



**TOM CLANCY'S**

# **RAINBOW SIX**<sup>®</sup>

# **EXTRACTION**



PORTKEY GAMES

**HOGWARTS**  
LEGACY

**STARFIELD**





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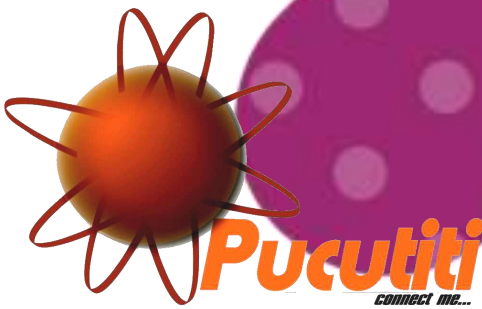
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**GAMES**



# Hogwarts Legacy

**Hogwarts Legacy** is an upcoming action role-playing video game developed by Avalanche Software and published by Warner Bros. Interactive Entertainment under its Portkey Games label, using Unreal Engine. It is set in the Wizarding World universe, based on the Harry Potter novel and film series and Fantastic Beasts. The game is set to be released in late 2022 for Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S.

## Plot

*Hogwarts Legacy is set in the late 1800s and follows a student starting at Hogwarts in their fifth year. The player character is someone who holds the key to an "ancient secret that threatens to tear the wizarding world apart", is capable of manipulating a mysterious ancient magic, and will need to help uncover why this forgotten magic has suddenly made a resurgence and the ones that are simultaneously trying to harness it. The player character will interact with NPCs seen within the Hogwarts franchise including Nicholas de Mimsy-Porpington (Nearly Headless Nick), The Fat Lady and Peeves. The player character will also be introduced to new NPC's such as teachers Professor Eleazar Fig acting as a mentor figure as well as Ranrok, the leaders of the Goblin Rebellion, and Victor Rookwood, the leader of the Dark Wizards.*

## Gameplay

*Hogwarts Legacy is an open-world single-player RPG with multiple difficulty and accessibility options, while attending classes at Hogwarts School of Witchcraft and Wizardry such as Charms, Defence Against the Dark Arts, Herbology, and Potions. Locations from the Harry Potter franchise including the Forbidden Forest, Gringotts Wizarding Bank and Hogsmeade Village will be explorable,[4] as will areas as yet unseen visually in other media such as the Hufflepuff common room. Progressing through the game will see these environments change visually to match the seasons.*

*During character creation the player is able to choose their appearance, house, and gender. Players will be able to customize their character's voice, body type, and wand type. Level progression will give the player access to talents, upgrades, and skills. The game will also feature environmental customisation elements, players will be able to modify the Room of Requirement as they level up through the game. The player character will learn to cast various magical spells, brew potions and master combat abilities. As players progress, they will be able to develop their own special combat style. Within combat items purchased or crafted may be used to harm or hinder enemies or boost the player character. Taming, care and riding of magical beasts will feature. Dragons, Trolls, Hippogriffs and Nifflers have been shown in gameplay as interactable creatures. Some creatures can be used in combat such as use of the Mandrake to stun enemies.*

*A morality system plays a role in the game. The morality system will factor in players ability to learn certain spells such as The Killing Curse (Avada Kedavra). Player characters will be able to establish friendships with interactable NPC characters. As players grow these relationships, these schoolmates will become companions who can accompany players on their journey, expand their abilities and offer unique dialogue options as players learn their stories.*

## Development

*The game is currently being developed by Avalanche Software, which was acquired by Warner Bros. Interactive Entertainment from Disney in January 2017. In the same year, Warner Bros. established a new publishing label named Portkey Games, which was dedicated to managing the Wizarding World license. According to Warner Bros, franchise creator J. K. Rowling is not directly involved in the game's development. The game is being built using the Unreal Engine.[1] Gameplay footage had leaked in 2018.*

*Hogwarts Legacy was announced at a PlayStation 5 event in September 2020, with initial plans to be released for Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X/S in 2021. However, on January 13, 2021, it was announced that the game would be delayed until 2022.*

*On March 17, 2022, PlayStation released a State of Play video on YouTube which is dedicated to Hogwarts Legacy. The showcase features an official first look at gameplay along with insights from Avalanche Software. A Nintendo Switch version was also confirmed.*









The background of the entire page is a detailed, atmospheric illustration of Hogwarts Castle. The castle is a large, multi-towered stone structure with many spires and windows, some of which are glowing with light. It is situated on a rocky outcrop. In the sky above the castle, a dragon with orange and black wings is flying on the left, and a large owl is flying on the right. The sky is a mix of blue and orange, suggesting a sunset or sunrise. In the foreground, a person wearing a dark blue hooded robe stands on a rocky ledge, looking out over the landscape. They are holding a wand that is emitting a bright blue magical light. The overall mood is magical and epic.

# PORTKEY GAMES HOGWARTS LEGACY

**Developer:** Avalanche Software

**Publisher:** Warner Bros. Interactive Entertainment

**Director:** Alan Tew

**Producer:** James Cabrera

**Artist:** Jeff Bunker

**Writer:** Moira Squier

**Series:** Wizarding World, Harry Potter

**Engine:** Unreal Engine

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

PlayStation 5, Xbox One, Xbox Series X/S

**Release:** Q4 2022

**Genre:** Action role-playing

**Mode:** Single-player

**TiTi Rating:** 7/10

















# Tom Clancy's Rainbow Six Extraction

*Tom Clancy's Rainbow Six Extraction (originally known as Tom Clancy's Rainbow Six Quarantine) is an online multiplayer tactical shooter video game developed by Ubisoft Montreal and published by Ubisoft. A spin-off of Rainbow Six Siege (2015), Extraction is a cooperative multiplayer game in which players must work together to combat and defeat a type of parasite-like aliens called the Archæans. The game was released for Microsoft Windows, PlayStation 4, PlayStation 5, Amazon Luna, Google Stadia, Xbox One and Xbox Series X and Series S on January 20, 2022. It received mixed reviews from critics.*

## Gameplay

*Rainbow Six Extraction is a cooperative multiplayer game that can support up to three players. In Extraction, the operators must infiltrate an alien-infested location and complete objectives, such as collecting samples, extracting materials from computers, and gathering intel. Each play session, known as an "incursion", is made up of three interconnected sub-maps, and players will be assigned any one of the twelve objectives randomly in each sub-map. The location of the objectives and the placement of enemies are procedurally generated. Once the player secured their objective, they can choose to extract themselves, or explore the next sub-map. A new area can be more difficult than the previous, but players receive more rewards by completing them successfully. Extracting early ensures the safety of operators. If an operator is taken down by enemy, they will become missing in action, and players cannot play as them until they have rescued them in an extraction mission. Characters which are severely injured in the previous mission will also remain hurt and will only recover slowly.*

*Many operators from Siege return in Extraction, as they have formed the Rainbow Exogenous Analysis and Containment Team (REACT) in order to contain the alien threat. Before the commencement of any mission, players can choose their operator from a pool of 18. Each operator has their own unique weapons and gadgets. For instance, Pulse has a heartbeat sensor that allows him to spot enemies through walls, while Alibi can deploy a holographic decoy to distract enemies. Team composition is essential for success, as the players in the same session must select three different characters. Like Siege, players can send out recon drones to scout the area, reinforce doors and windows to seal entrances, and shoot through walls. Players must work together and coordinate with each other in order to succeed. The game has a ping system which allows players to reveal the locations of hostile threats and resources to other players.*

*The aliens featured in the game are called the "Archæans". In addition to the standard enemies, there are also special variants, such as the spikers that can shoot sharp projectiles from their body, and rooters that can slow the player down significantly. Areas are covered with a calcified lime called "sprawl". Players' are significantly slowed down while they stand on Sprawl, while enemies will become much stronger. Sprawl can be repelled by shooting at it. Unlike most other cooperative multiplayer games, Extraction has a slower pace. Players' health does not regenerate, and health pick-ups, supplies and ammo are scarce. Stealth is encouraged. If the player is detected by an opponent after making too much noise, it will shriek and attract more enemies.*









The background of the cover is a bright yellow. On the left side, there is a close-up, high-contrast image of a soldier's helmet and face. The helmet is black and has a yellow visor. The soldier's face is partially visible through the visor, showing a determined expression. The helmet is covered in a dark, fibrous material, possibly a spider web or a similar substance, which is draped over it. The soldier is wearing a black tactical vest with yellow accents. The overall aesthetic is gritty and tactical.

 TOM CLANCY'S

# RAINBOW SIX<sup>®</sup>

## EXTRACTION

**Developer:** Ubisoft Montreal

**Publisher:** Ubisoft

**Director:** Patrik Methé

**Producer:** Antoine Vimal de Monteil

**Designer:** Alicia Fortier

**Series:** Tom Clancy's Rainbow Six

**Engine:** Ubisoft Anvil

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

Amazon Luna, Google Stadia, Xbox One, Xbox Series X/S

**Release:** January 20, 2022

**Genre:** Tactical shooter

**Mode:** Multiplayer

**TiTi Rating:** 9/10





# Development

*Rainbow Six Extraction is currently developed by Ubisoft Montreal as a spin-off of 2015's Tom Clancy's Rainbow Six Siege. According to Jason Schreier, Extraction originated from a project named Pioneer which was first teased in Watch Dogs 2 (2016). Pioneer was originally envisioned as a sci-fi exploration game, until it was repurposed in 2019 with Siege's engine AnvilNext. The game is based on a time-limited game mode in Siege named Outbreak in 2018, in which players must combat hostile aliens in New Mexico. Despite that, Ubisoft reiterated that the game is a mainline title in the series, as Extraction was intended as an experience for players who are not interested in playing player-versus-player multiplayer video game. By having Siege characters playable in Extraction, the team believed they can attract players from Siege to play the game, and enable Extraction to become a good entry point for new players.*

*One of the early challenges during the game's development is combining elements of a horde mode shooter into Rainbow Six. While most other games focus extensively on using firearms to gun down enemies, Extraction instead focuses on the objectives and surviving the encounters with the aliens, as the team believed that the characters in the game, which are members of a SWAT team, should not be "entrenched and shoot and mow down hundreds of enemies" and instead should surprise the enemies by ambushing them. Teammates would become missing in action, as the team believed that this feature can induce a sense of tension, since players always need to decide whether they would continue venturing further into the containment zone at the risk of losing an operator temporarily.*

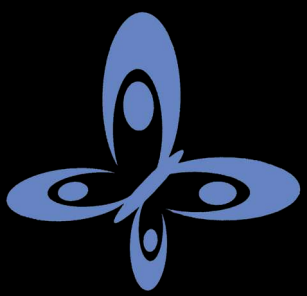
*The game was revealed during E3 2019 as Tom Clancy's Rainbow Six Quarantine and was set to be released in 2020 for Windows, PlayStation 4 and Xbox One. The game was delayed in October 2019 alongside two other Ubisoft titles to fiscal year 2020-2021 in order to give the team more time. It was then delayed again to fiscal year 2021-2022 due to development challenges during the COVID-19 pandemic. A new title for the game was revealed on June 8, 2021. In July, it was delayed once more to January 2022. An email invitation for a Technical Test went out to “selected” participants on November 2, 2021, with the test itself taking place from November 5–7. The game was released on January 20, 2022 for Windows, PlayStation 4, PlayStation 5, Luna, Stadia, Xbox One and Xbox Series X and Series S with cross-platform play supported. Ubisoft also lowered the launch price of Extraction, and introduced free co-op passes for players. Ubisoft also revealed on January 5, 2022 that Extraction would launch day one on Xbox Game Pass for Console, Cloud, and PC users.*













# Total War: Warhammer III

*Total War: Warhammer III is a turn-based strategy and real-time tactics video game developed by Creative Assembly and published by Sega. It is part of the Total War series, and the third to be set in Games Workshop's Warhammer Fantasy fictional universe (following 2016's Total War: Warhammer and 2017's Total War: Warhammer II). The game was announced on February 3, 2021 and was released on February 17, 2022.*

