



RESIDENT EVIL

biohazard

PlayStation®
VR WORLDS

ASTROBOT
RESCUE MISSION

**BLOOD
& TRUTH™**

BEAT SABER

MARVEL
IRON MAN
VR

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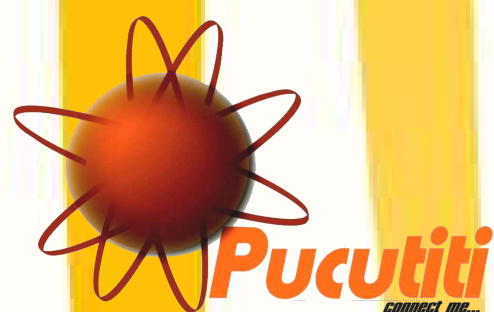
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Ironman VR

Blood & Truth

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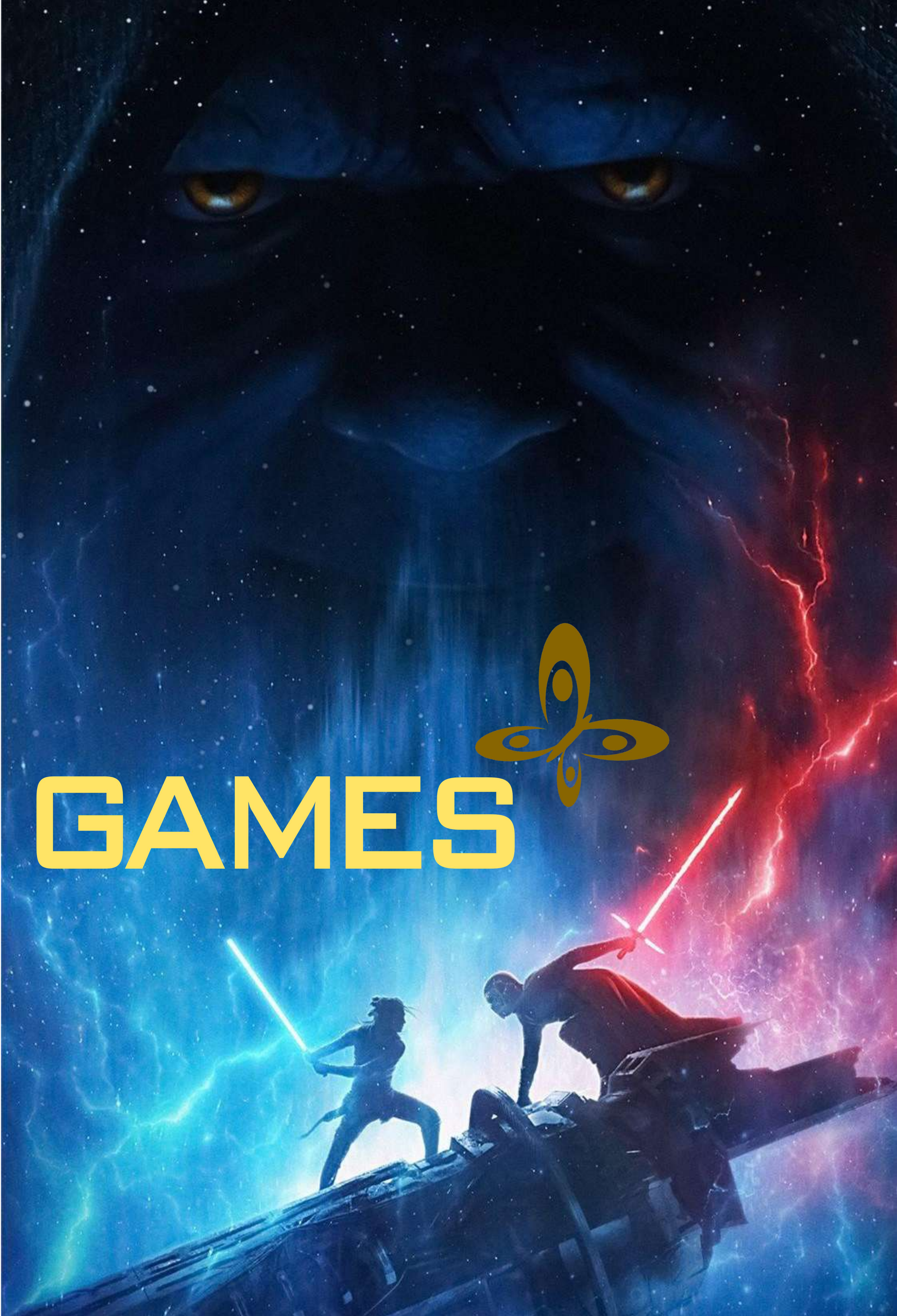
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GAMES



PlayStation VR Worlds

PlayStation VR Worlds is a video game compilation developed by London Studio and published by Sony Interactive Entertainment. It was released in October 2016 as a launch game for the PlayStation 4's virtual reality headset PlayStation VR. The game includes five different experiences, including London Heist, VR Luge, Scavenger's Odyssey, Ocean Descent and Danger Ball. The game received mixed reviews upon release.

Gameplay

As a virtual reality game, PlayStation VR Worlds features five different experiences, including the following:

London Heist: *It is a first-person shooter in which the player controls a mobster who is tasked to steal a diamond.*

VR Luge: *In VR Luge, the player character leans on a street luge sled and slides down a highway while evading other vehicles.*

Scavenger's Odyssey: *Players explore a sci-fi location using vehicles and defeat aliens using the Scavenger beam and pulse cannons*

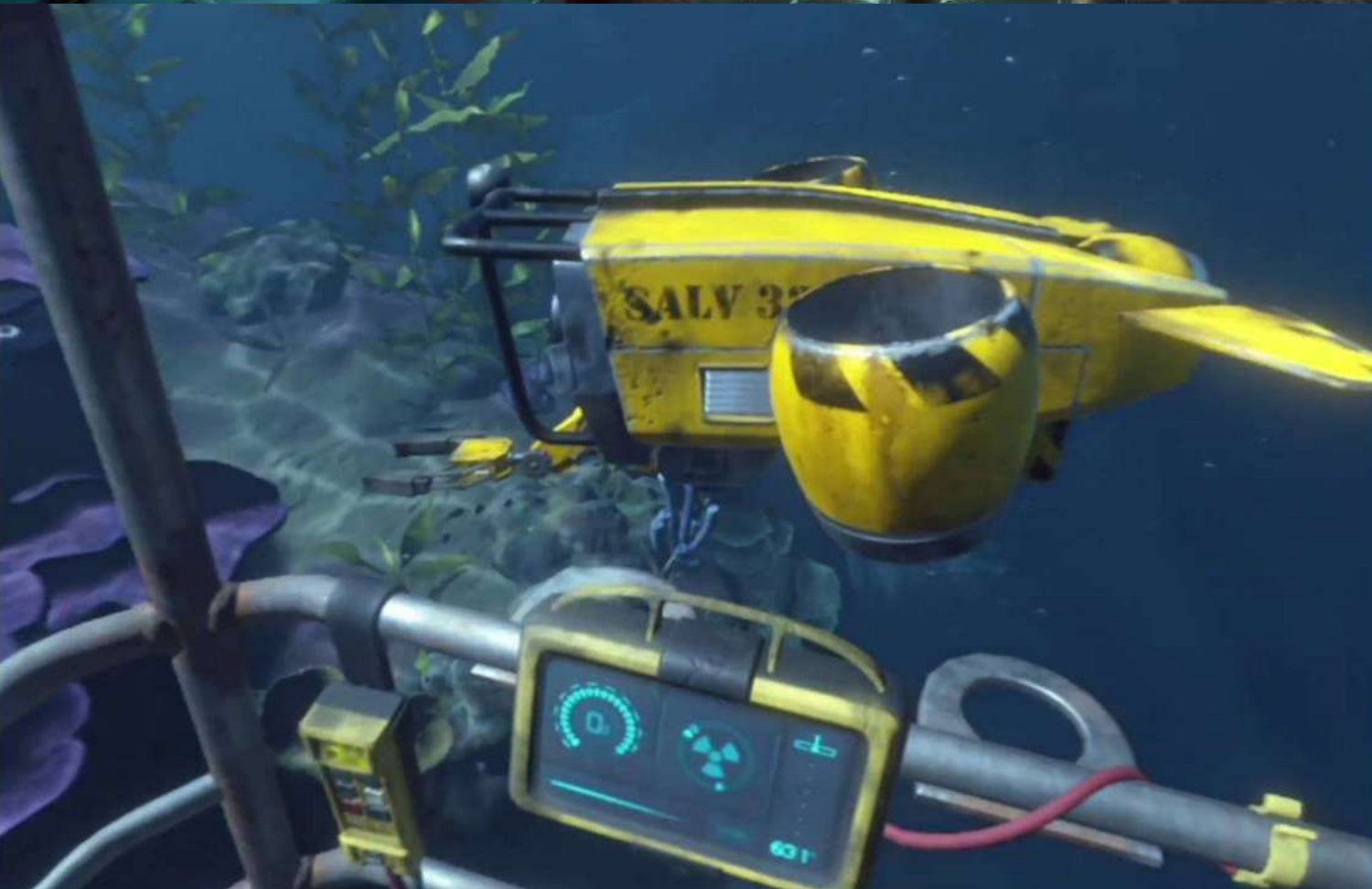
Ocean Descent: *The player character descends to the depth of the ocean and observes different marine wildlife.*

Danger Ball: *Danger Ball is a sports game in which the player avatar uses their head to hit a ball.*

Development

London Studio was the game's developer. It was officially revealed in March 2016. Prior to the game's announcement, Ocean Descent (formerly known as Into the Deep), London Heist and VR Luge were created as tech demo for the PlayStation VR. Only the London Heist level allows the use of the PlayStation Move controller. The game was released on October 13, 2016 as a launch game for the virtual reality headset of PlayStation 4, PlayStation VR.







PlayStation® VR WORLDS

虚拟现实乐园



Developer: London Studio

Publisher: Sony Interactive Entertainment

Director: Russ Harding

Producers: Tom Handley, Andrew Jamison, James Oates

Designer: Simon Hermitage

Artist:: Joel Smith

Composer: Joe Thwaites

Platform: PlayStation 4

Release: October 2016

Genre: Video game compilation

Mode: Single-player

TiTi Rating: 6/10

PlayStation® VR WORLDS



Iron Man VR

Marvel's Iron Man VR is a virtual reality shooter video game developed by American studios Camouflaj and Darkwind Media and published by Sony Interactive Entertainment for the PlayStation 4's PlayStation VR headset. It is based on the Marvel Comics superhero Iron Man, and is inspired by the long-running comic book mythology and adaptations in other media. The game's story revolves around Iron Man's conflict with a mysterious computer hacker and terrorist known only as Ghost, who targets Tony Stark and his company while seeking revenge for the deaths caused by the weapons the company manufactured prior to Stark becoming Iron Man.

Gameplay is presented from a first-person perspective, calling on the player to navigate the game's virtual space by using the flying mechanics and weapon systems of the Iron Man armor to attack enemies primarily in aerial combat across several environments. Iron Man can freely navigate the different environments in the game accessed through a linear progression of different levels, interacting with characters, undertaking missions, and unlocking new armor upgrades by progressing through the main story or completing challenge modes outside of the story.

After a series of delays and a disruption in the game's production caused by the COVID-19 pandemic, the game was released for PlayStation VR on July 3, 2020. The game received "mixed or average" reviews according to review aggregator Metacritic.

Gameplay

Iron Man VR is an aerial shooter played from a first-person perspective, taking place across various global locales as Iron Man attempts to thwart his enemy Ghost and the various combat drones she employs to bring ruin to Tony Stark and his company. As a virtual reality game, it is played from a first-person perspective, employing the use of one PlayStation Move controller in each of the player's hands to allow control of Iron Man's palm-mounted repulsor weapons and flight stabilizers. Based on hand and head positioning of the PlayStation VR headset and Move controllers, the player can freely fly around the game's various environments in order to attack combat drones while also interacting with elements of the game map in order to do things like deactivate explosives, repair broken items or put out fires.

Environments can be navigated freely as opposed to employing elements of rail shooting, with the player in total control of roaming each game map by use of the Iron Man armor. The player uses the weapon systems of the armor including the repulsors and various auxiliary weapons (such as small missiles or larger-scale explosives) to defeat enemies, and can also employ melee attacks that are given additional power through the use of the armor's jet propulsion systems. Successful completion of missions earns the player up to five "research points" based on their received score-based star rating, which can then be used to purchase upgrades to the Iron Man armor that can be crafted and installed in Tony Stark's garage between missions. The upgrades can augment the capabilities of the Iron Man armor while also adding new auxiliary weapons that have different effectiveness in different combat scenarios, and the player can create and choose between two different armor loadouts while in the garage featuring different upgrades and armor shaders ("decos").

Cutscenes which progress the story are also presented from the first-person perspective, allowing the player to interact with objects and look around freely while story material is taking place around them. Challenge modes consist of racing and combat-based exercises taking place through the game's pre-existing environments, giving the player an additional opportunity to earn research points they can use to upgrade the armor.



MARVEL IRON MAN VR



Developer: Camouflaj
Publisher: Sony Interactive Entertainment
Director: Ryan Payton
Engine: Unity
Platform: PlayStation 4 (PlayStation VR)
Release: July 3, 2020
Genre: Shooter
Mode: Single-player
TiTi Rating: 8/10



After the Stark Tower in Shanghai is attacked, Iron Man races there to find Ghost waiting for him, who expresses her desire to seek justice for "Tim Shung," a name that neither Stark nor F.R.I.D.A.Y. recognize. When Iron Man is overwhelmed by Ghost's drones, the Gunsmith revives his powerful unibeam weapon, allowing him to destroy them. Meanwhile, Ghost's attacks catch the attention of S.H.I.E.L.D., and Fury calls Stark to the Helicarrier to offer intel on her, just as Ghost attacks, but is driven off by Iron Man and the S.H.I.E.L.D. personnel. Stark then learns that a former disgruntled Stark Industries employee named Arthur Parks has been revived by Ghost and provided with laser armor technology to assist her in her vendetta against Stark.

Ghost later attacks Stark's home in Malibu, prompting the Gunsmith to employ orbital satellites to destroy her contingent of drones, while causing a massive amount of collateral damage. F.R.I.D.A.Y. leaves in protest of Tony's continued association with the Gunsmith, whom she sees as embodying the dangerous impulses of his former, pre-heroic lifestyle. After tracking Parks, now calling himself the "Living Laser," and Ghost to a Roxxon facility in Kazakhstan, Iron Man defeats them both, but the Gunsmith commandeers his armor to kill Ghost against Stark's wishes. He resists and subsequently fires the Gunsmith, while Ghost escapes during the chaos.

Stark returns home to find F.R.I.D.A.Y. who reassures him and refocuses him on the mission at-hand. After the Living Laser launches a solo attack on the S.H.I.E.L.D. Helicarrier, Iron Man defeats him and discovers the location of the base he and Ghost have been using: the same cave in Afghanistan where Stark built his first Iron Man armor to escape from his terrorist captors. Returning to the cave and finding the original armor still inside, Iron Man is attacked by Ghost, who forcefully removes the arc reactor keeping him alive from his chest. As Stark struggles through a "trial" Ghost has planned, he learns that she was orphaned as a child by an attack involving Stark weapons, and that her desire for revenge led her to correspond online with a faceless Stark Industries employee: Tim Shung. In her eyes, Shung was a hero and a whistleblower who selflessly revealed the extent of Stark's criminality before allegedly being killed by the company. F.R.I.D.A.Y. helps recover the arc reactor and Iron Man defeats Ghost, who is subsequently imprisoned on the S.H.I.E.L.D. Helicarrier.

Later, Stark and Pepper realize that "Tim Shung" is an anagram for "Gunsmith," who reveals himself that he used Ghost's vendetta against Stark to achieve his own goal: have Stark Industries produce weapons again, believing the world was safer with Stark weapons on the market. Realizing he cannot go up against Gunsmith using his regular armor that the rogue A.I. has access to, Stark retrofits the newly recovered Mark I armor and returns to his home to fight the Gunsmith. There, he reluctantly allies himself with an escaped Ghost, who manages to go through an impenetrable barrier surrounding the mansion erected by the Gunsmith. Using the information that Ghost finds about the A.I.'s weaknesses, Iron Man eliminates a giant construct of the Gunsmith wearing an advanced version of his armor. With the Gunsmith defeated, Ghost ends her temporary truce with Stark and departs.

Months later, Iron Man and Pepper—now in her own Rescue armor—are called into space by Nick Fury to examine a S.H.I.E.L.D. orbital satellite that has become suspiciously unresponsive.

Development

The game was revealed on March 25, 2019 during SIE's first "State of Play" online presentation. The game features a new suit for Iron Man, referred to as the "Impulse Armor," designed by comic book artist Adi Granov. Granov became closely associated with Iron Man after serving as the artist on the "Extremis" story arc released in 2005–2006, and has since contributed design work to the first Iron Man feature film. Granov previously collaborated with Marvel Games on a new costume featured in Marvel's Spider-Man.

On April 2, 2020, the developer announced that the game would be delayed indefinitely due to the COVID-19 pandemic. On May 12, the game was announced to be released on July 3.





Captured from PS4 Pro.

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Captured from PS4 Pro.



Captured from PS4 Pro.

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Synopsis

Characters and setting

Iron Man VR features an ensemble cast of characters drawn from the history of Iron Man and Avengers comics. Tony Stark (voiced by Josh Keaton) is a billionaire industrialist and weapons manufacturer who became a superhero after a life-changing experience, wherein he was captured and held hostage by terrorists in Afghanistan. With help from fellow captive Ho Yinsen, he built the first iteration of the Iron Man armor and managed to escape his captors, but failed to save Yinsen, who was killed during the escape. After his return to the United States, Stark turned his life around; he announced that his company, Stark Industries, would stop manufacturing weapons, and revealed himself as the superhero Iron Man.

