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DARK SOULS

DETROIT

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METAL GEAR SOLID V
THE PHANTOM PAIN

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EDITOR



Dickson Max Prince

@dicksonprincemax

CONTRIBUTORS

Anita .W. Dickson

Efenudu Ejiro Michael

Bekesu Anthony

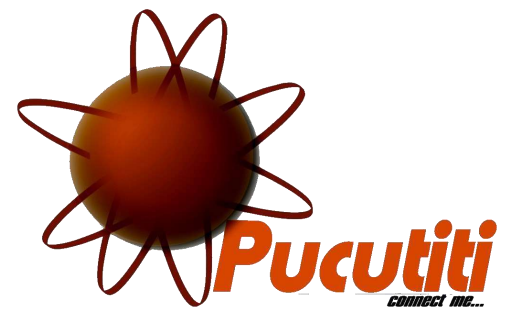
Dickson Max Prince

Ernest .O.

Israel Obonyano (Milim)

PUBLISHERS

Pucutiti.Inc®



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titimag.com

For more info

info@titimag.com

+2348134428331

+2348089216836

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GAMES

Metal Gear Solid V: The Phantom Pain

Metal Gear Solid V: The Phantom Pain is a stealth game developed by Kojima Productions and published by Konami. It was released worldwide for Microsoft Windows, PlayStation 3, PlayStation 4, Xbox 360 and Xbox One on September 1, 2015. It is the ninth installment in the Metal Gear series that was directed, written and designed by Hideo Kojima following Metal Gear Solid V: Ground Zeroes, a stand-alone prologue released the previous year, as well as his final work at Konami.

Set in 1984, nine years after the events of Ground Zeroes and eleven years before the events of the original Metal Gear, the story follows mercenary leader Punished "Venom" Snake as he ventures into Soviet-occupied Afghanistan and the Angola–Zaire border region to exact revenge on the people who destroyed his forces and came close to killing him during the climax of Ground Zeroes. It carries over the tagline of Tactical Espionage Operations first used in Metal Gear Solid: Peace Walker.

The Phantom Pain was critically acclaimed upon release, with its gameplay drawing praise for its variety of mechanics and interconnected systems, which allow a high degree of player freedom in approaching objectives. While the story was acknowledged for its emotional power and exploration of mature themes, its writing and focus were criticized as lacking for a Metal Gear title, with further scrutiny over the story's second half and ending that left several plot points unresolved; this was linked to conclusive evidence of removed content, which led some to suggest that the game was released unfinished. Despite this, The Phantom Pain received perfect review scores from several publications and was described by some critics as one of the greatest stealth games of all time. A complete edition that bundles The Phantom Pain and Ground Zeroes together, titled Metal Gear Solid V: The Definitive Experience, was released in October 2016.

Gameplay

Metal Gear Solid V: The Phantom Pain is a stealth game in which players take the role of Punished "Venom" Snake from a third-person perspective in an open world. The gameplay elements were largely unchanged from Ground Zeroes, meaning that players will have to sneak from several points in the game world, avoiding enemy guards, and remaining undetected. Included in Snake's repertoire are binoculars, maps, a variety of weapons, explosives, and stealth-based items such as cardboard boxes and decoys. Following one of the series traditions, The Phantom Pain encourages players to progress through the game without killing, using non-lethal weapons such as tranquilizer darts to subdue enemies. Players may traverse the game world with vehicles such as jeeps and tanks, in addition to traveling on foot or on horseback, and as certain locations are mountainous, occasionally, players can opt to go rock climbing as a shortcut. They may call for helicopter support against enemy soldiers or request airstrikes that can bomb the target area or change the current weather. Snake can call on AI companions—including Quiet, a silent female sniper with supernatural abilities; D-Horse, a horse capable of wearing armor and hiding Snake during travel; D-Walker, a manned, highly agile mobile weapons platform that can provide heavy weapons support; and D-Dog, a wolf pup raised and trained on the new Mother Base to assist him in the field. The companions' abilities and their effectiveness will depend on the player's relationship with them. There is a large emphasis based on tactics in The Phantom Pain.

METAL GEAR SOLID V
THE PHANTOM PAIN
TACTICAL ESPIONAGE OPERATIONS

Developer: Kojima Productions

Publisher: Konami

Director: Hideo Kojima

Producers: Hideo Kojima, Kenichiro Imaizumi, Kazuki Muraoka

Designer: Hideo Kojima

Programmers: Daizaburo Nakamura, Makoto Sonoyama, Shutaro Iida, Takehiro Nomura

Artist: Yoji Shinkawa

Writers: Hideo Kojima, Shuyo Murata, Hidenari Inamura, Etsu Tamari

Composers: Ludvig Forssell, Justin Burnett, Daniel James

Series: Metal Gear

Engine: Fox Engine

Platforms: Microsoft Windows, PlayStation 3, PlayStation 4, Xbox 360, Xbox One

Release: WW: September 1, 2015

JP: September 2, 2015

Genres: Action-adventure, stealth

Modes: Single-player, multiplayer

TiTi Rating: 6/10



As in *Peace Walker*, *The Phantom Pain* features a base-building system that allows players to develop weapons and items from their home base. Recruitment of enemy soldiers and prisoners has also returned for this purpose, allowing the base to grow through organization. The player is given the option to access their base from their real-life smartphones and other devices via a companion app. Unlike in *Peace Walker* where players can only see Mother Base from the air, they can control Snake as he explores the complex on foot. The Fulton surface-to-air recovery system, an item introduced into gameplay in *Peace Walker*, returns as well, with players able to transport captured soldiers and other objects such as animals and vehicles back to Mother Base. Money for upgrading Mother Base's defenses and technology can be collected from objects found all over the map, such as diamonds, shipping containers, and special blueprint boxes, as well as sending recruited soldiers on combat missions around the world. The income is invested in upgrades to the appearance and abilities, weapons and equipment of Snake, his AI companions, and vehicles. For example, Snake's prosthetic arm can be modified with a taser, echolocation function, or remote controls that allow it to fly as a drone.

Game design direction allows the player to choose in what order the story events take place by selecting missions in any order they like, and yet still "understand the encompassing message by the end". The enemy AI has improved in terms of situational awareness. If players frequently use particular weapons or tactics to subdue enemy soldiers, this will see the enemy increase in numbers and be outfitted with better equipment; for example, the frequent use of headshots will see enemy soldiers don metal helmets to make targeting the head harder.

The game has a dynamic weather system and day-night cycle that runs in real-time. The cycle is able to be fast-forwarded when Snake lights a "Phantom Cigar", a type of electronic cigar; a digital silver Seiko watch panel appears on screen to denote time. The passage of time enables players to analyze the movement of marked enemy forces in the area, such as shifts in sentry patrols and individual patrol routes. Weather effects, such as sandstorms and rain, affects the gameplay environment by reducing visibility or masking the sound of footsteps.

Kojima spoke about the restrictive nature of previous *Metal Gear Solid* titles, saying that they "set [the player] on one rail to get from point A to point B, with a certain amount of freedom between". In stark contrast, *The Phantom Pain* offers players new ways of traversal and sneaking methods, such as taking a motorcycle, plane or helicopter to the mission area (however, usage of the former two vehicles was later dropped during development). Players are able to traverse the game world or deploy directly to landing zones that allow for different approaches. A video published after the E3 2015 convention showcased this, with the same mission played four times in a number of different ways: with the player opting for stealth, launching a direct assault via helicopter gunship, attempting to assassinate a target with a sniper rifle, and smuggling an explosive device into an enemy base by way of an unsuspecting patrol vehicle crew. The player's actions affect the wider game world; for example, sabotaging a radar installation will open up new entry points. The playable world in *The Phantom Pain* is two hundred times larger than that of *Ground Zeroes*, featuring a variety of climate conditions and environments. This allows the players to freely roam the map while proceeding to either story missions or side quests, as in other games with nonlinear gameplay. In addition, players who have previously played *Ground Zeroes* are able to import save data into *The Phantom Pain* and gain special perks.



METAL GEAR SOLID V THE PHANTOM PAIN

TACTICAL ESPIONAGE OPERATIONS



Multiplayer

Metal Gear Solid V: The Phantom Pain includes two multiplayer modes: first, the new Metal Gear Online, developed by Kojima Productions' newly formed Los Angeles division (now known as Konami Los Angeles Studio). The first footage for multiplayer was revealed in December 2014. While originally set for launch alongside the release of The Phantom Pain, Metal Gear Online was postponed to October 6 for consoles and January 2016 for Microsoft Windows.

The second multiplayer mode is an extension of the Mother Base base-building feature. Players are able to expand their operations to include "Forward Operating Bases" which can be used to generate resources and income for the single-player campaign. These facilities can be attacked by other players, making a player-versus-player mode available whereby the attacking team attempts to steal resources and/or soldiers and the defending team tries to protect the Forward Operating Base from the intruder. Defenders are able to call on their friends to aid in the defense, especially if their Forward Operating Base is attacked during a story mission. Players are able to customize the security, staffing, and layout of their Forward Operating Bases, allowing for a large number of compound configurations. Following the success or failure of the intrusion, the location of the attacking player's Forward Operating Base is revealed to the defending player; however, defending players can only launch a retaliatory strike if the attacker was discovered during their infiltration. The Forward Operating Base feature is an entirely separate multiplayer experience to Metal Gear Online and is also needed to increase the number of combat units the player can deploy.

During development, Kojima Productions and Konami attracted criticism for their decision to include micro transactions; a system that allows players to pay for access to content in the game. However, a spokesperson for Kojima Productions confirmed that the system was included to benefit players who may not have the time to complete the game, given its scale, and that no content would be available exclusively through micro transactions. Further controversy emerged following the publication of an early review claiming that the Forward Operating Base mode was behind a paywall, which Konami refuted saying that micro transactions acted as an accelerator rather than a paywall.



Development

In February 2012, a site owned by Konami, "Development Without Borders", promoted development for a new Metal Gear title, for "The "next" MGS". The site was recruiting staff for the 2012 GDC pavilion in March, and requested applications for several positions for the latest Metal Gear Sol- id targeted for "high-end consoles" and "next-gen Fox engine". As the year went on, screenshots and videos of the newly announced Fox Engine were unveiled by the team. This media demonstrated many random settings and characters, although none related to the Metal Gear series. Certain screen- shots, however, were noted to feature a character who resembled the Big Boss character of Metal Gear, walking up to a Stryker AFV previously seen in Metal Gear Solid 4.

Konami unveiled Ground Zeroes at a private function celebrating the twenty-fifth anniversary of the Metal Gear series on August 30, 2012. The game later made its public debut two days later at the 2012 Penny Arcade Expo. Kojima revealed very little detail about the project at the time other than it was a prologue to Metal Gear Solid V, and that it would be the first game to use the Fox Engine, a game engine developed by Kojima Productions. In January 2013, Kojima revealed that Ground Zeroes would be the first title in the series to be subtitled in Arabic, a feature the team had planned for previous games. He also confirmed that the length of the cutscenes was reduced, as he believed that long cutscenes had become outdated.

In an interview with VG247, Kojima expressed concerns over whether or not Ground Zeroes would be released. He claimed that his aim was to target taboos and mature themes, which he considered to be "quite risky", adding that his roles as creator and producer were in conflict with one another; as creator, Kojima wanted to take the risk of exploring themes that might alienate audiences, but as producer, he had to be able to tone down the content in order to sell as many copies of the game as possible. Ultimately, the role of creator won out, and Kojima described his approach as "prioritizing cre- ativity over sales".



At the Spike Video Game Awards in December 2012, a teaser trailer for a game known as The Phantom Pain was shown, credited to a new Swedish developer known as Moby Dick Studio, and was described as being "100% gameplay". Allegedly led by Joakim Mogren, the studio's mission statement read that it aimed to "deliver an uncompromising, exciting, and touching game experience to people all around the globe." After the presentation, commentators speculated that The Phantom Pain was actually a Metal Gear game, noting the protagonist's resemblance to Big Boss, graphics similar to those produced by the Fox Engine, the quote "V has come to" at the end of the trailer, and that the title Metal Gear Solid V fits in the negative space and indentations of the game's logo when using the same font. The name "Joakim" was an anagram of "Kojima", the domain name for the studio's website had only been registered about two weeks prior to the announcement, and that several people wearing Moby Dick Studio shirts were sitting in a VIP area intended for Konami staff. Hideo Kojima stated he was impressed by the trailer and how Mogren was inspired by Metal Gear.

An actor playing a heavily bandaged Mogren appeared in an interview on the March 14, 2013 episode of GameTrailers TV; while stating that he could not reveal many details, he confirmed that more details about The Phantom Pain would be revealed at the upcoming Game Developers Conference, and showed a series of screenshots on an iPad to the show's host Geoff Keighley. After Keighley pointed out the Fox Engine logo in the screenshots, Mogren appeared nervous and the segment abruptly ended.

On March 27, 2013, at GDC 2013, Kojima confirmed that his studio was behind the trailer, and announced that Metal Gear Solid V would be two separate games; Ground Zeroes would now serve as a prologue for the main game, which was officially announced as Metal Gear Solid V: The Phantom Pain. He subsequently presented a trailer for the game and showcased the Fox Engine. The trailer featured the song "Not Your Kind of People" from Garbage's 2012 album of the same name.

While the official trailer announcing the game was running on a PC, the game was released for the seventh and eighth generations of video game consoles. In an interview during E3 2013, when asked about a PC release Kojima stated "We are making it, and it will be on par with the PlayStation 4 and Xbox One versions." However, he made it clear that the PC port was not their priority. Kojima confirmed that the visuals seen in the trailer would look close to those in the final game. He also stated that he would like Metal Gear Solid V to be his final Metal Gear game, noting that unlike previous titles where he had announced that he had finished making games in the series, only to return for subsequent games, his involvement with the franchise would be over this time around. Although the trailer had Snake suffering from hallucinations in the form of a flaming whale, Kojima assured that there would be a balance in realism. Kojima later revealed that The Phantom Pain was initially presented as an independent game so as to assess the public and industry response to the Fox Engine, as he felt that announcing the game as part of Metal Gear Solid V would bias reactions to the engine.

At E3 2013, a fourth trailer was shown at the Microsoft press conference, demonstrating the new play mechanics, as well as the cast of characters. The development of an Xbox One version was also announced at the conference. The PlayStation 4 version was announced the following day when Konami uploaded the red band version of the trailer on their YouTube channel in addition to the standard green band version.

The trailers for Metal Gear Solid V showed the game running on a PC hardware, but according to Kojima with textures and character models somewhat based on seventh generation hardware. The developers aimed to improve the technical quality for the versions released for the eighth generation of consoles.

Kojima alluded to the game possibly being "too big to clear", adding that the game is "200 [times larger] than Ground Zeroes". Kojima wanted the player to connect with Snake in The Phantom Pain. To accomplish this, the loss of Mother Base, which the player developed throughout Peace Walker, would serve as motivation for revenge for both Snake and the player. Kojima also tried making Snake relatable to newcomers of the series by making him unaware of what happened in the nine years during which he was in a coma. Weapons, vehicles and other armaments are unlicensed and fictional in The Phantom Pain, just as they were in Ground Zeroes, unlike previous Metal Gear Solid games that included mostly real-world based weaponry.

At E3 2014, a fifth trailer featuring Mike Oldfield's song "Nuclear" was shown, unveiling more plot details surrounding the Diamond Dogs and Snake's antagonistic descent. It was leaked a day earlier, due to an accidental post from Konami's official YouTube channel. Alongside the new trailer, the official site for Metal Gear Solid V was updated and included new information and images such as the developmental progress of the in-game map and the evolution of Snake's design across all games in the series. On August 25, 2015, Kojima released a launch trailer showing "Metal Gear's Evolution and Harmony" with clips from the previous games along with the reveal of the new "Metal Gear Sahelanthropus".

