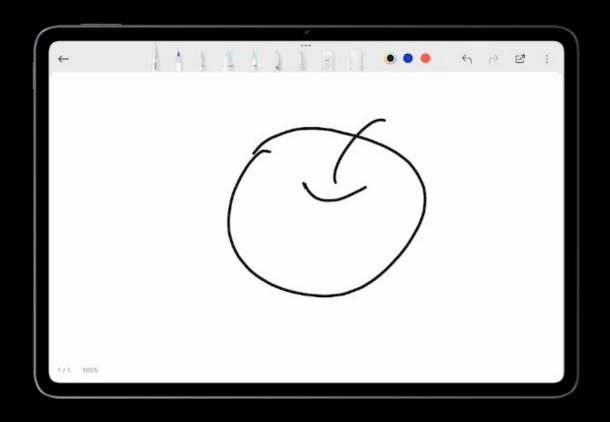
*Devices need to be logged in to the same Xiaomi account. Both the tablet and phone should turn on WLAN and bluetooth. The Xiaomi Interconnectivity function needs to be open in both the tablet and phone beforehand.

*Supports Xiaomi Pad 6S Pro 12.4, Xiaomi 14, Xiaomi 14 Ultra

Al Art Effortlessly visualize your ideas

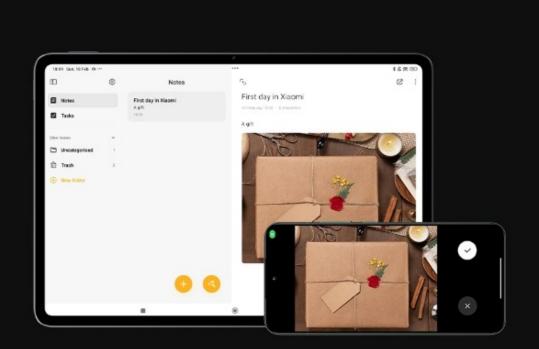
Thanks to the addition of a powerful AI large model, with just a doodle in Mi Canvas, it can intelligently generate paintings in a variety of styles. Let your creativity be beautifully presented in an instant.





Cross-device Notes app photo

The Notes App on a tablet can access the phone camera directly to take photos and insert them into note content*.



- *Devices need to be logged in to the same Xiaomi account. Both the tablet and phone should turn on WLAN and bluetooth. The Xiaomi Interconnectivity function needs to be open in both the tablet and phone beforehand.
- *Supports Xiaomi Pad 6S Pro 12.4, Xiaomi 14, Xiaomi 14 Ultra

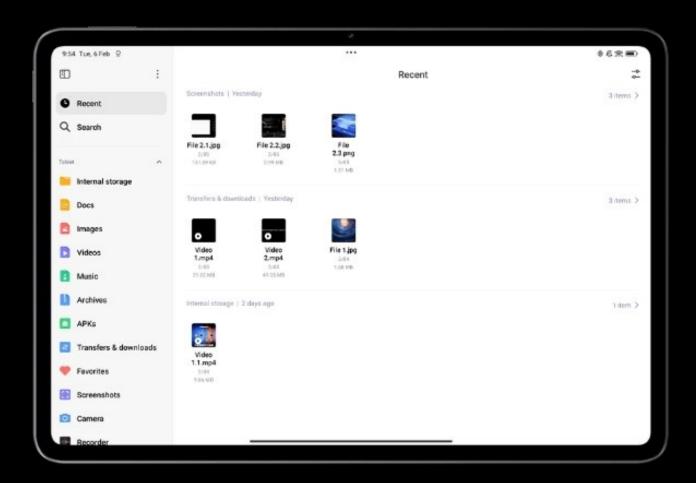
PC-level file manager Efficiently locate your files with ease

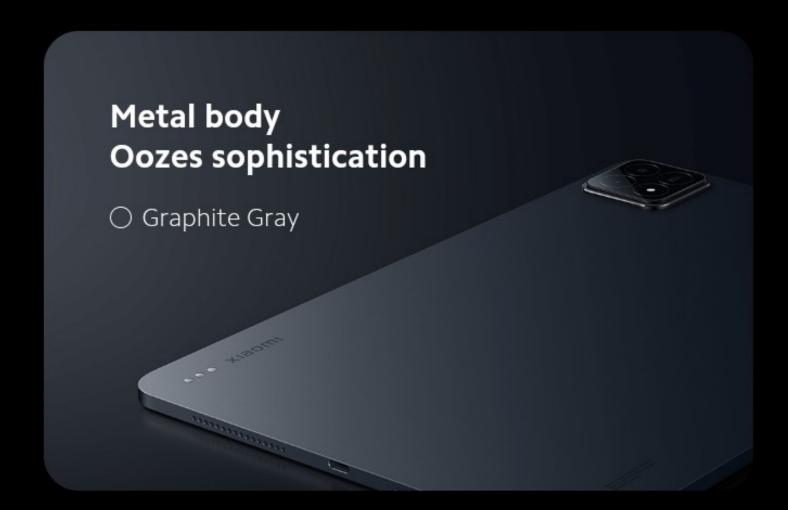
Supports searching for files by application to quickly find files related to different applications.

Supports custom sidebar sorting to quickly locate files of specified categories.

A big screen icon layout displays more files more

A big screen icon layout displays more files more clearly.





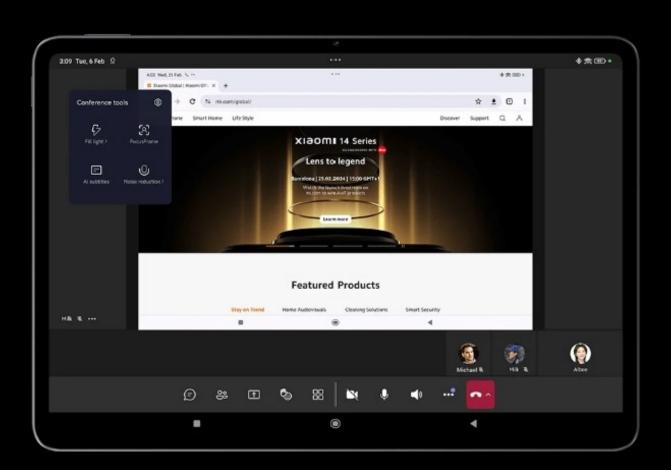
Xiaomi Interconnectivity New cross-screen experience



6.26mm* 590g*

Al conference toolbox Your intelligent meeting assistant

Enable AI subtitles in conference tools during your meetings to record the text of conversation and support real-time translation. You can also use Smart Summary to export meeting minutes at the end of the meeting. Unlock multiple features to make online meetings easier.



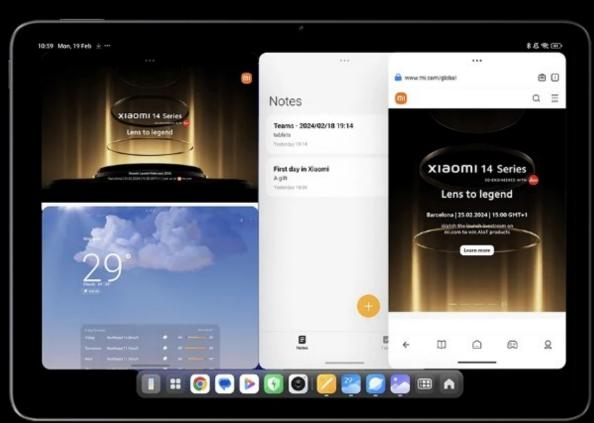
Free multi-windows Manipulate windows freely

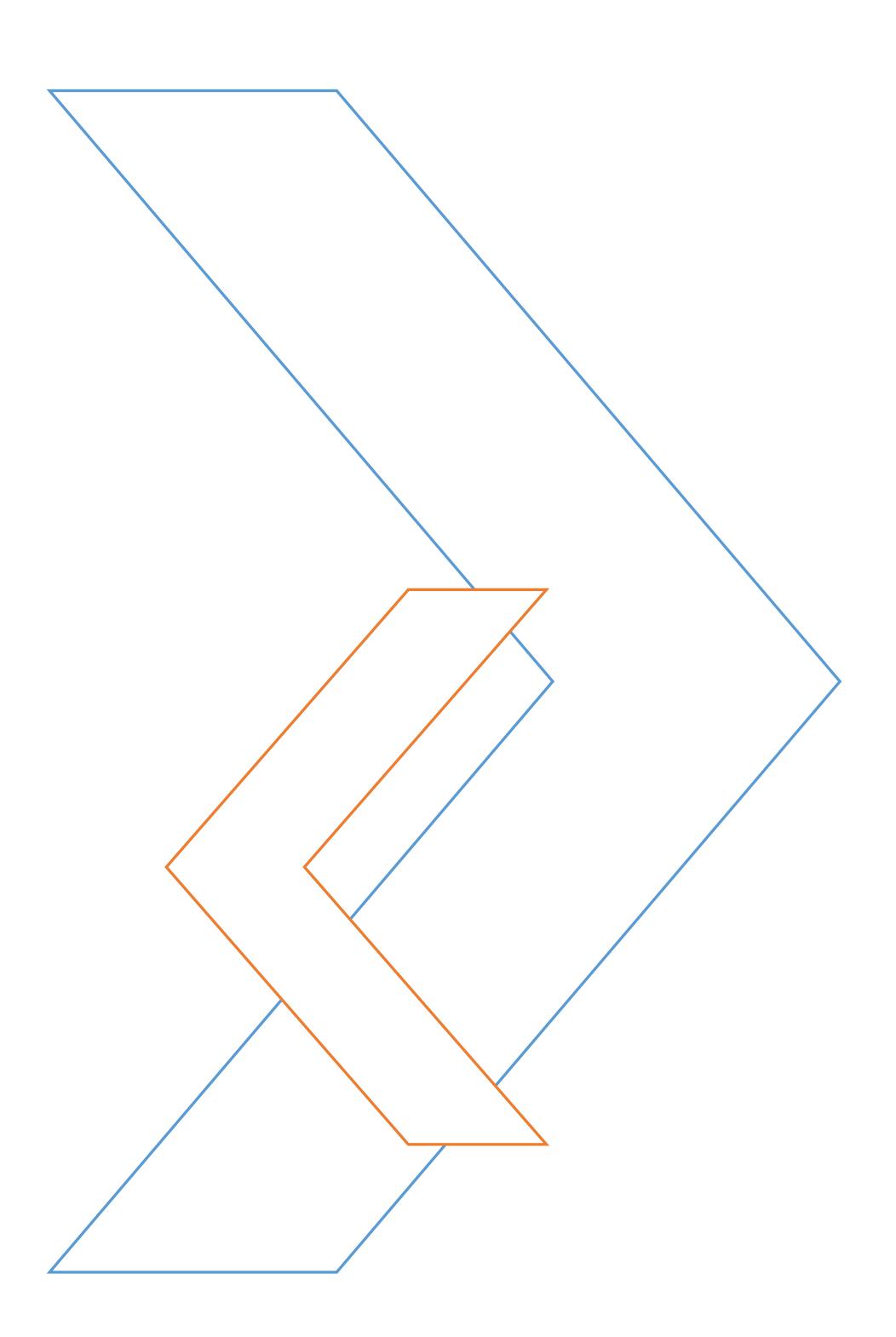
With a PC-level window usage experience, window size can be adjusted freely. You can open four applications at the same time and the system experience will remain super smooth, making multitasking easy. Based on the new Xiaomi HyperOS, it operates effortlessly no matter whether you're single-or multi-tasking.

12.4" large size*

A larger screen offers a broader perspective, providing ample space to showcase your talents.









Redmi Note 13 Pro+ 5G

Every shot iconic

200MP OIS camera 1.5K curved display

Starts at \$439.99



Redmi Series' first curved screen

Harmonious and elegant aesthetics with a lightweight, brighter frameless curved screen.



All-star durability IP68 dust and water resistance*

120W HyperCharge with 5000mAh (typ) battery



MediaTek Dimensity 7200-Ultra Flagship-level 4nm

Flagship-level 4nm processor

Powerful octa-core processor built on flagship-level 4nm process delivers high-speed output for a smooth mobile gaming experience with a high refresh rate.





Unrivaled imaging capabilites

filmFrame

Make memories worth cherishing

Select from 11 frames to freeze time and turn your photos into art.









Wide DCI-P3 Ultra-color imaging



Ultra-color imaging records a wider color gamut than traditional sRGB, providing richer color gradation and realistically reproducing the scene.

Improved PCB's thickness



Strengthened frame corners Interior aluminum composite material



Unrivalled heat dissipation

Nearly 4,000mm² of VC heat sink and 11,000mm² of graphite cooling area deliver the best cooling performance in the Redmi family!



Approx.

4,000mm²

VC heat sink

Approx.

11,000mm²

Screen graphite + PCB graphite + bottom graphite + back cover graphite

Professional adjustment for better eye protection

The high-end screen dimming technology has been optimized for dark displays and is not only capable of producing accurate colors in low light, but also greatly reduces eye strain caused by stroboscopic effects in low-light environments. The certified circadian friendly display helps to reduce eye strain by adjusting color temperature based on the app being used and the time of sunrise and sunset.

1920Hz

PWM dimming

16,000-level

brightness adjustment



Smart Charging Engine

Different charging strategies are adopted according to the situation. The battery can be quickly charged when empty, and the temperature and voltage are reduced in heavy load scenarios, ensuring efficient charging and battery health.

Boost charging



Remove current limitations to increase charging speed at low battery levels.

25% faster charging speed when in low battery status.

Heavy load smart charging



Maintain an even charging rate and lower the temperature during gaming, video recording, and other heavy load scenarios.

Battery Health 3.0



Dynamically adjust battery charging logic. Delay battery aging.

图

A new benchmark for battery life

Equipped with the self-developed P1 fast charging chip, Redmi Note 13 Pro+ 5G boasts higher charging efficiency as well as safer and more durable batteries.

Network & Connectivity

Dual SIM (nano SIM + nano SIM or nano SIM + eSIM)

Network bands

2G: GSM: 850 900 1800 1900MHz

3G: WCDMA:1/2/4/5/6/8/19

4G: LTE

FDD:1/2/3/4/5/7/8/12/13/17/18/19/20/26/28/32/66

4G: LTE TDD:38/40/41

5G: n1/3/5/7/8/20/28/38/40/41/66/77/78

*5G connectivity may vary based on region availability

and local operator support.

Wireless Networks

Wi-Fi: Wi-Fi 6/Wi-Fi 5/Wi-Fi 4/802.11a/b/g Supports 2.4GHz Wi-Fi | 5GHz Wi-Fi Supports 2x2 MIMO, Wi-Fi Direct Bluetooth 5.3

Processor

MediaTek Dimensity 7200-Ultra

4nm process technology

CPU: Octa-core processor, up to 2.8GHz

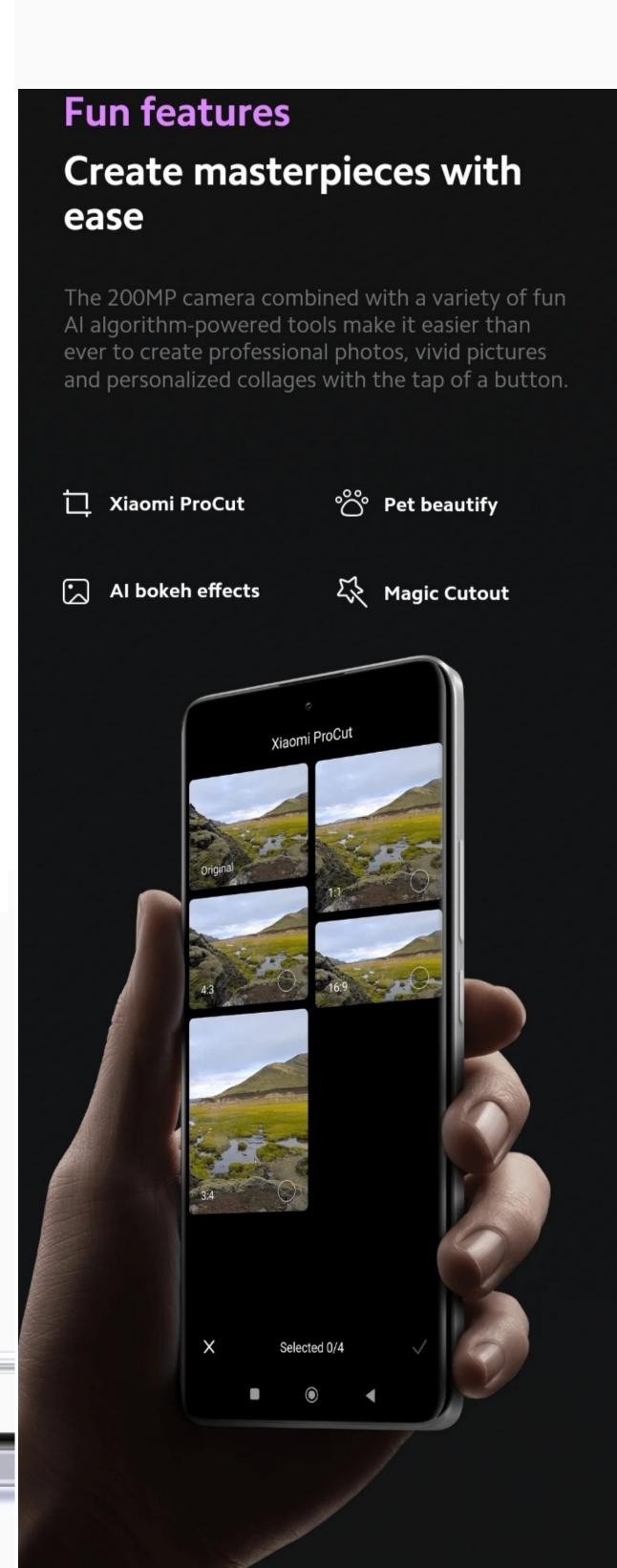
GPU: Mali-G610

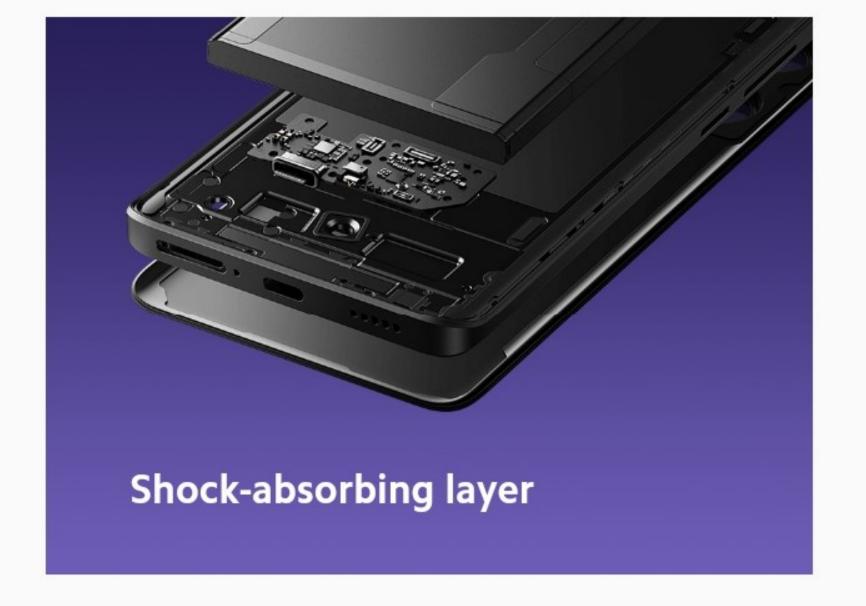
Corning® Gorilla® Glass Victus

More resistant to drops and scratches



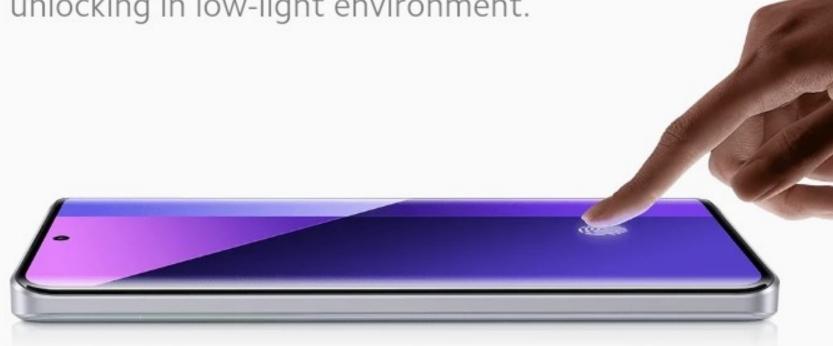
Powerful experience





In-screen fingerprint unlock for instant unlocking

With Redmi Note 13 Series's convenient in-screen fingerprint sensor, unlocking, payment and other operations are just a tap away. The seamless unlocking experience is further improved with lower glare thus reduce eye stimulation when unlocking in low-light environment.





