



NFS
Heat

JUMP FORCE
ジャンプ フォース

ONE PIECE
WORLD SEEKER 

APEX
— LEGENDS —

NieR: Automata

TABLE OF CONTENTS

Need for Speed Heat

Nier: Automata

Jump Force

One Piece: World Seeker

Apex Legends

Phone pad 3

MaxBook X14

MaxBook Y11

Teclast F5

Teclast T30

2020 Nissan GT-R

2020 Nissan Murano

Tesla Model S

Movies

EDITOR

Dickson Max Prince

@dicksonprincemax

CONTRIBUTORS

Anita .W. Dickson

Efenudu Ejiro Michael

Bekesu Anthony

Dickson Max Prince

Ernest .O.

Israel Obonyano (Milim)

PHOTOGRAPHER

Makanjuola Godwin

@maknifik

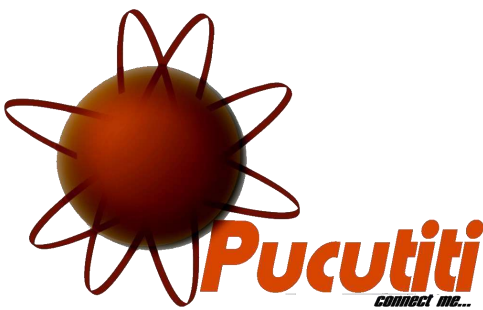
MODEL

Jumoke Kalejaye

@jumokekalejaye

PUBLISHERS

Pucutiti.Inc®



@titimagazine

@titimagazine

@MagazineTiti

Become A Sponsor !

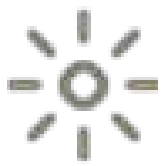
titimag.com

For more info

info@titimag.com

+2348134428331

+2348089216836



Titimag.com



GAMES



Need for Speed Heat

Need for Speed Heat (stylized as NFS Heat) is a racing video game developed by Ghost Games and published by Electronic Arts for Microsoft Windows, PlayStation 4 and Xbox One. It is the twenty-fourth installment in the Need for Speed series and commemorates the series' 25th anniversary. It was released on November 8, 2019. The game received mixed reviews from critics.

Gameplay

Need for Speed Heat is a racing game set in an open world environment called Palm City, a fictionalized version of the city of Miami, Florida and its surrounding area. The in-game map features diverse geography, including mountainous areas and open fields. Unlike Need for Speed Payback, the game does not include a 24-hour day-night cycle, but players can switch between day and night. During the day, players can take part in sanctioned race events, which reward players with cash to spend on new cars and upgrades. They can also take part in illegal street races at night, which would earn players rep. The more rep player earns, the more aggressive the police will be during the night. Players must escape the cops and get back to their safehouse, before they are busted, or their car is wrecked. When players return to a safehouse, the rep they have earned during the night will be multiplied by their "Heat Level". If players are arrested, they will lose their rep multiplier, but will still receive their unmultiplied rep. The rep multiplier mechanic works similarly to the SpeedPoints multiplier from Rivals. The game also features a storyline in which the players interact with the city's police force, led by authority figure Lt. Mercer. Players can smash neon flamingos hidden within the map, which rewards them with a small amount of money or rep depending on the time of day. They can also find graffiti, referred to as "Street Art" in the game, and send it to the livery editor to use it on their car(s). Lastly, they can complete activities around the open world such as smashing billboards, beating scores on drift zones, getting the highest speeds passing through speed traps, and going the longest distances when performing long jumps. Players may complete "Crew Time Trials" which allows them to complete short timed events in an attempt to get the #1 spot on the leaderboard in their crew.

The game features 127 cars from 33 manufacturers, with Ferrari returning to the game after being absent from Payback due to licensing issues. Unlike Payback, performance upgrades no longer come in random Speedcards and are unlocked by rep and winning races. The game will not feature loot boxes; however, time savers, which will reveal collectibles on the map, and paid downloadable content will be included.

Electronic Arts released the NFS Heat Studio app for iOS and Android devices. Users can collect and customize their cars which can be imported into the main game upon release.



NFS Heat



BRING ON THE HEAT.
NOVEMBER 8 2019







Developer: Ghost Games

Publisher: Electronic Arts

Director: Riley Cooper

Designer: Yoni Rabinowitz

Programmer: Nicolas Mercier

Artist: Darren White

Composer: Pedro Bromfman

Series: Need for Speed

Engine: Frostbite 3

Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: November 8, 2019

Genre: Racing

Modes: Single-player, multiplayer

TiTi Mag Rating: 9/10

Plot

The player (male player voiced by Andrew Lawrence, female player voiced by Jamie Gray Hyder) arrives in Palm City for the Speedhunter Showdown, a citywide exhibition which draws in racers to compete in legally sanctioned races throughout the day, and illegal street races throughout the night. Lt. Frank Mercer (Josh Coxx), leader of the police department's High-Speed Task Force, announces his intent to ruthlessly pursue and arrest all street racers in the city. Lucas Rivera (Jonny Cruz), a local mechanic and retired street racer, sells the player their first car, helps the player enter their first Showdown race, and becomes their mechanic and mentor for much of the game. Lucas's younger sister, Ana Rivera (Ana Marte), is a street racer whose crew recently disbanded after a task force raid nearly killed one of her friends.

The player joins Ana in a street race and she introduces them to The League, an exclusive crew of Palm City's best street racers, which she aspires to join, and which Lucas almost joined until he suddenly quit racing after their father died. Ana and the player form a new crew to climb the ranks of Palm City's street racers and earn a place in The League. After winning a race, Ana and the player are confronted by Officer Shaw (Josh Collins), a member of Mercer's task force, who has Ana's Nissan 350Z impounded. When Ana calls the city about her car later, they claim to have no record of it. The player and Ana race The Dreamkillers, another crew vying for The League's attention. After defeating them, they unexpectedly witness Shaw meeting Eva Torres (Shontae Saldana), another officer in Mercer's task force. Shaw shows Torres bags of money in the trunk of his car, extorted from street racers per Mercer's orders. Torres takes one of the bags but warns that Shaw and Mercer's growing brashness is endangering their unit's activities. Ana steals her father's 1967 Chevrolet Camaro from Lucas's shop so she can join the player in a final showdown against the Dreamkillers, but the race is interrupted by Shaw. The player wrecks Shaw's car, scattering the money from Shaw's trunk onto the street, which creates a publicized spectacle and raises public suspicion about Mercer's and the High-Speed Task Force's activities. However, Lucas is angered by Ana using their father's car without permission.

Ana and the player are contacted by Torres, who admits that the High-Speed Task Force is corrupt, but wishes to have Mercer taken down because he's become too reckless. Torres leads them to a warehouse that acts as an illegal chop shop, stripping cars seized by the High-Speed Task Force, or preparing them to be shipped out of the city. Ana realizes her 350Z has already been processed after finding its license plate. The player and Ana enlist The League's help to expose Mercer's activity by crashing a publicity event for the Showdown, and leading the police and local media to the warehouse. En route, they are ambushed by the High-Speed Task Force, and news reporters find the warehouse empty. Ana and the player evade the police and return to Lucas's garage to find him bound and tortured by Mercer, who holds them at gunpoint. Mercer forces the player and Ana into his police car, but Lucas, having escaped his bonds, intercepts them in his father's Camaro and rams Mercer's car. Ana steals Mercer's laptop and escapes with Lucas and the player. Lucas takes them to a new hideout on the city's outskirts and admits to Ana the reason he quit street racing was that he believes that their father had his fatal heart attack after hearing about him being arrested for street racing that same night.

Ana and Lucas send incriminating files from Mercer's computer to various outlets, proving his corruption and forcing him into hiding, then learn that Mercer is preparing to have the stolen cars in his possession shipped out of Palm City before fleeing as well. As they do not know which cops are complicit or innocent, Ana and Lucas convince The League and other crews across the city to simultaneously goad and draw as many police cars as they can to the port where the cars are being loaded. Confronted by the swarm of police and street racers, Mercer attempts to escape in a BMW M3 GTR. The player chases down and wrecks Mercer's car, leaving him to be confronted by Torres, who pulls her pistol in response to his threats and is implied to have shot him. Over a week later, Mercer is missing and presumed dead. Torres has been promoted to lead the High-Speed Task Force, and she announces her commitment to end street racing in Palm City. Lucas, having reconciled with Ana, gives her the keys to their father's repaired Camaro. The player and Ana, now members of The League, plan to continue racing and tackle any future challenges together.

Development

The game was revealed with a trailer released on August 14, 2019, followed-up by a gameplay trailer released on August 20, 2019. The game was released on November 8, 2019.







Nier: Automata

Nier: Automata is an action role-playing hack and slash video game developed by PlatinumGames and published by Square Enix. The game was released for the PlayStation 4 and Microsoft Windows in early 2017, with an Xbox One port later in June 2018. Nier: Automata is a sequel to the 2010 video game NieR, a spin-off sequel of the Drakengard series. Set in the midst of a proxy war between machines created by otherworldly invaders and the remnants of humanity, the story follows the battles of a combat android, her companion, and a fugitive prototype. Gameplay combines role-playing elements with action-based combat and mixed genre gameplay similar to that of Nier.

Production began in 2014, with series creator Yoko Taro, producer Yosuke Saito, and lead composer Keiichi Okabe returning to their respective roles, as well as Square Enix artist Akihiko Yoshida in charge of character design. The story is based around themes similar to Yoko's earlier works, such as people's impulse to kill and nihilism, while also incorporating issues such as confronting prejudice and escaping difficult situations. The goal was to make a Nier game true to the spirit of the original, while simultaneously crafting a better combat system. As a project entirely new to the developers, the staff at PlatinumGames faced multiple challenges when developing its gameplay and open world environment.

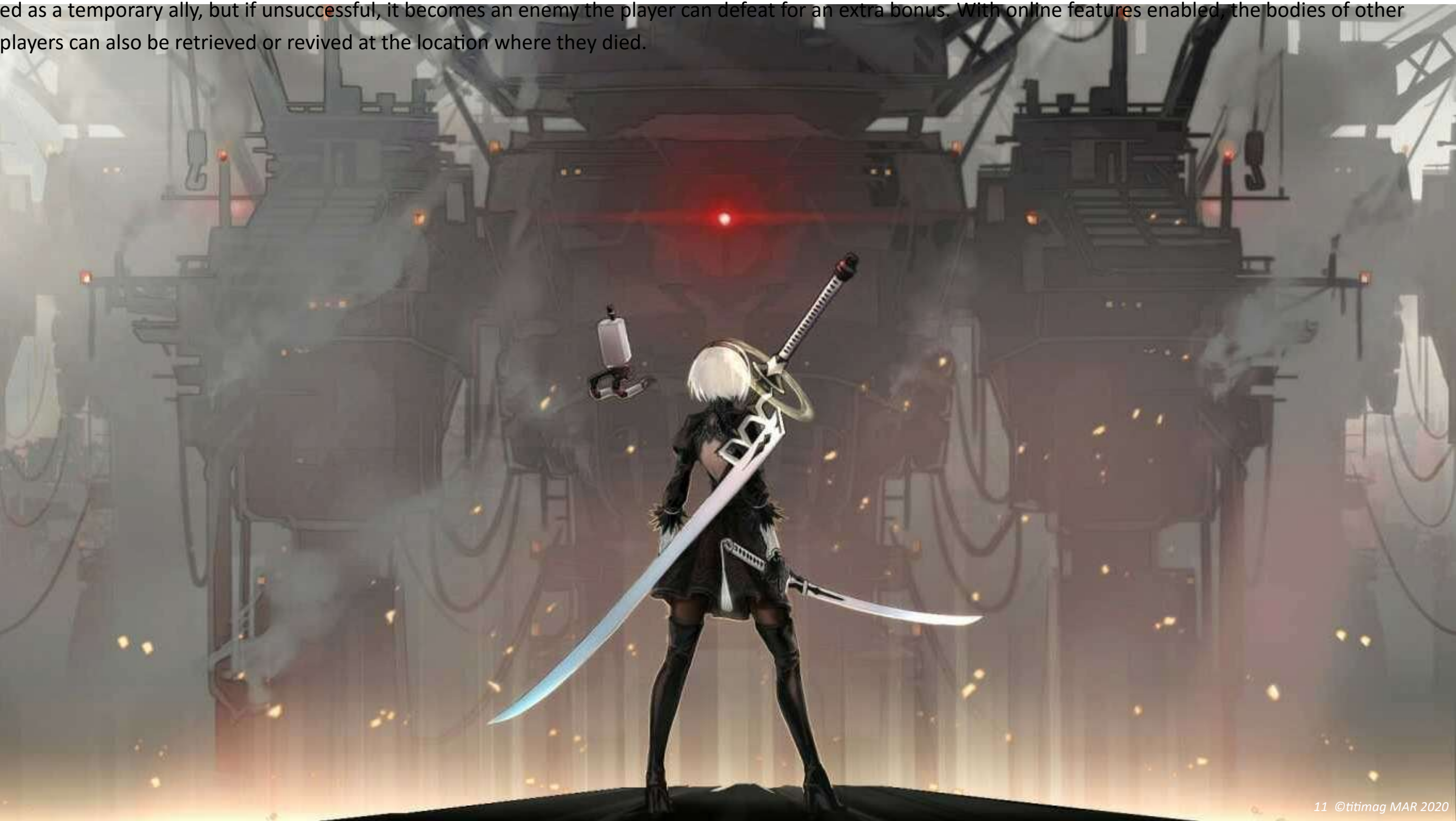
Nier: Automata was met with critical acclaim, with critics praising the game's narrative, characterization, thematic depth, music design, combat system, and mixture of different gameplay genres. Minor criticism was leveled at some of the game's visual and technical problems. By May 2019, the game had sold over four million copies worldwide.

Gameplay

Nier: Automata is an action role-playing game in which players take the role of combat androids from the YoRHa units across an open world environment. In addition to standard navigation on foot, using a special item allows the player to summon a wild animal to ride, and in some scenarios pilot a flying mech to fight enemies. As with the previous game, during navigation in some environments, the camera shifts from its standard third-person perspective to an overhead or side-scrolling view. Some areas also include platforming elements, requiring the player to navigate by jumping between platforms or over obstacles. The player can complete side quests for non-playable characters found throughout the world. Shops available in hub locations allow the player to purchase items, including consumables that recover health. Automata features 26 different endings; five main endings lettered A to E, and 21 additional endings lettered F through Z. These additional endings act as game over events, such as performing certain actions, not progressing the narrative or losing certain battles.

Combat is action-based, with the player fighting enemies in real-time in a variety of in-game environments. During battle, the player can use light attacks—which are fast but weak—and heavy attacks—slow and more powerful. The player can evade enemy attacks and, with successfully timed button presses, can gain temporary invulnerability and launch a counterattack that deals heavy damage. The player is also assisted by a Pod, a flying robot assistant that can launch customizable ranged attacks varying from simple gunfire to heavy-hitting hammer attacks. Pods can also shield the player from harm in various ways. The player is able to bring two melee weapons in combat. While attacking, the player can alternate between both weapons and attacks to create combination attacks. There are four different classes of weapons available: short swords, long swords, bracers, and spears. Attacks with different weapon types can also be charged and launched for increased damage. Weapon Stories, a recurring element in both Nier and the Drakengard series, where weapons found throughout the world have unique stories attached to them, are also featured.

As characters progress, they gain experience levels, increasing their health, defense, and attack power. Character customization is handled through Chips, items installed into the player characters that adjust some of their attributes; these chips can do thing such as alter the HUD to show enemy health and damage and grant status buffs to the player characters. The number of Chips that can be installed at any one time are limited by how many slots a character has. Chips can either be purchased at shops or picked up from defeated enemies. If the player character dies, they respawn at their previous save point. The player character can then find their original body and either retrieve items and experience left with it to gain a bonus, or attempt to repair it. If successful, the body is resurrected as a temporary ally, but if unsuccessful, it becomes an enemy the player can defeat for an extra bonus. With online features enabled, the bodies of other players can also be retrieved or revived at the location where they died.





Developer: PlatinumGames

Publisher: Square Enix

Director: Yoko Taro

Producers: Ejiro Nishimura, Yosuke Saito

Designers: Takahisa Taurai, sao Negishi

Programmer: Ryo Onishi

Artists: Akihiko Yoshida, Yuya Nagai, Toshiyuki Itahana

Writers: Yoko Taro, Hana Kikuchi, Yoshiho Akabane

Composers: Keiichi Okabe, Keigo Hoashi

Series: Drakengard

Platforms: PlayStation 4, Microsoft Windows, Xbox One

Release: February 23, 2017

PlayStation 4: JP: February 23, 2017 /NA: March 7, 2017 /PAL: March 10, 2017

Microsoft Windows: WW: March 17, 2017

Xbox One: WW: June 26, 2018

Genres: Action role-playing, hack and slash

Mode: Single-player

TiTi Mag Rating: 7/10

Setting and characters

Nier: Automata shares the post-apocalyptic setting of Nier, taking place thousands of years after the game's fourth ending. The universe of Nier takes place in an alternate timeline within the Drakengard series. While carrying over the Drakengard tradition of a dark atmosphere and branching storylines, no direct narrative connection is shared between Nier: Automata and the rest of the series. Set in the year 11945 AD, the story revolves around a proxy war between the human-made androids and the machine army of invaders from another world. Lacking both emotions and true names, androids have particular attitudes that distinguish them from their fellows. The "YoRHa" android forces are commanded from the Bunker, a reconnaissance base in orbit above Earth. They fight alongside the pre-YoRHa androids on Earth (known as the resistance) to drive back the Machines.

The initial protagonist is 2B (short for "YoRHa No. 2 Type B"), a YoRHa combat android whose main traits are her calm and composure. 2B is accompanied by 9S (short for YoRHa No.9 Type S), a male "scanner" android who displays more emotion than the other YoRHa units. Eventually another playable character is introduced: "A2", an obsolete attack android with a taciturn personality who often chooses to act alone. The androids are supported by Pod 042 and Pod 153, floating box-like robots that act as ranged weapons.

The primary antagonists of the game are Adam and Eve, twin controllers of the the Machine Network; and the Red Girls, a construct within the Machine Network. Other characters include the YoRHa's top officer, "Commander"; the resistance leader, Anemone; Pascal, a machine who dislikes conflict and wishes for peace; Devola and Popola, androids who aid the resistance and are of the same model of similar beings that went berserk during the events of Nier; and the original Nier character Emil, who has lost his memories in the intervening years after the original game.

Plot

The first and second playthroughs follow the respective views of 2B and 9S during an initial invasion. After opening a route for future missions, they are then sent to clear out machine threats for the Resistance, led by Anemone, who provides the duo with support. During their missions, 2B and 9S discover groups of non-hostile machines, including a pacifist group led by Pascal; battle Adam and Eve, physical manifestations of the machine network who reveal that their creators were destroyed centuries ago; and see A2, a rogue android on the run from YoRHa. Adam is killed by 2B after he captures 9S. Eve goes mad with grief and drives the machines under his command into a frenzy. 2B and 9S kill Eve to end the rampage, but 9S becomes infected with Eve's logic virus, forcing 2B to kill him. However, 9S's consciousness survives within the local machine network. During his recuperation following Adam's death, 9S discovers a glitch in YoRHa's servers when syncing himself and 2B, and learns that humanity was extinct long before the alien invasion. Their last remnant is a server on the Moon holding humanity's history and incomplete genome remains, with YoRHa being created to prevent the androids from losing morale.

The third playthrough follows the deaths of Adam and Eve, which throws the machine network into chaos. YoRHa launches a full-scale invasion, but a logic virus attack—enabled by the "glitch" that 9S previously discovered—turns every YoRHa unit including those in the Bunker hostile except for 2B and the restored 9S. Infected herself, the Commander orders 2B and 9S to the surface before self-destructing the Bunker. 2B and 9S are separated by a rogue YoRHa attack during the descent, and 2B ends up infected with the logic virus. Saved from rogue YoRHa by A2, 2B uploads her memories into her sword and tasks A2 with completing her mission. Unaware of their conversation, 9S witnesses A2 mercy killing 2B and angrily swears revenge against A2. Simultaneously, a tower created by the machines rises above the land. The perspective splits between A2 and 9S a fortnight after these events.





A2 continues 2B's missions, finding herself empathising with the machines. Pascal's village is attacked by berserk machines, and although A2 and Pascal ward off the attack, the "children" of his village commit suicide out of fear of being killed. Pascal begs A2 to either wipe his memory or kill him; A2 can perform either task or leave him. Meanwhile, an increasingly unbalanced 9S investigates the tower and learns that it is preparing to launch what he presumes is a missile directed at the server on the moon. Both 9S and A2 enter the tower, where it is revealed that A2 was a survivor of a precursor unit to YoRHa that was designed to be destroyed in action; and that both androids and machines share parts which allowed the logic virus attack to work, furthering the perpetual war. The Red Girls have been preserving YoRHa as an enemy to further their evolution. At the top of the tower, A2 reveals to 9S that 2B's real designation was "2E", a YoRHa "executioner" unit designed to repeatedly kill 9S whenever he discovered the truth about humanity and YoRHa and suffered immensely from her role. 9S, now driven insane and infected with the logic virus, challenges A2 to a fight, prompting the player to choose a character.

If A2 is picked, she cures 9S of the logic virus and Pod 042 gets him to safety as she sacrifices herself to destroy the tower. If 9S is chosen, the two androids kill each other; in his final moments, learning that the tower has changed its function to fire an ark containing the essence of machine and human knowledge, including Adam and Eve, to find a new world. 9S is given the opportunity to join them. Once both of these endings are achieved, Pods 042 and 153 defy their orders to delete YoRHa's data, saving it in a shoot 'em up minigame in which the player destroys the credits with the help of the data of other players who completed the game. The Pods restore the three androids' bodies and memories. Despite the possibility that the three would simply repeat everything, the Pods hold faith that they will forge a new future. The player is then given the option to sacrifice their save data to help other players.

