

# OUTRIDERS

**INSURGENCY**  
SANDSTORM

**RATCHET  
CLANK**  
RIFT APART

**MEDIUM**  
THE MEDIUM

HITMAN III





### EDITOR

**Dickson Max Prince**

@dicksonprincemax

### CONTRIBUTORS

**\*Anita .W. Dickson**

**\*Efenudu Ejiro**

**Michael**

**\*Bekesu Anthony**

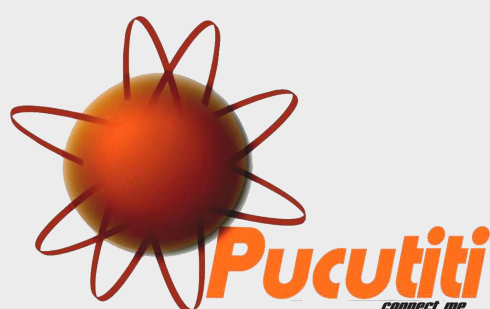
**\*Samuel Obadiah**

**\*Dickson Max Prince**

**\*Ernest .O.**

### PUBLISHERS

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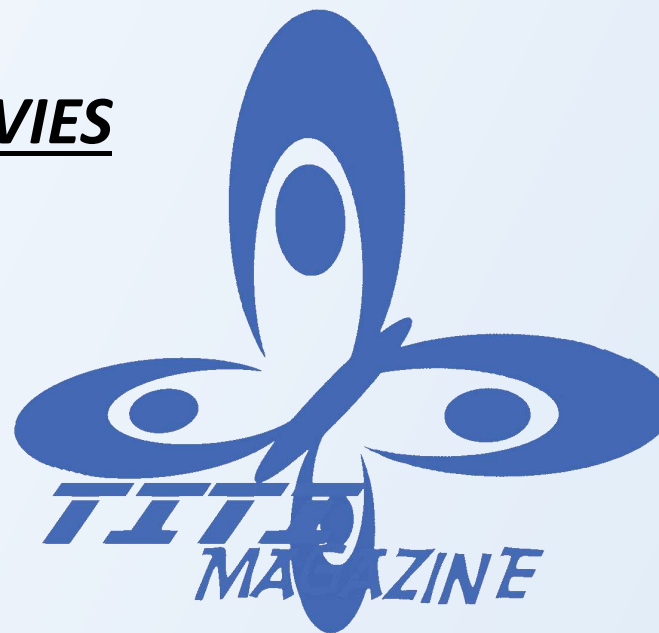
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GAMES



# HITMAN III

*HITMAN III is a stealth game developed and published by IO Interactive for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, Stadia (under the title Hitman: World of Assassination), and Nintendo Switch on 20 January 2021. It is the eighth main installment in the Hitman series and the final entry in the World of Assassination trilogy, following Hitman (2016) and Hitman 2 (2018). The single-player story concludes the plot arc started in Hitman, and follows genetically-engineered assassin Agent 47 and his allies as they hunt down the leaders of Providence, the secretive organization controlling the world's affairs. Hitman 3 received positive reviews from critics.*

## Gameplay

*Like its predecessors, Hitman 3 is a stealth game played from a third-person perspective and players once again assume control of assassin Agent 47. In the game, 47 travels to various locations and carries out contracted assassinations, continuing the story of the last two games. The base game features six new locations: Dubai, Dartmoor, Berlin, Chongqing, Mendoza and an epilogue set in the Carpathian Mountains, Romania. Owners of Hitman or Hitman 2 are able to import maps, levels and their progress into Hitman 3.*

*The new locations in Hitman 3 include persistent shortcuts, a new gameplay feature to the series. Each stage includes a number of initially locked doors which can only be unlocked from one side; once unlocked, these doors stay open in all future playthroughs, allowing initially closed-off locations to be reached more quickly.*

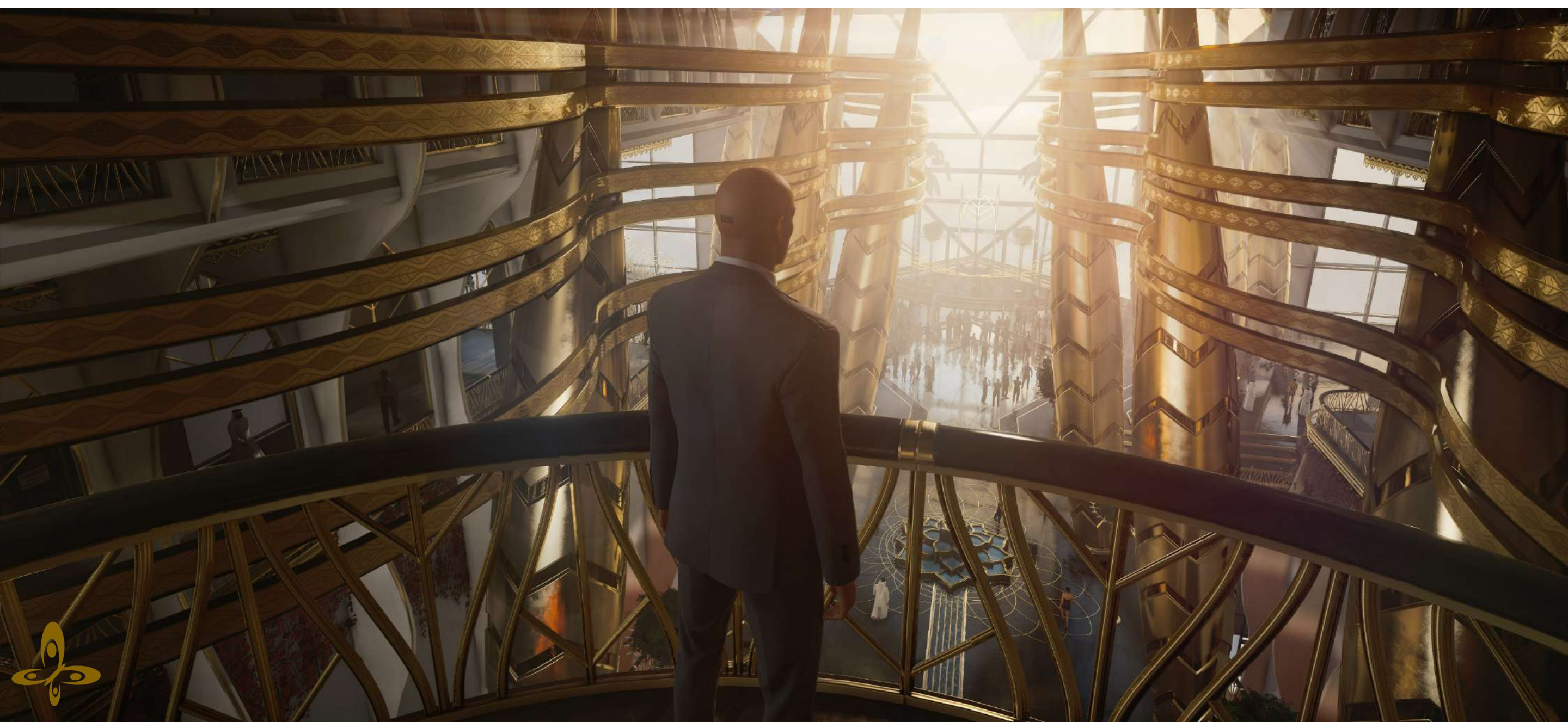
*The game features PlayStation VR compatibility on the PlayStation 4 version, with support for PlayStation 5 via backwards compatibility. The VR functionality also retroactively applies to levels imported from the previous two entries. Unlike Hitman 2, there are no multiplayer modes, with Sniper Assassin being purely single player, and Ghost Mode being removed entirely.*

## Plot

*During the events of Hitman 2, professional assassin Agent 47 and his handler, Diana Burnwood, defect from the International Contract Agency (ICA), joining forces with rogue mercenary Lucas Grey to destroy Providence, an alliance of corporate executives and industrialists collectively wielding vast global political, military, and economic influence. While 47 and Grey seek revenge on Providence for creating and exploiting them both as disposable, cloned assassins from birth, Diana is motivated by Providence's assassination of her parents many years ago, not knowing that 47, under Providence control, carried out the killing. The trio captures Arthur Edwards, Providence's Constant and second-in-command, who identifies the three Partners leading Providence: Carl Ingram, Marcus Stuyvesant, and Alexa Carlisle. Edwards then escapes, and promptly seizes the Partners' corporate assets for himself.*

*Working together, 47 and Grey eliminate Ingram and Stuyvesant in Dubai at the newly inaugurated world's tallest building, the Burj Al-Ghazali (a fictitious version of the Burj Khalifa), and eliminate Carlisle at her ancestral manor in Dartmoor. Edwards, now in full control of Providence, deploys mercenaries, who capture both Grey and Diana. Grey commits suicide to ensure 47's escape.*


*47 arranges to meet hacker Olivia Hall, Grey's only other trusted ally, in Berlin. Discovering that the ICA is tailing them, 47 staves off the pursuit by infiltrating a nearby nightclub run by an outlaw motorcycle club, and eliminating a number of plainclothes ICA agents. Together, but unable to locate Edwards and still hounded by the ICA, 47 and Hall team up to conclusively stop the ICA by exposing it to the public. 47 eliminates "Hush" and Imogen Royce, the overseers of the ICA data storage facility in Chongqing, China, allowing Hall to steal and publish all of the ICA's operational data, while deleting all records of 47 and Diana. The ICA is irrevocably compromised and forced to shut down, ending 47's career as an assassin.*









A close-up, high-contrast portrait of the character Agent 47 from the Hitman video game series. He is bald with a serious, intense expression, looking directly at the viewer. He is wearing a dark grey or black suit jacket over a white dress shirt and a dark red tie. His hands, clad in black leather gloves, are holding a silver and black semi-automatic handgun in front of his chest. The lighting is dramatic, with strong highlights on his face and the gun, and deep shadows elsewhere. The background is dark and out of focus.

**Developer:** IO Interactive

**Publisher:** IO Interactive

**Director:** Mattias Engström

**Programmers:** Jacob Marner, Maurizio de Pascale

**Artist:** Alexander Andersen

**Writers:** Nick Price, Michael Vogt

**Composer:** Niels Bye Nielsen

**Series:** Hitman


**Platforms:** Microsoft Windows, Nintendo Switch, PlayStation 4,  
PlayStation 5, Stadia, Xbox One, Xbox Series X/S

**Release:** 20 January 2021

**Genre:** Stealth

**Mode:** Single-player

**TiTi Rating:** 10/10

A stylized yellow butterfly logo with symmetrical wings and a central body, positioned over the lower part of the character's torso and the gun.



Meanwhile, Edwards attempts to convert Diana to succeeding himself as Constant, and seeks her betrayal of 47 by finally revealing his killing of her parents to her. Diana seemingly double-deals both sides, accepting Edwards's offer while inviting 47 to a gathering of Providence members in Mendoza, Argentina. Diana instructs 47 to eliminate Don Yates and Tamara Vidal, Providence members standing opposed to her succession, so that she can dismantle the organization upon assuming control. Though he follows her instructions, 47's longtime trust in Diana is finally shaken, and his fear is seemingly realized when Diana incapacitates him with poison and confronts him with the murder of her parents.

In a nightmare, a vision of Grey persuades 47 that Diana has not betrayed him, but rather helped to put Edwards within his reach. 47 wakes up imprisoned on a moving train in the Romania region of the Carpathian Mountains, with Edwards also on board. Though Edwards intends to make 47 into an assassin for Providence once more by wiping his memory with a serum injection, 47 breaks free, either killing Edwards or injecting him with the serum instead.