## Gameplay

*Like its predecessors, Total War: Warhammer III features turn-based strategy and real-time tactics gameplay similar to other games in the Total War series.*

*In the campaign, players move armies around the map and manage settlements in a turn-based manner. Players engage in diplomacy with, and fight against, AI-controlled factions. When armies meet, they battle in real-time. The game will also have a custom battles mode where players can create customised real-time battles, as well as online multiplayer battles. Those who own races from the first two games will have the same races unlocked for multiplayer in the third game; a combined world map, similar to the "Mortal Empires" campaign in Total War: Warhammer II for owners of the first two games, will also be developed.*

*The races announced with the game are the human civilizations of Grand Cathay (based on Imperial China) and Kislev (based on Medieval Russia) and five Chaos factions - four devoted to each of the Chaos Gods (Khorne, Tzeentch, Nurgle, and Slaanesh), and the Daemons of Chaos, led by a Daemon Prince that can be customized by earning "Daemonic Glory" through the course of the campaign.[6] Another race, the Ogre Kingdoms, will be made available to "early adopters" (those who pre-purchased the game before release, or purchased within the first week after release).*

*The main campaign takes place within the Realm of Chaos, said to be the source of all magic in the Warhammer Fantasy setting. Game director Ian Roxburgh has said the campaign map will be "twice the size" of the Eye of the Vortex campaign map that appeared in Total War: Warhammer II.*

## Plot

### Prologue

*During the end of winter in the lands of Kislev, Ursun, the Bear-God, would break winter with his roar and bring forth summer. One day, Ursun vanished, and for seven years, Kislev has suffered an unending winter. The Barkov brothers, Yuri and Gerik, are sent by Tzarina Katarin on an expedition north to search for the missing god. During his prayer, Yuri hears Ursun's voice. Ursun claims that he has been imprisoned in the Howling Citadel, located in the Chaos Wastes.*

*Yuri travels with his brother and his army to the Chaos Wastes to free his god, but is slowly corrupted by Chaos in his methods to reach Ursun's prison. Eventually, Yuri murders his brother, Gerik, and offers his skull to a Greater Daemon of Khorne to build a bridge of skulls to cross the Howling Citadel. Yuri and his army reach the Howling Citadel, and after defeating a chaos-corrupted Boyar and his forces guarding the citadel's entrance, Yuri enters a portal to the Realm of Chaos.*









**Developer:** Creative Assembly

**Publisher:** Sega

**Director:** Ian Roxburgh

**Series:** Total War

**Platforms:** Microsoft Windows, Linux, macOS

**Release:** February 17, 2022

**Genre:** Turn-based strategy, real-time tactics

**Mode:** Single-player, multiplayer

**TiTi Rating:** 7/10



# TOTAL WAR™ WARHAMMER



After emerging from the portal, Yuri finds the imprisoned Ursun, and is greeted by Be'lakor (voiced by Richard Armitage), the first of the Daemon Princes. Be'lakor reveals that it was he who guided Yuri by mimicking Ursun's voice. Ursun begs Yuri to free him, but Be'lakor tempts Yuri to kill Ursun and take his power for himself. Yuri shoots a Chaos-imbued bullet into the Bear-God's heart, and Ursun roars in pain. The resulting backlash hurls Yuri back to the material plane, with Yuri crashing into the ground severely wounded. Dying, Yuri begs the Gods of Chaos to save him. The Chaos Gods answer his plea and ascend him into a Daemon Prince.

## **The Realm of Chaos**

After the events of the prologue, Be'lakor has imprisoned Ursun in the Forge of Souls, located within the Realm of Chaos. Despising the Chaos Gods for taking away his power and physical form, Be'lakor plans to use Ursun's power to take his revenge. Ursun's pained roars have torn the fabric between the material world and the Realm of Chaos, creating a maelstrom that has stranded daemons in the mortal plane.

A character known as the Advisor (who provided the tutorials in the previous two games) has been enslaved by a corrupted book known as the Tome of Fates, bearing a curse of the Chaos God Tzeentch, Lord of Sorcery. He is able to use the book to offer counsel to others, but never for his own gain. The Advisor has learned that in order to free himself from the book, he would need a single drop of Ursun's blood. Knowing that he himself cannot traverse the dangerous Realm of Chaos, he goes to several factions to ally with in order to complete his goal.

The rulers of Kislev wish to free their god and put an end to their eternal winter. Kislev is divided into three factions, with two initially available: The Ice Court, led by Tzarina Katarin Bokha, who specializes in ice magic; and the Great Orthodoxy, led by Kostaltyn, the Supreme Patriarch of the Cult of Ursun, who believes Katarin is too focused on her magic and court politics, and that only his faith can free the Bear-God. A side quest during the campaign with either Katarin or Kostaltyn involves taking control of the kingdom's three largest cities - Kislev, Erengard, and Praag - and awakening Katarin's father, Tzar Boris Ursus, from the Frozen Falls. This unlocks Boris and his faction, the Ursun Revivalists, as a playable faction in future campaigns.

The dragon siblings of Grand Cathay, Miao Ying the Storm Dragon (who controls the Northern Provinces) and Zhao Ming the Iron Dragon (who controls the Western Provinces), are more or less unconcerned about Ursun, believing themselves older than any god. However, they are convinced to free Ursun nonetheless, so that the Bear-God can inform them of the whereabouts of their missing sister, Shen-Zoo, who disappeared in Norsca long before.

The Ogres, led by the Overtyrant Greasus Goldtooth, wish to capture Ursun to feast on his divine flesh and feed the remainders to their own god, the Great Maw.

The daemons of Chaos each have their desires for Ursun. Skarbrand the Exiled One wants Ursun's skull so that he can gift it to the Blood God, Khorne, in order to earn forgiveness for his betrayal. Kairos Fateweaver, the two-headed Oracle of Tzeentch, plans to take Ursun's eyes to see the present (as he can only view the past and future). Ku'gath Plaguefather, greatest of the Great Unclean Ones of Nurgle, the Chaos God of Disease, would use Ursun's corpse in order to create a great plague known as a God-Pox. N'kari, the Arch-Tempter and chosen of Slaanesh, the Chaos God of Excess, desires Ursun's eternal sorrow. Yuri, now known as the God-Slayer and leading the Daemons of Chaos Undivided, seeks to finish what he started by truly slaying Ursun and taking revenge on Be'lakor for his manipulations.









In order to reach the Forge of Souls where Ursun is imprisoned, the player's selected faction must capture a soul of a Daemon Prince bound to each of the four Chaos Gods. As the player's faction battles for each of the Daemon Prince's souls in the Realm of Chaos, it is revealed that once Ursun dies, Be'lakor will infuse himself with the dead god's power to transform himself into the Chaos God of Shadows. With his army of Soul Grinders created in the Forge of Souls, he will destroy the four Chaos Gods so that he will rule unchallenged.

Once all four souls of the Daemon Princes have been captured, Ursun finally dies. As Be'lakor undergoes his ascension to godhood, the Advisor uses the souls of the Daemon Princes to create a bridge leading to the Forge of Souls. The player's faction battles Be'lakor's army before finally slaying the Dark Master and preventing his ascension. After the final battle, the fate of Ursun and the player's faction is revealed.

The leaders of Kislev mourn the loss of Ursun, believing that with their God dead, Kislev will fall. However, Ursun is revived by their faith and devotion, and with his roar, he puts an end to Kislev's endless winter.

The dragon siblings use spirit magic to speak to Ursun, and before fading from existence, tells them the location of their missing sister. Skarbrand delivers the bear-god's skull to Khorne. Whilst the Blood God revels in such a worthy offering, does not forgive Skarbrand for his betrayal, rendering Skarbrand's efforts in vain.

Kairos takes Ursun's eyes, and with the sight of a God he is finally capable of viewing the past, present and future.

The God-Slayer takes what power remains from Ursun's corpse, allowing him to ascend to Godhood and becoming Kislev's new God.

The epilogue has the Advisor freed of his slavery from the Tome of Fates. He is joined by a white crow, and when he attempts to read the book, his sight is stolen. The white crow is revealed to be a Greater Daemon of Tzeentch, known as Sarthorael the Everwatcher, with the Daemon binding the Advisor to his service. The epilogue also reveals that the game takes place before the events of the first game.









*Starfield is an upcoming action role-playing video game developed by Bethesda Game Studios and published by Bethesda Softworks. The game was formally announced during Bethesda's E3 Press Conference in 2018. The game was described as a wholly new, next-generation experience set in an entirely new space-themed world. It will be the first new intellectual property developed by Bethesda in over twenty-five years. The game is scheduled to be released on November 11, 2022 for Microsoft Windows and Xbox Series X/S.*

## Setting

*Starfield is set in an area that extends outward from the Solar System for approximately 50 light-years called The Settled Systems. Around the year 2310, the two largest factions in the game, the United Colonies and Freestar Collective, engaged in the bloody Colony War. The game takes place 20 years after the events of the Colony War in which the major factions enjoy an uneasy peace. The player will assume the role of a customizable character who is a member of Constellation, an organization of space explorers. The game can be played in either first- or third-person perspectives.*

## Development

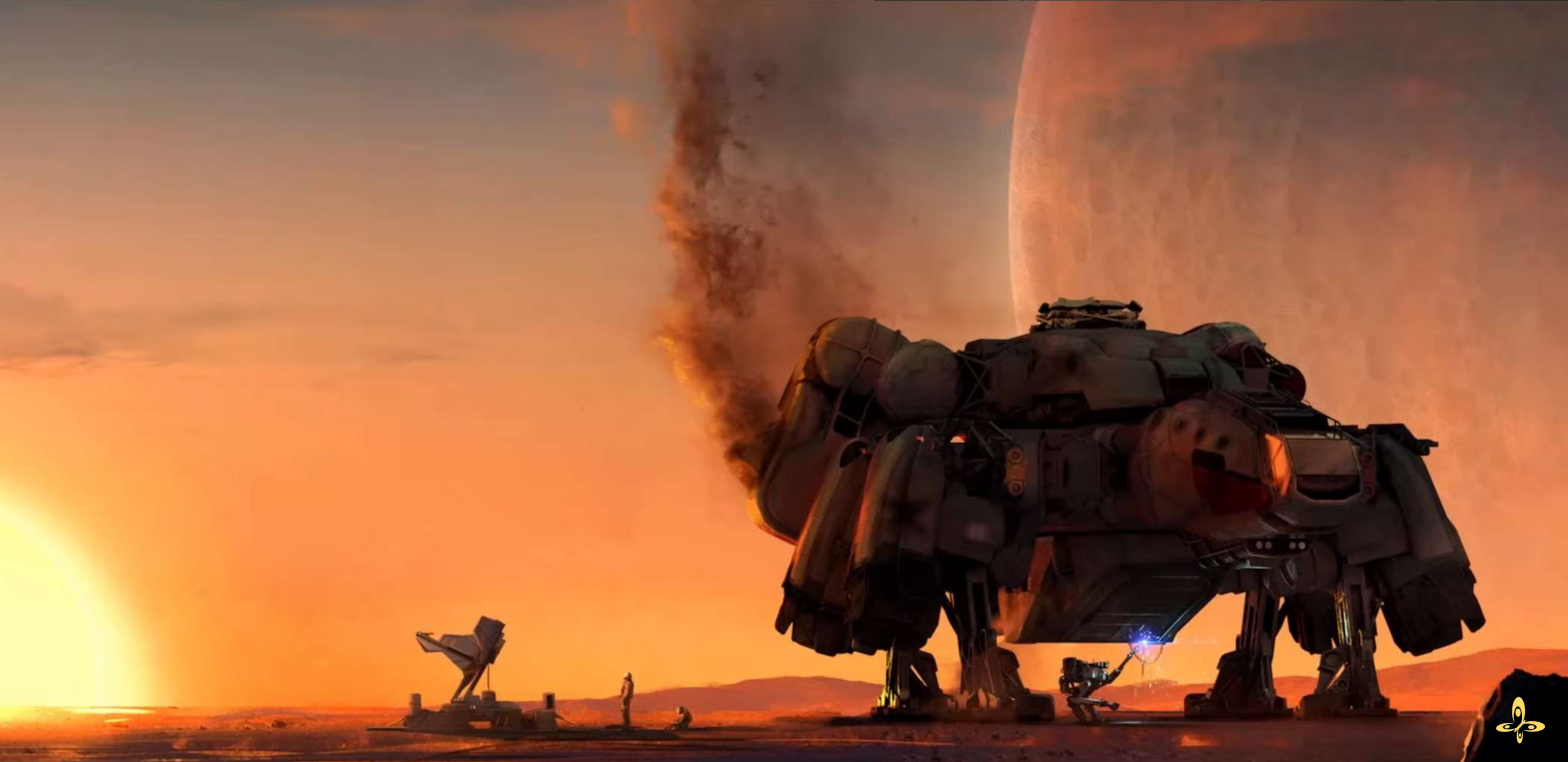
*Starfield represents the first new intellectual property (IP) by Bethesda Game Studios in 25 years, and has been described by director Todd Howard as "Skyrim in space". The studio had been delving into space-themed games since as early as 1994, according to Howard: they had gotten the rights to make a game based on the Traveller role-playing system, but shortly lost those; their Delta V game in 1994 had been part of this Traveller license but had not been fully realized. Their The 10th Planet was a cancelled space combat game to be published in October 1997, from which the atmosphere of Starfield was derived. Howard stated they had rights to Star Trek in the 2000s and he pitched an idea for a role-playing game in that setting, but this failed to go forward.*

