



# RETURNAL

**KNOCK OUT  
CITY**

lost in Random

DEATH'S  
DOOR



## EDITOR

**Dickson Max Prince**

 @dicksonprincemax

## CONTRIBUTORS

**\*Anita .W. Dickson**

**\*Efenudu Ejiro**

**Michael**

**\*Bekesu Anthony**

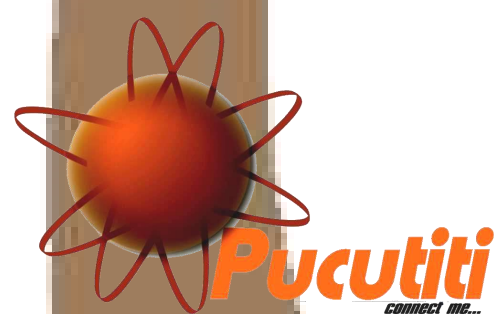
**\*Samuel Obadiah**

**\*Dickson Max Prince**

**\*Ernest .O.**

## PUBLISHERS

**Pucutiti.Inc<sup>®</sup>**



**@titimagazine**



**@titimagazine**



**@titimagazine**



## Content

### GAMES

Lost in Random

Death's Door

Returnal

Solar Ash

Knockout City

Jett: The Far Shore

### GADGETS

Realme Narzo 30 5G

Realme Pad

Realme 8 Pro

### AUTOMOBILES

Mercedes Maybach S-Class

2022 Mercedes GLA

2022 Mercedes GLB

2022 Mercedes GLS

### MOVIES

**Become A Sponsor !**

**titimag.com**

**For more info**

**info@titimag.com**

**+2348134428331**

**+2348089216836**



**titimag.com**



**GAMES**



# Lost in Random

*Lost in Random is an action-adventure video game developed by ZoinK and published by Electronic Arts. Part of the EA Originals program, the game was released for Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X and Series S in September 2021.*

## Premise

*In the Kingdom of Random, the fate of all individuals is decided by a cursed black dice when they reach the age of 12. Even's sister, Odd, is abducted by the wicked Queen of Random. As Even journeys across the six realms of Random to rescue her sister, she meets Dicey, a sentient dice who has lost nearly all of its pips. In a world which is governed by game rules, Even will slowly understand the randomness of life with the help of Dicey.*

## Gameplay

*Lost in Random is an action-adventure game played from a third-person perspective. Combat happens in arenas that look like a game board. Players must roll Dicey in order to progress and Even will only be safe when she reaches the final piece on the board. In combat, the player can use Even's slingshot. While it would not damage enemies, opponents hit by her slingshot would drop energy cubes which would fuel Dicey. Once Dicey is fully fueled, players can roll the dice and time will be temporarily stopped. During this period, players can select the card they want to use, which is the only way to deal damages to enemies. There are five different types of cards (Weapon, Damage, Defense, Hazard, and Cheat), offering different gameplay advantages and combat abilities. For instance, one of the cards turns Dicey into an explosive cube, while another allows players to place traps. Cards can be earned through collecting coins. As players progress, new cards will be earned and they will recover Dicey's lost pips, which would enable Even to roll higher numbers during combat.*

*The game also features light role-playing game elements. When Dicey and Even are exploring the Kingdom of Random, they will meet various non-playable characters. The game features a dialogue wheel which allows players to select dialogue options while conversing with NPCs.*

## Development

*The game is developed by Swedish developer ZoinK. According to Olov Redmalm, the game's creative director, Lost in Random was a homage to "dark fairy tales" and stop-motion animation. During the game's production, the team inspected the works of animation studio Laika, movies directed by Tim Burton, Grimms' Fairy Tales, and the Oddworld series for inspirations. Each realm features its own visual design, with art style inspired by The Nightmare Before Christmas, Over the Garden Wall, and the works of Australian artist Shaun Tan. The game was penned by Ryan North, who had previously worked on The Unbeatable Squirrel Girl and the Adventure Time TV series. The game's soundtrack was composed by British composer Blake Robinson, who had previously worked on Portal Knights and The Stanley Parable.*

*Publisher Electronic Arts, which had partnered with ZoinK previously with Fe (2017), announced the game at EA Play 2019. The game was an "EA Originals", a segment of EA's publishing aimed to help indie developers with financing and publishing of their titles to reach a wider audience without EA being as involved in the game's development, thus allowing the studio to take more of a share of sales revenues. The game competed for the inaugural Tribeca Games Award and was included as an official selection. The game was released on 10 September 2021 for Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X and Series S.*









# Lost in Random



**Developer:** Zoink

**Publisher:** Electronic Arts

**Directors:** Olov Redmalm, Klaus Lyngelø

**Artist:** Victor Becker

**Writer:** Ryan North

**Composer:** Blake Robinson

**Engine:** Unity

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

**Release:** 10 September 2021

**Genre:** Action-adventure

**Mode:** Single-player

**TiTi Rating:** 7/10

















# Death's Door

*Death's Door is a 2021 action-adventure video game developed by Acid Nerve and published by Devolver Digital. It was released for Microsoft Windows, Xbox One and Xbox Series X/S on July 20, 2021, and for the Nintendo Switch, PlayStation 4 and PlayStation 5 on November 23, 2021. It received positive reviews upon release, with several publications praising its mechanics, simplicity, and difficulty level, likening it to the Legend of Zelda and Dark Souls games. It is also a sequel to Titan Souls.*

## Gameplay and story

*Death's Door is a 3D, isometric, action-adventure game. The player takes on the role of a small crow who works as a "reaper" collecting souls for the Reaping Commission Headquarters, an office-like bureaucratic afterlife. For the first mission of the game, the character is sent to collect the soul of a monster who does not want to leave life willingly. After defeating it, a large, old crow intervenes and steals the soul before telling him of a potential conspiracy regarding the disappearance of other crows. The old crow explains that the player must make their way through three dungeons in order to collect three "Giant Souls" needed to open Death's Door. Throughout the game, more information is revealed about the Reaping Commission's background and leader, the Lord of Doors. Using an array of weapons, projectiles, magic, and dodging, the player travels through several areas, all of which link back to Headquarters via a door, defeating three bosses to collect Giant Souls. Upon unlocking the door, the player learns that the bureaucracy was created when Death entered into an arrangement with the first Lord of Doors to process souls on Death's behalf in exchange for extending the life of the Lord of Doors until they appoint a successor. Instead of appointing a successor and accepting the end of their life, the current Lord instead imprisoned Death behind the door in order to gain immortality. The final boss fight is with the Lord of Doors, after which the bureaucracy is dismantled. After the credits, the player can switch to night mode and solve puzzles in each of the levels to collect Tablets of Knowledge which unlock the true ending, revealing the crows were acting on the will of the entity known as Truth.*

*The player starts with a sword, and bow and arrow. Sword strikes string together into combos and ammo for the bow is replenished by using the sword. Four other weapons and three magic projectiles become available as the game progresses, but the basic attack mechanics remain. At the start, the player has four health points, with all damage causing one to be depleted. Health is recovered by collecting and planting seeds in pots which appear throughout the world. The seeds grow into plants which restore full health and eventually regrow. Doors to and from the afterlife area exist as checkpoints throughout the game. When the player dies, they respawn at the nearest door without otherwise losing progress. As with other Zelda-like games, new items and abilities allow access to new areas in previously explored levels, and solving puzzles with available tools is required to complete dungeons. The game uses souls as a currency, collected by killing enemies and finding secret pick-ups, which can be used to upgrade basic abilities.*

## Development and release

*Death's Door was developed by Acid Nerve, a Manchester, United Kingdom-based two-person studio comprising Mark Foster and David Fenn. Foster is credited as programmer, designer, writer, and animator; Fenn was producer, designer, composer, and sound designer. They also worked with two concept artists and a modeler. The developers wanted to use ideas and themes from their previous game, Titan Souls, and create a more advanced, polished game. They drew inspiration from the Legend of Zelda, Dark Souls, and the work of Japanese animation studio Studio Ghibli.*

*The game was about half-way complete at the beginning of the COVID-19 pandemic, which required they move to remote work and leave their new office but, it otherwise did not have a significant negative impact on development. It was published by Devolver Digital. It was released for Microsoft Windows, Xbox One and Xbox Series X/S in July 2021, selling more than 100,000 copies in its first week. The game released for the Nintendo Switch, PlayStation 4 and PlayStation 5 in November 2021.*













# DEATH'S DOOR

**Developer:** Acid Nerve

**Publisher:** Devolver Digital

**Designers:** Mark Foster, David Fenn

**Programmer:** Mark Foster

**Artists:** Justin Chan, Sarah Morris, Juan Abad de Larriva, Frits Olsen

**Writer:** Graham Goring

**Composer:** David Fenn

**Engine:** Unity Engine

**Platforms:** Microsoft Windows, Nintendo Switch, PlayStation 4,

PlayStation 5, Xbox One, Xbox Series X/S

**Release:** Microsoft Windows, Xbox One, Xbox Series X/S

—July 20, 2021

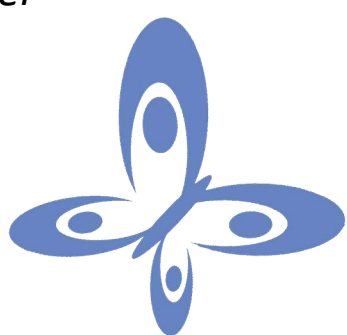
Nintendo Switch, PlayStation 4, PlayStation 5

—November 23, 2021

**Genre:** Action-adventure

**Mode:** Single-player

**TiTi Rating:** 7/10









# DEATH'S DOOR









*Returnal is a third-person shooter roguelike video game developed by Housemarque and published by Sony Interactive Entertainment. It was re-leased for the PlayStation 5 on April 30, 2021. The game follows Selene, an Astra scout who lands on the planet Atropos in search of the mysterious "White Shadow" signal and finds herself trapped in a time loop. Returnal received generally favorable reviews for its visuals, combat, and technical achievements.*

## Gameplay

*Returnal is a third-person shooter video game featuring roguelike elements and covering the psychological horror genre. Set in a futuristic science fiction setting, the player controls Selene (Jane Perry), a space pilot, equipped with a suit and armed with high-tech weapons, who is stranded on the alien planet Atropos, and stuck in a time loop. After every death, Selene is resurrected, following a pattern of traversing across foreign environments and combating extraterrestrial entities with growing visions in an ever changing world.*

## Plot

*Disobeying orders, ASTRA Corporation explorer Selene Vassos attempts to land on the off-limits planet of Atropos to investigate what she dubs the "White Shadow" signal, which somehow seems familiar to her. Upon arrival, Selene's ship suffers heavy damage and crash lands. Unable to contact ASTRA, Selene explores the planet and is shocked when she comes across corpses of herself. She learns that every time she dies, time loops back to the moment she crashed, sending her back to her starting point. The planet seems to change with every loop, and Selene begins experiencing vivid visions.*