Diana assumes power as Constant and forces Providence's members to resign their leadership positions at major global corporations, destroying Providence's power structure. One year later, 47 reunites with Diana, both once again returning to their former roles as assassin and handler, as a means of keeping the power of global elites in check.

In a secret ending, if 47 injects himself with the serum while confronting Edwards, he passes out. He awakens in a padded room, greeted by Edwards' voice telling him, "Wake up. Wake up, my friend. It's the dawn of a new day, and you have things to do"—akin to the opening of Hitman: Codename 47.

## Development

The game was announced on 11 June 2020 at the PlayStation 5 reveal event. Developers have said that the game will be "a lot more mature, serious and darker" than previous installments in the trilogy. IO Interactive self-published the game when it released on 20 January 2021 for Windows via Epic Games Store, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, and streaming service Stadia. Notably, it was also made available on Nintendo Switch in the form of a cloud based game. This marks the first time a Hitman game was released for a Nintendo platform in almost 18 years; the last game to be released was a port of Hitman 2: Silent Assassin for the GameCube in 2003.

The Mendoza location was IO Interactive's first attempt to depict Argentina in the Hitman franchise. The company went to great lengths to create a fictional location with authentic-looking terrain and vegetation, to show the winemaking process, and to accurately portray aspects of Argentine culture like the tango and the drinking of mate.

The one major compromise was the decision to reuse existing non-player character (NPC) dialogue which had been recorded with Colombian and Mexican accents, rather than recording new NPC dialogue with authentic Argentine accents. According to IO Interactive, this was because of time and budgetary constraints and the additional complication of the COVID-19 pandemic. The company chose to focus on securing appropriate voice talent for the Chongqing location.







HITMAN III

DEATH AWAITS

IOI





# Release

*On 27 August 2020, digital-only pre-orders for the game launched for PlayStation, PC and Xbox players. It was also announced that a Deluxe Edition of the game would be released, which includes Deluxe Escalations, in-game items and suits as well as digital soundtracks for the trilogy. On 8 September 2020, pre-orders for Stadia went live. On 15 October 2020, it was announced that physical copies of an exclusive variant of the Deluxe Edition containing all the digital content and an exclusive physical passport would be released by Limited Run Games. On 30 October 2020, standard retail physical copies for both editions of the game were announced through traditional brick and mortar retail stores.*

*A week after Hitman 3's release, IO's studio head Hakan Abrak stated they had made back their development costs for the game, and "that puts us in a really good place and allows us to confidently move forward with our ambitious plans for future projects."*









# The Medium

*The Medium is a psychological horror video game developed by Bloober Team that was released for Microsoft Windows and Xbox Series X/S on January 28, 2021.*

## Gameplay

*A puzzle is solved between realities, unveiling a spirit well.*

*The Medium is a psychological horror game played in third-person as Marianne, a medium who can travel into the spirit realm. Being able to inhabit both worlds aids puzzle solving. Her psychic abilities may also be used against hostile forces and are recharged by interacting with energy spots called spirit wells.*

## Synopsis

*Marianne, a spirit medium that helps troubled souls seek final respite, has a recurring dream of a man shooting a young girl by a lake. While grieving over the death of her foster father, Marianne receives a mysterious phone call from a man named Thomas, who knows of her abilities. Thomas offers to explain the origin of Marianne's powers, as well as the meaning of the dream. However, Thomas is only willing to talk if Marianne meets him at the Niwa Workers' Resort, an abandoned communist-era vacation resort in the Polish wilderness. Niwa had been shuttered by the government after the Niwa Massacre years earlier, where a large number of people were murdered and the survivors fled the area.*

*Exploring Niwa, Marianne finds the place has strong ties to the spirit realm, and evidence that Thomas, the resort's manager, and his daughter Lilianne were at the epicentre of the Niwa Massacre. In the spirit world, she encounters Sadness, a spirit of a young girl that warns her of the Maw, a hostile and malevolent spirit that has managed to partially exist in the real world and was responsible for the Niwa Massacre by occupying human hosts and using their bodies to murder others, and is now hunting down Marianne to sate its hunger and escape Niwa. Marianne repeatedly offers to send Sadness to her peace, but she refuses.*

*Marianne pieces enough clues to learn that Thomas was also a medium as a result of prior Nazi and Soviet experiments, though his powers could be used to sever people's minds from their bodies. He had fled back to Poland and hid at Niwa, eventually starting a family. An agent of Służba Bezpieczeństwa named Henry discovered Thomas, subdued him, and forced him to watch as he set fire to Thomas' home with his children inside, causing Thomas to attack and murder him. Marianne realizes she is Thomas' daughter; she had fallen into a coma from the fire and Thomas had left her at the hospital while he remained with Lilianne at Niwa.*

*Marianne discovers a fallout bunker hidden beneath the ruins of her family home where she encounters Thomas' spirit half. He explains to Marianne that Lilianne had trouble controlling her own powers, so Thomas kept her confined in the bunker. However, this did not stop Lilianne's powers from going out of control and she summoned the Maw, which broke out of the bunker and caused the Niwa Massacre. While Thomas's spirit half is confident that Thomas would never have killed Lilianne, he has no idea of Thomas' current whereabouts. As the Maw approaches, Thomas' spirit half assures Marianne that she is the only one that can end this and sends her off, preparing to sacrifice himself to delay the Maw.*







**Developer:** Bloober Team

**Publisher:** Bloober Team SA

**Producer:** Jacek Zięba

**Designer:** Wojciech Piejko

**Programmer:** Mariusz Szaflik

**Writers:** Grzegorz Like, Andrzej Mądrzak, Marcin Wetnicki

**Composers:** Arkadiusz Reikowski, Akira Yamaoka

**Engine:** Unreal Engine 4

**Platforms:** Microsoft Windows, Xbox Series X/S

**Release:** January 28, 2021

**Genre:** Psychological horror

**Mode:** Single-player

**TiTi Rating:** 7/10





*Still troubled over Lilianne's fate, Marianne leaves the bunker and heads for the lake that she saw in her dreams. There, she encounters Lilianne, who is alive and well. Lilianne explains that the dream Marianne has been seeing is not a memory of the past, but a vision of the future. She hands Marianne a gun and pleads with her to kill her, as the Maw cannot be banished as long as she is alive, and hence why Sadness, her spirit, refused to be sent off to peace. Marianne hesitates and, considering Thomas' words, threatens to kill herself instead, as without her as a medium, the Maw will remain trapped in Niwa forever. The Maw then arrives, forcing Marianne to fire, but it is left unclear who she shoots.*

## **Development and release**

*Hotel Cracovia in Kraków was used as the inspiration for Niwa.*

*The Medium is developed by Bloober Team,[4] who came up with the idea in 2012. Bloober meant to enhance the immersion by changing their traditional perspective from first- to third-person and taking advantage of Xbox Series X/S's background streaming. Lead designer Wojciech Piejko said The Medium imparts the message that "there is no universal truth".*

*They modelled the supernatural setting after Zdzisław Beksiński's dystopian surrealist artwork. Hotel Niwa is based on a one-to-one rendition of the existing Hotel Cracovia located in Kraków. The opening apartments at the start of the game, while based on a real building in Kraków, is an Easter egg to Bloober's prior game Observer: System Redux, where the same building is also present in that game's future setting.*

*Audio for the game was made by a "Silent Hill dream team" according to Bloober Team, including Silent Hill composer Akira Yamaoka, singer Mary Elizabeth McGlynn, and voice actor Troy Baker, as Silent Hill was an inspiration for The Medium including the use of fixed camera angles. Yamaoka was persuaded to take on the music when Piejko gave him a gameplay demonstration. Yamaoka and composer Arkadiusz Reikowski were tasked with scoring the physical and spiritual plane, respectively. Using synthesiser and analogue sounds, Reikowski likened his approach to that of Stranger Things and Chernobyl. Baker voices the primary antagonist, known as the Maw, for whom another actor performed the motion capture on stilts. Actors Weronika Rosati and Marcin Dorociński provided design and motion capture for Marianne and Thomas within the game. The developers had planned out the camera and actor's direction for motion capture prior to the onset of the COVID-19 pandemic, which made it easy to complete the motion capture sessions under COVID-19 regulations during 2020. Overall, the game has about 90 minutes of motion capture.*

*The Medium was originally announced for Xbox 360, PlayStation 3, and Wii U in 2012, but for want of better technology, reappeared in May 2020 as a Microsoft Windows and Xbox Series X/S title. Originally scheduled for 10 December 2020, the release was eventually delayed to 28 January 2021 due to the COVID-19 pandemic.*













# Insurgency: Sandstorm

*Insurgency: Sandstorm* is a multiplayer tactical first-person shooter video game developed by New World Interactive and published by Focus Home Interactive. The game is a sequel to the 2014 video game *Insurgency*. Set in an unnamed fictional Middle Eastern region, the game depicts a conflict between two factions: "Security", loosely based on various world militaries (specifically NATO forces, United States SOCOM, Iraqi Armed Forces, Afghan Armed Forces, Syrian Armed Forces, and Kurdish YPG and YPJ), and "Insurgents", loosely based on various militant groups (specifically ISIL, the Taliban, and Al-Qaeda).

*Insurgency: Sandstorm* was officially announced in February 2016, for Microsoft Windows. It was released on December 12, 2018 for Windows, with a delayed release for console, macOS and Linux builds of the game. In December 2019, it was announced that the Linux and macOS builds of the game were cancelled. The PlayStation 4 and Xbox One versions have gone through various delays; those, as well as the PlayStation 5 and Xbox Series X/S ports, are scheduled for release in the first half of 2021.

*Insurgency: Sandstorm* received critical acclaim for its realistic gameplay, level design, sound design, atmosphere, graphics, and fluid animations, but was criticized for its technical issues and optimization, with some lamenting the cancellation of the planned story campaign.

## Gameplay

Similar to *Insurgency* and *Day of Infamy*, *Insurgency: Sandstorm* features a minimal HUD, lacking a health bar, ammunition count, or minimap. The *Insurgency* series has "slow", tactical, realistic gameplay, with moments of intensity. Weapons are accurate and extremely deadly, putting an emphasis on teamwork. Like its predecessors, most game modes in *Sandstorm* do not feature instant respawns. Instead, on death, players must spectate and wait for their team to complete an objective in order to respawn. Improvements from *Insurgency* include better visuals, fire support, night vision, addition of a player progression system, character customization, cosmetic unlocks, as well as larger maps and drivable technicals.

Players are separated into two teams: Security and Insurgents. Security primarily uses weaponry originating from NATO countries, such as the M4 carbine, G36K, L85A2, and MP7, while Insurgents use a mix of modernized and older weaponry, ranging from Russian weapons like the AK-74, TOZ -194, and PKM to outdated World War II-era weapons such as the Welrod and the M1 Garand.

Players can choose classes with varying armaments: Rifleman, Breacher, Advisor, Demolitions, Marksman, Gunner, Observer, and Commander. Players have limited supply points to spend on weapons and equipment. Players can modify their weapons with attachments, such as weapon sights, laser sights, bipods, muzzle attachments, suppressors, and foregrips, with additional attachments available for specific guns and classes, such as underbarrel explosive grenade launchers for Demolitions. Gas masks, night-vision goggles, rocket launchers, plastic explosives, and various types of grenades are also available. Players may change their armor and carrier, which affects their survivability and ammunition carried, respectively, though both impact physical weight and speed.