All-star durability

Rear Camera

200MP+8MP+2MP triple camera

200MP main camera

OIS

f/1.65

16-in-1 binning into one large 2.24µm pixel

1/1.4" sensor size

7P lens

8MP ultra-wide camera

f/2.2

2MP macro camera

f/2.4

Rear camera video recording

4K 3840x2160 at 24/30fps 1080p 1920x1080 at 30/60fps 720p 1280x720 at 30fps

Slow motion: 1080p 1920x1080 at 120fps Slow motion: 720p 1280x720 at 120/240fps

Front Camera

16MP camera

f/2.4

Front camera video recording

1080p 1920x1080 at 30/60fps 720p 1280x720 at 30fps

Battery & Charging

5000mAh battery(typ)
Supports 120W HyperCharge
USB-C

120W in-box charger

*Power adapter is sold separately in certain regions.

Splash, Water and Dust Resistant

IP68

*The device has been tested and certified to be resistant to splash, water, and dust in the presence of specific laboratory conditions with the classification IP68 ingress protection based on IEC 60529:1989+A1:1999+A2:2013.

Sensors

Proximity sensor | Ambient light sensor | Accelerometer | Electronic compass | IR blaster | Gyroscope | X-axis linear motor









OIS+EIS dual-stabilization

Optical image stabilization (OIS) compensates for hand shake and camera movement. Combined with EIS (Electronic image stabilization), it acts like an invisible tripod so you can take clearer pictures and videos.



You can also keep tabs on your heart rate* with the fingerprint sensor.



Flagship-level 200MP OIS anti-shake main camera

Redmi Note 13 Pro+ 5G is equipped with a flagship-level 200MP main camera and supports Super QPD for faster and more accurate focusing. The powerful combination of OIS and EIS dramatically improves anti-shaking performance. With Xiaomi's enhanced imaging capabilities, you can produce a masterpiece every time you press the shutter.

200MP

Main camera

1/1.4"

16-in-1 pixel binning7P lens with ALD

f/1.65

8MP

Ultra-wide camera

2MP

Macro camera



Xiaomi Fan Festival Special Edition

Mystic Silver

Redmi Note 13 Pro+ 5G delivers innovative technology. Reborn for Xiaomi Fan Festival 2024, the Mystic Silver special edition celebrates our shared values, passion, and commitment to creating a better world.



Xiaomi Imaging Engine

Powerful Al algorithms optimize picture quality and speed from the underlying technology up, bringing every moment to life.



Optic fusion

Integrated optical information, space fusion, time fusion, and lighting fusion further improve the efficiency of light use.



Color engine

Computational photography leads to a higher image quality.



Accelerating engine

Integrate CPU, GPU, DSP, ISP and more to maximize imaging speed.



Bionic sensing

Allocate system resources to prioritize what you want to capture.



Ecosphere engine

Supported across a wide range of 3rd party apps for even more creativity.

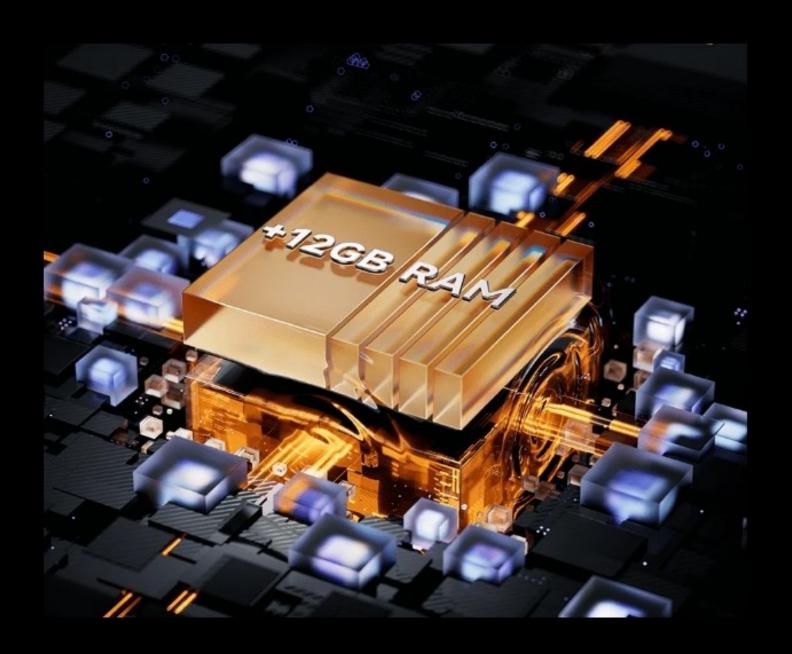


O HD engine

Chip-level imaging subsystem scheduling, full module computing power integration.

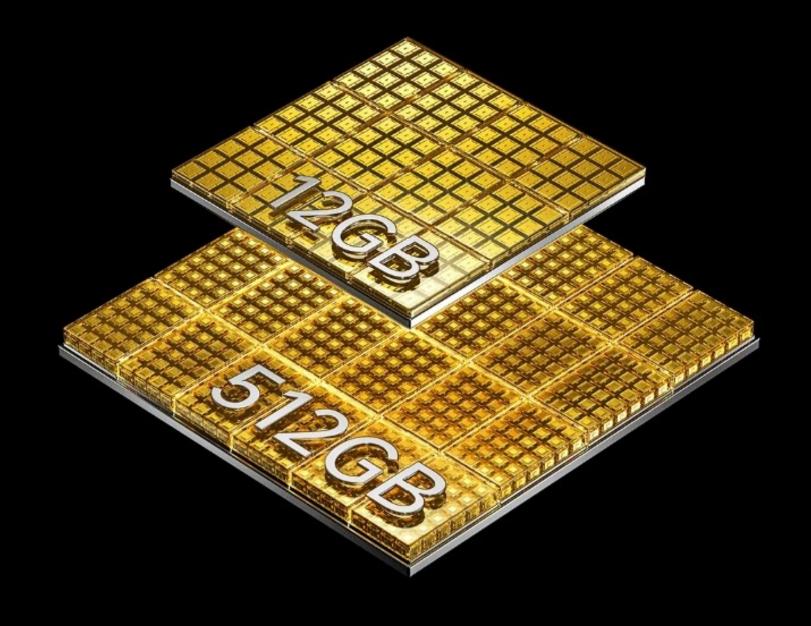
12GB memory extension*

Memory extension allows you to add up to 12GB* of RAM for a smoother experience.



Up to 12GB + 512GB Extra-large capacity

Boasting up to 12GB of RAM and 512GB of storage, Redmi Note 13 Pro+ 5G runs apps faster and can store as many photos and videos as you want. The combination of extra-large RAM and storage allows you to enjoy what you love without worrying about space.



filmCamera

000

Make creation more vibrant and compelling



12 classic and interesting filters give a vintage vibe with pixel-level calculations and live previews, allowing you to take movie-like pictures in daily life.





Leading performance

6.67" AMOLED

1.5K CrystalRes display

The new 6.67" flagship-level AMOLED with the latest luminescent material delivers magnificent colors and an immersive viewing experience.



2712 × 1220

446PPI

Resolution

Pixel density

100% DCI-P3

12-bit

Wide color gamut

Color depth

5,000,000:1

1800 nits

Contrast ratio

Peak brightness

16X

2160Hz*

Super-resolution touch

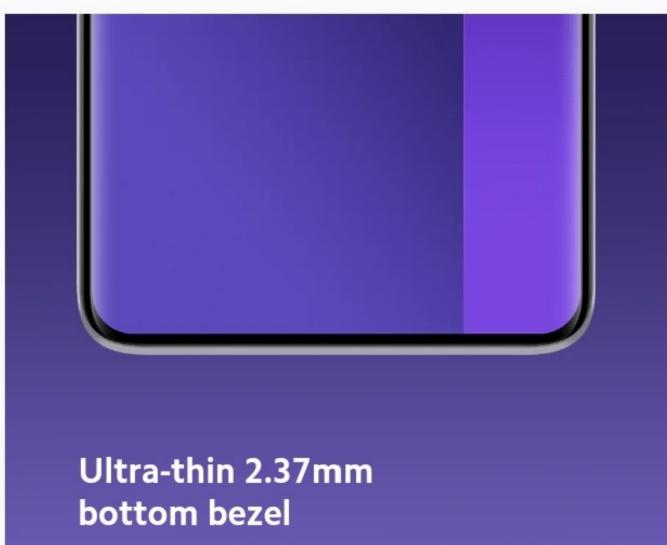
Instantaneous touch sampling rate

120Hz adaptive high refresh rate display Silky smooth and energy efficient

Multiple refresh rate options intelligently adapt to different scenarios. A reduced power consumption ensures a more stable display and smoother viewing experience.











More features

Wi-Fi 6 (III) X-axis linear motor

■ IR Blaster 🔃 Multifunctional NFC*



Reach extraordinary flagship-quality standards

Every Redmi Note 13 Pro+ 5G undergoes extremely demanding tests before shipping to guarantee an extraordinary experience.

111 3000

Compression test

→ 300

Roller test

♦ 28000

Micro drop test

10000

USB port test



120W HyperCharge Charge to 100% only in 19 minutes

Super-fast charging speeds like you've never seen before allow you to stay calm even when you're in a rush.



5000mAh (typ) ultra-large capacity battery

days
Standby

113 hours

12 hours
Play games

19 hours Video playback



200MP ultra-clear vision

With a resolution of up to 16,320 x 12,240, the stunning details in each photo will take your breath away.





Engineered for toughness

200+ times

160+

Systematic simulation

Key issues

600+ times

Structural optimization simulation



Iconic colors

New texture for a new look











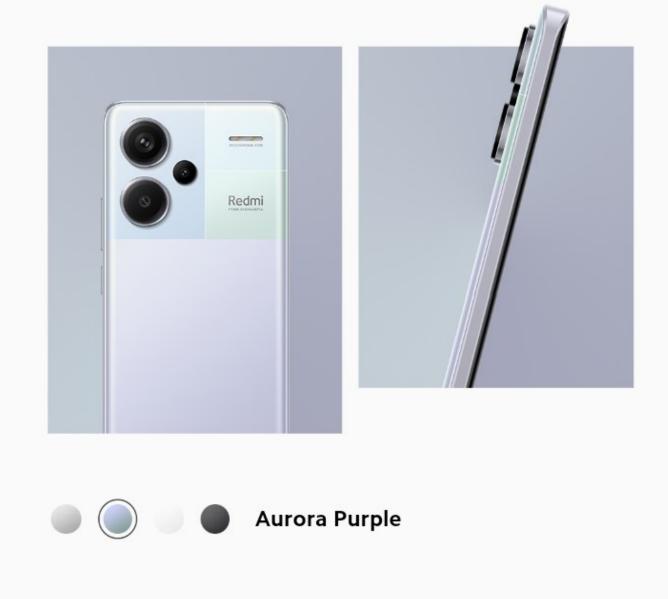
Mystic Silver

4X Lossless Zoom Optical-grade lossless zoom





200MP resolution and in-sensor zoom technology provide telephoto effects comparable to traditional optical zoom and up to 4X lossless zoom to deliver clear pictures both near and far.













Moonlight White









Midnight Black

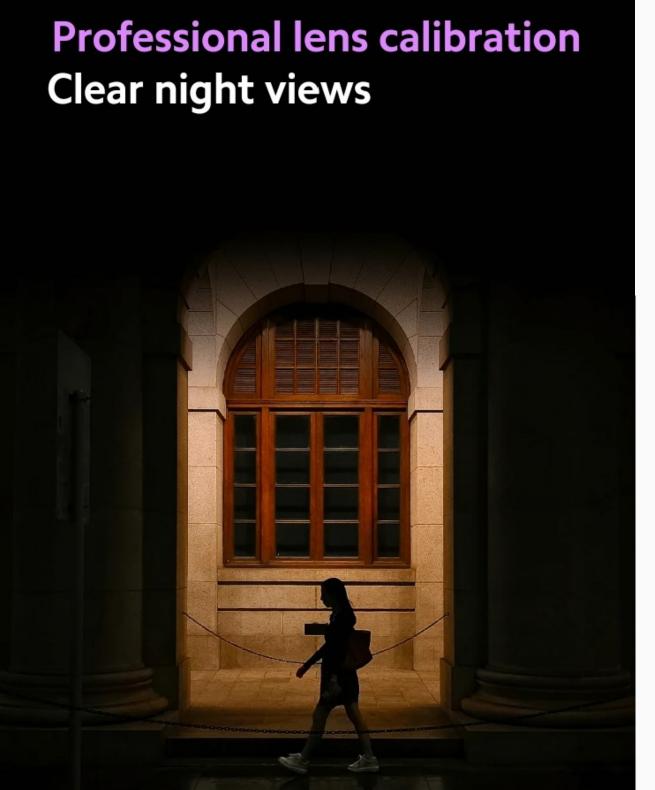
IP68 water and dust resistant*

For the first time, the Redmi Series has achieved flagship-level water and dust resistance.



Wet touch technology

Morever, Redmi Note 13 Pro+ 5G's display has been optimized for improved touch recognition and control, preventing accidental triggers from water.



The carefully tuned flagship-level 7P lens with ALD and up to 16-in-1 pixel binning allows for a maximum pixel size of 2.24µm, providing clear and dynamic nighttime imaging.

Professional audio and visual effects

A movie theatre in your pocket



The cinematic-grade HDR screen dynamically adjusts the picture to maintain vividly rendered light and shadows. Equipped with dual speakers supporting panoramic sound, Redmi Note 13 Pro+5G delivers an extraordinary audiovisual experience, allowing you to be able to enjoy blockbusters anytime, anywhere.