During the game, separate arcs play out for returning characters Emil, and Devola and Popola. Devola and Popola help the YoRHa androids during the game, eventually aiding 9S by sacrificing themselves to fend off attacking Machines and open the tower. They are the last models of the android models which doomed humanity, and were programmed to suffer endless guilt as punishment. Emil's quest line reveals that following the events of Nier, he duplicated himself to defend the world, with the in-game Emil being one of those copies. A group of those copies, driven mad by losing their sense of self, act as a secret battle. After winning the fight, Emil dies.

Development

After the release of Nier, both director Yoko Taro and Square Enix producer Yosuke Saito wanted to create a sequel. When Saito spoke to assistant producer Yuki Yokoyama, Yokoyama was unwilling due to the original game's low sales. After the positive fan reception of the original Nier, however, both Square Enix and the lead staff who worked on the original game were willing to continue the Nier IP, but also wanted to create a better, more action-oriented gameplay experience. As a result, they contacted PlatinumGames, which had developed a reputation for high-quality action games such as Bayonetta and Metal Gear Rising: Revengeance. The collaboration was agreed upon on two conditions: that Yoko become director, and that he be present to help with production. The latter condition necessitated a move by Yoko from Tokyo to Osaka where PlatinumGames was located. Although Taro was initially uneasy about the collaboration, the staff at PlatinumGames had been wanting to work on a Nier game since its release, and their enthusiasm and wish to remain faithful to the original assuaged his doubts. Designer Takahisa Taura also wished to create a sequel to Nier prior to Square Enix approaching the company. The original plan was to make the game for mobile platforms or PlayStation Vita—Yoko claims that they intended for it to be similar to farming simulator Farmville—but it was soon decided to develop the game for PlayStation 4 instead. The game was co-produced by Saito and Eijiro Nishimura.





NieR: Automata™

ニーア オートマタ

Production for the game began in 2014, including six months of pre-production. It included many of the staff from the original Nier. During production, the team took both fan and critic feedback on Nier and their later opinions on the game into account. The points they felt needed addressing ranged from character designs to gameplay to graphics. While improving on these points, they also carried over aspects that were well-received, such as the complexity of story and the game's music. The majority of development was handled by PlatinumGames at their offices in Osaka and Tokyo, while outside staff such as Yoko were also brought in. As Nier: Automata was a role-playing action game as opposed to Taura's previous pure action games, the development presented new challenges for him. While Taura handled the action combat system, designer Isao Negishi created the RPG elements. According to Negishi and programmer Ryo Onishi, a major difficulty was creating a title faithful to Nier, which required a shift away from the style of their earlier titles. While designing the game's RPG elements, the staff at PlatinumGames were at least partially inspired by The Witcher 3: Wild Hunt in the design of their sidequests, which they felt they would never be able to match.

For the combat system, the team took the systems used in Nier and infused elements from other titles by PlatinumGames. Taura's main concept was that the combat system improve on the original and weave into the story. An additional consideration was the inclusion of mechanics that would allow both casual and hardcore action gamers to enjoy playing. It was also the studio's first attempt at an open world game: while their previous titles had used a story-driven linear structure, Nier: Automata boasted large environments linked by seamless transitions. A particular element noted by Negishi was the lower concentration of enemies in the world compared to that usually found in their other titles, as the open nature of the game required this. This was part of their efforts to fulfill Yoko's creative vision: by including fewer enemies, the team gave players the opportunity to "enjoy the still beauty of the game's desolate world". Required inclusions were the shooting elements, compared by staff to bullet hell titles, and combat that switched between top and side camera views.





Release

In January 2014, after the release of Drakengard 3, Yoko expressed an interest in making a second spin-off from the Drakengard series, but did not specify whether it would be related to Nier. Taro later confirmed in December of that year that he was working on a new game, but did not reveal any more details. Nier: Automata was first announced at Square Enix's press conference at the 2015 Electronic Entertainment Expo under the provisional title Nier New Project. Its official title was kept secret at the time as it would have spoiled aspects of the game's plot, and because of concerns that Yoko's desire at the time to title the game Nier: Android would cause legal problems with Google's Android trademark. At the time it was announced, the game was apparently 10% complete. Its official title, along with a gameplay trailer and prospective year of release, were revealed at the 2015 Paris Games Week trade show. Initially planned for release in November 2016, Square Enix delayed release as there were concerns about its commercial performance against other prominent titles: it was decided that a Q4 or Q1 release would give Nier: Automata more of a chance for commercial success. The delay gave the developers additional time to improve the quality and gameplay balance.

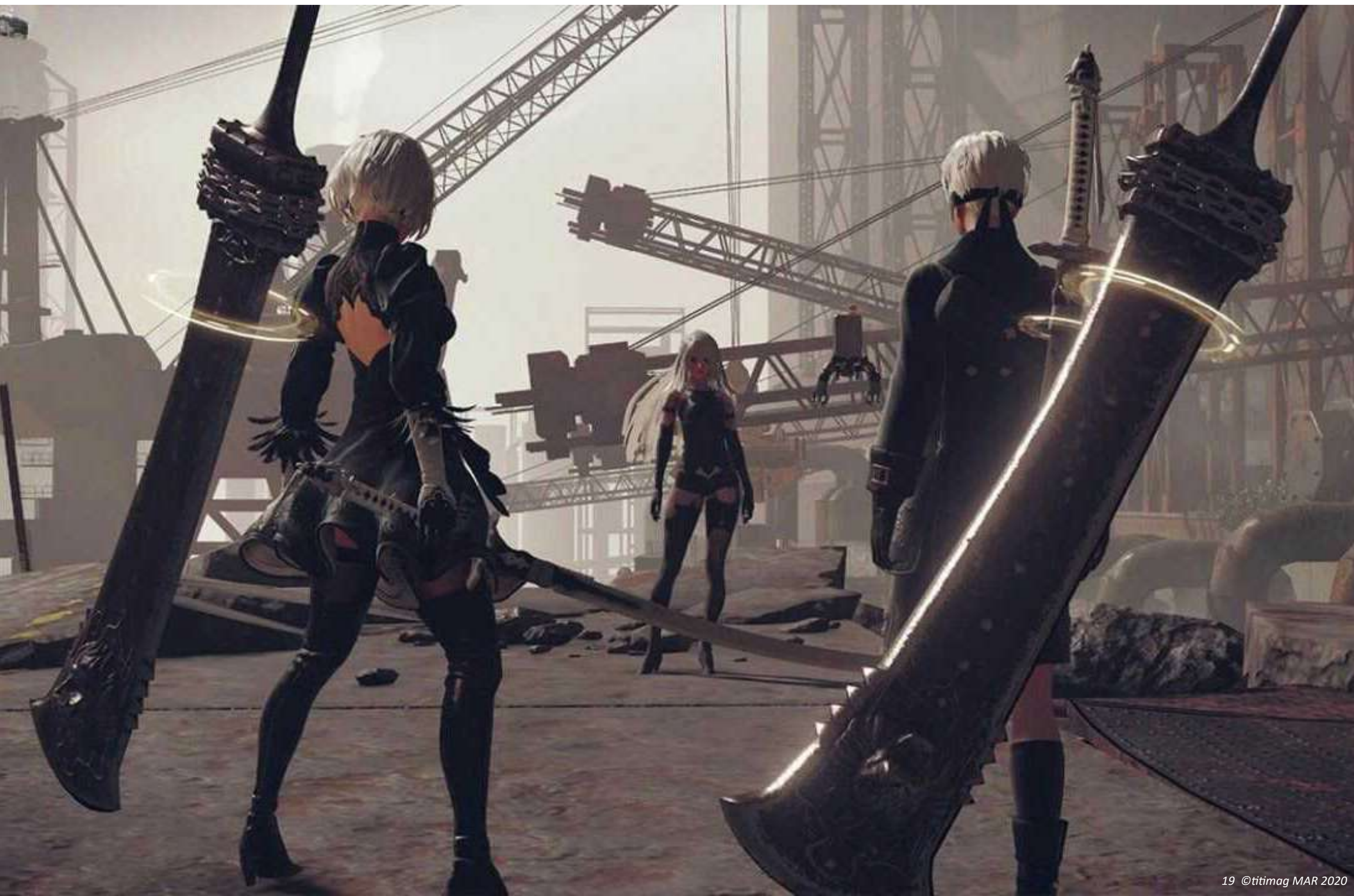
The game released in Japan on February 23, 2017. A limited Black Box Collector's Edition was created, featuring the game, a figurine of 2B, a special release of the Nier: Automata live concert, an artbook, a download code for a special item, and a special prequel novella. The novella, which retells the events of Nier from the perspectives of characters Devola and Popola, was written by Jun Eishima, a regular collaborator for supplementary material related to the Drakengard series, in collaboration with Taro. In the West, the PS4 version released in North America on March 7, and in Europe, Australia, and New Zealand on March 10. In addition to the standard version, there was a Day One edition that featured reversible cover art featuring artwork by Yoshida, and a version of the Black Box Collector's Edition featuring the Day One edition with added accessory content, the 2B figurine, an artbook, and a 13-track soundtrack including tracks from both Nier and the earlier Drakengard games.

In November 2016, Saito stated that an Xbox One version was up for consideration, and announced that the game would support the enhanced PlayStation 4 Pro model. Saito later confirmed that an Xbox One version would not be developed due to low sales of the console in Japan, in addition to focusing on a single console so as not to compromise the game's quality. However, it was released on the system outside of Japan on June 26, 2018, subtitled as Become as Gods Edition.

The game was announced for a digital release on Microsoft Windows platforms through Steam. A concern for both Square Enix and PlatinumGames with the PC version was potential piracy, which was expected to delay its release. When handling this problem, the teams considered using Denuvo digital rights management. The PC version was released on March 17, 2017. A fan patch fixed two major problems of the PC version, an error in the resolution setting and general performance problems even with beyond requirements hardware.

During the initial launch, the game was region locked to certain parts of the world, mainly from countries located in Asia. The official Japanese Twitter account for the game issued a tweet that it would be available in these countries in April.

The game also has had downloadable content (DLC) released for it. Titled 3C3C1D119440927, it was released on May 2, 2017, and features additional costumes and three new battle colosseums, including boss fights with Square Enix and PlatinumGames presidents Yosuke Matsuda and Kenichi Sato.





FORZA HORIZON 4



Jump Force

Jump Force (Japanese: ジャンプフォース, Hepburn: Janpu Fōsu) is a crossover fighting game developed by Spike Chunsoft and published by Bandai Namco Entertainment featuring characters from various manga series featured in Shueisha's Weekly Shōnen Jump anthology in celebration of the magazine's 50th anniversary. The game was released on February 15, 2019 for Windows, PlayStation 4, and Xbox One.

When the real world collides with many of the Shōnen Jump universes, humanity is invaded by the "Venoms", an army of mind-controlled villains led by Kane and Galena. In order to fight back, many heroes are recruited to join the "Jump Force" under the leadership of Director Glover and his A.I. partner Navigator. But a suspicious figure is using both the Jump Force and the Venoms as an attempt to gain a mysterious artifact and merge all worlds into one.

Plot

Frieza attacks New York City with an army of Venoms, being confronted by Goku; however, a stray laser blast from Frieza fatally wounds a civilian caught in the war zone. Trunks revives the civilian with an advanced cybernetic device called an umbras cube, giving them potential to be a hero like them. Frieza withdraws, allowing Goku and Trunks to take the civilian back to their HQ, where they are greeted by Director Glover. Glover explains that the manga worlds from "Jump" have somehow begun merging with the real world and using their own umbras cubes to turn evil-hearted humans into Venoms, forcing him to create Jump Force to quell the threat; the organization consists of heroes from the "Jump" worlds, along with other people saved through the cubes.

The group is divided into Alpha, Beta and Gamma teams; Goku leads Alpha (along with Piccolo, Zoro and Gaara) to fight off invading Venoms, Luffy leads Beta (along with Boa Hancock, Vinsmoke Sanji and Boruto) to reclaim territory from Venoms, while Naruto leads Gamma (along with Kakashi, Sasuke, Trunks and Sabo) for stealthy reconnaissance. The new hero, who serves as the game's player character, is asked to join one of the divisions to help repel the invasion.

Additionally, Light Yagami joins Jump Force, as the worlds merging has neutralized his Death Note; he secretly looks for a way to restore it. During their missions, the heroes encounter others being mind-controlled by dark umbras cubes, cubes that have been charged with evil energy. To counter this, Jump Force retrieves the cubes and free other heroes from their control, recruiting them to their ranks. Duplicates of Jump villains also appear, along with the real ones, adding to the confusion.

After the player rescues an amnesiac girl named Angela, several members of Jump Force suddenly become possessed by evil auras during missions, leading them to suspect a traitor is among them. While Sanji is initially blamed, the culprit is revealed to be Angela, who is a disguise for the evil Galena. Galena steals the collected umbras cubes and gives them to her master Kane, a man seeking to wipe out humanity in revenge for the deaths of his family. The player pursues and defeats Kane, but Glover reveals himself to be the true mastermind behind the merging of the worlds, and kills Galena and leaves Kane to die for having outlived their usefulness. In truth, he is Prometheus, a "keyman" who was charged with showing the real world the stories of "Jump". However Prometheus grew tired of humanity's vices and attempts to merge the real and Jump worlds together in order to guide humanity in the right direction.

Prometheus steals the player's cube for its good energy, planning to use it to balance the evil energy he collected from the villains to become a god. The villains form a temporary truce with the heroes, while Kane gives his cube to the player and Goku empowers them further with energy from all of Jump Force, allowing them to destroy Prometheus. However, this does not revert the real world back to its original state. At Trunks' suggestion, the player character becomes the new Jump Force director and continues to protect humanity.

Meanwhile, Light finds an umbras cube left behind by Prometheus and voices his intent to use it to "make the world a better place".









JUMP FORCE

Developer: Spike Chunsoft
Publisher: Bandai Namco Entertainment
Director: Toyokazu Sakamoto
Producers: Hiroyuki Kaneko, Koji Nakajima
Programmers: Akira Watanabe (Lead programmer)
Shigeru Saito
Yosuke Yoshida
Artist: Satoshi Tsurumi
Writers: Ryuichi Hitori, Yuuya Amano
Hiro Ito
Composers: Takanori Arima, Zac Zinger
Chad Seiter
Jerome Leroy
Series: Shōnen Jump
Engine: Unreal Engine 4
Platforms: Microsoft Windows, PlayStation 4, Xbox One
Release: JP: 14 February 2019 (PS4)
WW: 15 February 2019
Genre: Fighting
Modes: Single-player, multiplayer
TiTi Mag Rating: 8/10

Gameplay

Jump Force is a 1-v-1 fighting game where the player controls a team of three characters from a selection of various manga series featured in the Weekly Shōnen Jump magazine. Players control one character at a time while the others are used as support, with players able to switch between them during battle. Combat functions similarly to the previous Jump fighting game, J-Stars Victory VS, with players moving around a 3D space and utilizing various combos and special moves to attack their opponents. The match ends when one team depletes the other's health bar.

Characters

The game's launch roster features 40 playable characters from 16 series, with nine additional characters available as downloadable content via the Season Pass and three added as part of a free update for a total of 52 characters. In addition, players must create their own unique playable character, customizing them with abilities, outfits and accessories earned through gameplay.

Playable characters

Black Clover: Asta / **Bleach:** Ichigo Kurosaki / Rukia Kuchiki / Renji Abarai / Sōsuke Aizen / Tōshirō Hitsugaya / Grimm jow Jaeger jaquez / **Boruto:** **Naruto Next Generations:** Boruto Uzumaki / **City Hunter:** Ryo Saeba / **Dragon Ball:** Son Goku / Vegeta / Trunks / Piccolo / Frieza / Cell / Majin Buu / **Dragon Quest:** The Adventure of DaiDai / **Fist of the North Star:** Kenshiro / **Hunter × Hunter:** Gon Freecss / Killua Zoldyck / Kurapika / Hisoka Morow / Biscuit Krueger / **JoJo's Bizarre Adventure:** Jotaro Kujo / Dio Brando

My Hero Academia: Izuku Midoriya / **All Might:** Katsuki Bakugo / **Naruto:** Naruto Uzumaki / Sasuke Uchiha / Kakashi Hatake / Gaara / Kaguya Ōtsutsuki / Madara Uchiha / **One Piece:** Monkey D. Luffy / Roronoa Zoro / Vinsmoke Sanji / Sabo / Boa Hancock / Blackbeard / Trafalgar D. Water Law / **Rurouni Kenshin:** Himura Kenshin / Shishio Makoto / Saint Seiya / Pegasus Seiya / Dragon Shiryū / Yu-Gi-Oh! Yugi Muto/ ami Yugi / Seto Kaiba / **Yu Yu Hakusho:** Yusuke Urameshi / Younger Toguro / **Original Jump Force characters:** Galena (ガレナ, Garena) / Kane (カイン) / Prometheus/"Director Glover" (プロメテウス/グラバー, Purometeusu/Gurabā)

Non-playable characters

Death Note: Light Yagami / Ryuk

Development and release

Jump Force was developed by Spike Chunsoft and published by Bandai Namco. The game is using Unreal Engine 4, and was created in commemoration of the 50th anniversary of Weekly Shōnen Jump. Dragon Ball creator Akira Toriyama designed the original characters created for the game. Jump Force was announced at E3 2018 during Microsoft's press conference and the game was released on February 15, 2019 for Windows, PlayStation 4 and Xbox One.





Sea of Thieves



One Piece: World Seeker

One Piece: World Seeker is an action-adventure video game based on the manga and anime series One Piece. Developed by Ganbarion and published by Bandai Namco Entertainment, the game is the first video game in the franchise to feature an open world environment. The game was released on March 15, 2019 for PlayStation 4, Xbox One and Microsoft Windows. Characters that appear in the game include the entire Straw Hat crew, Akainu, Kizaru, Kuma, Tashigi, Smoker, Sabo, Rob Lucci, and Ichiji, Niji, and Yonji from Germa 66.

The game features the talents of One Piece anime producer Hiroki Koyama from Toei Animation, One Piece media supervisor Suguru Sugita from Shueisha, One Piece game supervisor Yuji Suzuki from Shueisha, and One Piece game producer Kōji Nakajima from Bandai Namco Entertainment.

Gameplay

One Piece: World Seeker is an action-adventure game which puts players in the role of Monkey D. Luffy from a third-person perspective. One Piece World Seeker is set in the “Jail Island,” which is located in the New World. The player will experience and wage battles in an open world environment which can be freely explored.

The game's combat features stealth elements and Luffy can use the Observation Haki to see enemies from behind walls. Techniques from the anime like Gum Gum Rocket which allows Luffy to easily traverse the world and Gum Gum Bazooka are also featured in the game.

The game also features three DLC packs featuring Roronoa Zoro, Sabo, and Trafalgar Law as playable characters.

Development

On November 2, 2017, the game was announced under the codename Dawn and said to be an "unprecedented" game, later in December 2017, the game's Official title One Piece: World Seeker was revealed and at Jump Festa 2018 the Game's First Trailer was revealed and released on YouTube on December 18, 2017.

The One Piece: World Seeker original soundtrack album by Kohei Tanaka, comprising 56 soundtracks, was released on March 15, 2019.

Reception

The game received "mixed" reviews on all platforms, according to the review aggregation website Metacritic.

In Japan, the game debuted at number two on the charts, selling 51,039 units (PS4 version) in its opening weekend. In two weeks it sold 58,777 units (PS4 version).

Accolades

Despite the mixed reviews, the game was nominated for "Original Light Mix Score, Franchise" at the NAVGTR Awards.



Developer: Ganbarion

Publisher: Bandai Namco Entertainment

Director: Makoto Baba

Producers: Chikako Yamakura, Koji Nakajima

Designer: Tsuyoshi Sato

Programmers: Minoru SudoR, yohei Yoshida

Artist: Tsuyoshi Sato

Composer: Kohei Tanaka

Series: One Piece

Engine: In-house engine

Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: JP: March 14, 2019 (PS4)

WW: March 15, 2019

Genre: Action-adventure

Mode: Single-player

TiTi Mag Rating: 6/10

ONE PIECE WORLD SEEKER



DELUXE EDITION







Apex Legends

Apex Legends is a free-to-play battle royale game developed by Respawn Entertainment and published by Electronic Arts. It was released for Windows, PlayStation 4 and Xbox One on February 4, 2019, without any prior announcement or marketing. The game is currently in its fourth season.

In Apex Legends, up to 20 three-man squads land on an island before searching for weapons and supplies to then attempt to defeat all other players in combat. Each player must also keep moving to avoid being caught outside the play area. The final team alive wins the round. The game is set in the same sci-fi universe as Respawn Entertainment's Titanfall and Titanfall 2.

Work on the game began sometime around late 2016 and early 2017, though the project remained a secret right up until its launch. The game's release in 2019 came as a surprise, as until that point it had been assumed that Respawn Entertainment was working on a third instalment to the Titanfall franchise, the studio's previous major title.

Apex Legends received positive reviews from critics, who praised its gameplay, progression system, and fusion of elements from various genres. Some considered it a worthy competitor to Fortnite Battle Royale, a similar game that had gained massive popularity in the previous year. Apex Legends surpassed over 25 million players by the end of its first week, and 50 million within its first month. According to EA, as of July 2019, the game had approximately 8 to 10 million players a week and by October 2019 it had approximately 70 million players world-wide.