The events of the game take place five years after Stark first became Iron Man. By this point, he has established himself as a world-renowned hero. Stark is aided in his endeavors by the recently appointed Stark Industries CEO Virginia "Pepper" Potts (Jennifer Hale), and his sentient A.I. assistant F.R.I.D.A.Y. (Leila Birch). The game features another A.I. called "the Gunsmith" (also voiced by Keaton), which was made in Stark's image and used to assist him in designing weapons before he became Iron Man. Throughout the game, Iron Man's adventures bring him into contact with several supporting characters, including S.H.I.E.L.D. Director Nick Fury (Ike Amadi) and Deputy Director Maria Hill (Ali Hillis); Stark's relationship with Fury was strained after the former stopped supplying S.H.I.E.L.D. with weapons, but the two nonetheless respect and admire each other. Iron Man also comes into conflict with supervillains including Ghost (Chantelle Barry) and the Living Laser (Leonardo Nam).

Iron Man VR depicts fictional locations and entities adapted from both the Marvel Comics Universe and the Marvel Cinematic Universe, including a Stark Tower based in Shanghai, Tony Stark's beachfront home in Malibu, and a S.H.I.E.L.D. Helicarrier (described as Stark's final project before Stark Industries stopped manufacturing weapons). There are also in-game references to Iron Man being a member of the Avengers, including blueprints of Stark Tower's transformation into the Avengers Tower that the player can find. The downtown Shanghai level features advertisements for other fictional companies in the Marvel Universe, such as the Roxxon Energy Corporation and Advanced Idea Mechanics. Oscorp can also be seen in-game, and the loading screens offer information on the company's background, revealing that it was founded by both Norman Osborn and Otto Octavius (which matches the story of Oscorp's foundation in Marvel's *Spider-Man*).

Plot

Shortly after revealing himself to the world as the superhero Iron Man, Tony Stark decides to fully move on from his former life as a weapons dealer by deactivating the "Gunsmith," an A.I. modeled after him that was designed to assist Stark with manufacturing weapons and planning out battle tactics. While breaking the news to the Gunsmith, Stark reveals that the A.I.'s "retirement" will consist of "full internet privileges" and that his consciousness will continue to exist.

Five years later, Stark has cemented himself as a world-renowned hero and member of the Avengers, having walked away entirely from weapons manufacturing, much to the dismay of S.H.I.E.L.D. Director Nick Fury. After appointing his former assistant Pepper Potts as the new CEO of Stark Industries—now a clean energy company—Stark is attacked aboard a company jet by a mysterious computer hacker known as "Ghost," who uses a tech suit that allows her to fly and to phase in and out of solid matter. Ghost blames Stark for all the deaths caused by his weapons over the years and attempts to exact revenge by reviving a series of Stark-manufactured combat drones and having them attack Stark Industries' assets across the globe. Blindsided by the effectiveness of Ghost's initial attack, a desperate Stark reactivates the Gunsmith due to his instrumental role in designing the drones now used by Ghost, much to the dismay of his current A.I. assistant F.R.I.D.A.Y., who has been modeled to exemplify Stark's new, more heroic aspirations and goals.



TITAN

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Blood & Truth

Blood & Truth is a first-person shooter developed by London Studio and published by Sony Interactive Entertainment. It was released on May 28, 2019 for the PlayStation 4's virtual reality headset PlayStation VR.

Gameplay

The game is a first-person shooter. The player assumes control of Ryan Marks, a former Special Forces soldier who must save his family from a London crime boss. Players can hide behind cover and pick up different guns to shoot enemies. To move in the game, players only need to look at a spot and press a button. The playable character will then automatically move to the spot. Players can also interact with different objects.

Plot

The game begins with Ryan Marks being interrogated by an agent named Carson, who explains his current situation. During the interrogation, flashbacks show the events that happened up until the interrogation.

Ryan infiltrates a compound and rescues fellow soldier, Deacon and both escape the compound before Ryan is informed that his father had died from a heart attack. Ryan is sent back home in London and is picked up by his brother Nick from the airport. After the funeral, Ryan meets with his mother Anne, but then they are interrupted by gunfire, the family is then confronted by Tony Sharp, a London crime boss, Kayla, a woman who supposedly works for Tony and kills one of Anne's bodyguards and Tony's brother Keach.

The family is held at gunpoint by Keach, but Keach is fooled by Nick into thinking that the gun's safety is on. At this moment, Michelle and Nick takedown Keach and knock him out, the family then flees to their hidden safe house. The family then discovers that Tony will be at his private casino and Ryan volunteers to infiltrate the casino and kill Tony, although Anne is reluctant to the plan.

Ryan successfully infiltrates the casino but discovers that Tony is not in the building and is at his art gallery, but Keach still remains and tracks him down to a hotel room. After rigging the casino with bombs, Ryan confronts Keach and chases him through the building. Once he stops Keach, Ryan questions him on where Tony is, but Keach doesn't know where he is. Keach is either killed by Ryan or is suddenly killed by an armored guard and Ryan is able to escape and blow up the casino with the bombs he had rigged.

Ryan disguises himself and enters the art gallery during the day and discovers a private room that might contain information. Ryan and Nick then sneak into the gallery at night and vandalize most of the exhibits. The brothers are also able to find documents that all link back to Falstead Airfield. After returning to the safe house, Tony calls the brothers along with Michelle to inform them that he has captured Anne and has held her in Freeson Towers, a building that is due for demolition.

The siblings work together to rescue Anne and Ryan is able to escape the demolition, however, Anne is then killed by Kayla, Michelle and Ryan are presumably arrested by the police while Nick goes off to hunt Tony. Back in the interrogation room, Ryan realizes that Carson is trying to recruit him into taking down Tony, to which Ryan agrees to help him while also guaranteeing Michelle's safety. Carson also reveals that there is a secret organization that is helping Tony.

Ryan infiltrates Falstead Airfield hoping to find Nick and discovers how the organization works. They sell black market materials and Carson explains that the organization uses the money to control society from the shadows. Ryan then escapes the Airfield.



Developer: London Studio

Publisher: Sony Interactive Entertainment

Composers: Joe Thwaites, Jim Fowler

Engine: LSSDK engine

Platform: PlayStation 4

Release: May 28, 2019

Genre: First-person shooter

Mode: Single-player

TiTi Rating: 7/10



BLOOD & TRUTH™

12/16/2018-04



Image captured from PS4 Pro system and reformatted for non-VR display



Image captured from PS4 Pro system and reformatted for non-VR display



Carson is able to track down where the materials are coming from and sends Deacon to the safehouse and the two form a plan to infiltrate the source and plant a trojan into the systems.

The plan goes well until Ryan is knocked out by gas and is captured by Tony and Kalya who reveal that they have also killed Nick. Although Tony orders Kayla to stay in the room with a tied up Ryan-as Tony goes to find Michelle-Kayla abandons Tony and reveals she is working for the organization and reveals that Ryans dad was originally going to work with the organization, but because he had died, they were reluctantly forced to work with Tony and finally reveals that she knows Carson and asks Ryan to tell him 'Amanda says hi'.

Ryan escapes his captivity with help from Deacon and Ryan infiltrates Tony's tower alone. But when he confronts him, Tony reveals that he is hiding behind bulletproof glass and escapes, with Ryan following him.

With help from Michelle, Ryan is able to chase Tony to his private plane and jumps aboard mid-flight. On the plane, Carson tells Ryan that there is a bomb on the plane that is set to explode, Ryan confronts Tony and has the choice to kill Tony or listen to Tony as he recounts a childhood story. Either way, the plane explodes with Tony inside of it and Ryan is thrown out of the plane but survives thanks to a parachute he had found earlier in the plane.

Moments later, Carson explains to Ryan that Kayla's real name is Amanda Kincaide and that she was a respected CIA operative, but then she disappeared to work with the organization. Ryan and Carson then agree to go after the organization.

Development

The game was based on the London Heist level in PlayStation VR Worlds and London Studio initially envisioned the game to be an installment in The Getaway series. London Studio described the game as a "love letter to classic cockney gangster movies" and took inspiration from other Hollywood blockbusters. The game was officially announced by publisher Sony Interactive Entertainment at Paris Games Week 2017. It was released for the virtual reality headset PlayStation VR on May 28, 2019.





Resident Evil 7: Biohazard

Resident Evil 7: Biohazard is a 2017 survival horror game developed and published by Capcom. The ninth major installment in the *Resident Evil* series, *Resident Evil 7* diverges from the more action-oriented *Resident Evil 5* and *Resident Evil 6*, returning to the franchise's survival horror roots, emphasizing exploration. The player controls Ethan Winters as he searches for his wife in a derelict plantation occupied by an infected family, solving puzzles and fighting enemies. It is the first main series game to use a first-person view.

Resident Evil 7 is the first full-length game to use Capcom's in-house RE Engine. The development was led by Koshi Nakanishi, director of the 2012 Nintendo 3DS game *Resident Evil: Revelations*. A year prior to its announcement at E3 2016, it was presented as a virtual reality demo called *Kitchen*. The team took inspiration from the 1981 film *The Evil Dead*, scaled back the game to one location, and used a first-person perspective to immerse players. Two downloadable content scenarios were released, *Not a Hero* and *End of Zoe*.

Resident Evil 7 was released in January 2017 for Microsoft Windows, PlayStation 4, Xbox One and in May 2018 for the Nintendo Switch in Japan. It also supports the PlayStation VR headset. The game was considered a return to form for the series; critics praised the gameplay, innovation, and uses of virtual reality; but the boss battles, final chapter, and uses of first-person view received more polarizing reception. As of December 2020, the game has sold 8.5 million copies worldwide. It was nominated for several end-of-year accolades. A sequel, *Resident Evil Village*, is scheduled for 2021.

Gameplay

The player controls Ethan Winters from a first-person perspective as he searches the Baker house for his missing wife. Although Ethan is a civilian with few combat skills, he is able to arm himself with a variety of weapons including handguns, shotguns, flamethrowers, explosives and chainsaws against the Baker family and a humanoid form of fungus known as the "Molded". He can block attacks to reduce damage. Various sections of the game are spent being pursued by members of the Baker family, who, if engaged in combat, can only be temporarily incapacitated. However, these encounters are avoidable by means of stealth, or running away.

Unlike *Resident Evil 5* and *Resident Evil 6*, the gameplay emphasizes horror and exploration over action. The inventory uses a grid-based system with an initial capacity of 12 slots, but may be expanded several times over the course of the game. An item can occupy up to two spaces, and four items may be assigned to the D-pad. Item boxes found in save rooms may be used to manage and store items, and can be retrieved from different item boxes for later use. Items in the inventory can be used, examined, or combined with other items to increase their usefulness. Many of the game's puzzles require that items be examined under certain conditions in order to reveal secrets. Tape recorders can be used to manually save the game's progress, which, depending on the given difficulty level, may require the use of a cassette tape. Videotapes are scattered for Ethan to find, which place the player in the perspective of a different character, often revealing plot information or clues needed to solve a puzzle. The PlayStation 4 version is playable in virtual reality using the PlayStation VR headset.



RESIDENT EVIL

biohazard



Developer: Capcom

Publisher: Capcom

Director: Koshi Nakanishi

Producers: Masachika Kawata, Tsuyoshi Kanda

Designers: Hajime Horiuchi, Keisuke Yamakawa

Programmers: Yosuke Noro, Tomofumi Ishida

Artists: Tomonori Takano, Toshihiko Tsuda, Hiroyuki Chi

Writers: Morimasa Sato, Richard Pearsey

Composers: Akiyuki Morimoto, Miwako Chinone, Satoshi Hori

Series: Resident Evil

Engine: RE Engine

Platforms: Microsoft Windows, PlayStation 4, Xbox One,

Nintendo Switch, Amazon Luna, Stadia

Release: PC, PS4, XONE

WW: January 24, 2017

JP: January 26, 2017

Nintendo Switch

JP: May 24, 2018

Stadia

WW: April 1, 2021

Genre: Survival horror

Mode: Single-player

TiTi Rating: 9/10

Plot

In July 2017, Ethan Winters is drawn to a derelict plantation in Dulvey, Louisiana, by a message from his wife, Mia, who has been presumed dead since going missing in 2014. He finds Mia imprisoned in the basement of a seemingly abandoned house, and frees her. She tries to lead them out, but suddenly becomes violent and attacks him, forcing him to retaliate and presumably kill her. After receiving a call from a woman named Zoe offering assistance, Ethan is attacked by a revived Mia, who cuts his left hand off with a chainsaw. A brief battle ensues before Ethan apparently finally kills Mia in self-defense, at which point Jack, the patriarch of the Baker family, appears and captures Ethan. After Zoe reattaches his hand, Ethan is held captive by Jack, his wife Marguerite, and their son Lucas, along with a seemingly catatonic elderly woman in a wheelchair. Ethan escapes, but is pursued around the house by Jack, who continually attacks him and displays powerful regenerative abilities. In the basement, Ethan discovers sludge-covered, mutated creatures known as Molded. Zoe reveals that she's Jack's daughter, and that the family and Mia are infected, but can be cured with a special serum.

Ethan makes his way to an old house to retrieve the serum ingredients, kills Marguerite, and has visions of a young girl. Lucas captures Zoe and Mia and forces Ethan to navigate a booby-trapped barn to find them. He chases away Lucas and frees Zoe and Mia. Zoe develops two serum doses, but they are attacked by Jack, now heavily mutated; Ethan kills him using one of the serums.

Ethan, as the player, must choose to cure either Mia or Zoe:

Choosing Zoe leaves Mia heartbroken, despite Ethan's promise to send help. As he and Zoe flee on a boat, Zoe reveals that the Bakers were infected after Mia arrived with a young girl named Eveline when the wreck of a tanker ship washed ashore. Eveline stops their escape by calcifying Zoe, killing her, and Ethan is knocked from the boat by a creature.

If Ethan chooses Mia, Zoe gives a bitter farewell to him and Mia. As he and Mia flee on a boat, they come across the crashed tanker, where they are attacked by the creature and knocked from the boat. Mia awakens after she was knocked off the boat and searches the wrecked ship for Ethan while experiencing visions of Eveline, who refers to Mia as her mother. Eventually, Mia's memory is restored, revealing that she was a covert operative for a corporation that developed Eveline as a bioweapon, codenamed E-001. Mia and agent Alan Droney were to escort Eveline as she was transported aboard the tanker; Eveline escaped containment, killed Alan, and sank the ship. She infected Mia in an effort to force her to be her mother. Mia finds Ethan and gives him a vial of Eveline's genetic material.

If Ethan cured Mia, she resists Eveline's control long enough to seal Ethan out of the ship; if he cured Zoe, Mia succumbs to Eveline's control and attacks Ethan, forcing him to kill her. Ethan discovers a hidden laboratory inside an abandoned salt mine. He learns that Eveline is a bio-organic weapon capable of infecting people with a psychotropic mold that gives her control over her victims' minds, resulting in insanity, mutation, and superhuman regenerative abilities. Eveline grew up obsessed with having a family, driving her to infect Mia and the Bakers and lure Ethan. Lucas was immunized against Eveline's control by her creators, The Connections, in exchange for providing observations on her.

Using the lab equipment and Eveline's genetic material, Ethan synthesizes a toxin to kill her, and proceeds through tunnels that lead back to the Baker house. He overcomes Eveline's hallucinations, and injects Eveline with the toxin. She reverts to her other form, the elderly woman in a wheelchair; Eveline has been rapidly aging since escaping. Eveline mutates into a large monster and, aided by the arrival of a military squad led by Chris Redfield, Ethan kills her with an anti-bioweapon pistol. Canonically, Chris extracts Ethan and Mia in a helicopter branded with the Umbrella Corporation logo.

Not a Hero

BSAA agent Chris Redfield teams up with the now reformed Umbrella Corporation, also known as Blue Umbrella, in order to apprehend Lucas Baker and uncover evidence on the mysterious group that created Eveline, called "The Connections." After rescuing Ethan Winters and sending him away on a helicopter, Chris proceeds into Lucas' lab in the salt mine, where he accidentally runs into one of Lucas' traps and has a bomb attached to his left wrist. Undeterred, Chris continues his pursuit. He tries to rescue several captured Umbrella soldiers, but they are killed by Lucas' traps. Eventually, Lucas activates a timer on Chris' bomb. Chris is forced to freeze the bomb in liquid nitrogen, disabling it long enough for him to remove it. With the bomb removed, Chris battles his way through more of Lucas' Molded and traps. He then finds his way into a secret Connections research lab, where Lucas had killed all of the Connections researchers and plans to betray the organization. Chris manages to corner and shoot Lucas, which triggers a mutation in his body. Chris battles and eventually kills the mutated Lucas, and stops him from transferring all of his data on Eveline to an unknown party. With his mission done and Eveline's infection contained, Chris returns to the Umbrella base camp for an urgent call.

End of Zoe

Following the path in the main game in which Ethan cures Mia instead of Zoe, Zoe wanders into the swamp and is apparently killed by Eveline; however, a pair of Umbrella soldiers find her body and discover she is still alive. They are ambushed by Joe Baker, Zoe's uncle, who lives in the Dulvey swamps and has not been affected by Eveline's mold. Joe initially believes Umbrella is responsible for Zoe's condition, but a surviving Umbrella soldier claims they have a cure for Zoe stored in a nearby shack. Joe goes to the shack, finding a partial cure, and returns to find the Umbrella soldier killed by a Molded.