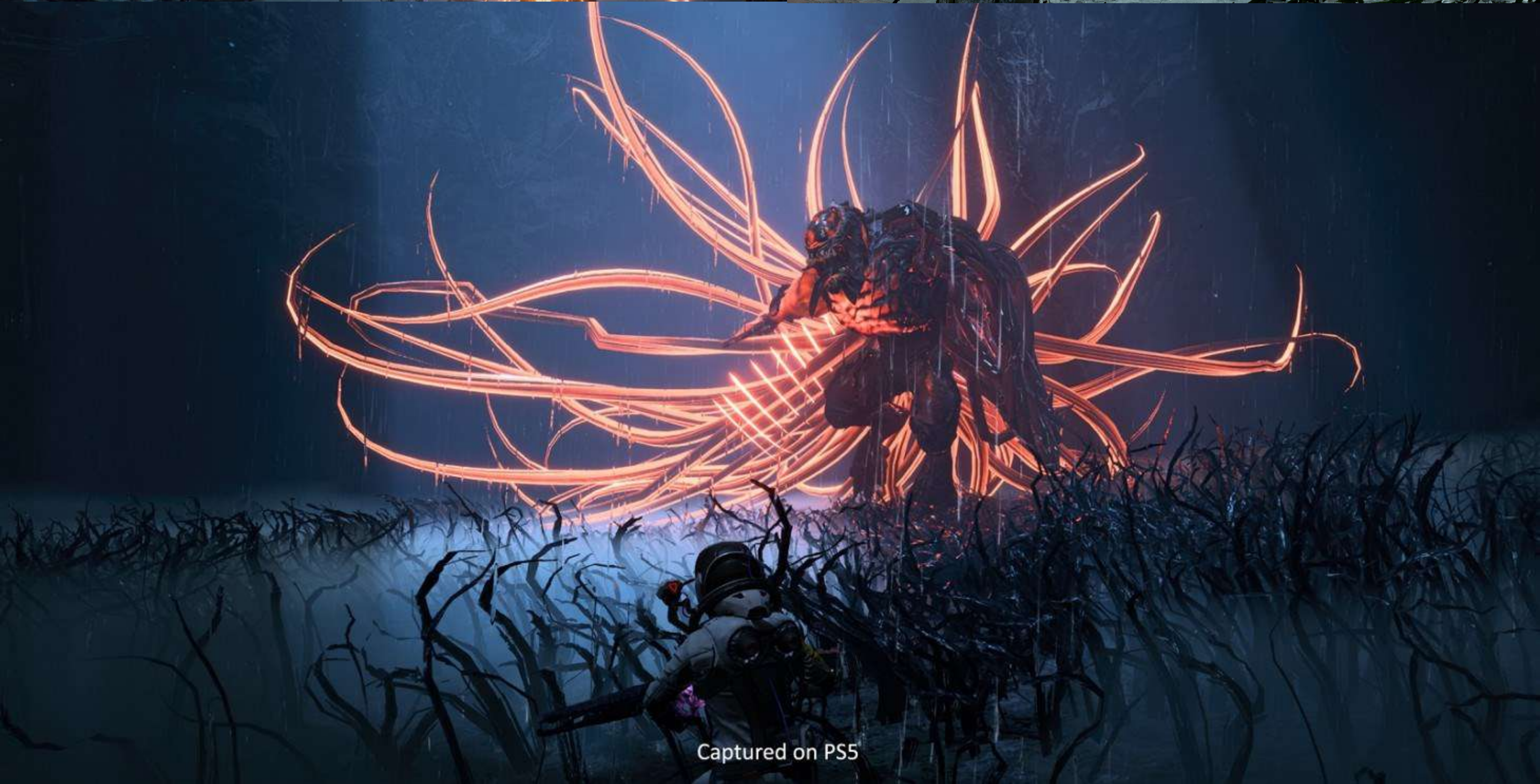
*Resolving to find the source of the White Shadow, Selene presses on, fighting hostile alien lifeforms and scavenging alien technology left over from the advanced, extinct alien civilization that used to reside on Atropos. As she tracks the White Shadow, Selene comes across what appears to be a replica of her childhood home. Every time she enters it, she recalls old memories and repeatedly encounters an astronaut wearing an antique space suit. Selene eventually learns that she apparently used an alien cannon to paradoxically shoot down her own ship which caused her to be stranded on Atropos.*

*Eventually, Selene tracks down the source of the White Shadow. Afterwards, ASTRA is able to receive her distress call and sends a rescue ship. Selene returns to Earth and eventually dies of old age, only to reawaken back on Atropos, having looped back to the crash. Dismayed that she has failed to escape Atropos, Selene continues to explore the planet. Eventually, her search leads her to an underwater abyss below the planet's surface, where she finds a replica of an old car. From this point, the game diverges based on whether Selene fully investigated her house and recovered the car keys from it.*

*If Selene did not recover the car keys, she proceeds to the bottom of the abyss where she encounters a massive, octopus-like alien creature. She is then shown a vision of a middle-aged woman, who looks similar to Selene, driving through a forest at night with a young child (whose motion*









**Developer:** Housemarque  
**Publisher:** Sony Interactive Entertainment  
**Director:** Harry Krueger  
**Producer:** Jari Hokkanen  
**Designer:** Henri Mustonen  
**Programmers:** Ari Arnbjörnsson, Markku Velineen  
**Artists:** Ville Kinnunen, Suvi Järvinen  
**Writer:** Luke Maulding  
**Composer:** Bobby Krlic  
**Engine:** Unreal Engine 4  
**Platform:** PlayStation 5  
**Release:** April 30, 2021  
**Genre:** Third-person shooter, roguelike  
**Mode:** Single-player  
**TiTi Rating:** 8/10









capture actor is credited as "Helios" in the game's end credits) in the back seat. While passing over a bridge, the woman sees the astronaut standing in the middle of the road and swerves to avoid it, driving the car off the bridge and into the lake below. The woman attempts to reach the now unconscious child but is pulled out of the car by dark cloud-like tentacles. A first-person perspective of the lake surface from below is then shown. The cloud-like tentacles reappear, pulling the viewer away from the surface and deeper into the lake. If Selene recovered the car keys, she opens the car and confronts a pregnant humanoid creature seated in a wheelchair. Selene fights off the creature and is transported back to the car crash from the perspective of the astronaut, implying that she is the astronaut that the driver swerved to avoid. Selene then finds herself underwater and swims to the surface, crying out the name "Helios" as she does.

## Development

*Returnal* was developed by Housemarque and published by Sony Interactive Entertainment. The game was in development for more than four years. It takes advantage of the PlayStation 5's DualSense controller and Tempest Engine to support advanced haptic feedback, 3D spatial audio, and real-time ray tracing effects, enhancing the player immersion experience. With the increased processing power and inclusion of a custom solid state drive storage in the PlayStation 5, the game features reduced loading times and a wide variety of enemies, visual effects, and objects within gameplay scenes. Additionally, the game runs at 4K resolution and 60 frames per second. *Returnal*'s native resolution is only around 1080p. Housemarque says they then used temporal upsampling to get to 1440p and then checkerboard rendering to get to 4K.

*Returnal* features an original score composed primarily by Bobby Krlic.

## Release

*Returnal* was revealed at Sony's PlayStation 5 reveal stream on June 11, 2020. The game was exclusively developed for the PlayStation 5. The game was initially scheduled for a release on March 19, 2021. On January 28, 2021, it was announced the release date was pushed back a month to April 30, 2021. On March 25, 2021, it was announced that the game had gone gold.









*Solar Ash is a science fiction adventure platforming game developed by Heart Machine and published by Annapurna Interactive. It was released on December 2, 2021 for Microsoft Windows, PlayStation 4, and PlayStation 5. The game's story explores themes of trauma and moving on from dramatic, devastating life events. It also happens to be set in the same fictional universe as Heart Machine's first and previous game, Hyper Light Drifter, but there are no direct connections between the two games' stories.*

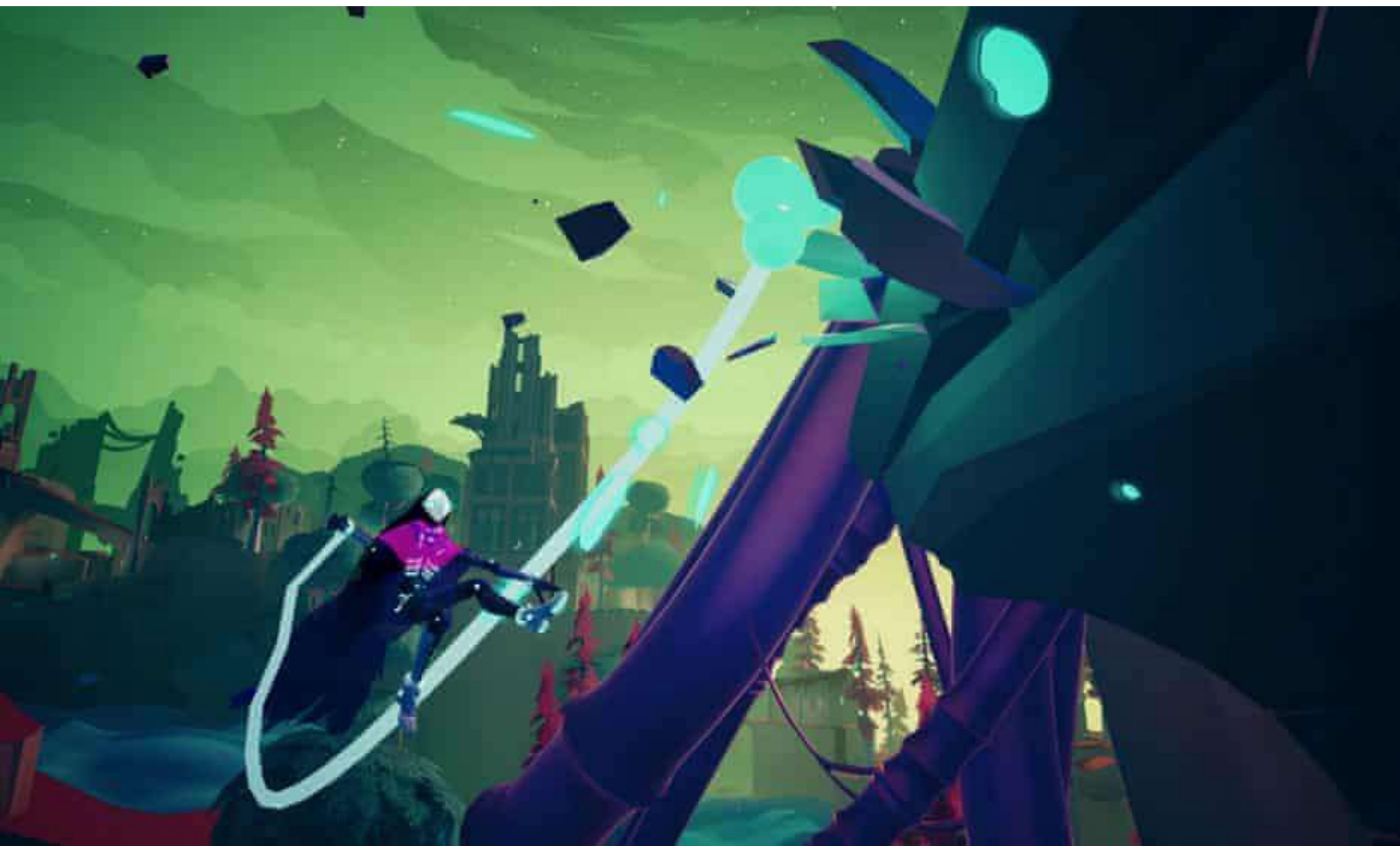
## Gameplay

*Solar Ash is an adventure platforming game. The player controls the main character Rei, a Voidrunner within a black hole known as the Ultravoid, through a bright-neon colored, three-dimensional landscape, avoiding obstacles and attacking enemies with energy slashes and a phase-shifted and hard light sword, as Rei tries to save her planet. The game's focus is less about combat and more on movement, as lead developer Alx Preston stated "We're traversal first. That was kind of the vision of the game: Control the traversal, the environments that you're moving through, and the spectacle of it all. Especially the scale on the grandiosity of it just feeling impossibly large and you're feeling really tiny and insignificant in as many ways as possible. The traversal absolutely takes precedence and the combat is kind of intermingled with that traversal."*

## Development

*The game was first announced as Solar Ash Kingdom in March 2019 as Heart Machine's follow-up to their 2016 title, Hyper Light Drifter. Alx Preston, the game's lead developer, said they want to set Solar Ash Kingdom apart from their previous game through "a whole new set of incredible tech and key innovations". The game had been in development for some time prior to this, and Preston said "We strive to tell a beautiful story through our world, the atmosphere, our characters and even our gameplay - each aspect of our games are painstakingly considered - which requires a large investment of time". At the time of announcement, Heart Machine affirmed the game would be released by Annapurna Interactive for Microsoft Windows as an Epic Games Store timed exclusive.*

*By June 2020, the game was revealed to also be planned for release on the PlayStation 4 and PlayStation 5, as well as being rebranded to just Solar Ash. As part of Annapurna's July 2021 showcase, Solar Ash was confirmed to be scheduled for a October 26, 2021 release. A few weeks before this date, Heart Machine announced a delay until December 2, 2021, stating "We want Solar Ash to shine, and we need a bit more time to get the last pieces of polish and bug fixes into the game, while still navigating this global pandemic as a highly dedicated team." Solar Ash was released digitally on its December 2 release date.*









# SOLAR ASH™

**Developer:** Heart Machine

**Publisher:** Annapurna Interactive

**Engine:** Unreal Engine 4

**Platforms:** Microsoft Windows, PlayStation 4, PlayStation 5

**Release:** December 2, 2021

**Genre:** Platform

**Mode:** Single-player

**TiTi Rating:** 6/10













# Knockout City

*Knockout City is an action video game developed by Velan Studios and published by Electronic Arts. It was released for Microsoft Windows, Nintendo Switch, PlayStation 4 and Xbox One in May 2021.*

## Gameplay

*Knockout City is a team-based competitive multiplayer video game whose gameplay rules resemble dodgeball. The player's goal is to attack enemies from the opposing team by knocking them out with a ball. There are several types of balls in the game, including the Moon Ball, which allows the player holding the ball to jump higher, and the Bomb Ball, which is a time bomb that explodes on impact. A player can also throw another player as a ball. When ready to throw a ball, the player targets and locks on to an enemy; holding down the throw button charges up the ball for a faster shot that can be more difficult to catch. A successful throw depends not on the accuracy or the precision of the throw, but on the player's positioning and strategy. Players can dodge or catch a ball that is thrown at them, and they will respawn after getting hit by a ball twice. The player can also fake throw a ball, and tackle an opponent holding a ball. As the player progresses in the game, they will receive HoloBucks, which can be spent at the Brawl Shop to unlock various customization items.*