Gameplay

Apex Legends is an online multiplayer battle royale game featuring squads of three players using pre-built characters (known as "Legends" within the game), similar to those of hero shooters. Alternate modes have been introduced allowing for single and for two-player squads since the game's release. Each match generally features twenty teams of three-player squads. Players can join friends in a squad or can be matched randomly with other players. Prior to the match, each player on the squad selects one of the Legends, with the exception that no Legend may be selected more than once by a squad. All teams are then placed on an aircraft that passes over the game map. One player in each squad is the jumpmaster, selecting when the squad should skydive out of the aircraft and where to land with concurrence of the other squad members. However, players are free to deviate from the squad's path.

Once on the ground, the squad can scavenge for weapons, armor, and other equipment that is scattered around buildings, or in crates randomly distributed around the map, while keeping an eye out for other squads. Apex Legends includes a nonverbal communication "Ping system" which allows players to use their game controller to communicate to their squad certain directions, weapon locations, enemies and suggested strategies. While the game offers movement options similar to other shooters, it includes some of the gameplay features of previous Titanfall games, such as the ability to climb over short walls, slide down inclined surfaces, and use zip-lines to traverse an area quickly.

Players who become knocked down in the course of a game can be revived by their squadmates. Should a player be killed completely, they can still be resurrected if their team member(s) collect their respawn banner, which appears at the place where they died, and bring it to one of several beacons on the island. The banner, however, must be collected within a time limit, before expiring and fully eliminating the player.

Over time, the game's safe zone will reduce in size around a randomly-selected point on the map; players outside the safe zone take damage and may die if they do not reach the safe zone in time. This also confines squads to smaller spaces to force encounters. The last squad with any members left alive are crowned the "Apex Champions" of that match. Players are awarded in-game currency based on their squad's placement as well as experience points.

Apex Legends is a free-to-play game, monetized through micro-transactions and loot boxes, which allow the player to spend both real money and in-game currency on cosmetic items, such as outfits for the Legends and new colors for weapons.





Seasons

The developers of Apex Legends have outlined their roadmap for the game's first year of additional content, with a new game season planned for every three months. Each new season is intended to bring with it the release of a new playable character, new weapons and purchasable cosmetic items.

The game's first season started on March 19, 2019. Associated with seasons are time-limited battle passes which reward players with new cosmetic items, should they complete in-game challenges during the season. Alongside new cosmetic items, seasons can also bring changes to the map and additional game-play elements.

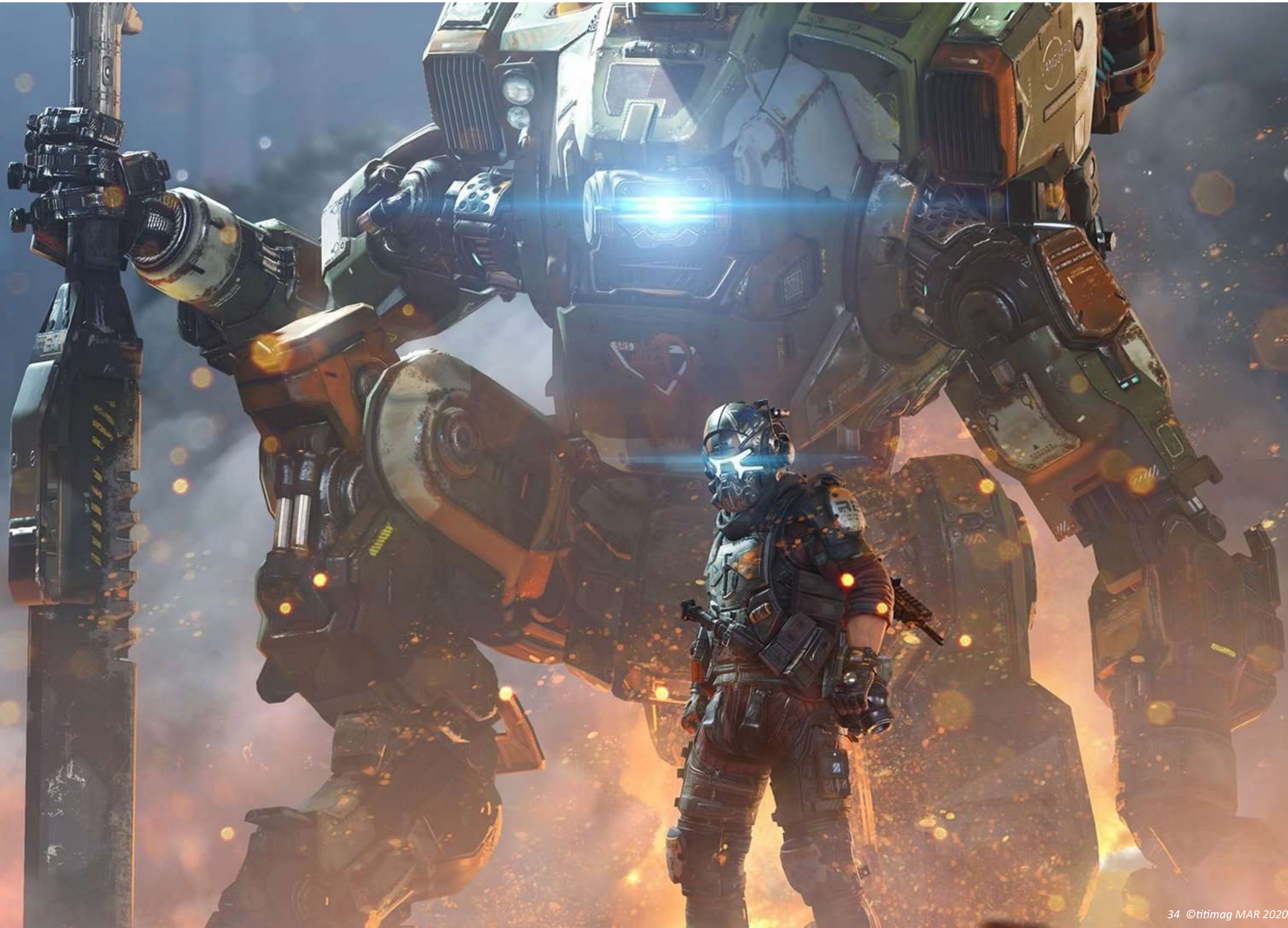
SeasonTitlePeriodDescription1Wild FrontierMarch 19, 2019 – June 18, 2019The first season of Apex Legends introduced a new playable character known as Octane and included a number of bug fixes and quality of life improvements, including adjustments to so-called "hitboxes" (a predefined 'damageable' zone which is unique to each legend, based on their size and shape) and also unique skills of the game's characters. Season 1 also brought with it the game's first battle pass and a large number of new cosmetic items. 2Battle ChargeJuly 2, 2019 – October 1, 2019 With season 2, the developers introduced another playable character called Wattson and also re-designed the layout of the game's island. Following an explosion (shown in the season's trailer), roaming alien wildlife, known as leviathans and flyers, have been attracted to the island and destroyed large areas, rendering parts of the map unrecognisable from the previous season.

Season 2 also released a new weapon and introduced a new ranked mode of play, allowing players of a similar skill to play against each other, and adjusting a player's ranking based on their game performance.3MeltdownOctober 1, 2019 – February 3, 2020 A new legend named Crypto is introduced who has tried to rig the Apex games. A new weapon known as the Charge Rifle is added and changes to Ranked will be made. The season also comes with a brand new battle pass. A brand new map, named "World's Edge" is also introduced, which has players fighting through volcanic and frozen landscapes. The map also includes a train which travels throughout World's Edge. The season also changes up the meta by removing certain attachments and introducing new ones whilst changing what current items can do.4AssimilationFebruary 4, 2020 - present A new legend named Revenant is introduced, a Simulacrum with the memories of his human self. A new sniper weapon known as the Sentinel is added. World's Edge is devastated by a Harvester that has appeared in the middle of the map, creating lava faults and changing the environment. Changes to ranked were made, introducing a new tier known as "Master" tier, while Apex Predator tier is for the top 500 players on each platform, meaning players can be pushed out of it.

In addition to the regular season passes, Apex Legends features limited time events. The first such event was the Fight or Fright event; which took place in October.

The next event to follow was the Holo-Day Bash Winter Event, launched in December 2019 and ran for several weeks. The "Winter Express" mode is a domination-style game, with squads dropping in with full gear, attempting to capture the Winter Express.

These events also add unique, limited time character skins themed to the event (in the case of the Holo-Day Bash, Christmas-themed outfits) that can be earned in-game.





Developer: Respawn Entertainment

Publisher: Electronic Arts

Producers: Drew McCoy, Tina Sanchez, Kaelan De Niese

Designer: Benjamin Bisson

Composer: Stephen Barton

Engine: Source

Platforms: Windows, PlayStation 4, Xbox One

Release: February 4, 2019

Genres: Battle royale, first-person shooter

Mode: Multiplayer

TiTi Mag Rating: 8/10

Development

As an independently owned studio, Respawn Entertainment had previously developed Titanfall (2014) and its sequel Titanfall 2 (2016), both of which were published by Electronic Arts (EA) who eventually acquired Respawn Entertainment in 2017.

According to design director Mackey McCandlish, initial design on Apex Legends started before Titanfall 2 had shipped in 2016 and as of 2018 the entire Titanfall team at Respawn Entertainment was working on the project; however, executive producer Drew McCoy stated that work on the game didn't begin until the spring of 2017. He also confirmed that the game had approximately 115 developers working on it, making it the studio's most labor-intensive project. Titanfall 2, by way of comparison, had around 85 developers.

According to McCoy, the studio was not sure what their next game would be after completing the post-release support for Titanfall 2, though they knew they wanted to keep making Titanfall games. As with the development of Titanfall 2, the studio broke into several small teams to create "action blocks", small game prototypes which showcase a gameplay element, a weapon, or similar feature of a game that would fit into a Titanfall sequel. One such "action block" was inspired by the recent success of the battle royale game genre led by PlayerUnknown's Battlegrounds; this prototype, which applied gameplay mechanics of previous Titanfall games in a battle royale format, was considered very successful and the studio decided to expand this model.

The designers decided that having the pilotable Titans (large mecha) from their previous games would not work well in a battle-royale setting and instead focused on creating strong character classes which felt appropriate for the Titanfall franchise. They also found that some maneuverability features of prior Titanfall titles, such as wall running, would make gameplay too challenging in a battle royale format, as identifying the direction of threats would be too difficult.

Respawn Entertainment CEO Vince Zampella told Venture Beat that Apex Legends, as a live-service and free-to-play battle-royale game, was a new challenge for the studio and represented a new way for them of developing games. Their design philosophy was focused on "chasing the fun" and designing all the mechanics around team-based play, rather than solo play. The final decision on major design factors, such as the size of the teams, the number of teams and the size of the map, were all based on what felt "most fun" to the developers and were strongly guided by "gut feeling".

Design director Mackey McCandlish also stated that, with Apex Legends, they were looking to challenge the conventions of the still relatively young battle-royale genre and to add their studio's unique touch to that class of games. They felt that the choice of three-man squads and a limit of 20 teams gave players on average a greater chance to win and also felt more in line with the type of intimate gameplay they were hoping to achieve. McCandlish also claimed that the studio felt the need to create a "defensible space" in the battle-royale mode which could not be easily imitated, and that the communication system, the three-man squads and the smaller playing area were all aligned with this goal.

As part of the development process, the game underwent extensive play-testing to ensure that all elements felt fun and balanced. Collectively the developers spent 100 to 200 hours a day trying out the game, a process which executive producer Drew McCoy called "probably the most important part of development". In order to refine the game's non-verbal communication system, the studio play-tested the game for a month without the use of voice chat and applied fake names to the play-testers to predict how most players would experience the game.



With the game mostly completed, Respawn's director of brand marketing, Arturo Castro, began working on how the studio would name and market it. Castro recognized that the game featured many elements which players would expect from a Titanfall franchise game, but lacked core elements such as Titans, Pilots and a single-player experience. Additionally, it had already been reported that Respawn was working on Titanfall 3 from a source at the studio. Respawn therefore decided that attempting to market the game as part of the Titanfall series would have been difficult and would risk alienate Titanfall fans. They therefore opted to treat the game as a new intellectual property (IP). Respawn were also concerned that as they had recently been acquired by EA, players would think that EA had forced them to make a battle royale game. McCoy affirmed that they had to convince Electronic Arts to allow them to make this game: "we decided to make this game. Not to be throwing EA under the bus, but this wasn't the game they were expecting. I had to go to executives, show it to them, and explain it and...not convince but more, 'Hey, trust us! This is the thing you want out of us.' [...] This is a game where we had to say, 'This is what we want to do. Help us get there.'"

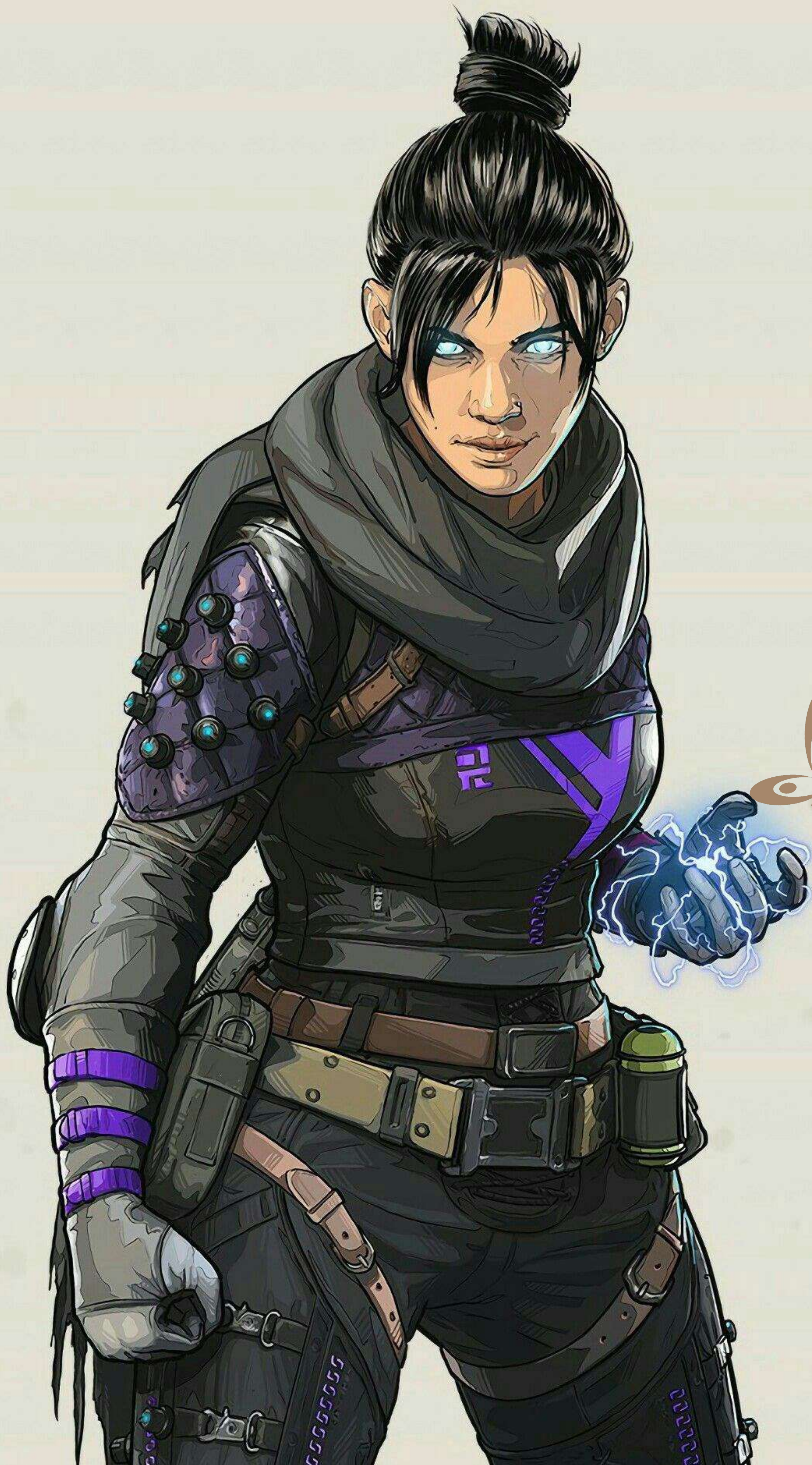
Concerned that a standard six-month marketing campaign for the game would have generated negative publicity from disgruntled Titanfall fans, Castro claims they eventually took inspiration from musical artist Beyoncé whose release of her self-titled album came as a surprise to fans - a strategy which proved economically successful. Wanting to generate some buzz about this new product before its release, the studio secretly arranged for about 100 social media influencers to travel to their studio in order to try the game and then instructed them to "tease" news of it on their social media accounts during halftime of the Super Bowl LIII, the day before Apex Legend's formal release. Respawn CEO Vince Zampella felt the approach was "gross", according to Castro, as he found it reminiscent of the infamous Fyre Festival "hype" which later turned out to be a fraudulent event. However, as Apex Legends was already ready for release at this point, Castro felt the approach was an appropriate marketing strategy. Because of the game's performance in terms of player-count and viewership on streaming services, Castro felt vindicated in this decision. This approach was uncharacteristic of any prior EA title.

The game is built using a modified Source engine, the same engine used for Titanfall 2, however with a number of necessary adjustments to allow for the increased draw distances and the large game map. Apex Legends is believed to be pushing at the technological limits of its game engine and as a result, the game compromises on dynamic display resolution, with the quality of image and frame rate suffering particularly on console versions and on lower-end PC devices.

Prior to launch, McCoy confirmed there were plans to implement cross-platform play to the game in the future, though claimed that game progression and in-game purchases cannot be transferred across systems due to hardware limitations. McCoy has also expressed the desire to eventually bring Apex Legends to iOS, Android and Nintendo Switch, though there are no current plans to this effect.

According to anonymous reports, the Chinese corporation Tencent is currently working with Electronic Arts to bring Apex Legends to China, as partnering with a local Chinese firm is a requirement for Western media companies wishing to make their products legally available in the country. In January 2020, EA confirmed to investors that it was working with a local partner in order to bring the game to PC in China, though it did not mention the partner by name.





Esports

Shortly after Apex's launch, it was seen as a potential esport competition, and Respawn had anticipated establishing events once the game had been established. As early as March 2019, various esport team sponsors began to assemble Apex teams for these competitions. ESPN launched its EXP program to showcase esports events running alongside other ESPN-managed sporting events. The first such event was the EXP Pro-Am Apex Legends Exhibition, run on July 11, 2019 alongside the 2019 ESPY Awards. An EXP Invitational event with a \$150,000 prize pool took place alongside the X Games Minneapolis 2019 from August 1–4, 2019. However, as a result of the El Paso and Dayton mass shootings that occurred over that weekend, both ESPN and ABC opted to delay broadcast of the event out of respect for the victims of the shootings.

Respawn and EA announced the Apex Legends Global Series in December 2019, consisting of several online events and twelve live events during 2020 with a total US\$3 million prize pool. The Global Series follow a similar approach as Fortnite Battle Royale by using multiple tiers of events to qualify players. Players will qualify for the Global Series through Online Tournaments. Top players and teams from these events will be invited to either regional Challenger events or to global Premier events, where the winners have a chance for cash payout and invitations to one of the three Major events. Three Major events will be held for one hundred teams to accumulate points in the Global Series to vie for placement in the final Major event as well as part of a US\$500,000 prize pool. The fourth Major event will have up to sixty teams competing for a portion of a US\$1 million pool.





/ GADGET /



\$153.21



PhonePad 3

Do business, Stay mobile



4G/LTE



Dual Camera
5MP FF + 13MP AF



Memory
16GB + 2GB



Fingerprint
Identification

Perfect Shots, Whatever the Conditions

13MP rear camera with dual true tone flash helps you always take high-quality photos, which are much closer to your real life. Share masterpieces with others immediately.

| | | |
|-------------|-----------------|-------|
| 13MP | Dual | PD AF |
| rear camera | True Tone Flash | |



Ultra-Long Battery Life

With its large 4100mAh battery and power-saving technology, you can enjoy two days' usage. No more panic for losing battery life whenever on the go.

| | | |
|----------|-------|----------|
| Video | Music | Browsing |
| 12h30min | 48h | 9h 50min |



7" PhonePad 3



5.5" iPhone 6s Plus

Bigger Screen, Larger View

PhonePad 3 is equipped with a 7-inch HD display. Everything just becomes bigger and clearer on such a large screen.

| | | |
|-------------|---------------------|----------------------|
| 7-Inch | 134 CM2 | 74% |
| big display | visual display area | screen-to-body ratio |

Extraordinary Performance

The 2GB RAM enables seamlessly switch between multi-tasks with best performance and efficiency.



Best-in-class Business Card Apps

Powered with best-in-class business card apps, you can easily manage your business cards by just a simple slick without any hassels.



The Perfect Companion

The smart cover with its wake-up & sleep function can give you a complete front-and-back protection. Widgets shown on the windows of the cover offers more convenient to you.