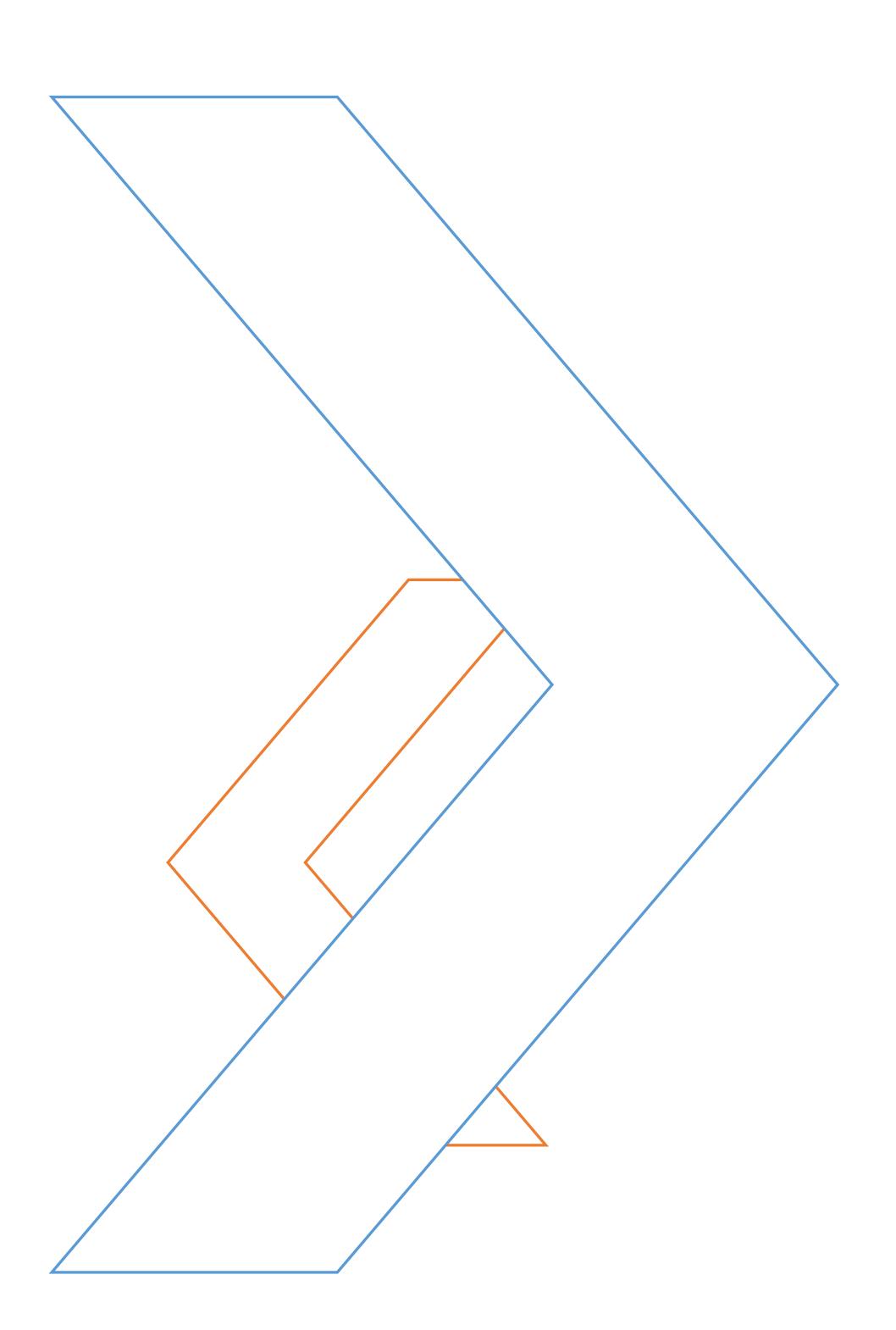








A new benchmark for display

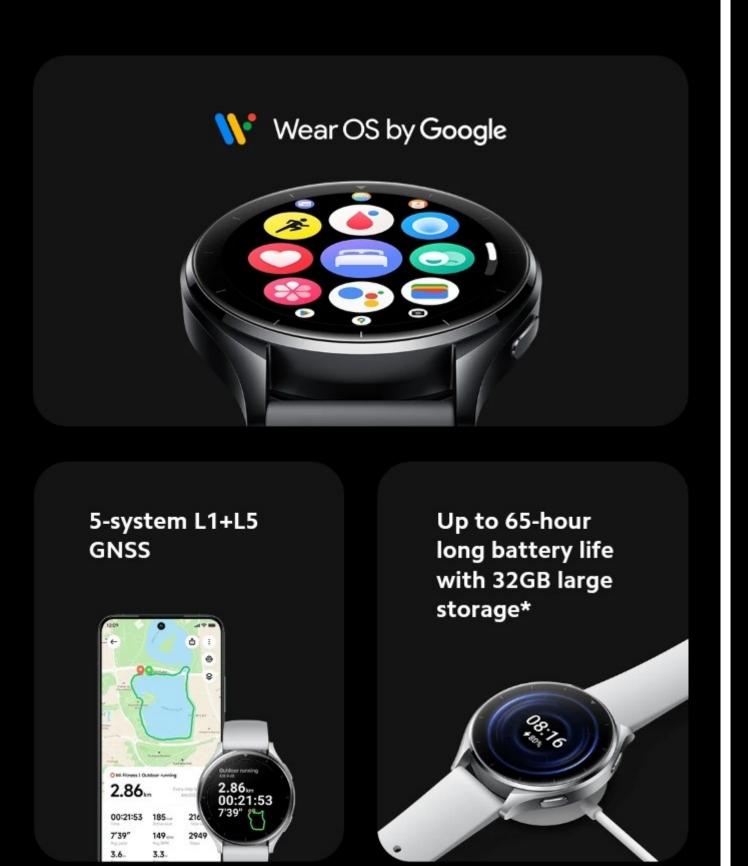




XIaomi Watch 2

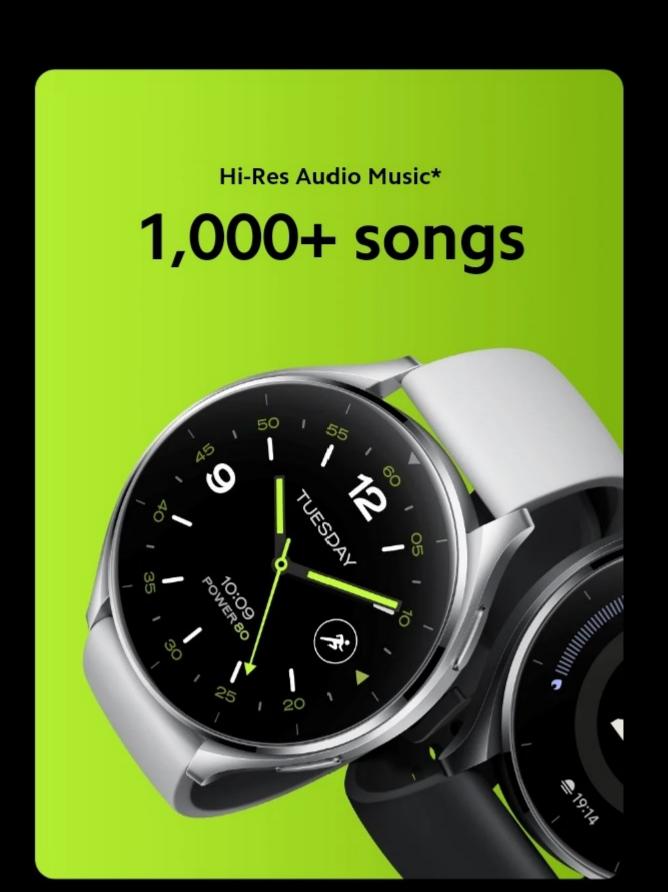
Smarter every wear





2G + 32G Extra-large storage

With LPDDR4X and eMMC memory, Xiaomi Watch 2 offers impressive storage performance and space comparable to a smartphone. Download as many watch faces and third-party apps as you like, not to mention all your favorite songs to give your workouts a boost.





Up to 65-hour battery life Magnetic charging

With its 495mAh high-capacity battery and Qualcomm's hybrid architecture, Xiaomi Watch 2 gives you power that lasts.

Typical usage mode

65 hours



All-day health protection

Heart rate monitoring throughout the day*

Multiple heart rate monitoring modes and alerts for an abnormal heart rate help protect your heart health.



Scientific sleep monitoring

Record your sleep cycle for targeted advice on improving your sleep.





All-day blood oxygen saturation monitoring

Send vibration alerts* when your blood oxygen saturation is too low.



0 • 0 0 0 0

Multifunctional watch faces Customize as you wish

Personalize your watch with practical and eye-catching built-in multifunctional watch faces. Plus, browse recommended watch faces with Google Play on your wrist.



Smart platform Flagship performance

Compare watch models







Xiaomi Watch Xiaomi Watch Xiaomi Watch 2 Pro **S3**

Flagship Smart watch powered by powered by Google interchangeable **Google Wear OS**

Smart watch Wear OS

Long battery life, bezel design

Wear OS by Google

Wear OS by Google

Xiaomi HyperOS

Qualcomm Snapdragon® W5+ Gen 1 **Platform**

Qualcomm Snapdragon® W5+ Gen 1 **Platform**

BES 2700BP

2GB RAM + 32GB ROM

2GB RAM + 32GB ROM

32MB RAM + 4GB ROM

2.4G/5G

2.4G/5G

Stainless steel

Aluminum alloy

Building in 30+ watch faces More options to download from Google

Building in 30+ More options to download from Google

Building in 10 watch faces More options to download from Mi

1.43" AMOLED 466×466 pixel 326 ppi

1.43" AMOLED 466×466 pixel 326 ppi

1.43" AMOLED 466×466 pixel 326 ppi

47.6×45.9× 12.5mm

47.5mm×45.9m m×11.8mm

47mm×47mm×

12mm

54g (without

36.8g (without

44g (without

Google Pay

Google Pay

MasterCard

Supports 200+ third party APP include Google Wallet /Google

map

Supports 200+ third party APP include Google Wallet /Google

map

Body composition/skin temperature

rate/blood oxygen/sleep/

Heart rate/blood oxygen/sleep/ stress

Heart rate/blood oxygen/sleep/ stress monitoring

Mi

Mi

Mi Fitness/Strava/

Bluetooth Call

Dual-band five-

satellite

Bluetooth Call

Dual-band five-

satellite

Bluetooth Call

LTE: up to 55h BT: up to 65h

Up to 65 hours battery life

satellite

Dual-band five-

battery life

161 sports modes

161 sports

150+ sports modes

Versatile appearance For every personality

Indulge in the plethora of strap options crafted from unique materials, each offering a refined feel that embodies good taste.

Mix and match with various watch faces to show off your distinctive style.



Female health management

Tracks menstruation records on your phone and predicts your menstrual cycle.



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All-day stress monitoring

More in-depth all-day pressure monitoring and more detailed status display.







A world of content

Google Play allows you to access apps and watch faces anytime, anywhere — all from your Xiaomi watch.

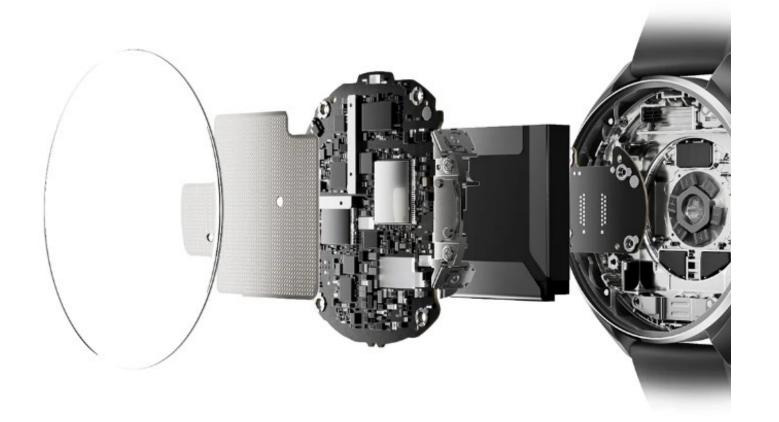


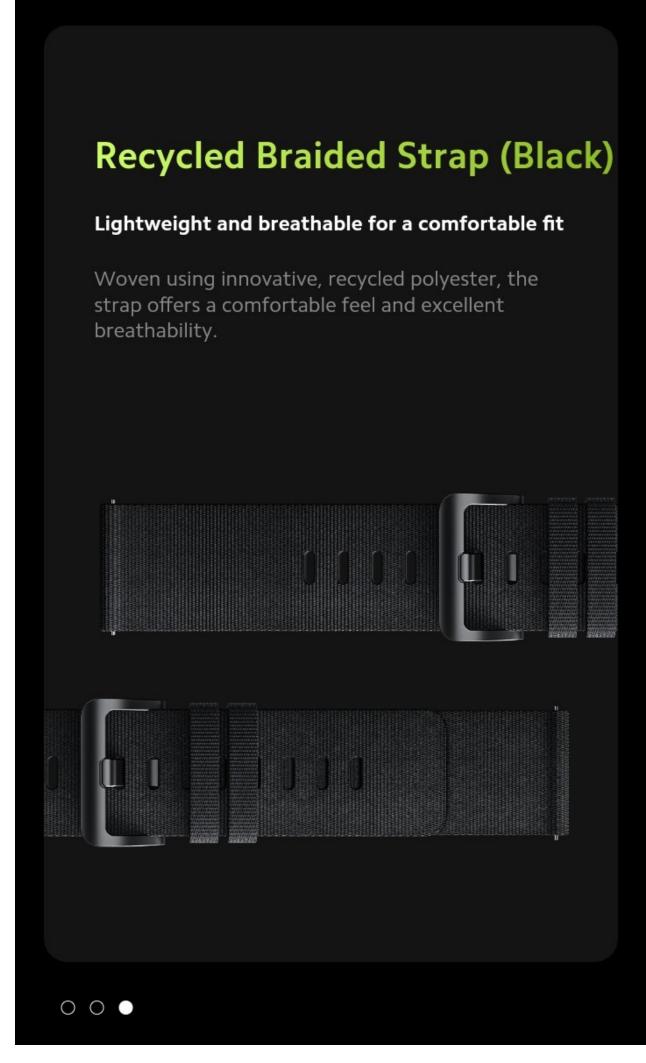
Newly upgraded 12-channel PPG monitoring

Xiaomi Watch 2 features12-channel PPG monitoring to keep track of your heart rate, blood oxygen saturation, and stress levels faster and with more precision. It also offers stronger anti-interference capabilities to identify your sleep patterns with improved accuracy.

Heart rate accuracy

+4.70%





Smart connections

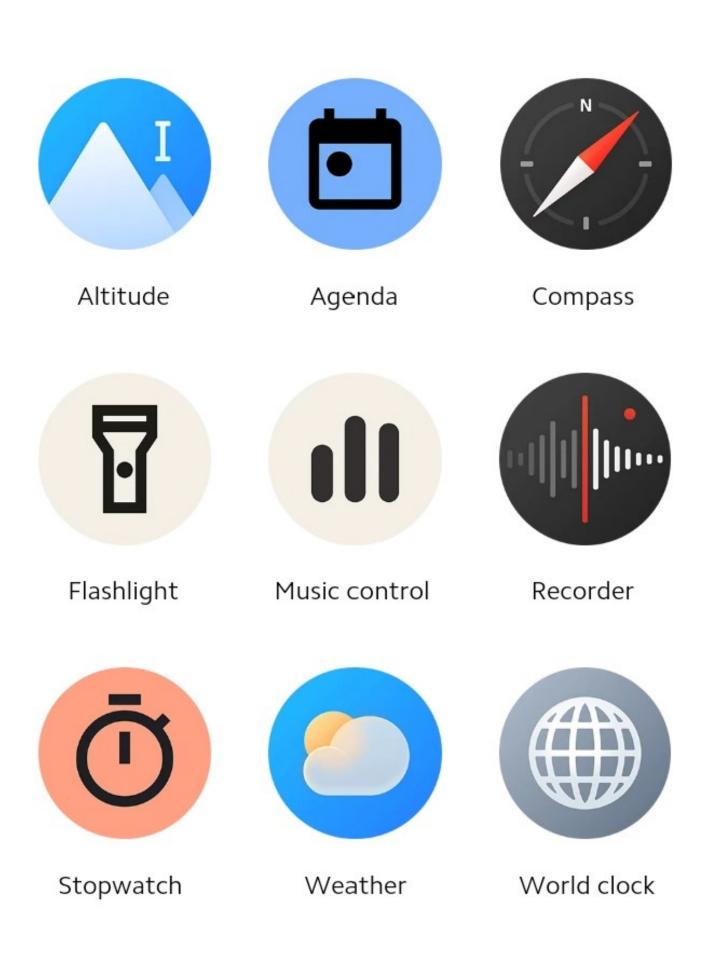
Redefined convenience

Camera remote Preview on your wrist

Supports remote photo-taking, video-shooting and previews*. There's no need to ask others for help—you can even take time-lapses with timer for 3s and 5s.



More features

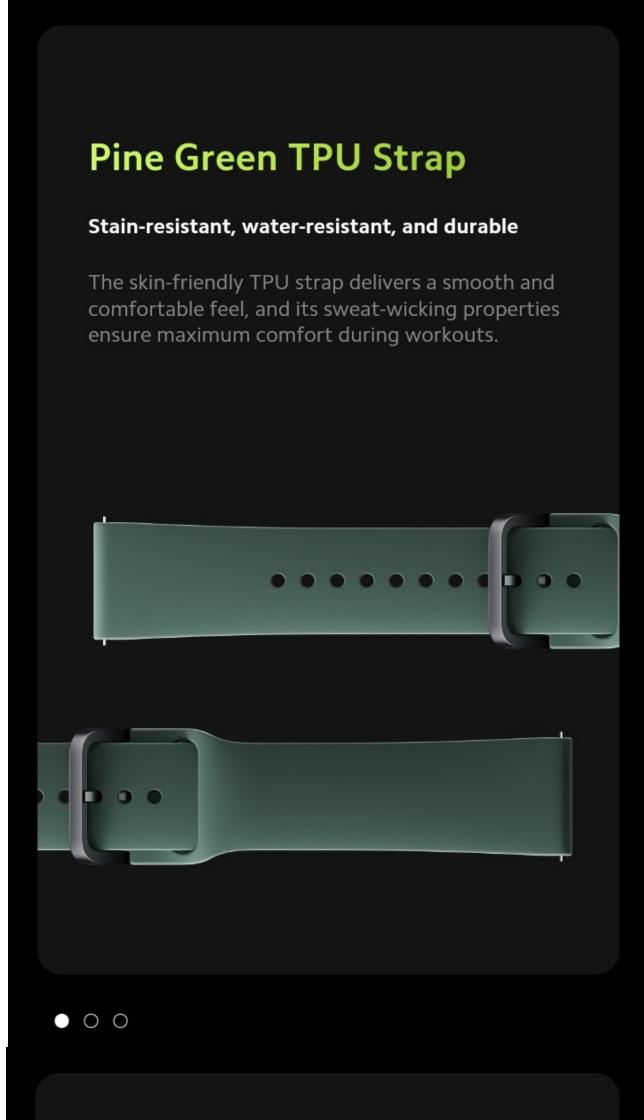




A little help on the go

Xiaomi Watch 2 with Google Assistant helps you make the most of your time. Just press and hold the power button to manage daily tasks, plan your day, or get answers.





White Leather Strap

Handcrafted, refined, and comfortable

Crafted from genuine leather, the strap is both elegant and casual. Its hand-stitched seams and delicate textures guarantee softness and comfort.



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Speed through checkout

Google Pay is the fast, simple way to pay in stores with your watch. Add your card to Google Wallet and pay with a twist of your wrist.

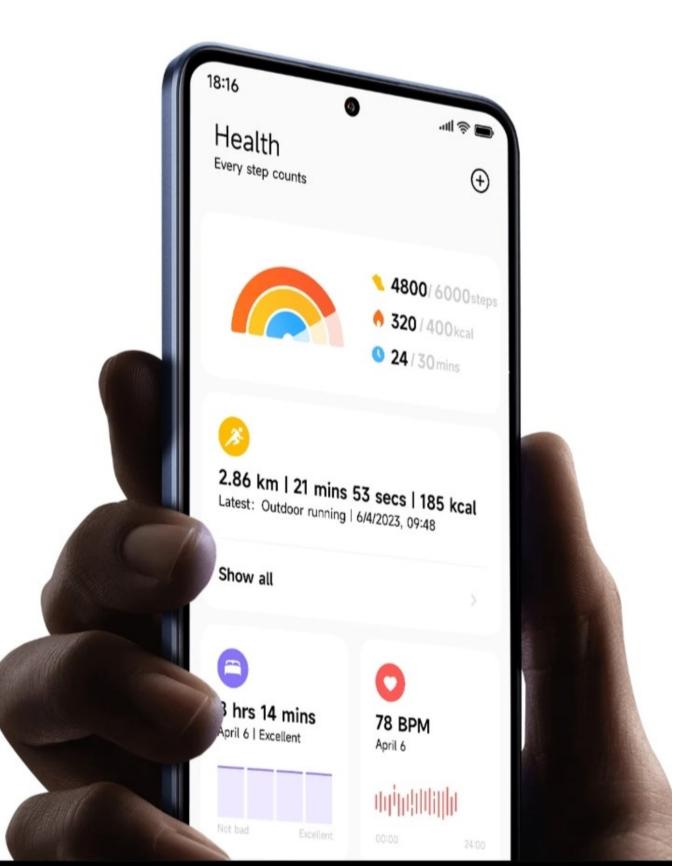


Health data at your fingertips

With Xiaomi's independently developed algorithm and Mi Fitness app, Xiaomi Watch 2 can monitor your health with greater accuracy. It also supports a wide range of workout apps favored by users around the world, including Strava and Suunto.







New environmental protection theme

New watch faces feature designs with endangered animals, plants, and landform, bringing attention to the environment and take part in environmental friendly activities.















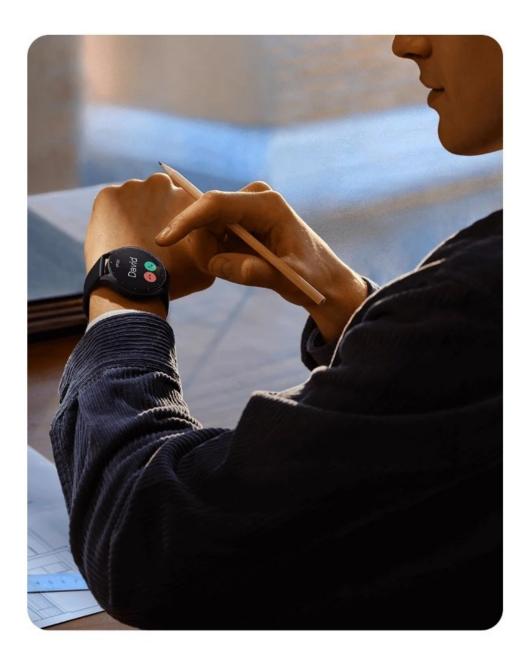
Never miss a turn

Enjoy turn-by-turn directions for driving, walking, and cycling directly on your wrist thanks to Google Maps on your watch.



Answer calls from your wrist Always stay connected

Synchronize your phone's notifications via Bluetooth®. Easily answer calls on your watch using the built-in microphone and speaker.