Returning from *Day of Infamy* is the fire support system, which may be requested by a Commander if a friendly Observer is within 10 meters of them. Security can call for close air support, such as an A-10 strafe<sup>[10]</sup> or for an AH-64 Apache or UH-60 Black Hawk to circle the area and attack visible enemies, though both of these helicopters can be shot down using rocket launchers or anti-materiel rifles. Insurgents can call for an improvised drone strike, rocket artillery, a large drone that searches for enemies and detonates an onboard IED when in range of one, or a chemical gas strike that kills anyone in its radius without a gas mask on. Both teams also have access to both explosive and smoke artillery; Security fires less rounds with greater precision, while Insurgents fire more rounds with less precision.









# Game modes

## Versus

**Push:** The attacking team must capture three or four objectives in sequential order. For every objective captured, more reinforcements are made available and more time is given to capture the next objective. The defenders must protect the objectives from the attackers. If the attackers are able to capture all three or four objectives, they must find and destroy the cache. At this point, the defenders only have one life to fend off the attackers. The game ends when either team runs out of reinforcements, players, or time.

**Firefight:** Both teams must battle each other to capture all three territorial objectives. Dead players can only respawn if their team has captured an objective. A team wins when either the entire other team is eliminated or if all three objectives are captured.

**Frontline:** Both teams must capture objectives one by one and then destroy the enemy cache. Players must capture the enemy objectives while also defending their own. Dead players can only respawn if their team has captured an objective. A team wins when either the entire other team is eliminated or if the enemy cache is destroyed.

**Domination:** Similarly to Firefight, there are three objectives which can be captured at all times. However, teams receive victory points for each objective held, and the team which reaches the point threshold wins. On death, players immediately respawn in a random location on the map.

**Competitive:** Firefight in a five-versus-five ranked queue, with higher equipment costs and a different class structure.

## Co-op

**Checkpoint:** Players are grouped into one team and must fight computer-controlled enemies and sequentially capture enemy objectives or destroy enemy caches as they advance across the map, similar to Push. After capturing some enemy objectives, the enemy may initiate a counter-attack, in which surviving players must defend the point against a wave of enemies; a longer counterattack will always occur on the final objective. All dead players respawn when an objective is completed. Players win when all objectives are completed and the final enemy counterattack is repelled.

**Hardcore Checkpoint:** Checkpoint albeit with slower movement, limited equipment and supply points, no friendly player marks, and the unique disadvantage of losing the equipped loadout upon death; instead, players respawn with a very limited loadout consisting of their team's respective bolt-action rifle and a pistol, and they can only reequip their selected loadout through one of the supply boxes randomly placed in the map.

**Outpost:** Players must defend a point from seven waves of enemies, similar to the counterattacks from Checkpoint. Every two waves consists of a special enemy wave; special enemies include armored enemies with MG 3s, suicide bombers, and enemies equipped with silenced weapons and flashbangs. If a point is lost, players are pushed back to a different point; if all points are lost, the match is lost. Unique to this mode, players are given only two supply points at the beginning of each match, with two additional supply points given with each wave completed. Players win when all seven waves are repelled. All players are placed on Security in this mode. Added in update 1.8, replacing Frenzy as the third permanent co-op mode.

## Removed game modes

**Skirmish:** Like Firefight, there are three territorial objectives that both teams have to capture. Each team also has a cache to protect. If the caches of both teams are destroyed, the game will be played like Firefight. To win, the cache must be destroyed and all three objectives captured. Removed in patch 1.4.1 due to low popularity and to decrease queue times and allow the developers to maintain other game modes.

**Frenzy:** Checkpoint with almost all enemies using knives instead of firearms. Special enemies include armored enemies that take several shots to kill, teleporting enemies that dodge attacks, and burning enemies that drop a lit Molotov cocktail on death. All players are placed on Security in this mode. Replaced by Outpost in update 1.8 due to low popularity, and made into a Limited Time Playlist.

**Arcade:** Casual modes that were rotated out with updates, such as Team Deathmatch. Replaced by Limited Time Playlists in update 1.4. Sandstorm also includes "Limited Time Playlists", temporary casual modes that are often based on existing modes with significant gameplay-changing modifications, such as "Running in the 90s" (weapon sights are disabled and firearms point forward at all times, making gameplay similar to older shooters such as Counter-Strike and Unreal Tournament), "Team Deathmatch" (both teams are given wide loadouts and immediate respawns, and they must fight to gain a certain amount of kills), "Hot Potato" (live fragmentation grenades are dropped upon death), and "Task Force 666" (Frenzy on night maps only; players regain health by killing enemies). These modes are also available for custom servers.





# INSURGENCY

SANDSTORM





# Development

*Insurgency: Sandstorm* was first announced on February 23, 2016 on New World Interactive's website. The game was confirmed to be on Unreal Engine 4 instead of Source like *Insurgency* and *Day of Infamy*. The fire support system from *Day of Infamy* was confirmed to be returning. Drivable vehicles were also confirmed, a first for the series.

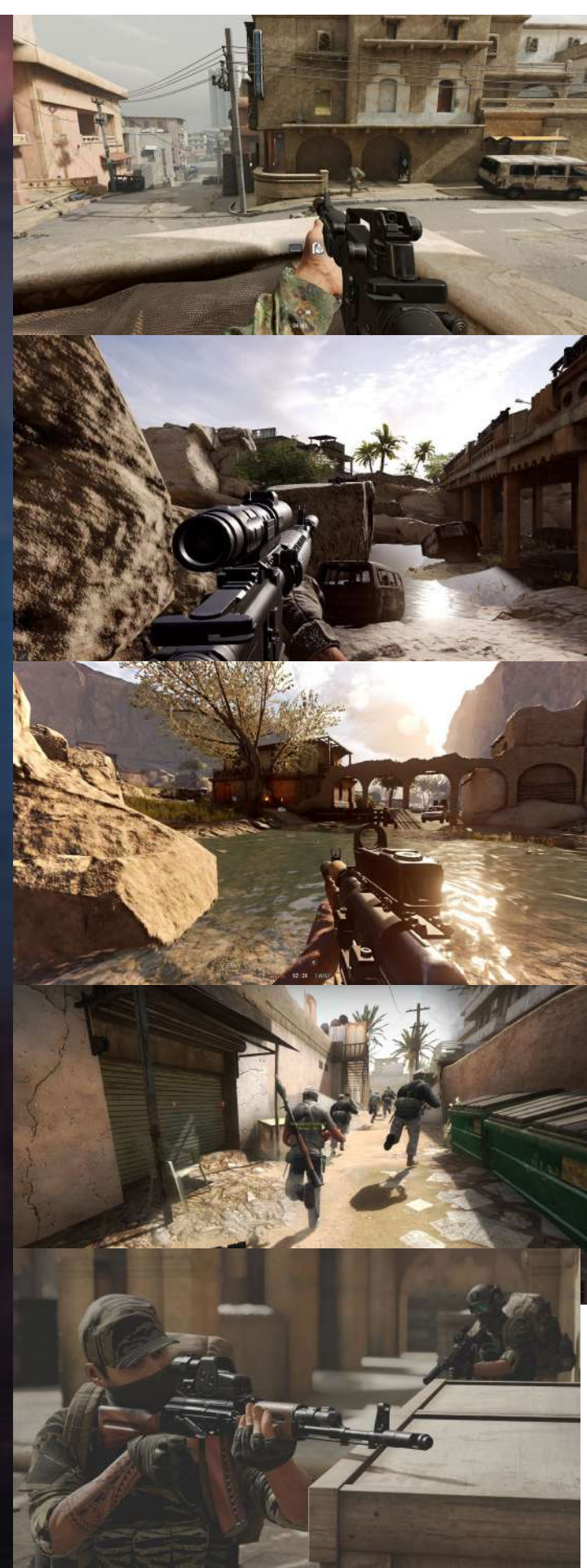
Lead designer Michael Tsarouhas aimed to "find a balance" between military simulator games such as *ArmA* and *Squad*, and action games such as *Call of Duty*, to provide both action and realism in gameplay.

Early in development, *Sandstorm* had a planned single-player and cooperative story campaign, described as focusing on "a squad of characters as they face increasingly challenging chapters, from the invasion of Iraq in 2003 through the insurrection period and leading to the present day." A trailer for the campaign was shown at E3 2017. The campaign was later canceled in January 2018, with lead designer Michael Tsarouhas explaining in an announcement that it was canceled due to "high production requirements and our commitment to deliver to our fans in 2018", noting that the initial plan to set the game in an actual world conflict was restricting and "admittedly, sensitive", and that the conflict depicted in-game was fictionalized, but drew inspiration from real conflicts. The announcement also stated that the campaign would be "considered again at a later date".

# Release

*Insurgency: Sandstorm* was released for Windows on December 12, 2018 through Steam. Linux and macOS releases were planned, but they were both cancelled in December 2019. While PlayStation 4 and Xbox One releases of *Sandstorm* were announced, they have gone through various delays. They were initially planned to be released around the same time as the Windows release, but their release was repeatedly delayed due to development issues. Since the initial release of *Sandstorm* on Windows, the console releases of the game have been delayed to 2019, early 2020, and August 2020. The PlayStation 4 and Xbox One releases, as well as the PlayStation 5 and Xbox Series X/S releases, are scheduled for release in the first half of 2021.

Since its release, the game has had several updates adding new maps, game modes, cosmetic items, weapons, and equipment, including returning content from *Insurgency* and *Day of Infamy*. Since the release of update 1.7 "Operation: Nightfall" in June 2020, major content updates have been called "Operations", similar to Tom Clancy's *Rainbow Six Siege*. "Operation: Nightfall" also included paid cosmetic items and weapon skins, a first for the series. Update 1.9, "Operation: Cold Blood", was developed from home during the COVID-19 pandemic and was released in December 2020. Its changes included a major overhaul of the co-op mode weapon availability which, prior to the change, allowed each faction to use the opposing faction's weapons. The community response to this change was very negative, leading New World Interactive to undo the change and release an apology on Steam.









# Outriders

Outriders is an upcoming cooperative role-playing third-person looter shooter developed by People Can Fly and published by Square Enix's European subsidiary. It is set to be released on April 1, 2021 for Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S. It will also release on Stadia later in 2021.

## Gameplay

Outriders is a third-person shooter mixed with elements from role-playing games. In the beginning of the game, players create their custom characters and choose from four classes, each of them has unique abilities that the players can utilize. The four classes include Trickster, which has the ability to manipulate time, the Pyromancer, which can manipulate fire, the Devastator, which can unleash seismic attacks, and the Technomancer. These special skills have a short cooldown time and can be combined with other skills for maximum effects. The game features a skill tree that allows players to unlock and upgrade their skills.

Players can use different weapons such as shotguns and assault rifles to defeat enemies, and firearms can be customized with weapon mods. Players can hide behind cover to shield themselves from enemy attacks, though health will only regenerate if the player manages to hurt or kill enemies. Players combat both monsters and human enemies. As the player progresses, the world level (the game's equivalent to gameplay difficulty) will increase. If the world level is high, it is more likely for the player to get high-end loot from dropped by defeated enemies.

The game incorporates various role-playing elements. As the players explore, they can explore different hub areas, talk to non-playable characters and complete side missions. In cutscenes a dialogue tree allows to decide the outcome of some conversations, though it does not affect the story's progression. The game can be played solo, but players can also complete the game together with two other players.

## Premise

Humanity's efforts to colonize the alien planet, Enoch, went astray as the expedition team encountered a massive energy storm, known as "The Anomaly", during their search for a mysterious signal—which may indicate hope for humanity's future. The storm grants both Enoch's inhabitants and the colonists superpowers.