Over \$80 million was spent on the development of the game.

Music

The music of The Phantom Pain was produced by Harry Gregson-Williams, making it his fourth Metal Gear title, and composed by Ludvig Forssell, Justin Burnett, and Daniel James. Also featured in The Phantom Pain are collectable music tapes the player can listen to in-game, with a mixture of licensed music from the era, and music from past Metal Gear titles.

Metal Gear Solid V Original Soundtrack was released on September 2, 2015, containing 50 tracks selected from both Ground Zeroes and The Phantom Pain. Following this on December 23, 2015, was Metal Gear Solid V Extended Soundtrack, containing 114 tracks again selected from both Metal Gear Solid V games. Finally, Metal Gear Solid V Original Soundtrack The Lost Tapes was released on March 30, 2016, primarily consisting of tracks written by Ludvig Forssell for the in-game cassette tapes. The latter two releases also include music that went unused in the game, with Metal Gear Solid V Extended Soundtrack in particular containing two tracks from the cut Mission 51: Kingdom of the Flies.

The game's soundtrack later won the award for Best Score/Soundtrack at The Game Awards 2015. The event also had Stefanie Joosten, Quiet's voice actress, on stage performing "Quiet's Theme".



Konami–Kojima dispute

In March 2015, Konami announced plans for a corporate restructuring that saw them part ways with Hideo Kojima and his development studio Kojima Productions. As part of the separation, Kojima's name was removed from the game cover, all of its associated paraphernalia and future releases of *Metal Gear Solid V: Ground Zeroes* and *Metal Gear Solid: The Legacy Collection*. A Konami spokesperson stated that Kojima would still be involved with Konami and the *Metal Gear* franchise, and despite the dispute, the company expressed confidence that the game would be declared Game of the Year.

In July 2015, series composer Rika Muranaka told *Fragged Nation* in an interview that over 30 commissioned songs for the series were never used, with Muranaka believing that Kojima has a lack of business sense that played a part in his split from Konami.

Release

Metal Gear Solid V: The Phantom Pain was released in different editions. Special Day One editions of the game for each platform featured downloadable content (DLC) vouchers for special weapons and *Metal Gear Online* experience points. The North American Collector's Edition (which was available for PS4 and Xbox One) comes with a steelbook and a small-size replica of Snake's bionic arm; the Premium Package for the Japanese release (which was available for PS4, PS3, and Xbox One) features a full-size replica, which was also sold separately in May 2016. Sony released a PlayStation 4 bundle with the unit painted in the colors of the arm.

The physical PC release of *The Phantom Pain* only includes a CD key and a disc with a Steam installer contained within. Game files are not included on-disc and must be downloaded.

Tie-in products were also released for the game. Sony Mobile Communications released special edition Walkman, Xperia Z4, Xperia Z3 Tablet Compact, and Xperia J Compact devices, each featuring Outer Heaven emblems, soundtrack audio, and wallpapers. Watch manufacturer Seiko released a digital watch, resembling Venom Snake's watch from the game. Eyeglasses maker JF Rey produced themed eyewear patterned after what Kaz and Ocelot are wearing in the game. Japanese toy company Sentinel, which previously made an iDroid casing for the iPhone 5 and 5S, produced a transformable figure of the Sahelanthropus, while Kotobukiya readied a 1/100 scale kit of the unit. Sports apparel company Puma joined the project through a line of sports jackets, T-shirts, and footwear, including Snake's sneaking boots.

Square Enix's PlayArts Kai figure line featured several of the game's characters, while Kaiyodo produced Venom Snake and a Soviet Army soldier for the RevoMini figure category. An art book, titled *The Art of Metal Gear Solid V*, was published by Dark Horse Comics on November 2, 2016.

A complete edition of the game, titled *Metal Gear Solid V: The Definitive Experience*, was released for PlayStation 4, Xbox One and Steam on October 11 in North America, October 13 in Europe, and November 10 in Japan. The bundle includes the *Ground Zeroes* prologue and *The Phantom Pain* in one package, along with all previously released downloadable content for both games.





Dark Souls

Dark Souls[b] is a 2011 action role-playing game developed by FromSoftware and published by Namco Bandai Games. A spiritual successor to FromSoftware's Demon's Souls, the game is the second instalment in the Souls series. Dark Souls takes place in the fictional kingdom of Lordran, where players assume the role of a cursed undead character who begins a pilgrimage to discover the fate of their kind. A port for Microsoft Windows was released in August 2012, which featured additional content not seen in the original PlayStation 3 and Xbox 360 versions. In October 2012, the new content was made downloadable for consoles, under the subtitle Artorias of the Abyss.

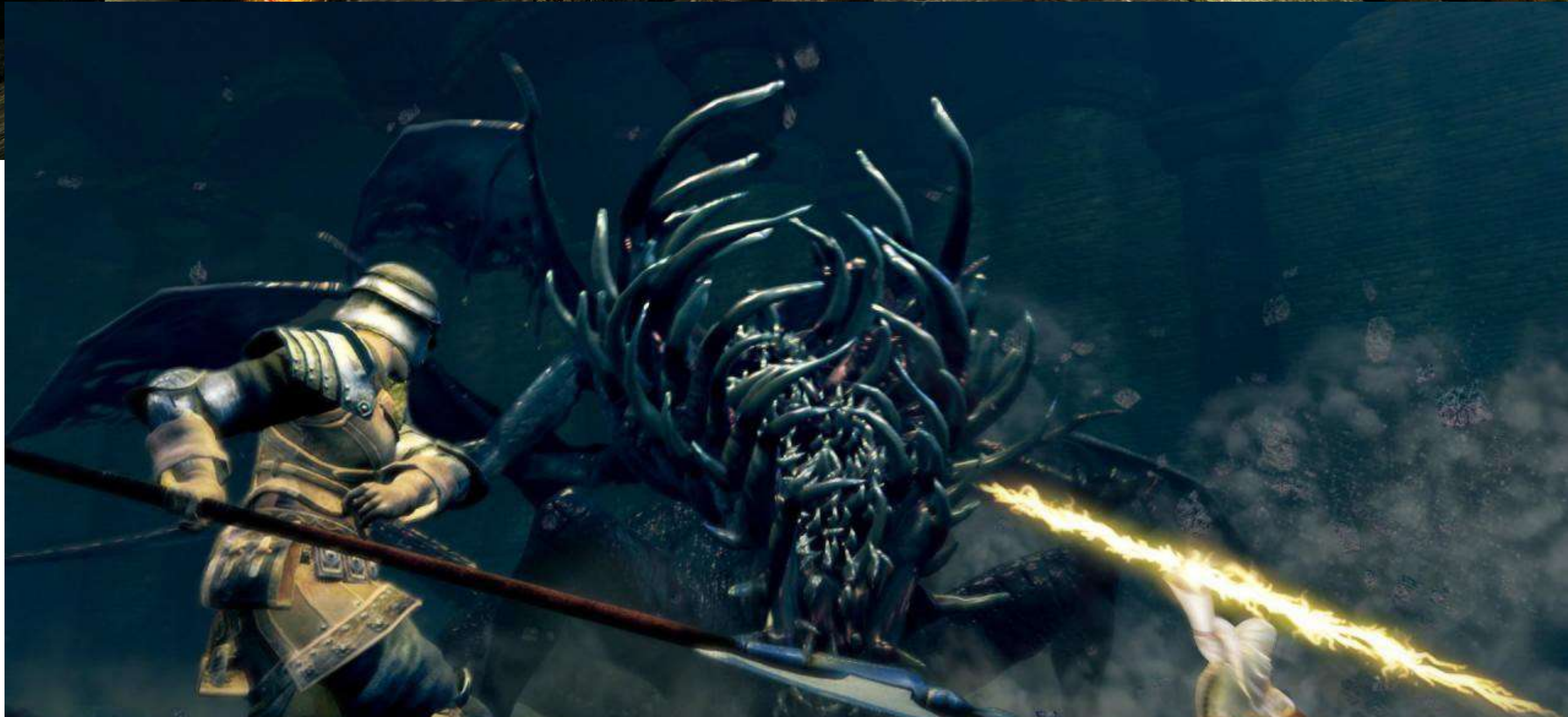
Dark Souls received critical acclaim, with many citing it as one of the greatest video games of all time. Critics praising the depth of its combat, intricate level design, and use of flavor text. However, the game's difficulty received mixed reviews, with some criticizing it for being too unforgiving. The original Windows version of the game was less well-received, with criticism directed at numerous technical issues. By April 2013, the game had sold over two million copies worldwide. The game saw two sequels released in the mid-2010s, while a remastered version, Dark Souls: Remastered, was released in 2018.

Gameplay

Dark Souls is a third-person action role-playing game. A core mechanic of the game is exploration. Players are encouraged by the game to proceed with caution, learn from past mistakes, or find alternative areas to explore. Dark Souls takes place in a large and continuous open world environment, connected through a central hub area (Firelink Shrine). The player character can travel between areas and explore various paths at will, although prerequisites have to be met to unlock certain areas.

A central element to the gameplay of Dark Souls is the bonfire. Bonfires are scattered throughout the world and serve as checkpoints for each level. By resting at a bonfire, the player character is healed to full and regains all of the healing charges of their "Estus Flask." They can also level up and perform other functions, such as attuning magic, and repairing and upgrading equipment. However, resting at a bonfire respawns all of the world's enemies, except for bosses and friendly non-playable characters.





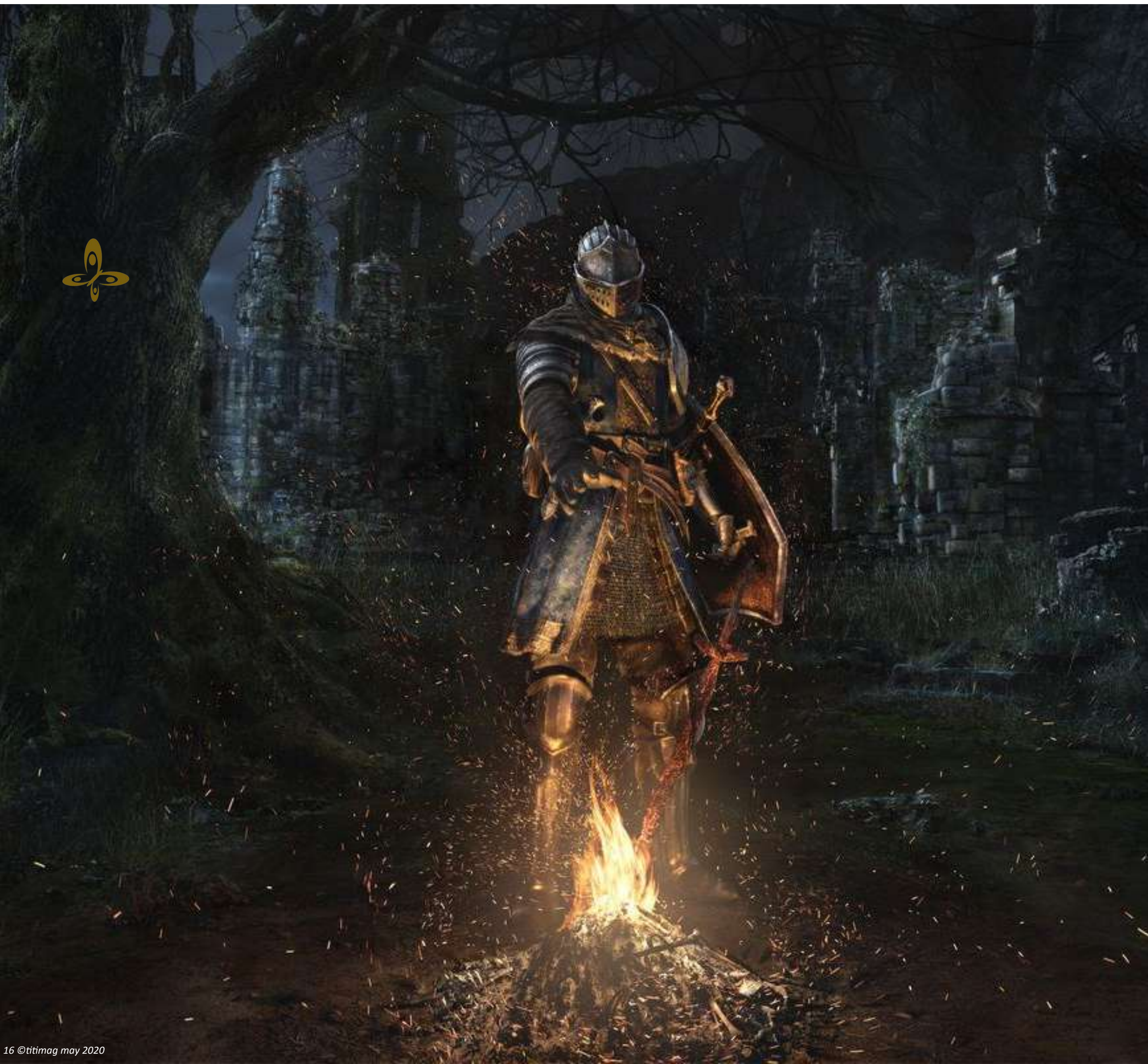
The player character (right) battles Artorias, one of the bosses added to the game through the Artorias of the Abyss downloadable content expansion

The player character's interaction with the world of Dark Souls includes a great deal of combat. Combat includes melee attacks, various forms of defensive maneuvering, and magical abilities. For melee attacks, player characters have access to a wide array of high fantasy, medieval-style weaponry—including swords, spears, maces, and more—as well as imaginary, fantastical weaponry—including magical swords, humongous greatswords, and immense clubs. For defense, player characters have access to shields, armor, dodge rolling, and parrying. For magic, which includes a wide variety of offensive and defensive abilities known as sorceries, miracles, and pyromancies, player characters do not use any form of mana as in most other fantasy RPGs - instead, they gain a discrete number of uses for each attuned spell when resting at a bonfire. These various forms of combat all have tradeoffs, variations, and in-game costs associated with them; and they can all be buffed or altered in some fashion through leveling, smithing, consumable items, magical rings, and new equipment.

Multiplayer

Another aspect of Dark Souls is the "humanity" system. There are two forms the player character can be in during the game, human form or hollow form. Whenever the player character dies in human form, they are returned to hollow form and can only have their humanity restored by consuming an item. The player character must be in human form to summon other players. While in human form, however, the player may be subjected to invasions by other players and non-player characters (NPC) who seek to kill the player to restore their humanity, harvest souls, or achieve some other goal. Humanity can be acquired in many ways, and if no humanity is available, players are still able to progress in hollow form.

Death (whether in human or hollow form) results in the loss of all carried souls and humanity, but players revive as hollows at their most recent bonfire with one chance at returning to where they died to recover all lost souls and humanity. If the player dies before reaching their "bloodstain," the souls and humanity they previously accrued are permanently lost.



Communication and interaction between players are deliberately restricted. Outside of five stock phrases (which can only be used after acquiring Gough's carvings in the game's DLC) and character gestures, the only other communication players have with one another comes by way of orange soapstones, which allow players to write limited messages that can be read by others in the same area. Also, players can enter cooperative or player versus player combat with each other.

Throughout the game, there are multiple NPCs that the player may encounter on their journey. These characters add to the plot of the game but are not essential. If the player does choose to engage with them, some of the characters can assist the player by being able to be summoned for certain boss fights when the player character is in human form.