*At launch, the game features five maps and six modes. All of the maps are set in a futuristic metropolis named Knockout City, and each map also features various environmental hazards which can knock a player out. The modes announced include Team KO, which is a variant of team death-match, Diamond Dash, in which players must collect diamonds dropped by defeated enemies, and Ball-Up, a four-versus-four mode in which the player must throw their teammates to eliminate enemies. The player can also form a Crew of maximum 32 players.*

## Development and release

*Knockout City was developed by Velan Studios, which had previously released Mario Kart Live: Home Circuit in 2020. The team, which has about 85 employees, spent four years developing the game. Velan Studios described the game as a "dodgebrawl" title, and its CEO, Karthik Bala, added that the team chose dodgeball to be the game's core gameplay loop because it was considered to be an "intuitive" sport. The game was designed to be accessible for both newcomers, while complex enough for competitive players. Velan Studios built an engine named Viper to power the game and created a programming script named V-script, which aimed at countering network latency.*

*Publisher Electronic Arts announced in March 2019 that it had signed a publishing deal with Velan Studios. It was published under the publisher's EA Originals initiative, which aims at supporting independent games. The game was officially announced via a Nintendo Direct on February 17, 2021. A beta for the game was held from April 2, 2021 to April 4, 2021 for PC and consoles. Knockout City was released for Microsoft Windows, Nintendo Switch, PlayStation 4 and Xbox One (with enhanced backwards compatibility for PlayStation 5 and Xbox Series X and Series S) on May 21, 2021 with cross platform play and shared progression between platforms. Velan envisioned the game as a live service, and will introducing new content regularly via seasons. Each season will last for nine weeks.*

*In April 2021, it was announced that the game would be available to play at no cost to EA Play and Xbox Game Pass Ultimate subscribers. It was later announced that the game would be free-to-play for the first ten days of release. The game attracted 2 million players within its first week of release. After the launch trial, EA announced that the game would be free-to-play until the player had reached level 25.*









# KNOCKOUT CITY

**Developer:** Velan Studios

**Publisher:** Electronic Arts

**Director:** Jeremy Russo

**Producers:** Rich Nolan Jr, Kevin Teich

**Programmer:** Greg Oberg

**Artist:** Ben Greene

**Platforms:** Microsoft Windows, Nintendo Switch, PlayStation 4,

PlayStation 5, Xbox One, Xbox Series X/S

**Release:** May 21, 2021

**Genre:** Action

**Mode:** Multiplayer

**TiTi Rating:** 7/10

















# Jett: The Far Shore

*Jett: The Far Shore is an action-adventure exploration video game developed and published by Superbrothers and Pine Scented Software.*

*It was Superbrothers' first game released since Superbrothers: Sword & Sworcery EP (2011). The game was released on October 5, 2021 for Windows, PlayStation 4 and PlayStation 5.*

## Gameplay

*Jett: The Far Shore is a action-adventure exploration game. In the game, the player assumes control of Mei, a "jett scout" who must explore an ocean planet and examine its wildlife, while tracing the source of a mysterious signal known as the "hymnwave". In the game, Mei commands a vehicle named "jett" in order to quickly navigate the sea and the land. Mei can speed up the jett scout using thrusters, and used abilities such as hopping into the air and rolling, though performing these actions in short succession may short-circuit the engine.*

*As one of the first explorers of the ocean planet, Mei must investigate the planet's flora and fauna. The ship has three essential tools: the flashlight, the scanner, and a grappling hook, which can be used to interact with the wildlife. The goal was to observe the reactions of these wildlife to these external stimuli. The game does not emphasize combat, and requires the players to carefully interact with these native creatures so as to minimize the disturbance. Players must also make use of the landscape of the planet to avoid or escape from conflict. Occasionally, the game cuts to first-person, in which the player can visit the home base and talk to other non-playable characters.*

## Development

*Jett: The Far Shore was developed by Superbrothers in conjunction with Pine Scented Software. It was the studio's second game since Superbrothers: Sword & Sworcery EP, which was released a decade earlier. Scntfc, who have previously worked on the music of Oxenfree, served as the game's composer. Superbrothers founder Craig Adams and Pine Scented Software's programmer Patrick McAllister first met with each other in 2007 and agreed to collaborate on a new game. The game's development commenced in mid 2013. The two worked on their own until 2016, when they realized that the development time took too long and both of them were running out of capital to continue the game's development. Therefore, the team prepared a demo of the game and presented it to Sony Interactive Entertainment and Epic Games in order to attract additional talents. As a result, the team recruited the "Jett squad", which was a group of contributors working remotely to add content for the game. Members of the squad included Randy Smith, Terri Brosius, and singer-songwriter Jim Guthrie.*

*It placed a heavy emphasis on transversal. According to designer Craig Adams, the team designed the spaceship so that it move in a way that would feel novel and compelling. The game was inspired by a range of titles, such as Monster Hunter, MotorStorm: Pacific Rift, SSX3, and Wave Race 64. Craig, in particular, was influenced by works of Fumito Ueda, including Shadow of the Colossus and Ico, and thatgamecompany's Flower. Initially the game features procedural generation, but this focus was shifted to refining the game's narrative and world design after No Man's Sky became a breakout success. As development progressed, the team looked into more video games, including Thirty Flights of Loving, Firewatch and Below for insiprations.*

*The game was officially announced during Sony's PlayStation 5 reveal livestream. Initially set to be released in late 2020, the game was delayed to 2021 as the team wanted to spend more time refining the game. The game was released for PlayStation 4, PlayStation 5 and Windows via the Epic Games Store on October 5, 2021.*









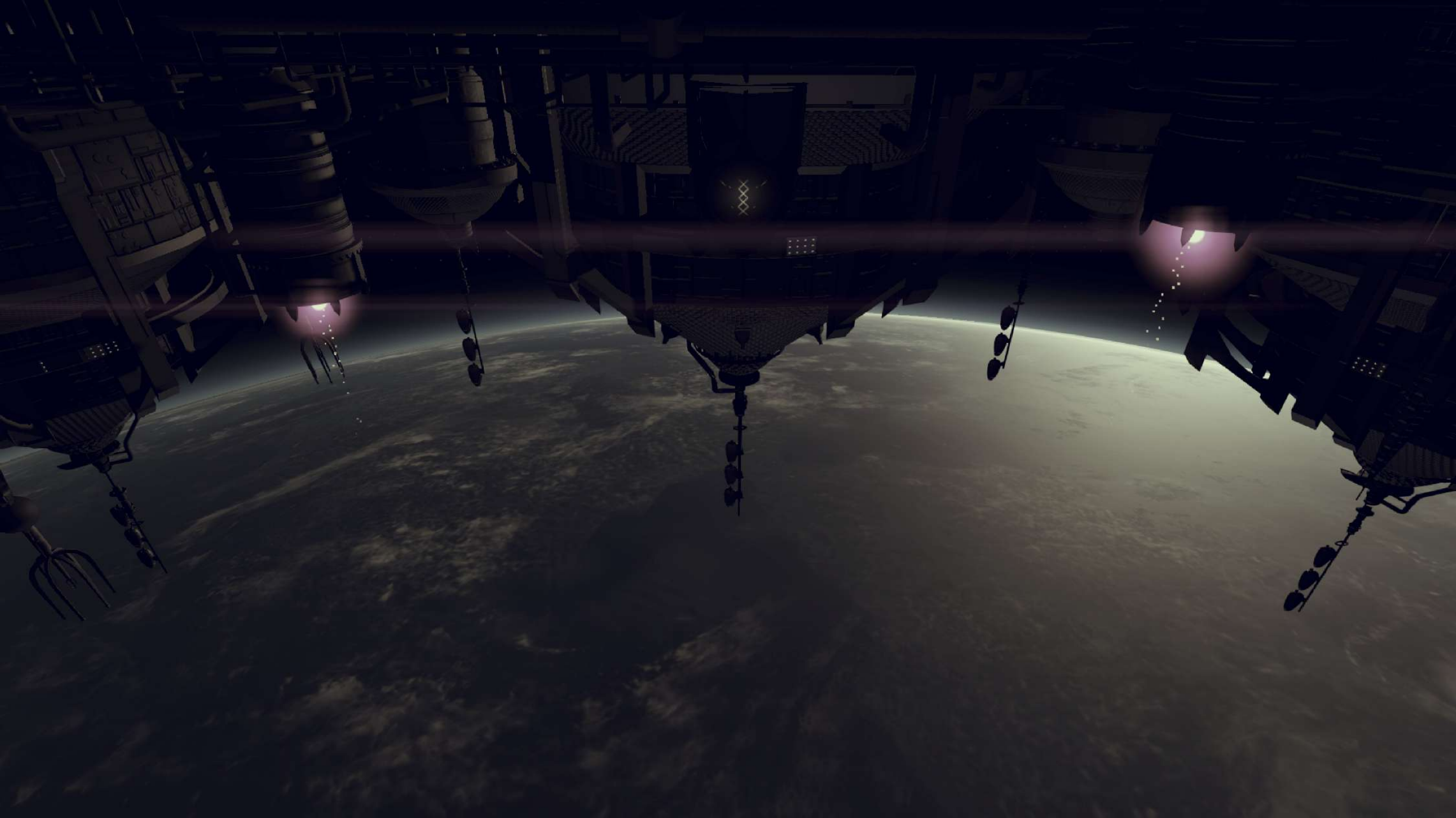


**Developers:** Superbrothers, Pine Scented Software  
**Publishers:** Superbrothers, Pine Scented Software  
**Designer:** Craig Adams  
**Programmer:** Patrick McAllister  
**Composer:** Scentfc  
**Engine:** Unity  
**Platforms:** Microsoft Windows, PlayStation 4, PlayStation 5  
**Release:** October 5, 2021  
**Genre:** Action-adventure  
**Mode:** Single-player  
**TiTi Rating:** 7/10



T H E F A R S H O R E













***GADGET***



realme narzo 30 5G  
Unleash Peak Performance

\$210.98



5G

Welcome to the 5G era, narzo players.

5000mAh

Ultra Smooth  
Display

90Hz



Dimensity 700 5G Processor



A 7nm processor that carries legendary power.



A 5000mAh powerhouse that enhances your performance.





The narzo 30 5G achieves an extraordinary design effect through advanced craftsmanship, with a light pattern that combines speed and spatial perception, presented in two colors.



Larger storage, more possibility.



Side Fingerprint sensor  
Safe, Never Late



18W Type-C Quick Charge





Magic skill - turn the ROM to RAM

48MP Nightscape Camera

Who can capture the future?

realme UI 2.0 Based on Android 11

180Hz  
Touch Sampling Rate

2400×1080  
FHD+ Display

600nits  
Peak Brightness







# realme Pad



\$190



Ultra Slim. Real Fun.

6.9mm Ultra-Slim Design  
26.31cm (10.4") WUXGA+ Immersive Display

26.31cm (10.4")  
WUXGA+ Immersive  
Display



6.9mm Ultra Slim Design\*



8MP Ultra  
Wide-angle  
Camera



Dolby Atmos Quad Speakers



7100mAh Mega Battery



Helio G80  
Gaming  
Processor



realme UI  
for Pad



## Easy to hold and easy to look at.

realme Pad was born to let you imagine and play on the go. Its seamless metal exterior keeps it slim and feather-light for true portability. Slip it into a tote with ease, hold it for hours without fatigue, and feast your eyes on its sleek minimalist look.

6.9mm

Thickness

440g\*

Weight





# Bring the whole world to your eyes.

With its razor-thin bezels and wide 10.4-inch WUXGA+ display, realme Pad turns games and movies into immersive and vivid experiences. Plus, 2000 × 1200 resolution brings every detail to life.\*

**10.4-inch**

Fullscreen

**2000 × 1200**

Resolution

**82.5%\***

Screen-to-body Ratio



\* WUXGA stands for widescreen ultra extended graphics array and is a type of display resolution.

## Power your fun for longer.

A 7100mAh battery delivers power beyond expectations - enough for 65 days in standby, or 12 straight hours of video viewing. And with 18W Quick Charge, your Pad recharges in a short time.\*

**18W**

Quick Charge

**7100mAh**

Mega Battery



**12 Hours**

Video Viewing

**65 Days**

Standby

\*Supports Reverse Charging



# Surround yourself in crystal-clear sound.

Skip the cinema tickets and enjoy realme Pad's crystal-clear surround sound pumping from quad speakers with smart PA for powerful bass. Thanks to Adaptive Surround Sound, you'll get the best stereo no matter how you hold it.