## Development

Polish developer People Can Fly started Outriders's development in 2015. Square Enix agreed to publish it and encouraged the team to expand on their vision. To develop the game, People Can Fly expanded the studio from having 40 members to more than 200 members. Outriders's gameplay reveal caused critics to compare the game to other live service games such as Destiny and Tom Clancy's The Division, though People Can Fly affirmed that Outriders is not a live service title and that it was a game that players can "start and finish". The game was designed with cooperative gameplay in mind, though the team put a lot of emphasis in writing the game's story, with the lead writer Joshua Rubin comparing it to Apocalypse Now and Heart of Darkness. The game's narrative features a much more serious tone than Bulletstorm as the studio wanted to prove that it can also write a mature story.

On May 16, 2018, Square Enix announced that they would publish the next title from People Can Fly. Announced at E3 2019, the game is set to be released for Stadia, Microsoft Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X on April 1, 2021, after being delayed from its late 2020 timeline due to impacts from the ongoing COVID-19 pandemic











**Developer:** People Can Fly  
**Publisher:** Square Enix  
**Director:** Bartosz Kmita  
**Writer:** Joshua Rubin  
**Composer:** Inon Zur  
**Engine:** Unreal Engine 4  
**Platforms:** Microsoft Windows, PlayStation 4, PlayStation 5,  
Xbox One, Xbox Series X/S, Stadia  
**Release:** PC, PS4, PS5, XONE, XSX/S—WW: April 1, 2021  
Stadia—WW: 2021  
**Genre:** Third-person shooter, role-playing  
**Mode:** Single-player, multiplayer  
**TiTi Rating:** 7/10











# Ratchet & Clank: Rift Apart

*Ratchet & Clank: Rift Apart is an upcoming third-person shooter platform game developed by Insomniac Games and published by Sony Interactive Entertainment for the PlayStation 5. It will serve as a canonical continuation to Ratchet & Clank: Into the Nexus as well as a standalone title. It was announced at the PlayStation 5 reveal event in June 2020. The game is expected to be released in 2021.*

## Synopsis

*Ratchet & Clank: Rift Apart will explore the story of Ratchet and Clank as they traverse across worlds in multiple realities to stop a villainous emperor from exploiting the catastrophic dimensional collapse caused by a malfunctioning device to instigate a plan of exterminating organic life in all universes.*

## Gameplay

*The game shares many gameplay similarities with Ratchet & Clank (2016) and other entries in the series. The main playable character is Ratchet. He is accompanied by his robotic friend and sidekick Clank, who is hung on his back. There will also be a playable female Lombax. The player navigates Ratchet through diverse environments across a multitude of levels, defeating enemies with an array of varied weapons and gadgets, and traversing obstacles to complete key mission objectives.*

*This will be the first game in the series to introduce the concept of real-time near instantaneous travel between different areas, planets and other worlds within gameplay scenes via a system of inter-dimensional portals. In order for the player to utilize this feature, a new mechanic dubbed the Rift Tether is introduced in Ratchet's arsenal that pulls him from one side of the portal to another, facilitating that travel functionality with great ease. The game will take advantage of the PlayStation 5's Dualsense controller, Tempest Engine and dedicated ray tracing hardware to support advanced haptic feedback, 3D spatial audio and real-time ray tracing effects, enhancing the player immersion experience. The game will feature the return of planets explored in previous entries alongside their alternate counterparts, as well as new ones. With the increased processing power and inclusion of a custom solid-state drive storage in the PlayStation 5, the game will feature a greater variety of enemies, visual effects, and objects within gameplay scenes. Furthermore, the evolutionary enhancements in the game design aim to significantly reduce loading times when jumping between worlds, allowing for a seamless gaming experience for the player. In an interview with Famitsu, Insomniac Games confirmed that Ratchet & Clank: Rift Apart will support an optional "performance mode" that will enable players to run the game at a reconstructed 4K resolution and 60 frames per second. The game will also feature support for high dynamic range.*

## Marketing

*At Gamescom's Opening Night Live on August 27, 2020, Insomniac Games showcased an extensive 7-minute gameplay demo for the title as part of the promotional efforts for PlayStation 5. Game journalist Geoff Keighley later conducted a Q&A interview with the developers after the game's online premiere.*







Captured on PS5



# RATCHET CLANK™ RIFT APART







*Developer: Insomniac Games*

*Publisher: Sony Interactive Entertainment*

*Directors: Marcus Smith, Mike Daly*

*Series: Ratchet & Clank*

*Platform: PlayStation 5*

*Release: Q1/Q2 2021*

*Genre: Platformer, third-person shooter*

*Mode: Single-player*

*TiTi Rating: 6/10*





## Release

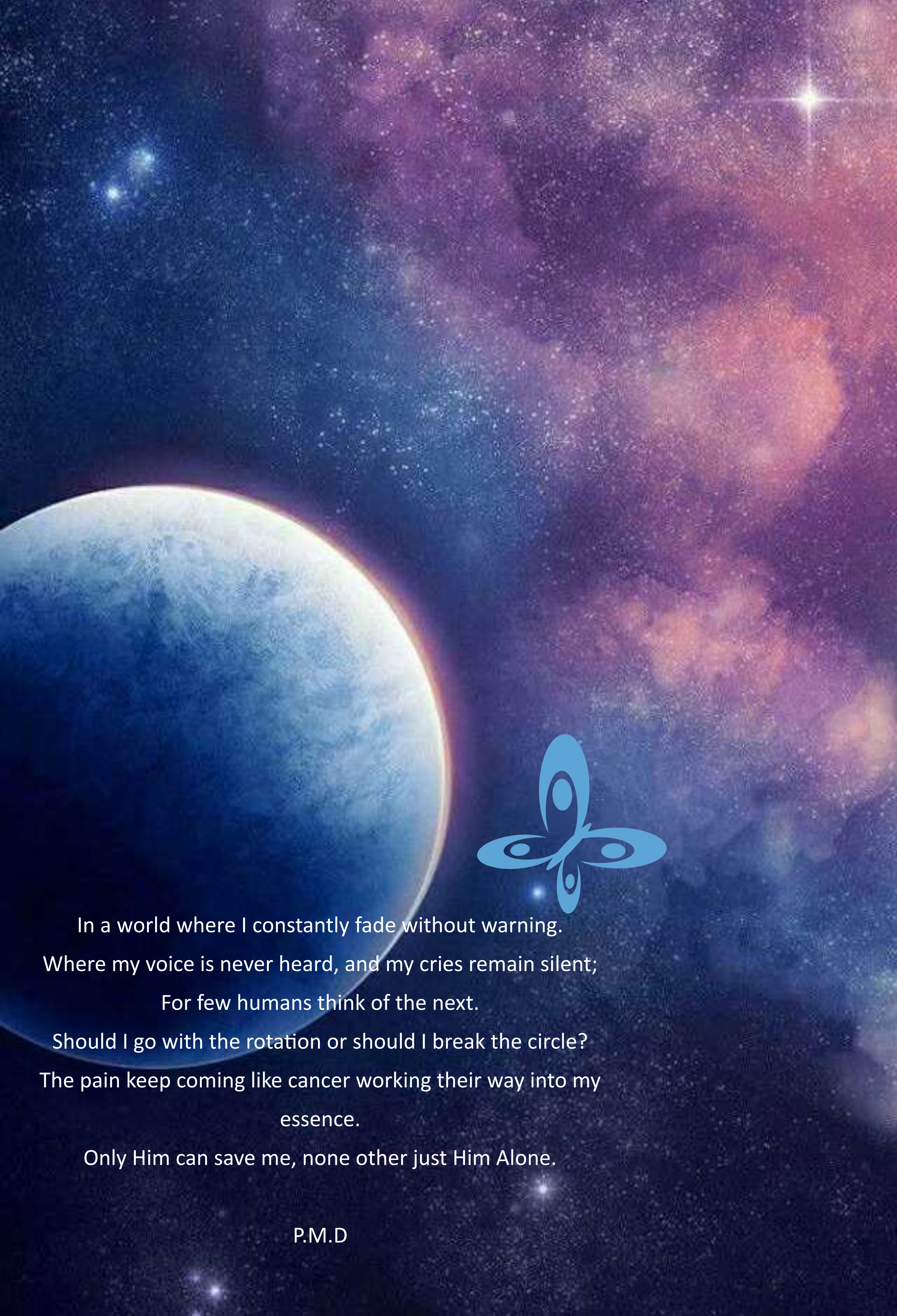
*Ratchet & Clank: Rift Apart* was revealed at Sony's PlayStation 5 reveal stream on June 11, 2020. The game is being developed exclusively for the PlayStation 5. It is expected to be released in 2021.











In a world where I constantly fade without warning.  
Where my voice is never heard, and my cries remain silent;  
For few humans think of the next.  
Should I go with the rotation or should I break the circle?  
The pain keep coming like cancer working their way into my  
essence.  
Only Him can save me, none other just Him Alone.

P.M.D





***GADGET***





# HOT 10

**G70**  
Gaming Processer

**6.78"**  
Infinity-O Display

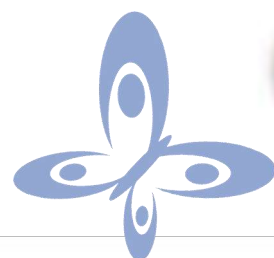
**5200**  
Power Marathon Tech®

### Gaming Processer

## Infinity-0 Display

Power Marathon Tech®

***\$100***



***Bigger vision. Greater horizon.***

*Visual desire wrestles with grip comfort. It shows the path between you and the world you explore.*



**The Infinity-O display with exquisite gem cut design, looks sharp and chic.**





*Long battery life enhanced by Infinix unique hardware power-saving technology. With the upgraded 5200mAh large battery and power-saving mode, farewell to the embarrassment of low power shutdown.*

*The new generation is upgraded with a 6.78-inch large screen with a resolution up to 720x1640. The back is crafted with laser engraving to create a visual perception of interlaced light and shadow.*