Joe initially flees with Zoe on a boat to find the Umbrella base but is soon forced to search for the base on foot. A powerful and seemingly unkillable Molded called the "Swamp Man" pursues them along the way. Joe and Zoe find the Umbrella base abandoned. They learn that the cure has been moved to a nearby paddle boat. Joe boards the boat and, after encountering the Swamp Man once again, uncovers a full dose of the cure. The Swamp Man captures Zoe before Joe can administer the cure. Joe gives chase into a heavily infected portion of the swamp and finds Zoe in an abandoned church. Inside, Joe is ambushed by the Swamp Man, who is revealed to be a heavily mutated Jack Baker. Jack knocks Joe unconscious and throws him into the swamp water to die.

Joe washes up near the Baker mansion and finds himself in the midst of a battle between the Molded and Umbrella forces. He recovers an Umbrella power gauntlet and enters the mansion, where he successfully kills Jack and administers the cure to Zoe just as Umbrella reinforcements arrive, including Chris Redfield. Chris assures Joe and Zoe that they are there to help, and Zoe is fully cured of her infection. She then receives a phone call from Ethan, and thanks him for keeping his promise to send help for her.

Development

Resident Evil 7 debuted the use of the RE Engine in a full-length video game.

Following the release of Resident Evil 6, Capcom conducted internal discussions regarding the direction of the next installment. A preliminary version of the game, developed in 2013, featured a more action-oriented gameplay, similar to that of Resident Evil 6. Taking inspiration from the 1981 film *The Evil Dead*, the developers decided to scale back the game to one location and use a first-person perspective to immerse players and return the series to its roots of survival horror. Development began around February 2014. The game is built on a custom game engine, named the RE Engine, which includes virtual reality (VR) development tools. The decision to make the game first-person was made well before VR was considered; VR development started in October 2015, for which a separate team was created. The introduction of VR demanded that textures be more detailed, discarding flat textures and inaccurate object sizes that had previously been used.

A year before the game's announcement, Capcom presented to attendants of E3 2015 a first-person horror-themed VR demo, *KI7CHEN*, which ran on the same engine. While Resident Evil 7 had been in development long before, *KI7CHEN* was seen as an opportunity to evaluate how the RE Engine and its VR capabilities would be received. As a hint to the demo's relation to Resident Evil 7, the logo of *KI7CHEN* had the letter "T" designed so that it resembled a "7", but it went largely unnoticed. In the company's Integrated Report of 2015, the Resident Evil development division of Capcom was stated to focus on creating experiences for the VR market, which included the new VR engine and games for the eighth generation of consoles.





Fun, ain't it?



The game was directed by Koshi Nakanishi, who previously helmed Resident Evil: Revelations, leading a development team numbering at about 120 staff. For the first time in the series, the narrative designer is a westerner—Richard Pearsey, writer of the two expansion packs of F.E.A.R. and one of the narrative designers of Spec Ops: The Line. At the time of the game's reveal, development was around 65% complete. Some of the creature models in Resident Evil 7 were first created in physical form – a number of them from actual meat – by make-up artists, to then be scanned through the employment of photogrammetry. This technology developed over half of the general assets of the game, but posed a problem in re-searching the setting of Louisiana because its considerable demand for equipment made it unviable for transport, which required Capcom to model by hand. The game's score was composed by Capcom's lead composer Akiyuki Morimoto, Miwako Chinone, and Satoshi Hori, with additional contributions from Cris Velasco and Brian D'Oliveira. Its theme song, an arranged version of the traditional American folk song "Go Tell Aunt Rhody", was written by Michael A. Levine and performed by Jordan Reyne. Levine's step-daughter Mariana Barreto was the original choice, but ended up doing the background vocals. The song went through about 20 versions until completion. A soundtrack was released digitally by Sumthing Else Music Works alongside the game on January 24.

Release and marketing

In October 2016, Capcom launched a 10 part video series called The World of Resident Evil 7, teasing pieces of the game's contents. A cross-save feature between Microsoft Windows and the Xbox One was confirmed in November 2016. If bought on either PC through the Windows Store or on the Xbox One digitally, it is playable on both platforms through the Xbox Play Anywhere program, making it the first game published by a third-party to be a part of the program. A cloud version for the Nintendo Switch, titled Biohazard 7: Resident Evil Cloud Version, was released in Japan on May 24, 2018. Players may access the first 15 minutes of the game for free, and continue playing it afterwards by purchasing a pass allowing unlimited play for 180 days.

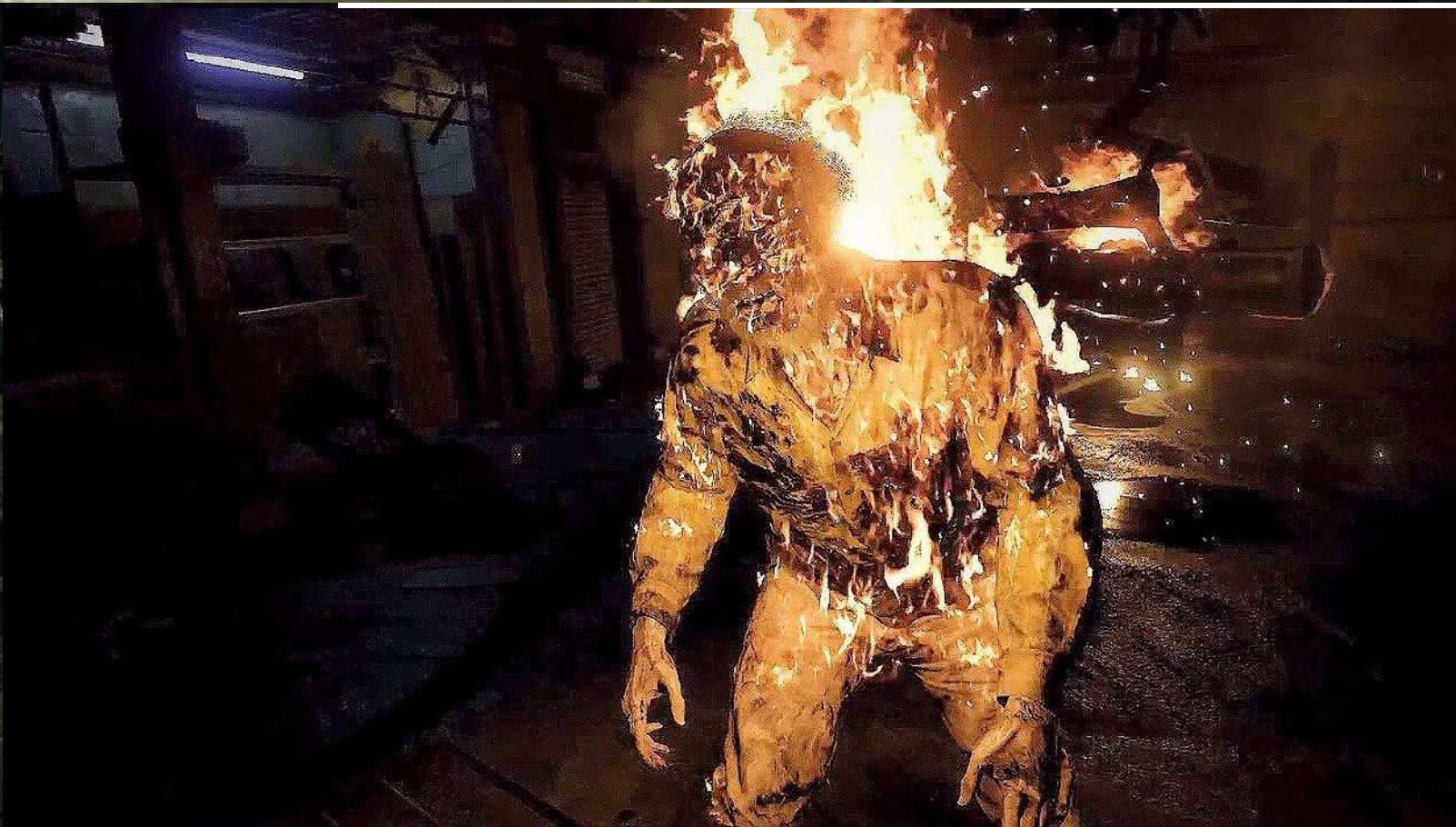
The internal marketing team at Capcom collaborated with creative agency iam8bit to produce an escape room called Resident Evil Escape Room Experience, in which groups of six are guided through a series of rooms by Umbrella Corporation employees. It was held at a gallery space in Echo Park, Los Angeles. In London, a similar event was hosted in concurrence with the release. Purchase of a GameStop-exclusive Collector's Edition included an eight-inch model of the Baker mansion, which when opened functions as a music box playing the main theme rendition of "Go Tell Aunt Rhody", a mannequin finger-shaped 4 gigabyte USB flash drive contained within a VHS tape box, a SteelBook Case containing the game, a lithograph of the Baker family, and a note. The UK version added the Survival Pack: Action Set DLC, a 20th anniversary artbook and a seven-inch replica of the mansion, but did not feature the music box. U.S. pre-orders on the PlayStation 4 and Xbox One came with a code for a free download of Resident Evil: Retribution. A 4D candle with the scent of the Baker House Mansion was made to enhance the virtual reality experience. The Gold Edition, released on December 12, 2017, includes previously released downloadable content (DLC) as well as the End of Zoe DLC. Resident Evil 7: Biohazard was released for Microsoft Windows, PlayStation 4 and Xbox One in North America, Europe, Australia and New Zealand on January 24, 2017, and in Japan on January 26. For the first 12 months of its release, the virtual reality format was exclusive to PlayStation VR. Over 4,700,000 players have accumulated worldwide, over 750,000 of them being VR users. The PC version was tamper-protected by anti-piracy software Denuvo, which was hacked within five days of release.

Playable demonstrations

Shortly after the game's reveal, a playable teaser named Resident Evil 7 Teaser: Beginning Hour was released on the PlayStation Store. The demo takes place in a dilapidated house, which the unnamed male player character needs to escape. Depending on the actions taken by the player, the teaser may have three different outcomes. Capcom later revealed that the teaser was a standalone experience and not a segment of the game, which has more variety in its environments, and additional mechanics, such as combat. By July 2016, the demo had been downloaded over 2 million times. An update called the "Twilight Version" was released on September 15, 2016, and gave access to new rooms and items to find. Along with the new version, Capcom released a trailer for the game. Another update called the "Midnight Version" was released on December 3, which unlocked additional areas of the house, along with several new items to find and a puzzle concerning a riddle in the Twilight Version. The demo was released for Xbox One on December 9 and for PC on December 19. A playable demo called Lantern was made available for attendees at Gamescom 2016, as part of revealing the first Resident Evil 7 story trailer. It makes use of found footage and first-person narrative as it tells the story of a young woman by the name of Mia hiding from an agitated old lady holding a lantern. The old lady is Marguerite Baker, who was first mentioned in Beginning Hour.

Downloadable content

The first downloadable content package for the game, Banned Footage Vol. 1, was released for the PlayStation 4 on January 31, 2017. Banned Footage Vol. 1 includes two scenarios, called "Nightmare" and "Bedroom", and a new game mode, "Ethan Must Die". On February 14, Banned Footage Vol. 2 was released for the PlayStation 4, which includes two additional scenarios, called "21" and "Daughters", and a new game mode, "Jack's 55th Birthday". Banned Footage Vol. 1 and Banned Footage Vol. 2 were released for the Xbox One and PC on February 21. Not a Hero – a story chapter where players control Chris Redfield, which was delayed from its Q2 2017 release date, was released for free, on December 12, 2017, along with a new DLC called End of Zoe, that came out the same day. While End of Zoe was developed by Capcom, development duties for Not a Hero were outsourced to HexaDrive.



H U N T E R

D E S T I N Y®



Beat Saber

Beat Saber is a virtual reality rhythm game developed and published by Beat Games. It takes place in a surrealistic neon environment and features the player slicing blocks representing musical beats with a pair of contrasting-colored sabers. Following an early access release in November 2018, the game was officially released for PlayStation 4 and Microsoft Windows on May 21, 2019, and supports most virtual reality headsets.

Gameplay

List of songs in Beat Saber

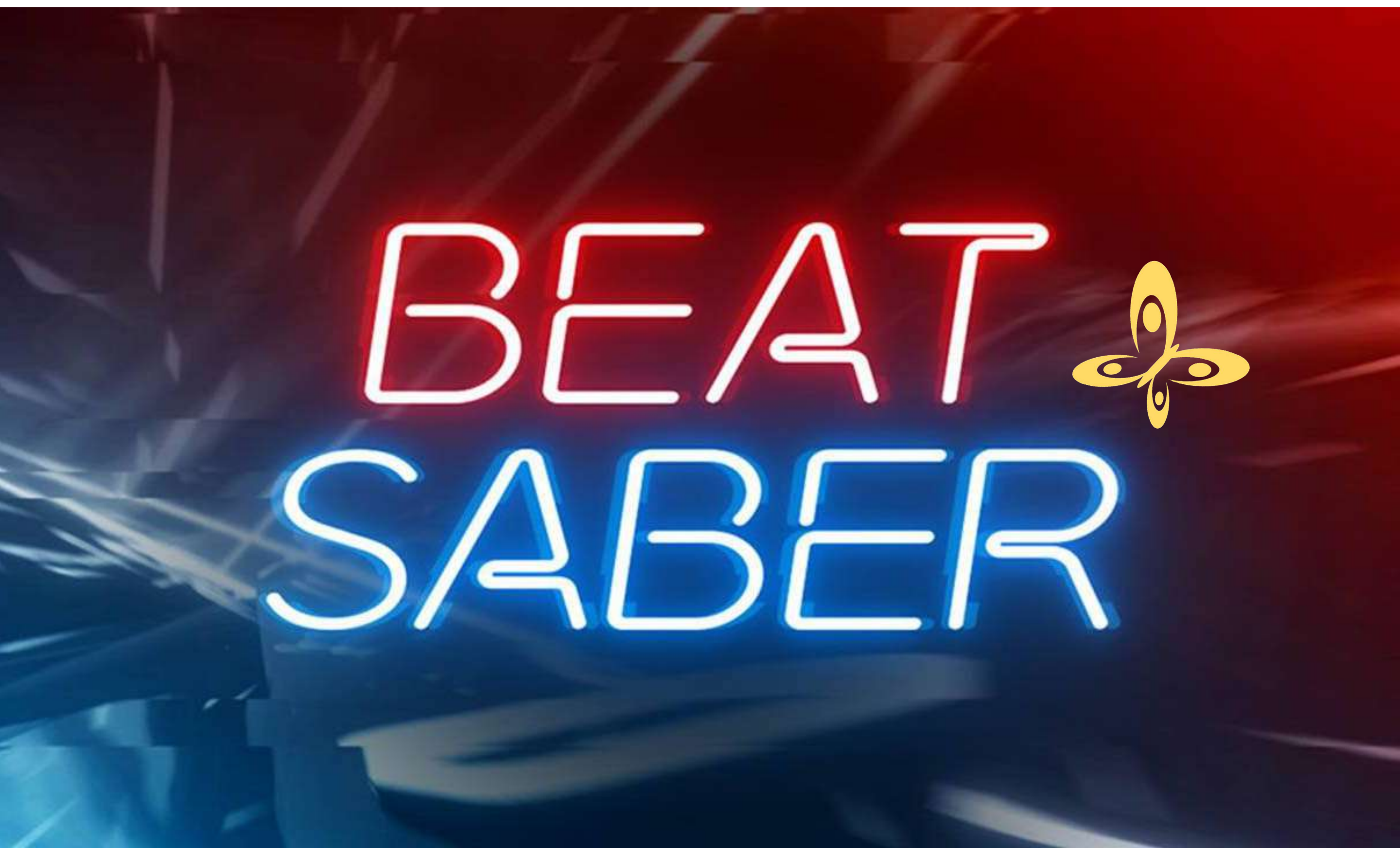
The game includes several songs with up to five levels of difficulty, starting from Easy all the way to Expert+. The player uses VR motion controllers to wield a pair of glowing sabers, which by default are colored red and blue for left and right respectively. In each song, the game presents the player with a stream of approaching blocks, laid out in sync with the song's beats and notes, located in one of the 12 possible positions of a 4x3 grid.