*While Bethesda had wanted to do a science fiction game for some time and had strong ideas for its gameplay style, it took a while to cement the ideas behind what Starfield would be about as to distinguish the game from other science fiction games already released. They came onto a theme which lead artist Istvan Pely dubbed as "NASA punk", that while set in humanity's future, the technology can be traced to origins in various NASA space missions. Bethesda's team began crafting a fictional narrative of events by decade of the 300 years to the game's present, as to ask "And now man is living amongst the stars: what does that mean?", according to Howard.*

*For Starfield, the concept of the game had been in the studio's mind for some time prior to trademarking the name in 2013, according to Howard. "There were no other names [we considered]. It had to be 'Starfield'." Howard said active development of the game had been ongoing since the release of Fallout 4 in late 2015. By mid-2018, the game had moved out of pre-production, and was in a playable state. With its announcement at E3 2021 and planned release date, Howard said "We're confident in the date. Otherwise, we wouldn't be announcing it."*









**Developer:** Bethesda Game Studios

**Publisher:** Bethesda Softworks

**Director:** Todd Howard

**Designer:** Emil Pagliarulo

**Artist:** Istvan Pely, Matt Carofano

**Composer:** Inon Zur

**Engine:** Creation Engine 2

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

**Release:** November 11, 2022

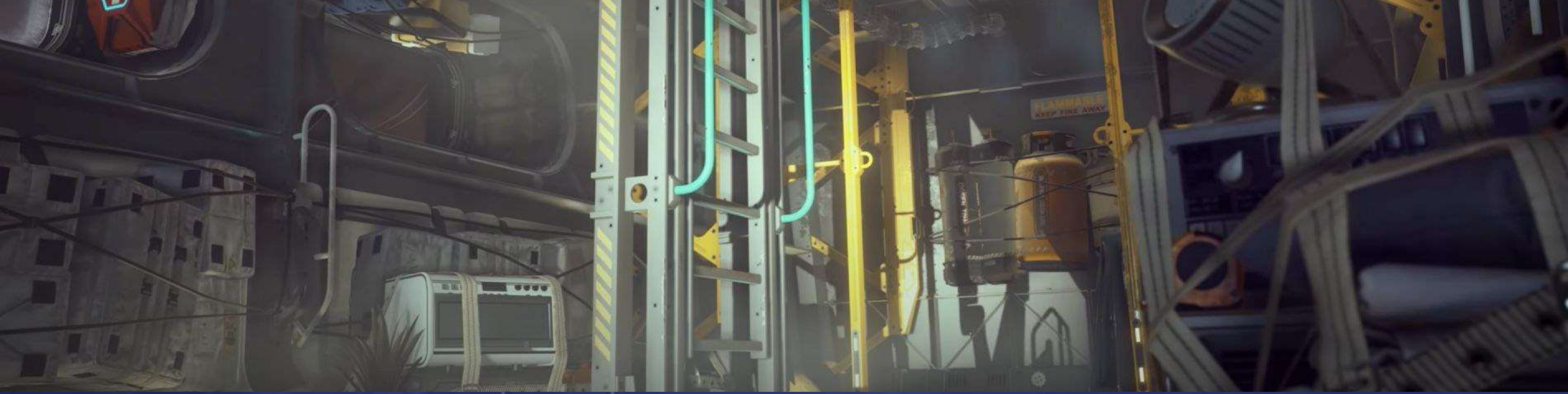
**Genre:** Action role-playing

**Mode:** Single-player

**TiTi Rating:** 9/10









# Marketing and release

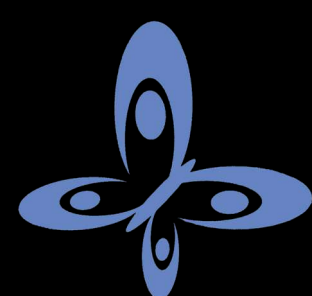
At Bethesda's E3 2018 press conference, Todd Howard presented a short teaser trailer for the game. An in-game teaser trailer was presented at E3 2021 during the combined Microsoft-Bethesda press event, which confirmed that the game will be released on November 11, 2022 on Microsoft Windows and Xbox Series X and Series S as a console exclusive.













*Sifu is an action beat 'em up video game developed and published by French studio Sloclap. Set in modern-day China, players control the child of a martial arts school's sifu (master) who seeks revenge on those responsible for their father's death. Every time the protagonist dies, they are resurrected by a magical talisman and age up, gaining access to more powerful attacks but reducing their health. When the player character becomes too old, they can die permanently, in which case players must restart the level from the beginning and from the same age as their initial attempt.*

## Gameplay

*Sifu is an action beat 'em up game played from a third-person perspective. The game, which is inspired by Bak Mei kung fu, includes over 150 unique attacks. Basic attack moves can be chained together, though some combos may grant players additional tactical opportunities, such as being able to knock down enemies or stun them. The protagonist and all hostile enemy characters have a "structural gauge". When the gauge is completely filled, the guard of these characters will break and they will become vulnerable to finishing attacks. Players can also block strikes, though this will gradually fill their gauge. Alternatively, players can also evade attacks or parry when an enemy is about to land a blow. A successful parry allows the player to stun the enemy or throw them toward a particular direction. The game allows players to take advantage of the environment and improvise new attacks or alter their strategy when facing a stronger opponent. For instance, the player may kick an enemy off a ledge, or utilize various objects as makeshift weapons. The last enemy in a combat section may sometimes enter a state of uncontrolled frenzy, essentially becoming a miniboss. Occasionally, the player may be presented with dialogue options, which can enable them to potentially avoid combat altogether depending on their choice of words.*

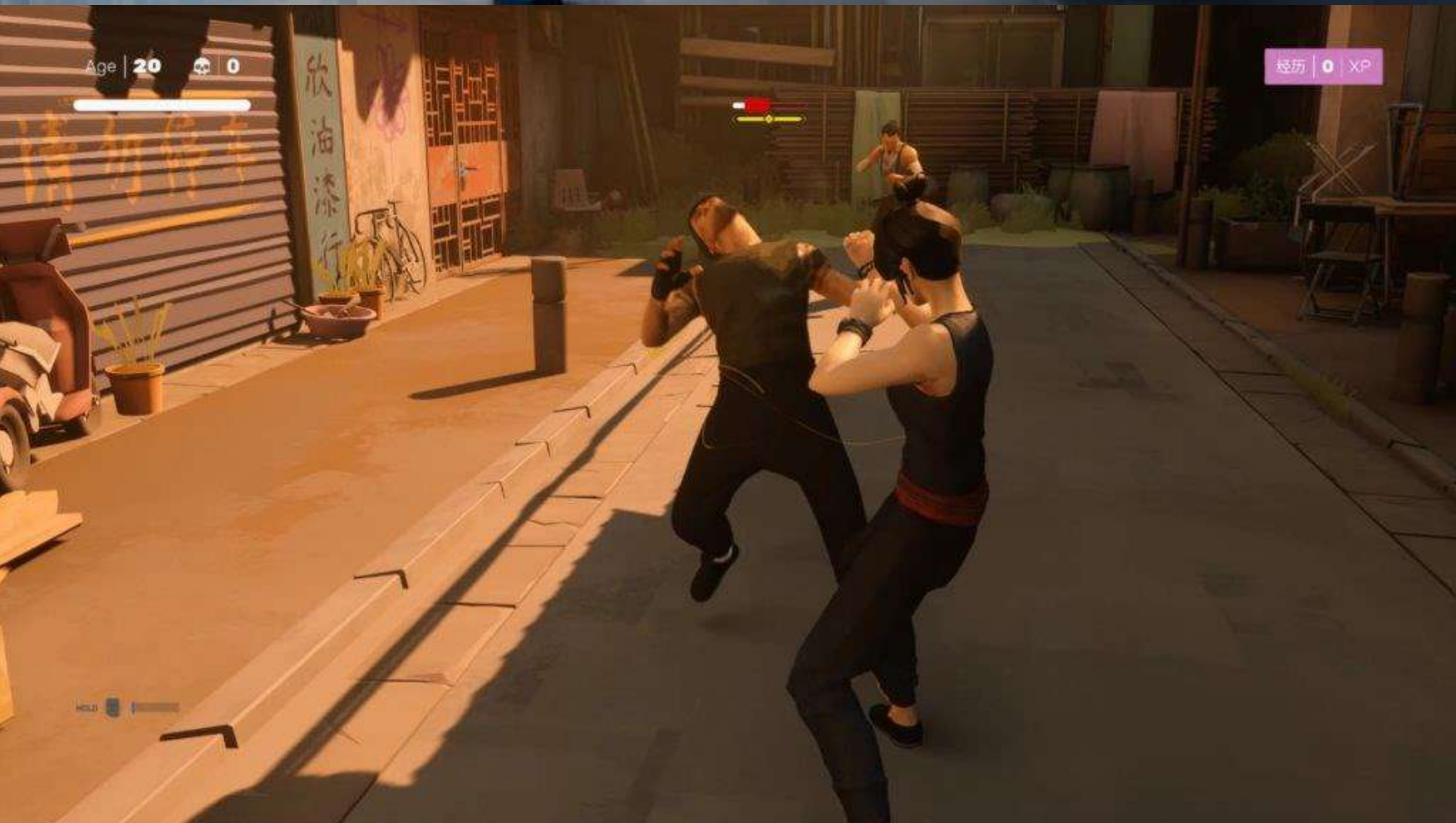
*When the player dies in the game, they are magically resurrected at the spot where they die and age several years. As the player character ages, their strikes will be more powerful, but they will have less health. Eventually, it will no longer be possible to revive, and the next death will end the game. Players will encounter shrines, which will be the place where they heal and unlock new skills. They can also visit the "wuguan", a kung fu school, to practice their skills in between levels. Abilities are lost when the player character dies, though it is possible to permanently unlock upgrades so that they are available at the beginning of each run. As the player completes multiple runs, they can access the "detective board", where the information collected across different runs will be stored, and secret areas and shortcuts may open up.*