Smart PA



Adaptive Surround Sound

## Take your gaming to the next level.

realme Pad's octa-core Helio G80 processor reaches clock speeds of up to 2.0GHz. The CPU outperforms the previous generation by 35%, and the Mali G52 950MHz GPU outperforms its predecessor by 20%. The result is brilliant image quality and a more stable frame rate for an exceptional gaming experience.\*

MediaTek  
helio | G80

35%↑

CPU Performance

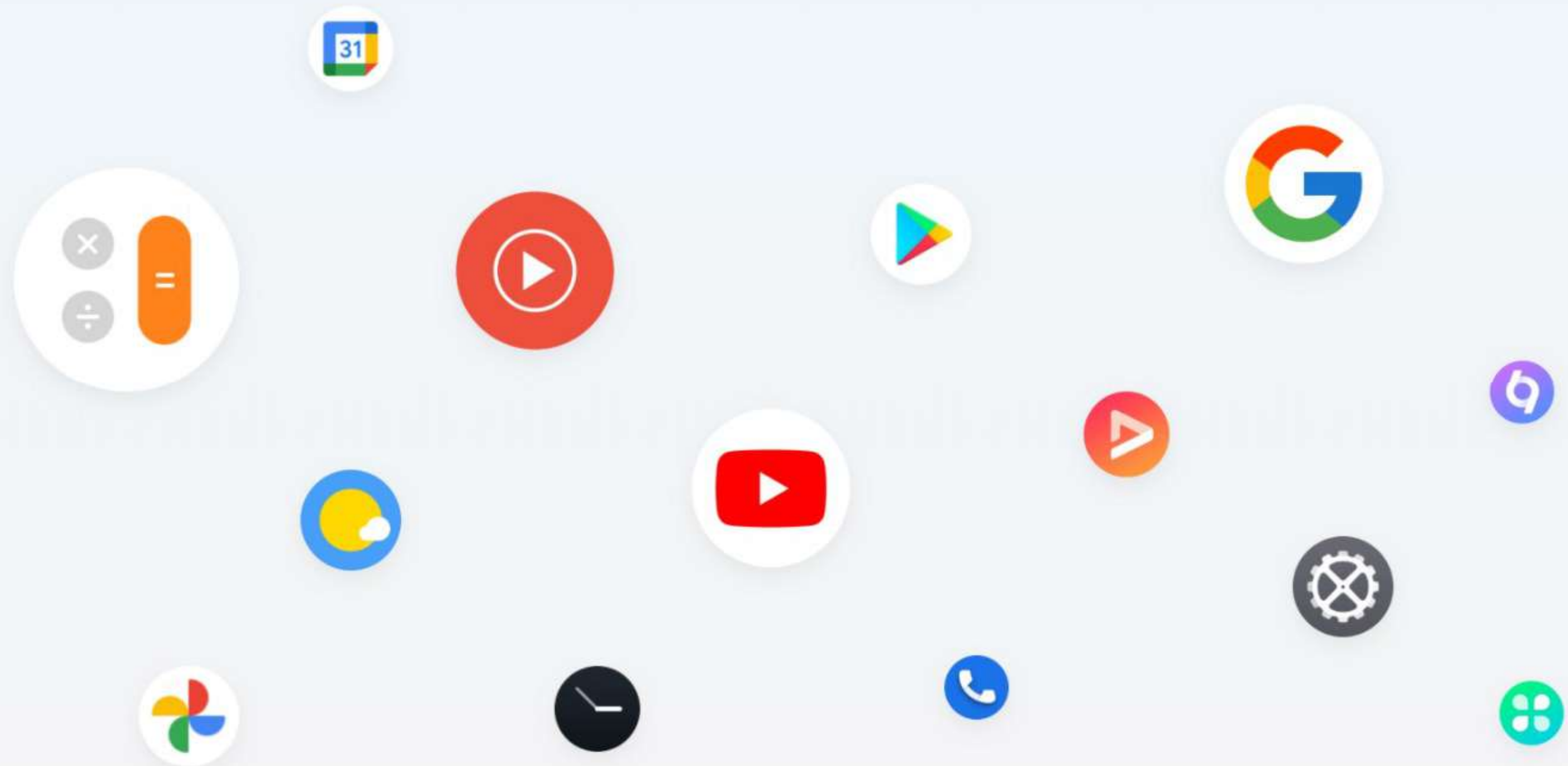
20%↑

GPU Performance



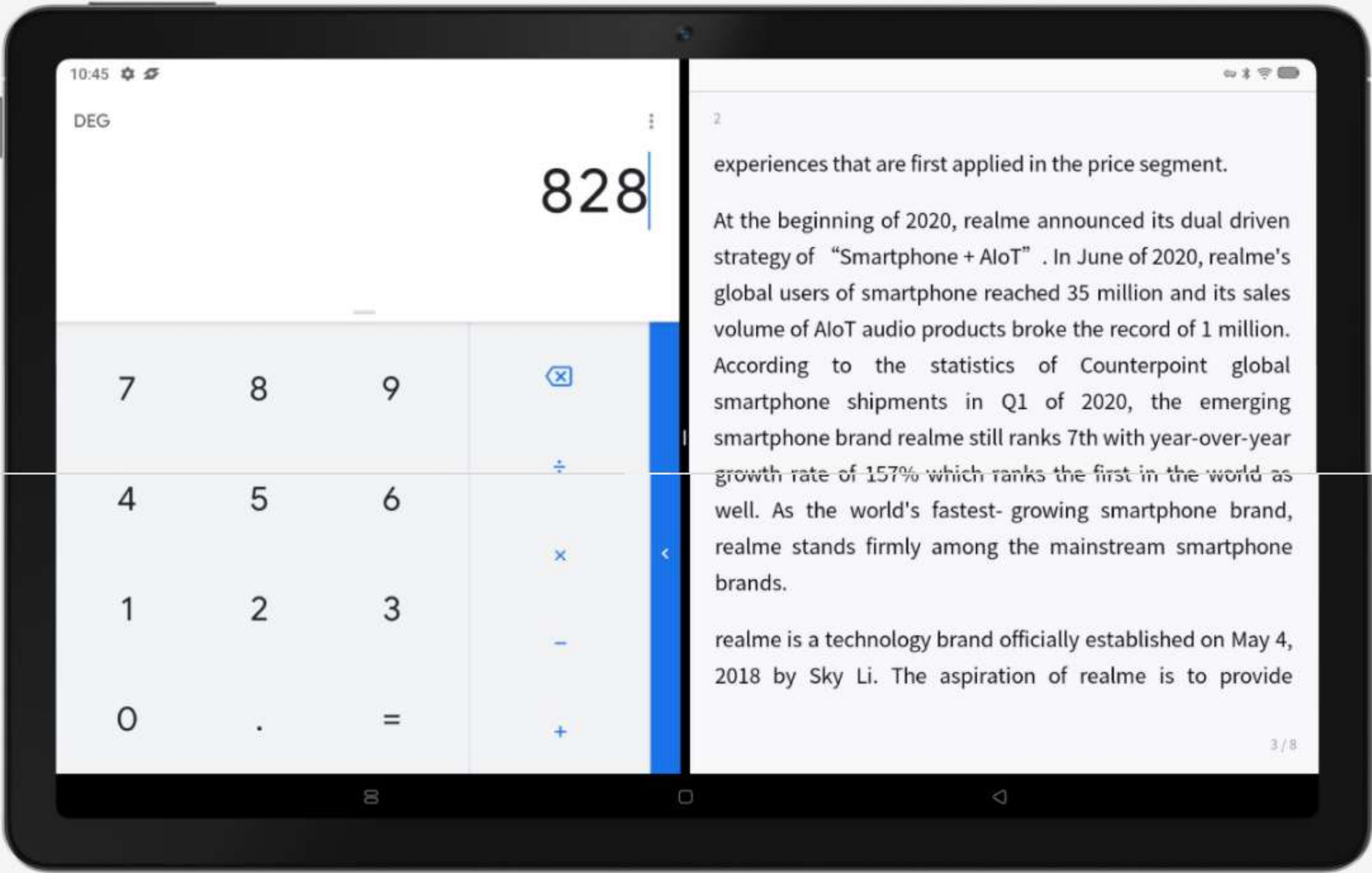
# A smoother way to have fun.

realme UI for Pad was designed specifically for entertainment, with a simplified layout and smooth operation for a unique experience.



## Double the windows, double the efficiency.

Multi-Window Mode can make two apps running simultaneously. That means you can multi-task with ease, browsing the web and chatting with friends at the same time.







## Perfect for family members.

Multi-User Mode was designed for the many families who share a tablet. It features separate systems for children and adults, ensuring both safety and privacy.



## Designed for your kids.

Because realme takes healthy childhood development seriously, we've integrated the Google Kids Space right into the system, providing a series of applications, videos, and books suitable for children. Kids Space's interface is colorful, cute, and easy to use, and parents can set a screen usage limit and select which applications their children can use.

## Connect to the future.

Instead of typing a password, you can use your realme Band/Watch to unlock realme Pad instantly. Nearby Share allows your phone and tablet to share the files and images immediately, and Open-up Auto Connection connects your earphones to the Pad automatically when they're close by. Plus, cast screen features can cast content from your Pad to your TV, like magically enlarging your Pad!



Cast screen to TV

(••) Nearby Share to Smartphones



Smart Watch/Band Unlock realme Pad



Open-up Auto Connection with Earphones





# Enough space for all your memories.

realme Pad can handle multi-tasking with ease, helping you get more done. And with up to 4+64GB RAM & ROM, expandable by up to 1TB, you can hold on to all your beloved videos, photos, games, and beyond.



## Quality that passes every test.

Each realme Pad undergoes rigorous testing before it gets to you - because we know you deserve advanced products you can rely on.



**200,000 times**

Power button test

**50,000 times**

Volume button test

**5,000 times**

Earphone plugging & unplugging test

**10,000 times**

USB port plugging & unplugging test

**120 Hours\***

55°C/95%RH high temperature & high humidity test



The Acquisition of knowledge is  
not an assurance of wisdom, but  
rather the understanding of  
when and how best knowledge  
can be applied in resolving issues  
based on the peculiarity of the  
circumstance lies wisdom

B.A.D





# realme 8 Pro 108MP. Capture Infinity.



\$264



realme 8 Pro

**108** MP

Ultra Quad Camera  
Starry Time-lapse Video



Ultra-fast In-display  
Fingerprint

**16.3cm (6.4")**  
Super AMOLED Fullscreen



**DARE TO LEAP**

50% Battery in 17 Minutes\*



**50W** SuperDart  
Charge

**4500** mAh

Massive Battery  
Super Power Saving Mode

Infinite Bold Design

176g & 8.1mm Super Slim\*

**720G** 8nm Gaming  
Processor  
Snapdragon Processor



## Make a Glowing Statement

*Illuminating*



*Yellow*

On realme 8 Pro in Illuminating Yellow, a magical glow surrounds the camera and the message "DARE TO LEAP". This special fluorescent material absorbs light and glows in the dark, so your style shines bright even at night.



# Infinite Bold Design

Inspired by the radiant and boundless universe, realme 8 Pro's design mimics the night sky filled with a multitude of tiny stars, dreamlike and futuristic. It's like holding infinity in your hand. It also adopted the stylish big LOGO design boldly, making you become the protagonist in the crowd.