Development

Dark Souls was developed by FromSoftware, with series creator Hidetaka Miyazaki directing and producing. Dark Souls is a spiritual successor to FromSoftware's cult classic previous game, Demon's Souls (which was, in turn, a spiritual successor to From's earlier King's Field series). However, Demon's Souls was published by Sony and Dark Souls by Bandai Namco; this transfer meant that intellectual property rights prevented FromSoftware from making a sequel. After two years of development, Dark Souls was released with its numerous similarities (such as the gameplay, online multiplayer, and plot presentation) and differences (such as a connected world and new characters in a distinct universe and storyline) from its predecessor.

The design and development process itself involved a guided freeform approach, with Miyazaki steering designers while allowing them latitude for creativity:

The design ordering process for Dark Souls can be divided into two main categories. The first involves providing the designers with simple keywords we brainstormed during the early stages of project development and allowing them to design freely. We take the images they produce and provide feedback, make adjustments as necessary, or incorporate their ideas into our plans. [...] The second process comes into play once we've settled on the basic details of the game world. At that point we are able to make more detailed design requests. These requests usually include information like how the design will be used, where in the game the design will be used, and the specific purpose of the design in terms of what it will represent in the game. [...] Either way, I am the one who hands out the orders and I work directly with each designer instead of having a middleman between us.

Game director and producer Hidetaka Miyazaki modeled various places in the game after real-world locations, such the main building in Anor Londo being based on the Château de Chambord (left) and Milan Cathedral (right).

Miyazaki stated that the game draws direct inspiration from earlier works of fantasy and dark fantasy, especially the manga series Berserk. He has described the driving aesthetic principal of the game as being "a certain kind of refinement, elegance, and dignity". He also described the themes which guided the design of the game in the following way: "I put three major guidelines in place: Gods and knights centered around Anor Londo, demonic chaos and flames centered around Lost Izalith, and the theme of death centered around Gravelord Nito. To these themes we added the special concept of ancient dragons that predate all life, and this formed the basis for Dark Souls".

The characters and world of Dark Souls contain many philosophical and folkloric parallels among Greek mythology, Japanese mythology, French existentialism, and the work of proto-existentialist philosophers like Friedrich Nietzsche. Dark Souls's description of natural cycles that the world experiences, and the designs of some individual characters, parallel Japanese and Greek myths. The game's presentation of a universe defined by the inevitable burning out of a flame, and the tragic stories of the individuals in that meaningless world, parallel ideas in schools of philosophy concerning existentialism, absurdity, meaninglessness, and the end of the universe.

Many of the game's locations were directly inspired by real world locations, such as the Château de Chambord in France and Milan Cathedral in Italy.

Release

The game was first released for the PlayStation 3 and Xbox 360 in Japan on September 22, 2011, and in Western regions in October 2011. Following the game's success, many expressed their hope for a PC version. In early 2012, fans started a petition to bring Dark Souls to PC, with over 93,000 people signing it. A PC version of the game was confirmed in April 2012 via German magazine PC Action. It had been reported during the development process that FromSoftware had been having difficulty with the port due to inexperience with PC as a platform and were focusing on new content rather than optimization. Re-branded as the Prepare To Die Edition, it came out in August 2012 and featured new content, including bosses, enemies, equipment, and NPCs. The new content, subtitled Artorias of the Abyss, was also released for consoles in October 2012 in the form of downloadable content (DLC). Soon after, it was announced that Dark Souls for PC would use Games for Windows – Live for online play and DRM, spurring fan backlash.

The PC version was released on August 23, 2012. A user-created mod to circumvent the resolution cap, named DSFix, appeared shortly after release. DSFix was later extended to become an unofficial fan-made patch which additionally allowed graphical improvements, raising the framerate cap to 60, and allowing the installation of custom texture mods. On December 15, 2014, Games for Windows – Live was removed from the Steam version and replaced by Steamworks. The ability to transfer both achievements and save data was provided.[28] In April 2016, Dark Souls became available on Xbox One via backward compatibility.



"EVERY TREASURE HAS ITS PRICE"

NATHAN DRAKE



UNCHARTED

A Thief's End

4

SET THREE YEARS AFTER THE EVENTS OF UNCHARTED 3: DRAKE'S DECEPTION, NATHAN DRAKE HAS PRESUMABLY LEFT THE WORLD OF FORTUNE HUNTING BEHIND. HOWEVER, IT DOESN'T TAKE LONG FOR ADVENTURE TO COME CALLING WHEN DRAKE'S BROTHER, SAM, RESURFACES SEEKING HIS HELP TO SAVE HIS OWN LIFE AND OFFERING AN ADVENTURE DRAKE CAN'T RESIST.



POSTER BY KOKE NÚÑEZ



NAUGHTY DOG

Bloodborne

Bloodborne[a] is an action role-playing game developed by FromSoftware and published by Sony Computer Entertainment for the PlayStation 4. It was released worldwide in March 2015. Bloodborne follows the player's character, a Hunter, through the decrepit Gothic, Victorian era-inspired city of Yharnam, whose inhabitants have been afflicted with an abnormal blood-borne disease. Ultimately attempting to find the source of the plague, the player's character unravels the city's intriguing mysteries while fighting beasts.

The game is played from a third-person perspective. Players control a customizable protagonist and the gameplay is focused on weapons-based combat and exploration. Players battle varied enemies, including bosses, while using items such as swords and firearms as they journey through the story, exploring the game's different locations, interacting with non-player characters, collecting key items involved in the story, and discovering and unraveling the world's many mysteries. Bloodborne began development in 2012 under the working title of Project Beast. Bearing many similarities to the Souls series of games by the same developer and director, Bloodborne was partially inspired by the literary works of authors H. P. Lovecraft and Bram Stoker, and the architectural design of certain real world locations in places such as Romania and the Czech Republic. The decision by game director Hidetaka Miyazaki to create a new intellectual property (IP) and not another Souls game was made because he wanted to create something "different"; at the same time, Sony wanted a new IP to be made exclusively for the PlayStation 4.

Bloodborne received critical acclaim, with praise being directed at its gameplay, particularly its high level of difficulty, sound design, atmospheric environments, interconnected world design, and plot. Some criticism was directed at its technical performance at launch. However, this was improved with post-release updates. An expansion for the game, titled The Old Hunters, was released in November 2015. By the end of 2015, the game had sold over two million copies worldwide. Bloodborne was nominated for many awards and accolades, and has been cited as one of the greatest video games of all time. Some related media and adaptations have also been released, such as a card game and comic book series.

Gameplay

Gameplay screenshot of the Bloodborne alpha release, showing the player battling one of the game's bosses, the Cleric Beast. Similarly to the Souls games, Bloodborne places a considerable emphasis on boss battles.

Bloodborne is an action role-playing game played from a third-person perspective and features elements similar to those found in the Souls series of



Developer: FromSoftware

Publisher: Sony Computer Entertainment

Director: Hidetaka Miyazaki

Producers: Masaaki Yamagiwa, Teruyuki Toriyama

Designer: Kazuhiro Hamatani

Programmer: Jun Ito

Composers: Ryan Amon, Tsukasa Saitoh, Yuka Kitamura, Nobuyoshi Suzuki, Cris Velasco, Michael Wandmacher

Platform: PlayStation 4

Release: NA: March 24, 2015PAL: March 25, 2015JP: March 26, 2015UK: March 27, 2015

Genre: Action role-playing

Modes: Single-player, multiplayer

TiTi Rating: 8/10



games, particularly *Demon's Souls* and *Dark Souls*. The player makes their way through different locations within the decrepit Gothic world of Yharnam, while battling varied enemies, including bosses, collecting different types of items that have many uses, interacting with the strange non-player characters, opening up shortcuts, and continuing through the main story.

At the beginning of the game, the player creates their character, the Hunter. The player determines the basic details of the Hunter; gender, hairstyle, name, skin colour, body shape, voice, and eye colour, are some of the options the player can customise. The player also chooses a starting class, known as an "Origin", which provides a basic backstory for the Hunter and sets the player's starting attributes. The Origins allow the player's Hunter to have a distinct play style, which, along with physical appearance, give the Hunter a unique personality. For example, one Origin may describe the Hunter as a cowardly weakling, which would indicate the player prefers to avoid conflict, while another Origin may describe the Hunter as being a ruthless, killing machine, which would indicate that the Hunter prefers to engage in combat. Another way the player defines their Hunter is by choosing what brotherhood they are a member of. These religious societies, known as "Covenants", each have their own views on the world of Yharnam.

The player can return to the safe zone, known as the "Hunter's Dream", by interacting with lanterns spread throughout the world of Yharnam. Doing so replenishes health, but repopulates all monsters in the game world. Lanterns also serve as the game's checkpoints; the player will return to the last activated lantern when they die. Positioned away from Yharnam, the Hunter's Dream delivers some of the game's basic features to the player. Players may purchase useful items, such as clothing, from the Messengers using Blood Echoes or Insight, level up their character by talking to the Doll, or upgrade their weapons in the workshop, among other things. Unlike Yharnam and all other locations in the game, the Hunter's Dream is considered completely safe as it is the only location in the game not to feature enemies. However, the last two boss battles of the game take place in the Hunter's Dream, although both are optional to the player.

Bloodborne's world of Yharnam is a large map full of inter-connected areas. Some areas of Yharnam are not connected to the main locations and require the player to teleport there via the gravestones in the Hunter's Dream. The player may be presented with multiple options when progressing through locations, but usually there is a main path that the player uses to progress through the story. When traversing the main path, the player will encounter paths that lead to completely different locations that are optional. Each path also eventually leads back to the central area the player started in. This provides the player with shortcuts, useful for when they die or need to backtrack.

Combat

Combat is fast-paced and requires an offensive approach in order for the player to combat dense hordes of enemies. The player character is agile and is able to dodge attacks by strafing around enemies while locked on. The new risk-and-reward style of gameplay is emphasized through Bloodborne's Rally system, which allows the player to recover portions of lost health by striking an enemy within a small window of time.

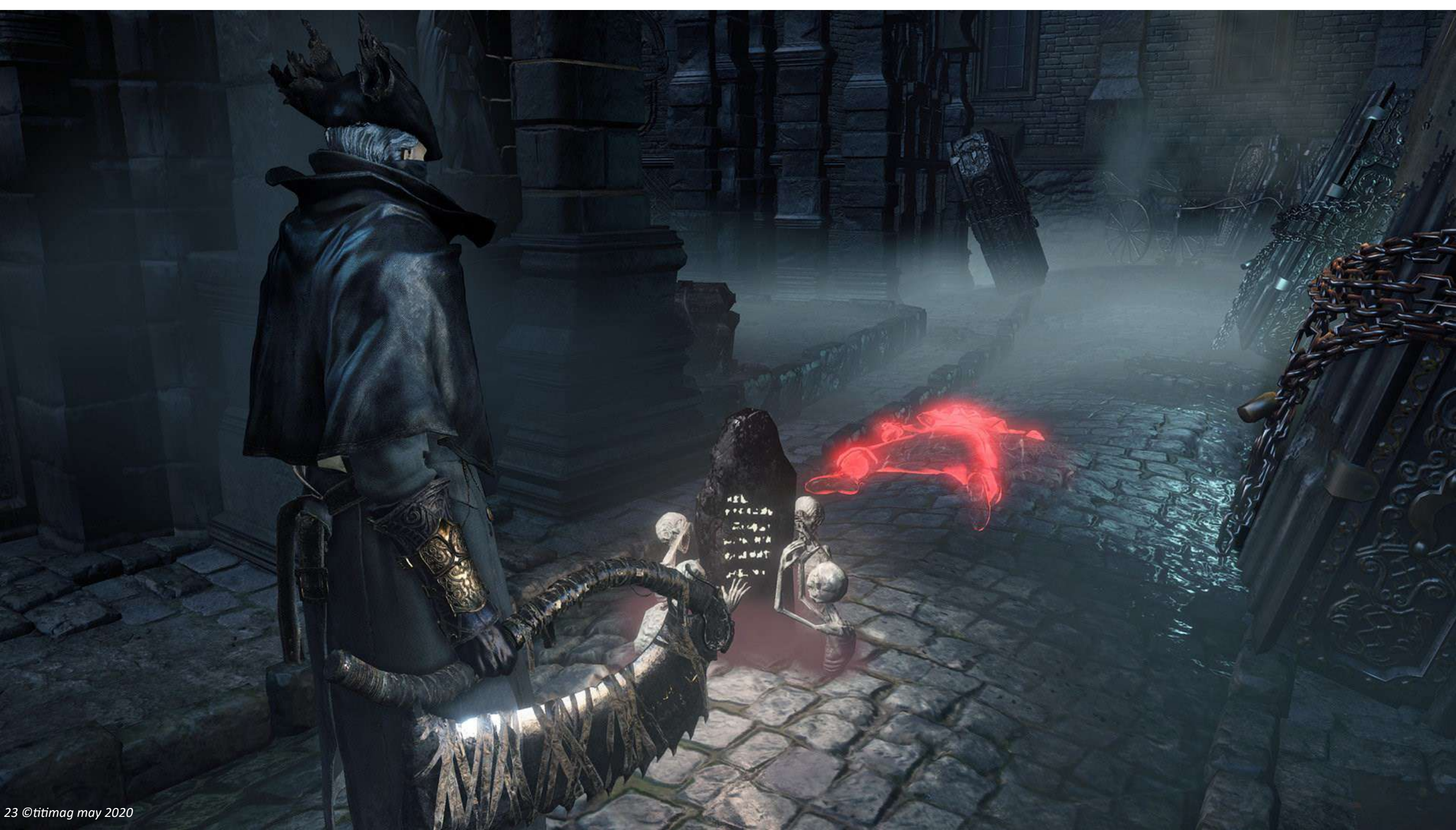


Director Hidetaka Miyazaki explained that this is representative of the player's increased will to continue after successfully striking an enemy. A New Game Plus mode is also present; after the player has finished the game, a new game will immediately be started. New Game Plus is optional, the player retains all their equipment, and the game is harder than the previous playthrough.

The player may only wield two melee weapons and two secondary weapons at one time. Most melee weapons, called Trick Weapons, can transform into an alternate state; each state encourages a different approach to combat. For example, the Hunter Axe in its initial state is wielded with one hand and can be used to quickly dispatch enemies in cramped areas, but when transformed into its secondary state, it becomes an extended two handed weapon more suited for crowd control. With most Trick Weapons, one state is usually a slower, bigger weapon, that deals heavier damage per hit, while the other state is smaller, faster, and deals its damage in hit streaks. The player's main secondary weapon is a firearm; the firearm, usually a pistol, can be used in a traditional sense, as well as a way to stun enemies. When an enemy is stunned, the player can perform a Visceral attack; Visceral attacks cause a large amount of damage in one hit and can also be performed after the player strikes an enemy from behind with a charged attack. Other secondary weapons include a torch, cannon, and wooden shield, while other main melee weapons include a hammer, sword, two-handed gun, which serves as the melee and ranged weapon, and a whip. The player can carry other offensive weapons, such as molotovs, throwing knives, and pebbles.