## Plot

*In modern-day China, Yang, a disgraced former student of a martial arts school, leads a raid on his old school under the cover of night with four other martial artists: Fajar ("The Botanist", who wields a machete and never talks), Sean ("The Fighter", who wields a staff, enjoys fighting hard, and regards the school's martial artists as weak), Kuroki ("The Artist", a young woman who wields a three-section staff), and Jinfeng ("The CEO", a one-armed elderly woman who wields a bladed rope dart with the non-lethal end in her right-arm socket). After he, Fajar, and Sean brutally kill all of the students, Yang confronts the school's sifu, who is fighting Kuroki and Jinfeng before Yang arrives; declaring that Yang "knows too much", the sifu fights him, but Yang strikes him in the chest, causing him to suffer a fatal heart attack. After searching through the sifu's belongings, Yang coaxes out the sifu's only child and orders Fajar to slit the child's throat. The child wakes up to find his/her throat completely healed due to the power of an ancient talisman that can revive them from death; however, they grow older with each revival. Swearing revenge on Yang and his followers, the Martial Artist spends the next eight years in isolation, training relentlessly and gathering information on their whereabouts.*









**Developer:** Sloclap

**Publisher:** Sloclap

**Director:** Jordan Layani

**Producer:** Pierre Tarno

**Composer:** Howie Lee

**Engine:** Unreal Engine 4

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

**Release:** 8 February 2022

**Genre:** Action, beat 'em up

**Mode:** Single-player

**TiTi Rating:** 8/10









Now an adult, the Martial Artist tracks down Fajar, who now has chlorokinesis with which he works for a gang of drug traffickers, and slits his throat with his own machete. They then go after Sean (who now has pyrokinesis, has a martial arts school of his own, and runs an illegal underground fighting club to boot), Kuroki (who now creates superhuman illusions, has an ink-inspired dark self that wields kunai, and owns a prominent art gallery that acts as a front for organized crime), and Jinfeng (who has become a wealthy but corrupt businesswoman, uses supernatural bells and a similarly themed meteor hammer with one weight even hanging from her right-arm socket, and is insistent that Yang had done all of them favors), killing them with each one's own weapon. Finally, the Martial Artist confronts Yang at his private sanctuary. Yang explains that when his own loved ones were close to death, his anger turned him against his former master. The Martial Artist and Yang then battle, with the former finally taking their revenge and striking Yang down the same way Yang struck down their father.

After killing Yang, however, the Martial Artist has a vision as their younger self of a grave and a smaller grave in red light. They then hear their father chastise Yang for stealing the talisman instead of guarding it; Yang angrily explains that he cannot find any other way to save his wife and daughter other than the talisman's power, but the sifu argues that Yang dishonored his oath and lost his worthiness. The talisman sends the Martial Artist back to before tracking down Fajar, stating, "He/She who has Kung Fu and Wude [(morality)] makes the other know he/she can break him. His/Her hands go out like lightning, and the other doesn't want to fight anymore." The Martial Artist decides to go back through with going after the five martial artists, this time allowing themselves to spare however many of them they would like to. They also find that not only is the talisman's statement accurate about all five martial artists—including even Yang—but also that all five contribute to making the Martial Artist reconsider their stance on their revenge or reinforce the importance of "Wude", with Kuroki, Jinfeng, and Yang explicitly challenging the Martial Artist's prior beliefs.

The game has two endings, depending on the player's actions:

If the Martial Artist kills any of the targets, the original ending is reused.

If the Martial Artist spares all of the targets, their fight with Yang continues into the gravesite from the other ending, this time in the real world and bathed in sunlight. After sparing Yang, the Martial Artist dies from injuries sustained by fighting Yang; but because they adhered to the principles of "Wude", the talisman enables them to attain enlightenment. A post-credits scene shows the Martial Artist, now a sifu in their own right, training new students at their father's former school; one of the talisman's coins is also shown to be faded.

## Development

The game is developed by Slocap, who previously released their debut fighting game Absolver in 2017. Unlike Absolver, Sifu does not have multiplayer as the team wanted to focus on developing the gameplay and need not to spend time developing the infrastructure necessary for online games. The game was inspired by kung fu movies starring Jackie Chan, where Chan was shown defeating multiple enemies single-handedly. The term "sifu" (Chinese characters 師父) refers to "master" in Cantonese, and the combat style featured in the game is based on the Bak Mei style. The team consulted Benjamin Colussi, a Bak Mei kung fu master to ensure that the game was authentic. The game emphasizes "mastery through practice", a key value of kung fu which is reflected through the aging system. The game was also designed to be difficult and features a sharp learning curve, as the team felt that players would not gain a feeling of mastery if the gameplay experience is too easy.

Slocap officially announced the game in February 2021 during Sony's State of Play livestream. The team initially planned to release the game in 2021, but it was delayed to the following year to further polish the game and avoid overworking the team. Sifu was released on 8 February 2022 for Windows via the Epic Games Store, PlayStation 4 and PlayStation 5, with players who purchase the Deluxe Edition having access the game 48 hours earlier, and receive a digital art book and the original soundtrack composed by Howie Lee. A retail edition of the game, titled Sifu: Vengeance Edition, will be released by publisher Microids on May 3, 2022.











***GADGET***



# Redmi Note 11 Pro 5G

108MP Powerhouse

120Hz FHD+ AMOLED DotDisplay  
67W turbo charging



**\$250**



<p>108MP pro-grade main camera</p> 	<p>5000mAh (typ) + 67W turbo charging</p> <p><b>67W</b></p> 	<p>120Hz refresh rate</p> <p><b>120Hz</b></p>
	<p>Snapdragon® 695</p> 	<p>FHD+ AMOLED display</p> <p>LiquidCool technology</p>

**Incredible Performance**





Smoother, faster and  
more efficient



For those who want the ultimate experience,  
Snapdragon® 695 5G processor is ready.

## 5G Arrived

Change the way you experience  
and share content with the power of 5G speed.  
Enjoy super-smooth gaming and streaming  
as well as ultra-fast sharing and downloading.



Outstanding Photograph





108MP main camera  
Advanced to mature

Great 108MP flagship imaging system.  
Three cameras work together to capture  
magnificent landscapes, microcosms, stunning night  
scenes, high-level portraits...



Ultimate Views

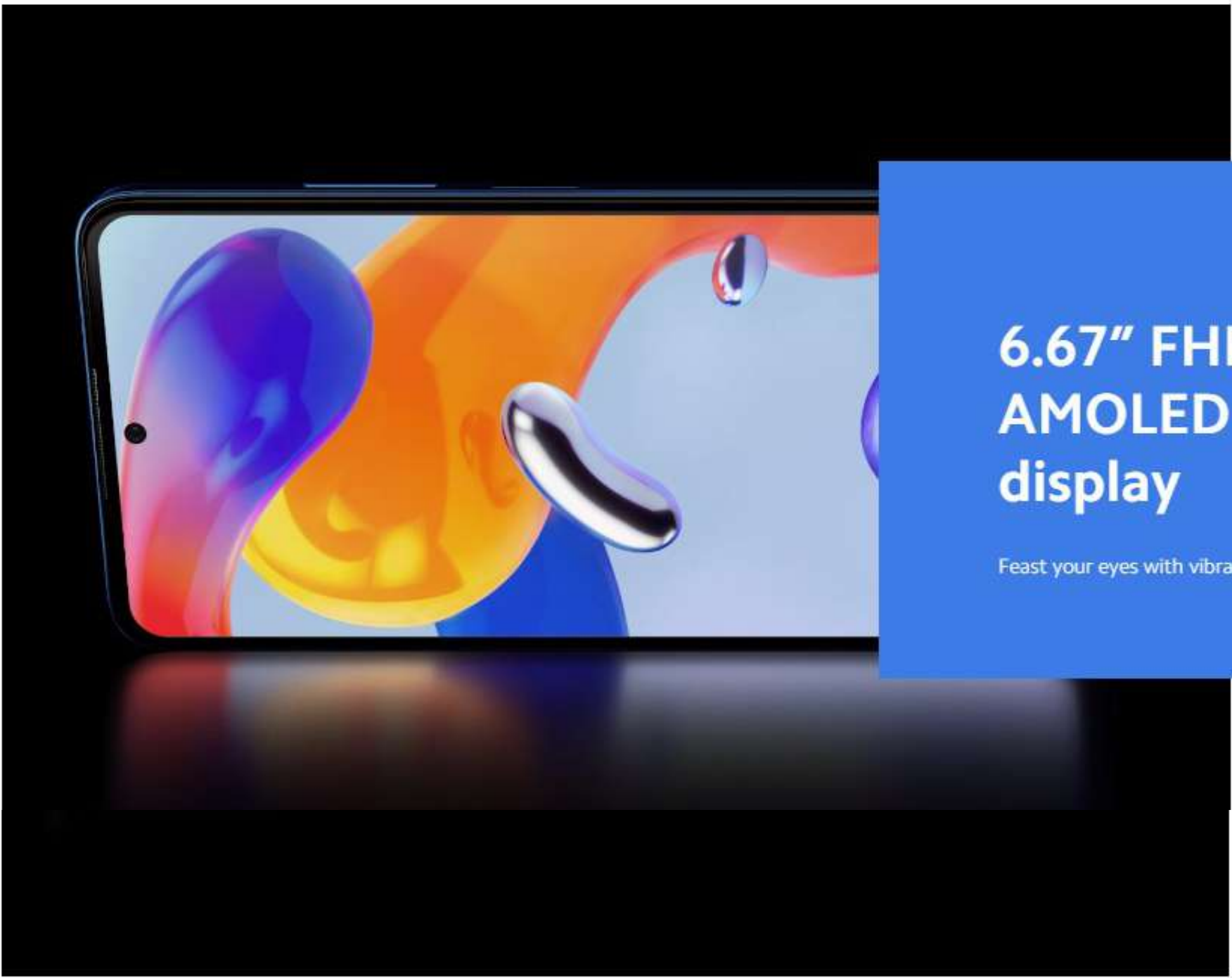


High refresh rate

120Hz display gives you a higher refresh rate which will feel  
smoother and faster to use.







6.67" FHD+  
AMOLED  
display

Feast your eyes with vibrant details



DCI-P3 color gamut



Reading mode 3.0



Eye care display

# Ongoing Power

## As powerful as before

A massive 5000mAh battery that ensures you don't run out of battery while you are on the go.





# Powerhouse combo

5000mAh battery and in-box 67W charger are bundled up for a long lasting experience.

# 67W



15

minutes to 50%\*

42

minutes to 100%\*

# Much cooler than you thought

LiquidCool technology uses multiple layers of graphite and copper foil to dissipate heat, rapidly cooling the device through a massive heat dissipation area.