Infinite Blue | Illuminating Yellow | Infinite Black

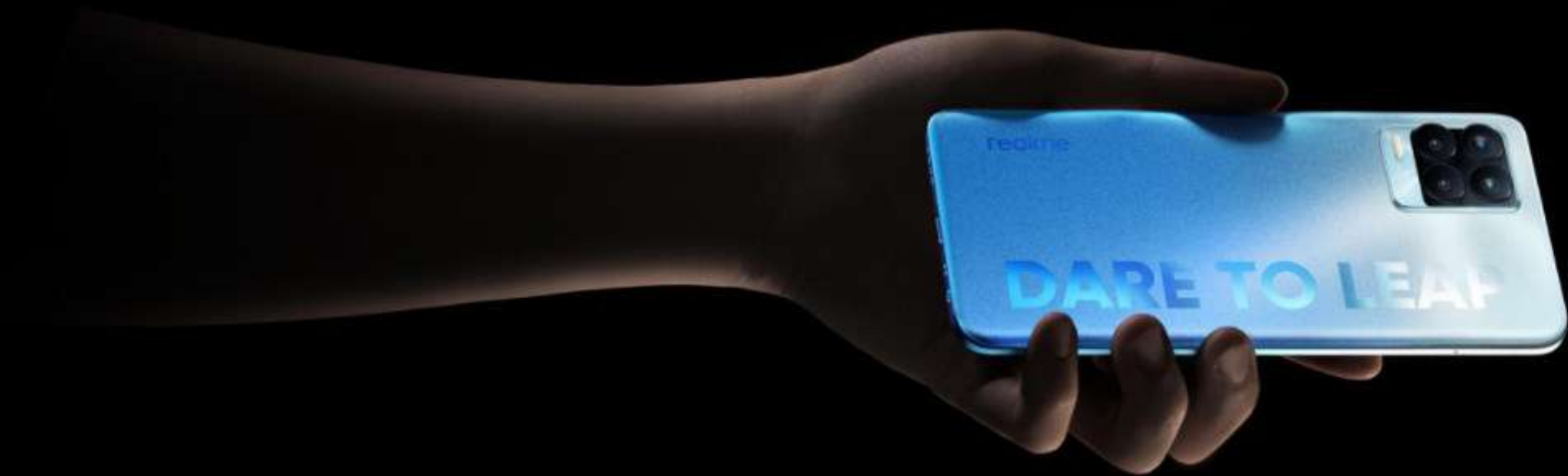
## AG-Crystal Process

We've achieved a dazzling starry effect through our all-new anti-glare crystal process. Frosted anti-glare particles are enlarged and brightened, creating a micro-texture that gives a deep sense of dimension. The result is a natural crystal finish that combines glossy and matte, rough and delicate.





# Delicate & Light Hand Feel



The realme 8 Pro is just 8.1mm thin and weighs 176g. Plus, our anti-glare crystal process finish makes it feel extra comfortable in your hand.

## 108MP ULTRA QUAD CAMERA



### 108MP Primary Camera

Samsung ISOCELL HM2 Sensor

### 8MP Ultra Wide-angle Lens

119° Field of View\*

### Macro Lens

4cm Shooting Distance

### B&W Lens

f/2.4 Aperture



# 108MP Infinite Clarity Camera

The 108MP camera incorporates Samsung's ISOCELL HM2—a massive 1/1.52" sensor featuring ISOCELL Plus pixel isolation and a maximum resolution of 12000×9000. And the 9-in-1 Pixel Binning technology enables nine adjacent 0.7µm pixels to be combined to simulate large 2.1µm pixels, enhancing picture brightness. Day or night, it's easy to take clear, vivid, and lifelike images.

108MP

Samsung ISOCELL HM2

12000×9000

Effective Resolution

1 / 1.52"

Sensor Size

Details Details Details Details Details Details Details Details Details Details

ULTRA-CLEAR

DETAILS

## New Super Nightscape Mode

Capture the night in full vibrant detail, with 9-in-1 pixel binning, Smart-ISO technology, and our upgraded Super Nightscape mode. Our Pure Raw Nightscape algorithm uses AI image noise reduction and automatic dead pixel removal to keep your nightscape pictures vivid and clear.

Smart-ISO

Technology

9-in-1

Pixel Binning

## Lightning-fast Charging Speed



17 Minutes

50% Battery

5 Levels

Intelligent Chip Protection

4500 mAh

Massive Battery



## Epic Gaming Performance



The Snapdragon 720G features an advanced CPU and GPU architecture, empowering next-level data computing and image processing capabilities. This chip not only ensures your phone runs smoothly, but also handles demanding games with ease.

## Dive into Immersive Visuals



**16.3cm(6.4")**

Super AMOLED Screen

**90.8%\***

Screen-to-body Ratio

**180Hz**

Touch Sampling Rate

**1000 nits\***

Peak Brightness

## Ultra-fast In-display Fingerprint Scanner

realme 8 Pro features a fingerprint sensor right in the display, for more natural-feeling, reactive, and speedy unlocking than the traditional button method.





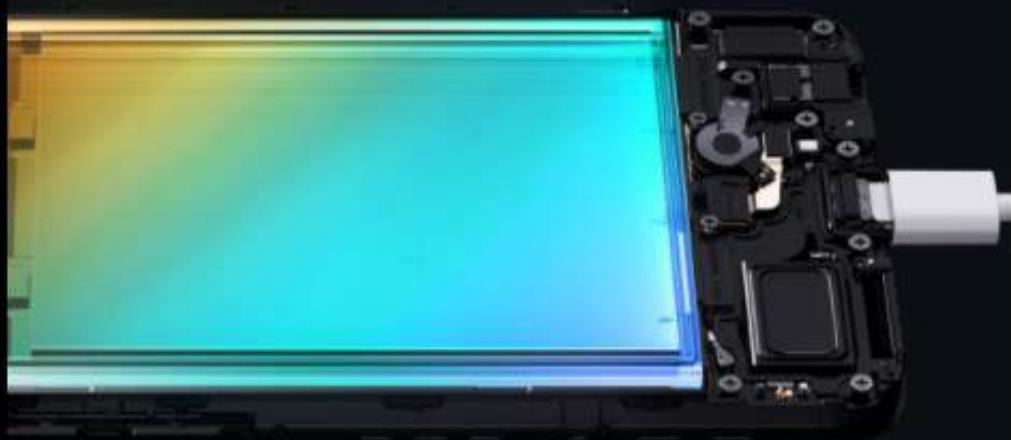
## Hi-Res Audio Certification



Dirac Sound



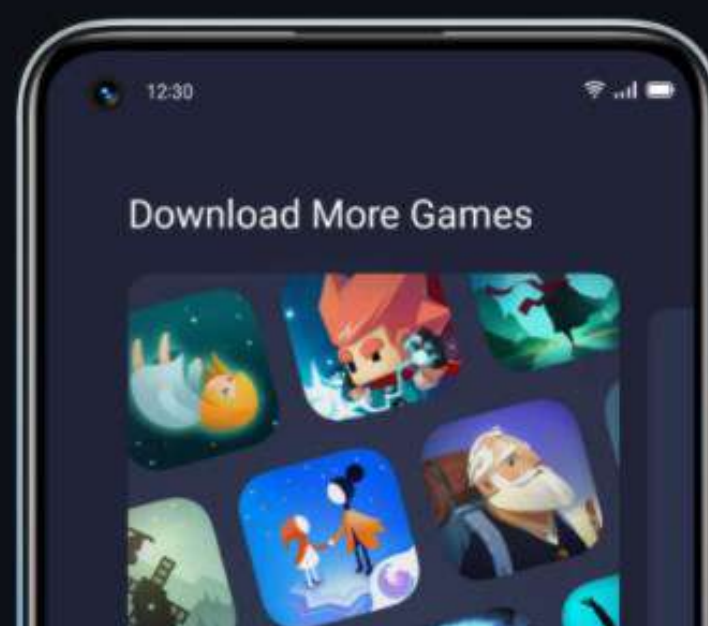
## 4500mAh Massive Battery



Super Power Saving Mode

## Game Space & Game Assistant

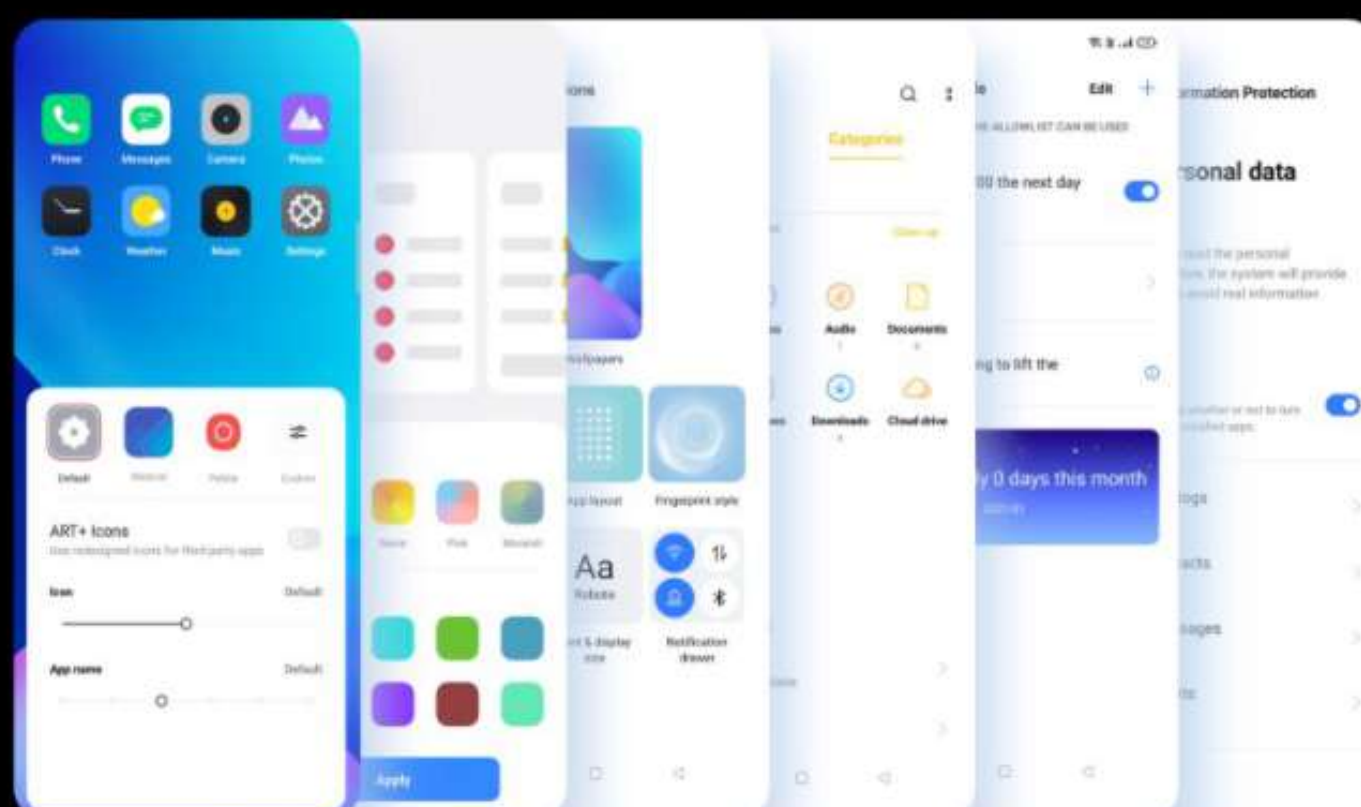
Your Personal Game Manager



# realme UI 2.0



Based on Android 11







**Automobile**





# The S-Class and Mercedes-Maybach S-Class



**\$185,950**





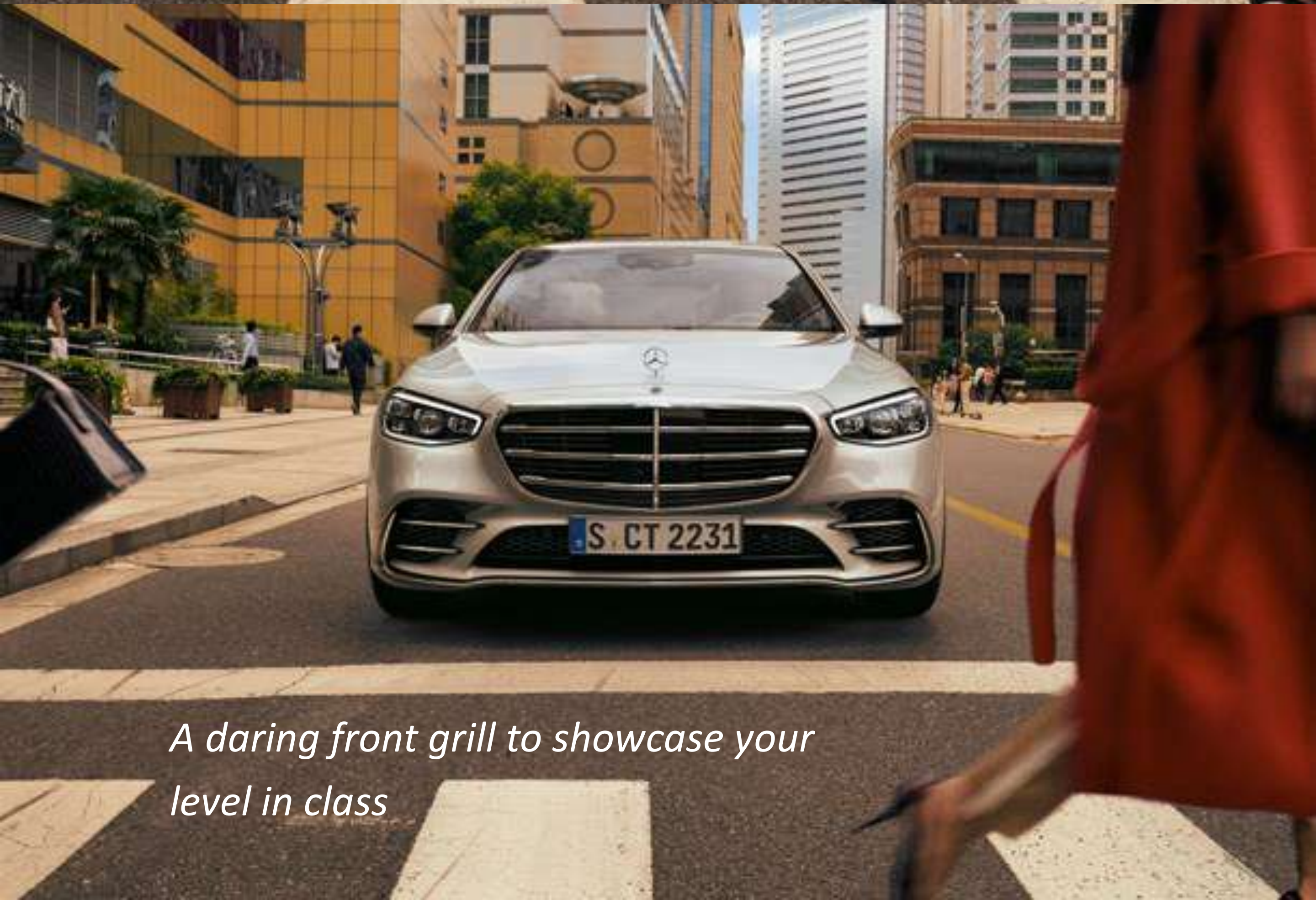
*Look the part of the boss you are, with  
an interior to match you status*