Similarly to the previous Souls games, slaying enemies grants the player "Blood Echoes", which doubles as the player's experience points and the game's currency. Should the player die, their Blood Echoes will be lost at the location of their death. If they are able to reach that point again, they can regain them. However, should the player die before they can retrieve their lost Blood Echoes, they will be lost forever. Sometimes, the player's Blood Echoes may be captured by an enemy, typically identified by glowing blue eyes; defeating this enemy will return the lost Blood Echoes. If an enemy does not hold the Blood Echoes, they will be on the ground near the location of the player's death. Insight is a secondary form of currency; they can be spent to purchase items and depending on the player's Insight level, the world will change in many different ways. When the player reaches a specific Insight level, some NPCs or enemies might no longer be present, the sky and moon may change color, the player may start hearing different sounds (such as a crying baby and mysterious whispering), or enemies' attack patterns may change. The world also changes as the player progresses through the main story. Insight can be gained by finding and defeating bosses, using items that grant Insight, helping another player via co-op defeat a boss, and by successfully defeating another player in competitive multiplayer.

When enemies are defeated, they drop useful items for the player, such as Blood Vials, which are used as healing potions, or Quicksilver Bullets, the main ammunition for ranged weaponry. The player can also sacrifice health to create Blood Bullets for their ranged weaponry. Blood Bullets cause slightly more damage than standard Quicksilver Bullets and the Rally system still applies to the lost health. The player may find useful items hidden in the environment as well as being dropped by enemies. The items hidden in the environment usually require the player to go on a different path than the path they were initially traveling. Other items the player may find include various forms of Coldblood, which grant the player Blood Echoes when consumed, Antidotes, used to cure poisoning, and Hunter Badges, items that allows the player to purchase more items in the Hunter's Dream. The player's weapons can also be upgraded or modified by equipping certain items.

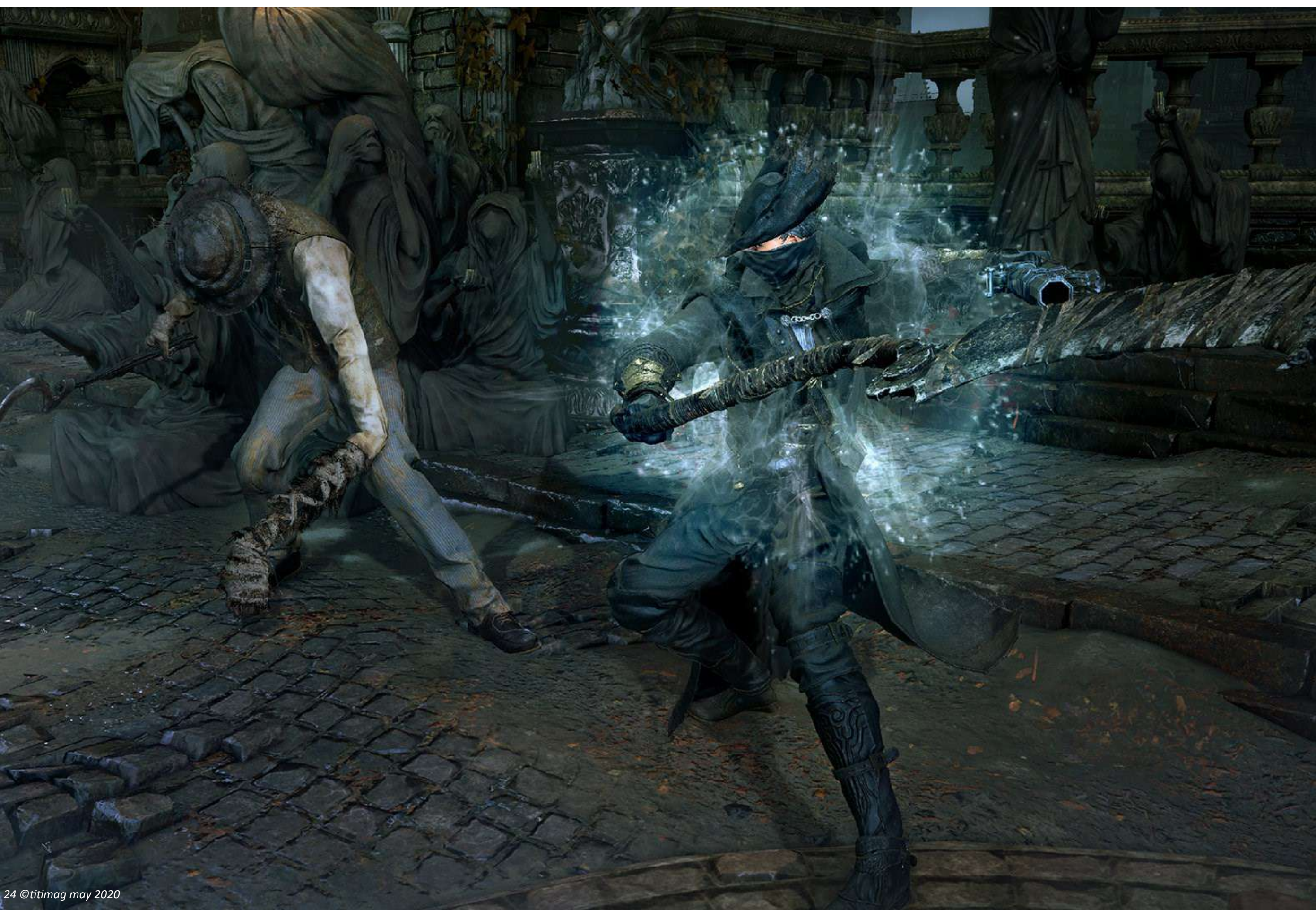


Multiplayer

Multiplayer mode is present in Bloodborne as well, though it functions differently from its counterparts in the Souls series. By activating a non-consumable item at the cost of one Insight point, players can summon other players into their world to help with boss battles or large groups of enemies, and progress through areas of the game cooperatively. This leaves players vulnerable to invasions, in which another player may invade the victim's game world and attempt to kill them, unless the player can find and defeat a specific enemy known as a Chime Maiden before an enemy player invades. Multiplayer summons are limited by proximity; players can only be summoned within a specific distance of each other to prevent players being summoned too far away to be of any assistance. Players can only summon other players that are around the same level as them to prevent the game from being too difficult, or too easy, for one of the players. Using a password however, gets around many of the restrictions of summoning a friend. Depending on what covenant the player and summoned player are a part of, they will have the opportunity to be hostile towards one another. Players can summon an NPC to help them in addition to getting help from other players. The NPC serves as an AI companion to the player, that helps defeat enemies. Players can only summon specific NPCs that they have met throughout their journey. Another way players may interact with each other is by leaving notes. A player may leave a tip for defeating a boss, tell the reader where to go, fool the reader by purposely providing incorrect information, or just leave a meaningless message to others. Players may rate a message as 'Fine' or 'Foul', which will indicate to future readers whether the note is useful or untrustworthy.

Chalice Dungeons

Chalice Dungeons are randomly generated dungeons that vary in depth and difficulty, and can be reformed by performing a ritual with a Chalice and other certain materials in the Hunter's Dream. Chalice Dungeons are optional and provide additional content to the player. Gameplay is much the same as the main story in that it contains various areas and enemies that the player must overcome to complete the Dungeon. Each Chalice Dungeon contains multiple bosses that the player must defeat to progress through the Dungeon's levels. Special types of lootable chests that are not found in the main story are hidden throughout the Dungeons, providing the player with the materials to generate more Dungeons. One major difference between the main story and the Chalice Dungeons is the world design. In the main story world of Yharnam, the design is open ended, more spacious, and is a mixture of indoor and outdoor environments. Chalice Dungeons are only indoors, cramped, and contain many traits of a typical dungeon. The branching paths featured in the main story are still present in the Chalice Dungeons. Another important difference are the objectives. In the main story, players journey through many different locations with many different objectives. In the Chalice Dungeons, the player's basic objective is to locate a door, then find the lever to open the door, which is located elsewhere, and then battle the boss behind the door. After the boss is defeated, the player enters the next area, which will be completely different, and completes the same goal. The cycle repeats at least three times before the entire Chalice Dungeon is cleared. Chalice Dungeons, like the main story, can be played alone or cooperatively with other players.



Development

Development of Bloodborne began as development was being completed on the Prepare to Die edition of Dark Souls, released in August 2012. Sony Computer Entertainment approached FromSoftware concerning cooperative development on a title, and director Hidetaka Miyazaki asked about the possibility of developing a game for eighth-generation consoles. The concept of Bloodborne developed from there. There were no connections to FromSoftware's previous titles, even though Miyazaki conceded that it "carries the DNA of Demon's Souls and its very specific level design". Development ran parallel to that of Dark Souls II.

The game's Victorian Gothic setting was partly inspired by the novel Dracula, and the architecture of locations in Romania and the Czech Republic. Miyazaki also enjoyed H. P. Lovecraft's Cthulhu Mythos series of surreal horror stories, and applied similar themes into the game. Miyazaki had wanted to create a game set in such an era as those novels, but he wanted everything to be as detailed as possible, and felt that such a game was only possible on eighth generation hardware. This need for high-end hardware, and the fact that the PlayStation 4 was presented to the company first, was the reason the game was a PS4 exclusive, rather than a cross-generation release. The developers' target framerate for the title was 30 frames per second, due to their design choices made for the title.

Story details were more plentiful than in the Souls games, though the team created a larger mystery at the heart of the story to compensate for this. The method through which the story is shown and developed to the player is also done in a similar style to other games with Miyazaki as director, specifically games from the Souls series, in that the plot is revealed with item descriptions, interactions with various NPCs, visual storytelling, and from that information the player must make inferences and their own interpretation of the plot. The team did not want to raise the difficulty level higher than their previous games as they felt it would make the game "pretty much unplayable for anyone". To balance this out, the team created a more aggressive combat system focusing on both action and strategy. They also wanted to alter the penalties for death used in the Souls games as they did not want the game to be classified as being for hardcore gamers. One of the more difficult decisions the team faced was the introduction of guns as weapons. Because it would fit well into the game's setting, and that it would consequently be less accurate than modern models, guns were eventually included.

Bloodborne's soundtrack was composed by a mix of Japanese and Western composers. The soundtrack contains over 80 minutes of original music by Tsukasa Saitoh, Yuka Kitamura, Nobuyoshi Suzuki, Ryan Amon, Cris Velasco and Michael Wandmacher and features performances by a 65-piece orchestra and a 32-member choir. The development of the soundtrack lasted for around two and a half years.

Screenshots and a gameplay trailer of the game were leaked on the Internet weeks before the official reveal, under the title of Project Beast. Many believed at the time that the leak could be connected to Demon's Souls. However, Miyazaki later stated that Bloodborne was never considered to be Demon's Souls II, due to Sony Computer Entertainment wanting a new intellectual property (IP) for the PlayStation 4.

Release

Bloodborne was announced at Sony Computer Entertainment's 2014 Electronic Entertainment Expo media briefing on June 9, 2014. A trailer was shown. In January 2015, Bloodborne became Game Informer's readers' most anticipated game of 2015. The game was originally planned to be released on February 6, 2015, but it was delayed to March 2015. Bloodborne was released on March 24, 2015 in North America, March 25, 2015 in Europe, Australia and New Zealand, March 26, 2015 in Japan, and March 27, 2015 in the United Kingdom and Ireland. A downloadable content expansion, titled The Old Hunters, was released on November 24, 2015. It takes place within a world where hunters of the past are trapped, and features new weapons, outfits, and items.

A limited collector's edition was launched with the game. It includes a SteelBook case, a hard cover art book, and a digital copy of the game's soundtrack. The soundtrack was released separately on April 21, 2015. The European exclusive Nightmare Edition included physical items such as a quill and ink set, as well as all the items in the collector's edition. An Asian edition includes a letter opener modeled off of the in-game weapon, the Kirkhammer. A PlayStation 4 bundle is also available in Asian regions. A song to promote Bloodborne was recorded by the Hit House featuring Ruby Friedman for a trailer and TV spot of the game, titled "Hunt You Down", written by Scott Miller and William Hunt, and recorded by Wyn Davis in Los Angeles and at Word of Mouth Recording Studios in New Orleans.

Sony Denmark teamed up with Danish organization GivBlod in order to encourage blood donations through a program where donators who donated on March 23, 2015, would receive a chance to win Bloodborne as a gift. An officially licensed card game, based on the game's Chalice Dungeons, was published by CoolMiniOrNot and released in November 2016. A Complete Edition Bundle of Bloodborne was released on the PlayStation Store on November 5, 2015.



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Detroit: Become Human

Detroit: Become Human is a 2018 adventure game developed by Quantic Dream and published by Sony Interactive Entertainment. The plot follows three androids: Kara (Valorie Curry), who escapes the owner she was serving to explore her newfound sentience and protect a young girl; Connor (Bryan Dechart), whose job is to hunt down sentient androids; and Markus (Jesse Williams), who devotes himself to releasing other androids from servitude.

Detroit: Become Human is based on Quantic Dream's 2012 technology demonstration Kara, which also starred Curry. To research the setting, the developers visited Detroit, Michigan. The script took writer and director David Cage over two years to complete. They built a new engine to complement the game and cast hundreds of actors before commencing the process of shooting and animation. Philip Sheppard, Nima Fakhrara, and John Paesano served as composers for Kara, Connor, and Markus, respectively. It was released for the PlayStation 4 in May 2018 and Microsoft Windows in December 2019.

Detroit: Become Human was met with generally favourable reviews from critics, who praised the setting, visuals, smaller moments in the story, main characters, their voice actors, the impact choices had on the narrative, and flowchart feature, but criticised the motion controls, mishandling of historical and thematic allegories, and aspects of the plot and characters. The game is Quantic Dream's most successful launch, with sales exceeding 3 million.

Gameplay

Detroit: Become Human is an adventure game played from a third-person view, which is subject to a set and controllable perspective. There are multiple playable characters who can die as the story continues without them; as a result, there is no "game over" message following a character's death. The right analogue stick on the DualShock controller is used to interact with objects and observe one's surroundings, the left is for movement, and R2 scans an environment for possible actions; the motion controls and touchpad are also employed. Via quick time events and dialogue decisions, the story will branch out depending on which choices are made. These can be viewed in a flowchart during and immediately after a given chapter; the player can rewind to certain points in the story to reshape decisions in the event of regret. Certain scenes feature countdowns, which force the player to think and act quickly. Levels abound with magazines for players to read. The playable characters are:



DETROIT

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Connor, a police investigator android tasked with hunting down androids that have deviated from their programmed behaviours. Kara, a housekeeper android who develops artificial consciousness and becomes responsible for a young girl's safety. Markus, a caretaker android who, after gaining consciousness, takes it upon himself to free others like him from bondage.

Obtaining clues by highlighting and analysing the environment with augmented vision allows Connor to reconstruct and replay events that occurred before. The more information Connor collects within an allotted time, the greater the chance of success in deciding a course of action. Markus has the power to grant androids free will and calculate the outcomes of certain acts.

Development

Detroit: Become Human had a development budget of €30 million. The game is based on Quantic Dream's 2012 PlayStation 3 technology demonstration *Kara*, which received strong reactions and an award at the LA Shorts Fest. It starred Valorie Curry, who would later reprise the title role. Writer and director David Cage wanted to make the demo into a full game, despite not originally having planned to, because he was curious as to what would happen next. He took inspiration from Ray Kurzweil's *The Singularity Is Near*, which explains that the rate at which human intelligence develops pales in comparison to that of a machine. Therefore, Cage proposes that machines may one day have emotions. Androids were designed with reference to artificial organs, how their energy would be generated, and human eye movement. An android's abilities were determined by each of their given profession. Experts in artificial intelligence were consulted to discern which technological advancements were the most feasible. *Detroit* was chosen as the setting to revitalise a city that had succumbed to economic decline after a historical contribution to American industry. The developers travelled to Detroit to conduct field research, taking pictures, visiting abandoned buildings, and meeting people.





- Hello! Welcome to the DETROIT experience. I'm an android and I'll be your hostess.