Smarter living A new experience

Powered with Wear OS by Google

Wear OS by Google allows you to stay up-to-date while staying in the moment. Get your favorite Google apps on your Xiaomi Watch 2. Navigate with Google Maps, pay on the go with Google Pay, get answers with Google Assistant, and more.





5ATM water resistance*

Don't be afraid to get wet. Wear it during runs in the rain or while swimming for more accurate exercise data.



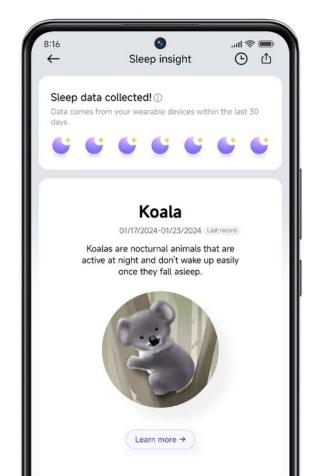
5-system L1+L5 GNSS Improved positioning accuracy

Integrated with Google Maps, Xiaomi Watch 2 excels in navigating complex environments like high-rise buildings and jungles, providing clear movement distance, pace, and route information.



What's your sleep animal?

Sleep with the watch on your wrist for seven consecutive nights for even more accurate sleep analysis using Mi Fitness app. Based on your sleeping habits, you will be matched with a 'sleep animal' to help you visualize your sleeping style.



Smart monitoring A healthier life

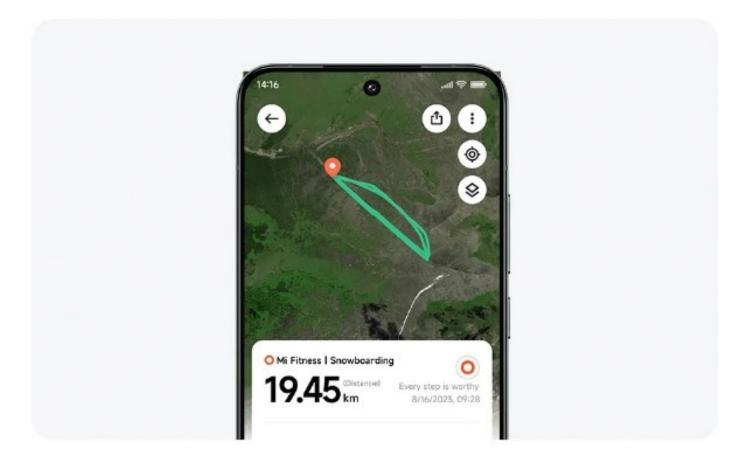
160+ sports modes

Supports more than 160 sports modes with an optimized professional algorithm model that provides you with more accurate workout data, so your workouts can be more scientific and productive.



Professional skiing mode Clear display of your performance data and location tracking

With the new professional skiing mode, you can capture and record the distance and average speed for each glide. See more on the results page, and even harvest your "Ski Track Map".



Stay safe with emergency assistance

Call for help in an emergency

In the event of sudden physical discomfort, threats to personal safety, or other unpredictable situations, press the lower button 3 times in a row to instantly dial an emergency contact.



4nm flagship processor

Better performance with lower power consumption

The dual architecture of large and small cores provides high performance and low power consumption autonomous switching, which brings long battery life, large storage, and a smoother flagship experience.



Lightweight aluminum alloy body Streamlined design Xiaomi Watch 2 boasts a lightweight aluminum alloy body available in two stylish color options, for a modern, high-tech aesthetic. The classic layout, featuring buttons on both sides, seamlessly complements straps and watch faces of various styles, making it suitable for any occasion.

Call for help following an accidental fall*

In the event of an accidental fall, Xiaomi Watch 2 can automatically call your emergency contacts and sends your location via SMS.



Smart design A new style

1.43" AMOLED Display Light up a smarter outlook

The large AMOLED Retina Display delivers crystalclear viewing for more details at a glance.

Resolution

PPI

466×466

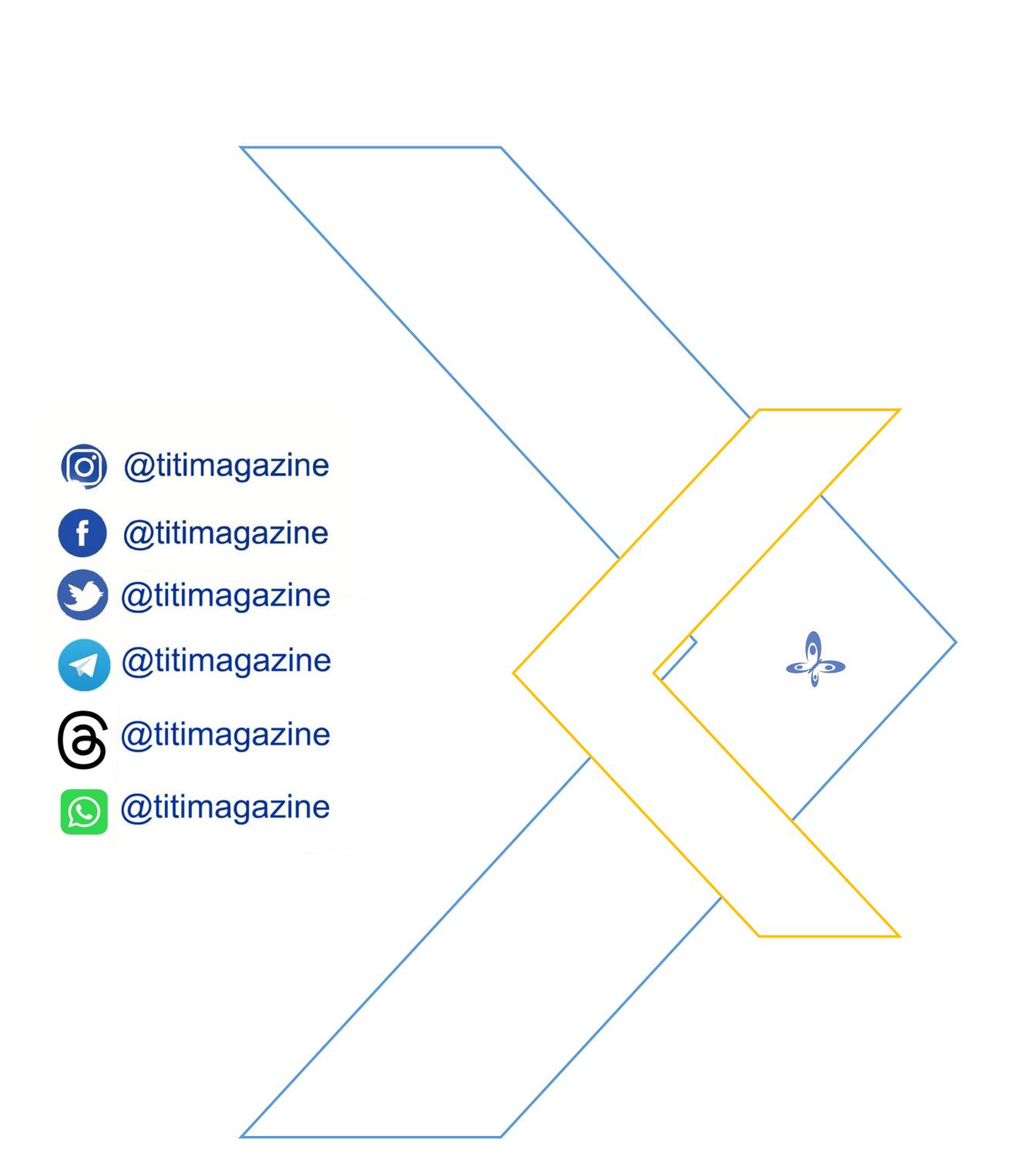
326

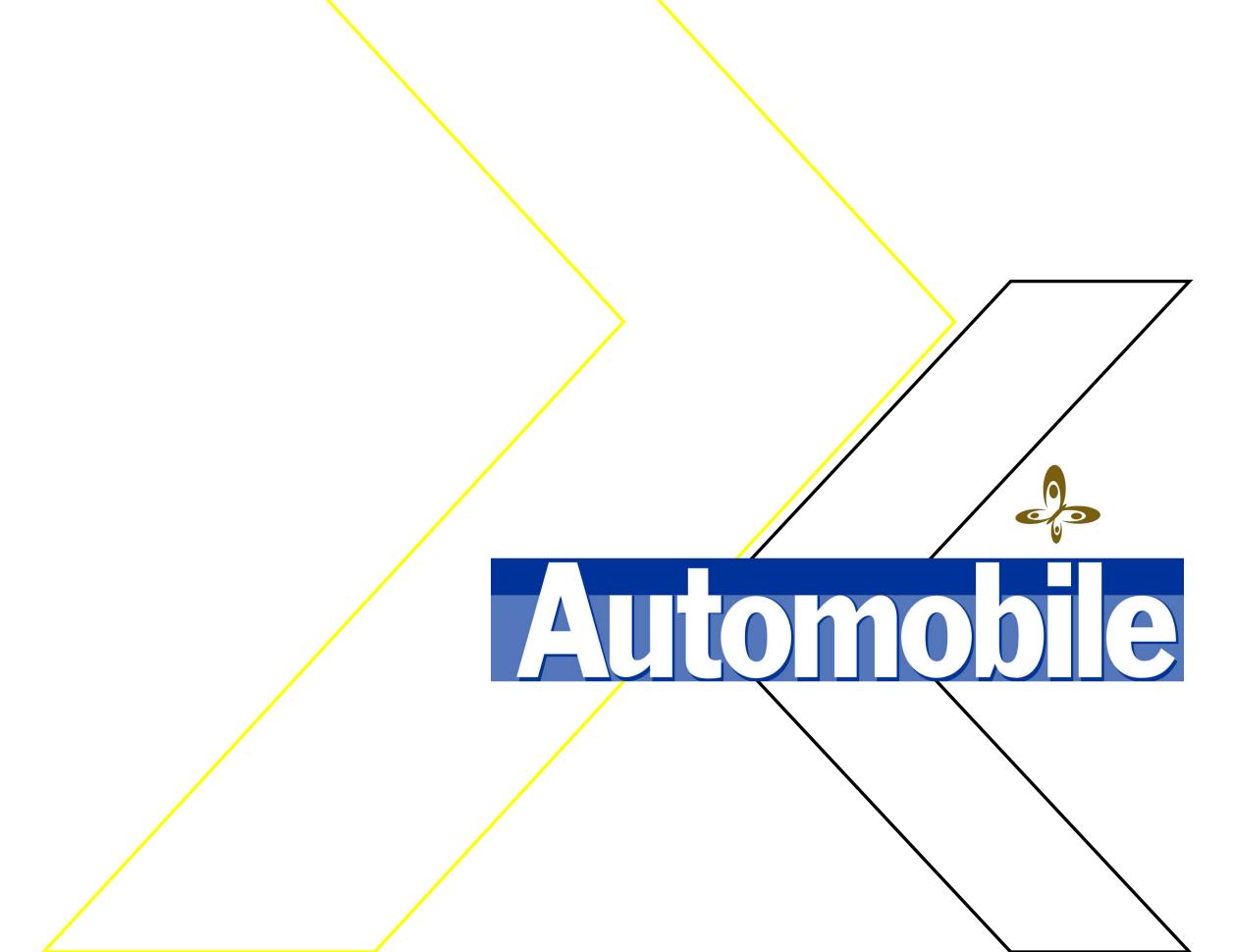


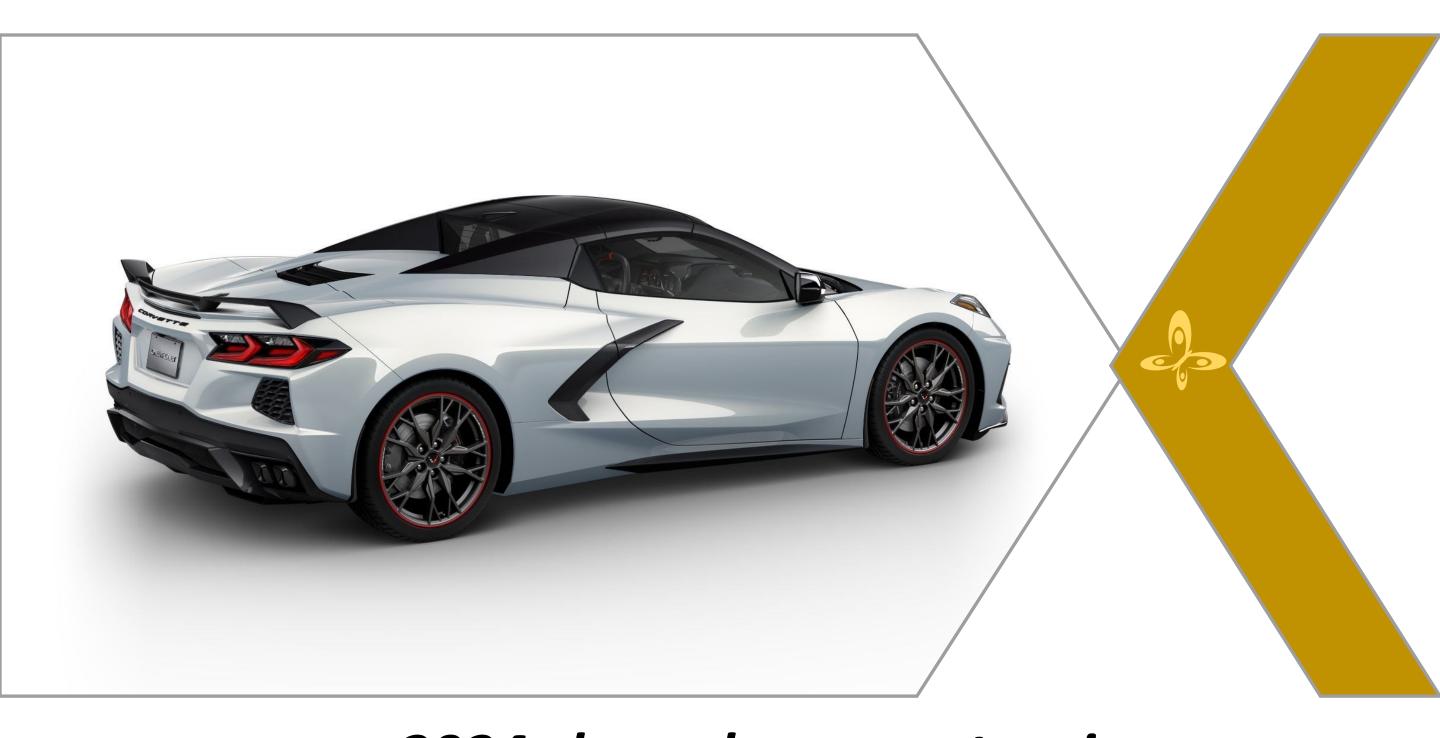
Breathing exercises

Feeling stressed? Follow a guided breathing session to relax and refocus*.

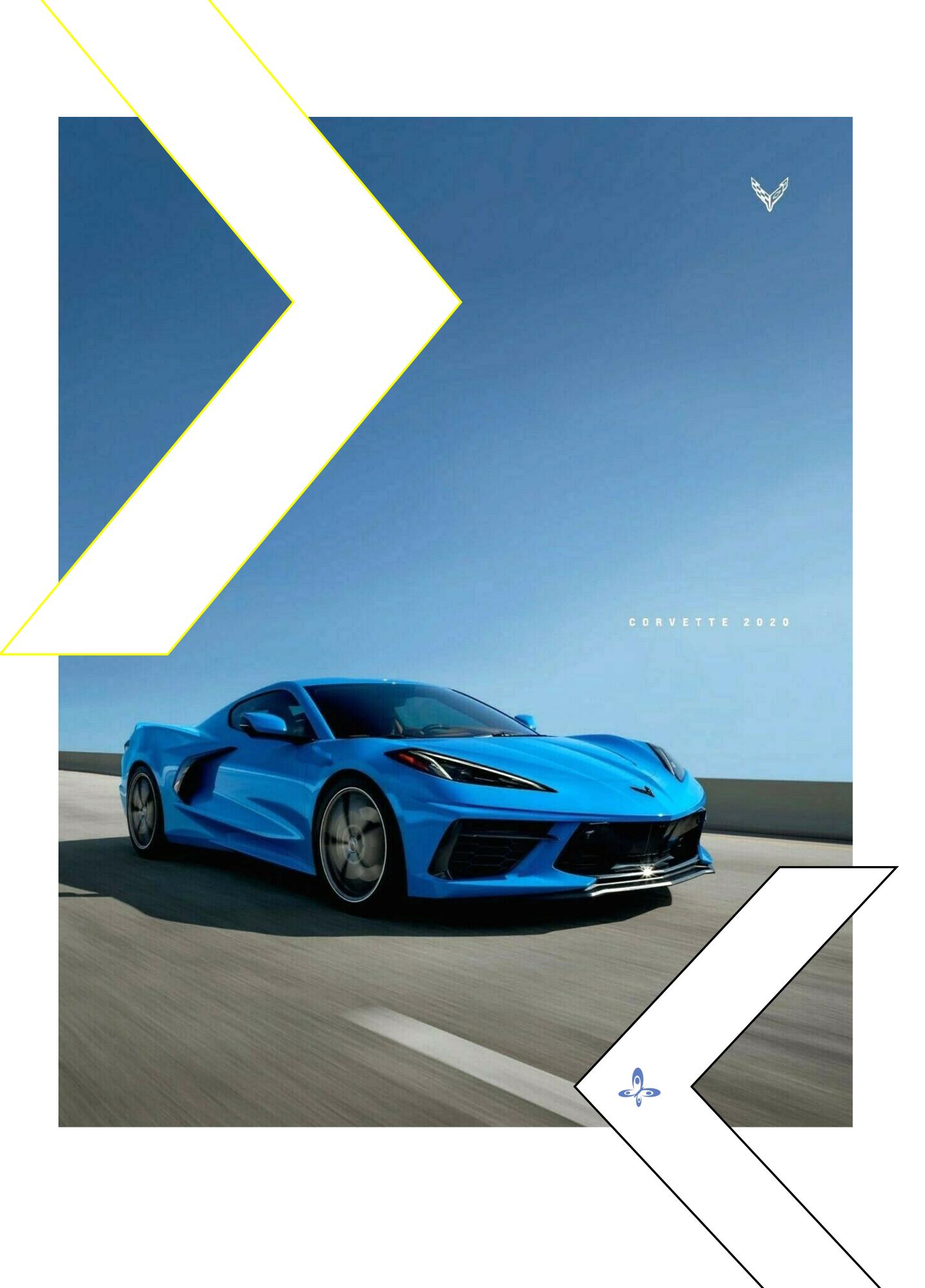








2024 chevrolet corvette stingray
Starts at \$69,995





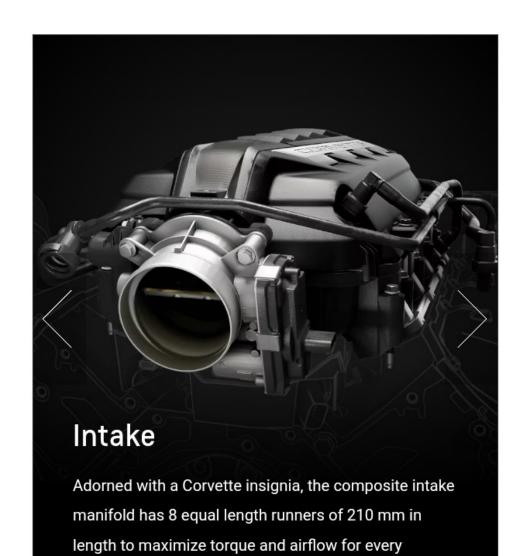


Horsepower and Torque

Corvette delivers 495 horsepower¹ and 470 lb.-ft. of torque¹, making it the most powerful production Stingray ever.