Reality on Your Display

Almost everything you experience with your PhonePad 3 comes to life on its display. What you see will be noticeably more brilliant and vibrant on its display.

| | | |
|----------------------|------------------------|-----------------|
| HD | 85% | 170 |
| with full lamination | transmittance of light | wide view angle |



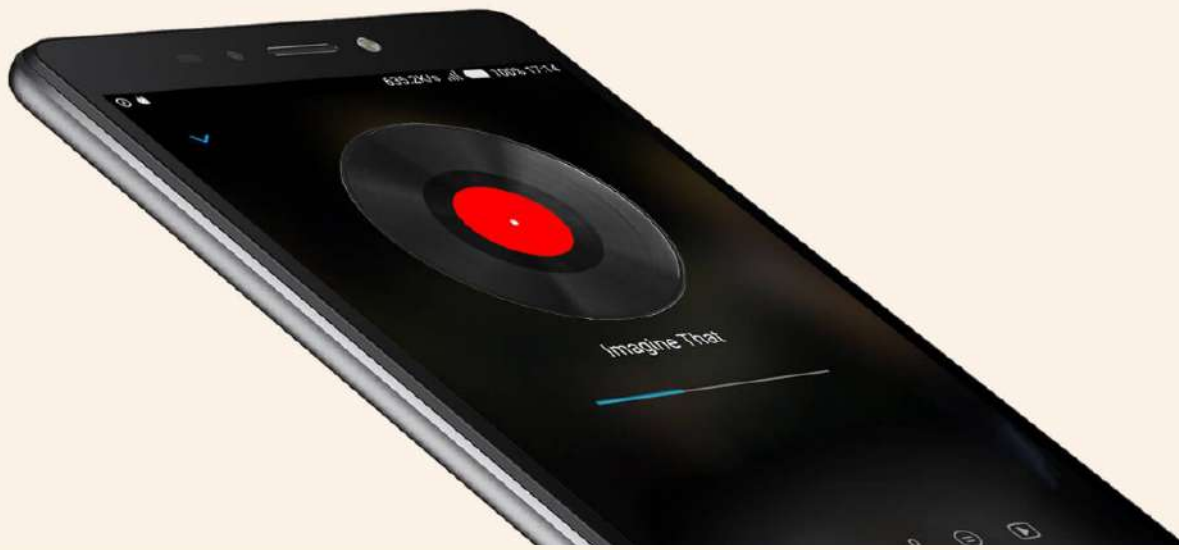
Dual SIM Dual Standby

Dual Sim Card Slots give you freedom to choose a more economic and appropriate operators' tariff.



4G LTE

Ultra-fast 4G LTE networks enables you to surf, stream and share at speeds.



Art of Balance-Dual Accounts

Enabled with dual accounts support for social media apps, you can easily manage the balance of your life and work with one single device.



Convenience at Your Fingertip

The fingerprint sensor helps unlock you PhonePad 3 easy and safe in a single step, with just one touch. Its navigation function just adds more convenience.



[Translate to ng:] Safe



[Translate to ng:] Navigation



Preloaded Business Apps

PhonePad 3 preloaded with variant assitant Apps can meet with all your business need.

Stunning Design

Metallic unibody with brushed metal technology just makes your PhonePad 3 more elegant. It is much more slimmer than you can imagine.





HUAWEI P20 系列

华为 | 徕卡 联合设计



4000万徕卡三摄* | AI摄影大师



Elegant taste, unique craftsmanship

Master craftsmanship starts here

— MaxBook X14 —

\$379.99



Faster Speed, Better Coverage

The BMAX MaxBook X14 has other extraordinary features, including Bluetooth 5.0, SSD Expansion Slot and Magic Sound System.



2.4GHz/5GHz Dual Band Wi-Fi



Bluetooth 5.0 is 2 times higher than the previous generation, and the transmission distance is increased by 4 times, which is compatible with the low version.



Experience thrilling, nuanced surround sound through the headphone jack. Clear sound, full of power. This is Magic Sound System.



SSD Expansion Slot



Fullsized keyboard with 3mm Narrow Bezel

Backlighting keyboard

Redefine the Thin Body Design

We often think about why we can't go beyond boundaries. We can be brave, and go further to the curiosity. Don't just touch the surface of water, but jump into the water with the soul, the spirit, and everything in mind. In BMAX, we have whys and why-nots. Why not make the thinnest and lightest 14.1-inch notebook ever?



Thin to **2.5** mm



Weighs **1.4** kg



Redefine the Acoustic Experience

Overall, it provides a high-end experience for our global users, regardless of color, material and detail. Creating a good chemical response between our products and our global customers is the goal of our design team. Sometimes, you have to suffer from loss; sometimes, you have to add a ceiling to your wish. But life occasionally shows a grand slam: once you reach your life, even beyond imagination. The BMAX MaxBook X14 features the optimized 4-cell Magic Sound System that gives you the acoustic experience of the reverberant beam.

Intelligent Microphone Inputting

2 Acoustic Chambers and 4 Speakers

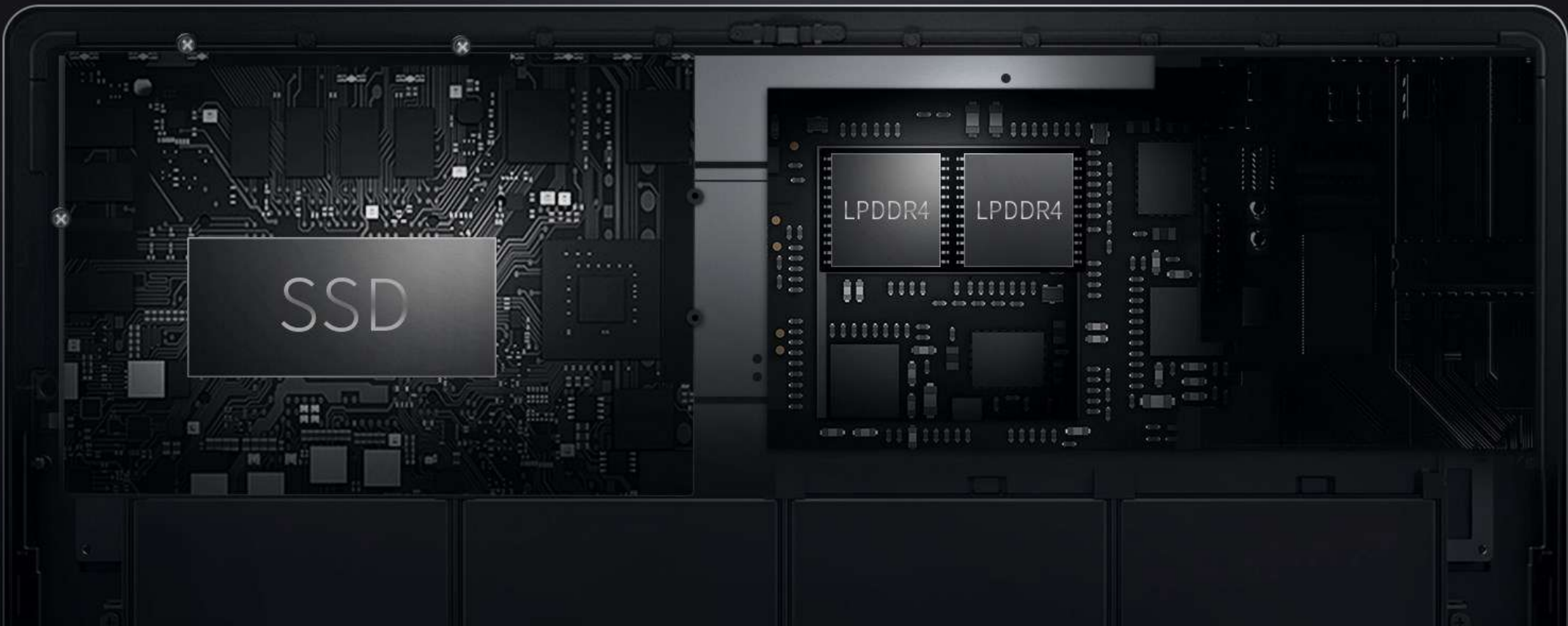


Large 8GB LPDDR4 memory and 256GB SSD

- Memory energy savings up to **40%**
- DDR4 memory read and write speed is **50%** higher than DDR3 memory
- SSD read and write speed is **3** times that of traditional hard disk
- Storage of 250 GB can save **170** approximately moives in HD

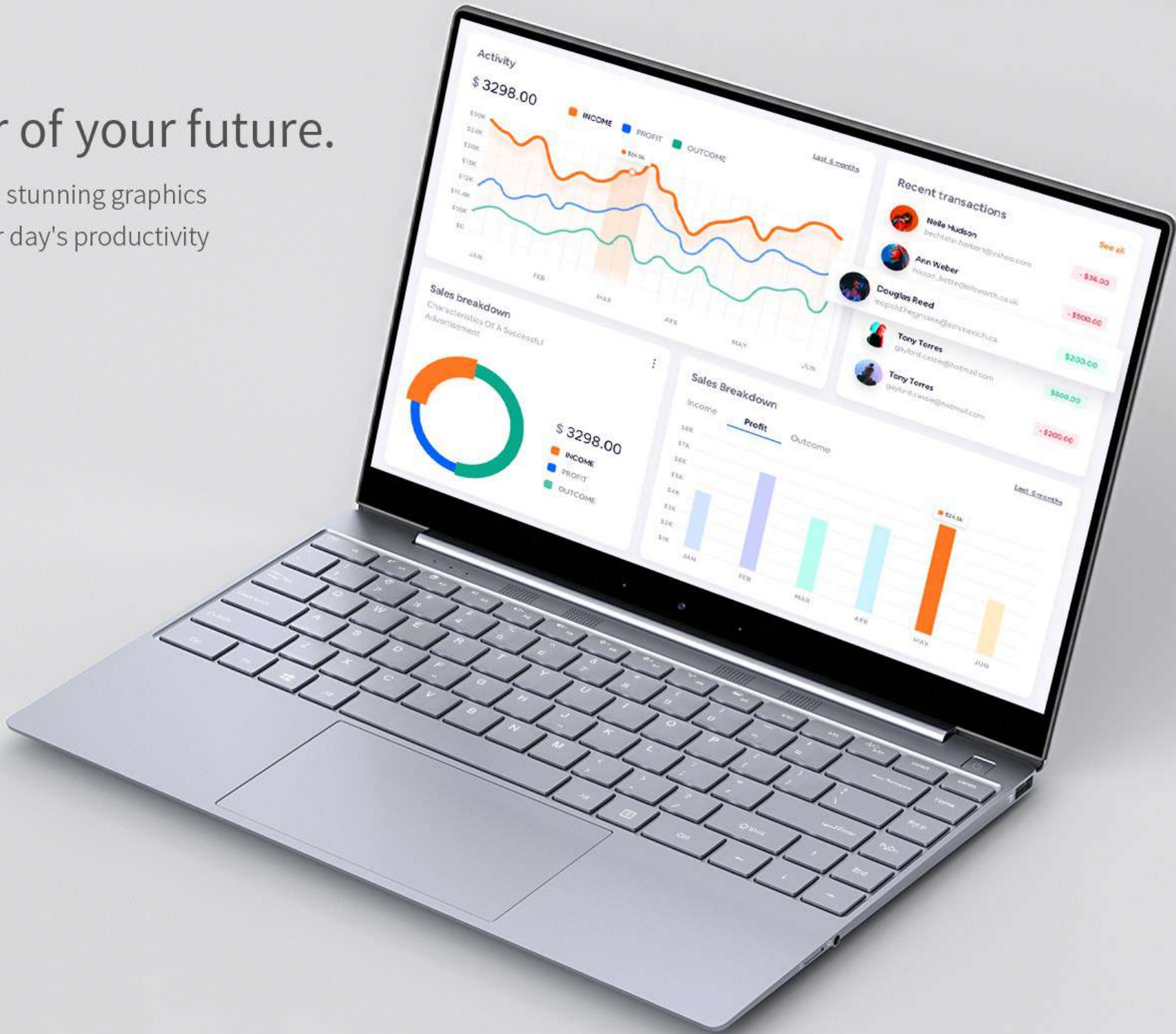
DDR4 
DDR3 

SSD 
HDD 



You are the controller of your future.

BMAX MaxBook X14 Powerful processors, stunning graphics and innovative features help increase your day's productivity and efficiency.



Powered by 8th Gen Intel Gemini Lake processor, the BMAX X14 packs a big punch.

With outstanding performance and connotation, you've got nothing to worry about.

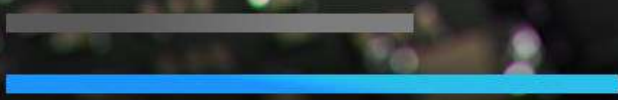
- 14nm Process
- 2.4GHz Burst Frequency
- 4 Cores 4 Threads
- Cache Doubles

Intel 9th Gen UHD Graphics 600

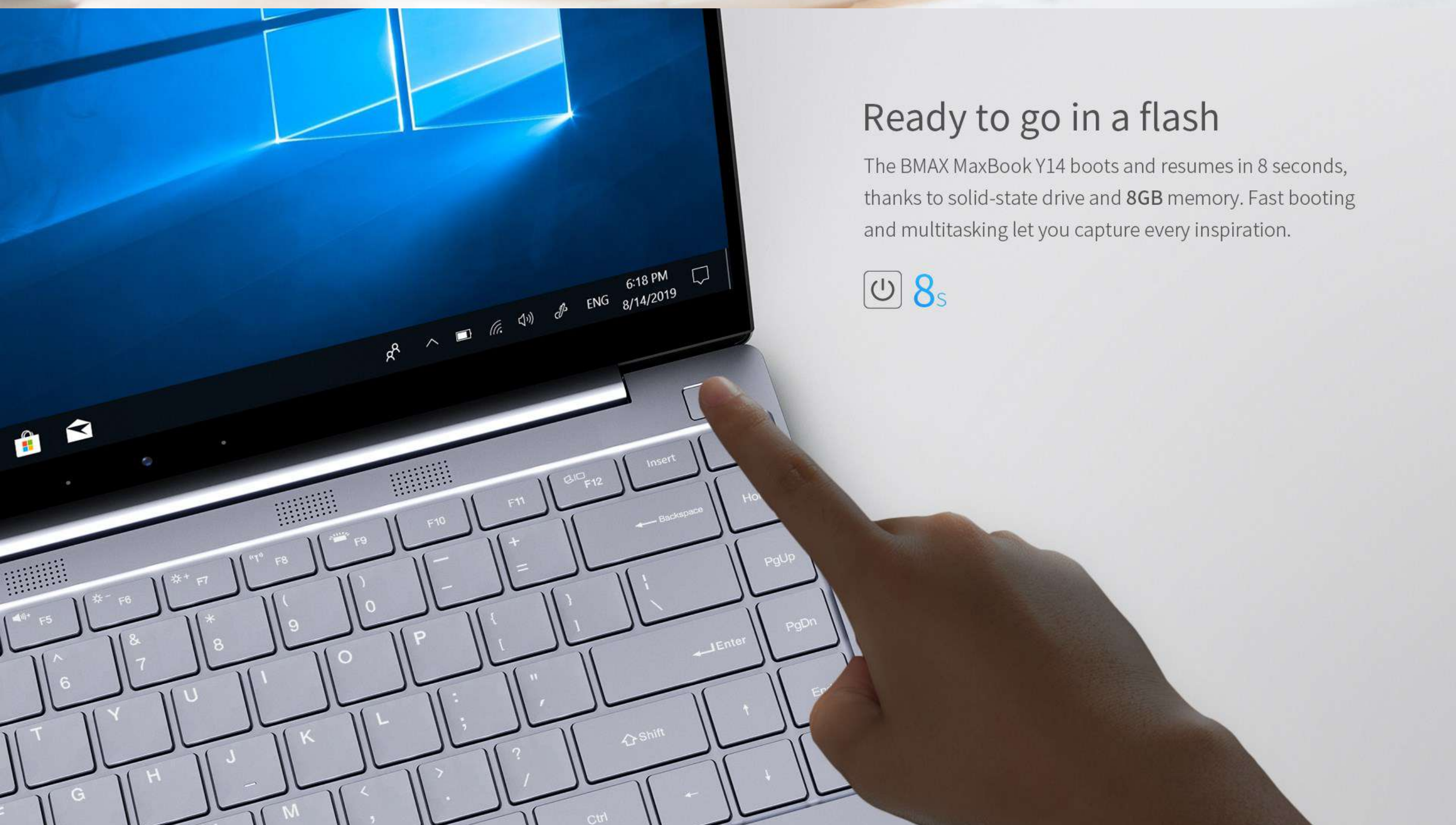
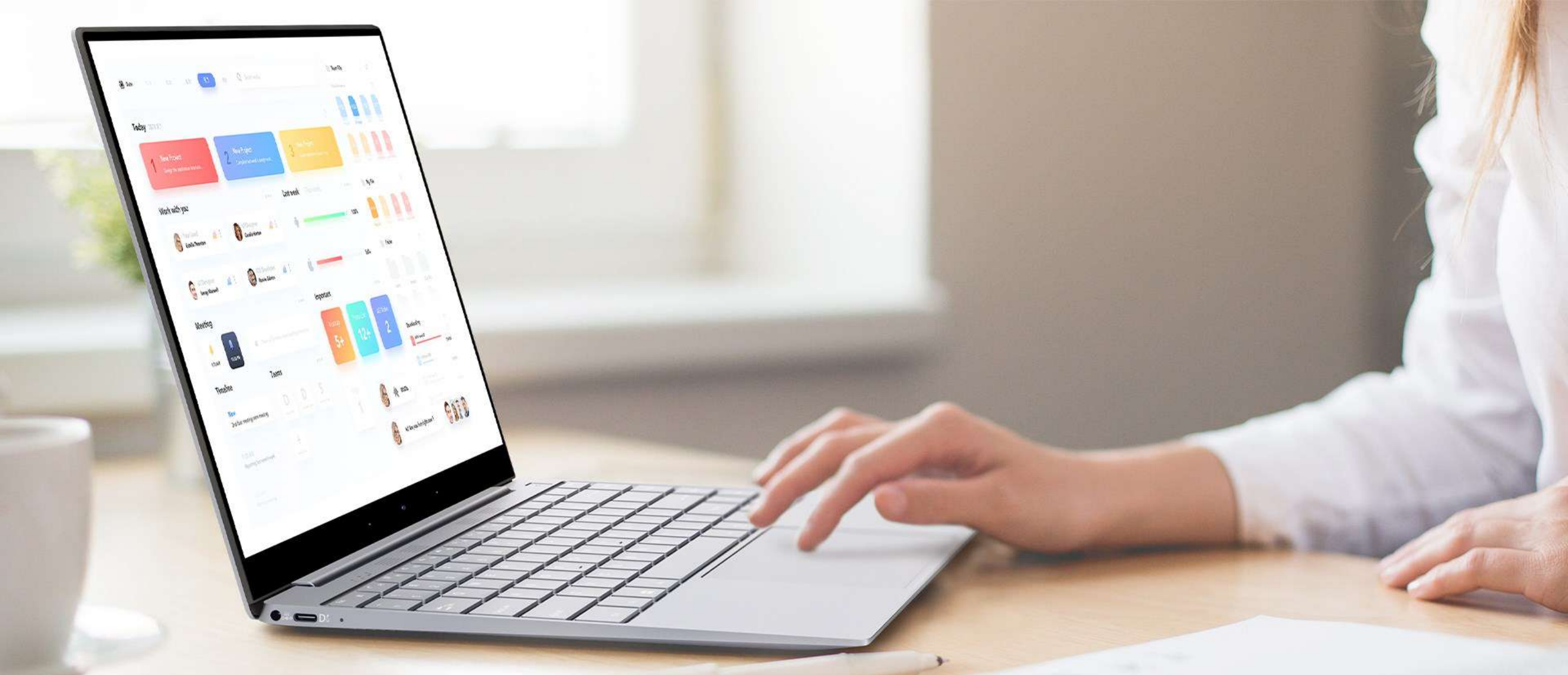
Towards a new era of vision

- Intel 9th Gen UHD Graphics
- Graphics Max Dynamic Frequency: 700MHz
- Fluent playback of 4K/60fps videos
- Increased 33% bandwidth

CPU of Previous generation
Intel 8th Gen Gemini Lake Processor



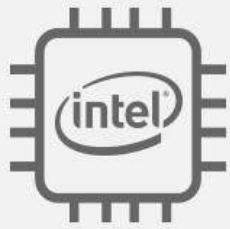
8th Gen Intel Gemini Lake processor will be **30%!** faster than the previous generation processor.



Ready to go in a flash

The BMAX MaxBook Y14 boots and resumes in 8 seconds, thanks to solid-state drive and 8GB memory. Fast booting and multitasking let you capture every inspiration.





Intel 8th Gen
Gemini Lake Processor



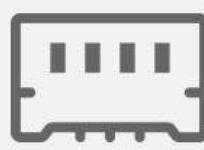
Intel 9th Gen UHD
Graphics 600



14.1-inch FHD IPS
Display



83%
Screen-to-Body Ratio



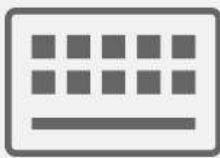
8GB
LPDDR4 RAM



256GB
High-speed SSD



Full-metal Case



FullSize Backlighting
Keyboard



Type-C Port



2.4GHz/5GHz
Dual Band Wi-Fi



Big or Slim?





Amazing Visual Appeal

The design of the ultra-narrow bezel is also the embodiment of our pursuit of the product. The BMAX MaxBook X14 features a 14.1-inch **5mm** micro-frame design screen for unobstructed views. Rich and gorgeous, such as the real world. The color transition is extraordinary and the color is beautiful. Better panels come with higher costs, and because of innovation and creativity, we are willing to pay more attention to your visual experience.