Developer: Quantic Dream

Publishers: Sony Interactive Entertainment, Quantic Dream (PC)

Director: David Cage

Producer: Sophie Buhl

Designer: Simon Wasselin

Programmer: Jean-Charles Perrier

Writers: David Cage, Adam Williams

Composers: Philip Sheppard, Nima Fakhrara, John Paesano

Platforms: PlayStation 4, Microsoft Windows

Release: PlayStation 4 : 25 May 2018

Microsoft Windows: 12 December 2019

Genre: Adventure

Mode: Single-player

TiTi Rating: 9/10

In late 2013, Cage was in preproduction on *Detroit: Become Human*, which he said would build upon his work on *Heavy Rain* and *Beyond: Two Souls*. Cage's script – between 2,000 and 3,000 pages – was first relayed to the design team while programmers created the graphics as well as a new game engine with advancements in features like rendering, dynamic lighting, shading, bokeh, and physical cameras. Quantic Dream improved their game engine's depth of field after Mark Cerny, lead architect of the PlayStation 4, came to evaluate it. In October 2016, the screenplay was completed after more than two years. Writer Adam Williams was hired to help finish and flesh out the story. Cage used charts and diagrams to see where the choices would end up; penning "five or six thousand pages of notes", he likened the story to a Rubik's Cube. Two scenes were cancelled for how violence was portrayed. The casting extended to Los Angeles, London, and Paris in search for more than 250 actors to portray 513 roles. The actors were scanned in 3D, whose models were then made into characters. Shooting and animation followed, and on 8 September 2017, the performance capture was finished after 324 days. *Detroit: Become Human* was worked on by the 180 staff members at Quantic Dream and also outsourced to the Philippines, China, Vietnam, and India. The game has 35,000 camera shots, 74,000 unique animations, and 5.1 million lines of code.

The characters Connor and Markus are played by Bryan Dechart and Jesse Williams, respectively. Clancy Brown, Lance Henriksen, and Minka Kelly portray supporting characters Lieutenant Hank Anderson, Carl Manfred, and North, respectively. There are three different composers, one for each playable character: Philip Sheppard for Kara, Nima Fakhrara for Connor, and John Paesano for Markus. Sheppard's cello sequence in Kara's theme was inspired by the flames of a log fire, whereas the motif layered over it came from the two syllables in her name. Fakhrara created custom instruments and used vintage synthesizers in order that the sound could represent the robotic nature of Connor. Paesano's music was made with the idea that it would be "like a church hymn", personifying Markus' transformation into a leader. Sheppard recorded at Abbey Road Studios with the English Session Orchestra; Paesano was at Synchron Stage Vienna with the Synchron Stage Orchestra. Director of photography Aymeric Montouchet used "thick grain and shaky long lens" with shallow depth of field for Kara, "small, tight grain" and a blue palette for Connor, and orange and white colours for Markus. The game was released to manufacturing on 23 April 2018, after four years of production.

Release

Detroit: Become Human was announced on 27 October 2015 at a Sony press conference during Paris Games Week. It appeared at E3 2016 and E3 2017, showing trailers of additional playable characters and gameplay. Following E3 2017, Cage confirmed that the game would be released in 2018, later specified as the first or second quarter therein. The game was released on 25 May 2018 for PlayStation 4. If pre-ordered, *Detroit: Become Human* would come with a dynamic theme and digital soundtrack, while the digital deluxe edition included a copy of *Heavy Rain*, a digital art book, digital soundtrack, two dynamic themes, and ten avatars. The soundtrack was available for streaming on 22 June 2018.

After the 2017 Paris Games Week, a new trailer was criticised for its portrayal of child abuse, specifically a scene in which a 10-year-old girl is attacked by her father. Dechart defended the trailer, saying the story "elicits empathy". A demo of the first scene, "The Hostage", was made available on the PlayStation Store on 24 April 2018, accompanied by an Amazon Alexa skill that guides the player through the demo. The game was promoted in Japan with the live action short film, *Tokyo: Become Human*. This was followed by a launch trailer and two animated English-language shorts introducing Elijah Kamski, the creator of the androids, and Chloe, the first android to pass the Turing test. During the March 2019 Game Developers Conference, video game and software developer Epic Games announced that Quantic Dream would release *Detroit: Become Human*, along with *Heavy Rain* and *Beyond: Two Souls*, for Microsoft Windows, to be self-published by Quantic Dream and exclusively available on the Epic Games Store for one year. Pre-orders opened that November, with the release slated for 12 December.







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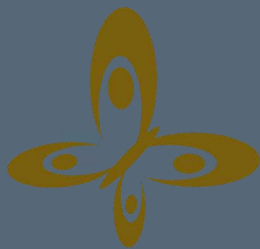


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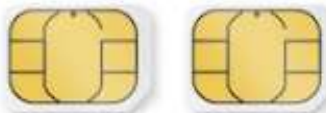
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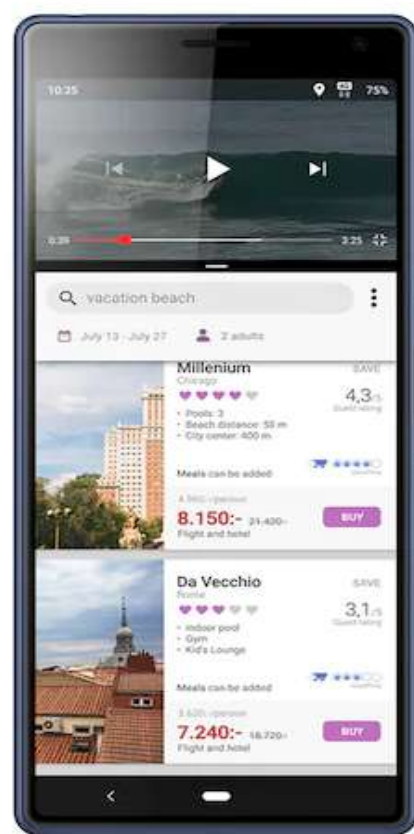
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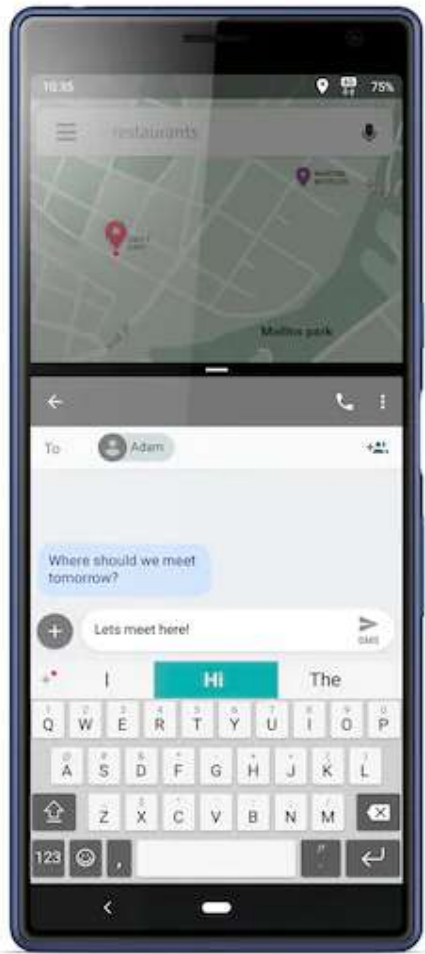
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Display

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21:9
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3000
mAh

Helping your battery live for longer

Our charging technologies keep your battery healthy for longer. Battery Care keeps your phone from overcharging, while Xperia® Adaptive Charging monitors your phone as it charges, to make sure the battery isn't overworked.



See more with a longer screen

Enjoy less scrolling and easily browse more of the content you love with the Xperia 10 Plus's 6.5" 21:9 Wide display. All in the detail of Full HD+.



Design Designed to fit your hand

The Xperia® 10 Plus is designed to be ergonomic with a seamless form that fits your hand perfectly. The slender 21:9 screen makes it easy to hold and is complemented by a borderless design for a more immersive smartphone experience.



[R E L E A S E T H E K R A K E N]



\$86.87

RAZER
KRAKEN PRO
ESPORTS GAMING HEADSET



ASUS ZenBook 13

Unleash your creative vision

The world's smallest 13-inch laptop



\$1,400

Extraordinary elegance

None of the traditional ZenBook style has been lost, though: there's the iconic Zen-inspired spun-metal finish on the lid and a choice of prestigious Royal Blue or sophisticated Icicle Silver finishes, both newly enhanced with a contrasting Rose Gold trim panel above the keyboard for an extra touch of luxury. The elegant Royal Blue color is inspired by the awesome beauty of a golden sunrise over the deep-blue ocean. The sophisticated Icicle Silver reflects the stunning contrasts of native gold and moonlight silver, a harmonious pairing celebrated in this classic theme.



Performance

Unbounded performance

Designed to empower your creativity, ZenBook 13 doesn't sacrifice performance for size. It's built to give you all the raw power you need for effortless on-the-go computing. Featuring the latest Intel® Core™ processors and packed with high-quality, high-performance components, ZenBook 13 will never keep you waiting. Whether you're creating complex documents, mining data, retouching photos, editing videos, or simply taking a gaming break, ZenBook 13 lets you do more — and do it quicker.

Windows 10 Pro

Up to Core i7 8th Gen Intel CPU	Up to 4.6 GHz Turbo Boost	Up to 2x faster than 7th Gen CPU
Up to MX 150 NVIDIA® GPU	Up to 16 GB memory	Up to 1 TB PCIe® SSD storage



Keyboard and Touchpad

No-compromise productivity

For easy productivity on the go, ZenBook 13 is equipped with full-size backlit keyboard that delivers a superb typing experience. It's a masterpiece of ergonomics, with just the right amount of key travel. And of course, the ErgoLift hinge ensures it's always tilted at the perfect angle for comfort. ZenBook 13 also introduces the exclusive new NumberPad, a touchpad with a switchable numeric keypad for speedy data entry. Even when the NumberPad is activated, the touchpad retains its cursor function.

NumberPad
exclusive dual-function touchpad

1.4mm
key travel

backlit keyboard



Unbounded beauty

Designed to give you the most screen area in the least physical space, the new frameless four-sided NanoEdge design of ZenBook 13 is simply breathtaking: it makes any visuals more immersive, with less distraction for your eyes. The ultraslim bezels¹ are just 2.8mm thin at the sides, 3.3mm at the bottom and a mere 5.9mm at the top to accommodate the camera. The effect is truly stunning — it's like an infinity pool for your eyes! And with this ultra-compact display, ZenBook 13 is only about the size of an A4 sheet — in fact, it's the one of the smallest 13-inch laptops around.

Up to
13.3" FHD display

95%
screen-to-body ratio

2.8mm
ultraslim bezels²

Frameless
four-sided NanoEdge design

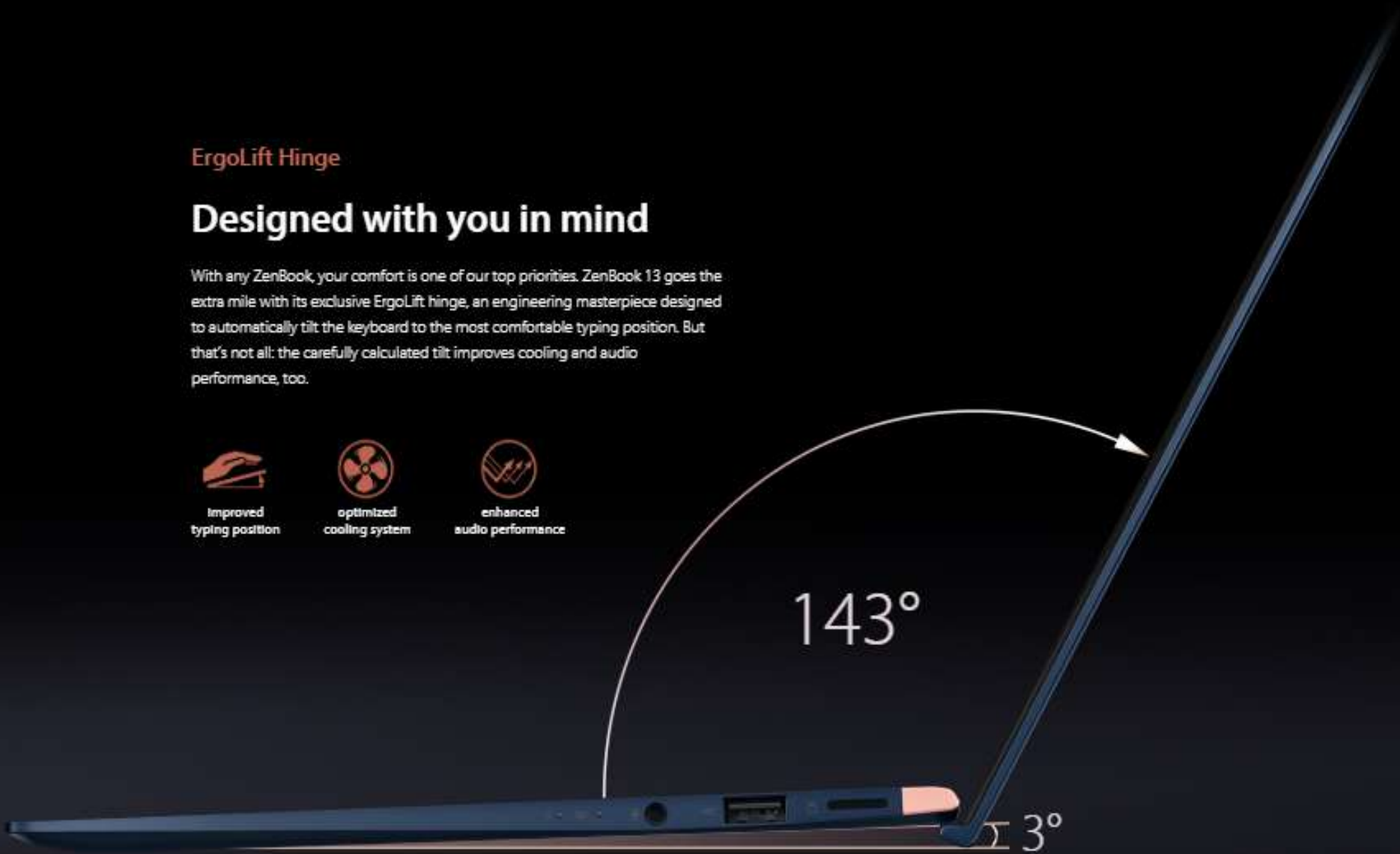


ErgoLift Hinge

Designed with you in mind

With any ZenBook, your comfort is one of our top priorities. ZenBook 13 goes the extra mile with its exclusive ErgoLift hinge, an engineering masterpiece designed to automatically tilt the keyboard to the most comfortable typing position. But that's not all: the carefully calculated tilt improves cooling and audio performance, too.

- Improved typing position
- Optimized cooling system
- Enhanced audio performance



Ubiquity

Mobility without bounds

As a mobile professional, you need to stay connected — at the fastest speed possible. ZenBook 13 is equipped with gigabit-class Wi-Fi and ASUS Wi-Fi Master technology, so you can enjoy ultrafast downloads and smooth streaming with greater range and more stable network connections than ever before. Additionally, the latest Bluetooth® 5.0 brings you all the benefits of the latest low-power peripherals and accessories.