MARCO LENS

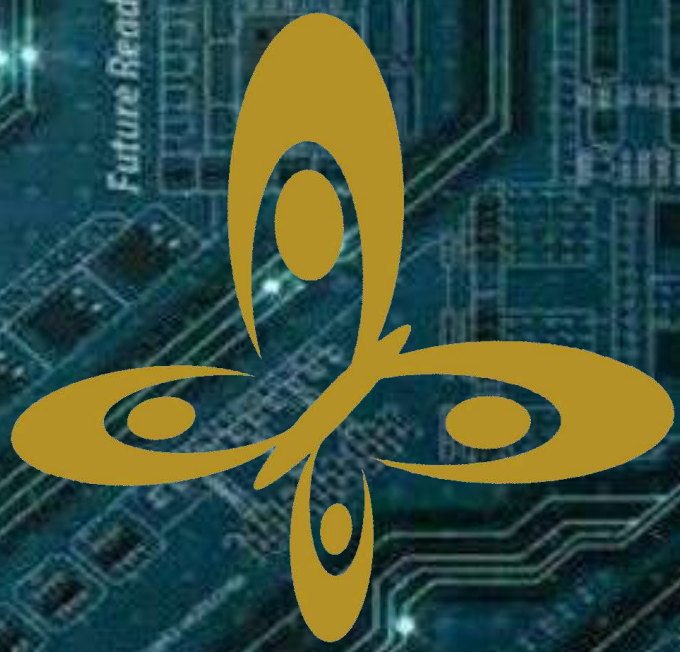
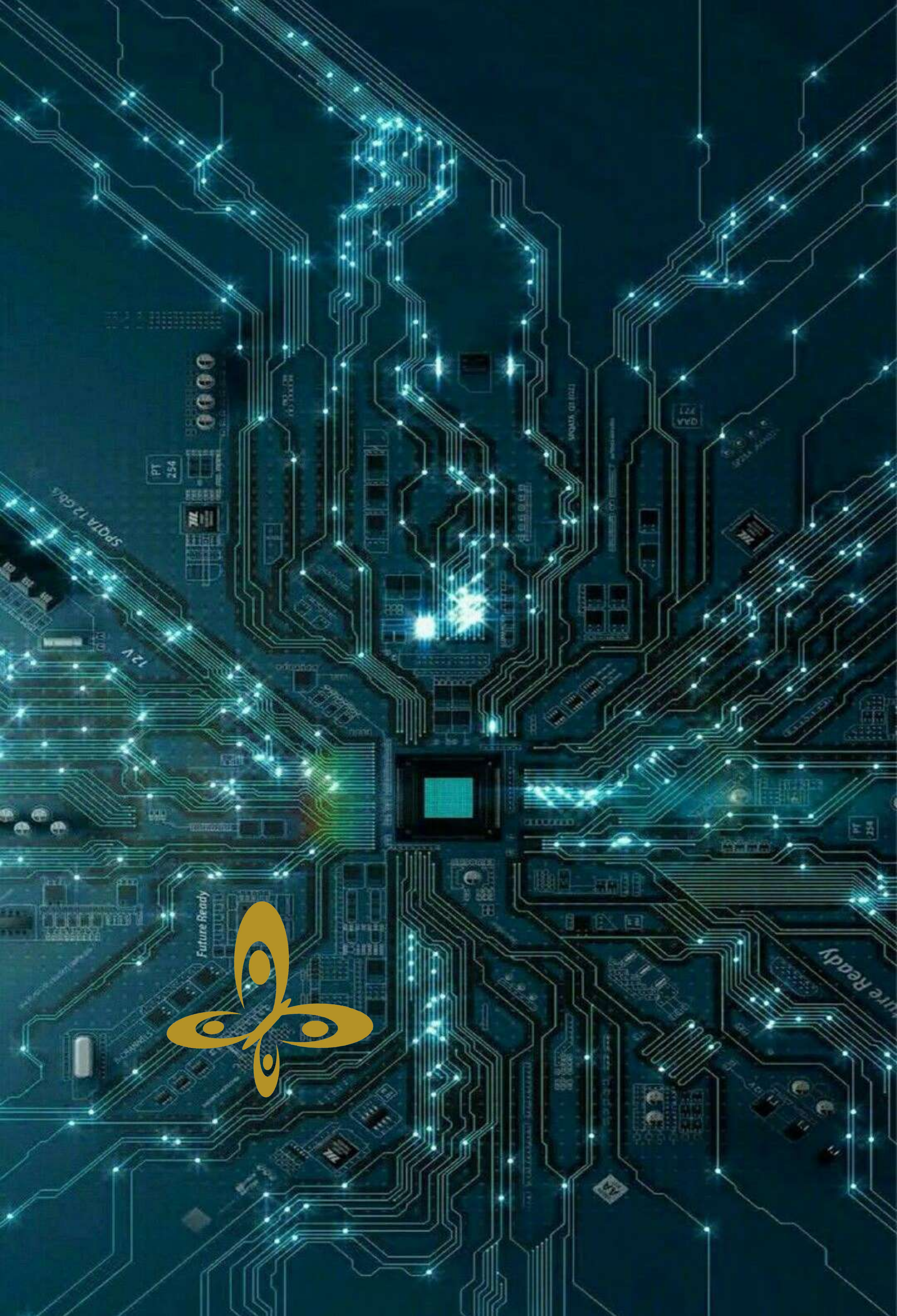
BOKEH LENS

16MP

AI LENS











REPUBLIC OF  
GAMERS



Republic of Gamers



**\$1,999.77**



**STRIX**

**GL502**

COMPACT AND POTENT

**THE PERFECT BALANCE OF  
POWER AND PORTABILITY**

Lightweight gaming notebook that delivers  
impressive and reliable performance on the go

**BREATHTAKING  
VISUALS**

Wide-view IPS display  
G-SYNC technology  
Latest gaming graphics card

Intel Inside®. Extraordinary Performance Outside.  
Powered by Intel® Core™ i7 processor



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THE CHOICE OF  
CHAMPIONS

**ASUS**



Infinix

ZERO 8  
Extraordinary Vision Master

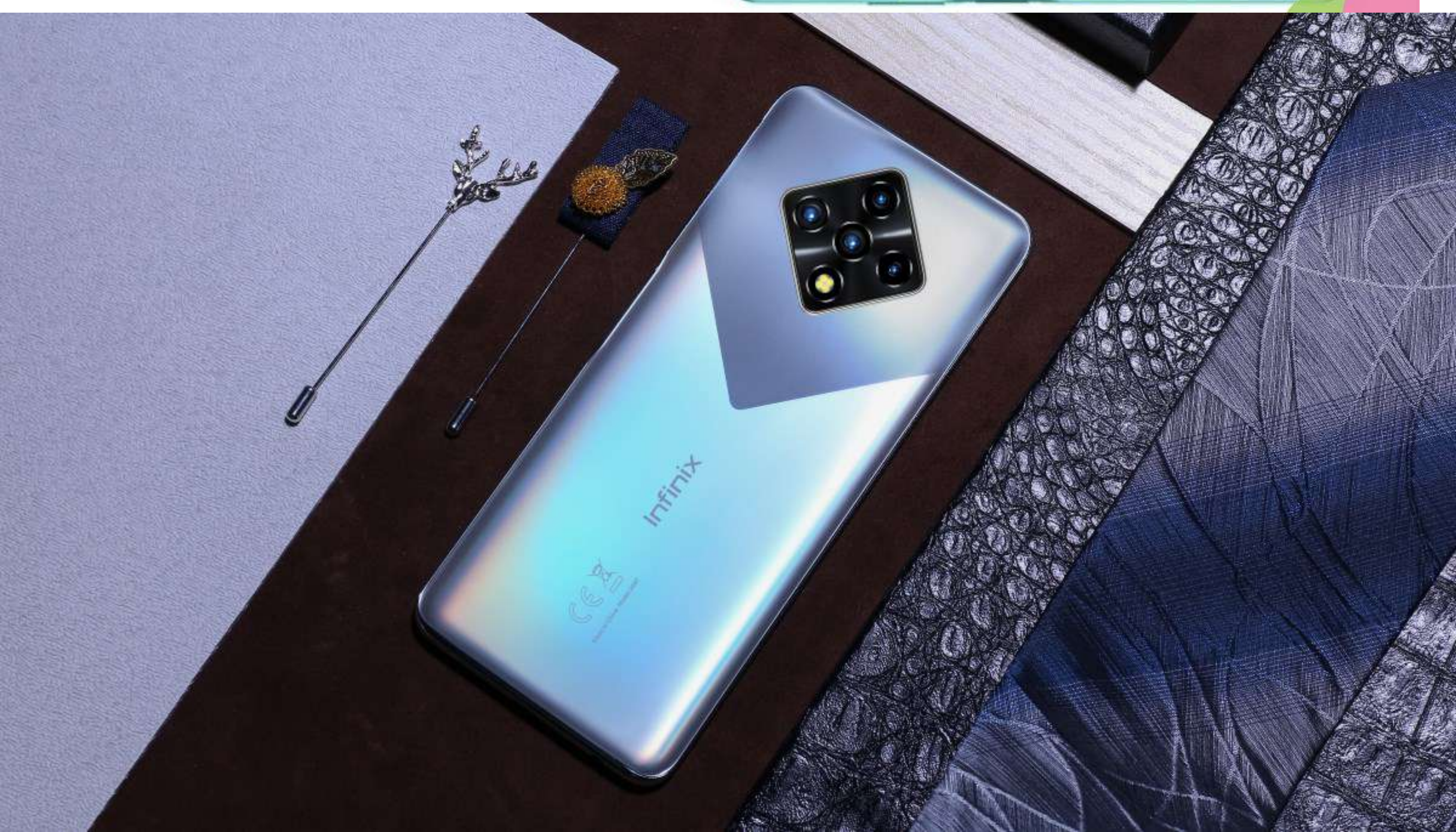
\$250



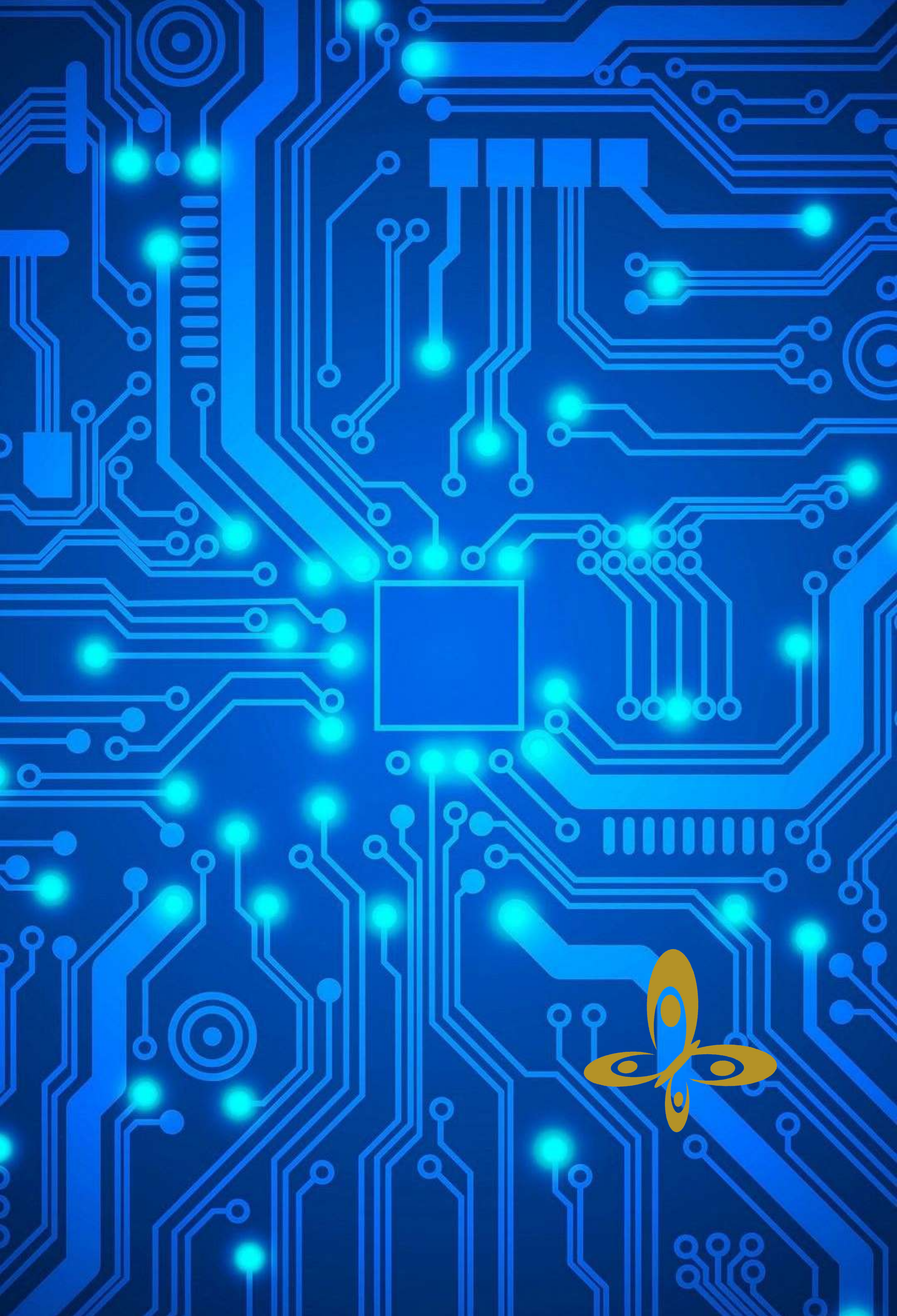




- \* 6.85" FHD+ Smooth Display
- \* Ultra Night Camera With IMX686
- \* Helio G90T+8GB RAM
- \* 33W Super Charge & Multi-Dimensional Liquid Cooling Technology
- \* 48MP+8MP World's First Ultra Night & Ultra Wide Angle
- \* Minimal Design With Gem Cut Surface









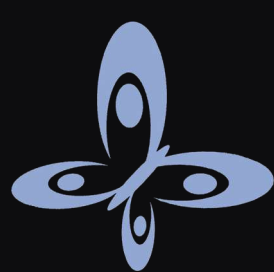
GF63

IMMERSIVE

THIN BEZEL



GAMING



**\$1,099**

GF63

IMMERSIVE

THIN BEZEL



GAMING

THE OFFICIAL GAMING PARTNER OF  **ESL**

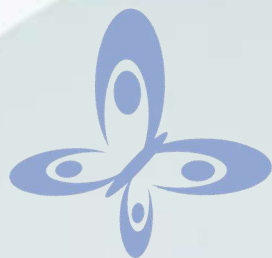
Powered by 8th Gen.  
Intel® Core™ i7 Processors





NOTE 8i  
ULTRA SPEED


\$200



- Real-time eye-tracking accompanied by AI algorithms helps delivering more natural and studio-style pictures.
- Power Marathon Tech is born to meet the long endurance challenge, live your life and leave you battery worries behind.
- There's no way of wasting time on charging. The amazing 18W Super Charge featuring Type C brings convenience and efficiency.
- Provides unforgettable 250ms ultra-fast verification by fingerprint scanning and accurate facial recognition.
- DTS audio processing and 4 modes creates an ideal world for music lovers echoing with the sound of the heart.
- Choose your favorite filter of the camera, you're welcome to shine your way through the crowd.