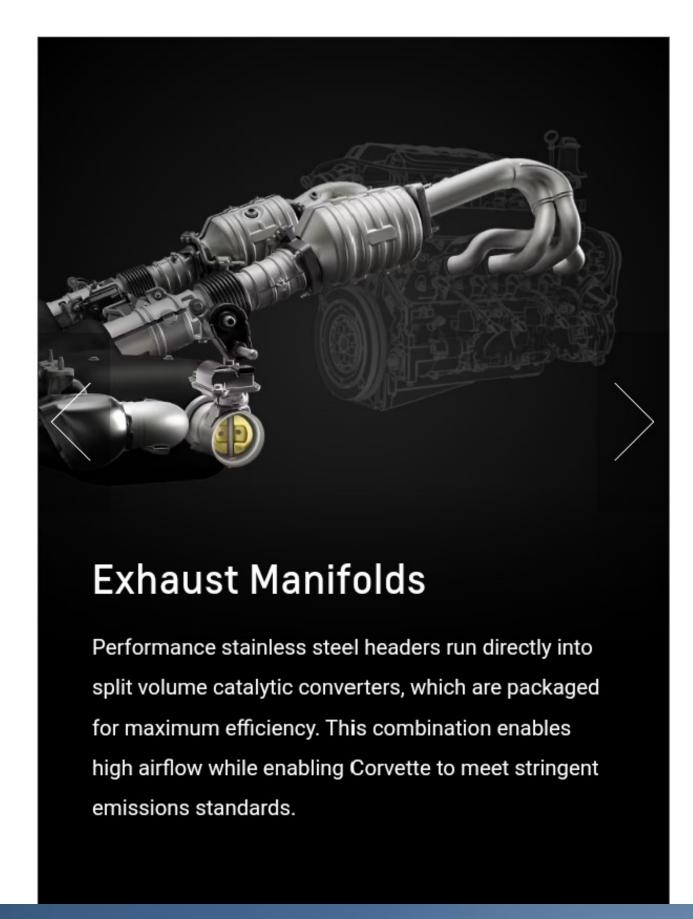
¹ Requires available performance exhaust or Z51 Performance Package.





cylinder. This assembly also uses an 87 mm throttle

body.





DESIGN

STEAL THE SPOTLIGHT

This beautifully sculpted mid-engine masterpiece has a presence that's impossible to ignore. With razor-sharp aerodynamics and details designed to perfection, the eighth-generation Corvette pushes its legacy to the highest point ever.



HIGHLIGHTS

THE PINNACLE OF PRECISION



Performance Exhaust

Twin exhaust outlets on each side



PERFORMANCE

THE MOST POWERFUL PRODUCTION STINGRAY IN HISTORY

Ready for a rush? Rocketing a quarter-mile time of just 11.2 seconds[†] with an available 495 horsepower[†], the LT2 V8 in Stingray is engineered to give any driver the pulse-pounding ride they crave.







8-Speed

Dual-Clutch Transmission



470 lb.-ft. of

<u>Torque</u>[†]

Available



Magnetic Selective

Ride ControlTM 4.0

Available



Engineering perfection

This naturally aspirated V8 is positioned behind the driver, putting more power to the rear wheels where it matters most.



Starting MSRP

495[‡]

Max Avail. Horsepower



194 MPH[‡] Top Track Speed









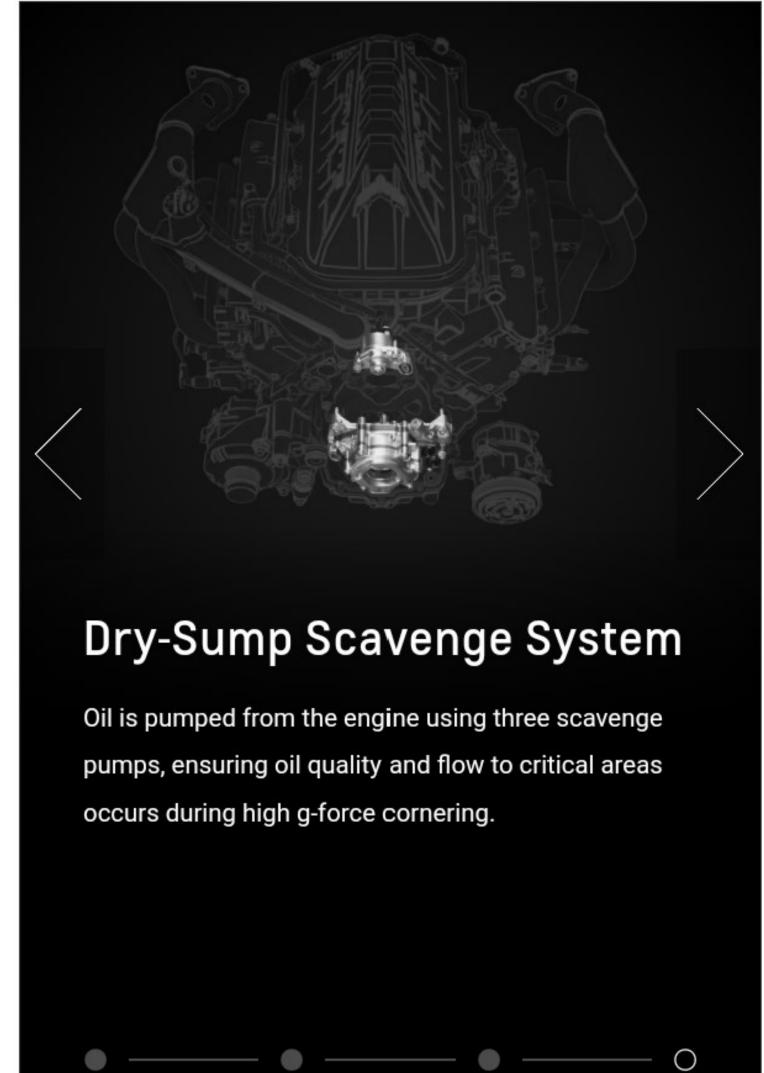
















A true performance machine



Lightning-quick shifting

The standard 8-speed dual-clutch transmission combines the smoothness of an automatic with the control of a manual, giving you quicker times - lap after lap.



Next-generation damping

Available Magnetic Selective Ride Control™ suspension fluid containing metal particles that align to change fluid viscosity, and control to push harder while staying planted. And it's able to read the road every as little as 10-15



4.0 features an innovative giving you the confidence millisecond and adapts in milliseconds.





COMMAND

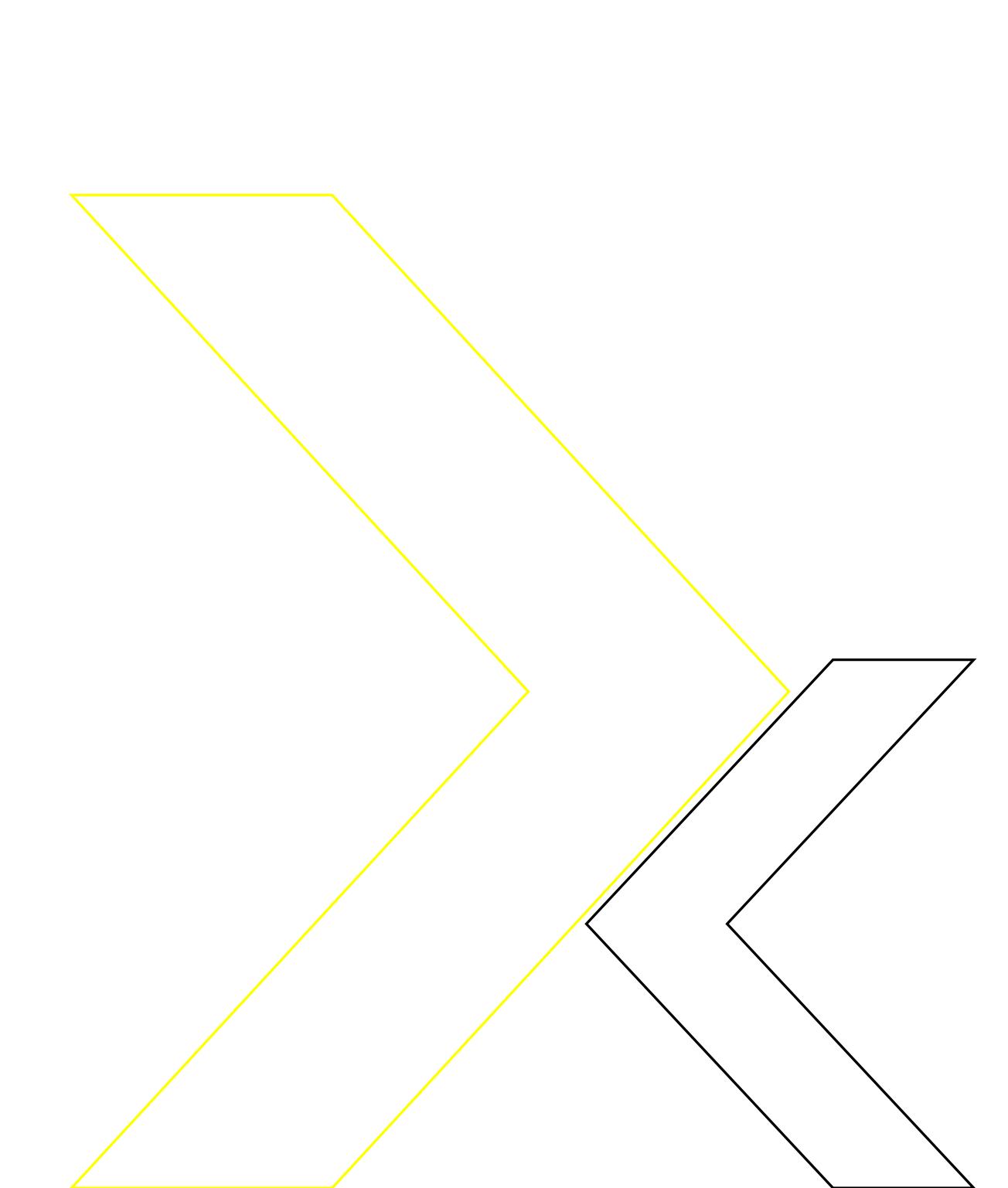
12-Inch Diagonal Reconfigurable **Digital** Instrument Display Standard



Wireless Mobile **Device** Charging[†] Available



14-Speaker **Bose Performance Series Sound** System Available





2024 Lamborghini Urus S Starts at \$241,843



ANIMA

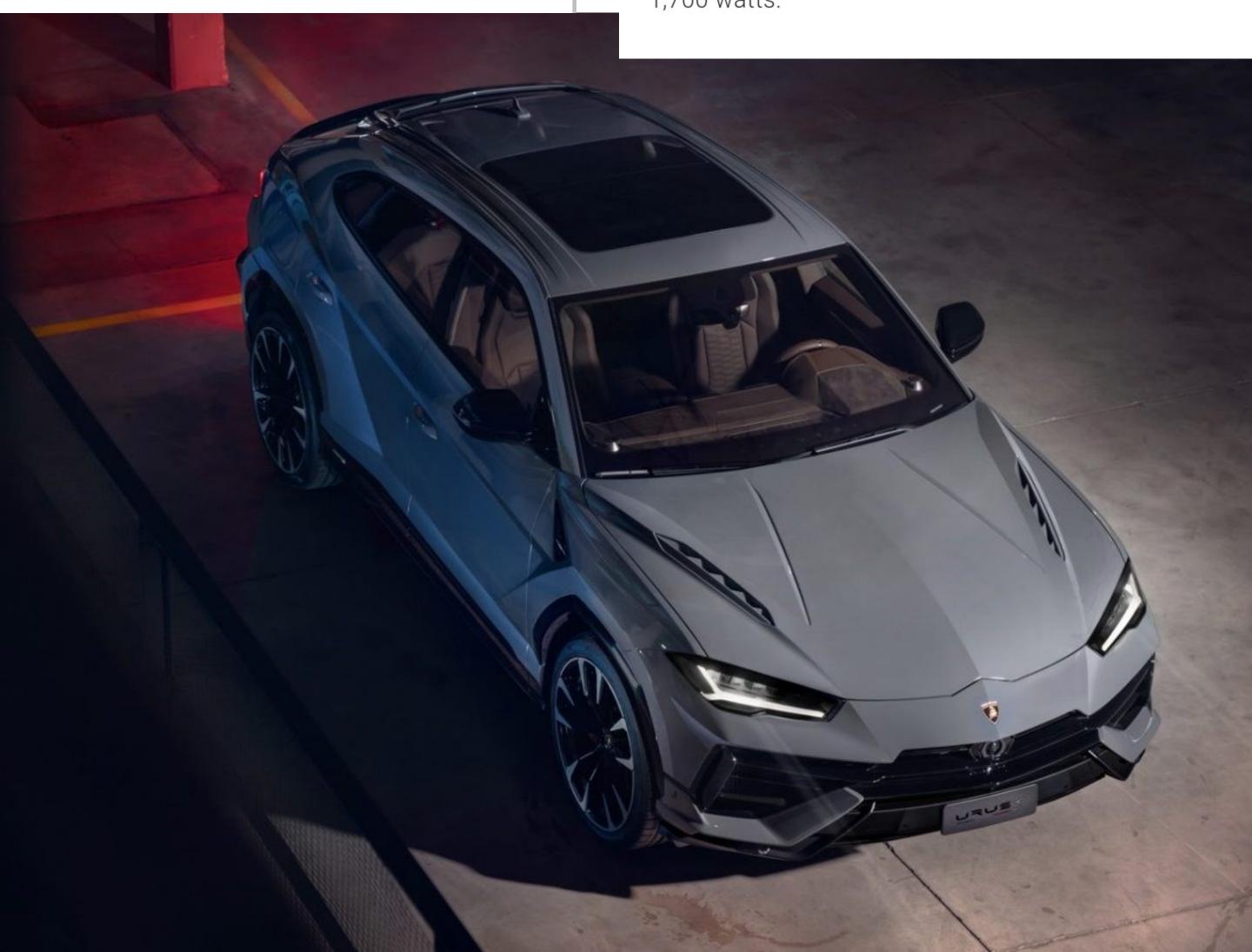
The ANIMA Selector is at the heart of Lamborghini driving dynamics and is the key control system for choosing the desired driving setup. The ANIMA offers three on-road modes: STRADA, for ease of driving, comfort and safety; SPORT, for agility and enhanced responsiveness; and CORSA, for precision and maximum performance. You can also select from three off-road modes: NEVE, which ensures ease and safety even on slippery surfaces; TERRA, which enhances comfort and agility in off-road conditions; and SABBIA, intended for sandy terrain. Finally, the EGO mode redefines the steering, suspension and traction dynamics as specified by the driver.



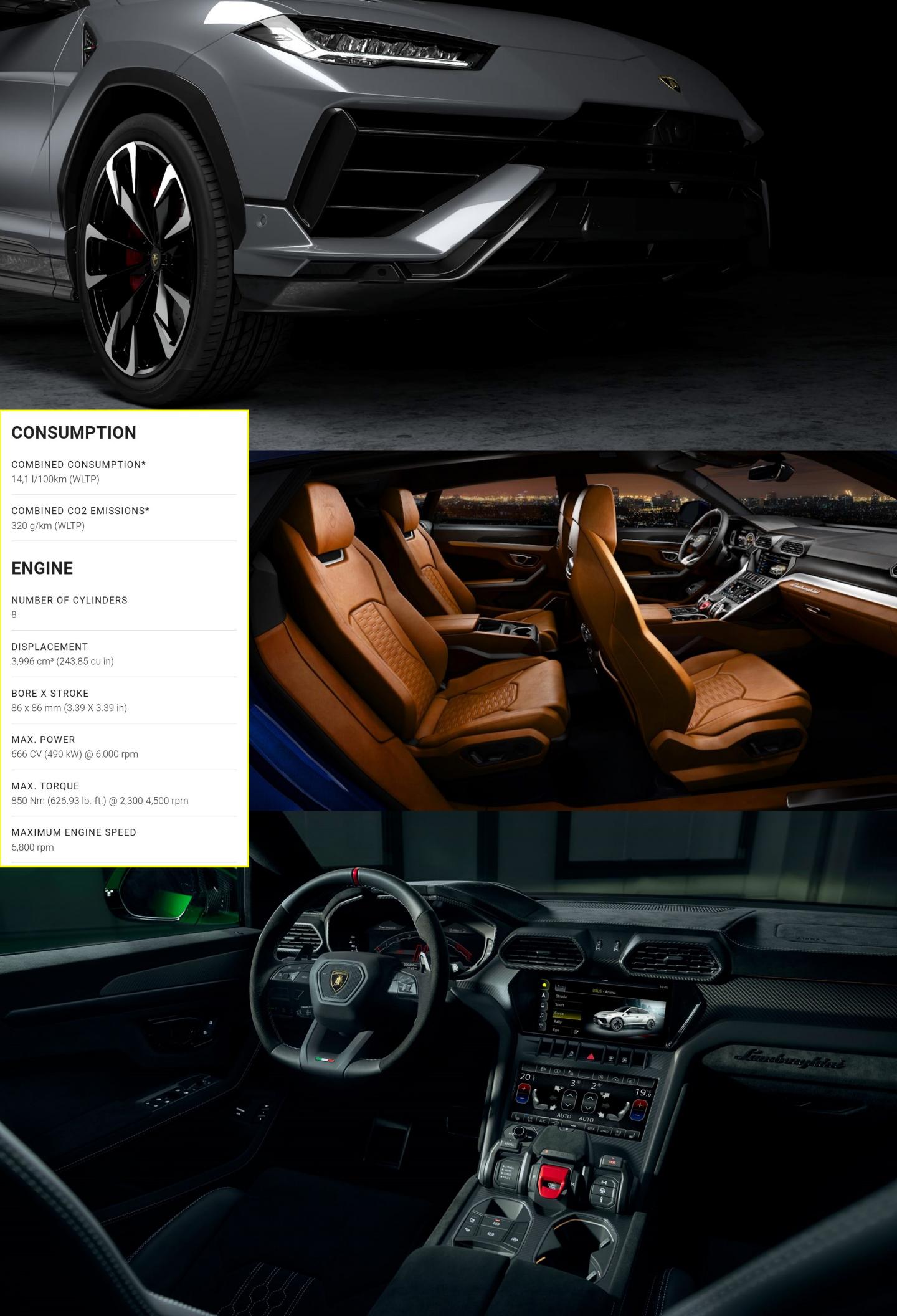
TECHNOLOGY AND INFOTAINMENT

The Lamborghini Infotainment System III (LIS III) features two intuitive face-lifted touchscreens with haptic feedback, interactive voice commands, and three innovative high-definition displays.

Representations and icons on the instrument panel change according to the selected driving mode. An up-to-date multi-connection concept improves safety and entertainment. A unique feature is the advanced Bang & Olufsen sound system with cutting-edge 3D sound technology; it offers an unrivaled listening experience and powerful sound thanks to 21 loudspeakers and a power output of 1,700 watts.