Gigabit-class Wi-Fi

Up to

1734Mbps

Wi-Fi speed¹

Up to

12x

faster than 802.11n⁴

2x2

dual-stream,
dual-band Wi-Fi

5.0

Bluetooth®



Display

Spectacular visuals

Creativity demands a great screen, so ZenBook 13 has a crisp, clear, high-resolution display that makes any visuals look their best, with wide viewing angles and vivid, accurate colors. It also features exclusive ASUS technologies — including ASUS Splendid and ASUS Tru2Life Video — that fine-tune display parameters to ensure optimum eye comfort and color performance, for any kind of content.

[Learn more about ASUS Splendid >](#)

1920x1080

FHD display

100%

sRGB

178°

wide-view technology



Audio

Immersive Harman Kardon audio

To create the next generation of ASUS SonicMaster audio technology, the ASUS Golden Ear team worked with renowned home and automotive audio experts Harman Kardon. The results are astonishing. A tailored mix of superior hardware — including smart amplifier technology that delivers louder sound with no distortion — and cleverly designed software ensure that ZenBook 13 gives you the ultimate audio experience.

[Learn more about ASUS SonicMaster >](#)

harman/kardon
certified



The most compact design ever

ZenBook 13 heralds a new era of ultraportable design, with an ultracompact, ultralight chassis. Featuring the 4-sided NanoEdge display, the ZenBook 13 is the world's smallest 13-inch laptop. In fact, the ZenBook 13 is smaller than an A4-size paper, and is 14% smaller than the previous generation ZenBook 13 (UX331).

16.9^{mm}
thin

1.09^{kg}
light¹

A4
compact size

14%
smaller



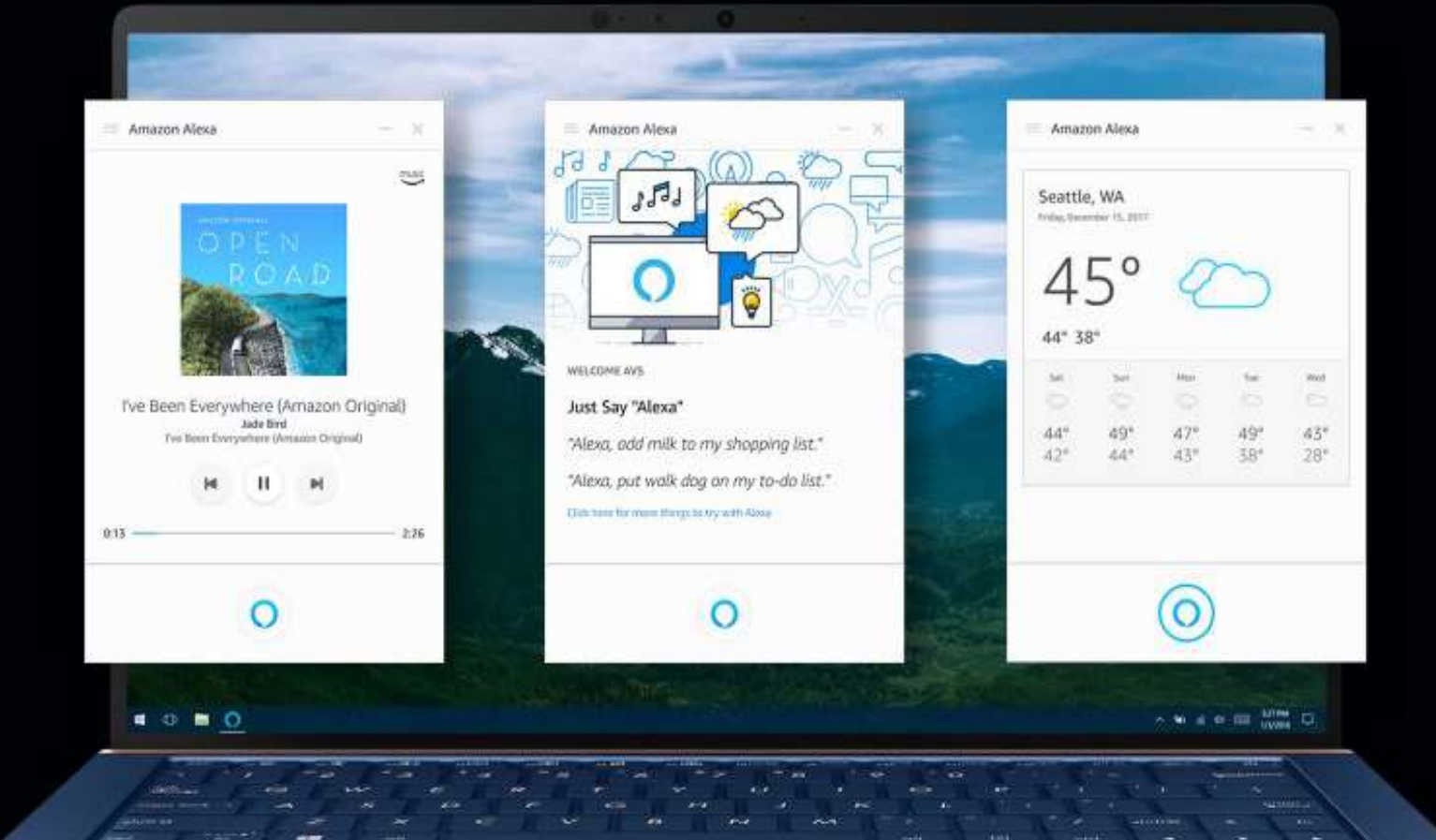
— 2018 ZenBook 13 (UX333)
303 x 189 x 16.9mm

— 2017 ZenBook 13 (UX331)
310 x 215 x 13.9mm

Use your voice to control your day

Alexa[®] is a cloud-based voice service that helps you with tasks, entertainment, general information, and more. Using Alexa is as simple as asking a question. Just ask to play music, read the news, control your smart home, tell a joke, and more — Alexa will respond instantly.

[Learn more about Amazon Alexa >](#)





Meet the family!

ZenBook 13 is part of an exciting new creative laptop family, with a model to suit every need. For the ultimate traveler there's the ultralight ZenBook 14, and for a larger screen in a compact chassis, the all-powerful ZenBook 15 is ready and waiting. Pick your ideal creative partner today!

13-inch

14-inch

15-inch

Connectivity

Every connection you need

When you're working on the go, it's vital to be able to connect with anything and everything. ZenBook 13 features the revolutionary USB-C™ port for any-way-up connections and superfast USB 3.1 Gen 2 data transfers. And you'll also find a USB 3.1 Type-A port, a USB 2.0 port, an HDMI port and a microSD card reader, so it's easy to connect to all your current and future peripherals.



Quality

Ultratough: military-grade durability

ZenBook 13 meets the ultra-demanding MIL-STD-810G military standard for reliability and durability, undergoing a punishing test regime that includes extended tests for operation in harsh environments including extreme altitudes, temperatures and humidity. It has also passed ASUS internal laptop tests that far exceed the standards set by the industry.

[Learn more about ASUS Laptop Quality Tests >](#)



drop test



vibration test



altitude test



high temperature test



low temperature test







ASUS Cerberus Mat, the new gaming mouse pad series, is designed for gamers and packed with awesome features for comfortable, fast and precise mouse tracking during intense gaming. These include a consistent surface texture, non-slip natural-rubber base, neat and durable stitching, and optimized firmness. Three different sizes are available — XXL, Plus and Mini — to suit any need, so take your pick and dominate the gaming battlefield!

Get the Best Mouse Performance

Consistent Control

The fine-tuned, consistent surface texture ensures precise and consistent control with zero hindrance for any type of mouse – low sensor, high sensor, optical or laser sensor, so you can dominate the gaming battlefield!



Stay in Control

Glide steady and stay put

The non-slip natural-rubber base provides 1.3X more grip than conventional mouse pads, giving you full control during intense gaming sessions.



ASUS ZenBook Flip 13

360° of creative power

\$1,999



CONNECTIVITY

Convenient connectivity

Whether you're in the office or on the road, you need to be able to connect to all your devices and peripherals with the minimum of fuss². ZenBook Flip 13 includes the latest USB Type-C™ (USB-C™) port with its reversible, any-way-up connector design.



DESIGN

Style and elegance

Elegance, sophistication and precision craftsmanship are the hallmarks of every ZenBook. Two stunning color schemes are the epitome of refined taste: choose the prestigious Royal Blue, with its iconic spun-metal finish, indulgent Rose Gold diamond-cut edges and matching keyboard backlight, or opt for sophisticated Gun Grey with silver diamond-cut edges. ZenBook Flip 13 is always bold but never brash, with an instantly recognizable pedigree.

16.9mm
thin

1.3kg
light

40-step
spun-metal finish

Rose Gold
diamond-cut edges



SMALLER FOOTPRINT

Smaller bezel, smaller laptop

ZenBook Flip 13 features a frameless four-sided NanoEdge display with a world-leading 90% screen-to-body ratio that not only provides stunningly beautiful visuals, but gives it ultra-compact dimensions so it's smaller than ever before — and easier to carry anywhere!

10%
smaller¹



PERFORMANCE

Incredible performance

Performance is crucial part of the ZenBook experience, and the versatile ZenBook Flip 13 doesn't disappoint. Every component has been selected to deliver the best possible performance in a thin and light design, making it an ultraportable powerhouse that's faster than ever before. You'll never be kept waiting by ZenBook Flip 13, however demanding the task.

Windows 10 Pro

Up to
Core™ i7
8th Gen Intel® CPU

Up to
512 GB
PCIe™ x4 SSD

Up to
16 GB
RAM

NANOEDGE

Unbounded beauty

The all-new frameless NanoEdge design of ZenBook Flip 13 brings a whole new dimension to your viewing experience. The ultraslim bezels give you expansive and immersive visuals that are distraction-free, making work or play a true pleasure.

90%
screen-to-body ratio

3.5 mm
NanoEdge²

13.3"
FHD display



HINGE

Unique 360° ErgoLift hinge

The 360° ErgoLift hinge on ZenBook Flip 13 has a silky-smooth, stepless action that holds the display securely at any angle. This innovative hinge also lifts and tilts the keyboard into a comfortable typing position when the display is opened beyond 135°. The ErgoLift hinge is torture-tested to ensure maximum reliability for total peace of mind.

360°
ErgoLift hinge

20,000 cycles
hinge test



USER EXPERIENCE

NumberPad: reinventing the touchpad

ZenBook Flip 13 introduces the amazing new NumberPad[®], an innovative solution to the lack of space for a numeric keypad on small laptops. Just long-press the NumberPad icon on the touchpad to turn the glass-covered touchpad into an LED-illuminated keypad with a familiar layout for easy data entry.

NumberPad

Innovative design



Harman Kardon audio

To give ZenBook Flip 13 unsurpassed audio capabilities, the ASUS Golden Ear team cooperated with audio specialists Harman Kardon to produce the next generation of ASUS SonicMaster Premium audio technology.

The results are astonishing. ZenBook Flip 13 has two high-quality stereo speakers and surround-sound effects that envelop you with cinema-quality audio. A special smart amplifier ensures maximum volume with minimum distortion for powerful, clear sound. Once you've tried it, we think you'll agree that ZenBook Flip 13 delivers the most incredible sound you've ever heard on a convertible laptop.

harman/kardon
certified audio system



UNMATCHED PERFORMANCE

WORLD'S FASTEST SPEED-BINNED SNAPDRAGON 845, PROCESSOR WITH OPTIMIZED ADRENO 630 GPU



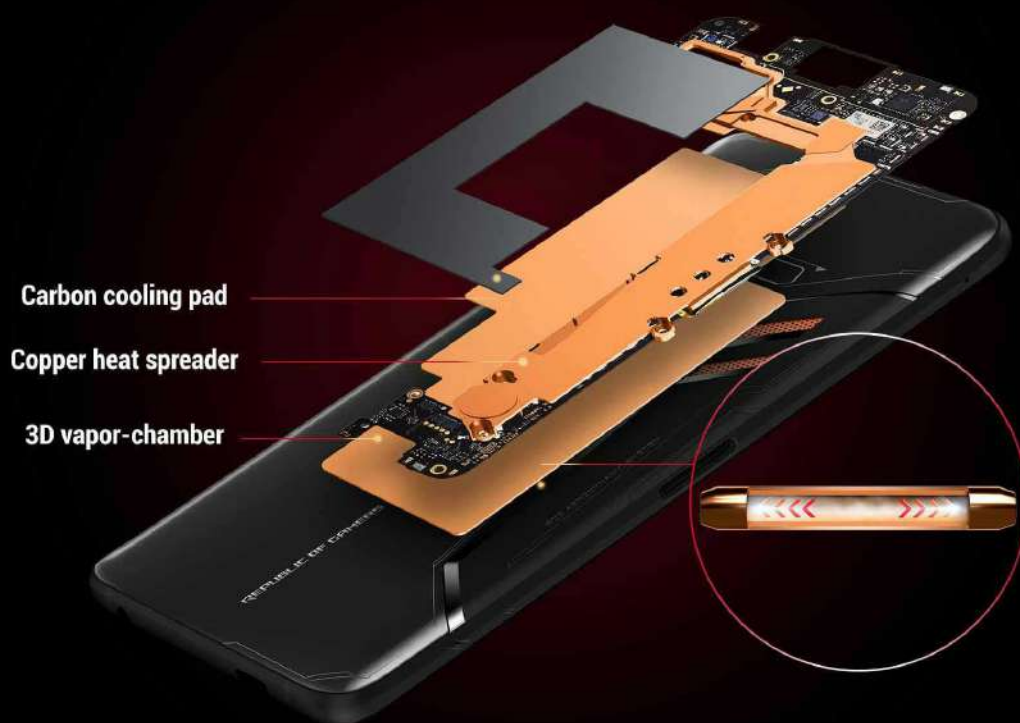
Snapdragon™ 845
Kryo 385 Octa-Core CPU

2.96GHz
High performance CPU speed

Adreno™ 630
Optimized Performance Graphics

ROG GAMECOOL SYSTEM

Play cool at maximum sustained performance with World's most advanced cooling system



16x
Larger heat-dissipation area with Vapour-Chamber cooling system

60%
Improved CPU cooling efficiency²

5x
Longer peak performance endurance

FIRST GAMING SMARTPHONE IN THE WORLD WITH ACTIVE COOLING SOLUTION



AeroActive Cooler
Silent High-speed fan for extra cooling to achieve sustained peak performance

Up to 4.7°C
surface temperature drop

USB-C connector

3.5mm audio jack

ROBUST DESIGN

THE ULTIMATE 3D GLASS & METAL FUSION DESIGN



2.5D
Front Corning® Gorilla® Glass 6

3D
Rear Corning® Gorilla® Glass 5

IPX4
Water-splash protection

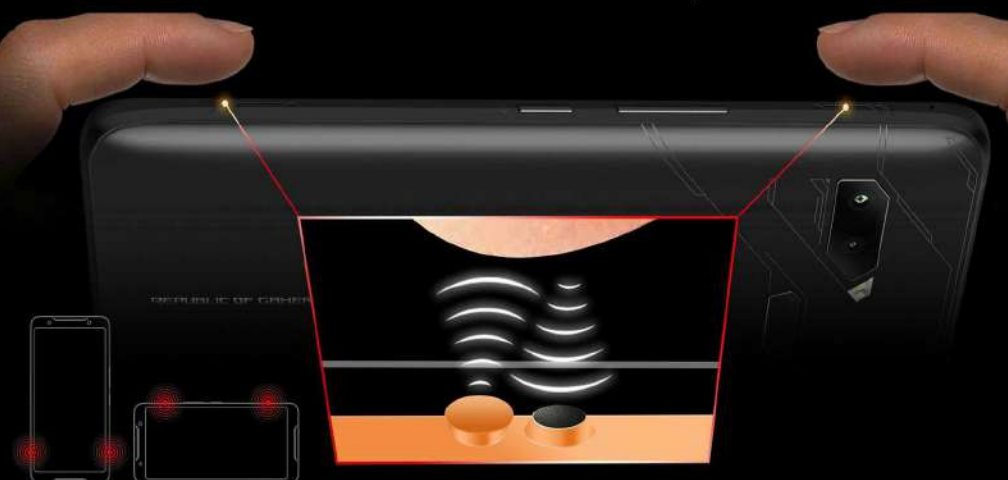
TAKE COMPLETE CONTROL OF YOUR GAME

World's first smartphone with built-in Ultra-responsive AirTriggers



Programmable AirTriggers

Built-in Ultrasonic sensors for ultra-precise control



AURASYNC RGB

World's first smartphone with ASUS AuraSync RGB lighting
Create synchronized lighting effects & notification alerts