72% NTSC Color Gamut



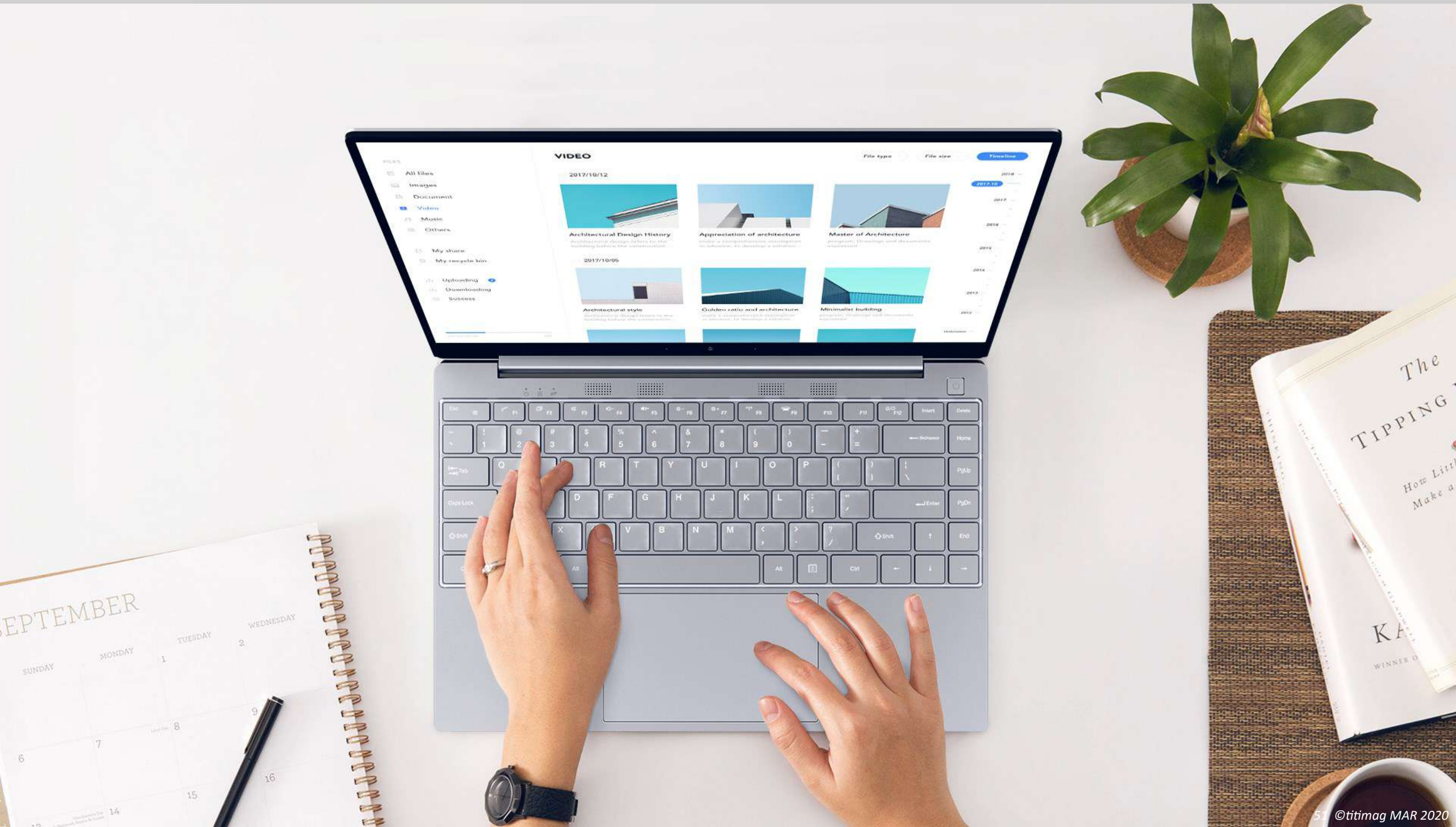
178° Viewing Angle



156 Pixels Per Inch



IPS Panel delivers an immersive world



IP67 WATERPROOF



Waterproof



dust-proof



Anti-corrosion

Smart bracelet 's waterproof level meets the requirement of life waterproof, washing hand, bathing, swimming or wear it on rainy day, effectively prevent the cosmetics, daily necessities and sweat corrosion.

(Only use it in cold water)





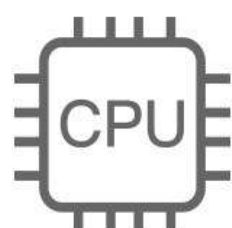
Tiny, splendid, but omnipotent

BMAX MaxBook Y11 360° Convertible Touchscreen Laptop



\$350

Fondness matters most, I am different from others.



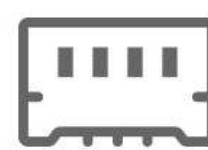
Intel 8th Gen Gemini Lake Processor



Intel 9th Gen UHD Graphics 600



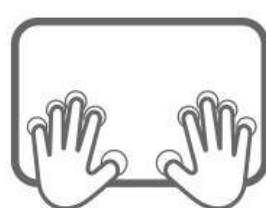
11.6-inch FHD IPS Display



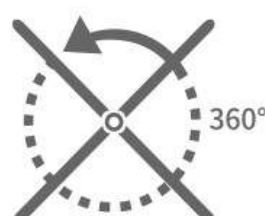
8GB LPDDR4 RAM



256GB High-speed SSD



10-Point Precision Touchscreen



360° Convertible



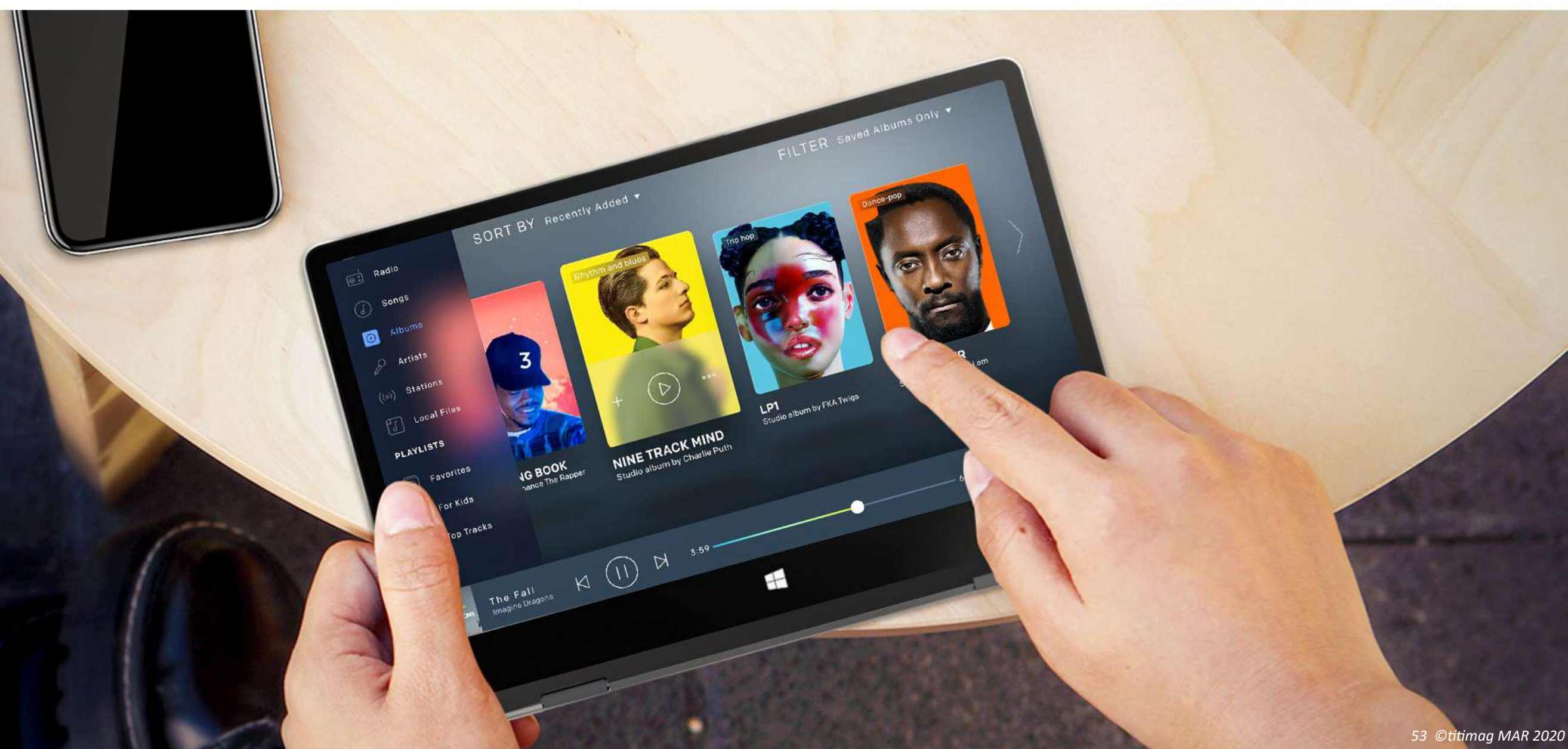
Full-metal Case



Type-C port



2.4G/5G Dual Band Wi-Fi



360° Convertible and More Fun

Find the best angle for yourself and the others anywhere from any angle.

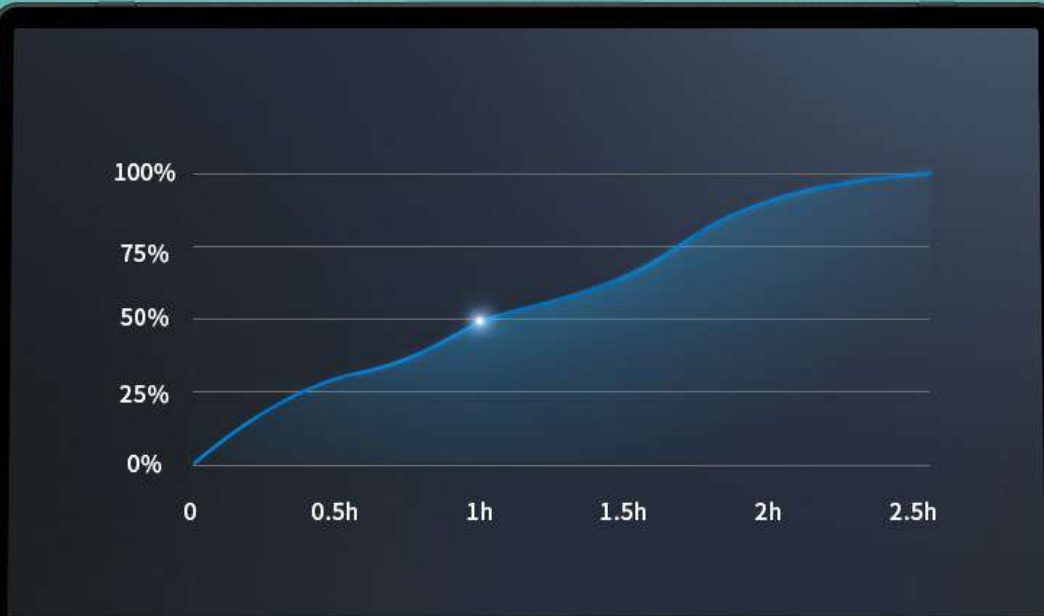


Long-lasting Battery Fast Charge

Large-capacity batteries with a life of 4 to 8 hours No worry about daily use



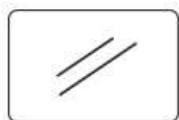
One-hour charge for **50%** capacity



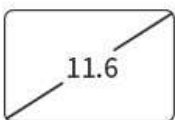
• Based on results from BMAX laboratories tests. Battery life varies significantly with settings, usage, and other factors.
All data in the foregoing pages are provided for reference only.

Its full HD touchscreen has a low reflective IPS LCD display with full lamination technology and ultra-narrow bezel

Display more with a FullView Screen



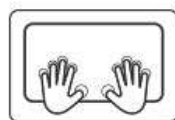
1920×1080
Full HD Resolution



11.6
Inches



8.80mm
Ultra-narrow Bezel



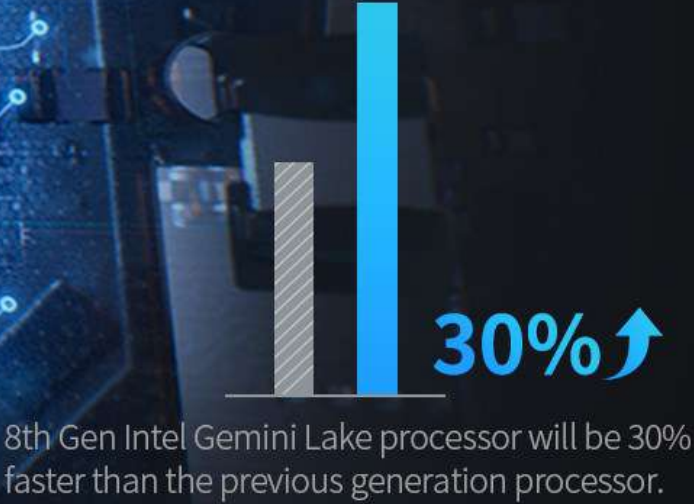
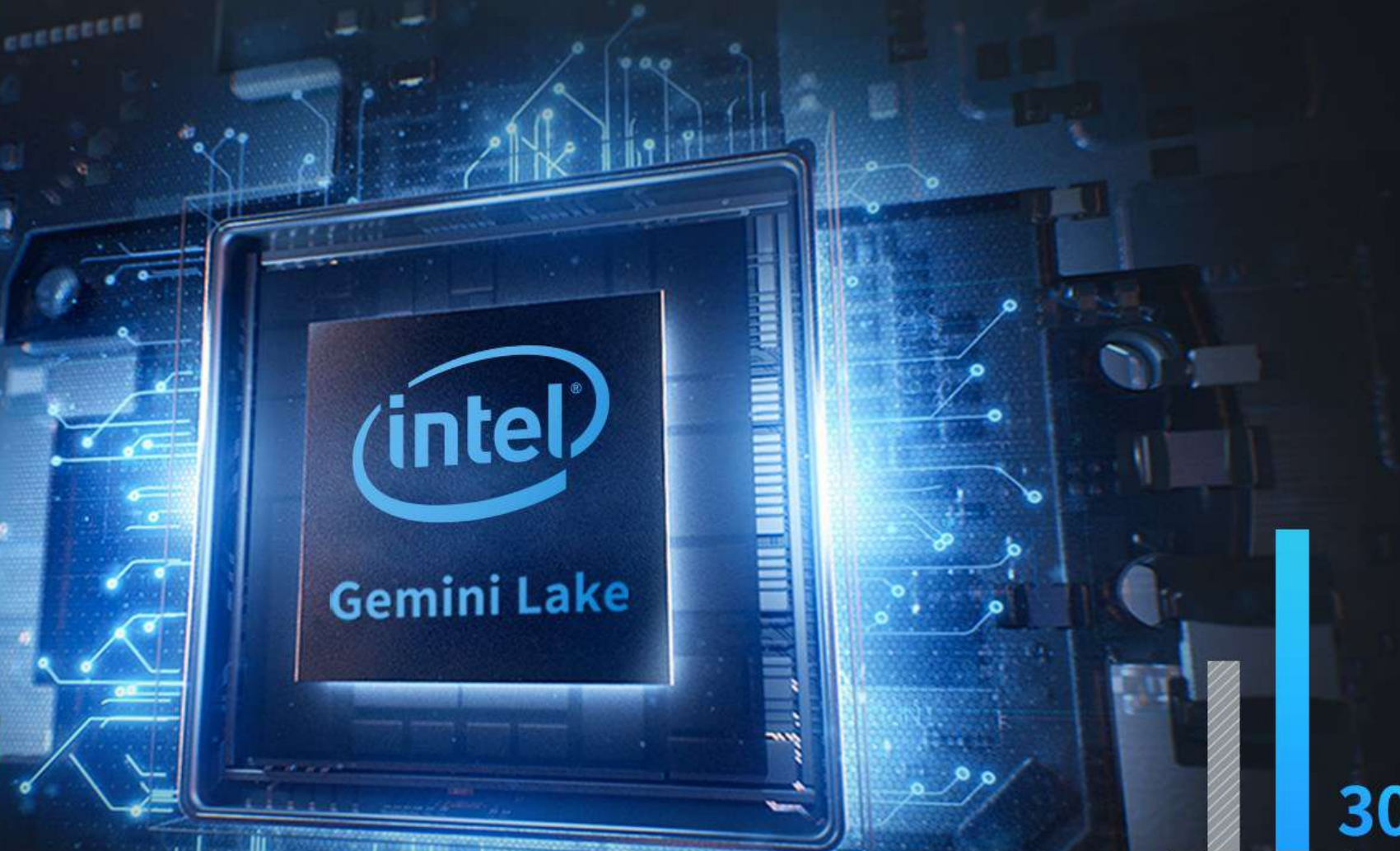
10-point
Precision Touch

Cutting-edge design gives the MaxBook laptop a roomy 11.6" Full HD IPS touchscreen display. It offers exceptional clarity from virtually any angle, and is ideally sized for work or play.

Powered by 8th Gen Intel Gemini Lake processor, the BMAX Y11 packs a big punch

With outstanding performance and connotation, you've got nothing to worry about.

- 14nm Process
- 2.4GHz Burst Frequency
- 4 Cores
4 Threads
- Cache Doubles



Dual-band Wi-Fi, Bluetooth4.2, expandable SSD and Magic Sound System and more



Single Band Wi-Fi speed $\geq 75\text{Mbps}$,
Dual Band Wi-Fi Speed $\geq 433\text{Mbps}$.



Bluetooth 4.2 is 2 times higher than the previous
generation, and the transmission distance is increased
by 4 times, which is compatible with the low version.



Experience thrilling, nuanced surround sound through
the headphone jack. Clear sound, full of power.
This is Magic Sound System.

Large 8GB LPDDR4 memory and 256GB SSD

40%

Memory energy savings up to

50%

DDR4 memory read and write speed is
33% higher than DDR3 memory

DDR4

DDR3

3 Times

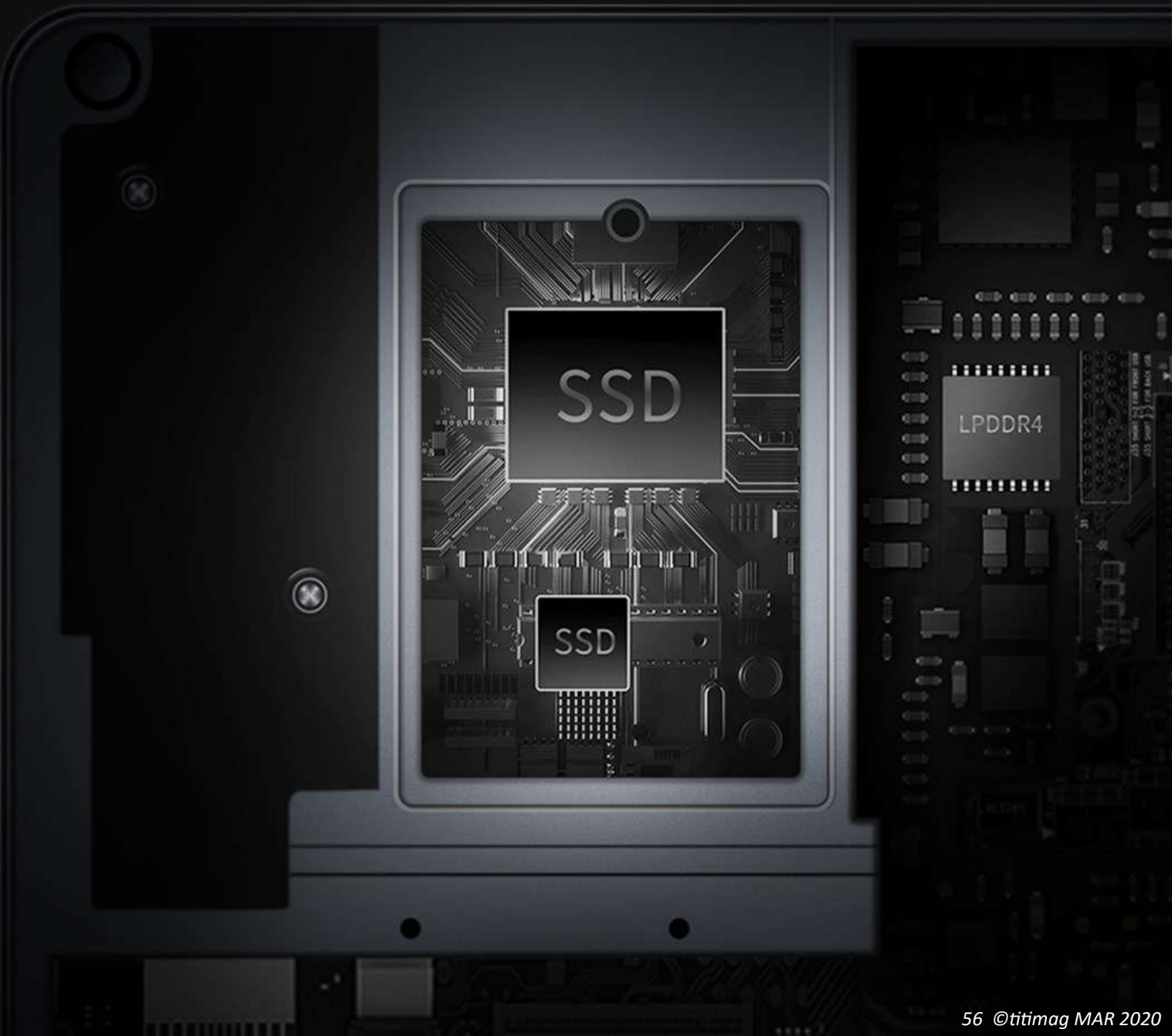
SSD read and write speed is 3 times
that of traditional hard disk