*Cutting edge*











*State of the art infotainment system and the latest technologies to keep driver and passengers safe*



*With this size of screen, you can never miss a thing*







*Standout from the crowd*



*A modern luxury sedan that  
matches your style*





*Make that statement  
when you drive*







*Satisfaction is guaranteed*

















*Everything you need is a button  
away*



*Feel free...*







*Plug-in hybrid*



*Twilight to the night sky*





*Dare to be different*



*Captivate the eyes of the street*







*Share the same space with a  
pilot but on the ground*





*Eyes on the road*



*Lead the way for others to follow*











The 2022 GLB



**\$39,650**











*Be proud of yourself...*





*Smooth , enjoyable rides*







*Striking fear into the engines of other medium class SUVs*







*Be in control all the time.*







*Everything you need to  
remain connected*





*A modern look with a touch  
of aggression*





*Shaped to adapt with your environment*







*Colors to die for...*







*Take charge and remain in charge...*











The 2022 GLS



**\$77,200**





*They asked for more, why no give them more...*







*An infinite of space to explore...*

*Rewrite your own story and be the hero.*







*A look that can never be forgotten quickly*







*Feel free to explore more option*



*Technology made for you...*





*Tackles any terrain like a beast*







*Information made easy...*







*Seat back and enjoy those long rides.*







*A view to a kill...*







*Interior colors to match your taste*







*You only live once, make it count.*











**MOVIES**





THE  
**BATMAN**

Action, Superhero, Comic book, Sci-fi

ONLY IN THEATERS

Release March 4 2022

© 2022 WB FILMS





# THE EXORCISM OF GOD

*Drama, Horror, Suspense*

*Release March 11 2022*



# AFTER YANG

FESTIVAL DE CANNES  
OFFICIAL SELECTION

**sundance**  
film festival

**Release**

***Release March 4 2022***

MARCH 4



CALEB  
LANDRY JONES

JUDY  
DAVIS

ESSIE  
DAVIS

ANTHONY  
LAPAGLIA



2021 CANNES FILM FESTIVAL  
BEST ACTOR

“★★★★★

EXTRAORDINARY...

[CALEB LANDRY JONES] IS DARKLY CAPTIVATING.”

- LUKE BUCKMASTER, THE GUARDIAN

“★★★★★

AN ASTONISHING SLOW-BURN OF A  
TRUE-CRIME DRAMA.”

- TIM ROBEY, THE TELEGRAPH

# NITRAM

A FILM BY  
JUSTIN KURZEL

Drama, Thriller

IFC FILMS PRESENTS A STAN ORIGINAL AND GOODTHING PRODUCTIONS FILM IN ASSOCIATION WITH WILD BUNCH INTERNATIONAL AND MELBOURNE INTERNATIONAL FILM FESTIVAL PREMIERE FILM "NITRAM" CALEB LANDRY JONES JUDY DAVIS  
WITH ESSIE DAVIS AND ANTHONY LAPAGLIA DIRECTOR OF PHOTOGRAPHY GERMAIN BACCKING A.C.S. EDITOR NICK FENTON PRODUCTION DESIGNER ALICE BABIDGE MAKEUP & HAIR DANA BEECHES COSTUME DESIGNER EDNA BEECHES JONES COMPOSER JED KURZEL SOUND SUPERVISOR STEVE SINGLE  
CASTING NIKKI BARRETT CSA, CGA ALISON TELFORD CSA KATE LEONARD CGA ASSOCIATE PRODUCER JAMES HEWISON EXECUTIVE PRODUCERS NICK FORWARD PAUL WIEGAND ANTHONY LAPAGLIA ALICE BABIDGE JENNY LALOR WRITTEN BY SHAWN GRANT  
PRODUCED BY NICK BAZZAS VIRGINIA WHITWELL JUSTIN KURZEL SHAWN GRANT DIRECTED BY JUSTIN KURZEL

Stan.

goodthing  
productions

IFC FILMS

wild bunch

MADMAN

IFC FILMS

© 2022 GOODTHING PRODUCTIONS COMPANY LTD. FILMSET LIMITED

Release March 30 2022



MICHAEL  
SMILEY

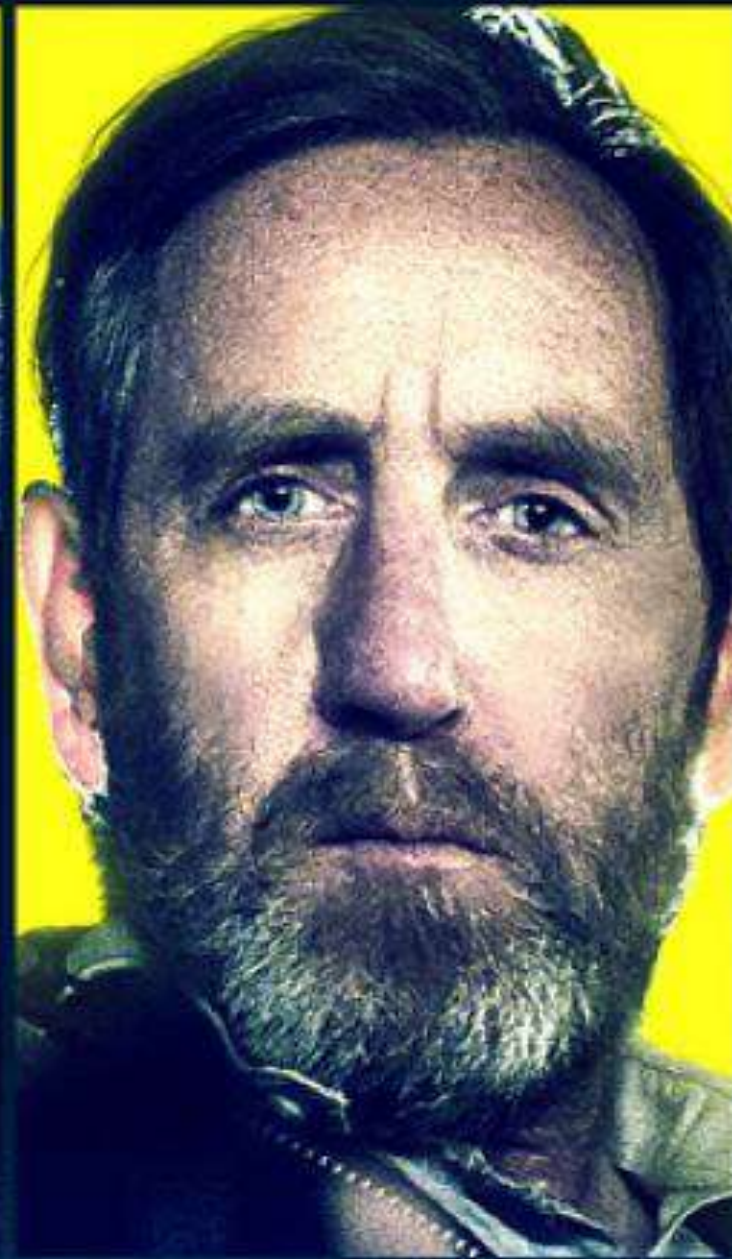
ANNES  
ELWY

IWAN  
RHEON

PAUL  
KAYE

JULIAN  
GLOVER

STEVE  
ORAM



# THE TOLL

"A TRIUMPH"

HEYUGUYS



"REMARKABLE"

THE HOLLYWOOD NEWS

"VICIOUSLY ENTERTAINING"

THE UPCOMING



Comedy, Thriller, Crime

Release March 18 2022

EVERYBODY PAYS





A NETFLIX FILM

Drama, Romance, Adaptation

# LOVE LIKE THE FALLING PETALS

MARCH 24 | NETFLIX

Release March 24 2022



Official Selection  
**tiff**  
Toronto International  
Film Festival 2022

MEMENTO INTERNATIONAL & MAD SOLUTIONS & LAGOONIE FILM PRODUCTION  
PRESENT



# صَالُونُ هُدَى HUDA'S SALON

a film by HANY ABU-ASSAD

Drama, Thriller

PRODUCED BY H&A PRODUCTIONS & FILM CLINIC  
EXECUTIVE PRODUCERS: ALI SULIMAN & MAJSA ABD ELHADI & MANAL AWAD PRODUCED BY MAD SOLUTIONS & LAGOONIE FILM PRODUCTION & KEYFILM & COCOON FILMS & PHILISTINE FILMS CO-PRODUCED BY DOHA FILM INSTITUTE  
DIRECTED BY HANY ABU-ASSAD & PETER FLINCKENBERG WRITTEN BY NAEL KANJ & EYAS SALMAN CASTING BY RAJA DUBAYAH & IBRAHIM ZAHER COSTUME DESIGNER HAMADA ATALLAH EDITOR MARK GYNNÉ & TOM BLIJEN PRODUCTION DESIGNER JEFFREY VAN ROSSUM  
EXECUTIVE PRODUCERS AMIRA DIAB & MOHAMED HEFZY PRODUCED BY SHAHINAZ ELAKKAD & MOHAMED ELAKKAD & ALAA KARKOUTI & MAHER DIAB & HANNEKE NIENS & HANS DE WOLF & SAUSAN ASTARI  
EXECUTIVE PRODUCERS EMILIE GEORGES & MATHIEU DELAUNAY & OSSAMA BAWARDI DIRECTED BY HANY ABU-ASSAD

Release March 4 2022

568

memento



© 2021 H&A PRODUCTIONS / FILM CLINIC / KEYFILM / MAD SOLUTIONS / LAGOONIE FILM PRODUCTION / COCOON FILMS



SANDRA  
**BULLOCK**

CHANNING  
**TATUM**



THE ADVENTURE IS REAL. THE HEROES ARE NOT.

Comedy, Action, Suspense

# THE **LOST CITY**



Release March 25 2022

ONLY IN THEATRES MARCH 25

#TheLostCityMovie @TheLostCity #TheLostCity

WARNER BROS. PICTURES PRESENTS  
A COLUMBIA TRISTAR PICTURES PRODUCTION  
A JAMES HANNAH FILM  
SANDRA BULLOCK CHANNING TATUM  
THE LOST CITY  
CASTING BY JILL KATZ  
COSTUME DESIGNER JILL KATZ  
HAIR BY JILL KATZ  
MAKEUP BY JILL KATZ  
PRODUCTION DESIGNER JILL KATZ  
EXECUTIVE PRODUCERS JILL KATZ  
PRODUCED BY JILL KATZ  
SCREENPLAY BY JILL KATZ  
DIRECTED BY JILL KATZ



GROWING UP  
IS A BEAST.