Motospeed V20 Wired Optical USB Gaming Mouse



\$30.49

V20 RGB

Gaming Mouse

RGB colorful
breathing light

OMRON 20
million fretting

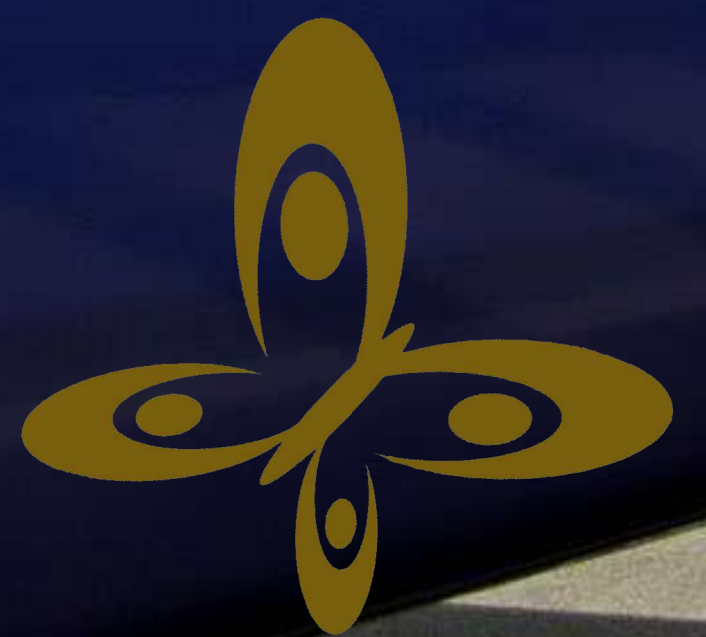
DPI: 8 DPI for
you to adjust

PATH

*Day and night I struggle to keep myself,
For the spirits keep coming,
Elevating my inner self, never giving up.
A battle I must fight as I keep taking the air from
mother earth.
A limitless flow as deep as heart break.
Escaping thy path, for few will condense
A never ending struggle till eternity.*

P.M.D





Automobile

A modern beast in the world of automobiles.

This bad girl can handle anything thrown at it by both man and nature.

Aggressive look, finest interior design with the latest technology to make driving as comfortable as it can be. Big enough for the family and tough enough for the terrains.

The all new 2020 GX is truly king of the urban jungle.

TiTi Magazine



GX

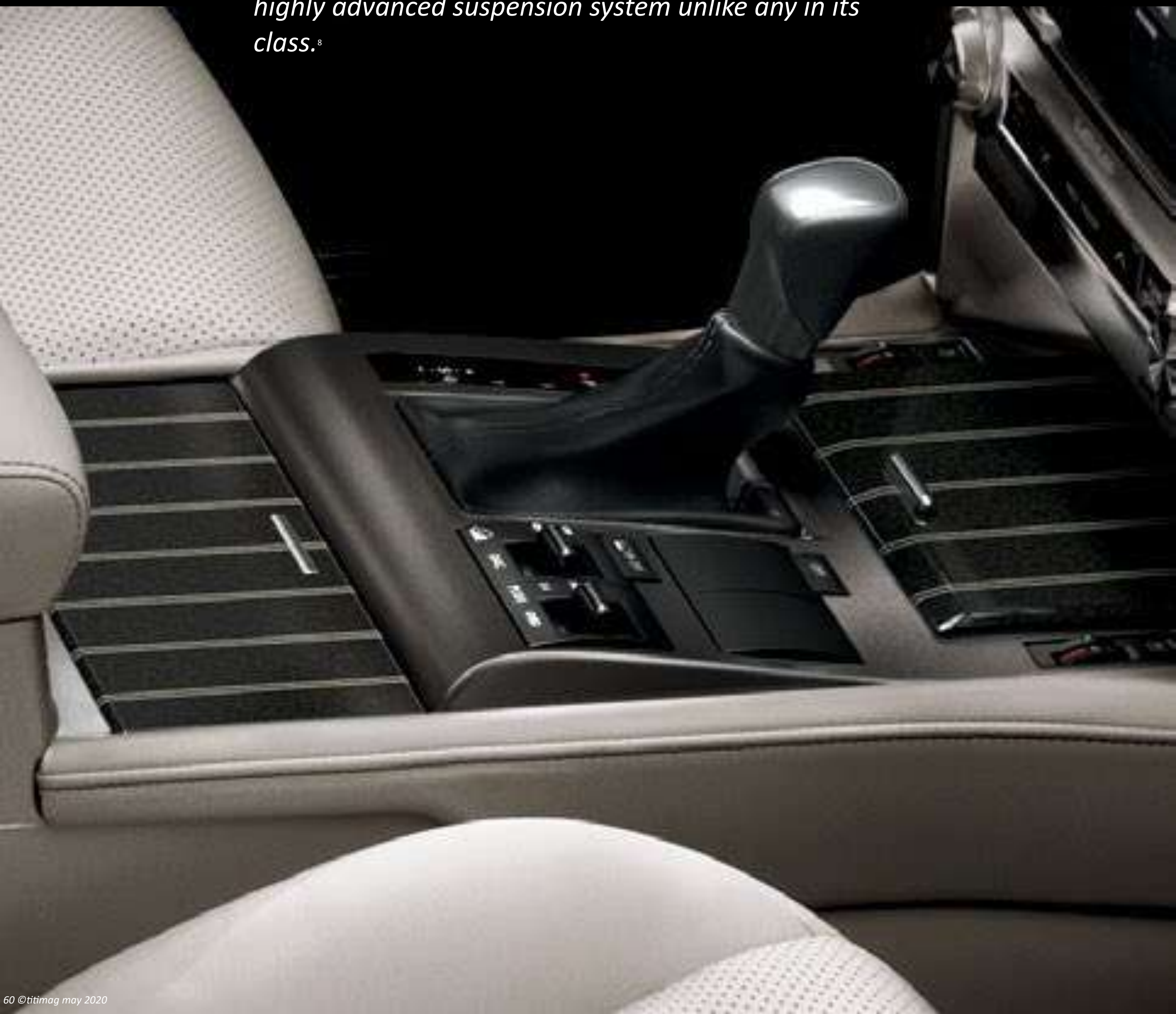
2020 LEXUS

\$64,265



POWER. POISE.

Experience peak performance on any road with a highly advanced suspension system unlike any in its class.⁸

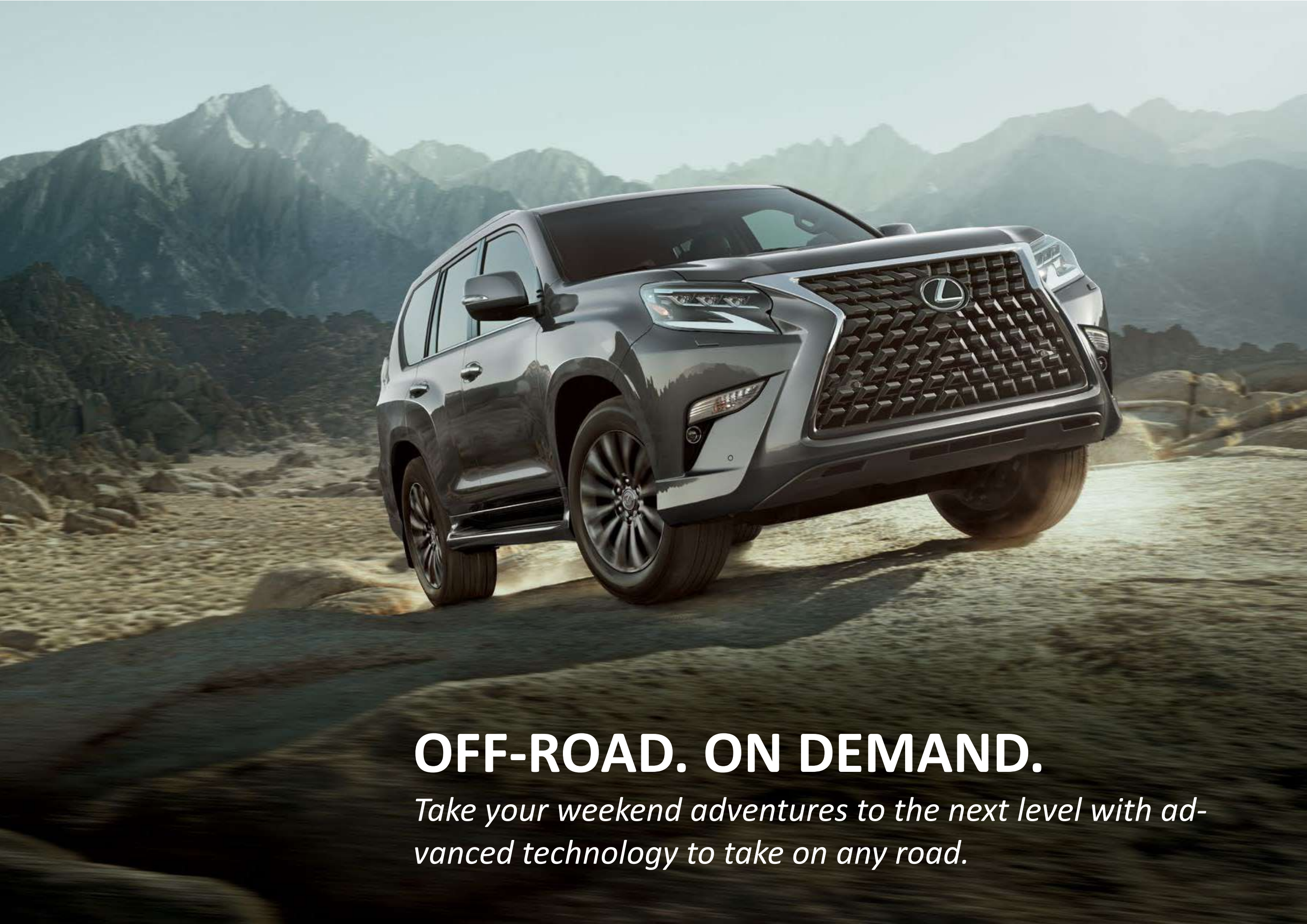




The 2020 GX







OFF-ROAD. ON DEMAND.

Take your weekend adventures to the next level with advanced technology to take on any road.





DESIGNED TO CAPTIVATE

From more contemporary craftsmanship to new, evocative illumination, the reimagined 2020 GX leaves an unforgettable impression.





SEE MORE. DO MORE.





ENGINEERED TO CONQUER

With enhanced capability and responsiveness, the 2020 GX is crafted to take on any terrain.



6,500-LB TOWING
CAPABILITY



COMMAND
THE CITY



SOUND THAT
STIRS THE SENSES





INTERIOR DESIGN

With a new, three-spoke steering-wheel design inherited from the flagship LX, distinctive interior trims and more, this is our most refined GX yet.



CRAFTED TO CONNECT







**WHEN EVERY DETAIL, EVERY
MOMENT
AND EVERY EMOTION IS
CRAFTED BY
LEXUS,
IT LEADS TO THIS.**





*The Bridgestone Ecopia, engineered to go
a long way on just a few sips of fuel.*

BRIDGESTONE
Your Journey, Our Passion

1990.

The Germans win on penalties.
And aerodynamic design.



THE BMW 3 SERIES.
THE DRIVER'S CAR SINCE 1975.

The BMW 3 Series

bmw.co.uk



The Ultimate
Driving Machine

NX

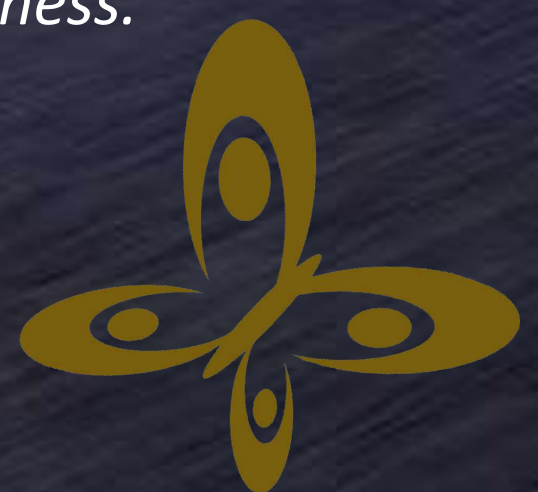
2020 LEXUS

\$39,985



*The New 2020 NX is truly a world class SUV
From the latest in technology to a fine tuned throttle response.
State of the art luxury SUV with a slight touch of aggressiveness.
If class defines you, then the new NX is that class.*

TiTi Magazine





The 2020 NX



CUTTING-EDGE
DESIGN

MORE EFFICIENCY. MORE RESPONSE.
MORE NX, PERIOD.





NX300

NX300 FSPORT

NX300h AWD

UNCOMPROMISING
PERFORMANCE







INTUITIVE
TECHNOLOGY





Multifaceted LED illumination puts scintillating design in razor-sharp focus.