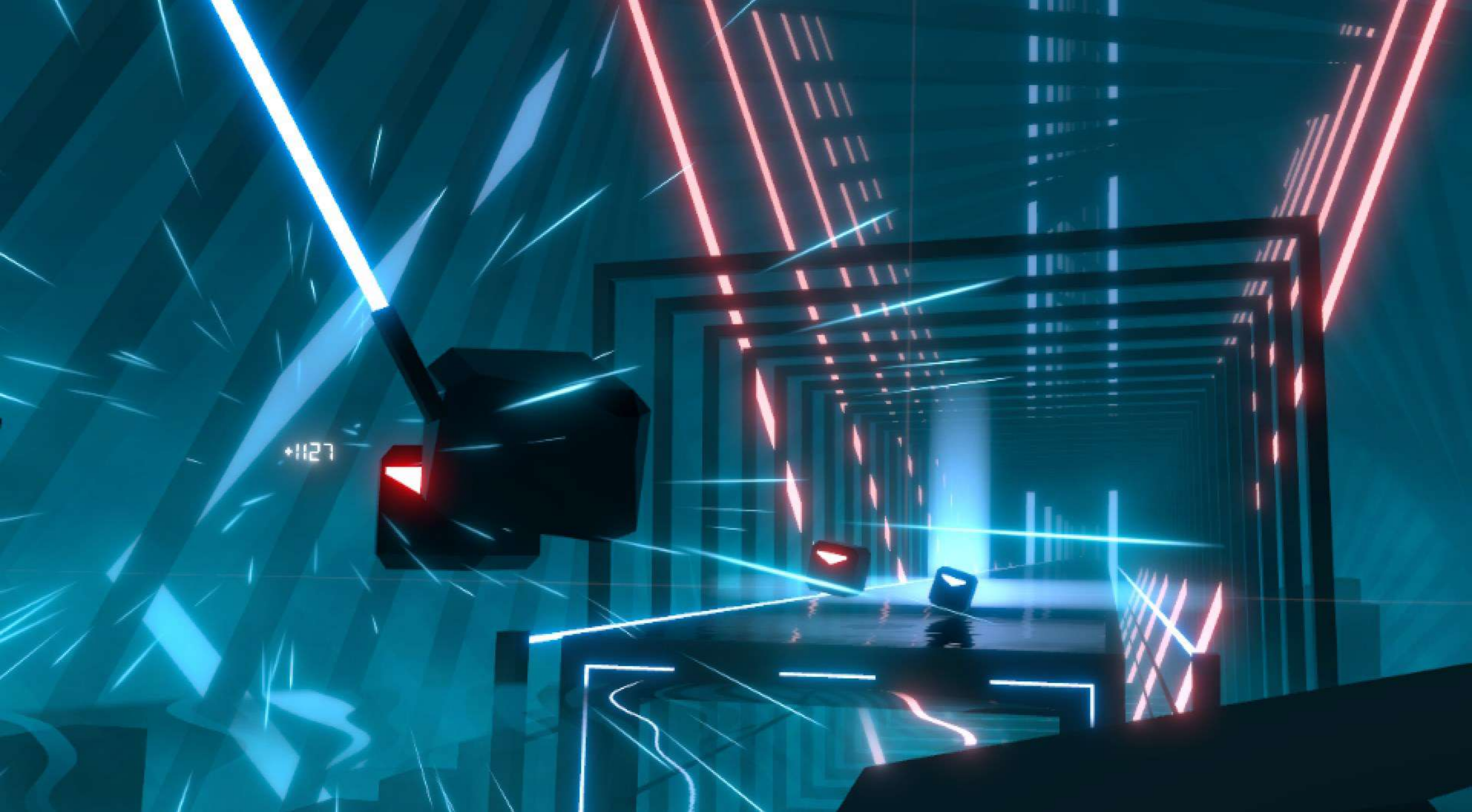
The game also features the option of playing some songs in certain orientations where blocks approach from around the player. Each block varies in color, corresponding to the color of the saber that should be used to slash it. Each one may also be marked with an arrow indicating one of eight possible directions in which the block may be required to be slashed through. There are also blocks with dots instead of arrows, which players may hit in any direction. When a block is properly slashed by a saber, it is destroyed and a score is awarded, based on the length and angle of the swing and the accuracy of the cut.

In addition, there are occasionally bombs that the player should not hit, and obstacles in the form of oncoming walls that the player's head should avoid. Underneath the path where the blocks travel is a white bar that slowly fills up as the player hits notes correctly. If the player hits any note in the incorrect direction, this 'health bar' will decrease by a small bit. If the player completely misses a note, the bar will lose a larger amount. If the bar becomes completely empty, the game will end.

Since its early access stages, the game included a single-player mode as well as a party mode, which features a leaderboard with the player's names, which are entered after each song is played. Additionally, the game includes a level editor and a practice mode that allows the player to alter the song's speed, or start playing it from any point in time, and not just the beginning. Recently the game added a multiplayer mode in which anywhere between 2-5 players can play a level together, with the person with the highest score winning.

Beat Saber shipped with ten songs, but has been expanded with several downloadable content packs. Several of these include original songs, but several package are licensed songs featuring music and special stages from bands such as Imagine Dragons, Panic! at the Disco, Green Day, Linkin Park, and BTS. In addition, the community has created modifications for Beat Saber, allowing custom songs and maps.





SOLO

× SORT BY RATING FILTER BY NONE

ORIGINAL SOUNDTRACK VOL. 1

	\$100 Bills Jaroslav Beck	★	🔪	🔪	🔪
	Balearic Pumping Jaroslav Beck	★	🔪	🔪	🔪
	Beat Saber Jaroslav Beck	★	🔪	🔪	🔪
	Breezer Jaroslav Beck	★	🔪	🔪	🔪
	Commercial Pumping Jaroslav Beck	★	🔪	🔪	🔪
	Country Rounds Squeepo Remix Jaroslav Beck, Kings & Folk	★	🔪	🔪	🔪

BEAT SABER

1-50 166 116 7 0 NA NA 10

MAX COMBO HIGHSCORE MAX RANK

Easy Normal Hard Expert Expert+

PLAY

Unranked (medium)



BEAT SABER



Developer: Beat Games

Publisher: Beat Games

Designers: Ján Ilavský, Vladimír Hrinčár, Peter Hrinčár

Artist: Jan Ilavský

Composer: Jaroslav Beck

Engine: Unity

Platforms: PlayStation 4, Microsoft Windows, Oculus Quest

Release: May 21, 2019

Genre: Rhythm

Mode: Single-player, Multi-player

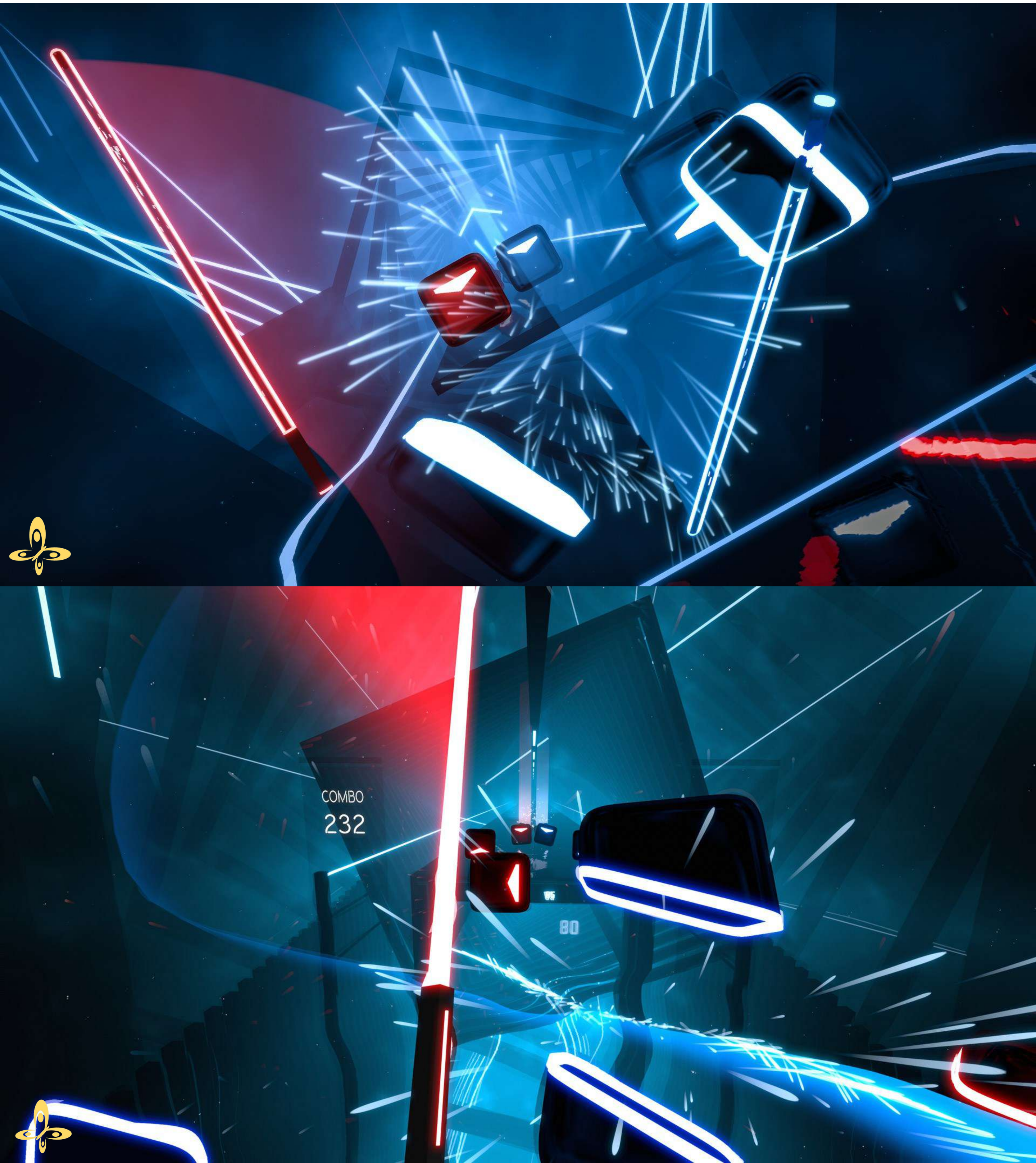
TiTi Rating: 5/10

Release

The game was first released in early access on Microsoft Windows on May 1, 2018. The game was released on PlayStation 4 on November 20, 2018. An editor was announced for release in May 2018, which would allow for the creation of custom user songs, but it was postponed, and added in May 2019.

In March 2019, Beat Games released its first paid song pack, featuring 10 songs from electronic music record label Monstercat. "Crab Rave" was added as a free update on April Fools' day that year. On May 2, 2019, to celebrate the game's first anniversary, a prototype version created three years prior was released to the public as *Beat Saber Origins*. The game was fully released out of early access on PC on May 21, 2019. On January 29, 2020, the game received a free pack featuring three songs by Japanese artist Camellia.

Facebook via Oculus Studios acquired Beat Games in November 2019. The company stated that the purchase would not affect future development of *Beat Saber* on third-party VR platforms besides Oculus. Beat Games will continue to operate in Prague as an independent studio, although under the umbrella of Oculus Studios. The studio released the new 360-degree levels on December 14, 2019.





Astro Bot Rescue Mission

Astro Bot Rescue Mission is a platform video game developed by Japan Studio's Asobi Team division and published by Sony Interactive Entertainment for the PlayStation 4's PlayStation VR (PSVR) headset. It stars a cast of robot characters introduced in The Playroom, where they appeared as robots that lived inside of the DualShock 4 controller.

The player teams up with Captain Astro and goes on a quest to rescue his lost crew scattered across 5 worlds and 20 levels. In total, there are 213 Bots to rescue. In a VR space, the player uses their body to lean and see past obstacles or headbutt parts of the scenery. The DualShock 4 controller is used to control Astro, but exists within the VR space as a virtual gadget to help Astro on his way. The game counts 20 stages, 6 bosses, 26 challenge stages, and a collection room on board the Astro Ship.

Gameplay

Astro Bot Rescue Mission is a 3D platform game in which the player takes control of Astro Bot, a small robot using the DualShock 4 controller. Astro is able to jump, hover, punch and charge his punch into a spinning attack. The game is in VR; one of the particularities is that the camera is controlled by the player's head's movements rather than the right analog stick. As the VR player, they also exist in this world as a giant robot following Astro, with the ability to interact with the environment; for instance by destroying walls with head-butts, dodging enemies attack or blowing in the headset's microphone to spread flower petals. The goal of the game is to rescue Astro's crew scattered around each world. There are 8 lost robots in each level and finding them requires skillful jumping and looking carefully through the environment.

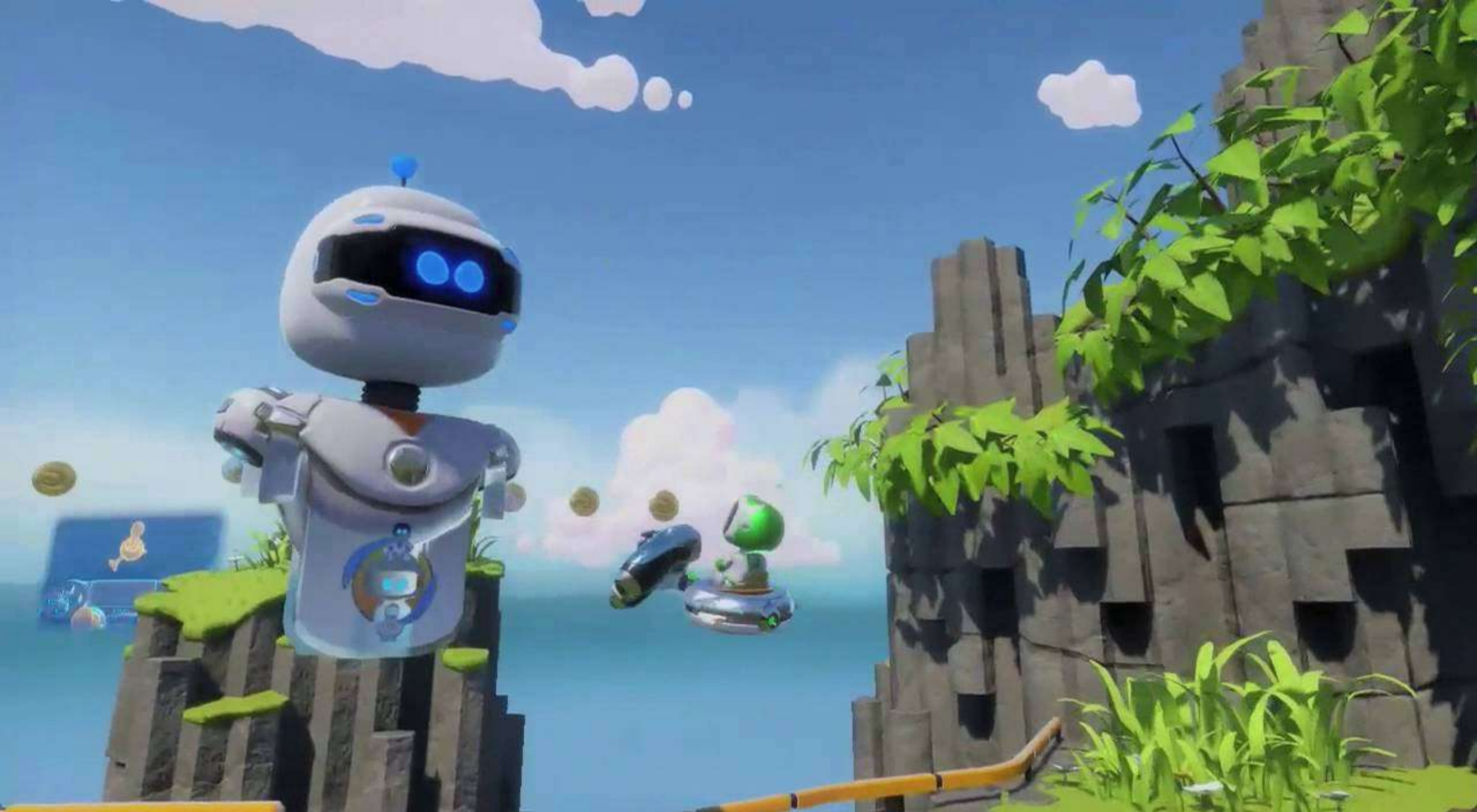
The game utilizes 3D audio so the player can locate the voice of Bots. At the end of every world, a boss waits and requires a certain number of bots rescued to unlock, occasionally prompting the user to return to previously cleared levels in order to rescue more of the lost bots. Just like Bots, Space Chameleons are hidden per level, and the player can find them by relying on 3D audio. When a Space Chameleon is found, a special extra challenge stage is unlocked, doubling the game content. In some levels, Magic Chests can be found that contains controller gadgets. There are 7 gadgets in total (Hook shot, Water Gun, Shuriken, Tight Rope, Magic Light, Machine Gun and Slingshot).

The water gun, for instance lets you grow plants to make platforms for Astro to jump on, activate turbines or cool down lava to create a safe path for Astro Bot. Using these controller gadgets, you are able to help Astro through his journey, combining the 3rd person platforming with the gadget use in 1st Person. This duality is one of Astro Bot's unique points and makes it a mix between traditional platform games and VR positional gameplay. At the end of every world, a huge boss awaits requiring you and Astro to work as a team to defeat.

Development

The game was created by Japan Studio's Asobi Team. Due to popular demand and fan feedback of the mini game called "Robot Rescue" in The Playroom VR, Japan Studio decided to make a fully fleshed game based on the mini game. Astro Bot Rescue Mission was developed in 18 months by a team of 25 people. The music was composed by Kenneth C M Young. The game has been bundled with fellow VR game Moss.