Helio G80 Excellent Gaming Performance



6.78" Infinity-O Display



48M Ultra Night Quad Camera



5200mAh Power Marathon Tech Embedded



Type C & 18W Super Charge

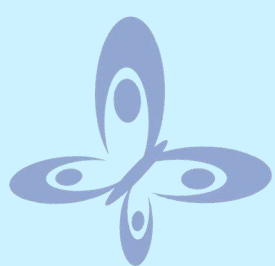


Side-Mounted Fingerprint and Face Unlock



DTS Audio Processing





### ***Slow Motion Capture***

*Delicate slow motion capture for you and everyone. Be as fast as you want, it won't let you miss any detail.*



### ***Eye-tracking Auto Focus***

*Real-time eye-tracking accompanied by AI algorithms helps delivering more natural and studio-style pictures.*





**48M**

**Ultra Night Quad Camera**

*The set of high definition cameras allows you to capture every unforgettable night scenes.*

*All those wonderful detail, with crystal clear clarity and lifelike beauty.*

*Corning® Gorilla® Glass*





**Automobile**





**\$38,795**



2020  
VOLKSWAGEN

**TIGUAN**







**Sleek. Strong. Smart.**







An SUV with everything  
you want, for  
everything you'll do.







**Helps you stay out of trouble.**











**Don't pass up  
a chance for  
peace of mind.**

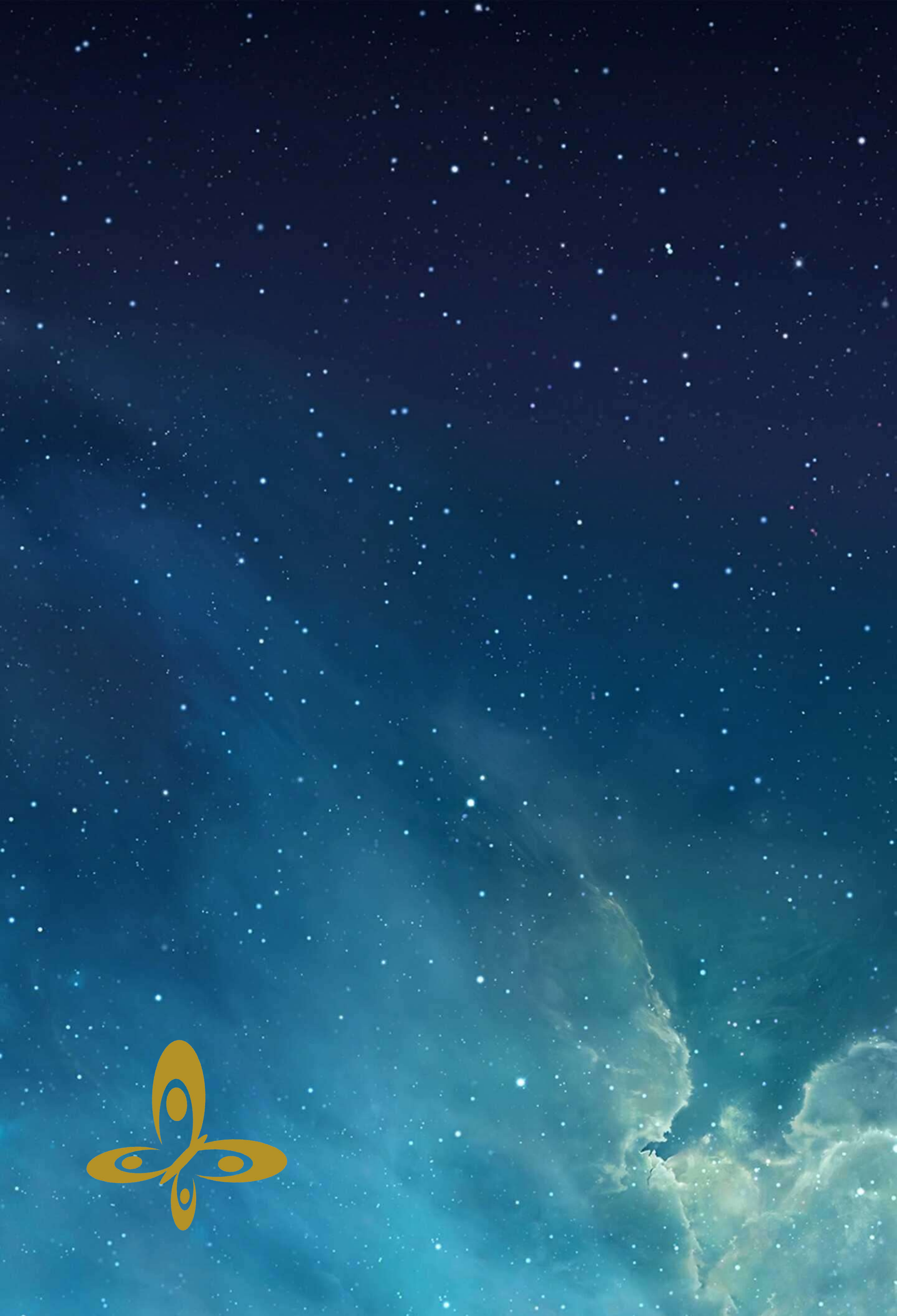




This R-Line always  
brings its A game.











2020  
TOYOTA



**\$34,460**

**SIENNA**





*Life meets style.*



*Helps take weather out of the equation.*







The minivan with maximum style.





*Designed for  
safety.*





NVIDIA®  
G E F O R C E  
G T X

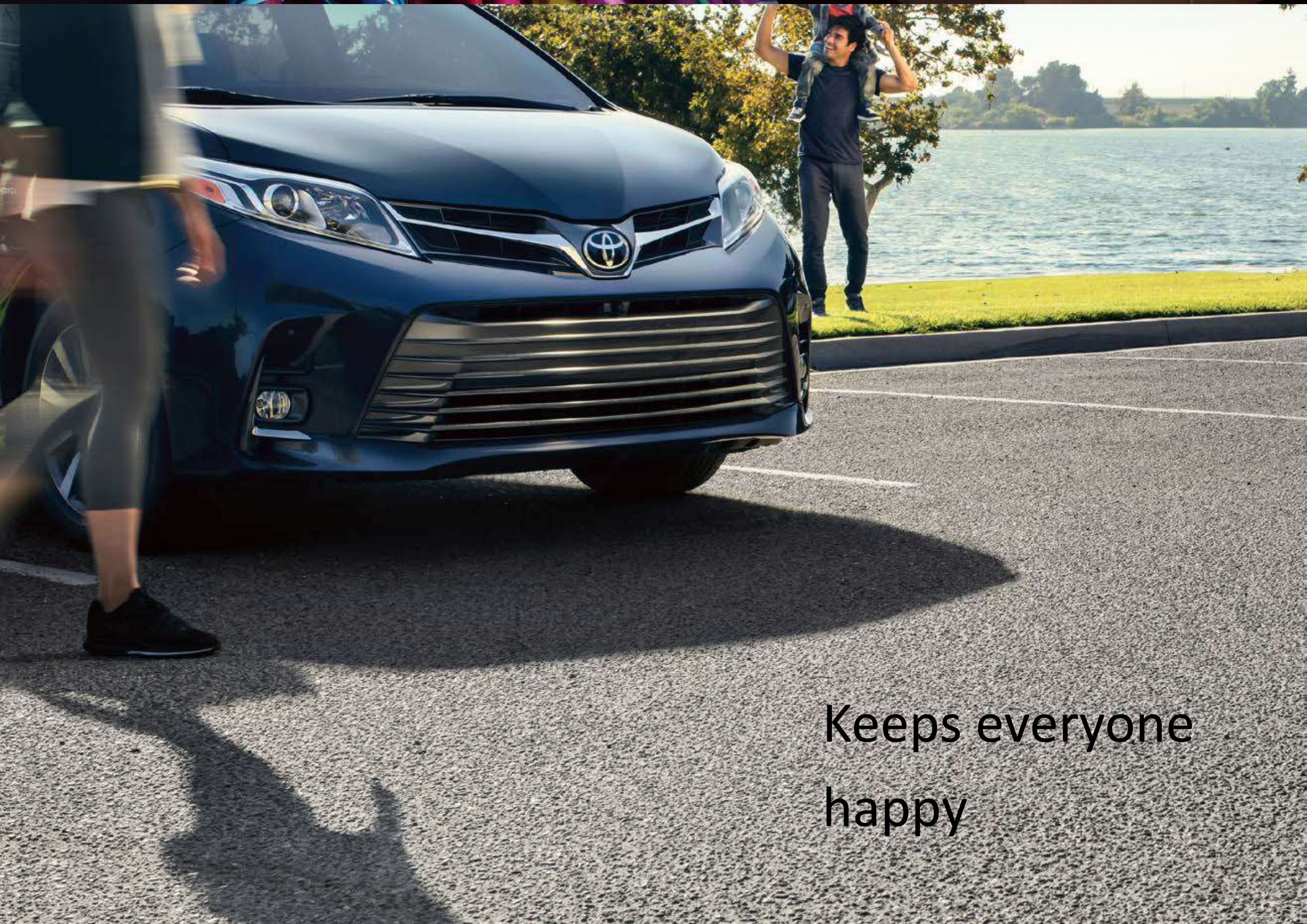






Everything at  
your fingertips





Keeps everyone  
happy









*Black is unique*



*Black is beautiful*



*Black is real*









**\$74,350**



2019  
AUDI

**A7**







*Amazing Exterior*

*An Exterior to Keep all eyes glued to you.*





*Stunning Interior*

*Keep things in perspective with a fine  
Luxury interior.*







*Audi is taking their interior design to the next level....*



To craft the most amazing machines, you don't start with machines at all.  
You start with people.