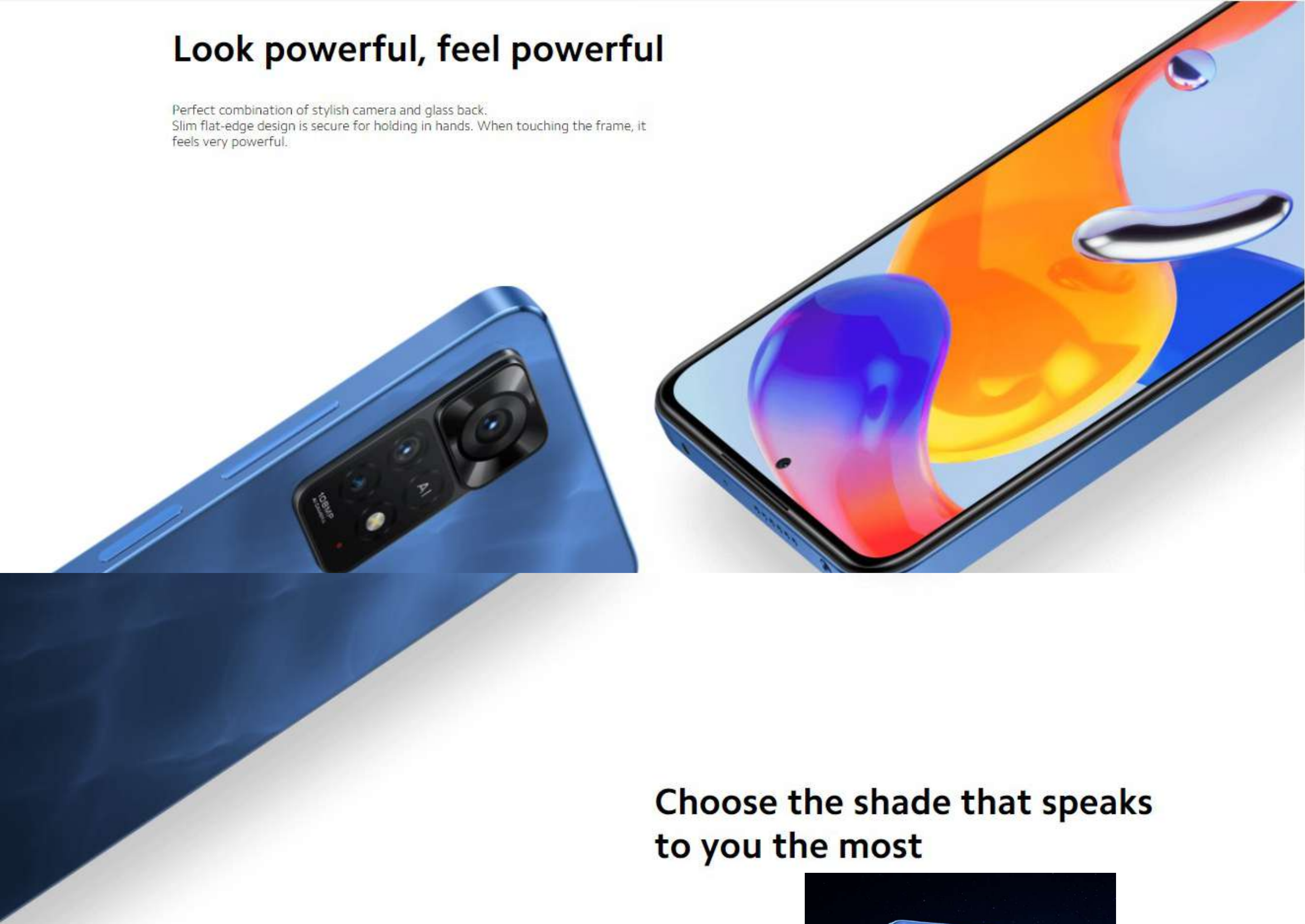
# Stylish Design





# Look powerful, feel powerful

Perfect combination of stylish camera and glass back.  
Slim flat-edge design is secure for holding in hands. When touching the frame, it feels very powerful.



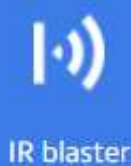
Choose the shade that speaks to you the most



## More awesome features



Dual speakers



IR blaster



Z-axis linear motor



UFS 2.2



NFC



See Specs>









# Xiaomi 12 Pro

Master Every Scene

**\$880**



## A Masterful Design

Smooth, sleek lines.  
Velvety yet matte touch.  
Three radiant colors.

## Master the Leading-edge Camera System

Introducing the triple 50MP master camera array with enhanced cinematography technology. Xiaomi 12 Pro helps you to make every moment yours.

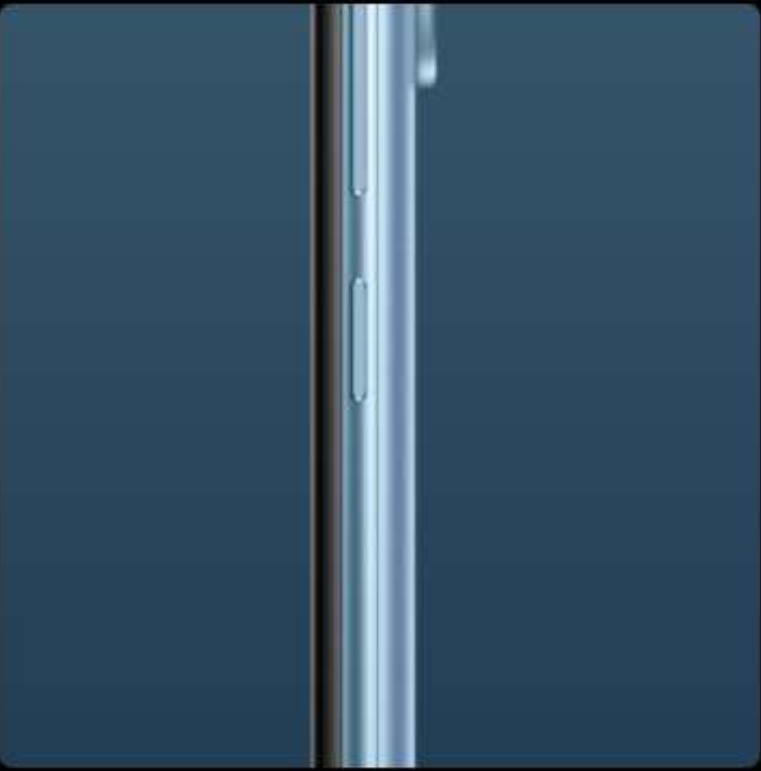






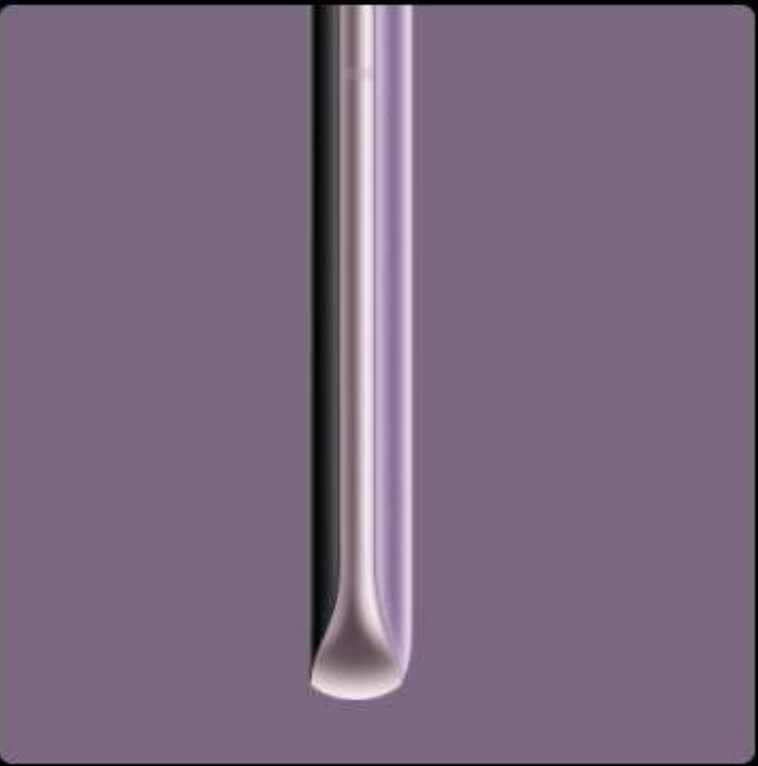
Corning®Gorilla® Glass Victus®on the front

Gray ☒ ☐ ☐



Corning®Gorilla® Glass Victus®on the front

☐ Blue ☒ ☐



Corning®Gorilla® Glass Victus®on the front

☐ ☒ Purple ☐





Pro-grade triple 50MP camera array

Unleash the true power of a triple-camera setup

The setup enables you to enjoy a top-class cinematography experience. Each camera makes a strong statement. Night mode, HDR, and 4K 60 fps video recording are supported across the system.

50MP ultra-wide angle

115° field of view  
6-element lens  
f/2.2 aperture

50MP telephoto

48mm equiv. focal length  
5-element lens  
f/1.9 aperture

50MP wide angle

1/1.28" super-large sensor  
2.44µm 4-in-1 Super Pixel  
7-element lens  
f/1.9 aperture  
OIS







## 1/28" Sony IMX707 Sensor **Shine more light into your lens**

Introduced in our primary wide angle camera, the super large sensor captures up to 120% more light and far more details in night photography\*.

## Ultra Night Video **Explore under the dim light**

Level up with Xiaomi AI powered video denoising and multiple brightness boost, you can now enjoy high quality filming even when the light drops to 1 lux.



## Xiaomi ProFocus **A master can always find focus**

By adopting the new Xiaomi ProFocus AI tracking technology, Xiaomi 12 Pro can capture moving subjects more clearly\*.





# Master the Ultimate Display

This 6.73" WQHD+ 120Hz AMOLED display with AdaptiveSyncPro is a master in clarity, brightness and smoothness.

WQHD+ with TrueColor Display  
**Set 15 records for DisplayMate A+\***

Showcasing with a 3200 by 1440-pixel resolution at 522 PPI, 16000 level brightness adjustment, 1500 nits peak brightness and 8,000,000:1 high contrast, this flagship display is top notch by all standards



AdaptiveSync Pro  
**Master between  
1Hz to 120Hz**

The LTPO display panel has been awarded a Seamless Pro certification by SGS on account of the intelligent and power-efficient refresh rate adaptability in different usage scenarios. In one single swipe, the display can adjust from as low as 1Hz to 120Hz refresh rate.





# Xiaomi SmartTouch Mastery with your fingers

A touch sampling rate up to 480Hz underneath your fingertips. Now you can step up your game.



# Master the Opulent Sound

Xiaomi 12 Pro now features a quad speaker stereo solution with built-in independent dual tweeters and dual woofers, providing you with everything you need to be mesmerized by a musical masterpiece.



SOUND BY  
harman/kardon

Dolby  
ATMOS





# Master the Groundbreaking Performance

Embracing Snapdragon® 8 Gen 1, the flagship 4nm processor is designed to master all the phenomenal innovations with more dynamic power and a cooler attitude.

## Powerful, yet power efficient



### E5 AMOLED material

The leading E5 AMOLED material improves the brightness and contrast on the display with 25% reduction in power requirements\*.



### Microlens Technology

A micro-lens layer is added above the pixel layer to improve the light emission efficiency while reducing power consumption significantly.

## Advanced Cooling System Be effortlessly powerful

The cooling system features an ultra-thin 2900mm<sup>2</sup> super-big vapour chamber that is significantly larger than anything before, along with three layers of massive graphite sheets to effectively reduce the core temperature.







# 4600

4600mAh battery capacity

Retain more power in a thinner body

# 120W

Smart 120W Xiaomi HyperCharge

Boost mode  
Charged to 100% in 18 minutes  
Standard mode  
Charged to 100% in 24 minutes

50W wireless turbo charging  
Charged to 100% in 42 minutes  
10W reverse wireless charging  
Free transmission at anytime



## Be adaptive, be smart

To further prolong the battery lifespan and ensure safe charging, Xiaomi AdaptiveCharge learns from your daily charging routines during the night time. Charging will pause at 80% whilst you are asleep, but get fully charged right before you start the new day.



## Greater peace of mind



42 safety features



800 charge cycles\*



Safe Fast-  
Charge System  
Safe Wireless  
Fast Charge

[www.tuv.com](https://www.tuv.com)  
© 2023 TUV









# xiaomi Watch S1 Active



Style up your fitness

\$269



## Broader view, clearer details

The bigger, clearer, 1.43" AMOLED display offers a more colorful, smoother viewing experience. The always-on display\* allows you to check the time more conveniently. Important notifications such as incoming calls, reminders, and sports notifications can be displayed with clarity, even in strong light.





200+ watch faces  
Style it up with more customizations

Choose from 200+ watch faces with various themes, including technology, sports, machinery, and cartoons.  
Super watch faces and custom watch faces are also available, allowing you to select one that perfectly matches your taste and temperament.