ASTRO BOT

RESCUE MISSION



Developer: Japan Studio (Asobi Team)

Publisher: Sony Interactive Entertainment

Director: Nicolas Doucet

Producer: Nicolas Doucet

Designer: Gento Morita

Programmers: Takumi Yoshida, Yuki Miyamae

Artists: Sebastian Brueckner, Jamie Smith

Composer: Kenneth C M Young

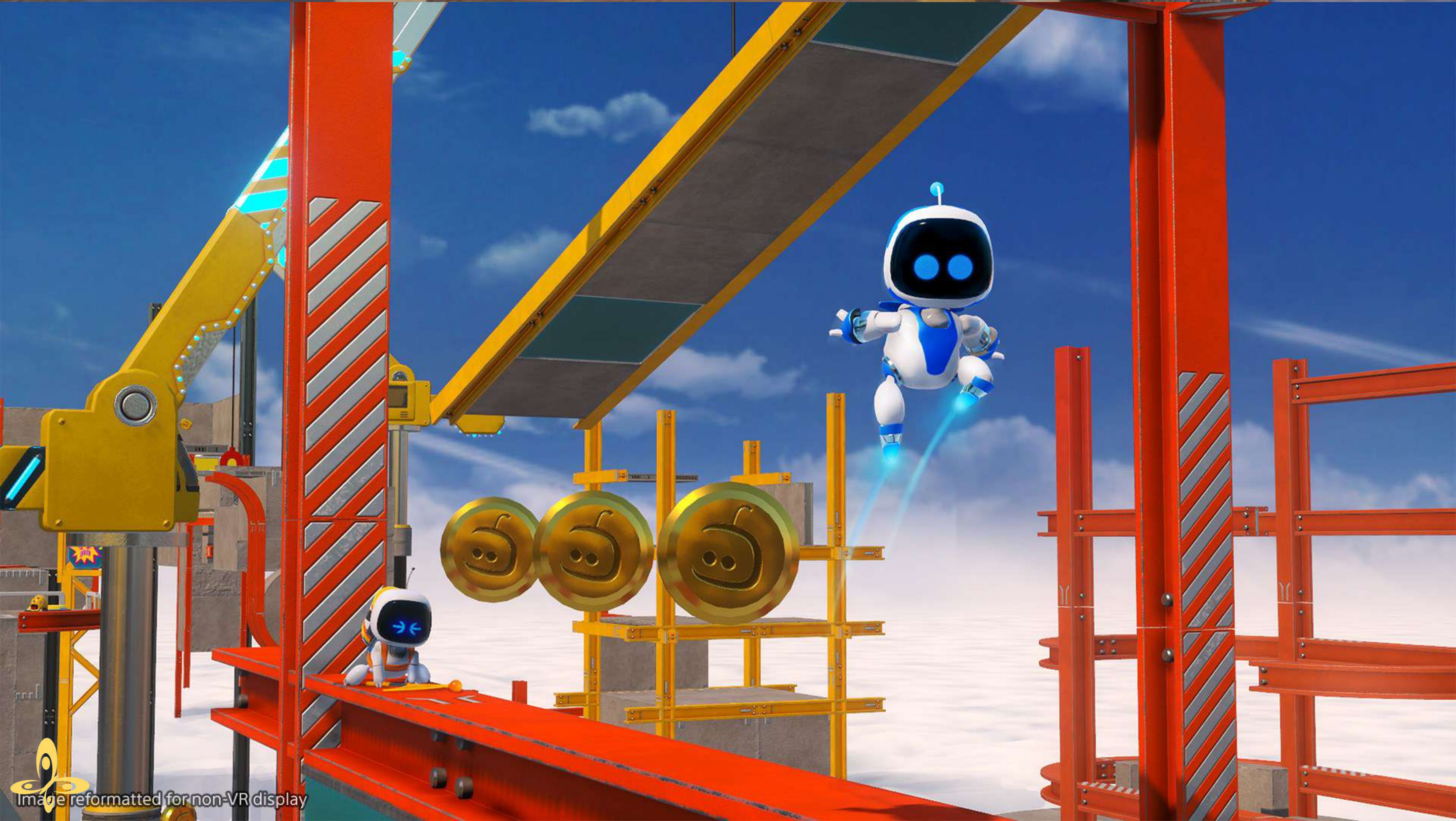
Platform: PlayStation 4 (PlayStation VR)

Release: October 2, 2018

Genre: Platform

Mode: Single-player

TiTi Rating: 5/10



DESTINY 2



Hisam



GADGET

Infinix

SMART HD 2021

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dts
DTS Audio
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Massive 5000mAh Battery

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Fingerprint+Facial Unlock

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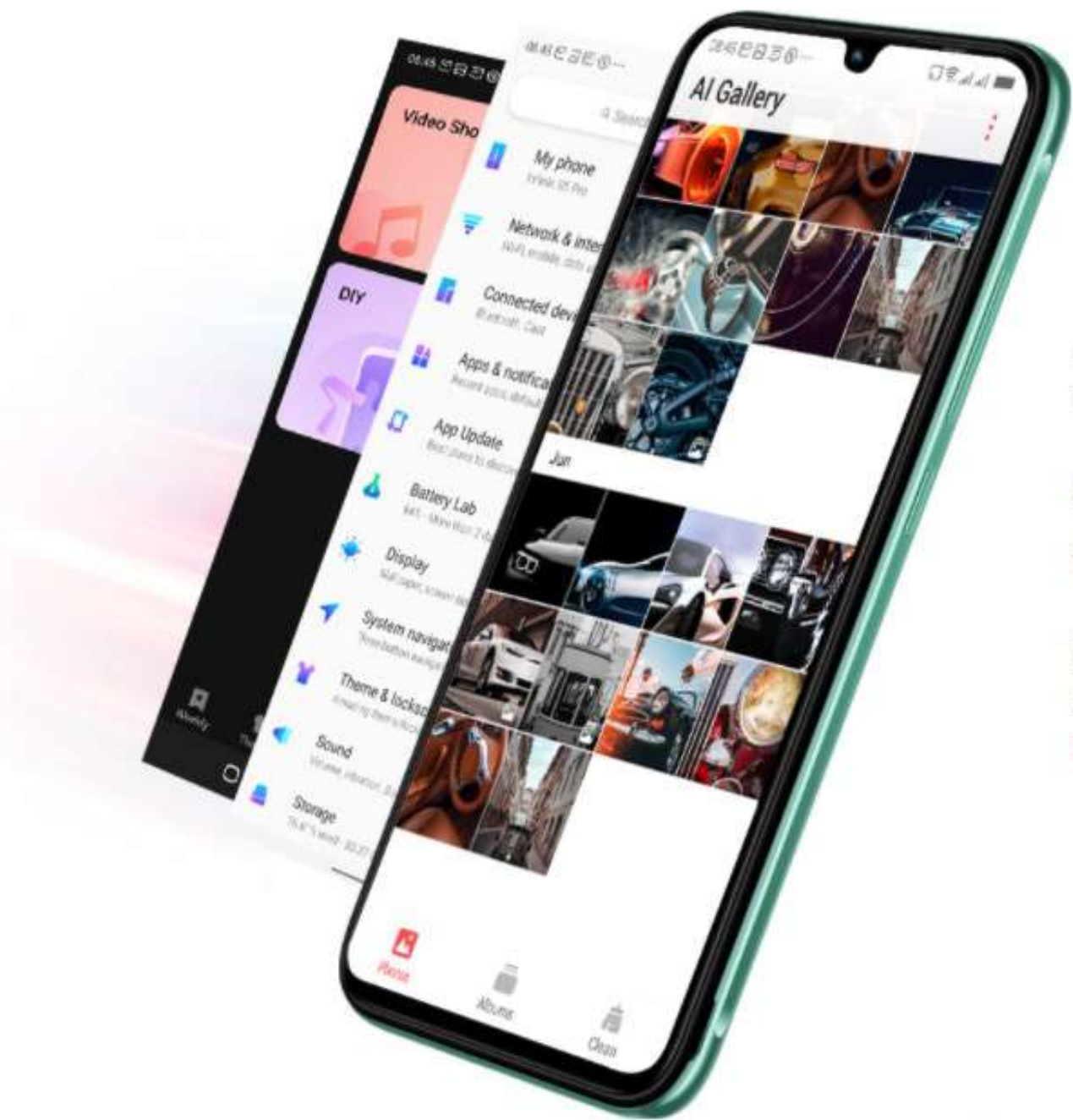
Fingerprint+Facial Unlock provides stronger security and topspeed unlock experience. Easy shift between two modes supported.



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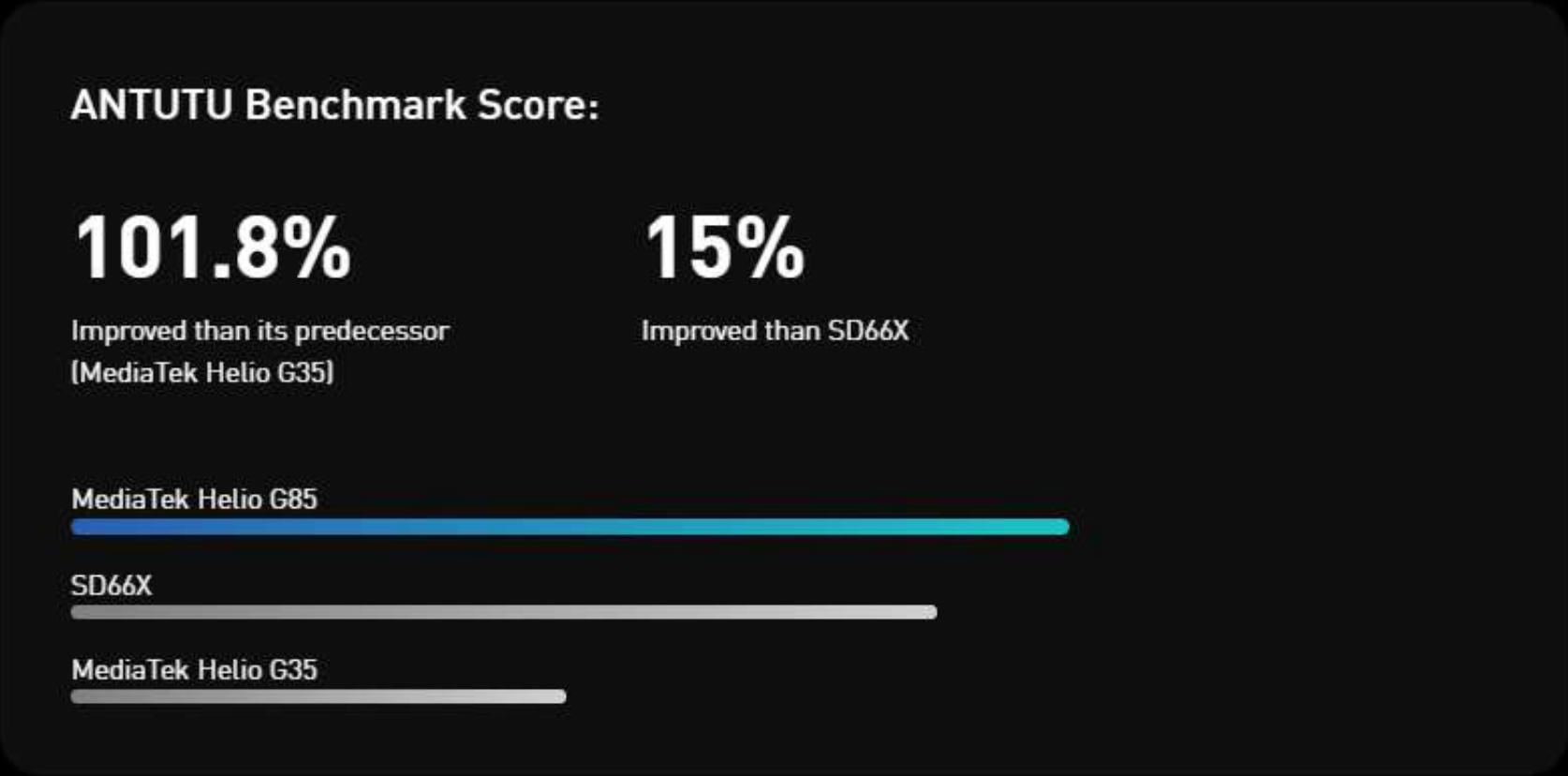
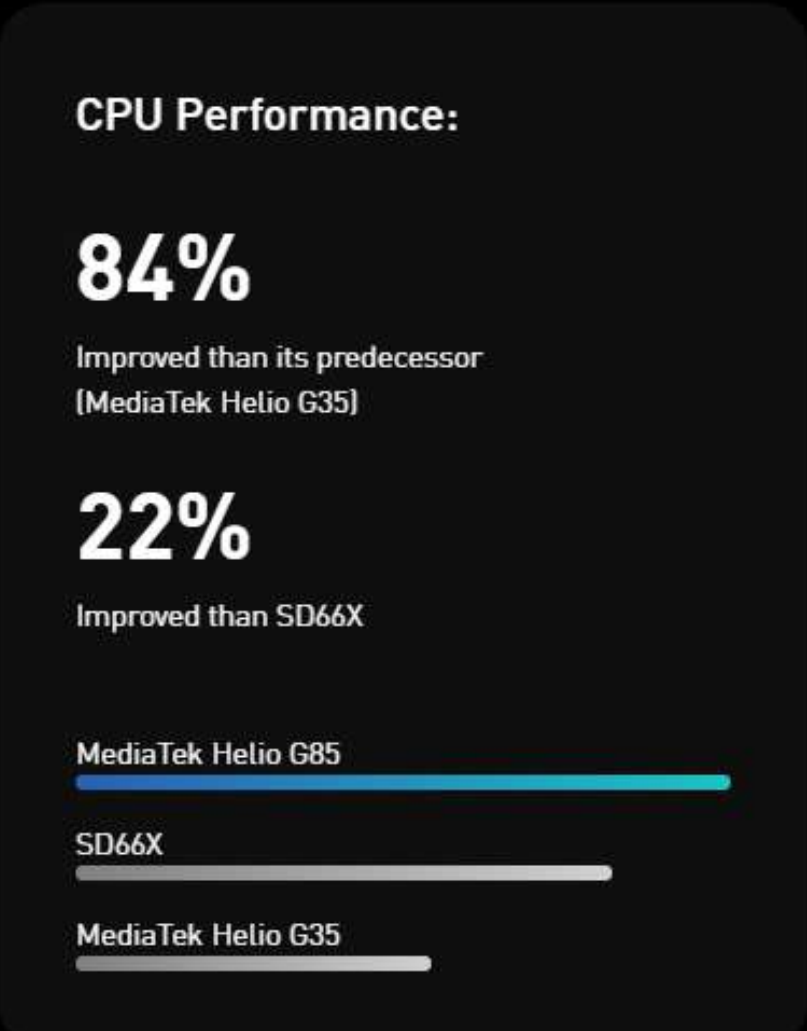
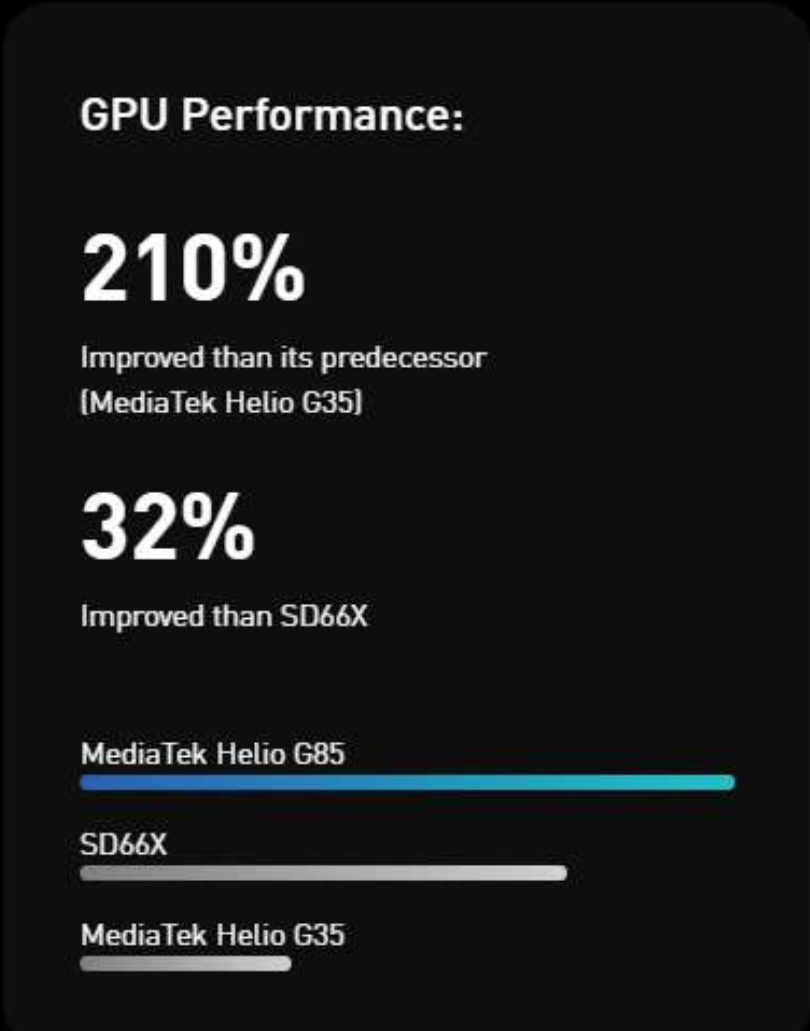
90Hz
6.82" HD+
Ultra Smooth Display

48MP Triple Camera
Super Nightscape

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Battery with Safe Charge

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Dar-link
Ultimate Game Booster



Ultimate smoothness and no more lagging. 90Hz Ultra Smooth Display provides the ultimate smooth maneuvering and visual experience whenever you swipe the screen or play a high-speed moving footage.



60HZ

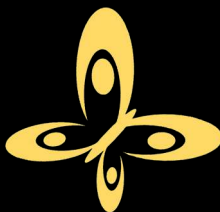
90HZ

With 180Hz touching sampling rate, Ultra Smooth Display improves the recognition of your fingers on display, detecting the accurate position in the face of rapid movements or sliding.



120HZ

180HZ



90Hz

180Hz

6.82"

20.5:9

HD+

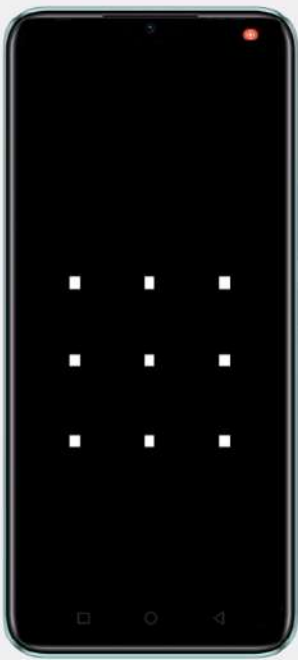
Dar-link

Ultimate Game Booster
Based on Neural Matrix



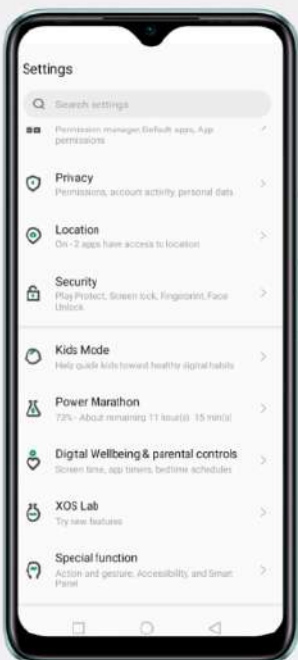
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The best game collection in a smartphone with all the fun.