The 2021 Lexus UX

2021  
LEXUS

UX



**\$35,100**







*Amazing Exterior*

*An Exterior to Keep all eyes glued to you.*





*Beauty with a combination of amazing  
craftmanship*







*The 2021 UX looks amazing in the eyes.*







*A dope Interior to wow your passenger*









*The best in modern technology and information system.*



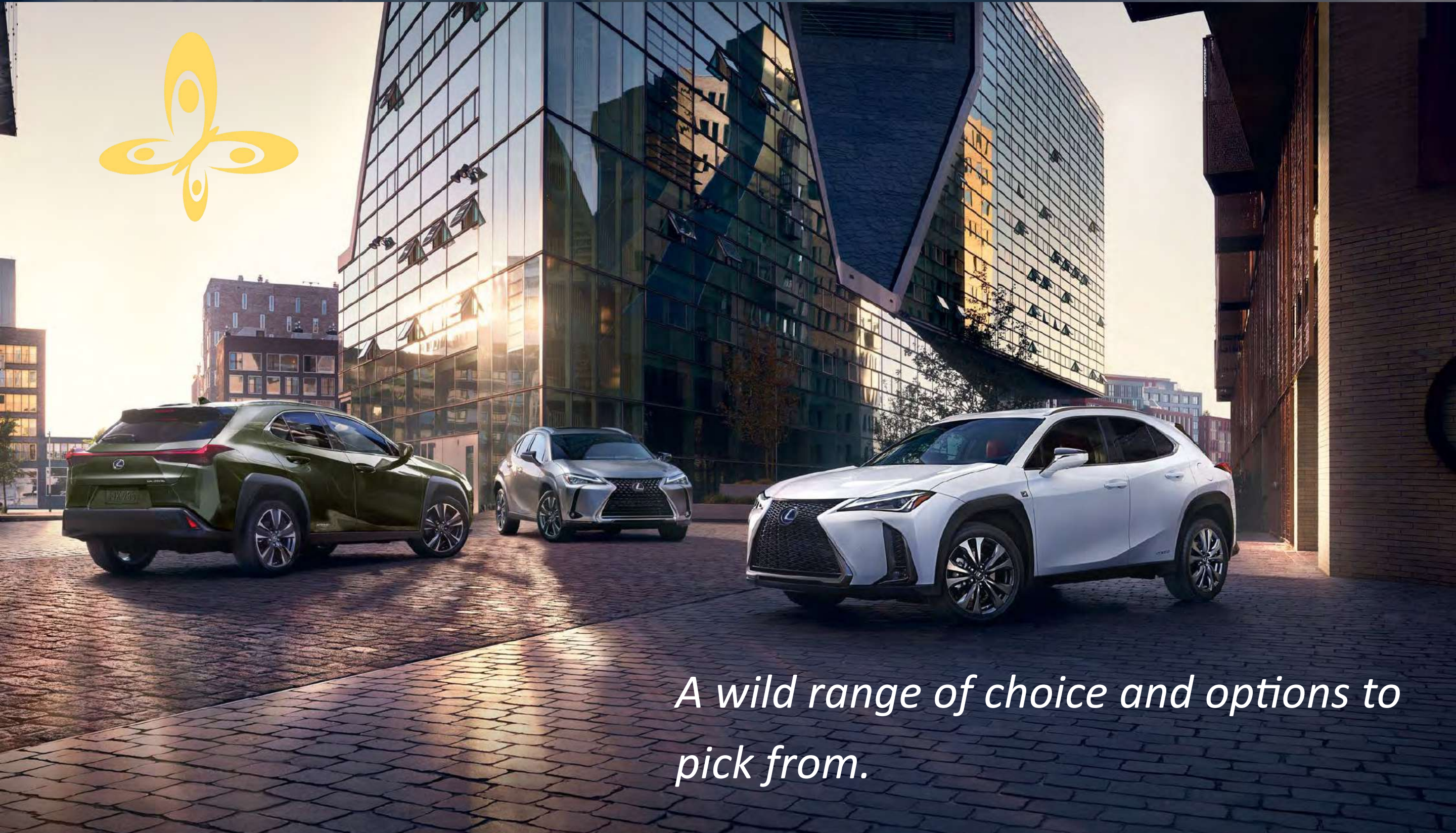




*The 2021 UX stands above all in the lines of modern SUV*









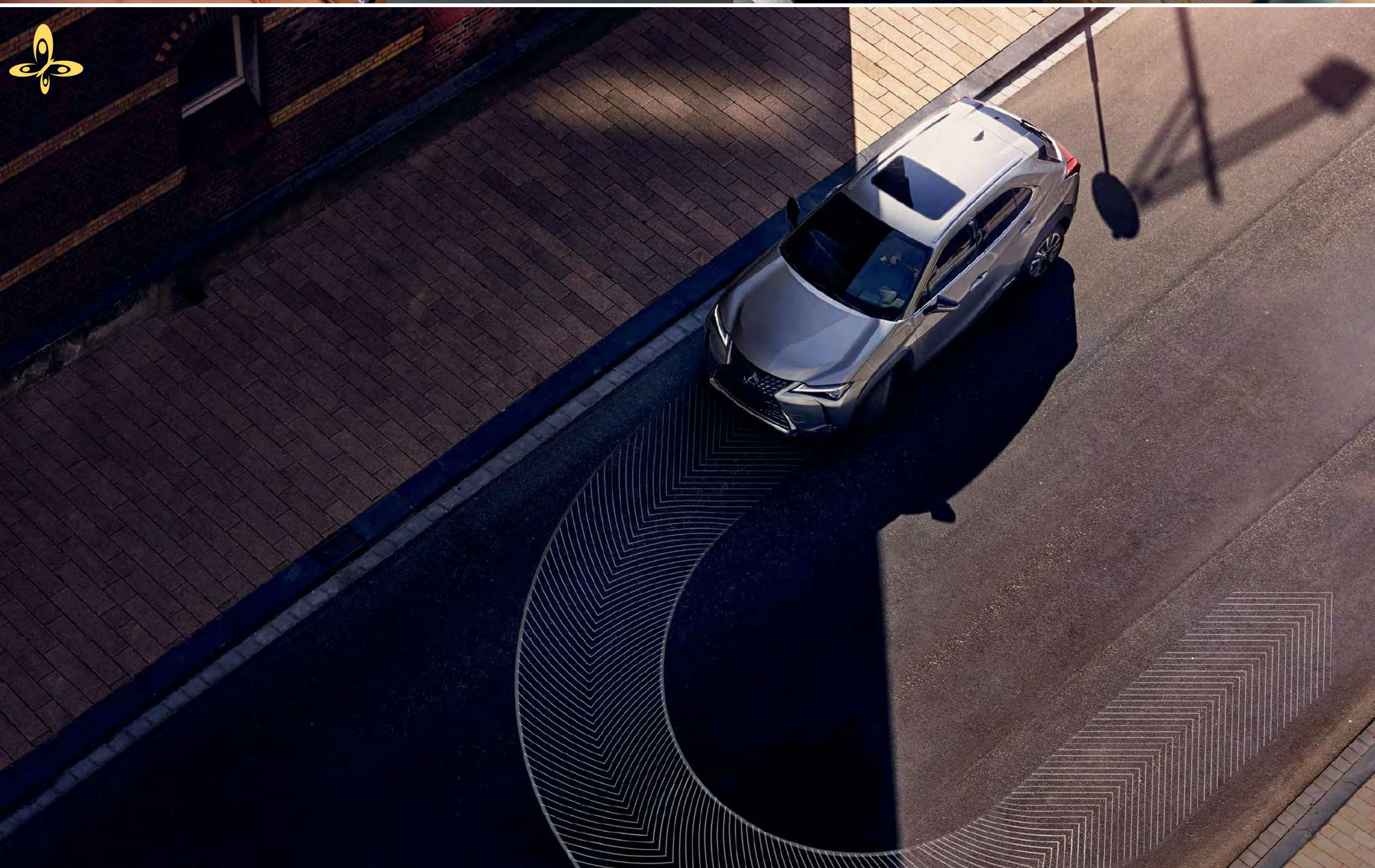


*Keeping you going...*





*Stay on track cos this UX got you covered.*











# MOVIES

*NOTE: Movies release dates are subject to change*



SAM  
HEUGHAN

RUBY  
ROSE

ANDY  
SERKIS

UND TOM  
WILKINSON



**S.A.S.**

**RED  NOTICE**

Release Date: March 12, 2021

Action, Tactical, Thriller






***Hanyou no yashahime: Sengoku otogizoushi***

***Release Date: 2020***

***Status: Ongoing***

***Action, Fantasy, Magic, Supernatural, Comedy, Demons, Historical, Adventure***



A movie poster for the film 'Cherry' featuring Tom Holland. The background is a close-up, high-contrast photograph of Tom Holland's face in profile, looking down. His hand is visible, resting against his cheek and ear. The entire image is bathed in a deep red light, creating a somber and intense atmosphere. The text is overlaid on the image in white and yellow.

An Apple Original Film

*Release Date: March 12, 2021*

*Drama, Crime, Adaptation, True Story*

**TOM HOLLAND**  
**CHERRY**



监制 宁浩

A S S A S S I N I N H E D

初一

领衔主演 雷佳音 杨幂 董子健 于和伟 特别出演 郭京飞 友情出演 佟丽娅 董洁 特别介绍 王圣迪 原著 双雪涛





BENEDICT  
CUMBERBATCH  
MERAB  
NINIDZE  
RACHEL  
BROSNAHAN  
JESSIE  
BUCKLEY

# THE COURIER

BASED ON THE INCREDIBLE TRUE STORY  
OF A BUSINESSMAN TURNED SPY

Release Date: March 19, 2021

Drama, Historical, Spy

"A TAUT, PROPULSIVE THRILLER.  
A COLD WAR THRILLER DONE RIGHT."  
COLLIDER

"A SUPERBLY  
TENSE SPY FILM."  
NEXT BEST PICTURE



RECOMMENDED

# Fate Grand Order

—First Order—



Action, Fantasy, Magic, Supernatural

Release Date: 2016

Status: Complete



A SEQUEL IS IN THE HEIR.



New York

EXIT



ONLY

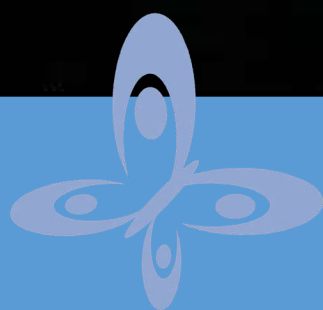
Release Date: March 5, 2021

Drama, Comedy, Sequel

AMAZON ORIGINAL MOVIE

EDDIE MURPHY

# COMING 2 AMERICA



AMAZON  
STUDIOS





FROM THE LEGENDARY STUDIO GHIBLI  
CREATORS OF SPIRITED AWAY, HOWL'S MOVING CASTLE,  
AND FROM UP ON POPPY HILL

Release Date: March 1, 2021

Adventure, Adaptation, Animation



# Earwig and the Witch

DIRECTED BY GORO MIYAZAKI

BASED ON THE BOOK BY DIANA WYNN JONES  
SCREENPLAY BY HAYAO MIYAZAKI, KEIKO NINA, AND EMI KUNJI  
DIRECTED BY GORO MIYAZAKI  
PRODUCED BY SATOSHI TAKEBE  
THINKING OF "DON'T BE FEARFUL" BY SHERINA MUNAF  
STUDIO GHIBLI  
NANKAI ENTERPRISES  
STUDIO GHIBLI  
PRODUCED BY YOSHIO KUNIKIDA, KEISUKE TSUCHIHASHI, HIDEAKI HOSHINO, AND KIYOFUMI NAKAJIMA  
PRODUCED BY TOSHIO SUZUKI  
© 2020 NANKAI, INC. Studio Ghibli