Colorful and stylish choices

Three color choices for the watch case for you to mix and match according to your mood or outfit of the day.



Moon White

Ocean Blue

Space Black

Want more choices? No problem.

Take your style to the next level with three more awesome color options for the interchangeable straps.



Yellow

Orange

Green





Designed for the sports enthusiasts, like you






















SPORT

117

**Fitness Modes\*:**  
Enjoy your workout, explore to your heart's content

Support 19 professional fitness modes such as basketball, tennis, swimming, and HIIT, as well as close to 100 extended fitness modes.  
Accurately monitor and analyse key data points such as heart rate, average pace, and calories burnt, making your workouts more efficient.

- |  |  |  |  |  |  |   |
|--|--|--|--|--|--|---|
| <br>Freestyle workout | <br>Trekking            | <br>Outdoor cycling | <br>Indoor cycling | <br>Jump rope       | <br>Rowing machine                          | <br>Elliptical trainer |
| <br>Swimming          | <br>Open water swimming | <br>Triathlon       | <br>Treadmill      | <br>Outdoor running | <br>High-intensity interval training (HIIT) | <br>Walking            |
| <br>Basketball        | <br>Tennis              | <br>Trail running   | <br>Hiking         | <br>Yoga            | ...  |   |

5 ATM water resistance\*  
Swim-friendly





## Free your hands with Bluetooth® phone call

Thanks to the built-in microphone and speaker, Bluetooth® phone call is now supported on Xiaomi Watch S1 Active. When you are outdoor running, or in a situation not convenient to take out your phone, answer or reject incoming calls with one tap on your watch.



## Facing an emergency? Don't panic!

Click the side button on the bottom right-hand corner three times in a row to quickly dial your emergency contact.

## No more battery anxiety

Say good-bye to your low-battery anxiety with this 470mAh large battery and low power consumption AI algorithm! The convenient magnetic charging cable gets you a full charge in just 2.5 hours.

12 days

Typical usage mode\*

24 days

Battery saver mode\*

30 hours

GPS mode\*



## Dual-band multi-system GPS

The built-in dual-band GNSS chip supports five major satellite positioning systems: GPS, BeiDou, GLONASS, Galileo, and QZSS, together with advanced optimization algorithms to achieve faster, more accurate positioning, giving you professional statistics.





## Exquisite metal bezel Lightweight and comfortable

The new stylish and lightweight design to truly style up your fitness. Weighing only 36.3g, Xiaomi Watch S1 Active will assist your workout with no limits.



Your Health

Cared for 24/7



### Mastercard® NFC cashless payment\*

Simply tap the Xiaomi Watch S1 Active onto the Mastercard® payment device to make cashless, contactless payments.





# Mi Fitness app

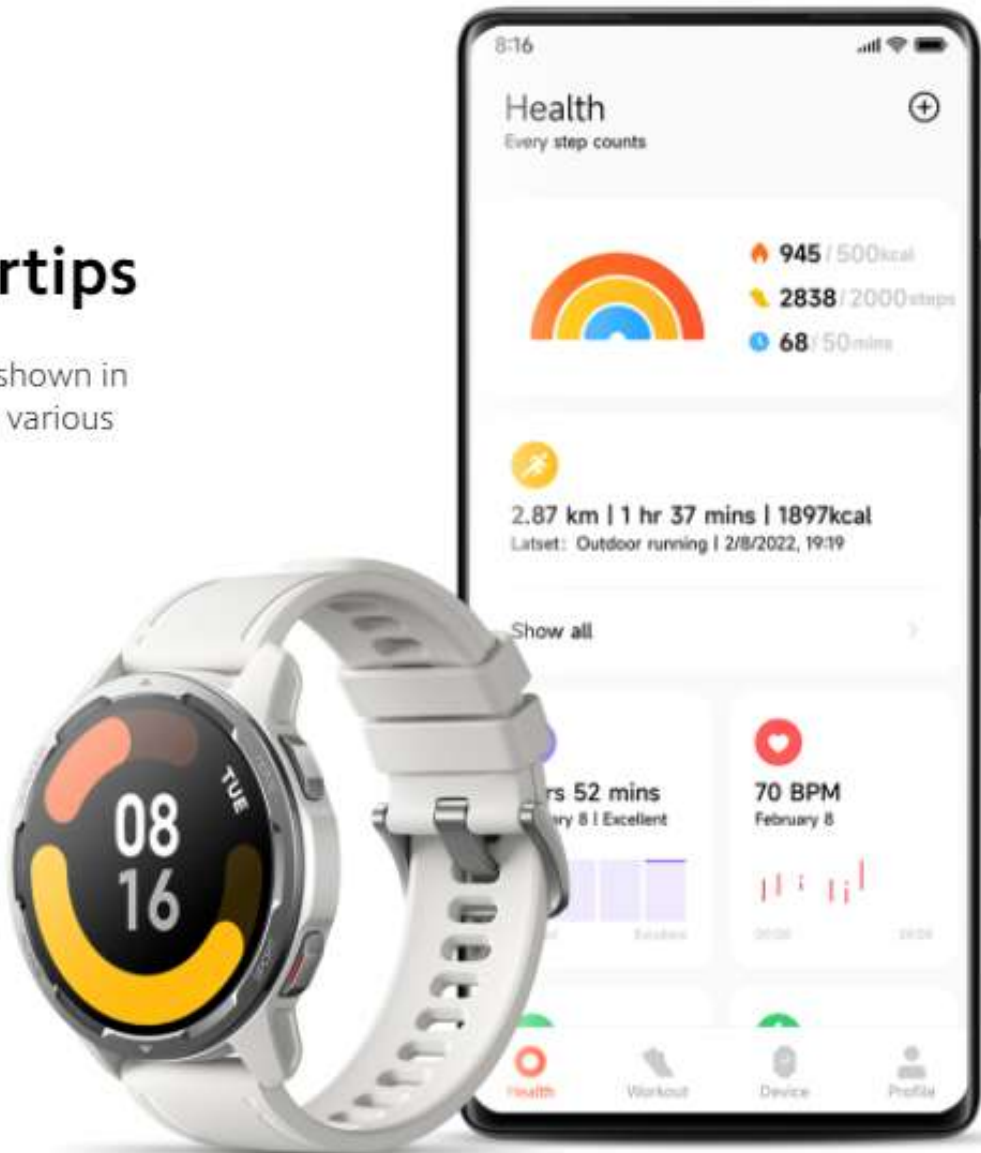
## Daily health data at your fingertips

Daily health statistics, such as heart rate, fitness, and sleep, are shown in detail to provide a clear picture of your health. You can also add various health plans to develop habits of self-discipline. Support syncing data with Strava and Apple Health.

COMPATIBLE WITH  
**STRAVA**

Works with  
**Apple Health**

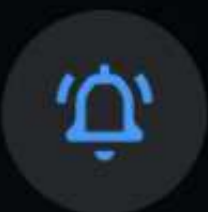
\*Devices cannot be directly bound to the Strava app.



## 24-hour heart rate monitoring



Multi-channel PPG bio-sensors



Abnormal heart rate alert

\*Heart rate Alert need to be enabled manually



Resting heart rate curve

The multi-channel PPG bio-sensor performs 24-hour heart rate monitoring. With upgraded hardware and algorithms, the sensor accurately monitors your heart rate even as you perform high-intensity sports such as trail-running and cycling, and notifies you when your heart rate is too high. It also automatically saves the resting heart rate\* curve for the previous 30 days, continuously tracking health improvements made from exercising.



## All-day blood oxygen monitoring\*

Get an SpO<sub>2</sub> measurement for a peace of mind. Newly upgraded to support all-day continuous SpO<sub>2</sub> monitoring. Measurement interval can be set up according to your need.

Tips:

\*All-day blood oxygen monitoring mode needs to be manually enabled. Default monitoring is set to once every 30 minutes and can be adjusted to once every 10 minutes.





# Advanced sleep monitoring

## Sleep well to perform well

The sleep monitoring function has also been upgraded with a 35%\* increase in accuracy and support monitoring night-time long sleeps and daytime sporadic naps. Record your sleep patterns through different stages and help to improve your habits for a better sleep.



## Don't get stressed, let's breathe together!



### Stress detection

Constantly stay aware of your stress states, as well as daily and 30-day stress trends to achieve a better work-life-balance.



### Breathing exercise

Relieve physical and mental stress quickly by following the rhythms displayed and doing breathing exercises for 1-5 minutes.



### Health Index

The health index has been upgraded to support the setting of duration and standing goals for medium and high-intensity activities (calories, steps, standing, and medium and high-intensity activity duration; choose from three of the four displays).\*

\*Calories and steps are the basic indicators, so their displays cannot be cancelled. The duration of 'standing' and 'medium and high-intensity activities' can be adjusted via the Mi Fitness app.



### Women's Health

The all-new women's health tracking function can be set to track periods via the Mi Fitness app and will display the cycle automatically on the watch and synchronously with your smartphone. You can set period-related notifications and care reminders on your smartphone and your watch will display these mobile notifications.

\*Automatic recording and voice recording are not supported











**Automobile**





**\$55,425**



**2022 Lexus GX**





SEE MORE. DO MORE. ...





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







**CRAFTED TO CONNECT**







***A Bold Look***







**Dominate any terrain**







Beautiful exterior design to keep you engaged







Beautiful hud display with the latest in infotainment system







Everything you need











**Knowing everything and detail around you.**







**Bold as a Lion**











**2022 Lexus RX**

**\$48,800**





Looking good for you







Dazzling look from the top







An Aggressive front grill to make any statement





Leather seats to match your mood.







**Led lightings to light your way**





Take your pick...





**Dominate the roads**







Crafted like a diamond







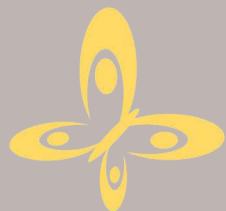
Everything in one screen...





**Dive in to the future...**





More comfort like your home







More space for everyone...







360° view of everything







Looks to match





Take control...











Friendly like your pet.







Crystal clear...







Go anywhere...





**Nothing to hold you back...**







Hands free...