SSD

HDD

170 moives

Storage of 250 GB can save approximately
170 moives in HD



Intel 9th Gen UHD Graphics 600

Towards a new era of vision



Intel 9th Gen UHD Graphics



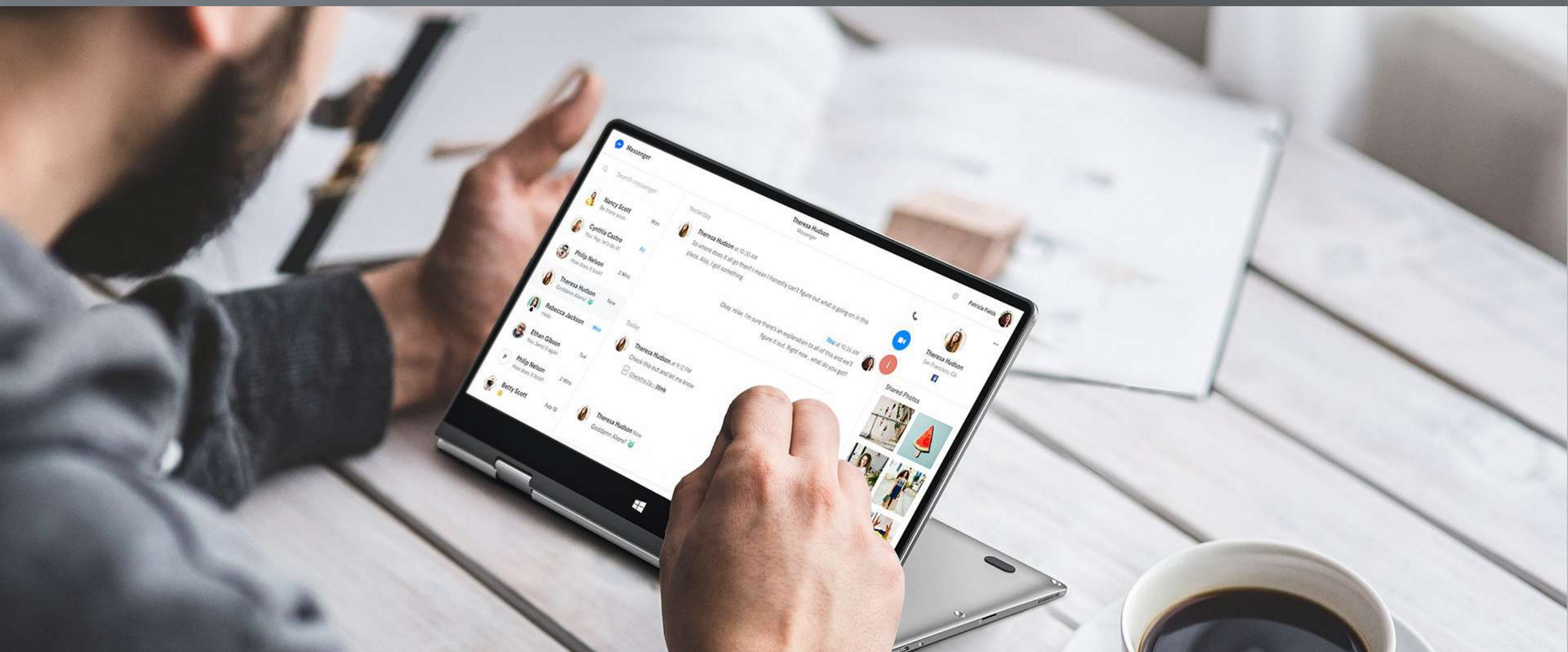
Graphics Max Dynamic
Frequency: **700MHz**



Fluent playback of
4K/60fps videos



Increased **33%**
bandwidth



Multiple Ports Including USB Type C



Connect it all with MaxBook Y11’s host of popular ports.
MaxBook Y11’s **USB Type-C** port assures high-speed data transfer and video output.
The **USB 3.0** supports higher transfer speeds and high-power charging,
while the **Micro HDMI** port lets MaxBook Y11 connect easily to high-definition displays.



9:00 AM

EARLY MORNING A Bright Start

How you start your morning sets the tone for the rest of the day. Just like a solid breakfast, Galaxy Watch's daily briefing gives you the best preparation for the tasks ahead. It delivers your schedule, reminders and the latest weather report right to your wrist, giving you ample time and space to plan.

With Galaxy Watch's My Day feature, which shows upcoming events, alarms and reminders for the next 10 hours, you will always be ready for anything that comes your way.



10:30 AM

MID-MORNING Untethered Freedom

Leave your phone in the office and step outside for a refreshing break. Galaxy Watch helps you stay connected without the burden of carrying multiple devices. The LTE-enabled smartwatch lets you make and receive phone calls and texts, as well as catch notifications, even when you are away from your phone.



12:00 PM

LUNCH TIME Swift Wardrobe Change

Want to track your workout session before a business meeting? Changing the style of the Galaxy Watch is as easy as taking off your gym clothes and putting on a shirt. With a wide-range of customizable watch faces and 27 interchangeable Samsung watch bands available, the smartwatch can be personalized to match every occasion.



9:30 PM

LATE EVENING Long-lasting Performance

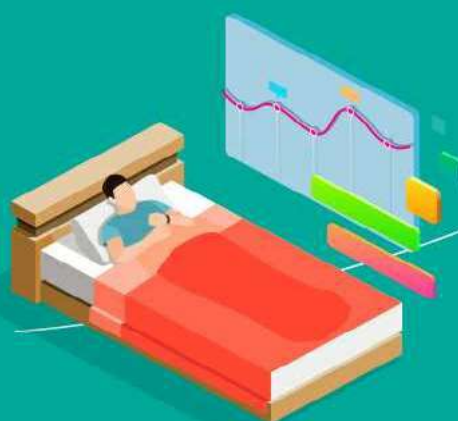
Galaxy Watch offers improved battery life, giving you peace of mind that it's available around the clock. The 46mm model has a battery life of 80+ hours with typical usage and up to 168 hours with low usage. You can keep tracking your meals and stay on top of your schedule even if you don't charge the smartwatch every day.



11:45 PM

NIGHT Sleep Tight

Take stock of your daily accomplishments to keep yourself motivated with Galaxy Watch's evening briefing. By highlighting your fitness progress and giving you a heads up on upcoming tasks, the feature helps you relax and reenergize for the next day.



TECLAST 台电 F5

Small Arms Big Act

Teclast Portable 360°Flip-and-fold Laptop



\$365.99



Storage Expansion

F5 has card slot, it is easy to expand storage capacity; in addition, the F5 uses a convenient SSD replacement upgrade design, users can replace it according to their needs.



2.4G+5G
802.11ac Wi-Fi

Low Power
Bluetooth

Wireless Functions

F5 is equipped with 802.11ac dual-band WiFi, Bluetooth 4.2 and many other high-performance, low-power, low-latency wireless networks, and will strive to create a clear and enjoyable wireless world for you.



Narrow
Bezel

Full
Lamination

IPS
11.6" Display

Full HD
1920×1080

To See the Wonderful World from Clear Display

F5 comes with narrow bezel and 11.6 inch full HD display with IPS technology. The 1920 x 1080 resolution boasts impressive color and clarity.



360°
Flip-and-fold

1Kg Weight
13mm Thickness

11.6" Full HD
1920×1080

Pressure Sensor
10-point Touch

Intel
Processor

9th Generation
HD Graphics

26600mWh
Type-C Port

8GB RAM
256GB SSD

SSD
Updation

ac Dual-band
WiFi 2.4G/5G

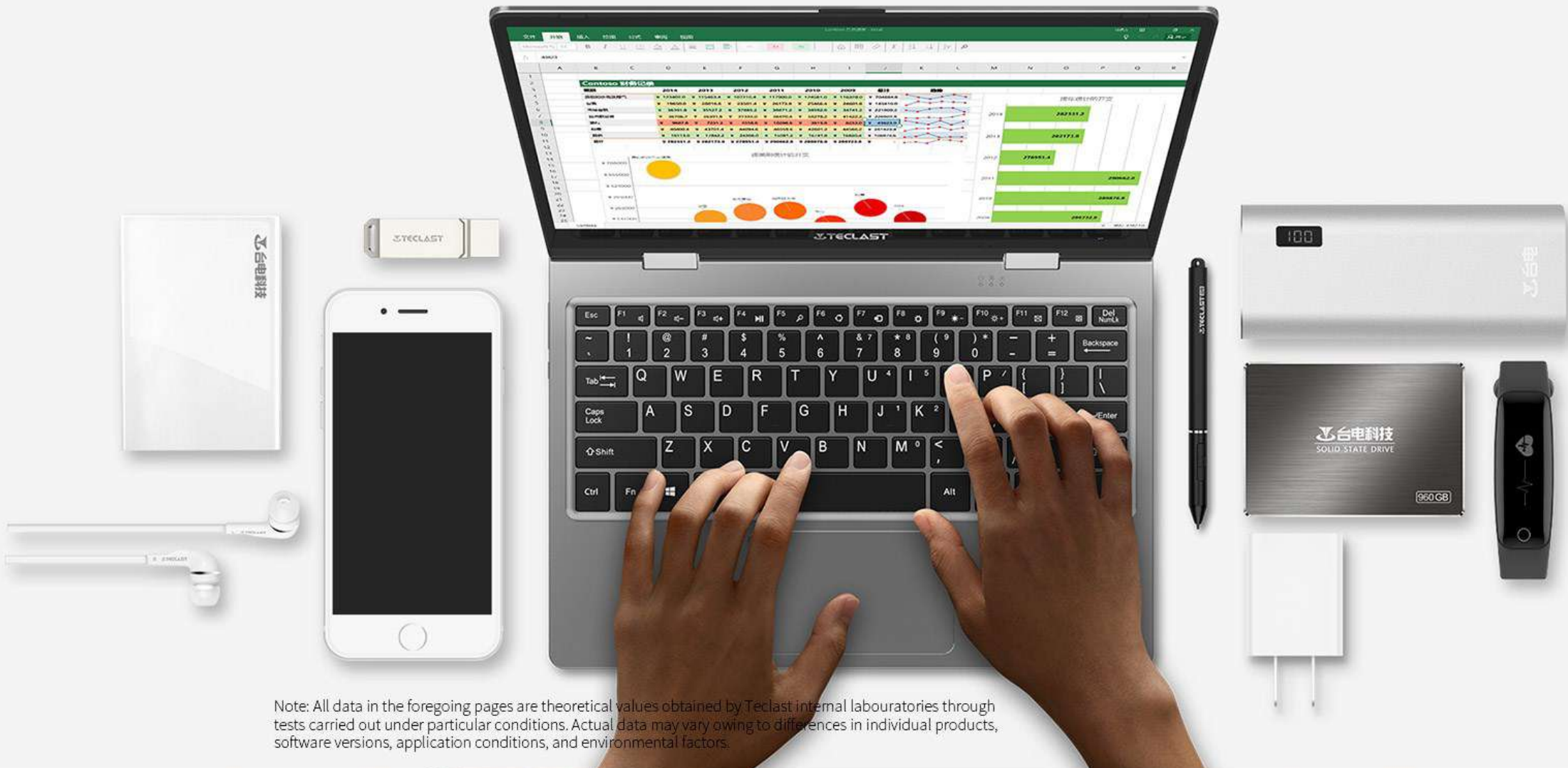
Capacity
26600mWh

Full- featured
Type-C

Micro
HDMI

Long-lasting Battery Life

F5 features with 26600mWh high capacity battery. The Type-C port achieves quick charge, video output and data transfer functions.



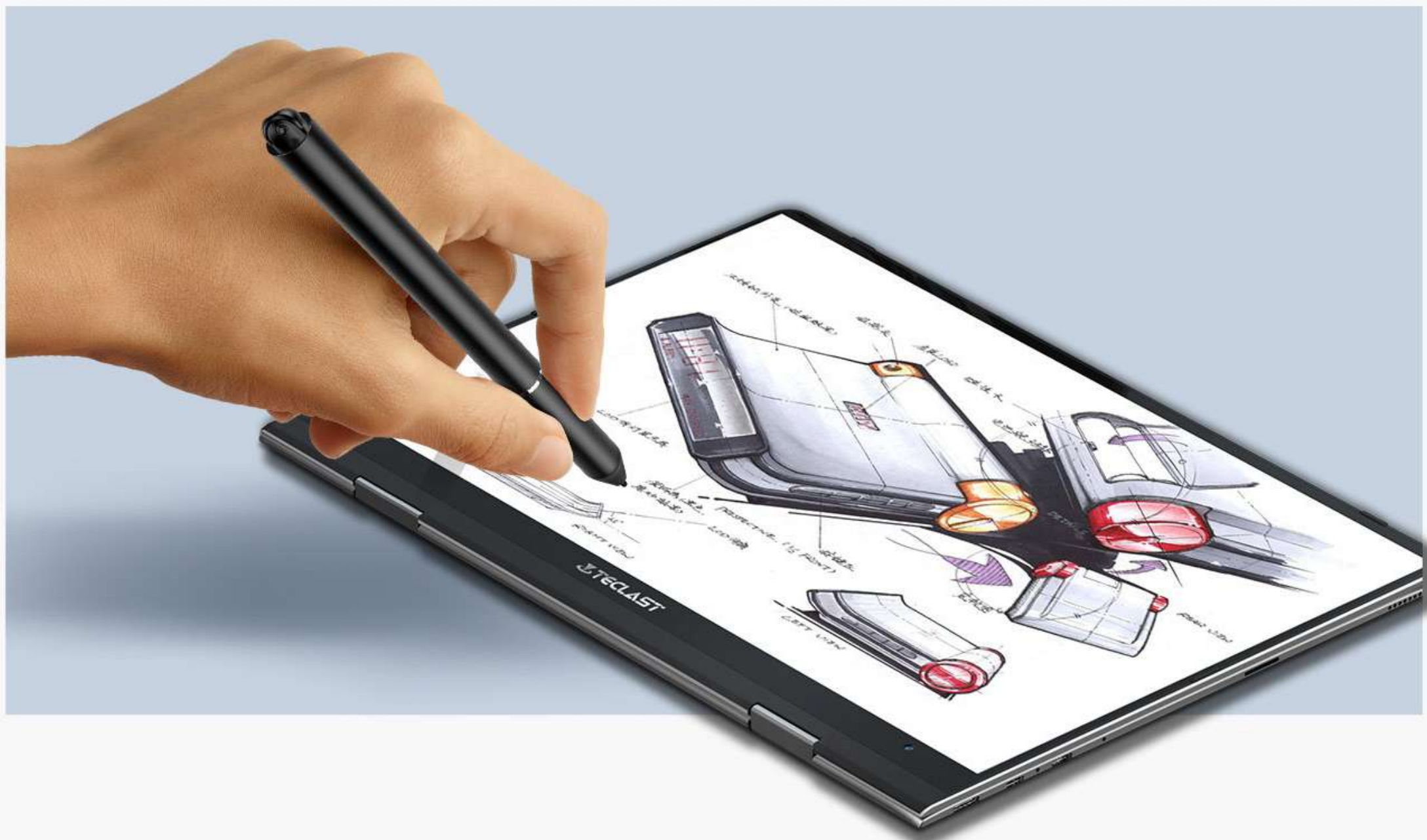
Note: All data in the foregoing pages are theoretical values obtained by Teclast internal laboratories through tests carried out under particular conditions. Actual data may vary owing to differences in individual products, software versions, application conditions, and environmental factors.

10-point
Touch

Pressure Sensor
1024 Class

Draw Like on the Paper

T6 active stylus with pressure sensor to bring you an intuitive pen experience.
(T6 stylus sold separately)



Metal **Replaceable**
Body Refill



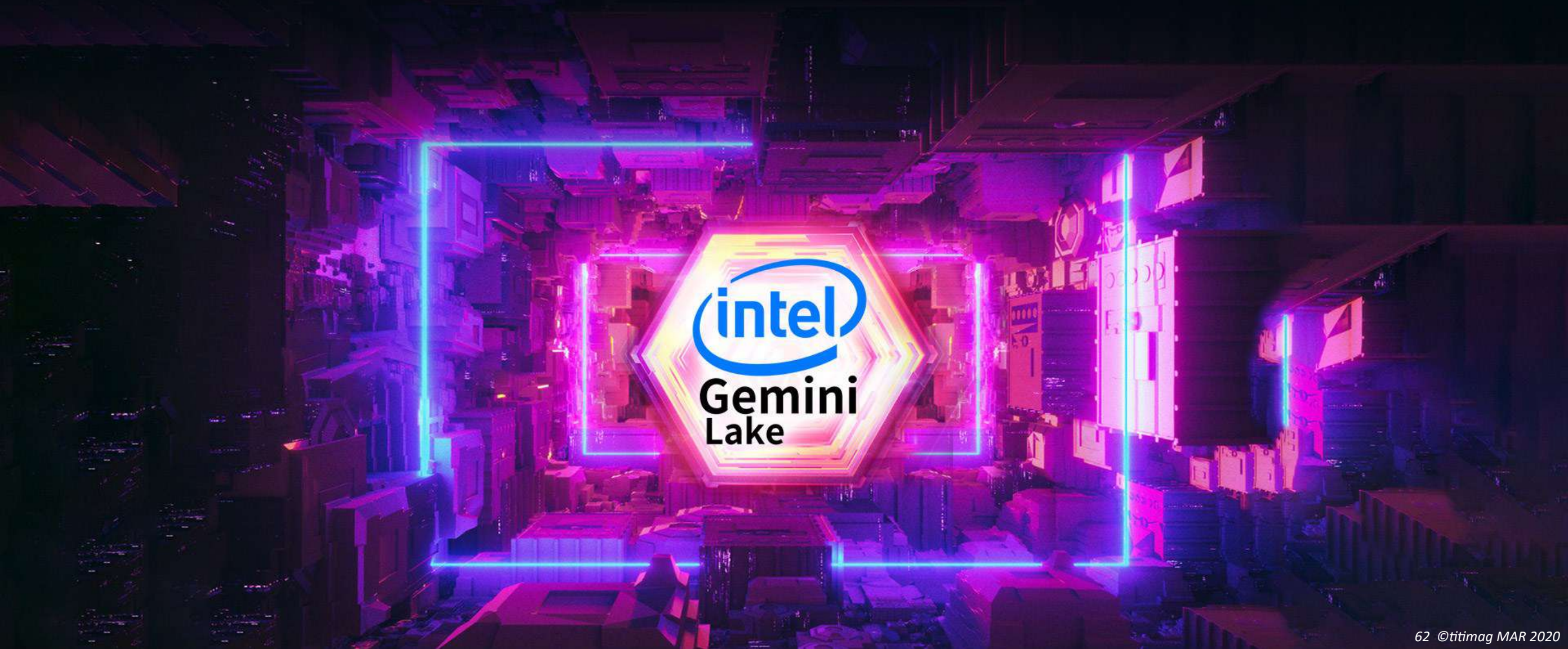
Gemini Lake
Intel 8th Gen

Burst frequency
2.4GHz

Performance
Improvement 30%

Process
14nm

F5 is powered by Intel 8th generation Gemini Lake processor with 14 nm manufacturing process.
You will feel amazing to get powerful performance in such a small body.



HD Graphics 600
Intel 9th Gen

Frequency
700MHz

Bandwidth
Improvement 33%

10bit Decoding
4K/60fps

Intel 9th Generation HD Graphics

Intel 9th Generation HD Graphics 600 with 700MHz frequency, which achieves powerful performance for Internet use, basic photo editing and casual gaming.



Metal
Body

Thinnest Place
13mm

About
1kg

A4 paper size, about 1kg light weight, and thin to 13mm, make F5 like a book, you can carry it anywhere.

 A hand is shown holding the closed Teclast F5 laptop, which is a slim, silver-colored device. The laptop is being held at an angle to show its thinness. The Teclast logo is visible on the bottom right of the lid.

Flip-and-fold
360°

Multiple
Use Mode

360-Degree Flip-and-fold Design

Teclast F5 with a 360 degree flip-and-fold design, the new portable laptop solution combines the ease-of-use of touch tablet. It is convenient to use for both work and study.



Apple WATCH

SERIES 2



Live a better day.