Adventure, family, Animation

Release March 11 2022

Disney · PIXAR

TURNING  
RED

Original movie  
March 11 only on

Disney+

DISNEY PRESENTS A PIXAR ANIMATION STUDIOS FILM "TURNING RED"

EDITED BY NICHOLAS C. SMITH, ACE CO-EDITOR STEVE BLOOM ANIMATION SUPERVISORS AARON HARTLINE PATTY KIHM

PRODUCTION DESIGNER RONA LIU VISUAL EFFECTS SUPERVISOR DANIELLE FEINBERG DIRECTORS OF PHOTOGRAPHY MAHYAR ABOUSAEEDI JONATHAN PYTKO

ORIGINAL SONGS BY BILLIE EILISH AND FINNEAS O'CONNELL ORIGINAL SCORE BY LUDWIG GÖRANSSON SCREENPLAY BY JULIA CHO DOMEI SHI

EXECUTIVE PRODUCERS DAN SCANLON PETE DOCTER PRODUCED BY LINDSEY COLLINS, p.g.a. DIRECTED BY DOMEI SHI

PIXAR



ORIGINAL SOUNDTRACK AVAILABLE ON WALT DISNEY RECORDS



Disney

Distributed by WALT DISNEY STUDIOS MOTION PICTURES. ©2022 DISNEY/PIXAR.



HANNAH  
JOHN-KAMEN

DOUGLAS  
BOOTH

COLM  
AND MEANEY

# UNWELCOME



BEWARE THE LOCALS.  
ALL OF THEM

Thriller, Horror, Suspense

Release March 17 2022

WARNER BROS. ENTERTAINMENT PRESENTS A FILM BY JAMES WATKINS UNWELCOME CASTING BY JESSICA WATKINS COSTUME DESIGNER JESSICA WATKINS MUSIC BY JESSICA WATKINS EDITOR JESSICA WATKINS PRODUCTION DESIGNER JESSICA WATKINS EXECUTIVE PRODUCERS JESSICA WATKINS PRODUCED BY JESSICA WATKINS WRITTEN BY JESSICA WATKINS DIRECTED BY JESSICA WATKINS



RYAN REYNOLDS MARK RUFFALO JENNIFER GARNER WALKER SCOBELL WITH CATHERINE KEENER AND ZOE SALDAÑA

PAST  
MEETS  
FUTURE

Adventure, Sci-fi

Release March 11 2022

# THE ADAM PROJECT

SKYDANCE



WRITTEN BY JONATHAN TROPPER AND T.S. NOWLIN & JENNIFER FLACKETT & MARK LEVIN

DIRECTED BY SHAWN LEVY



NETFLIX

MARCH 11 | NETFLIX





FROM PRODUCER BALTASAR KORMÁKUR,  
DIRECTOR OF **EVEREST**  
AND **ADRIFT**

NIKOLAJ COSTER-WALDAU  
JOE COLE

A NETFLIX FILM

# AGAINST THE ICE

*Drama, Adventure, Adaptation, True story*

SURVIVE EACH OTHER

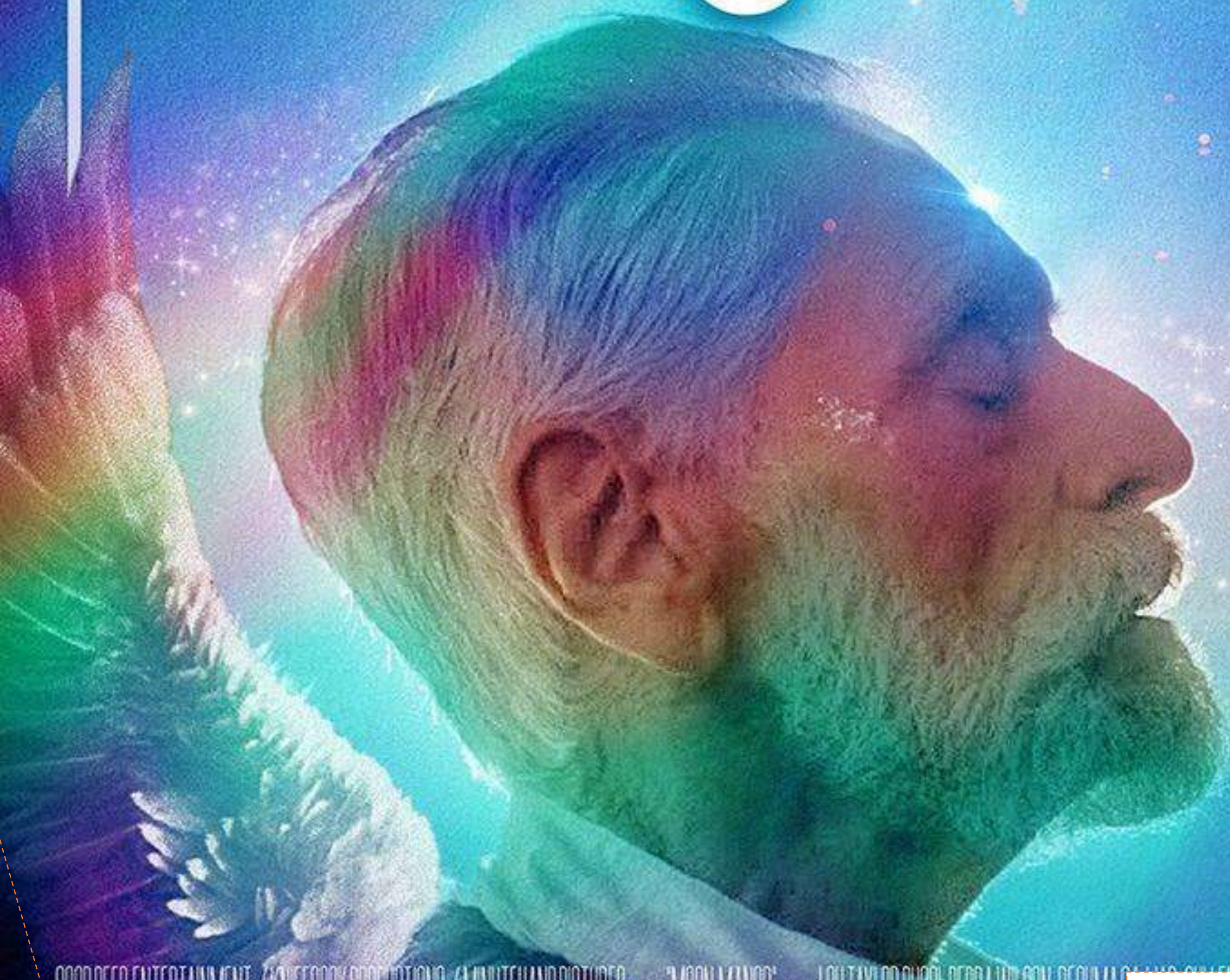
*Release March 2 2022*

MARCH 2 | **NETFLIX**



SOMETIMES LEARNING HOW TO LIVE  
IS LEARNING HOW TO DIE

# Moon Manor



GOODDEED ENTERTAINMENT / KNIFE ROCK PRODUCTIONS / MINUTE HAND PICTURES PRESENT "MOON MANOR" STARRING LOU TAYLOR PUCCI, DEBRA WILSON, RESHMA GANDHI, CHAMBERS GALEN HOWARD, WITH RICHARD RIEHLE AND INTRODUCING JANE SCARROZO, PHOENIX MELLOW, MUSIC BY THE DREAM TEAM, SUPERVISOR ADELE HO, EDITOR MACHETE BANG BANG, DIRECTOR OF PHOTOGRAPHY JACOB "KUBA" BOGUSZ, PRODUCED BY BAY DARIZ, JOHN HUMBER, ERIN GRANAT, MACHETE BANG BANG, WRITTEN BY ERIN GRANAT, MACHETE BANG BANG

Drama, Comedy

Release March 11 2022





★★★★

"A SLOW BURN MIND-BENDER!"

-SHOWBEAST.COM

AN ADRIAN LANGLEY FILM

# ASH & DUST

BEFORE YOU EMBARK  
ON A JOURNEY OF REVENGE,  
DIG TWO GRAVES



Thriller, Suspense

Release March 11 2022

A DYSTOPIAN FILMS / GRIMEHOUSE PRODUCTION

AN ADRIAN LANGLEY FILM "ASH & DUST"

MICHAEL SWATTON, BLAKE CANNING, KAYLA MEYER

RICK DISKUPEN, CARLY FAYCETT, DOUG PHILLIPS

OLIVIA TILLEY AND SIMON PHILLIPS

MUSIC BY ADRIAN LANGLEY, EDITED BY HOWARD SONNENBURG

CINEMATOGRAPHY & EDITING BY ADRIAN LANGLEY, CO-PRODUCERS DOUG PHILLIPS, HAYDEN ROSE

EXECUTIVE PRODUCERS SIMON PHILLIPS, KEN BRESSERS, PAUL TANTER

WRITTEN, PRODUCED & DIRECTED BY ADRIAN LANGLEY

GRIMEHOUSE





それでも、生きていく――

# 鹿の王

ユナと約束の旅

堤 真一 竹内涼真 杏

木村日翠 阿部 敦 安原義人 櫻井トオル 藤 真秀 中 博史 玄田哲章 西村知道

原作:上橋菜穂子『鹿の王』(角川文庫・角川つばさ文庫/KADOKAWA刊)

監督:安藤雅司 宮地昌幸 脚本:岸本 卓 キャラクターデザイン・作画監督:安藤雅司

コンセプトビジュアル:品川宏樹 美術監督:大野広司 色彩設計:橋本 賢 撮影監督:田中宏侍

音響監督:菊田浩巳 音楽:富貴晴美 アニメーションプロデューサー:松下慶子

主題歌-「One Reason」milet (ソニー・ミュージックレーベルズ)

アニメーション制作:Production I.G 配給:東宝

製作:KADOKAWA 日本テレビ放送網 Production I.G 東宝 ジェイアール東日本企画 読売テレビ放送 ムービーウォーカー STV・MMT・SOT・CTV・HTV・FBS

©2021『鹿の王』製作委員会

The Deer King

Animation, Drama, Adventure, Family

9.10<sup>FR</sup>

Release March 31 2022

日本アニメ界最高峰のスタッフが集結!

世界を侵食する謎の病。抗体を持つのは孤独な戦士と一人の少女だけ



CLARE FOLEY JASON ALAN SMITH AND TONY TODD

# THE CHANGED

THEY'RE COMING FOR YOU



Thriller, Suspense, Sci-fi

QUIVER DISTRIBUTION AND MEAN TIME PRODUCTIONS PRESENT CLARE FOLEY JASON ALAN SMITH CARLEE AVERS DOUG TOMPOS  
INTRODUCING OLIVIA FREER WITH KATHY SEARLE AND TONY TODD ART DIRECTOR SUZANNE M. MARQUIS SCORE AND SOUND DESIGNER LEN MILLER  
DIRECTOR OF PHOTOGRAPHY RJ LARUSSA CO-PRODUCER TONY TODD ASSOCIATE PRODUCER JASON ALAN SMITH PRODUCER / LINE PRODUCER ERIK BLOOMQUIST PRODUCER ELOISE ASMUTH  
QUIVER DISTRIBUTION PRODUCER / EDITOR TAYLOR WARREN WRITER / DIRECTOR MICHAEL MONGILLO MEAN TIME PRODUCTIONS

Release March 4 2022





A MATT SCONCE FILM

# THE GIRL ON THE MOUNTAIN

THE SIGNS  
WILL SET  
YOU FREE

*Drama, Adventure, Family*

**Release March 8 2022**

PLUS ULTRA PICTURES PRESENTS A MATT SCONCE FILM "THE GIRL ON THE MOUNTAIN" CASTING BY PHILIP MORGENTHAU MUSIC BY GARY BARBER COSTUME DESIGNER DOBIE LITTLE EXECUTIVE PRODUCERS LORENZO LEONARD RYAN KOS HEATHER SCONCE PRODUCED BY ANTHONY CLARK WRITTEN BY JACOPONE AYALA DIRECTED BY STEPHEN TRIGO EDITED BY CHRISTINA LYONS EXECUTIVE PRODUCERS DAVID GILDERS ROBERT BETTY CHRISTOPHER MEDIA DANIEL SHOUHEBS MATT SCONCE JENNIFER VICINSKY PRODUCED BY MATT SCONCE AND CHRISTOPHER MEDIA WRITTEN BY MATT SCONCE

[www.TGOTM.life](http://www.TGOTM.life) #TheGirlOnTheMountain #TGOTM @TheGirlOnTheMountainMovie /PlusUltraPictures PLUS ULTRA PICTURES







a film by G I A E L L I O T

# T A K E B A C K T H E N I G H T

*Drama, Thriller*

JOSASI STUDIOS PRESENTS A 10 WALLET PRODUCTION A FILM BY G I A E L L I O T STARRING EMMA FITZPATRICK, ANGELA GUNTER, NEWFEE, LAFLEUR, SEUNGHEE, CALAMARO, TONY SCRO, DARREN BADGER, MARCUS DUNSTAN, SHANALYSE BARNETT, ROBERT KOMADINA, JESSICA MOSLEY, TONY SCRO, DARREN BADGER, MARCUS DUNSTAN, EMMA FITZPATRICK, KWANZA GOODEN, G I A E L L I O T, EMMA FITZPATRICK, G I A E L L I O T

**Release March 4 2022**







RYAN  
KWANTEN

JILLIAN  
NGUYEN

HUGO  
WEAVING  
AND

# EXPIRED

THREE STRANGERS. ONE CITY. NO WAY OUT.