**Detailed interior**





Motionless...., Silence.





speechless





**Who says you can't move faster than your shadow**











2022 Mazda MX 30

\$33,740





AN ELECTRIC VEHICLE  
DESIGNED AROUND YOU







VEHICLE AND DRIVER AS ONE



CREATE A CONNECTION

HUMAN MODERN DESIGN





FIND YOUR STYLE



ELEGANCE AND SUSTAINABILITY







A PURE EXPRESSION OF YOU







BEAUTIFULLY ACCESSORIZED







INNOVATION AND PEACE OF MIND

JUST RIGHT FOR YOUR NEEDS











**REACT**





**MOVIES**






TOM HUGHES AND GRETA SCACCHI

# SHEPHERD

*Thriller, Supernatural, Horror*

*Release: May 6 2022*





# MONSTROUS

*Thriller, Suspense*

*Release: May 13 2022*

SOMETHING **IS** OUT THERE





SCARIEST THINGS



THE HOLLYWOOD NEWS



HEAVEN OF HORROR

# HOMEBOUND

BLOOD IS THICKER THAN WATER

Thriller, Horror



“UNSETTLING AND DRIPPING  
WITH DREAD”

THE GEEK GODDESSES

Release: May 13 2022



FROM BLUMHOUSE PRODUCER OF THE INVISIBLE MAN  
BASED ON STEPHEN KING'S MASTERPIECE

# FIRESTARTER

IN CINEMAS SOON

*Thriller, Suspense, Horror, Remake, Adaptation, Reboot*

*Release: May 13 2022*

SCREENPLAY BY **SCOTT TEEMS** DIRECTED BY **KEITH THOMAS**





**AND RAPHAEL  
ALEJANDRO**

**Release: May 6 2022**

**ONLY IN THEATERS MAY 6**

A FRANCE-BELGIUM COTTONWOOD MEDIA STUDIOCANAL FRANCE 3 CINÉMA AND UMEDIA CO-PRODUCTION PRODUCED BY TOÉ CARREIRA ALLAIX KÉKÉ LAURITANO DAVID MICHEL BASED ON THE BOOK BY JULES VERNE SCREENPLAY BY GERRY SHAWLOW AND DAVID MICHEL  
ARTISTIC DIRECTION MATTHIEU WUILLI MAIN CHARACTERS BENOÎT JULIEN LE ROLLAND AND SÉBASTIEN ROUXEL MUSIC BY NORBERT SILBERT COSTUME DESIGNER MAC GUFF BELGIUM MAC GUFF LIENG IN ASSOCIATION WITH UFDNM MOEFHANS & SG IMAGES 2018 LINECAP 3 CINEIMAGE 14 PALATINE ÉTOILE 17 MAISON 10 22222  
WITH THE PARTICIPATION OF CANAL+ FRANCE TÉLÉVISIONS DUS ROUSSELS CAPITAL REGION WITH THE SUPPORT OF CENTRE NATIONAL DU CINÉMA AND DE L'IMAGE ANIMÉE AND TAX SHELTER OF THE FEDERAL GOVERNMENT OF BELGIUM PRODCOP ANGOA FRANKS AND INTERNATIONAL CALLES STUDIOCANAL

VIVA COTTON WOOD france 3 cinéma UN CANAL+ france 40 ocs U screen.france.tv TMC HD+ L'ÉCRAN ÉMILIE SIMONEAU - FANTASME HANS-PIERRE LAUREN 16 MARS 2014 L'ÉTÉ EN FAMILLE Orange 7 Mars 14 MCM FOX JAMES ANGUS STUDIOCANAL

**PG** SOME ACTION AND RUDE HUMOR  
Some Watched May Not Be Suitable for Children



TERESA PALMER      STEVEN CREE



Thriller, Supernatural, Horror

Release: May 6 2022

THE  
TWIN

EVIL ONLY A MOTHER COULD LOVE

Don Films presents a Taneli Mustonen film starring TERESA PALMER STEVEN CREE BARBARA MARTIN TRISTAN ROSSER "THE TWIN" by ALEKSI HYVÄRINEN produced by SHUDDER and FILM CONSTELLATION and PLANTAGE  
Screenplay by AKSELI SOINI Music by PHILIP AALTO Edited by ALEKSI RAUPE & JONI TIKKANEN Costume Designer MARK RÄDÖNA Hair by JENNIFER SCHULZ Makeup by TUIJA KINN PELLÖ Production Designer DANIEL LINDBOLM P.S.C. Executive Producer UUKA PALJONEN Producer JOSS VAAKILAINEN EMILY GOTTU TONI VALLA FABIEN WESTERMARKOFF  
Written by TANELI MUSTONEN & ALEKSI HYVÄRINEN Produced by ALEKSI HYVÄRINEN Directed by TANELI MUSTONEN  
© 2022 Don Films. All Rights Reserved.

SHUDDER BLAZE d FILMSTUDIO STYLING PRODUCTIONS PLAYTIME Screenplay 111



  
**NORDIC COMPETITION**  
Göteborg Film Festival

  
**FESTIVAL DE CANNES**  
**SÉLECTION OFFICIELLE**  
2020

  
**sundance**  
film festival



**Drama**

**Release: May 13 2022**

**A FILM BY NINJA THYBERG STARRING SOFIA KAPPEL**

# PLEASURE

Director of Photography SOPHIE WINQVIST LOGGANS OFF, FSF Edited by AMALIE WESTERLIN JELLESEN, SFK OLIVIA HEERGAARD HOLM Production Design THICKY LOOK Costume Design AMANDA WIND  
Make-up Designer ERICA SPETZIG Sound TACO DRUMFOYT Sound Design EVELIEN VAN DER MOLEN VINCENT UNCELIST II Music KARE FRID Postcards composed by LEONIE POORE & PAPA ONE  
VFX PETER TOGGETH KARLSSON LUDWIG KALLEN Colorist NIKOLAI WALDMAN, CSI Graphic Design ALBEN HOLMQUIST Post-Production CLAS HANSTRÖD Associate Producer NINJA THYBERG Story by NINJA THYBERG  
Co-writer PETER MODESTI Executive Producers PAPE BOYE, VIOLAINE PICHON Co-producers LEONIE PETIT, ERIK GILMS, FREDRIK FÖRDE, ERIC TAVITIAN Co-producer Film Fund CAROLINE LUNGBERG  
Line Producer ADRIAN STEWART SARAH GOLDBERGER TOVE BIRGERSSON, FRID OREN Produced by ERICHEMME MUDRIFF, ELIZA JONES, MARION WILCK Directed by NINJA THYBERG  
PLATFORM PRODUKTION IN CO-PRODUCTION WITH FILM I VÄST, SVERIGES TELEVISION, LEMMING FILM, GRAND SEAM FILM AND LOGICAL PICTURES WITH SUPPORT FROM THE SWEDISH FILM INSTITUTE,  
THE NETHERLANDS FILM FUND, THE NETHERLANDS FILM PRODUCTION INCENTIVE AND NORDISK FILM & TV FOND





FROM THE WRITER AND DIRECTOR OF  
**EX MACHINA AND ANNIHILATION**

WHAT  
HAUNTS YOU  
WILL  
FIND YOU.



*Drama*

*Release: May 20 2022*

**M E N**

**A24**



COLIN  
FIRTH

MATTHEW  
MACFADYEN

KELLY  
MACDONALD

PENELOPE  
WILTON

JOHNNY  
FLYNN

AND

JASON  
ISAACS

BASED ON THE EXTRAORDINARY TRUE STORY

# OPERATION MINCEMEAT



Drama, War, Adaptation, True-Story

Release: May 11 2022

DECEPTION. THE GREATEST WEAPON IN WAR.  
IN CINEMAS APRIL 15

CORUS MEDIA GROUP

SAW

FILMNATION

CROSS / CITY

WARNER BROS.

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TOM CRUISE

# TOP GUN

## MAVERICK

Action, Adventure, Sequel, Reboot

Release: May 27 2022

IN Dolby Cinema, LARGE FORMAT AND IMAX

ONLY IN THEATRES  
MAY 27

SKYDANCE



@TopGunMovie

TopGunMovie.com  
#TopGun





BASED ON THE CLASSIC COMIC STRIP ADVENTURE

# MARMADUKE<sup>3D</sup>



MAN'S ~~BEST~~ FRIEND  
BIGGEST

Comedy, Animation, Family

Release: May 6 2022

SCFILMS PRESENTS A LEGACY CLASSICS PRODUCTION IN ASSOCIATION WITH ONE COOL GROUP AND ANDREWS MCMEEL ENTERTAINMENT "MARMADUKE" BASED ON THE CHARACTERS CREATED BY BRAD ANDERSON  
EXECUTIVE PRODUCERS LOUIS KOO JOHN GLYNN & ANDY SAREYAN CO-PRODUCED BY VANESSA CHOY MUSIC BY KENNETH BURGOMASTER EDITED BY MICHAEL RAFFERTY ANIMATION PRODUCTION W2 STUDIOS  
WRITTEN BY BYRON KAVANAGH PRODUCED BY DANIEL CHUBA BRIDGET MCMEEL TIM PETERNEL DIRECTED BY MARK A.Z. DIPPE





LET'S  
GET  
THIS  
PATTY  
STARTED

Comedy, Animation, Based on Tv

Release: May 27 2022

THE  
BOB'S BURGERS  
MOVIE

ONLY IN THEATERS MAY 27

PG-13  
PARENTS STRONGLY CAUTIONED  
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 13







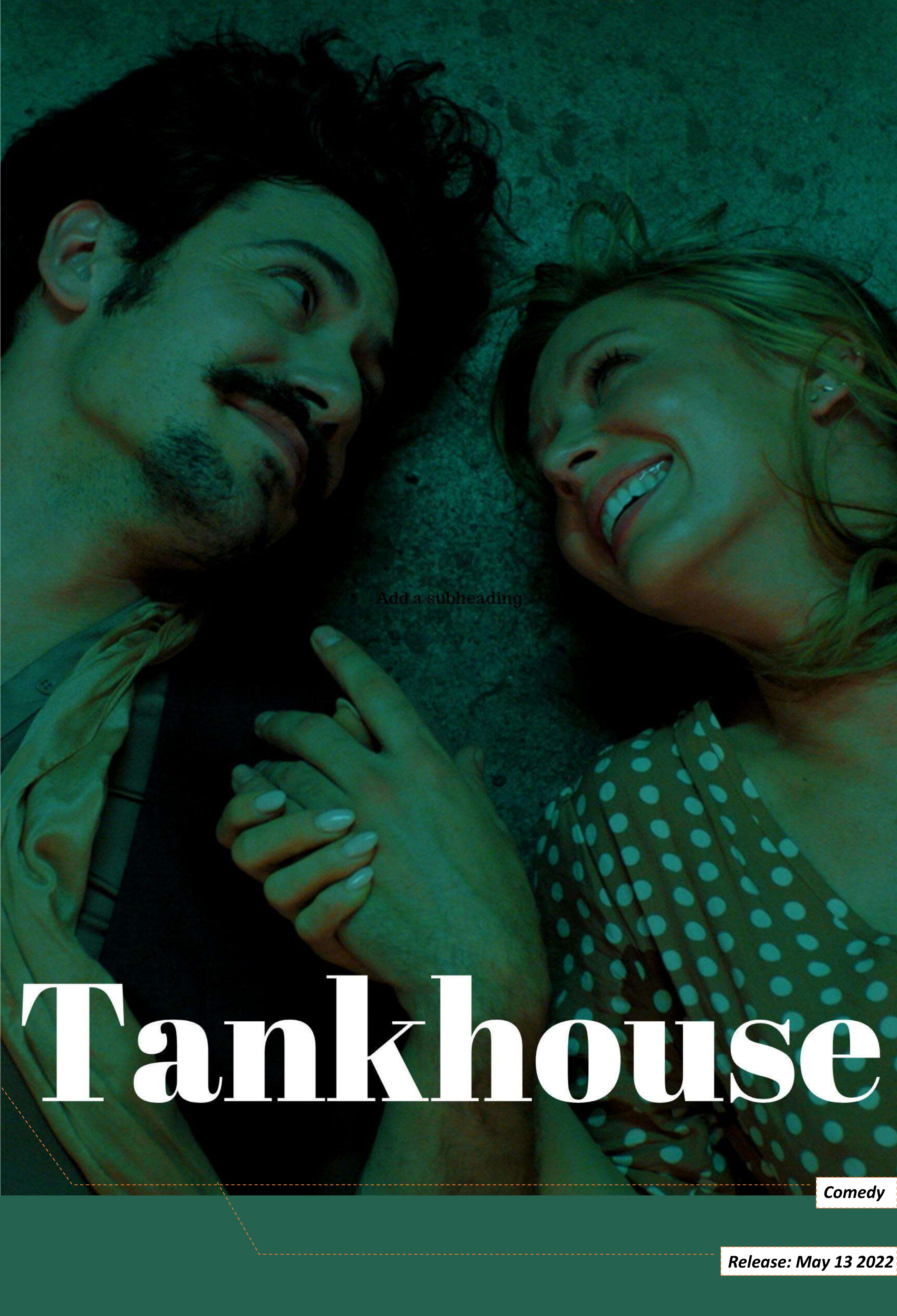
# RESPECT THE JUX

SAMUEL GOLDWYN FILMS PRESENT IN ASSOCIATION WITH KEEPLOCK MEDIA AND BMJ STUDIOS STARRING JAIME LINCOLN SMITH CIERA PAYTON "RESPECT THE JUX"  
CASTING BY WINSOME SINCLAIR EDITED BY LJ ADON AND JASON POLLARD DIRECTOR OF PHOTOGRAPHY RON ELLIOT  
EXECUTIVE PRODUCER ANTHONY JACOBS AND TERENCE "PUSH-A-T" THORNTON PRODUCED BY CORDELIA DONOVAN AND MILLIESSA ADON DIRECTED BY G.H. GOBA