CONNECT WITH YOUR URUS S

Its state-of-the-art navigation, comfort, safety and entertainment features are the elements of both onboard and remote connectivity that make driving your Urus S an unparalleled experience.



The interior of the Urus S expresses contemporary sophistication through its design, offering luxurious comfort with leather surfaces, trim elements in a variety of finishes and comprehensive high-tech Lamborghini equipment. In addition, the broad range of Ad Personam options allows you to appoint this super SUV to reflect your own personal sense of style.

EXTERIOR

The design of the Urus S retains the muscular surfaces and confident lines of the Urus but with even greater sculptural definition to its shape. Both the front and rear bumpers present a more emphatic design, along with the new wheel arches and a carbon fiber painted hood. Fine details include a fresh treatment to the 23" and 22"-inch wheels and a front steel skid plate that together add a bold and elegant stance to the exterior. Customers also have the opportunity to choose numerous options like the carbon fiber roof that further emphasizes the sporting and luxurious character of the Urus S.









TECHNICAL SPECIFICATIONS

DISPLACEMENT 3,996 cm³ (243.85 cu in)

MAX. POWER 666 CV (490 kW) @ 6,000 rpm

TOP SPEED 305 km/h

ACCELERATION 0-100 KM/H (MPH 0-62) 3.5 s

COMBINED CONSUMPTION*
14,1 I/100km (WLTP)

COMBINED CO2 EMISSIONS* 320 g/km (WLTP)



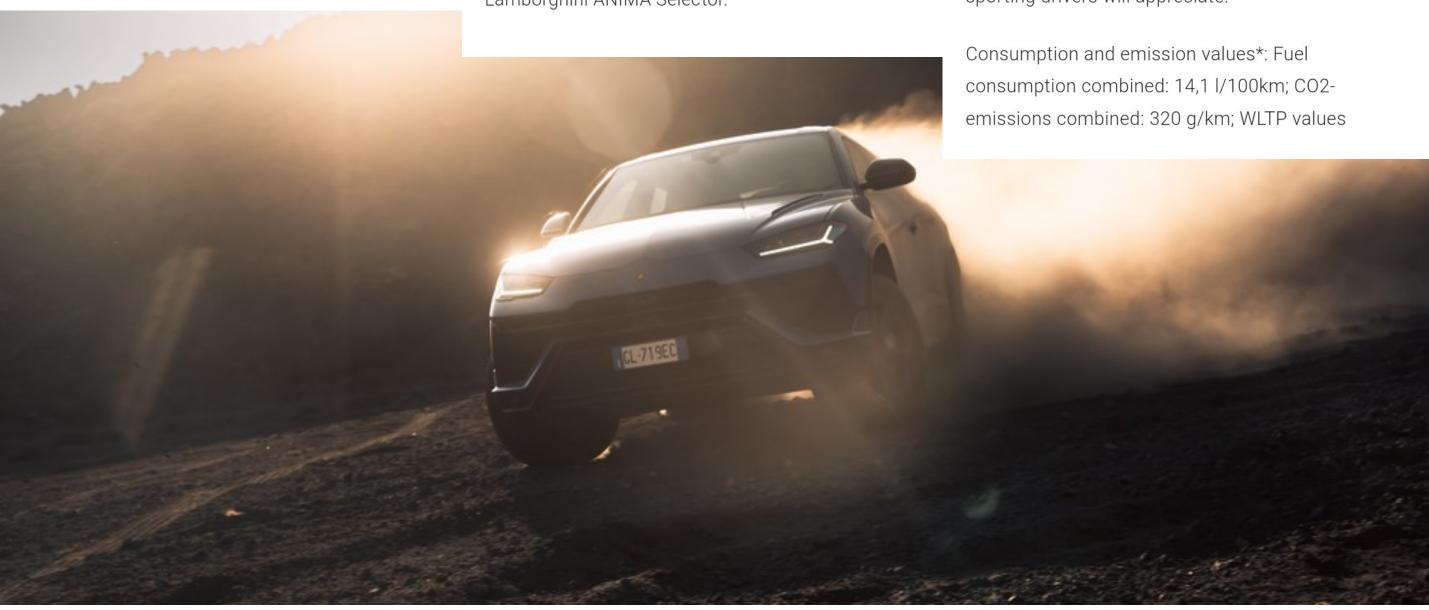
TRANSMISSION AND CHASSIS

Equipped with cutting-edge vehicle dynamics control systems, the Urus S adapts to a virtually infinite range of driving situations and road conditions. The state-of-the-art technology of this super SUV includes permanent all-wheel drive with active rear torque vectoring, four-wheel steering, adaptive air suspension, a roll stabilization system with continuous and immediate response, and carbonceramic brakes for the best braking performance the SUV segment has to offer. This unique technology package is seamlessly managed by the signature Lamborghini ANIMA Selector.

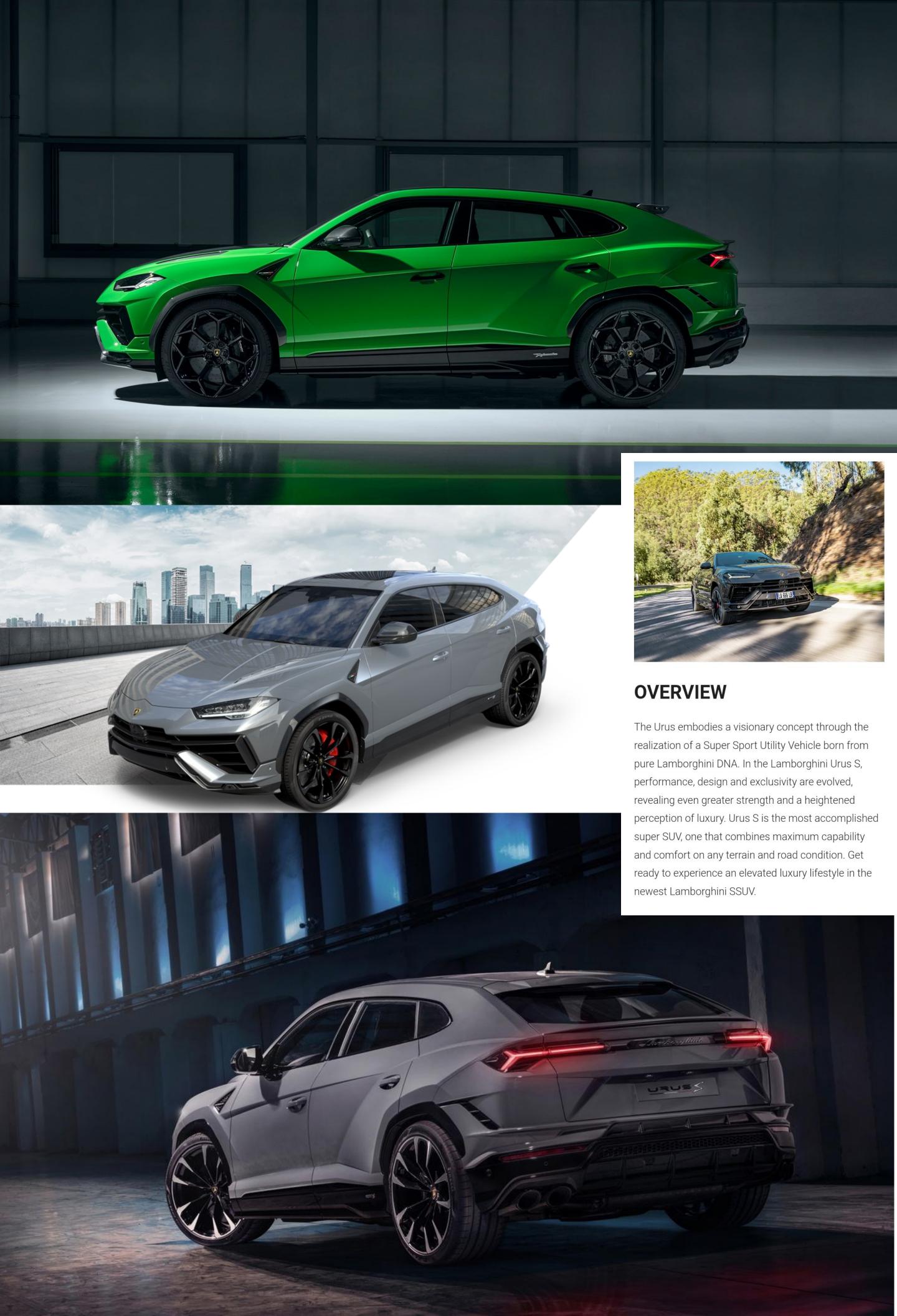


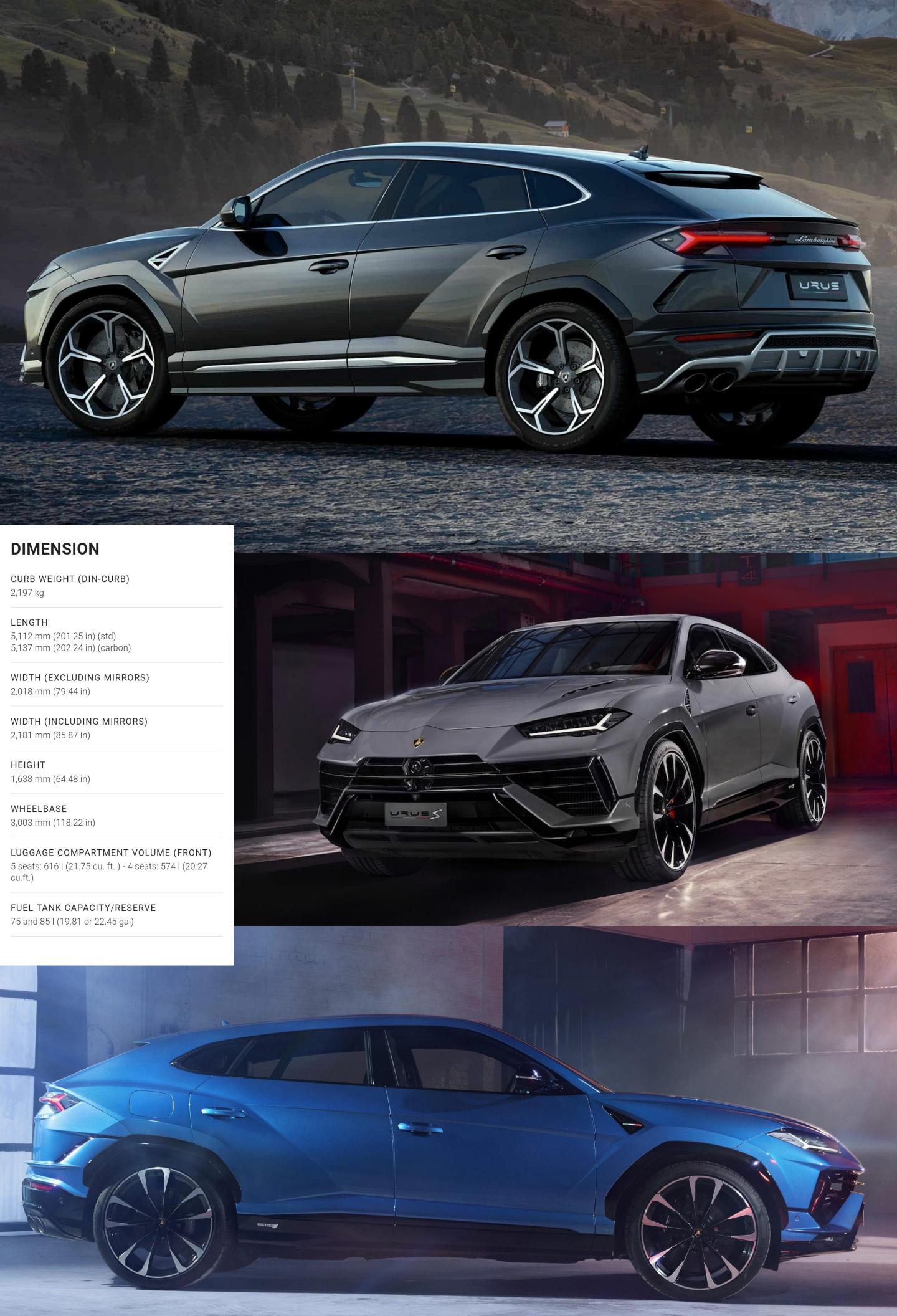
ENGINE AND TRANSMISSION

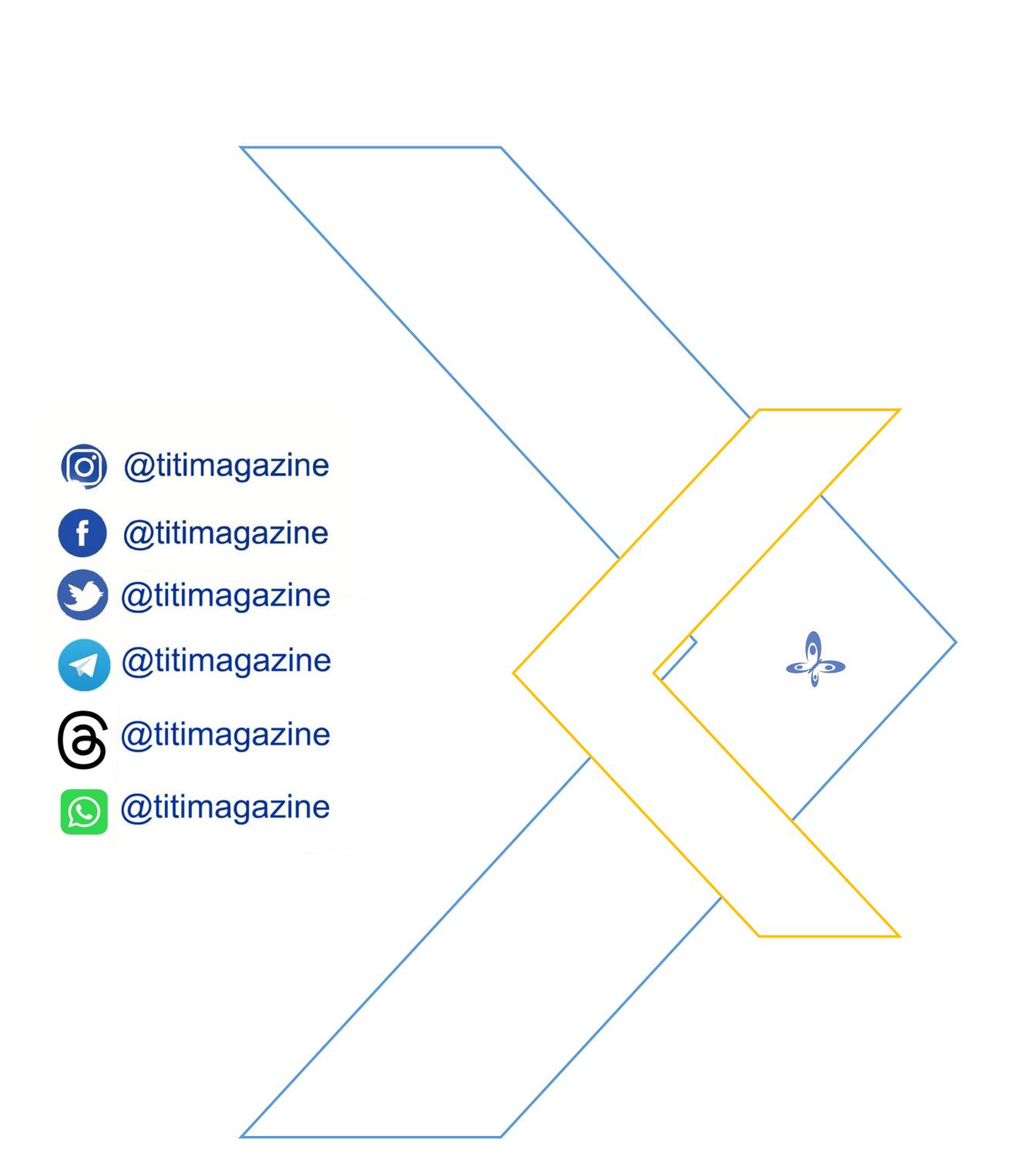
The heart of the Urus S is its 4.0-liter V8, twinturbocharged engine. With maximum power output of 666 CV, a more responsive accelerator pedal and increased boost build-up for launch phase, it offers an even more thrilling driving experience. Top performance in all driving conditions is achieved through a combination of the eight-speed automatic transmission and the permanent all-wheel drive with active rear torque vectoring. As a result, the Urus S displays an enhanced dynamic behavior that sporting drivers will appreciate.