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Lock the apps as you want, It protects your privacy while sharing phone with friends.

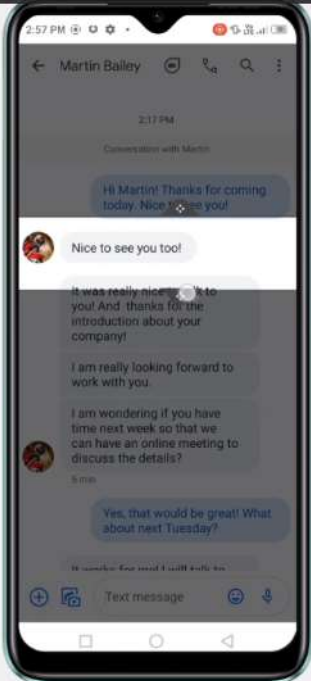


Xclone

You can easily manage your personal and work accounts with Xclone. It offers clone applications for you to log in multi-accounts and keep them all online simultaneously.

X-Proof

It's enabled to obscure your screen so others have a hard time snooping over your shoulder when you use your phone in public.



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182Hrs
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AI Camera

Intelligent scene
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Depth Camera

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Light your way home



The Real Marathon Continues

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Innovative Design Love at First Sight

The craftsmanship of HOT 10S has been fully upgraded. Inspired by the mirror-like surface of Salar de Uyuni in Bolivia, the design aims to mesmerize with flowing light and shadow.



HOT 10S

- MediaTek Helio G85 with Excellent Gaming Performance
- 90Hz 6.82" HD+ Ultra Smooth Display
- 48MP Super Nightscape Triple Camera
- 6000mAh Battery with Power Marathon Tech
- Facial & Fingerprint Unlock
- Dar-link Ultimate Game Booster





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MONSTER



Mi 11

Movie Magic

Cinematic 108MP
SOUND BY Harman Kardon
WQHD+ 120Hz display
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\$764



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The back of the body is rounded and elegantly curved, which makes it more comfortable to hold.

● Midnight Gray ●



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The advanced AI algorithm removes undesirable objects and lines. Make your photos as perfect as you imagined.

< >



Studio-level cameras

13MP

ultra-wide angle camera



Studio-level cameras

5MP

telemacro camera



Studio-level cameras

108MP

wide-angle camera with OIS



Wi-Fi 6

Mi 11 improves the Wi-Fi 6 experience, which has a throughput of up to 3.5Gbps and an Internet speed that is 106% faster than the previous version*

4K QAM

Higher data transfer density

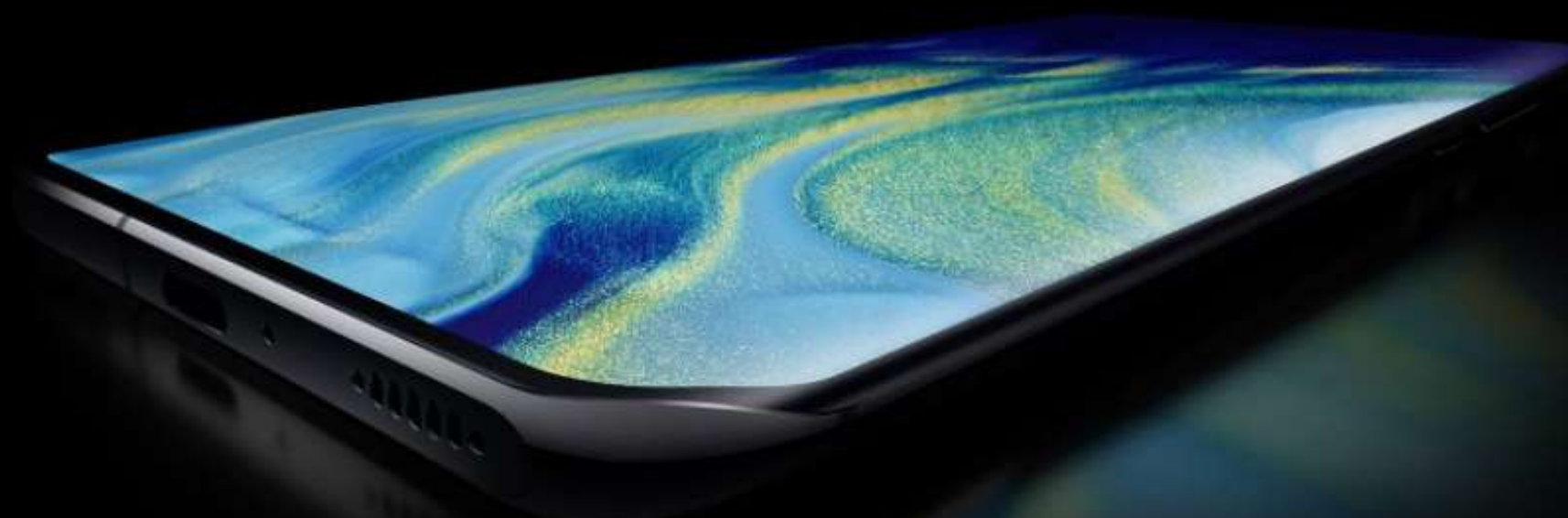
160MHz

Double the wavebands

3.5Gbps

Greater throughput

Quad-curved display design Captivating and durable



A display without compromises

This is a near-perfect screen, with immaculate clarity, color, and smoothness.
MI 11 set 13 new records and received an A+ rating from DisplayMate, one of the most reliable display evaluation agencies in the world.*





55W wired turbo charging
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Only

45 minutes

to reach 100% with 55W
wired turbo charging*

Only

53 minutes

to reach 100% with 50W
wireless turbo charging*

*The UI screen shows the wireless turbo charging, and just for reference only.

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SOUND BY Harman Kardon High-end sound quality

SOUND BY Harman Kardon, Xiaomi has worked together with the experts to enhance the acoustics of the dual speakers, providing exquisite and crisp high-end sound quality. The spectacular audio will make you feel more immersed when watching movies and can make you forget about your surroundings when listening to your favorite playlist.



Rich and vivid colors, accurately depicting the real world

With more precise colors, a wider color range, and smoother color transitions, the Mi 11 screen displays content in rich color as if you were looking directly at it with your own eyes.



TrueColor display

JNCD≈ 0.38, ΔE≈ 0.41

Wide color gamut

100% DCI-P3 (typ)

1.07 billion colors

10-bit color

Breathtaking clarity with WQHD+

WQHD+ ultra-high resolution (3200x1440) provides almost 1.8 times pixel-counts than FHD+ screens displaying more detail, while also allowing you to experience 1440p high resolution video content*. In addition, Mi 11 uses the latest E4 Organic Electroluminescence material, making for a more power efficient screen.



Seamless visuals and feedback

120Hz refresh rate with AdaptiveSync

The refresh rate of up to 120Hz lets you enjoy a seamless and smooth screen experience, especially when gaming. The AdaptiveSync display automatically selects the best-suited refresh rate giving a smoother result while also optimizing power consumption.

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The 480Hz maximum touch sampling rate is Xiaomi's fastest screen response speed to date. The screen responds to your actions faster than ever, putting you one step ahead when gaming.



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- Wireless
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- 40hrs Standby
- Fastfuel

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TURBO-DIESEL V8 ENGINE
WITH ALLISON 10-SPEED
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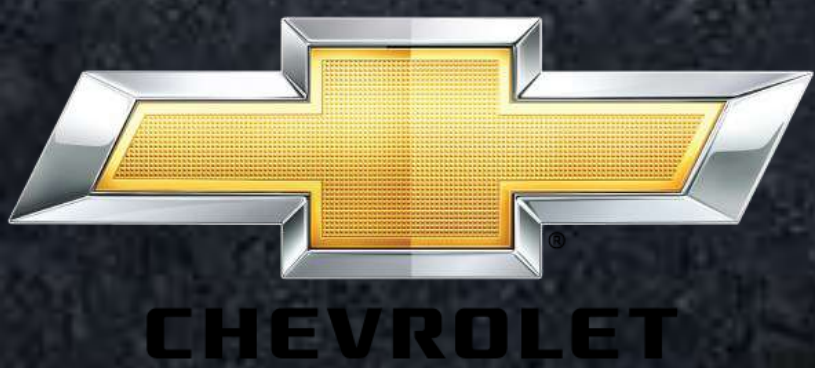


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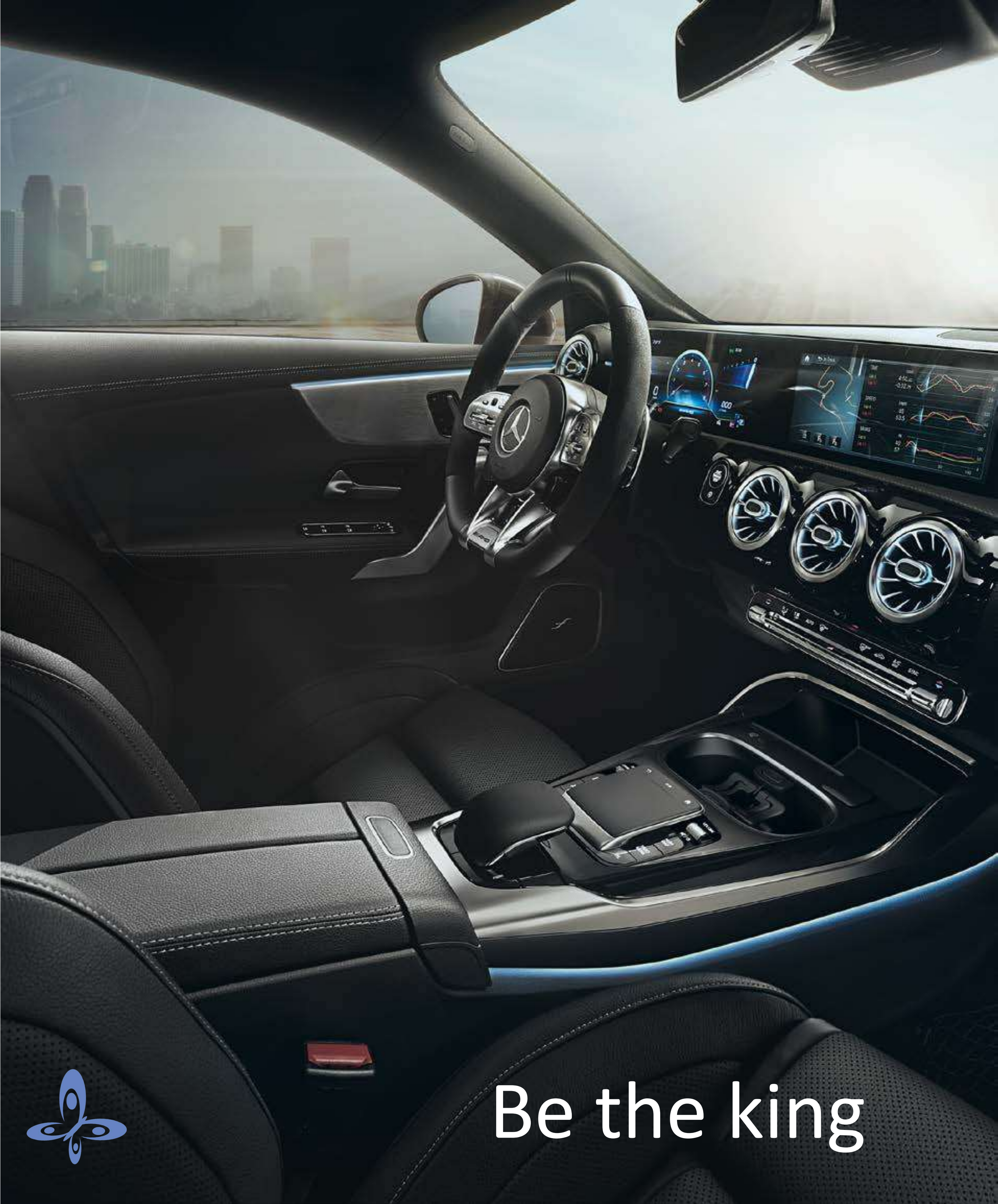