# TRIGUN



Action, Comedy, Sci-fi

Release Date: 1998

Status: Complete



BY THE DIRECTOR OF THE GREY AND THE A-TEAM

FRANK GRILLO MEL GIBSON  
NAOMI WATTS AND MICHELLE YEOH

Release Date: March 5, 2021

Action, Thriller

# BOSS LEVEL

GONE TODAY. HERE TOMORROW

HIGHLAND FILM GROUP CORNETT FILMS BASES FILMS DIAMOND FILM PRODUCTIONS THE FIVE INC. PRESENTS AN EPICURE FILMS PRODUCTION A NEARFORTH PRODUCTION  
IN ASSOCIATION WITH EVERETT FILMS LIMITED THE FIVE HOUSE OF FILMS AND SCOTT FREE FILMS BIG RED FILMS A FILM BY JOE CANNARON FRANK GRILLO MEL GIBSON "BOSS LEVEL" NAOMI WATTS  
MICHELLE YEOH KEN JONES WILL SATCHO SEYMALY MEADON WILLIAMS AND MICHELLE YEOH \*\*\*SHARON BERRY \*\*\*SHERIDY THOMAS \*\*\*JOH ASHLEY HALLIDAY \*\*\*CLINTON SHORTER  
\*\*\*SCOTT PUTMAN \*\*\*JOH JAYLA BANCROFT \*\*\*KYLE HALL \*\*\*JOH JON BULLINGTON \*\*\*JOH JOHANN ALPHEE \*\*\*JOH TIM SULLIVAN ALAN ECKERT TED PARKINSON NATCH LONE  
CHRISTELLE CONAN NATHAN LONE ANDREW CRON JULES BAY MIRIAM PRASER DELPHINE HERRER HENRY WINTERSTERN CHARLES RUTH ROBERT JONES TED FOR MEADON WILLIAMS SHEN FENWELL  
\*\*\*JOE CANNARON \*\*\*FRANK GRILLO \*\*\*SANDRA EMMETT GEORGE FORA \*\*\*MICHELLE YEOH \*\*\*SHARON BERRY \*\*\*JOE CANNARON \*\*\*JOE CANNARON

FILMCLASH EFD DAVOZ MONOPOL ENGENDERS WHISKY





Action, Fantasy, Game, Romance, Adventure

Release Date: 2020

Status: Complete





ACADEMY AWARD® WINNER

ANTHONY  
HOPKINS

ACADEMY AWARD® WINNER

OLIVIA  
COLMAN

MARK  
GATISS

IMOGEN  
POOTS

RUFUS  
SEWELL

OLIVIA  
WILLIAMS

*Release Date: March 12, 2021*

*Drama*

BASED ON THE  
CRITICALLY ACCLAIMED PLAY WRITTEN BY FLORIAN ZELLER AND  
ACADEMY AWARD® WINNER CHRISTOPHER HAMPTON

# THE FATHER

PRODUCED BY PHILIPPE CARCASSONNE AND  
ACADEMY AWARD® WINNER DAVID PARFITT

DIRECTED BY FLORIAN ZELLER



A HUGE JOURNEY  
TO FIND A TINY FRIEND



Release Date: March 4, 2021

Adventure, Adaptation, Family, 3D, Animation

# THE SPONGEBOB MOVIE

SPONGE ON THE RUN



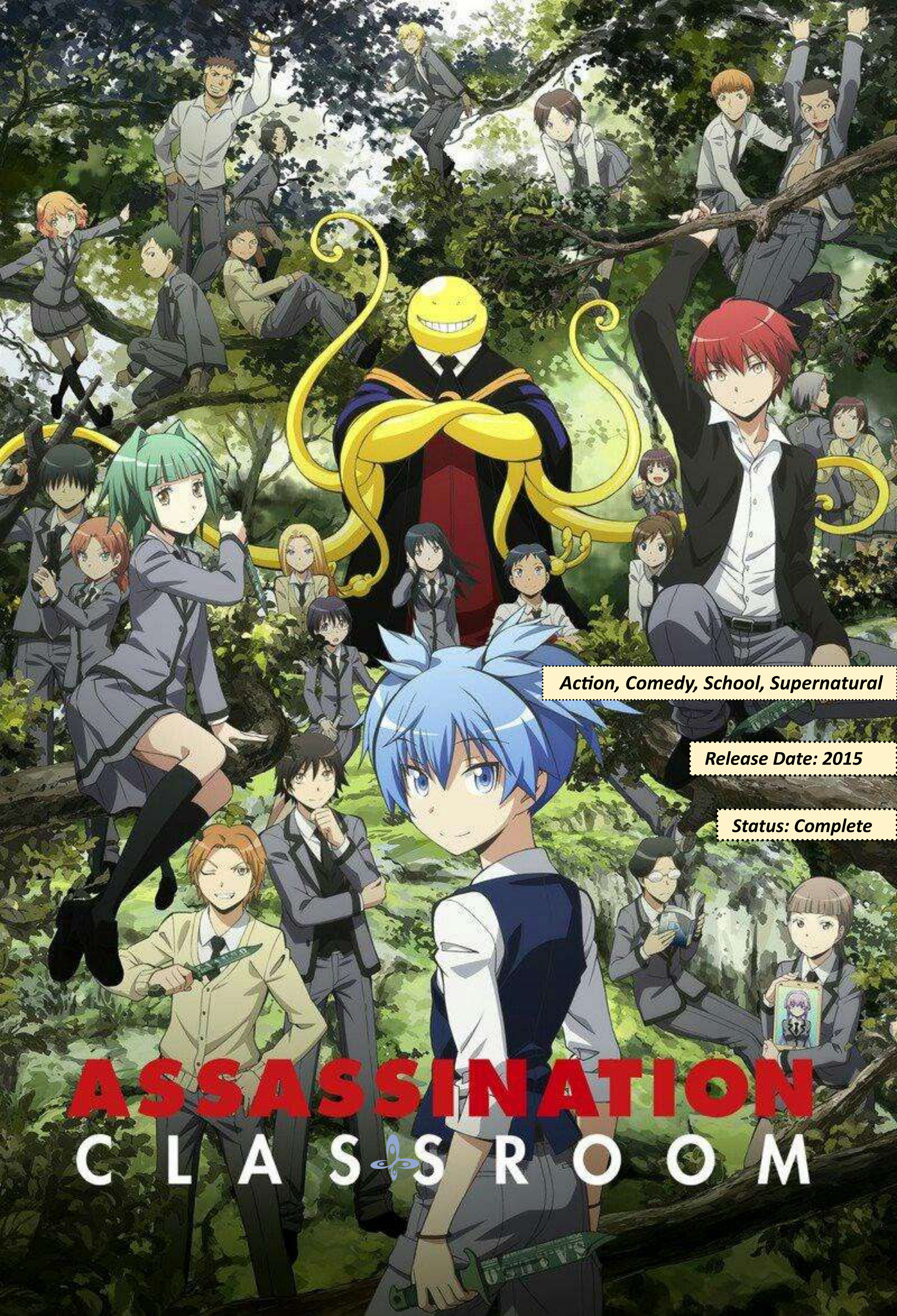
IRISH INDEPENDENT

ALEC  
BALDWIN

**Release Date: March 5, 2021**

**Action, Crime, Comedy**





*Action, Comedy, School, Supernatural*

*Release Date: 2015*

*Status: Complete*

# ASSASSINATION CLASSROOM



# DREAMCATCHER

GET READY FOR A **KILLER** NIGHT OUT

**Release Date: March 5, 2021**

***Thriller, Horror***

March 5, 2021







DAISY RIDLEY

TOM HOLLAND

# CHAOS WALKING

DIRECTED BY DOUG LIMAN

AN AMBLIN ENTERTAINMENT PRESENTATION A FILM BY DOUG LIMAN "CHAOS WALKING" CASTING BY JESSICA KOPPELMAN COSTUME DESIGNER JESSICA KOPPELMAN MUSIC BY JAMES NEWTON HOWARD EDITOR JAMES NEWTON HOWARD PRODUCTION DESIGNER JAMES NEWTON HOWARD EXECUTIVE PRODUCERS JAMES NEWTON HOWARD PRODUCED BY JAMES NEWTON HOWARD WRITTEN BY JAMES NEWTON HOWARD BASED UPON THE NOVEL BY PAUL HOLLAND

TELEFILM

IM

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Release Date: March 5, 2021

Sci-fi, Adaptation, Teen



RECOMMENDED



Action, Fantasy, Shounen, Adventure

Release Date: 2020

Status: Ongoing

# DRAGON QUEST THE ADVENTURE of DAI





Sequel, Animation, Adaptation, Family

Disney  
**RAYA**  
AND  
**THE LAST DRAGON**

Release Date: March 5, 2021



ONE WILL FALL

# GODZILLA vs. KONG

Release Date: March 26, 2021

Action, Adventure, Sequel







GARY  
OLDMAN

ARMIE  
HAMMER

EVANGELINE  
LILLY

# CRISIS

A FILM BY NICHOLAS JARECKI

ADDICTION IS AN INDUSTRY

**"INTENSE AND TIMELY...  
WITH EXCEPTIONAL PERFORMANCES  
AND MASTER CRAFTSMANSHIP."**  
— MARC MALKIN, VARIETY

**"FINELY CRAFTED...  
TACKLES EVERY VICIOUS PART  
OF THE OPIOID EMERGENCY."**  
— JOE NEUMAIER, WOR NEW YORK

**"A TERRIFIC THRILLER...  
RIVETING, GRIPPING, TOPICAL  
AND PROVOCATIVE."**  
— SCOTT MANTZ, KTLA-TV



**Release Date: March 5, 2021**

LOO PRODUCTIONS AND BIDEFORD PRODUCTIONS PRESENT IN ASSOCIATION WITH GREEN ROOM FILMS MARTINGALE PICTURES FLYING HORSE PRODUCTIONS CONSTRUCTION FILM TUESDAY FILMS BURN LATER PRODUCTIONS ELEVATION PICT  
GARY OLDMAN ARMIE HAMMER EVANGELINE LILLY GREG KINNEAR MICHELLE RODRIGUEZ LUKE EVANS LILY ROSE DEPP SCOTT MESCUDI INDRA VARMA DUKE NICHOLSON VERONICA FERRES MICHAEL ARAMOV MIA KIRSNER MARTIN DONOVAN CHRIS  
CASTING BY ANDREA KENYON RANDI WELLS JESSICA KELLY MUSIC SUPERVISOR MICHAEL PERLMUTTER ORIGINAL MUSIC BY RAPHAEL REED COSTUME DESIGNER SIMONETTA MARIANO FILM EDITOR DUFF SMITH PRODUCTION DESIGNER JEAN A. CARRIÈRE DIRECTOR OF PHOTOGRAPHY NICOLAS BOUDUC CO-EXECUTIVE PRODUCERS KEAN CRONIN ROBERT  
EXECUTIVE PRODUCERS GARY OLDMAN DOUGLAS URBANSKI MICHAEL SUPPES TONY HSIEH MOHAMMED AL TURKI NOAH SEGAL LISA WILSON WILLIAM ROSENFELD SAM SLATER DAVID BERNON SAMUEL J. REICH  
CO-PRODUCERS JONATHAN VANGER KARL RICHARDS PRODUCED BY CASSIAN ELWES NICHOLAS JARECKI WRITTEN AND DIRECTED BY NICHOLAS JARECKI



**Drama, Thriller**



# THE UNBEARABLE WEIGHT OF MASSIVE TALENT

*Release Date: March 19, 2021*

*Action*





FREDDIE  
HIGHMORE

ASTRID  
BERGÈS-FRISBEY

NO JOB IS IMPOSSIBLE

# THE VAULT

Release Date: March 26, 2021

Drama, Crime, Action