*Thriller, Suspense*

*Release March 18 2022*

LIONSGATE, GRINDSTONE, SCREEN QUEENSLAND, BUNYA PRODUCTIONS, and ROCK SALT RELEASING PRESENT A FILM BY DAN MATTES RYAN KWANTEN  
JILLIAN NGUYEN and HUGO WEAVING "EXPIRED"  
CASTING BY JESSICA HARRIS COSTUME DESIGNER DAN SEN EXECUTIVE PRODUCERS ADAM HEAD JESSICA LON  
PRODUCED BY THOM KELLER LUCIAN HARRIS WRITTEN BY NICK FARRAR ALLEN VAN SHAUGHNESSY HAMILTON MARKY LEVITAS HAMILTON DARY HAMILTON  
DIRECTED BY DAN MATTES  
THOMAS K. MCDONNELL GARY SCOTTEN KATE BROWN DARY COCKIN PRODUCED BY DAVID JONCEY GREG SIMPSON ANGELA LUTILLARD DAN SEN  
grindstone BUNYA PRODUCTIONS LIONSGATE





Action, Thriller, Crime

Release March 18 2022

JASON STATHAM AUBREY PLAZA JOSH HARTNETT CARY ELWES BUGZY MALONE AND HUGH GRANT

DIRECTED BY GUY RITCHIE

# OPERATION FORTUNE

RUSE DE GUERRE



**ANIME**





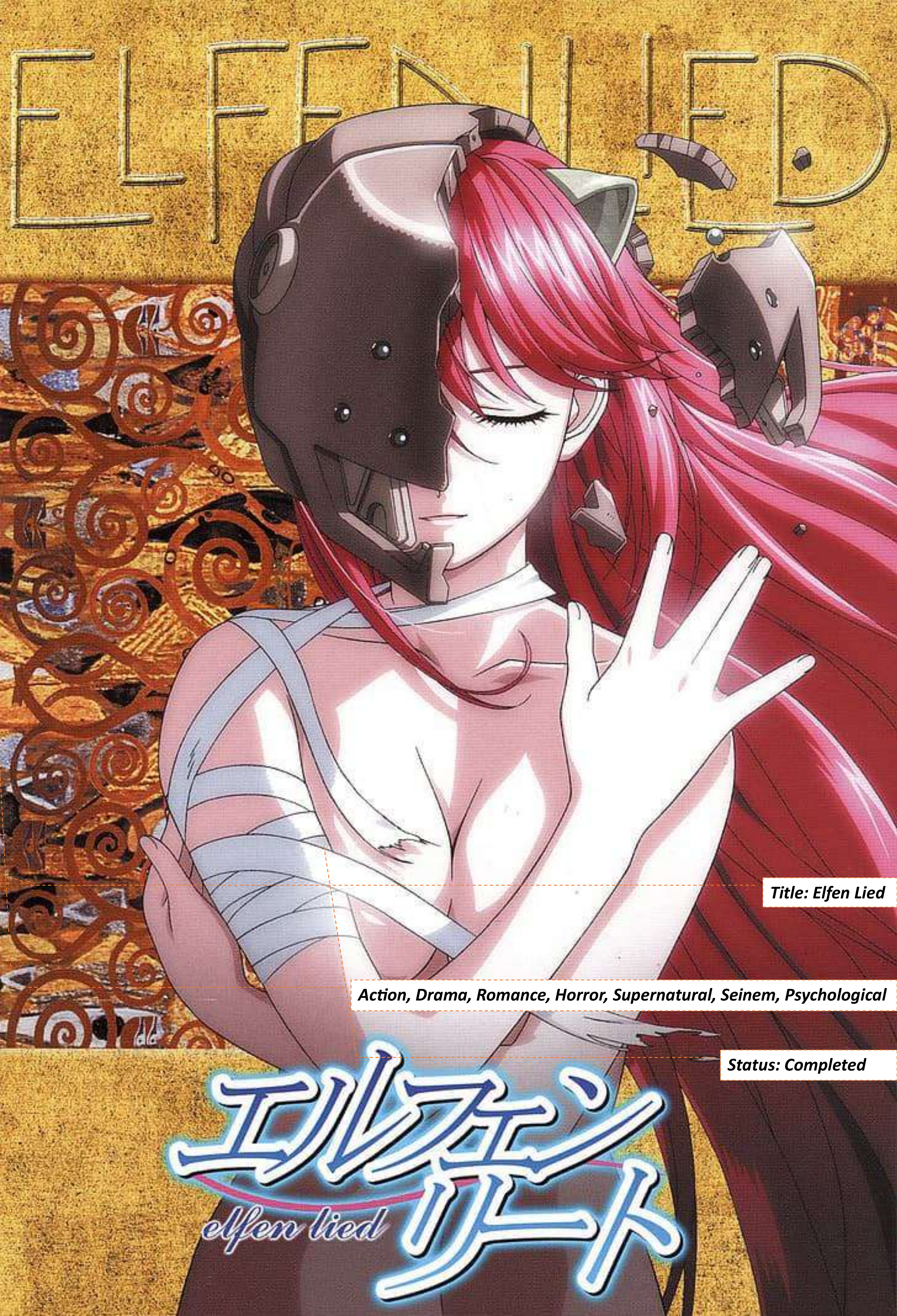


**Title:** *Genjitsu Shugi Yuusha Part 1*

**Action, Fantasy, Romance, Harem, Military**

**Status:** *Completed*





Title: Elfen Lied

Action, Drama, Romance, Horror, Supernatural, Seinen, Psychological

Status: Completed

エルフェン  
elfen lied





Title: Takt Op. Destiny

Action, Fantasy, Music

Status: Completed

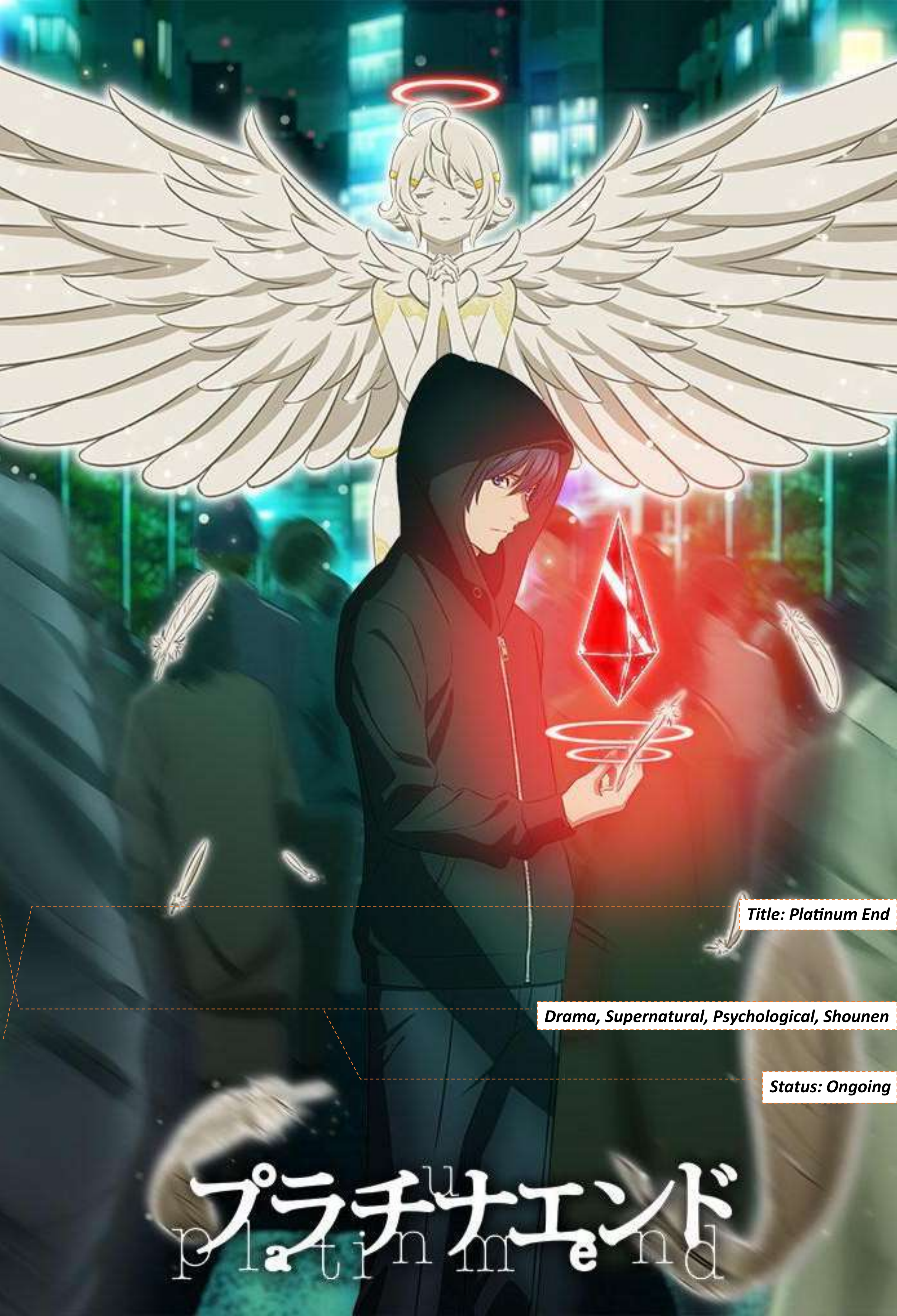
タクトオーパス

# tákt op.

Vom Herzen — Möge es  
wieder zu Herzen gehen.

*Destiny*





*Title: Platinum End*

*Drama, Supernatural, Psychological, Shounen*

*Status: Ongoing*

# プラチナエンド

platinum end



呪い合え、  
全てを懸けて

劇場版

# 呪術廻戦

じゅじゅつかいせん

Title: Jujutsu Kaisen o

Action, Anime, Supernatural, Thriller

12.24F  
12.24I

Release March 18 2022

原作:「呪術廻戦 0 東京都立呪術高等専門学校」芥見下々(集英社 ジャンプ コミックス刊) CAST:緒方恵美 花澤香菜 小松未可子 内山昂輝 関智一 中村悠一 櫻井孝宏

STAFF 監督:朴 性厚 脚本:瀬古浩司 キャラクターデザイン:平松禎史 副監督:梅本 唯 制作:MAPPA

美術監督:東 潤一 色彩設計:鎌田千賀子 CGIプロデューサー:松輪雄介 3DCGディレクター:木村謙太郎 撮影監督:伊藤智平 編集:柳 圭介 音響監督:藤田亜紀子 音楽:梶博明・黒井順政・桶狭間ありさ 音楽プロデューサー:高橋 諭一

製作:松岡宏泰 大田圭二 共同製作:瓶子吉久 大塚 学 桑田栄顕 丸山博雄 エグゼクティブプロデューサー:大島孝幸 大好 誠 チーフプロデューサー:山中一孝 高橋敦司 葛尾明史 林 祐朗 プロデューサー:松谷浩明 斎藤雅哉 村井佑梨羽 木村 誠 大森達也 前田俊博

アソシエイトプロデューサー:池田亮太 久保 亨 山崎博昭 企画協力:「週刊少年ジャンプ」編集部 中野博之 大西恒平 三輪宏康 片山達彦 製作:東宝 集英社 MAPPA サムザップ MBS 配給:東宝 © 2021「劇場版 呪術廻戦 0」製作委員会 ©芥見下々/集英社 ©TOHO ©MAPPA

12.24F  
12.24I



# AKAME GA KILL!



**Title:** Akame Ga Kill!

**Action, Fantasy, Drama, Adventure, Shounen**

**Status:** Completed



2018年7月TVアニメ放送開始!!

# 殺戮の天使

Angels of Death

お願い、私を殺して――

**ザック**  
(CV: 岡本信彦)

**レイチェル**  
(CV: 千菅春香)

Title: Satsuriku No Tenshi

Adventure, Horror, Suspense, Psychological

Status: Completed



Title: Hellsing Ultimate

Action, Horror, Seinen, Vampire, Military, Supernatural

Status: Completed



# HELLSING

The Bird of the Hermes is my name,  
eating my wings to make me tame.







*Title: Devilman: Crybaby*

*Action, Avart-Garde, Horror, Demons, Supernatural*

*Status: Completed*

# DEVILMAN

*crybaby*

2018年初春 全世界同時ストリーミング開始

©Go Nagai/Devilman Crybaby Project







@titimagazine



@titimagazine



@titimagazine