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AMG GT C COUPE

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2020

AMG GT



THE 2020 TWO - SEATERS

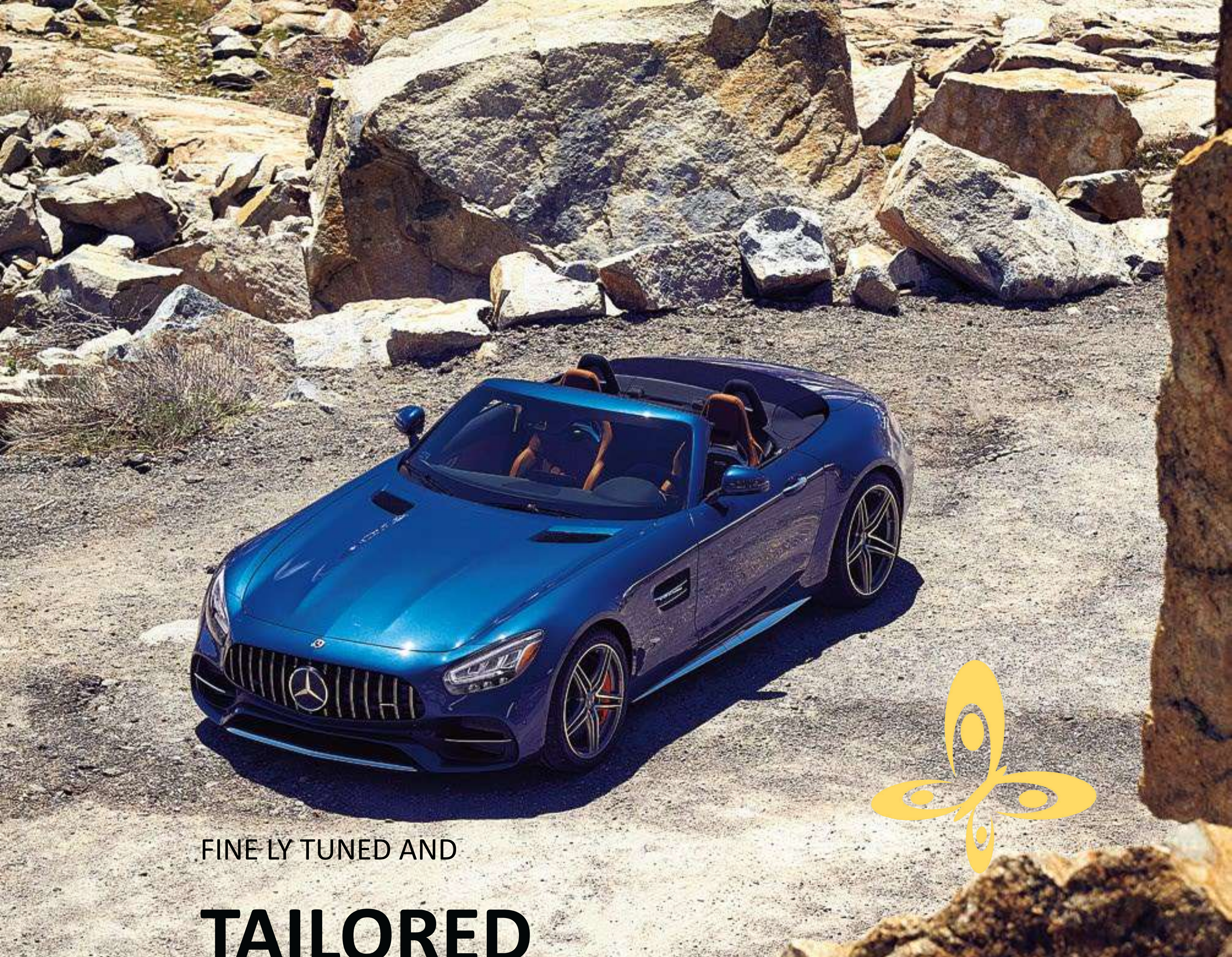
AMG GT



SOME THING TO

PROVE





FINE LY TUNED AND
TAILORED





The latest in tech

PROTECTIVE STARTS AT

PROACTIVE





Amazing interior





YOUR RACING

HEART





INFORMATIVE BEGINS WITH

INSTINCTIVE





Aggressive look to keep the
competitors at bay









THE COMPETITIVE SPIRIT IS

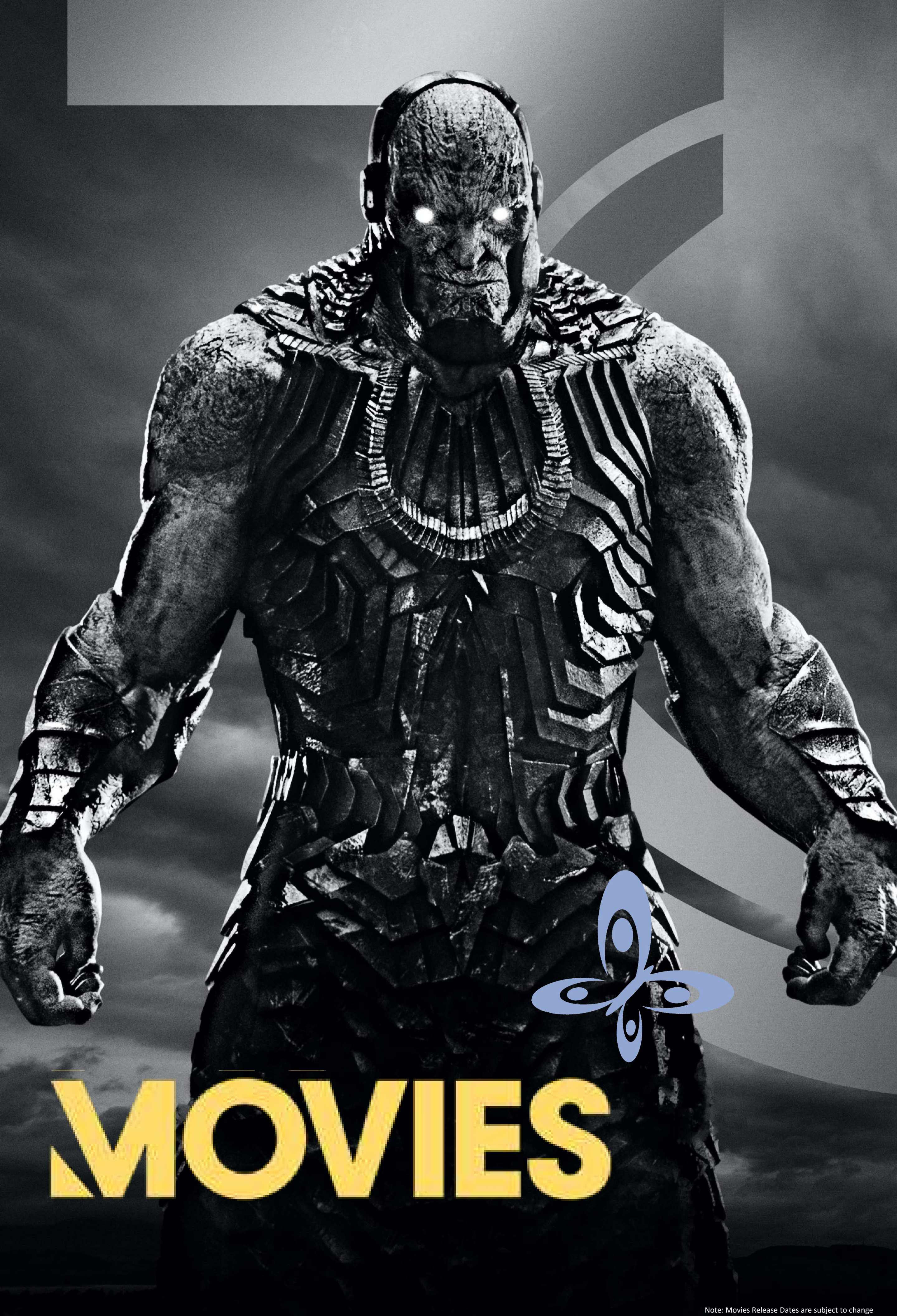
HEREDITARY





Simply Amazing





MOVIES

FROM THE DIRECTOR OF
POLTERGIEST AND TEXAS CHAINSAW MASSACRE

DJINN

Thriller, Horror

Release Date: May 14, 2021

EVIL WANTS AN HEIR.



LEYNA BLOOM

MCCAUL LOMBARDI

a film by DANIELLE LESSOVITZ

PORT AUTHORITY

Release Date: May 28, 2021

Drama



OFFICIAL SELECTION
UN CERTAIN REGARD
FESTIVAL DE CANNES

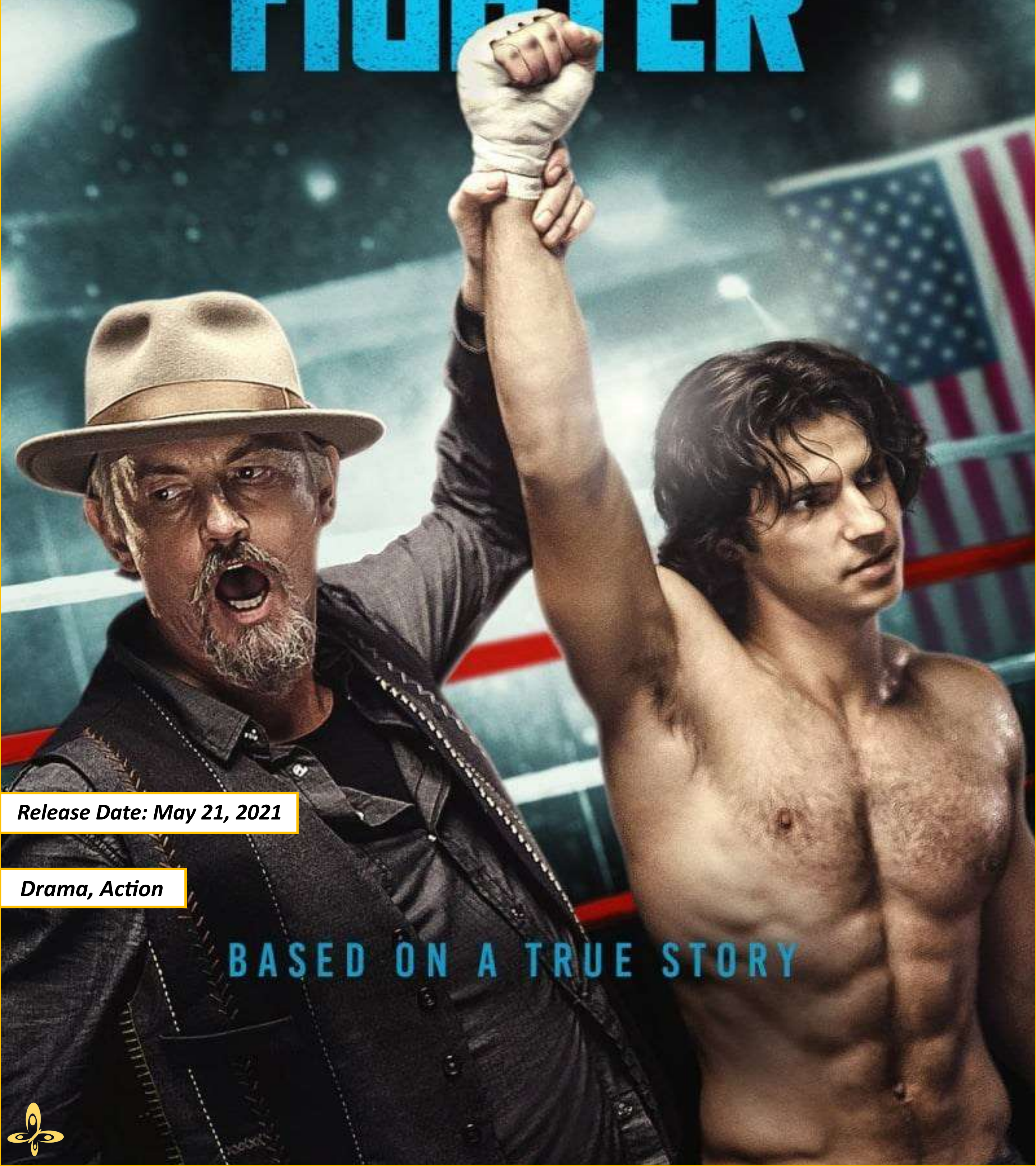
FIONN WHITEHEAD

SEAN PATRICK
FLANERY

TOMMY
FLANAGAN

GEORGE
KOSTUROS

AMERICAN FIGHTER



Release Date: May 21, 2021

Drama, Action

BASED ON A TRUE STORY



EMMA STONE

Crime, Comedy

Release Date: May 28, 2021

Disney

Cruella

28 MAY 2021

FROM THE WRITER OF *SICARIO*
AND CO-CREATOR OF *YELLOWSTONE*

ANGELINA JOLIE

THOSE
WHO
WISH
ME
DEAD

SEE IT
IN THEATERS | **AND ON**
HBOMAX
SUBSCRIBERS STREAM AT NO EXTRA COST

Release Date: May 14, 2021

AVAILABLE ON HBO MAX
FOR 31 DAYS FROM THEATRICAL RELEASE

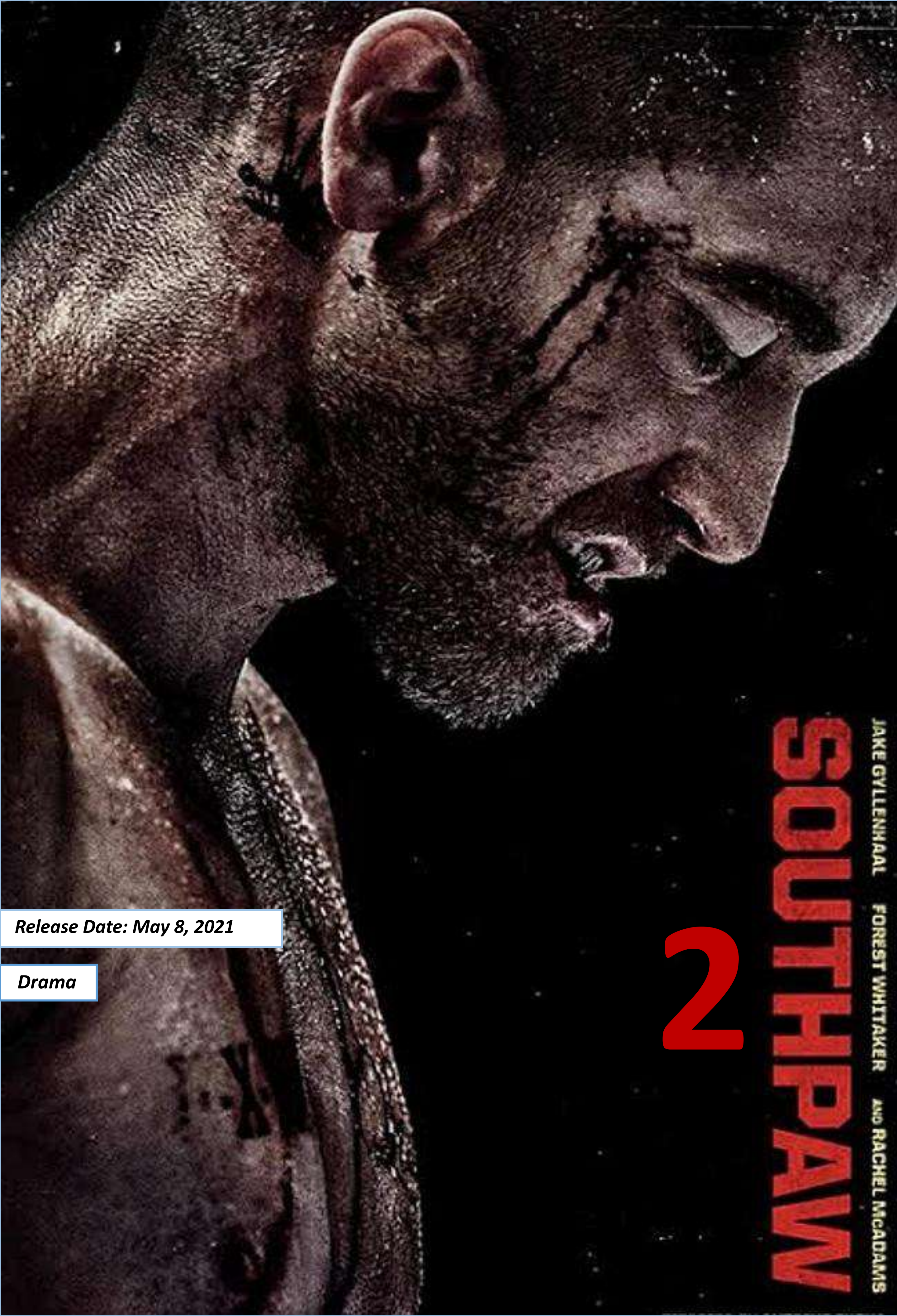
NEW LINE CINEMA

Thriller, Drama, Action

WARNER BROS.
Presents

RECOMMENDED





JAKE GYLLENHAAL FOREST WHITAKER AND RACHEL MCADAMS

SOUTHPAW

2

Release Date: May 8, 2021

Drama



ALWAYS

BET ON

DEAD

A ZACK SNYDER FILM

ARMY OF THE DEAD

NETFLIX PRESENTS A STONE QUARRY PRODUCTION A ZACK SNYDER FILM "ARMY OF THE DEAD" DAVE BAUTISTA ELLA PURNELL OMARI HARDWICK
ANA DE LA REGUERA THEO ROSSI MATTHIAS SCHWEIGHÖFER NORA ARNEZEDER HIROYUKI SANADA TIG NOTARO RAÚL CASTILLO HUMA QURESHI
AND GARRET DILLAHUNT CASTING BY JOHN PAPSIDERA, CSA AND KIM WINTER MUSIC BY TOM HOLKENBORG COSTUME DESIGNER STEPHANIE PORTER EDITED BY DODY DORN, ACE
PRODUCTION DESIGNER JULIE BERGHOFF DIRECTOR OF PHOTOGRAPHY ZACK SNYDER EXECUTIVE PRODUCER BERGEN SWANSON PRODUCED BY DEBORAH SNYDER, P.G.A. WESLEY COLLIER, P.G.A. ZACK SNYDER, P.G.A.
STORY BY ZACK SNYDER SCREENPLAY BY ZACK SNYDER & SHAY HATTEN AND JOBY HAROLD DIRECTED BY ZACK SNYDER



IN SELECT THEATERS MAY AND ON

NETFLIX

NETFLIX | MAY 21

INTRODUCING
JACOB JUNIOR
NAYINGGUL

SIMON
BAKER

JACK
THOMPSON

AARON
PEDERSEN

RYAN
CORR

WITIYANA
MARIKA

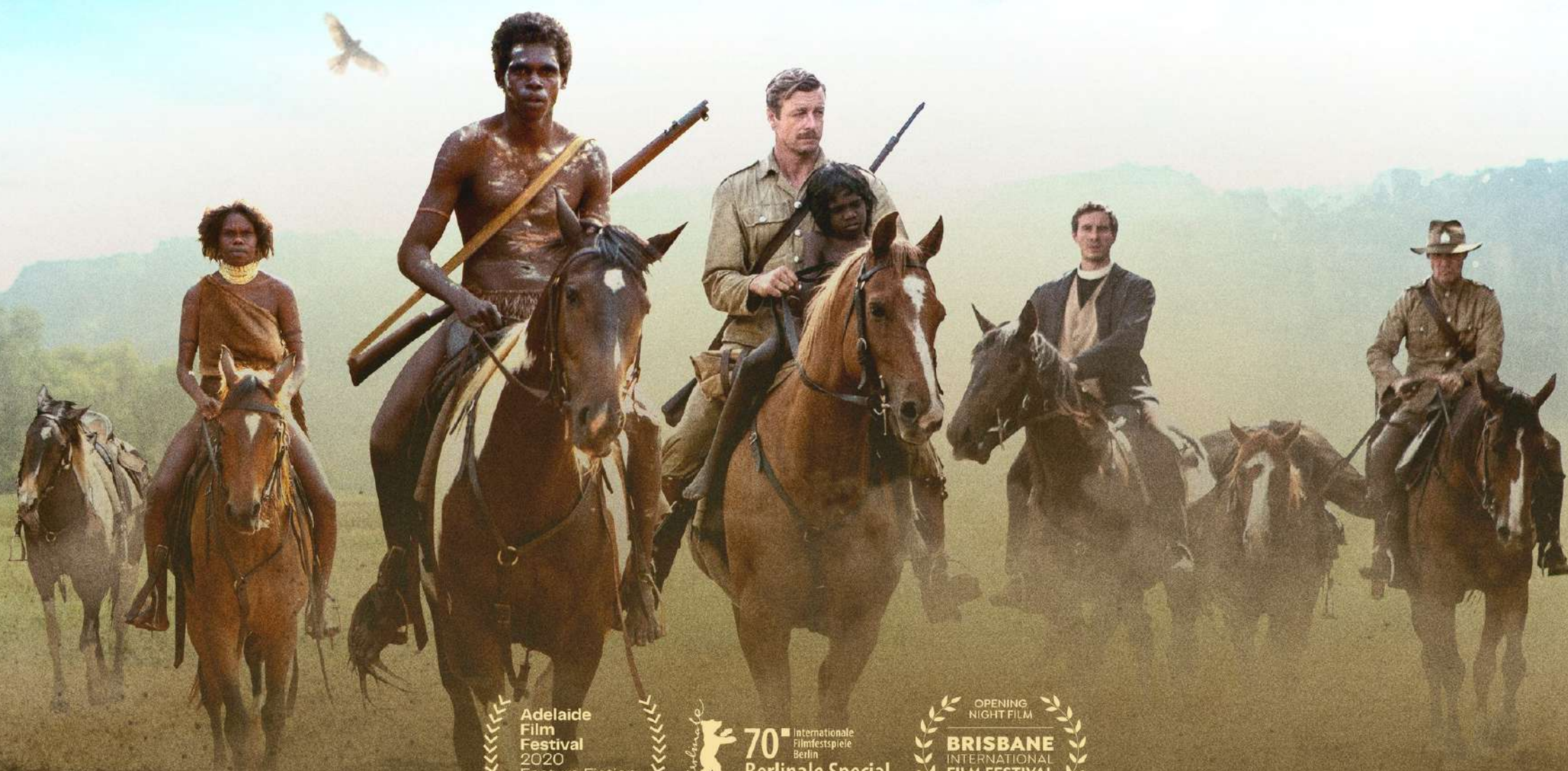
"STUNNINGLY BEAUTIFUL"

- FLICKS

HIGH-GROUND

"A GRIPPING, VISUALLY SPECTACULAR REVENGE THRILLER"