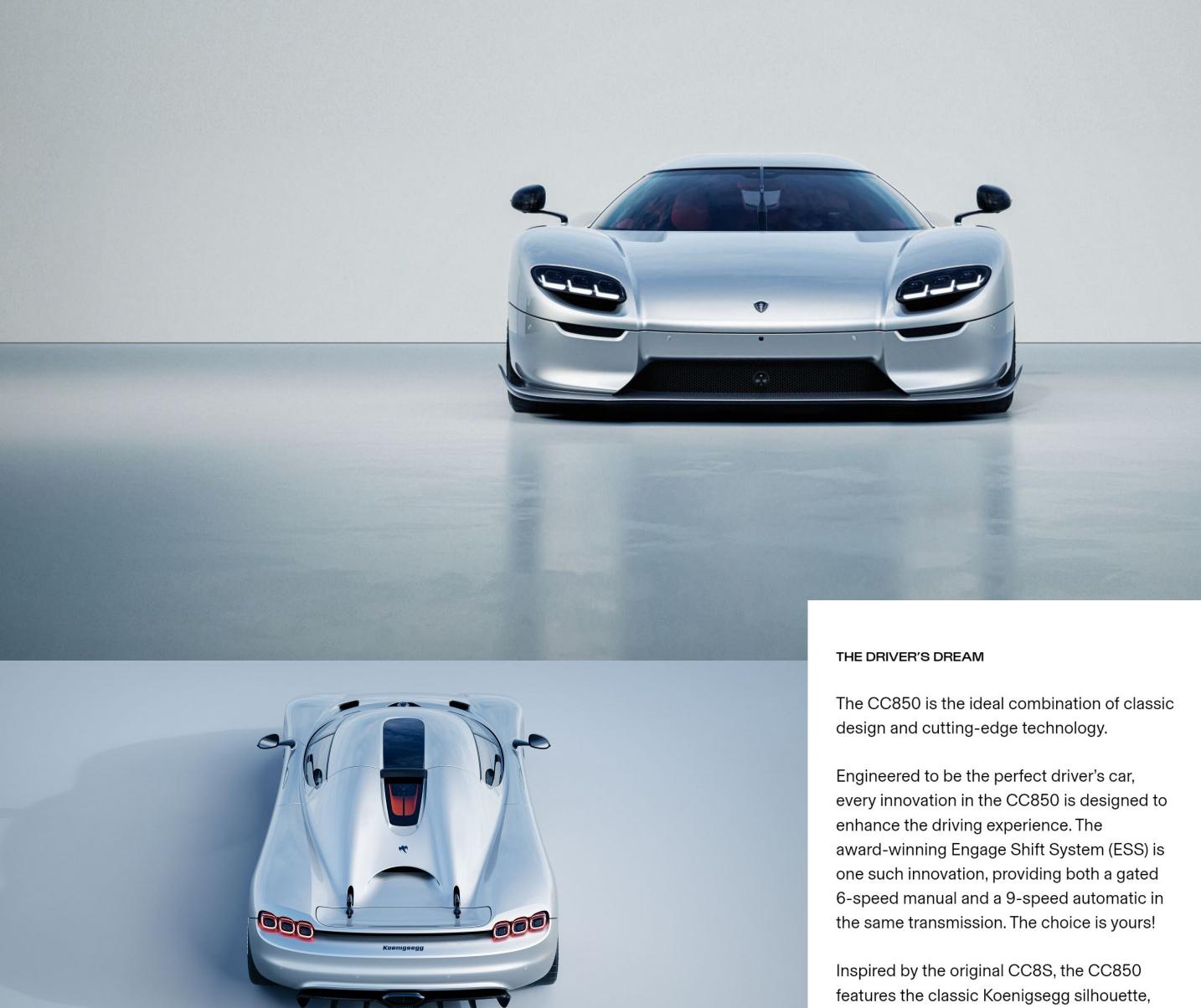








Koenigsegg CC850 \$3,650,000

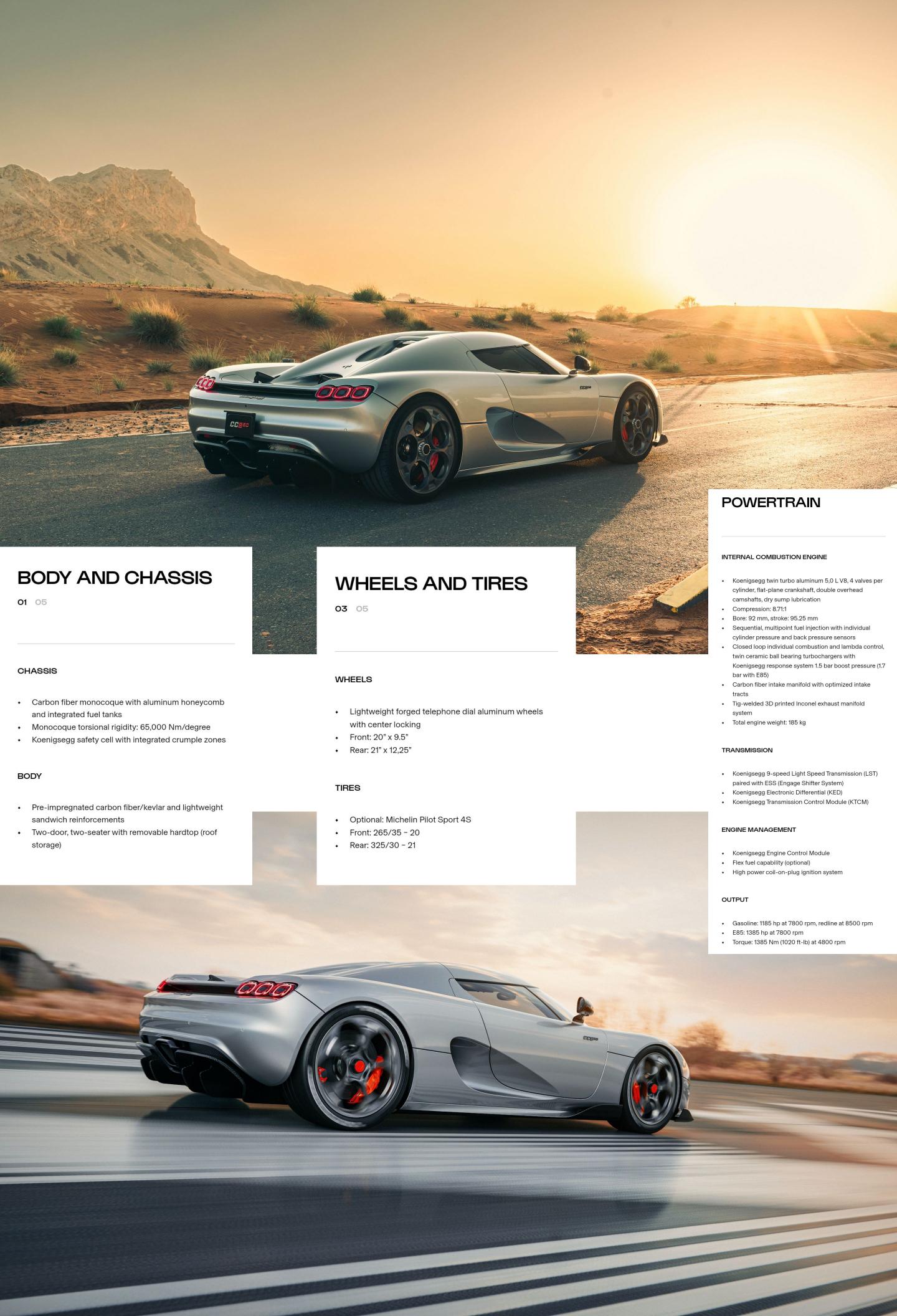


Inspired by the original CC8S, the CC850 features the classic Koenigsegg silhouette, while the interior, and particularly the analog chronocluster, is a work of art.











A CLOSER LOOK



Chronocluster

The original Chronocluster was designed for the Koenigsegg CCX as an innovative way to give the driver essential information in a visually appealing way. We are proud to introduce a new, second generation Chronocluster in the CC850.

The new Chronocluster includes essential vehicle performance information in one multi-faced dial. Engine speed (rpm) is on the outer perimeter, vehicle speed is indicated via a precision dial on a central perimeter, and turbo boost information in the center of the cluster.

Everything is designed with a classic look, while ensuring that critical information can be understood in a single glance.

EQUIPMENT

05 05

SAFETY

- 4 smart airbags
- Digital warning and info system

COMFORT AND CONVENIENCE

- Adjustable pedals and steering column
- Front/rear hydraulic lifting system
- Removable hardtop (roof storage)
- Leather or Alcantara interior with custom contrast stitching
- Analogue instruments
- Exposed shifter mechanism
- Digital audio system (Apple Car play), USB connection, inductive phone charging
- Climate control
- Digital owner's manual on-board
- Alarm, Koenigsegg shield alarm fob
- Autoskin electro-hydraulic operation of hoods and doors (automated door openings)
- 'Bird's eye' view parking assistance, front and rear parking sensors, reversing camera and proximity protection system

03





1385

1385

1385

185

Engage shift system

The ESS combines a 6-speed manual shifting experience, complete with clutch pedal, with a fully automatic transmission with super-fast and frictionless shifting. The driver can choose their preferred experience and can switch modes at any time. Using the manual shifter and clutch, the driver can feel an unparalleled connection with the car, feeling every subtlety as the rubber meets the road.

With the automatic mode engaged, the driver can sit back, relax and enjoy seamless shifting and effortless performance, while also being able to change gear ratios to experience different sensations behind the wheel.

ESS ensures the optimal driving experience while offering unmatched variety and control, and it is one of the many features that makes the CC850 a truly special vehicle.

HANDLING

02 05

With E85

4800 rpm

Curb weight

Total engine

weight

HP

MM

KG

KG

STEERING

- Rack and pinion power-assisted steering
- 2.5 turns lock-to-lock
- Turning circle: 11,3 m

SUSPENSION

- Double wishbones
- Adjustable ride height
- Electronically adjustable gas-hydraulic shock absorbers
- Triplex dampers at rear

BRAKES

- Front Ventilated ceramic discs Ø410 mm, 38 mm wide
 6-piston
- Rear: Ventilated ceramic discs Ø395 mm, 32 mm
 wide 4-piston
- Koenigsegg calipers
- Power-assisted, carbon-ceramic brakes with Sport ABS

ELECTRONIC STABILITY CONTROL

- Koenigsegg Electronic Stability Control (KES)
- 3 settings: Wet Normal Track









The Koenigsegg CC850 is one of a few select megacars to boast a 1:1 power-to-weight ratio, weighing just 1,385kg and producing 1,385hp from its twin-turbo V8 powertrain.

This offers the driver a potent mix of pure power and incredible vehicle dynamics. The car feels nimble and agile in the corners, with world class acceleration and straight-line speed.

1:1 POWER TO WEIGHT

As with the iconic Koenigsegg ONE:1 released in 2014, the CC850 also achieves a 1:1 power to weight ratio with 1385 hp and a 1385 kg curb weight.

MODERN CLASSIC

A MODEL CELEBRATION

The CC850 is a dual tribute for Koenigsegg: celebrating 20 years of vehicle production, as well as the 50th birthday of the company's founder and CEO, Christian von Koenigsegg.

DIMENSIONS

04 05

DIMENSIONS

Total length: 4364 mm

Total width: 2024 mm

Total height: 1127 mm

• Ride height: 70-100 mm front, 80-100 mm rear

Front lifting system activated: +50 mm

Wheelbase: 2700 mm

• Fuel capacity: 72 L

Curb weight: 1385 kg

MODERN CLASSIC

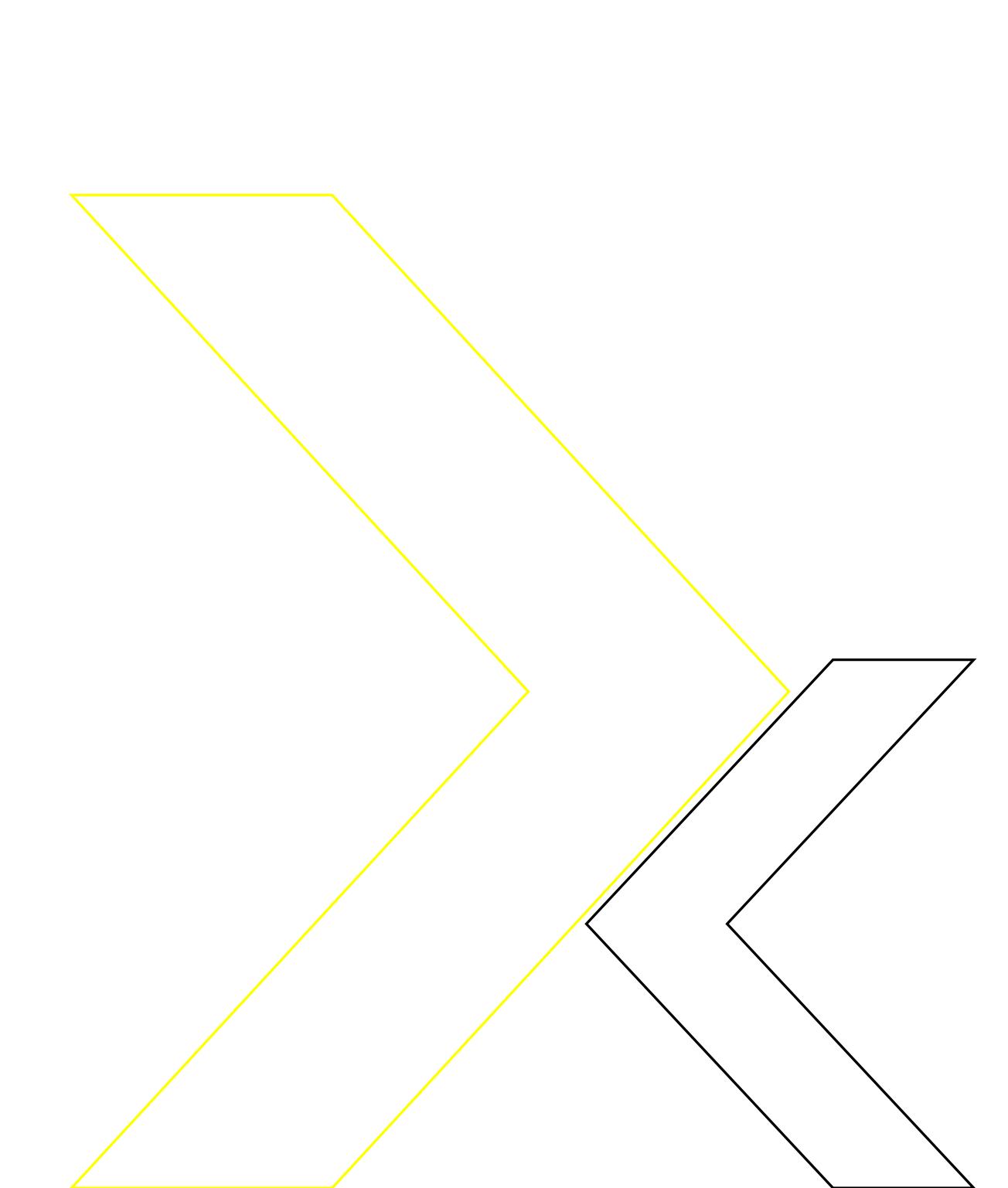
A HOMAGE TO TIMELESS DESIGN AI THE CC8S

"The CC850 is an homage to the single most meaningful car in Koenigsegg history," said Christian von Koenigsegg. "The CC8S put us on the map and made us successful. With us marking 20 years of production, alongside my 50th birthday, it felt right to reveal the CC850 as a celebration of our roots."











Released: 6 June 2024 Genre: Horror. GIVE THE DEVIL HIS DUE A DREAD ORIGINAL



RACHEL SENNOTT

i used to be funny

A FILM BY ALLY PANKIW



















SHAI AVIVI ASSI LEVY NETA RISKIN YORAM TOLEDANO SHIMON MIMRAN

"A CHARMING AND INSIGHTFUL BLACK COMEDY"

THE HOLLYWOOD REPORTER

"ENTERTAINING AND MOVING"

SCREEN INTERNATIONAL



Released: 7 June 2024

Genre: Drama, Comedy, Thriller, Remake.

BASED ON THE NOVEL BY DANIELA KRIEN



MARLENE BUROW

FELIX KRAMER

SOMEDAY
WE'LL TELL
EACH
OTHER
EVERYTHING

A FILM BY
E M I L Y A T E F

Released: 7 June 2024

Genre: Drama.

IS ANNE FABINI PRODUCES SEPARA BEATRICE SCHULTZ WEST, CHRISTOPH M. KAISER JULIAN MAAS (COPING SEPARA SECONDARY PETER HARTWIG UN PRODUCES CHRISTIAN FÜRST PRODUCES WARAGER RICHARD HEINECKE

OOGKY ZIESCHE KATHARINA DUFNER OF PRODUCE EMILY ATEF PRODUCES KARSTEN STÖTER SOOF EMILY ATEF DANIELA KRIEN OFFICERS EMILY ATEF

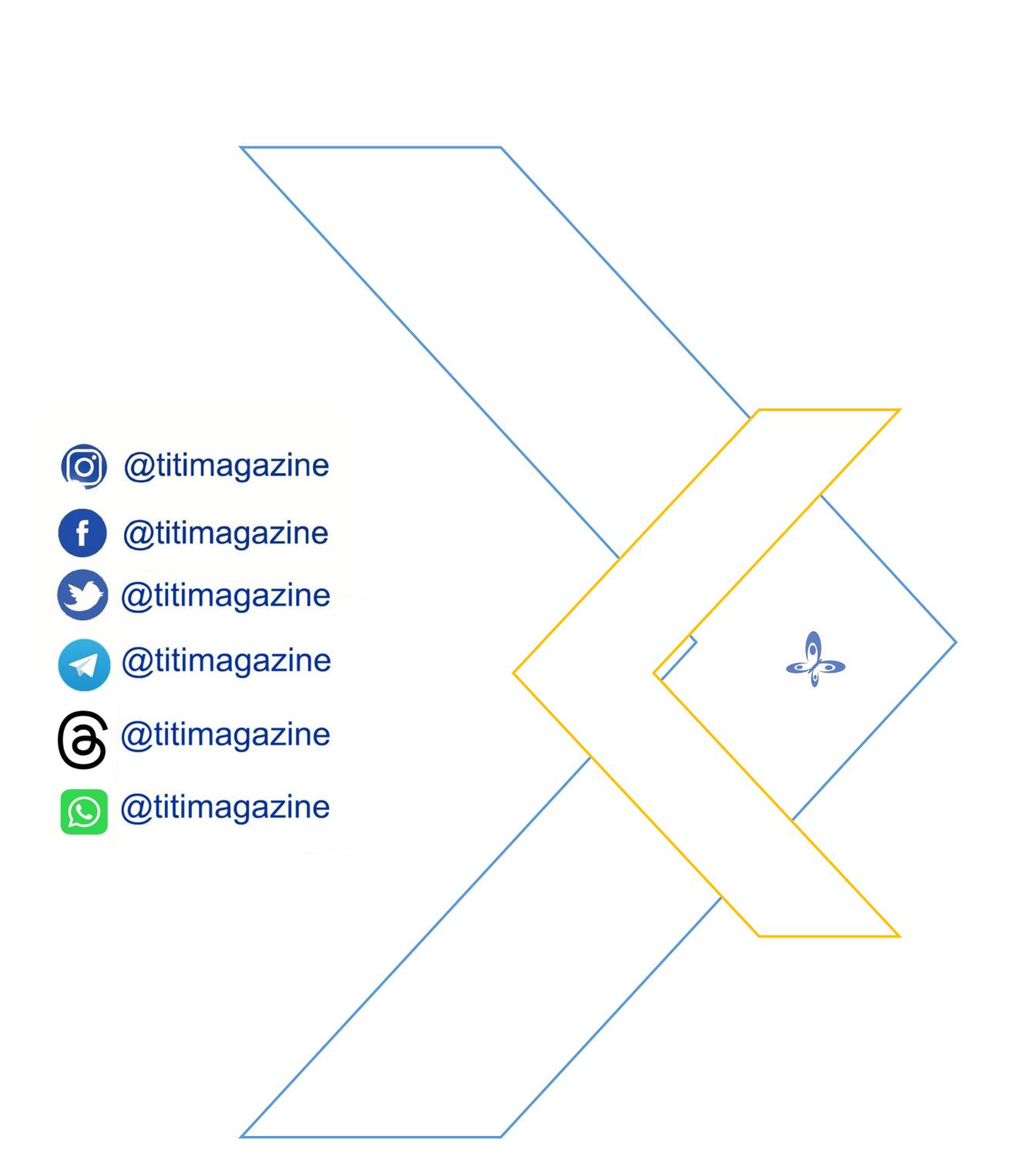
SEASON SEASON

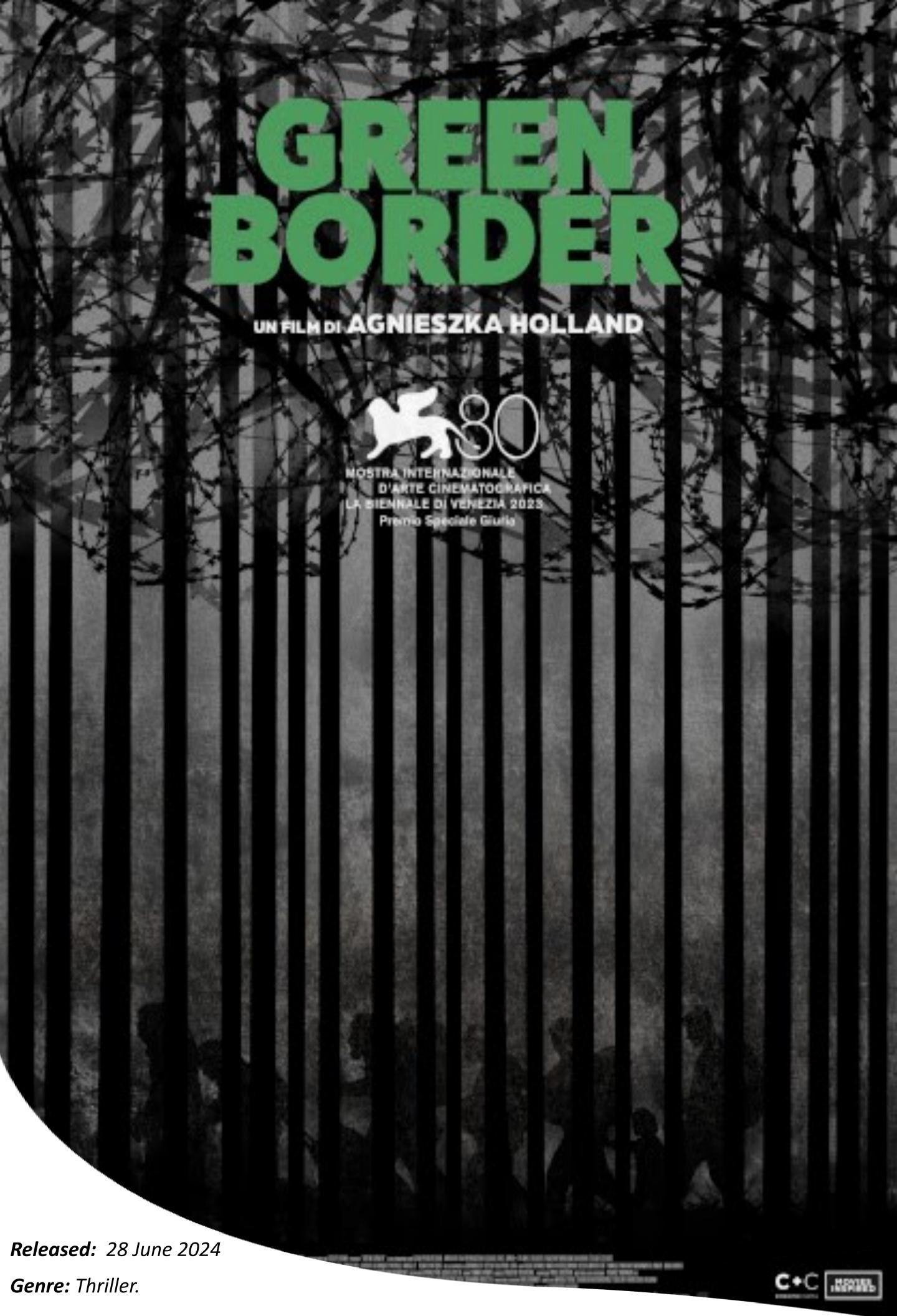




Released: 7 June 2024

Genre: Horror.