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

Teclost New Flagship

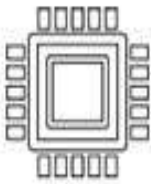

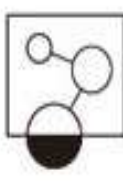

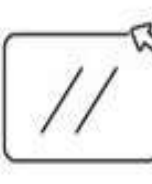




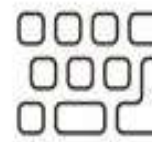
TECLAST T30 Born to Be Fast

MASTER
CRAFTSMANSHIP



\$199.99



| | | | | | | | | | |
|---|-----------------------------|---|---------------------------|---|-----------------------------|---|---|---|--------------------------------|
|  | P70 Octa Core A73 |  | 4G Call/Network |  | Mali-G72 Graphics |  | 1920×1200 Full HD |  | 2.5D Full Lamination |
|  | Metal Body |  | 8000mAh Type-C |  | Android 9.0 |  | Dual-band WiFi GPS/ Bluetooth |  | Docking Keyboard |

8000mAh
Li-polymer

11 hours
Video Playback

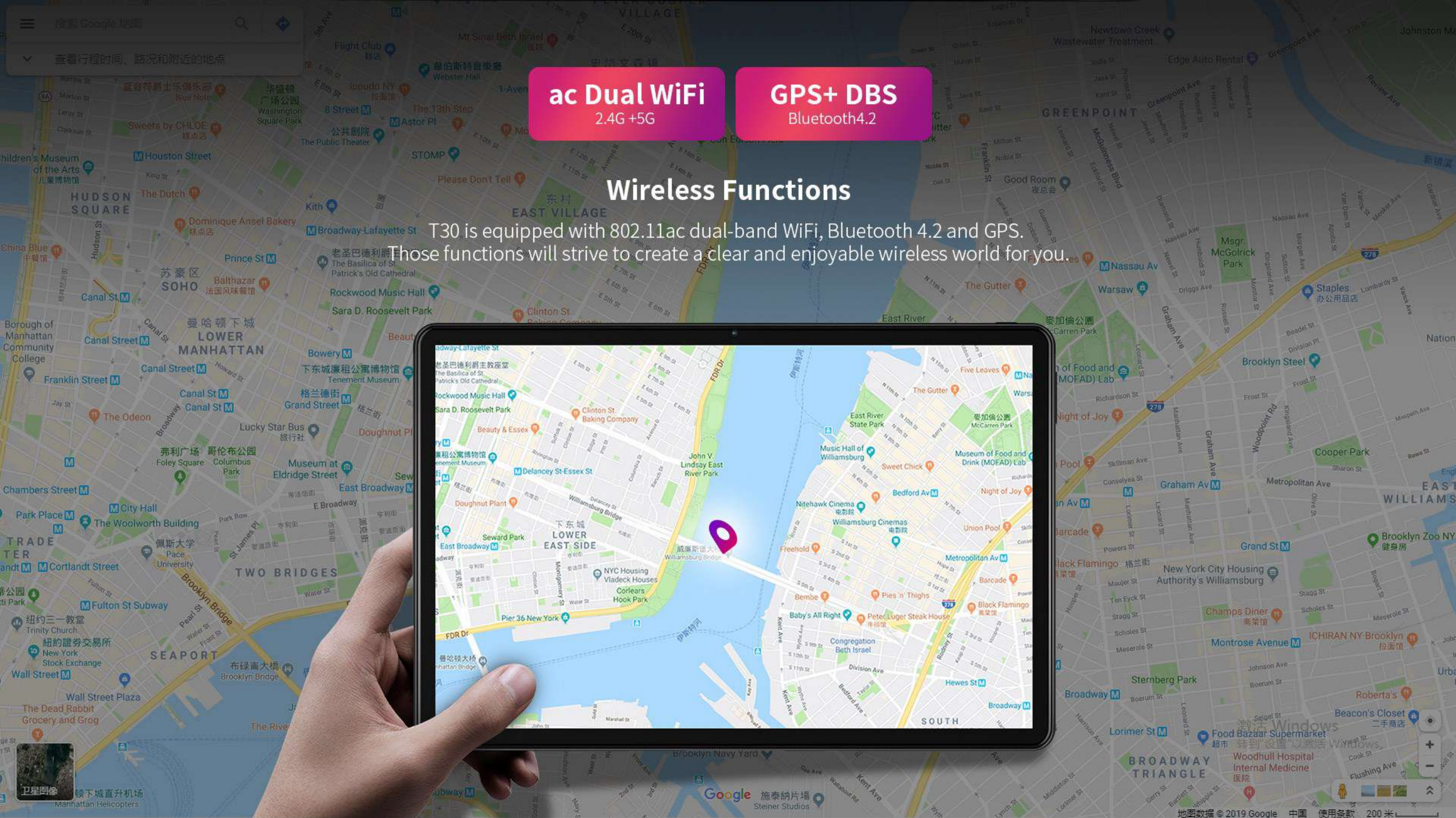
Type-C
Port

8000mAh Battery, 11 Hours Video Playback

Thanks to the 8000mAh battery,
T30 achieves 11 hours video playback.



Tip: Play 1080p online video with default brightness and no SIM card insert.

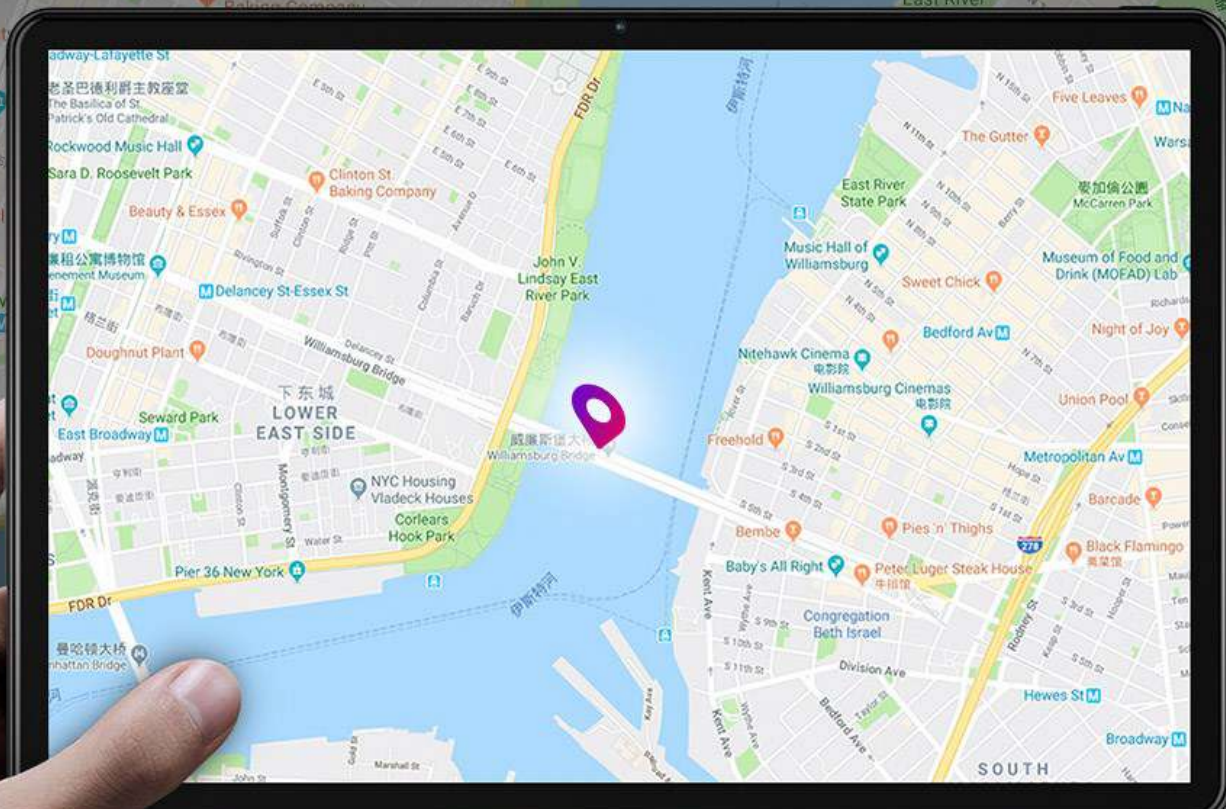


ac Dual WiFi
2.4G+5G

GPS+ DBS
Bluetooth4.2

Wireless Functions

T30 is equipped with 802.11ac dual-band WiFi, Bluetooth 4.2 and GPS. Those functions will strive to create a clear and enjoyable wireless world for you.



Metal
Body

2.5D Narrow Bezel
Slim Design

2.5D Glass Screen

2.5D glass screen provides smooth and flawless front without any hitches. Rounded curves on every side make T30 premium and handy

P70

Octa Core

2.1GHz

A73 Core

12nm

Process

50%

Performance Improvement
60% Lower power

MTK Octa Core A73 High Performance Processor

MTK Helio P70 achieves powerful performance through deep power efficiency improvements, further feature upgrades and clock-speed enhancements. For the user it means longer battery life, a more sustainable, higher performance.



Fast Speed and Low Consumption

MediaTek uses the latest TSMC 12nm FinFET production process, which is up to 60% lower power and 50% performance improvement than other 20nm-class products.

Low Power 12nm Production Process

The MediaTek Helio P70 incorporates a powerful Arm Cortex-A73/A53 octa-core CPU achieving high performance and low consumption.

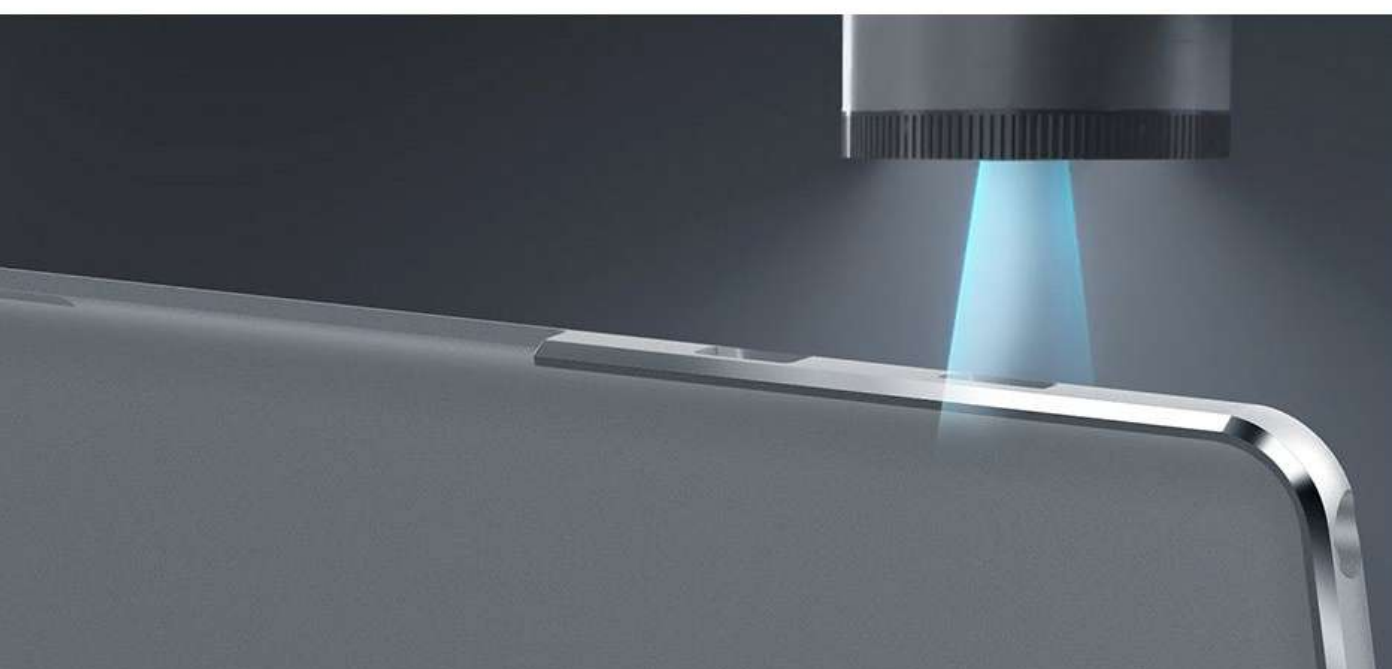
Tip: Data from TSMC website.



Concentrate
Details



Rigorous
Experience



G72

Graphics

40%

Performance Improvement

Impressive Arm Mali-G72 Class GPU

Arm Mali-G72 MP3 graphics achieves 40% higher performance than last generation which makes T30 easily handle most of mobile games.



Tip: Data from ARM website

Docking
Keyboard

Split
Screen

Docking Keyboard and Split Screen

T30 allows you to easily multi-task with split-screen mode and docking keyboard.

TECLAST



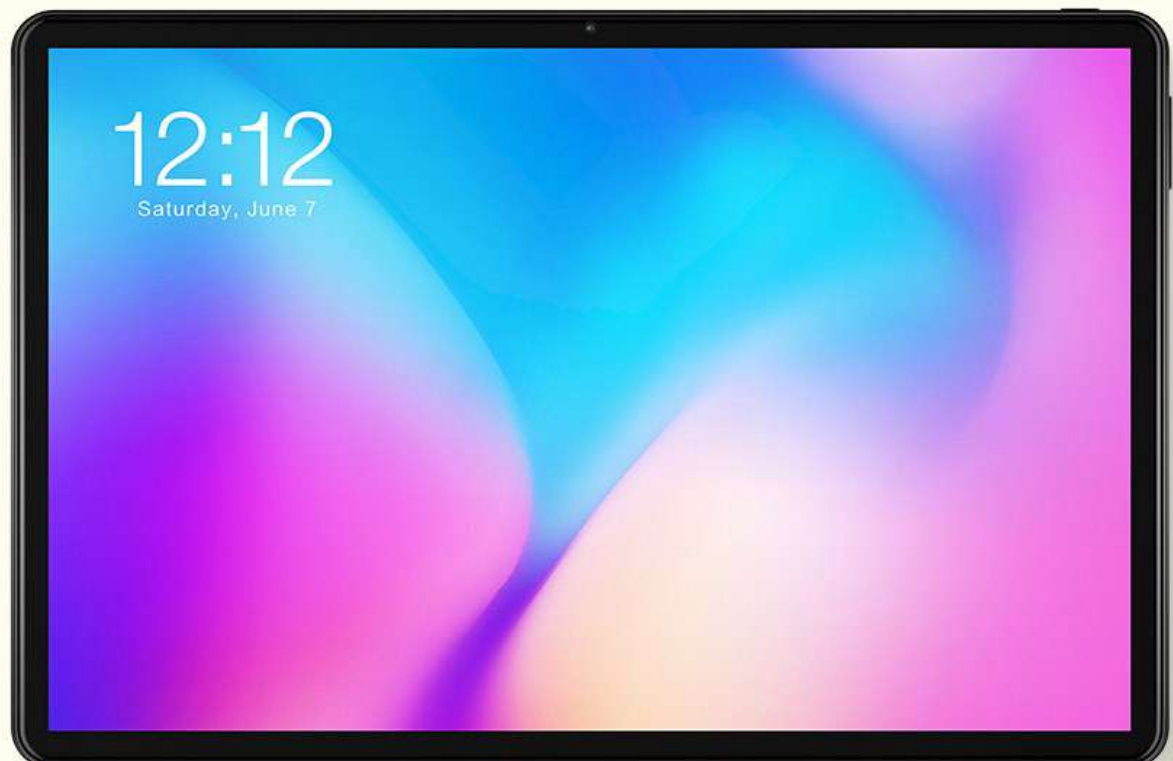
Tips: Keyboard need extra purchase.

TDD+FDD
4G Network

VoLTE
4G Call

4G Network and Call

FDD-LTE:B1,B3
TD-LTE:B39,B40,B38、B41
WCDMA:B1
TD-SCDMA:B34,B39
GSM:B3,B8

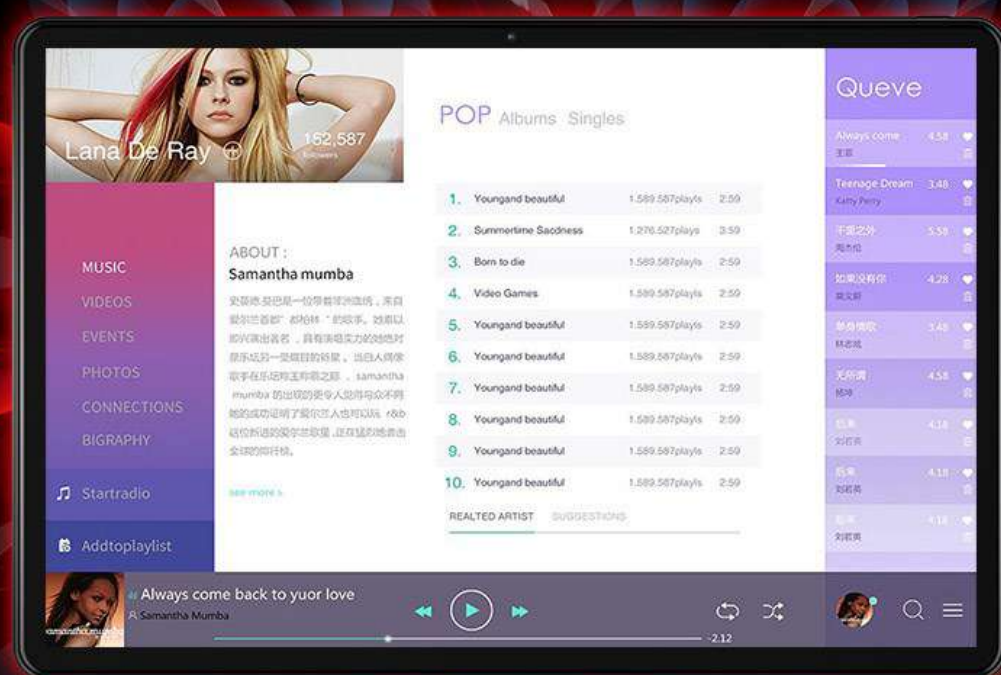


SWEET
Sound Speaker

Clear
Music

SWEET III Sound Speaker

Third generation SWEET sound speaker delivers clear and immersive music.



Android 9.0
OS

AI
Speed-up

Android 9.0 OS

Android 9 Pie harnesses the power of AI for a truly intuitive experience and keeps things running smoother and longer.



IPS
10.1 inch

1920 × 1200
Full HD

370 nit
Max Lightness

Anti-blue-light
Eye Care

Full HD Eye Care Screen

10.1 inch full HD brings large field of view and delicate display. Eye-care mode can protect your eyes from the harmfulness of blue light.



Light Sensor

Distance Sensor

Hall Effect Sensor

Dual Mic

Intelligent Sensors

Distance Sensor
Light Sensor
Charging Indicator



Build Quality
Structure

Slim and Build Quality

Different from other models, T30 attached main components on the rear cover to save more space and get slim body.



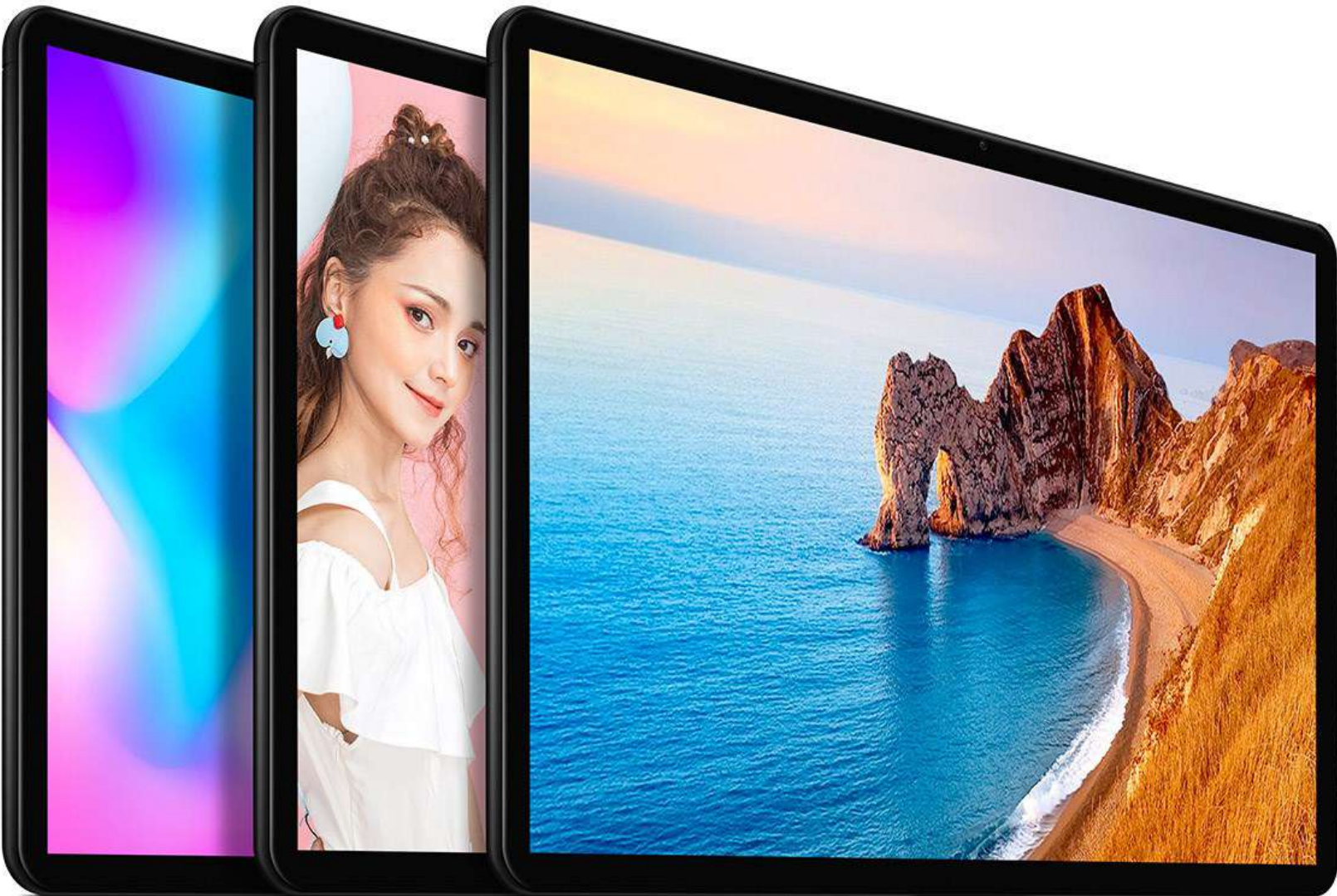
4GB
LPDDR4X

64GB
eMMC5.1

Micro SD
Expansion

4GB RAM 64GB ROM

4GB LPDDR4X achieves higher bandwidth but lower power.
64GB eMMC5.1 has high read and write speed,and T30 support storage expansion by Micro SD slot.