- THE HOLLYWOOD REPORTER



Adelaide
Film
Festival
2020
Feature Fiction
Competition

70th
Berlinale Special
Gala

OPENING
NIGHT FILM
BRISBANE
INTERNATIONAL
FILM FESTIVAL
2020

Thriller, History, Western

Release Date: May 14, 2021

MUEL GOLBYN FILMS PRESENTS A SCREEN AUSTRALIA PRODUCTION A FILM VICTORIA PRODUCTION A SCREEN TERRITORY PRODUCTION "HIGH-GROUND" A MAXO PRODUCTION IN ASSOCIATION WITH BUNYA PRODUCTIONS
JUL SIMON BAKER CALLAN MULVEY AARON PEDERSEN RYAN CORR CAREN PISTORIUS SEAN MUMINGGUR WITIYANA MARIKA ESMERELDA MAHIMOWA MAX
MARIE KEARLY CHRIS GOODES GAS MPSE ANUSHKA ZAKESH WITIYANA MARIKA JONATHAN NAGJI ALFRED NAYINGGUL ADRIAN GUN
CHRIS ANASTASSIADES DIRECTED BY DAVID JOWSEY MAGGIE MILES WITIYANA MARIKA GREEN SIMPKIN STEPHEN MAXWELL JOHNSON WRITTEN BY ALFRED NAYINGGUL
EDITED BY JILL DYERDA ADRIAN DE GIBBO
PRODUCTION DESIGNER ADRIAN DE GIBBO
COSTUME DESIGNER ADRIAN DE GIBBO
CINEMATOGRAPHER ADRIAN DE GIBBO
MUSIC BY ADRIAN DE GIBBO
EXECUTIVE PRODUCERS ADRIAN DE GIBBO
PRODUCED BY ADRIAN DE GIBBO
SCREENPLAY BY ADRIAN DE GIBBO
DIRECTED BY STEPHEN MAXWELL JOHNSON

MAX BUNYA PRODUCTIONS SAVANNAH FILMS SCREEN AUSTRALIA FILM VICTORIA SCREEN TERRITORY MAXO PRODUCTIONS BUNYA PRODUCTIONS



Title: Xiong bing lian III

Status: Completed

Release Date: 2020

Action, Mecha, Military, Mystery, Sci-fi, Space, Supernatural

RECOMMENDED



JASON STATHAM
WRATH OF
MAN
A FILM BY
GUY RITCHIE

Release Date: May 7, 2021

Thriller, Crime, Action

AMY
ADAMS

GARY
OLDMAN

ANTHONY
MACKIE

FRED
HECHINGER

WYATT
RUSSELL

BRIAN TYREE
HENRY

JENNIFER JASON
LEIGH

JULIANNE
AND MOORE

THE WOMAN

IN THE

WINDOW

SEEING IS BELIEVING

Thriller, Crime, Mystery

Release Date: May 14, 2021





Action, Mecha, Sci-fi

Release Date: 2021

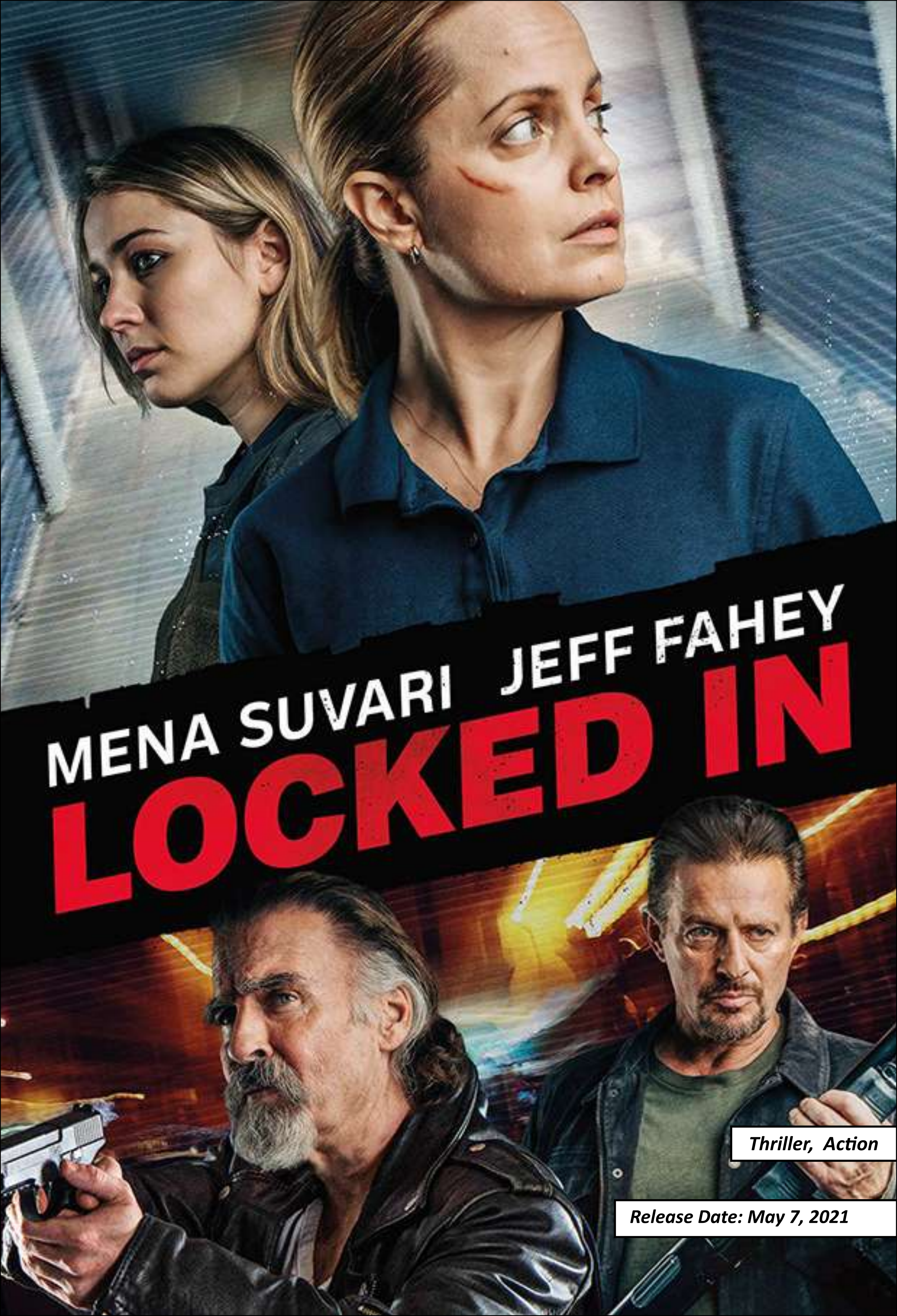
Status: Completed

A NETFLIX ORIGINAL ANIME SERIES

PACIFIC RIM THE BLACK

MARCH 4
NETFLIX





MENA SUVARI JEFF FAHEY
LOCKED IN

Thriller, Action

Release Date: May 7, 2021



Soul Buster

Action, Sumurai

Status: Completed

Release Date: 2016

侍魂
SOUL BUSTER

乱



RECOMMENDED

WE'VE FALLEN TO THE BOTTOM OF THE FOOD CHAIN

AQUARIUM OF THE DEAD

Horror

Release Date: May 21, 2021

★★★★
"TERRIFYING AND GORY"



THE UNTHINKABLE

"EPIC. INCREDIBLY WELL-CRAFTED, WITH JAW-DROPPING
BURSTS OF BRAVURA ACTION."

THE HOLLYWOOD REPORTER

Release Date: May 7, 2021

Thriller, Drama, Action, Romance

WE NEVER THOUGHT IT WOULD HAPPEN TO US

WARNER BROS. PICTURES PRESENTS A WARNER BROS. PICTURES PRODUCTION "THE UNTHINKABLE" CASTING BY JEFFREY M. HARRIS COSTUME DESIGNER JEFFREY M. HARRIS MUSIC BY JAMES NEWTON HOWARD EDITOR JAMES NEWTON HOWARD EXECUTIVE PRODUCERS JAMES NEWTON HOWARD PRODUCED BY JAMES NEWTON HOWARD WRITTEN BY JAMES NEWTON HOWARD DIRECTED BY JAMES NEWTON HOWARD
CASTING BY JEFFREY M. HARRIS COSTUME DESIGNER JEFFREY M. HARRIS MUSIC BY JAMES NEWTON HOWARD EDITOR JAMES NEWTON HOWARD EXECUTIVE PRODUCERS JAMES NEWTON HOWARD PRODUCED BY JAMES NEWTON HOWARD WRITTEN BY JAMES NEWTON HOWARD DIRECTED BY JAMES NEWTON HOWARD
CASTING BY JEFFREY M. HARRIS COSTUME DESIGNER JEFFREY M. HARRIS MUSIC BY JAMES NEWTON HOWARD EDITOR JAMES NEWTON HOWARD EXECUTIVE PRODUCERS JAMES NEWTON HOWARD PRODUCED BY JAMES NEWTON HOWARD WRITTEN BY JAMES NEWTON HOWARD DIRECTED BY JAMES NEWTON HOWARD

WARNER BROS. PICTURES A WARNER BROS. PICTURES PRODUCTION

A FILM BY ANDERS THOMAS JENSEN

MADS
MIKKELSEN

NIKOLAJ
LIE KAAS

ANDREA HEICK
GADEBERG

LARS
BRYGMANN

NICOLAS
BRØ



Drama, Comedy, Action

Release Date: May 21, 2021

THERE ARE NO RANDOM ACTS OF VIOLENCE

RIDERS OF JUSTICE

ZENTROPA ENTERTAINMENTS3 PRESENTS "RIDERS OF JUSTICE" A FILM BY ANDERS THOMAS JENSEN STARRING MADS MIKKELSEN, NIKOLAJ LIE KAAS, ANDREA HEICK GADEBERG, LARS BRYGMANN, NICOLAS BRØ, GUSTAV LUTHI AND POLAND BRILLER SCREENPLAY & DIRECTOR ANDERS THOMAS JENSEN PRODUCED BY SØST GRØNN, JØRGENSEN & SØST HYSCHEWANN DIRECTOR OF PHOTOGRAPHY KASPER PUKEN-JØT EDITOR NIKOLAJ MØNDRUP & ANDERS ALBJERG KRISTIANSEN PRODUCTION DESIGNER NIKOLAJ CARLSEN COSTUME DESIGNER JEPPE KÆRS-ANDERSEN EXECUTIVE PRODUCERS ERNE SØNDENSEN & MARIUS BRØNDØ LARS HANSEN & LARS HANSEN COSTUME DESIGNER WEE KRIEGER & KRIEGER LINE PRODUCED BY KAREN BENTZON PRODUCED BY ZENTROPA ENTERTAINMENTS3 IN CO-PRODUCTION WITH FILM I VÄST & ZENTROPA SWEDEN WITH SUPPORT FROM DANISH FILM INSTITUTE, FILMFYND, NORDISK FILM & TV FOND THE SWEDISH FILM INSTITUTE IN CO-OPERATION WITH NORDISK FILM DISTRIBUTION A/S, YOUSEE, TV 2 DANMARK, SVT, VLE & MEDIA PROGRAMME OF THE EUROPEAN UNION INTERNATIONAL SALES BY TRUSTNOFOLSK

A FILM BY RYAN DANIEL

JUST ANOTHER DAY



Release Date: May 1, 2021

Drama

KODI SMIT-McPHEE

RYAN KWANTEN

2067

THE FIGHT FOR THE FUTURE
HAS BEGUN

Thriller, Sci-fi, Suspense

RECOMMENDED

SCREEN AUSTRALIA, XYZ FILMS, FUTURISM STUDIOS, SOUTH AUSTRALIAN FILM CORPORATION, ADELAIDE FILM FESTIVAL AND CREATE NSW
IN ASSOCIATION WITH ELEVATE PRODUCTION FINANCE, SPECTRUM FILMS, CUMULUS VFX, GRUMPY SAILOR, KOJO ENTERTAINMENT, FREEDOM FILMS PRESENT AN ARCADIA PRODUCTION
STARRING KODI SMIT-McPHEE, RYAN KWANTEN, DAMIAN WALSH, HOWLING, LEEANNA WALSMAN WITH ZARON GLENANE AND DEBORAH MAILMAN CASTING MARIANNE JADE AND KELLY VALENTINE HENDRY
DIRECTED BY EARLE BRESNAHAN
PRODUCED BY JACINTA LEONG, EXECUTIVE PRODUCERS ORIANA MICHELLO, PRODUCED BY REBECCA BURATTO, EDITOR ANGUS ROBERTSON, MUSIC BY SEAN LAHFF, COSTUME DESIGNER KEN LAMPE, AND KIRSTEN AXELHOLM
EXECUTIVE PRODUCERS ALEXANDRA BURKE, CLAIRE YVONNE EVANS, JAMES BOYCE, MICHAEL RYMER, GEOFF CLARK, CRAIG McMAHON, JOSH POMERANTZ, ADAM SCOTT, WILLIAM GAMMON
PRODUCED BY JEFF HARRISON, ARI HARRISON, CLEMENT DOWN, WRITTEN BY BEE JANEY, PRODUCED BY LISA SHAUNNESSY, JASON TAYLOR AND KATE CROSER, WRITTEN AND DIRECTED BY SETH LARNEY
FUTURISM, EPF, ARCADIA



Thriller, Sci-fi, Action

RECOMMENDED

N FILM
**SPACE
SWEEPERS**



Release Date: May 7, 2021

Drama, Comedy

MAINSTREAM

The poster features a man from the back, with a complex mechanical device on his head and shoulders. The background is a futuristic cityscape with tall buildings and a hazy sky. The title '2149: THE AFTERMATH' is prominently displayed in the center. The names of the lead actors are listed above the title. At the bottom, a tagline reads 'THE WORLD AS HE KNEW IT IS OVER'.

NICK KRAUSE MOLLY PARKER JULIETTE GOSSELIN

2149:

THE AFTERMATH

Release Date: May 18, 2021

Thriller, sci-fi, Action

THE WORLD AS HE KNEW IT IS OVER



S P I R A L

Release Date: May 14, 2021

Thriller, Horror, Thriller

RECOMMENDED



Title: Yakusoku no Neverland 2nd season

Shoujo, Thriller, Mystery, Sci-fi, Psychological

Release Date: 2021

Status: Completed

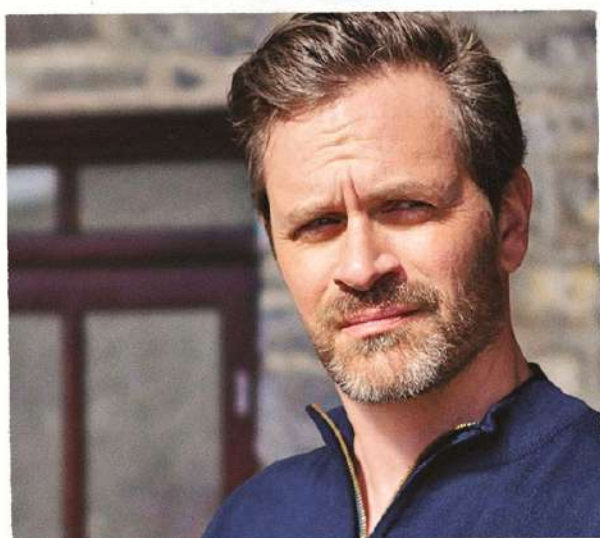




Finding You

NYC

IRELAND



Release Date: May 14, 2021

Trust the Journey

Romance, Drama

ROADSIDE ATTRACTIONS AND RED SKY STUDIOS PRESENT A NOOK LANE ENTERTAINMENT AND MK1 STUDIOS PRODUCTION "FINDING YOU"
ROSE REID, JEDIDIAH GOODACRE, KATHERINE McNAMARA, PATRICK BERGIN, SAIRSE-MONICA JACKSON WITH TOM EVERETT SCOTT AND VANESSA REDGRAVE CASTING BY VENUS KANANI, C.S.A. AND THYRZA GING
MUSIC BY SUSAN DOLAN EDITOR CHRIS WITT PRODUCTION DESIGNER FERDIA MURPHY DIRECTOR OF PHOTOGRAPHY MICHAEL LAVELLE BASED ON THE BOOK "THERE YOU'LL FIND ME" BY JENNY B. JONES
EXECUTIVE PRODUCERS A. MICHAEL ROMAN JULIAN REID PRODUCED BY KEN CARPENTER, P.G.A. JULIE RYAN, P.G.A. STEPHEN PRESTON BRIAN BAUGH WRITTEN & DIRECTED BY BRIAN BAUGH
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RED SKY STUDIOS
CREATE | EXECUTE | ENGAGE

NOOK LANE
ENTERTAINMENT

MK1
STUDIOS

PARENTAL GUIDANCE
SUGGESTED
PG
FOR LANGUAGE
AND THEMATIC
ELEMENTS
Some Material May Not Be Suitable for Children



/FindingYouMovie



/findingyoumov



/findingyoumovie

#FindingYouMovie

findingyouthemovie.com





Action, Adventure, Thriller, Sci-fi, Fantasy

Release Date: 2021

Status: Completed

RECOMMENDED

A NETFLIX ORIGINAL ANIME SERIES

 D O T A

DRAGON'S BLOOD

A movie poster for the film 'Oxygen'. The background is a close-up of a person's face, focusing on the eye which is replaced by a complex, glowing blue mechanical iris. The overall color scheme is a monochromatic blue. In the top left corner, there is a large red letter 'N'. At the bottom, the word 'OXYGEN' is written in large, white, glowing capital letters. Two white boxes with black text are positioned on the left side, one above the other.

N

Release Date: May 12, 2021

Thriller, Sci-fi

OXYGEN