STRETCHING THE LIMITS

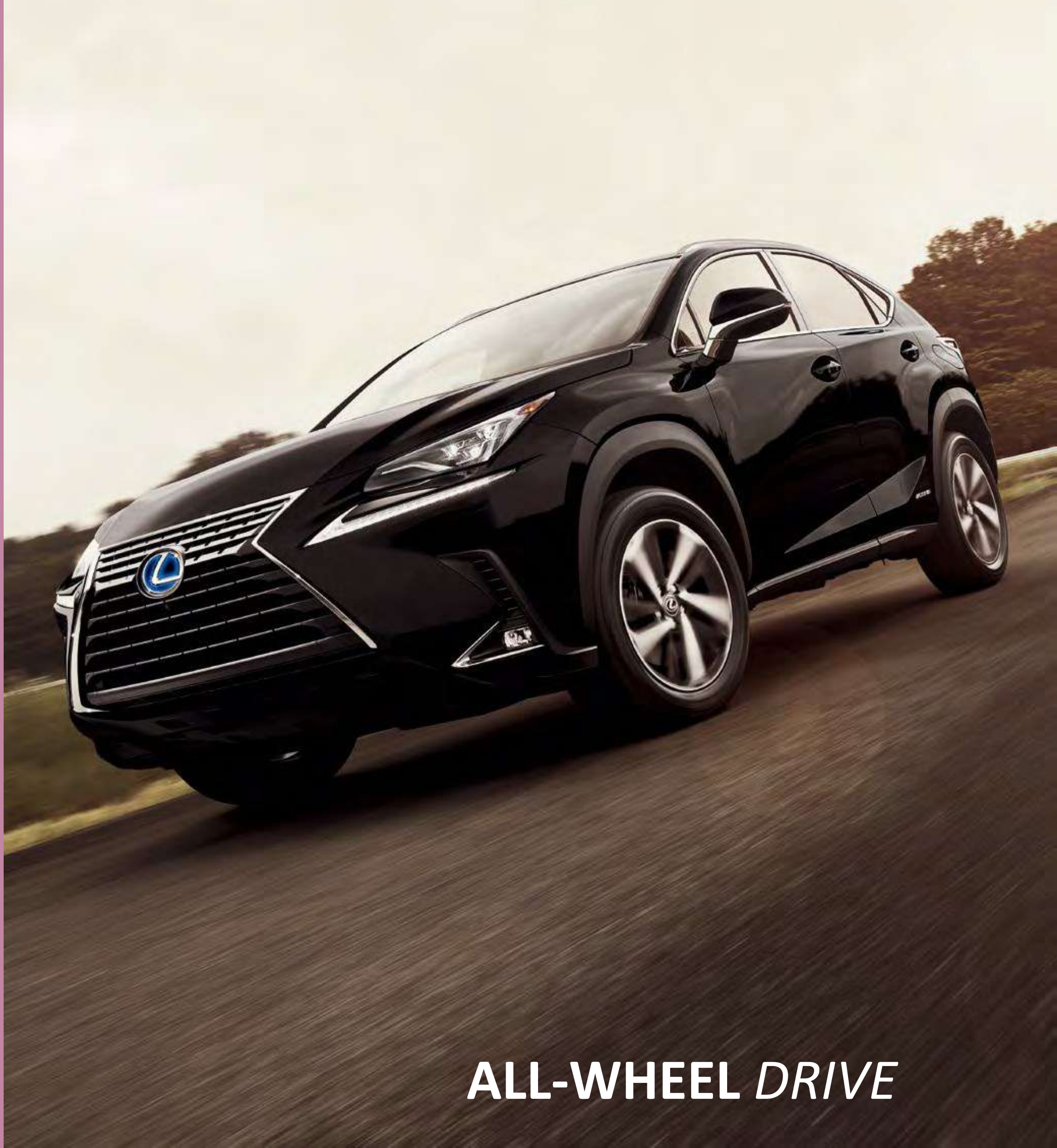
OF VERSATILITY

Lexus-first innovations and class-leading features push comfort and convenience even further.



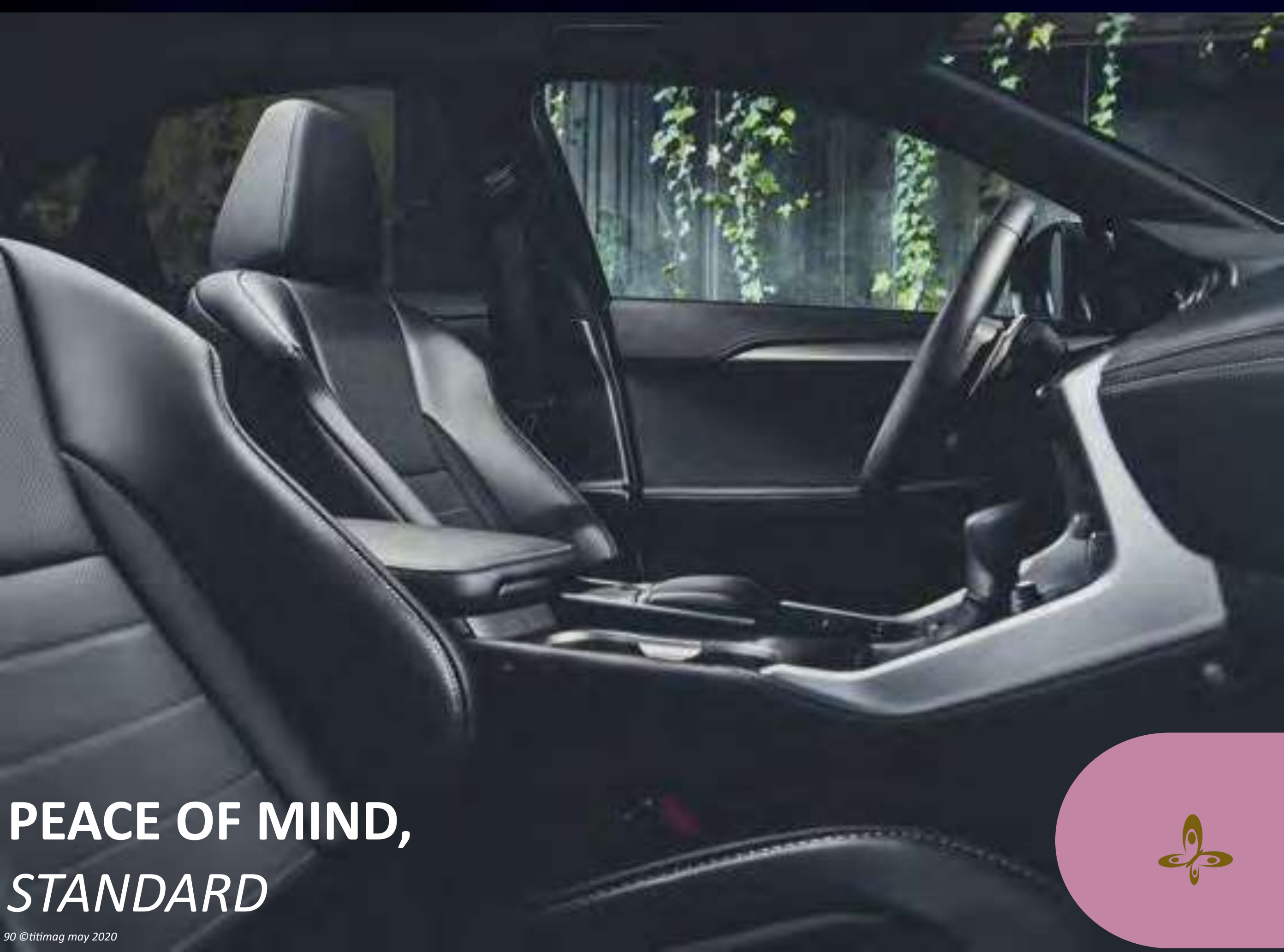


TURBOCHARGED *POWER*

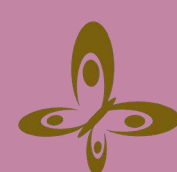


ALL-WHEEL *DRIVE*





PEACE OF MIND,
STANDARD









TECHNOLOGY *AT THE LEADING EDGE*









 @titimagazine

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 @MagazineTiti



MOVIES

CRIME
KNOWS
NO
BORDERS

VINCE
VAUGHN
LIAM
HEMSWORTH
JOHN
MALKOVICH
MICHAEL KENNETH
WILLIAMS

ARKANSAS

INHERITANCE

★★★★
“A BEAUTIFUL NOTE TO END ON.”
– *The Guardian*

A film by
MICHAEL WINTERBOTTOM
STEVE COOGAN
ROB BRYDON

The Final Course



The
TRIP to GREECE

IFC FILMS PRESENTS A REVOLUTION FILMS / BABY COW / SMALL MAN PRODUCTION FOR SKY A FILM BY MICHAEL WINTERBOTTOM
STEVE COOGAN ROB BRYDON "THE TRIP TO GREECE"
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COSTUME DESIGNER CARLA MONVID-JENKINSON SOUND RECORDIST ANDY PADDON EDITOR MARC RICHARDSON DIRECTOR OF PHOTOGRAPHY JAMES CLARKE
EXECUTIVE PRODUCERS ARIANNA BOCCO PAUL WIEGARD TRISTAN WHALLEY PRODUCED BY JOSH HYAMS MELISSA PARMENTER DIRECTED BY MICHAEL WINTERBOTTOM
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small man

a sky original



IFC FILMS 20 Years of Independence

T O M H A N K S

THE ONLY THING MORE DANGEROUS
THAN THE FRONT LINES
WAS THE FIGHT TO GET THERE

GREYHOUND

JUNE 2020

SUMMER TIME PEPSI TIME



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THEY'RE NOT IN BIKINI BOTTOM ANYMORE



**DAKOTA
JOHNSON**



**TRACEE
ELLIS ROSS**



**KELVIN
HARRISON, JR.**



**AND ICE
CUBE**



**YOU'VE GOT TO START AT THE BOTTOM
BEFORE YOU TAKE IT FROM THE TOP**

THE HIGH NOTE

ADA CHOI

HUNG YAN YAN

MAX ZHANG

ANDY ON

"S STORM", "REBELLION", "JUST ANOTHER MARGIN"

"TRIVISA", "THE FINAL MASTER", "TACHI-0"
"IP MAN: THE FINAL FIGHT", "KING OF TRADS"

"PACIFIC RIM: UPPISING", "THE WANDERL DRAGON"
"IP MAN SIDE STORY: CHEUNG TIN CHI", "IP MAN 3", "SPL2"

"BLACKHAT", "ONCE UPON A TIME IN SHANGHAI"
"THAT DEMON WITHIN", "LEAGUE OF GODS"



十晚刺客
ASSASSINS
AND
THE MISSING GOLD

A JEFFREY LAU FILM

COMING SOON



RECOMMENDED

WHITE SNAKE

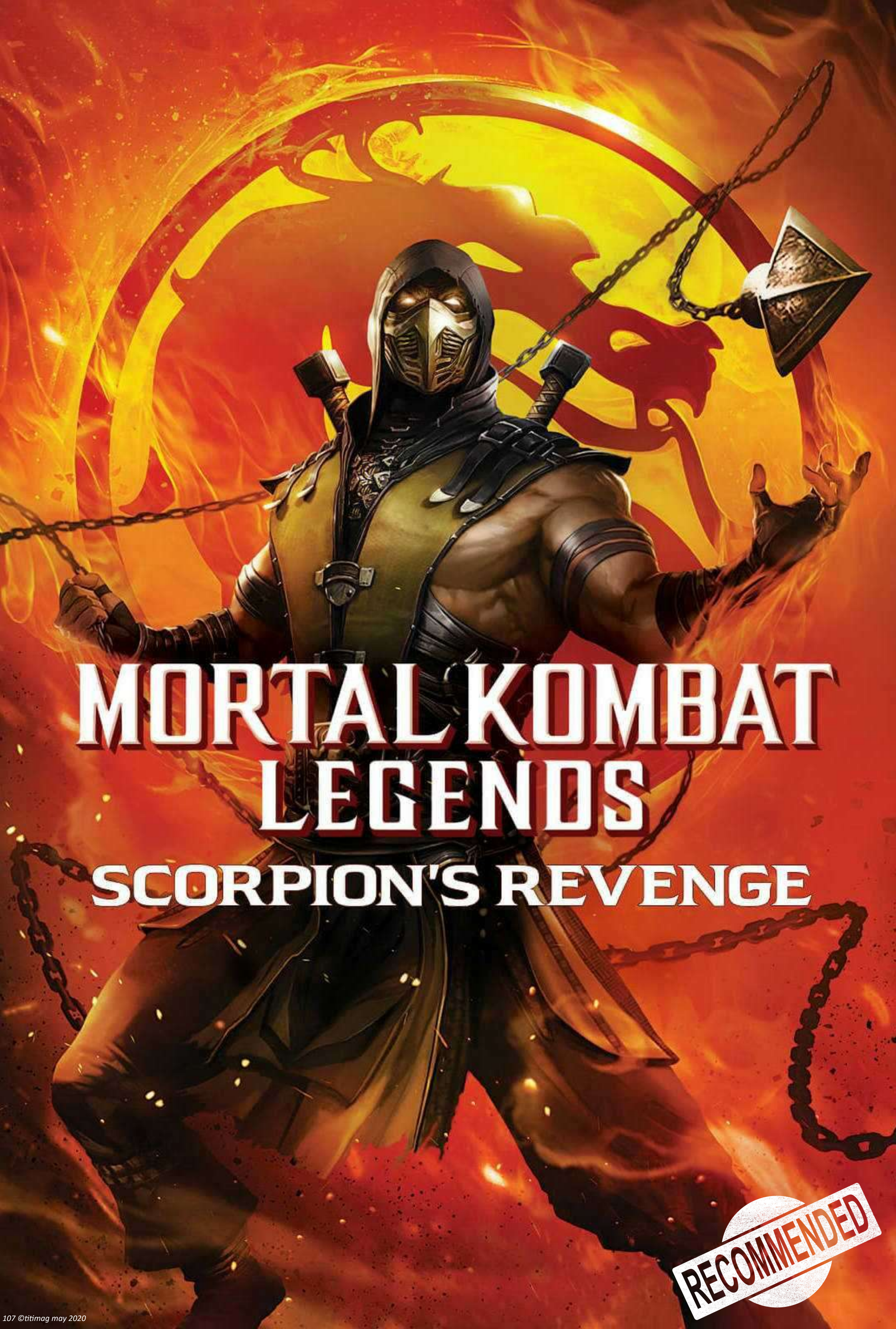
ANNECY
INT'L ANIMATION FESTIVAL

ANIMATION IS FILM
FESTIVAL

6KIDS

光线动画
WB

PRODUCED BY GARY WANG, GELIAN ZHAO, DIRECTED BY AMP WONG, ZHAO JI, ANIMATION BY CA MAO, EDITOR YU ZHOU, YUAN YE, PRODUCED BY CUI QI, ZHU KEER, EDITOR SUI HAOWEI, DESIGNER GARY CHAN (MPSAC), SUPERVISOR LEO XIE, LI CHAO, PRODUCTION TANG YANWEN, PRODUCED BY CHU YUEMEI, EDITOR WU LILI, SUPERVISOR LIU LU, ASSET LI YUONG, SUPERVISOR ARIES WU



MORTAL KOMBAT LEGENDS SCORPION'S REVENGE

RECOMMENDED



BLACK WIDOW

when honor was everything

when courage made kings



THE GREEN KNIGHT

this summer

BRON LEY LINE A24

CHRIS HEMSWORTH

RECOMMENDED

PRODUCED BY THE RUSSO BROTHERS
DIRECTORS OF *AVENGERS: ENDGAME*

EXTRACTION

APRIL 24 | **NETFLIX**



SCREENPLAY BY JOE RUSSO DIRECTED BY SAM HARGRAVE

やいば あく ま き
その刃で、悪夢を断ち斬れ



劇場版

きめつのやいば

鬼滅の刃

無限列車編

〈STAFF〉 原作：吾峠呼世晴（集英社「週刊少年ジャンプ」連載） 監督：外崎春雄 / キャラクターデザイン・総作画監督：松島晃 脚本制作：ufotable

サブキャラクターデザイン：佐藤美幸・桃山庸子・菊池美花 / プロップデザイン：小山将治 / コンセプトアート：衛藤功二・矢中勝・榊澤侑里 / 撮影監督：寺尾優一 / 3D監督：西脇一樹

色彩設計：大前祐子 / 編集：神野学 / 音楽：梶浦由記・椎名豪 / アニメーション制作：ufotable / 配給：東宝・アニプレックス

〈CAST〉 竈門炭治郎：花江夏樹 / 竈門禰豆子：鬼頭明里 / 我妻善逸：下野紘 / 嘴平伊之助：松岡禎丞

煉獄杏寿郎：日野聰 / 魔夢（下弦の壱）：平川大輔

kimetsu.com/anime

10.16 FRI

WRITTEN AND DIRECTED BY
JON STEWART

STEVE CARELL



IRRESISTIBLE



MAY 29TH

**BRUCE
WILLIS**

SURVIVE THE NIGHT

[illegible]

LIONSGATE

MILLA
JOVOVICH

TONY
JAA

MONSTER HUNTER

IN THEATERS
SEPTEMBER 4



Constantin Film

Tencent
Pictures

TOHO

ab

#MonsterHunterMovie

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