Rear Camera/Flash

Front Camera



Earphone





Automobile

2020

GT-R®

\$115,235



600_{HP}



A MASSIVE INJECTION OF NISMO®





***BECAUSE YOU'RE NOT DRIVING
A CAR, YOU'RE DRIVING A LEGEND***





AERODYNAMIC ALCHEMY

HANDCRAFTED PERFORMANCE

A SHARPER FOCUS ON DRIVING

MASTERY AT EVERY TOUCHPOINT





BEYOND ULTIMATE



NEW WHEELS AND TIRES

ENHANCED NISMO-TUNED SUSPENSION / CERAMIC BRAKES

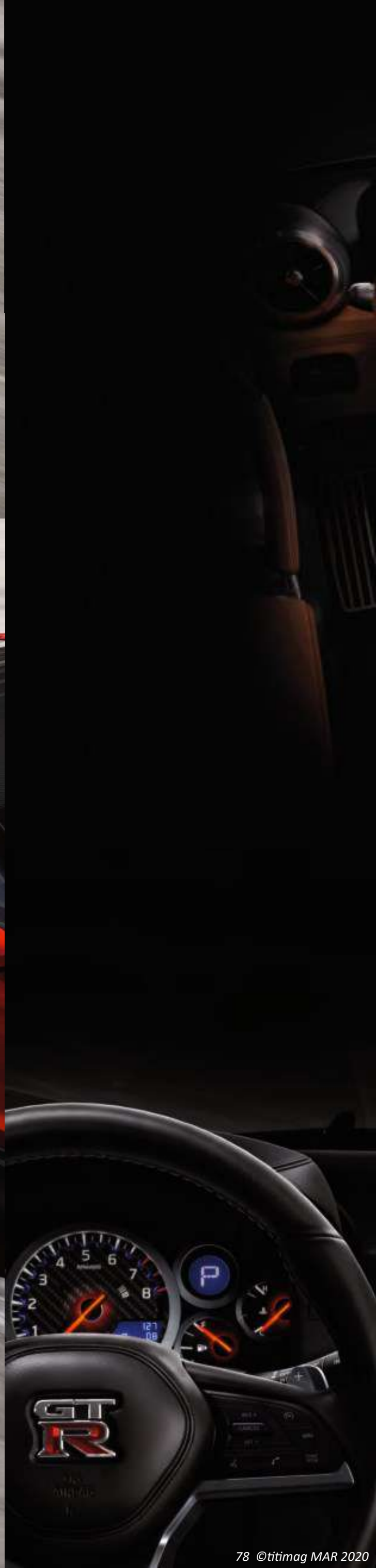




NEW CARBON-FIBER ROOF



NEW GT3 TURBO POWER



POWERFUL. AGILE. INTELLIGENT.

THE ALL-NEW BMW 5 SERIES. BUSINESS ATHLETE.



Sheer
Driving Pleasure

2020

MURANO®

\$31,530



INTELLIGENT AROUND VIEW® MONITOR



INTELLIGENT ALL-WHEEL DRIVE



MOTION ACTIVATED LIFTGATE





AMAZING CRAFTMANSHIP



EMBRACE THE ART OF ACCESSORIZING



NISSAN SAFETY SHIELD® 360



\$85,000

Model S

Premium Electric Sedan





An evolution
in automobile
engineering



Hidden in plain sight

*Built around
the driver*



The touchscreen



All-Wheel Drive Dual Motor



Rear Wheel Drive



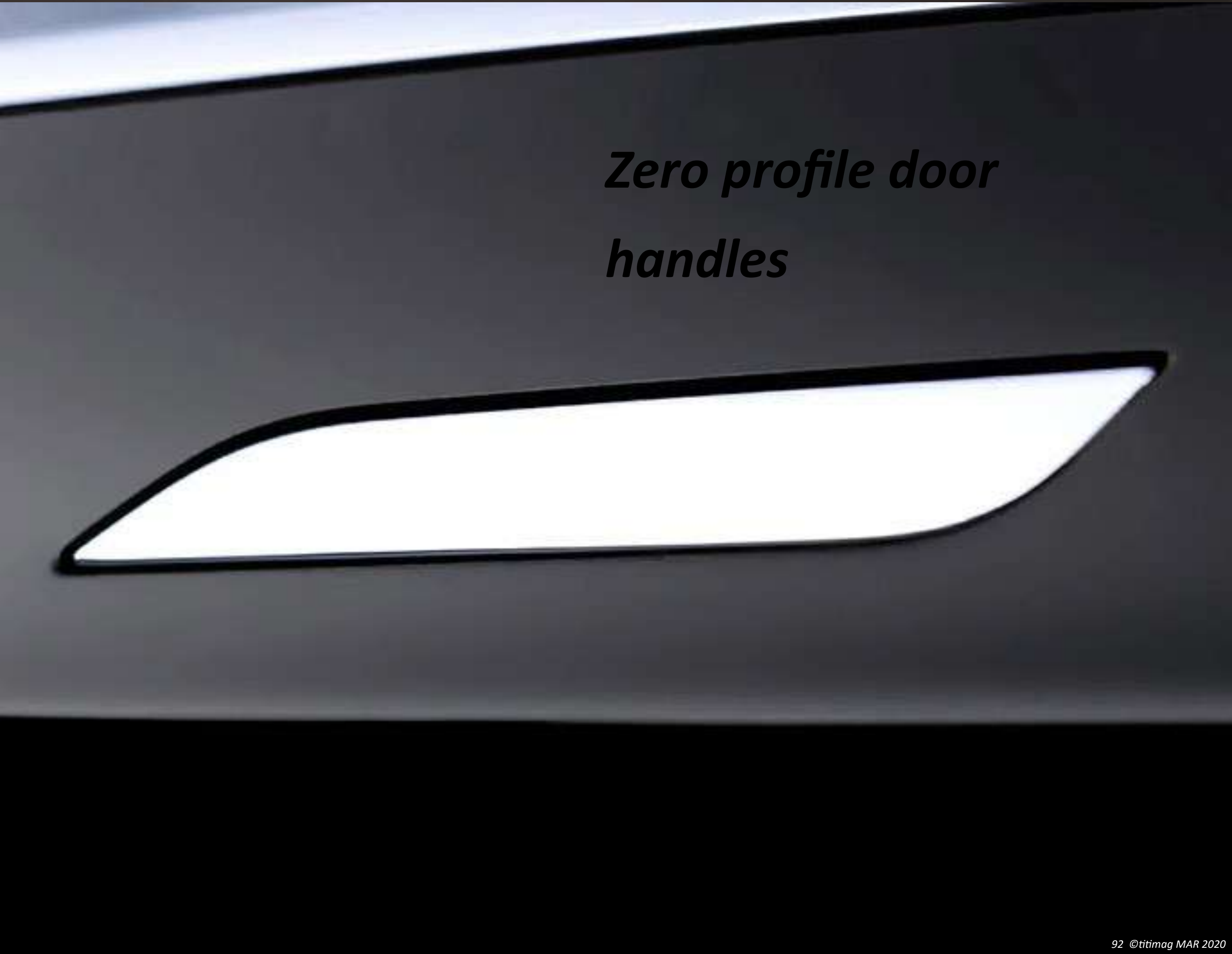
All-Wheel Drive Dual Motor



Performance All-Wheel Drive



*Inspired by an
endurance athlete*



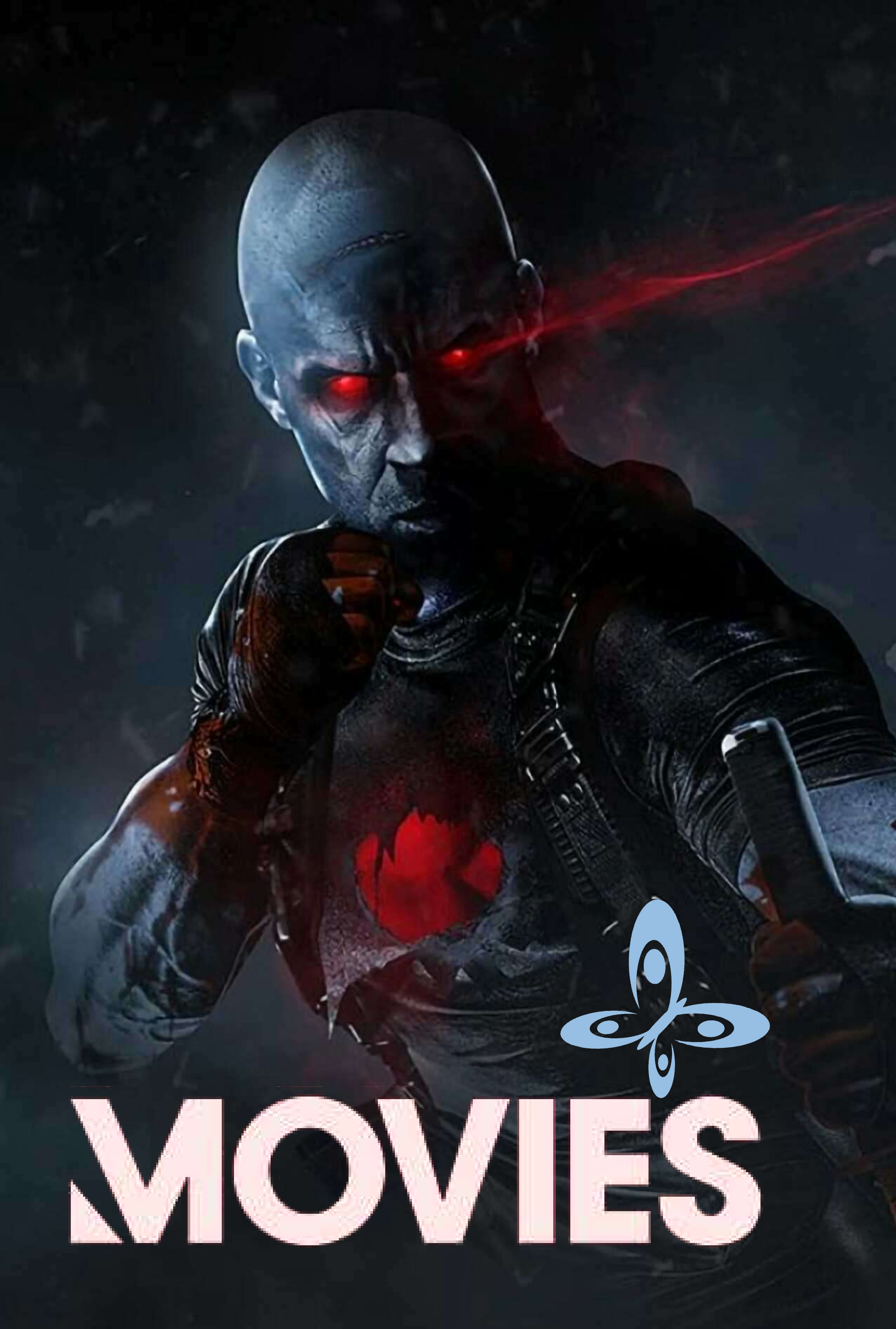
*Zero profile door
handles*



Autopilot







MOVIES

ONWARD



SURVIVAL

IS


NOT

A

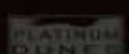
CHOICE.



A
QUIET PLACE
PART II

IN THEATRES.  DOLBY CINEMA AND IMAX

MARCH 20TH



/AQuietPlaceMovie #AQietPlace

Artwork by Neto Ribeiro





YIFEI LIU

Disney
MULAN
MARCH 27

IN DOLBY CINEMA, REAL D 3D AND IMAX

A FILM BY
ROSE GLASS



MORFYDD CLARK
JENNIFER EHLE
TURLOUGH CONVERY

SAINT MAUD

MAMA



RECOMMENDED

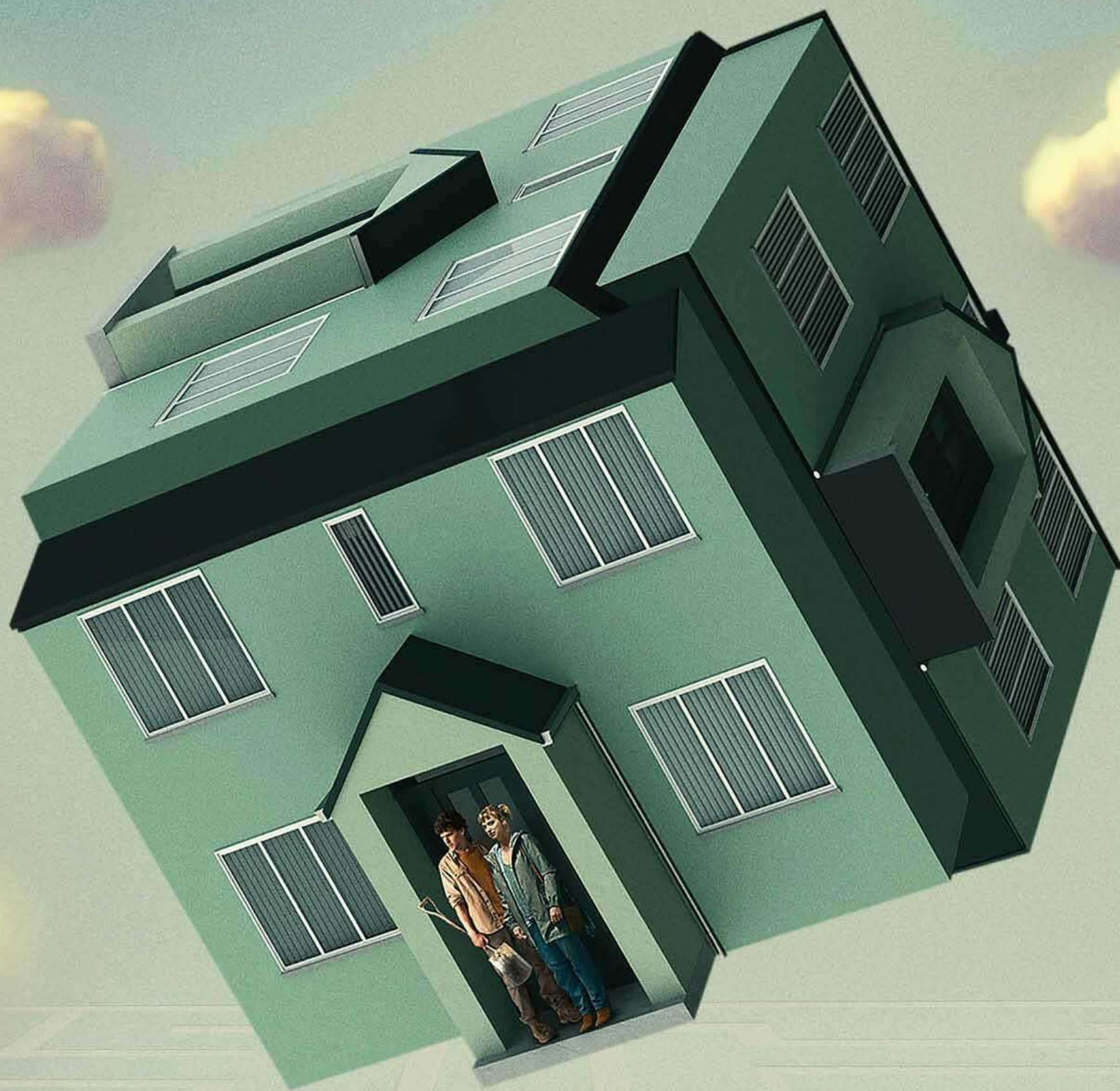


BLOODSHOT

IMOGEN POOTS

JESSE EISENBERG

VIVARIUM



YOU'RE HOME. FOREVER.

SARAFILMS and THE ANN SCREEN IRELAND present in association with XYZ FILMS and CASTLE FILMS a production of FRANKAS PRODUCTIONS and POND FILM and TV with the support of the DANISH FILM INSTITUTE and the FILM FUND
with the production of WALLMARE WALLMARE and GASA KAPPA PRODUCTIONS in association with DELUSION POOTS JESSE EISENBERG "VIVARIUM" with COLIN JONES with THEODORE MACHADO with PETER HART with TONY DUNN with KRISTIAN JONES ANDERSEN JACQUES PETERSEN with KRISTIAN JONES ANDERSEN with TONY DUNN ANDERSEN
with TONY DUNN ANDERSEN with IMOGEN POOTS JESSE EISENBERG GUNELLA COSSOLINA LORIAN FINNEGAN ADAM TERTZAKIAN MAXIME COTTEAU TUDU BROWN MAX SPER RAGE SHARPEL RYAN SHUP THOMAS GANDEL TUDU CHRISTOPHE FOLLEBRE MANUEL CHICHE YOLANE BARROUX
with JEAN-YVES ESCOFFIER with ANNALES ALEXANDER BRUNSTED ANTONIO TULEN with JONNA DONNELL BRENDAN MCCARTHY with GARET SHAWLEY with LORIAN FINNEGAN with GARET SHAWLEY with LORIAN FINNEGAN

©2019 Fantastic Films Limited - Frankas Productions BFL - Pond Film APS. All Rights Reserved

Developed with the assistance of the Film Screen Ireland and First 4 Produced with the support of incentives for the Irish Film Industry provided by the Government of Ireland. Produced with the support of the Tax Shelter of the Belgian Federal Government.
Filmed on location in Ireland and Belgium. Produced in Belgium. European Co-production under the European Convention on Cinematographic Co-productions. With the support of the Creative Europe Programme / MEDIA of the European Union. This film was supported by Eurimages.

mongrel

SARAFILMS THE ANN SCREEN IRELAND XYZ FILMS CASTLE FILMS FRANKAS PRODUCTIONS POND FILM AND TV THE DANISH FILM INSTITUTE FILM FUND WALLMARE WALLMARE GASA KAPPA PRODUCTIONS DELUSION POOTS JESSE EISENBERG "VIVARIUM" COLIN JONES THEODORE MACHADO PETER HART TONY DUNN KRISTIAN JONES ANDERSEN JACQUES PETERSEN KRISTIAN JONES ANDERSEN TONY DUNN ANDERSEN IMOGEN POOTS JESSE EISENBERG GUNELLA COSSOLINA LORIAN FINNEGAN ADAM TERTZAKIAN MAXIME COTTEAU TUDU BROWN MAX SPER RAGE SHARPEL RYAN SHUP THOMAS GANDEL TUDU CHRISTOPHE FOLLEBRE MANUEL CHICHE YOLANE BARROUX JEAN-YVES ESCOFFIER ANNALES ALEXANDER BRUNSTED ANTONIO TULEN JONNA DONNELL BRENDAN MCCARTHY GARET SHAWLEY LORIAN FINNEGAN GARET SHAWLEY LORIAN FINNEGAN



It feeds on the darkness within.

THE ASSENT

COMPOUND(B)
A DIVISION OF VVS FILMS
VVS FILMS

Copyright 2019 VVS Entertainment, LLC. All rights reserved.



ONE LOVE CAN CHANGE YOUR LIFE

KJ APA

BRITT ROBERTSON

SHANIA TWAIN

AND GARY SINISE

I Still BELIEVE

BASED ON THE INSPIRING TRUE STORY

FROM THE CREATORS OF
I CAN ONLY IMAGINE

LIONSGATE PRESENTS A KINGDOM PRODUCTION AN ERWIN BROTHERS FILM KJ APA "I STILL BELIEVE" BRITT ROBERTSON MELISSA ROXBURGH NATHAN DEAN SHANIA TWAIN AND GARY SINISE
CASTING BY BEVERLY HOLLOWAY, CSA MUSIC BY JOHN DEBNEY COSTUME DESIGNER ANNA REDMON EDITOR BEN SMALLBONE PRODUCTION DESIGNER JOSEPH T. GARRITY DIRECTOR OF PHOTOGRAPHY KRISTOPHER SEAN KIMLIN EXECUTIVE PRODUCERS BART MILLARD TONY YOUNG SCOTT LUMPKIN JEREMY CAMP MATT BALM JON GUNN PRODUCED BY KEVIN DOWNES JON ERWIN ANDREW ERWIN BASED ON THE BOOK BY JEREMY CAMP SCREENPLAY BY JONATHAN ERWIN & JON GUNN
DIRECTED BY THE ERWIN BROTHERS
PG PARENTS STRONGLY CAUTIONED
KINGDOM STRINGS
LIONSGATE

IN THEATERS
MARCH 13

00.00
HOME 56.4.53
GUEST
FOULS 0 3

FROM THE DIRECTOR OF
"THE ACCOUNTANT" AND "WARRIOR"

BEN AFFLECK

THE WAY BACK

EVERY LOSS IS ANOTHER FIGHT. MARCH 6

IN THEATERS

BRON

MPAA
R
LANGUAGE
THROUGHOUT
INCLUDING SOME
SEXUAL REFERENCES

Rated R
Stronger
Language
Some
Drugs
Some
Alcohol

WARNER BROS. PICTURES
A Time Warner Company
©2019 Warner Bros. Inc. All Rights Reserved

SUPERMAN RED SON



スーパーマン：レッド・サン

Mark Millar マーク・ミラー [作]

Dave Johnson & Kilian Plunkett

デイブ・ジョンソン／

キリアン・プランケット [画]

ShoPro
Books

Akira Takagi 高木 亮 [訳]



RECOMMENDED

M A R K W A H L B E R G

WINSTON
DUKE

ALAN
ARKIN

ILIZA
SHLESINGER

MARC
MARON

AUSTIN
AND POST



THE LAW HAS LIMITS. THEY DON'T.

SPENSER

CONFIDENTIAL

SCREENPLAY BY SEAN O'KEEFE AND BRIAN HELGELAND DIRECTED BY PETER BERG

MARCH 6

NETFLIX



RECOMMENDED



NE ZHA



THE FINALE

PRODUCED BY
RAYMOND WONG

WILEY-PUBLISHERS

ANTHONY
MACKIE

NICHOLAS
HOULT

NIA
LONG

AND SAMUEL L.
JACKSON

THEY BUILT AN EMPIRE
LIKE NOBODY'S BUSINESS

An Apple Original

THE BANKER

BASED ON A TRUE STORY