EMMA STONE JESSE PLEMONS WILLEM DAFOE MARGARET QUALLEY HONG CHAU JOE ALWYN MAMOUDOU ATHIE HUNTER SCHAFER

KINDS OF KINDNESS

THE NEW FILM BY YORGOS LANTHIMOS

SEARCHLIGHT PICTURES PRESENTS IN ASSOCIATION WITH FILM 4 AND TSG ENTERTAINMENT AVELEMENT PICTURES PRODUCTION
A YORGOS LANTHIMOS BLM KINDS OF KINDNESS
INC BY DIXIE CHASSAY MUSIC BY JERSKIN FENDRIX SOUND DESIGNER JOHNNIE BURN COSTUME DESIGNER JENNIFER JOHNSON EDITOR YORGOS MAVROPSARIDIS ACE, BFE
PRODUCTION DESIGNER ANTHONY GASPARRO DIRECTION OF PHOTOGRAPHIR ROBBIE RYAN BSC. ISC
OF THE MADDEN DANIEL BRATTSEK LOUISE LOVEGROVE PRODUCTION ED GROVE TO GROV

Genre: Drama, Comedy.

Released: 21 June 2024



"MEGAN STALTER IS THE NEW QUEEN OF SCREWBALL COMEDY."

MEGAN STALTER

CORA BORA

LIFE IS NOT A SOLO ACT.





A LEGEND

LEAVES

THE COURT

FEDERER

TWELVE FINAL DAYS



RUSSELL CROWE



Released: 21 June 2024

Genre: Horror.

WILL SMITH MARTIN LAWRENCE



AMI'S FINEST ARE NOW ITS MOST WANTED

Released: 7 June 2024 CLUSIVELY IN MOVIE THEATERS

Genre: Action, Adventure, Sequel.







"A BOLD MIX OF CHARACTER STUDY, PITCH-BLACK COMEDY, AND UNCOMPROMISING DRAMA"

"THRILLING, DARKLY FUNNY AND WONDERFULLY ORIGINAL"



"JENNIFER CONNELLY IS MAGNIFICENT"

The Playlist



IndieWire

"A REMARKABLE DEBUT FOR ENGLERT"







JENNIFER CONNELLY

ALICE ENGLERT

BAFTA® WINNER
AND BEN WHISHAW

BAD BEHAVIOUR

A Film By ALICE ENGLERT

Released: 14 June 2024

Genre: Drama, Comedy.



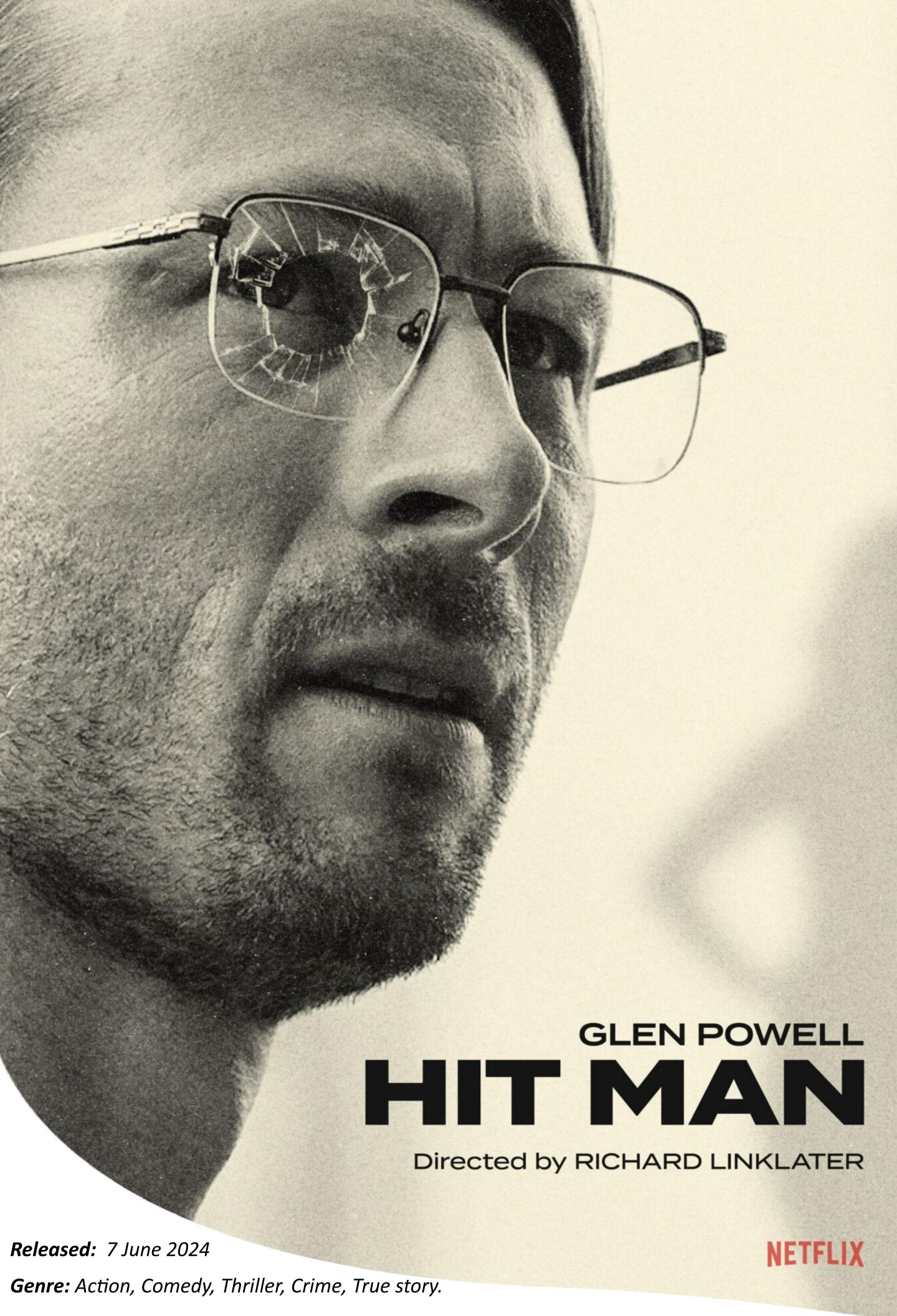
A FILM BY CHRISTY HALL

TURES CLASSICS

Released: 28 June 2024

Genre: Drama.







WRITTEN AND DIRECTED BY JEFF NICHOLS THE PARTY OF THE PAR

Released: 21 June 2024

Genre: Drama, Crime.

EMILIA LORIS LILITH LEONARD EMILIA NADJA JUSTUS HEIKO MARLEEN AND MILAN MAIER SICHROVSKY JOHNA CONRADS PIESKE UHL VON DOHNÁNYI PINKOWSKI LOHSE AND PESCHEL



Genre: Adventure, Family, Kids.

DEUTSCHEE LEONINE EGLOBAL SCREEN

LSCREEN BLE







THE AMERICAN SAGA BEGINS THIS SUMMER CHAPTER 1 JUNE 28 CHAPTER 2 AUGUST 16 FROM ACADEMY AWARD® WINNING DIRECTOR KEVIN COSTNER AN AMERICAN SAGA ONLY IN THEATERS & KEVIN COSTNER Released: 28 June 2024 COSTNER Genre: Drama, Western.

FROM THE WRITER OF LET THE RIGHT ONE IN AND BORDER



RENATE REINSVE

HANDLING 4 THE UNDEAD

A FILM BY THEA HVISTENDAHL

NEON THAT SHOULD SERVICE FOR THE STREET FOR THE STR



PLANET

A FILM BY ANNIE BAKER

AVANO BOL HEMPRISH REPRESENT COMPANY PRODUCTION. JAMES PLANES. JOSEPHINE PICADES IN THE DEGLEM TELES NOTES.

THE WOSOPHE OKONEHO THE JESSIA KELLY SHARE JOE ROOGE. THE PART HE LOCAN JOHNSTON THE LUCE BONEAN. THE TERESA MASTROPER

THE WORLD STATE IN THE FORMAL PRODUCTION OF THE WORLD CONTINUOUS SHARES FOR VALLE CHESSA MASTROPER.

THE WORLD STATE OF THE PRODUCTION OF THE P

Released: 21 June 2024

Genre: Drama.

WRITTEN AND DIRECTED BY
ISHANA NIGHT SHYAMALAN

FROM PRODUCER
M. NIGHT SHYAMALAN

T H E

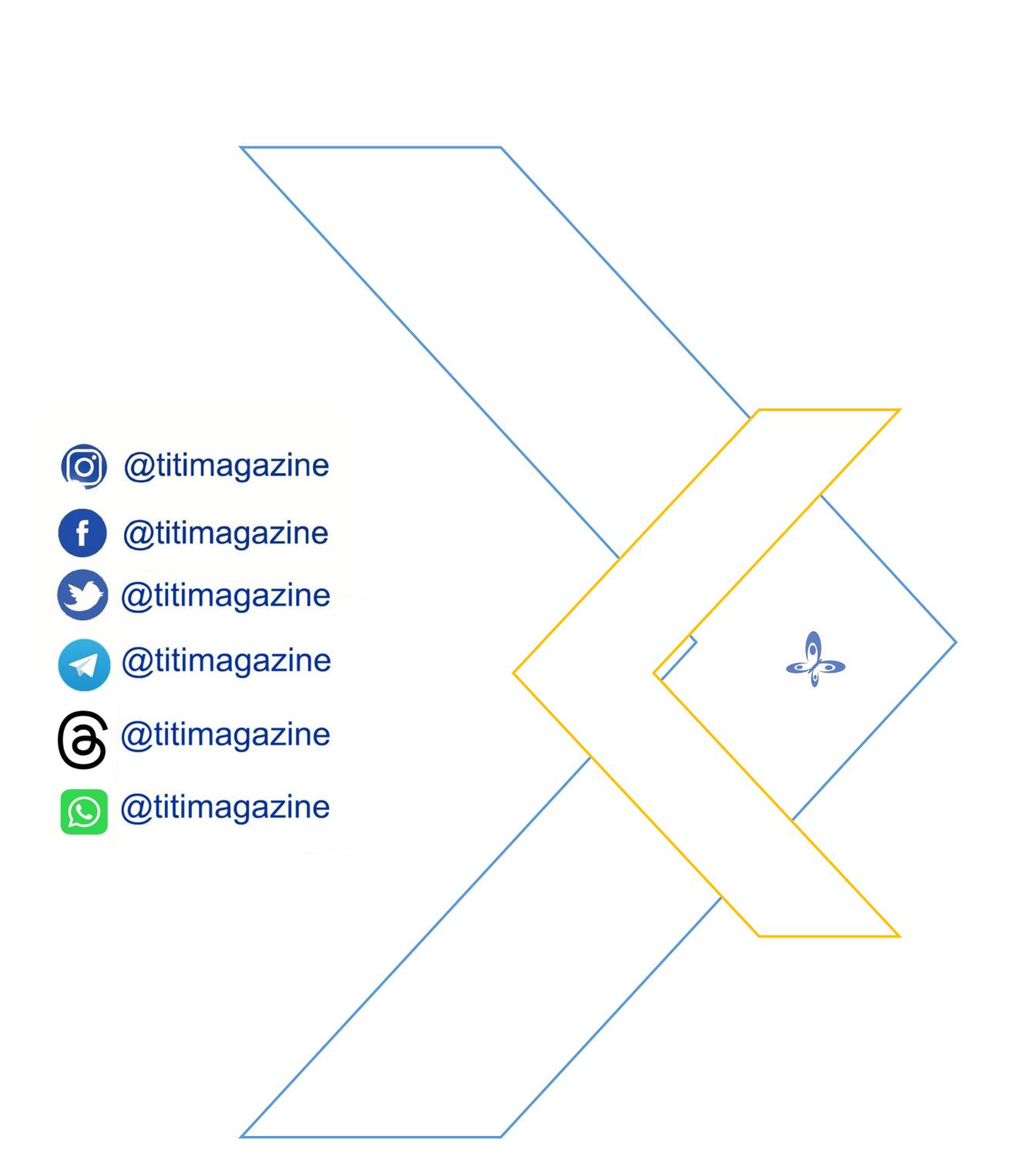


Released: 7 June 2024

THEY ARE WATCHING

NI Y IN THEATERS JUNE 7

Genre: Thriller, Horror, Adaptation.



LENA DUNHAM

STEPHEN FRY



"STEPHEN FRY AND LENA DUNHAM ARE THE DOUBLE-ACT YOU NEVER KNEW YOU NEEDED."

-THE TIMES



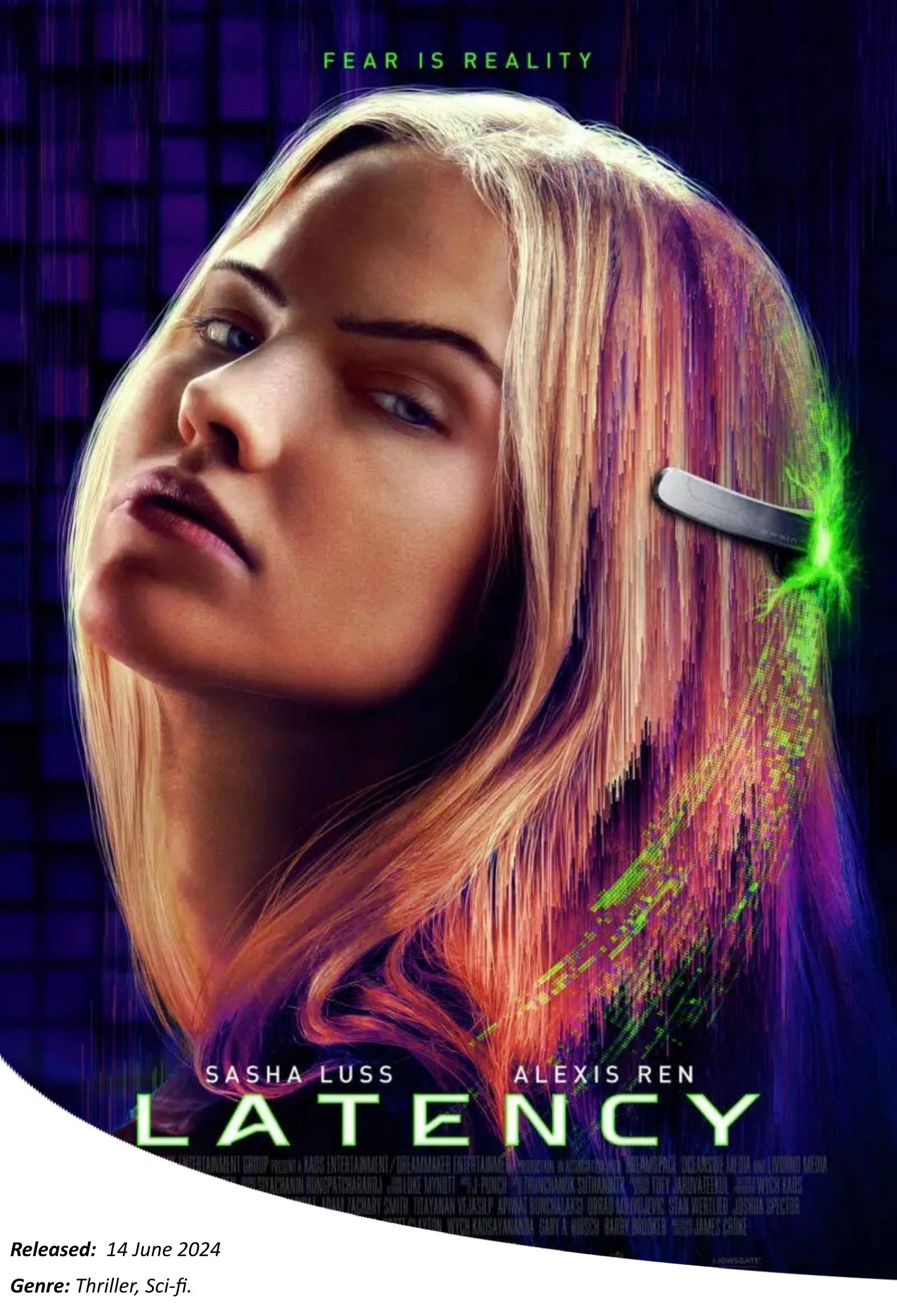


TREASURE

IT WOULDN'T BE A FAMILY TRIP WITHOUT A FEW BREAKDOWNS











HUMANIST VAMPIRE SEEKING CONSENTING SUICIDAL PERSON

Released: 21 June 2024

Genre: Dark Comedy.

