Drama, Crime

Release: May 6 2022





Add a subheading

# Tankhouse

Comedy

Release: May 13 2022





Thriller, Suspense

Release: May 6 2022

THE  
HUNT  
IS ON

JORDAN CLAIRE  
**ROBBINS**

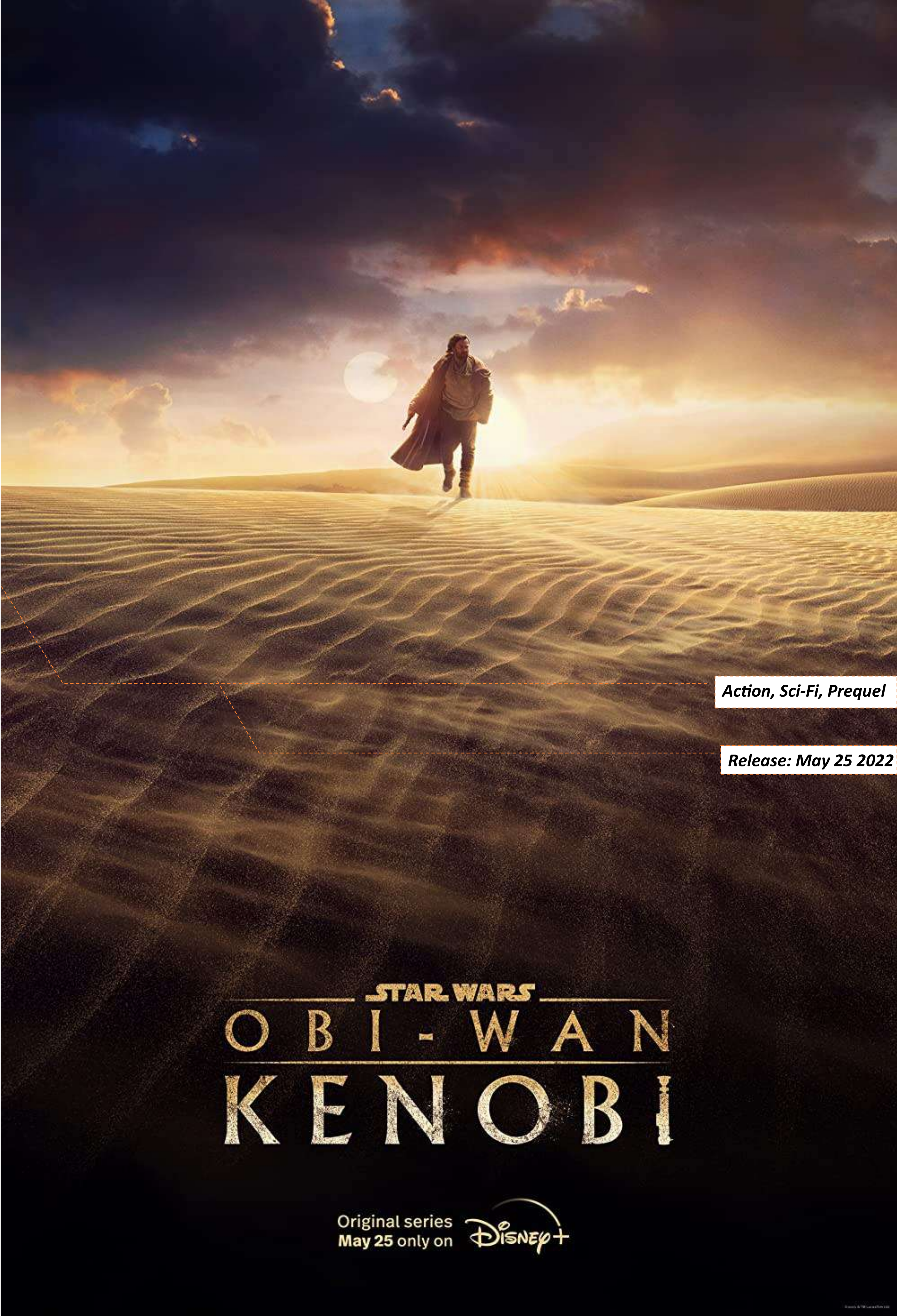
THEO  
**ROSSI**

TAHIRAH  
**SHARIF**

AND SHANE  
**WEST**

# ESCAPE THE FIELD





Action, Sci-Fi, Prequel

Release: May 25 2022

STAR WARS  
OBI-WAN  
KENOBI

Original series  
May 25 only on







FESTIVAL DE CANNES  
2021 OFFICIAL SELECTION

A FILM BY JACQUES AUDIARD  
BASED ON SHORT STORIES BY ADRIAN TOMINE

# PARIS, 13th DISTRICT

IFC FILMS AND PAGE 114 PRESENT "PARIS 13TH DISTRICT" A FILM BY JACQUES AUDIARD STARRING LUCIE ZHANG, MOKTA SAMBA, NOÉMIE MERLANT, JÉREMY BETH, WRITTEN BY CÉLINE SCAMMA, LÉA MYSIUS AND JACQUES AUDIARD  
BASED ON THE SHORT STORIES BY ADRIAN TOMINE: "DARK STREET", "TOLING AND TONG", "SWINGING IN JUNE", "UNUSUAL SUSPECT", "ROMEO" PRODUCED BY VALÉRIE SCHERMANIN PHOTOGRAPHY PAUL GUILVAUME A.E.C. EDITING JULIETTE WELFLING ART DIRECTOR VIRGINIE MONTEL COSTUME DESIGNER CHRISTEL BARRAS  
SET DESIGNER MILA PIRELLI SOUND BRIGITTE TAILLANDIER VINCENT COULON HORTENSE BAULY NIELS BARLETTA SCRIPT CHRISTELLE MENDY PRODUCTION DESIGNER ALBERT BLASIUS EXECUTIVE PRODUCER JEAN-BAPTISTE POUILLOUX DIRECTOR OF PHOTOGRAPHY CÉDRIC ETTOUANT  
PRODUCED BY PAGE 114 IN CO-PRODUCTION WITH FRANCE 2 CINÉMA WITH THE PARTICIPATION OF CANAL+ CINE+ FRANCE TV MEMENTO PLAYTIME [4K] IFC FILMS © PAGE 114 - FRANCE 2 CINÉMA

france-2cinéma CANAL+ CINE+ france-tv memento PLAYTIME [4K] IFC FILMS © PAGE 114 - FRANCE 2 CINÉMA

"Masterly. A silvery starburst of cinematic passion and exuberance.  
Lucie Zhang [gives] a joyous, star-is-born performance."  
- Robbie Collin, The Telegraph

Romance

Release: May 31 2022





BENEDICT  
CUMBERBATCH

ELIZABETH  
OLSEN

PATRICK  
STEWART

TOM  
HIDDLESTON

BENEDICT  
WONG

RACHEL  
McADAMS

CHIWETEL  
EJIOFOR

JULIAN  
HILLIARD

JETT  
KLYNE

WITH JAMES  
SPADER  
AS ULTRON

Action, Adventure, Sequel, Suspense, Superhero

Release: May 6 2022

MARVEL STUDIOS

DOCTOR STRANGE  
IN THE  
MULTIVERSE OF MADNESS

MAY 6, 2022



High school has changed.  
But she hasn't.

Rebel Wilson

# Senior Year

NETFLIX | MAY 13



Comedy

Release: May 13 2022





ERIC DANE

TERI POLO

PETER FACINELLI

INSPIRED BY TRUE EVENTS

# THE RAVINE

*Thriller, Suspense*

*Release: May 6 2022*





A SKIT GUYS MOVIE

# FAMILY CAMP

LEIGH-ALLYN  
**BAKER**

TOMMY  
**WOODARD**

EDDIE  
**JAMES**

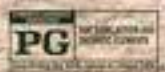
GIGI  
**ORSILLO**



Comedy, Family

Release: May 13 2022

ROADSIDE ATTRACTIONS PROVIDENT FILMS AND K-LOVE FILMS IN ASSOCIATION WITH RESERVE ENTERTAINMENT AND SKIT GUYS STUDIOS PRESENT A BRIAN CATES FILM "FAMILY CAMP" TOMMY WOODARD EDDIE JAMES LEIGH-ALLYN BAKER GIGI ORSILLO  
ROBERT AMAYA CECIL KELLY WITH HEATHER LAND AND MARK CHRISTOPHER LAWRENCE CASTING BY BEVERLY HOLLOWAY COSTUME DESIGNER NICHOLAS POSS EXECUTIVE PRODUCERS TERRI MIDDLETON PRODUCED BY JAMES B. CUNNINGHAM EDITOR CHRIS WITT EXECUTIVE PRODUCERS JAMES KING PRODUCED BY BILL REEVES BRIAN MITCHELL  
TERRY HEMMINGS TREY REYNOLDS TOMMY WOODARD EDDIE JAMES DIRECTED BY DARREN MOORMAN PG-13 TREY REYNOLDS PG-13 JUSTIN TOLLEY JAY HOWVER WRITTEN BY BRIAN CATES AND RENE BUTTERIDGE DIRECTED BY BRIAN CATES



IN THEATERS MAY 13



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KINGSTONE STUDIOS  
PRESENTS



SEAN YOUNG T.C. STALLINGS DEAN CAIN

# NO VACANCY

THERE'S ALWAYS ROOM FOR HOPE

A TRUE STORY

Drama

Release: May 9 2022

KINGSTONE STUDIOS PRESENTS  
A KINGSTONE STUDIOS/SAYLORS BROTHERS ENTERTAINMENT PRODUCTION A KYLE SAYLORS FILM  
SEAN YOUNG DEAN CAIN T.C. STALLINGS "NO VACANCY" MUSIC BY NOLAN AND JASON LIVESAY  
COSTUME DESIGNER BEVERLY SAFIER EDITED BY JOEL FARABEE PRODUCTION DESIGNER SHAWN MCFALL  
CASTING DIRECTOR KATRINA COOK DIRECTOR OF PHOTOGRAPHY KEVIN HOOPER EXECUTIVE PRODUCER  
WRITTEN BY ART AYRIS PRODUCED BY ART AYRIS DEAN CAIN KENNY SAYLORS  
DIRECTED BY KYLE SAYLORS

KINGSTONE



## THE LEGACY CONTINUES



## *Drama, Sequel*

# DOWNTON ABBEY

**Release: May 20 2022**

**FOCUS FEATURES PRESENTS A CARNIVAL FILMS PRODUCTION "DOWNTON ABBEY: A NEW ERA" HUGH BONNEVILLE JIM CARTER MICHELLE DOCKERY ELIZABETH MCGOVERN MAGGIE SMITH IMELDA STAUNTON PENELOPE WILTON PRODUCED BY MARK HUDDARD**

**WRITTEN BY JOHN LUNN DIRECTED BY ANNA MARY SCOTT ROBBINS EDITED BY ADAM RECHT, ASC PRODUCTION DESIGNER DONALD WOODS EXECUTIVE PRODUCERS ANDREW DUNN, ESC COSTUME DESIGNER NIGEL MARCHANT BASED UPON THE TELEVISION SERIES CREATED BY JULIAN FELLOWES PRODUCED BY CARNIVAL FILMS**

**PG** PARENTS STRONGLY CAUTIONED  
Some Material May Be Inappropriate for Children Under 10

**CARNIVAL** **DECCA**

**DISTRIBUTED BY JULIAN FELLOWES PRODUCED BY GARETH NEAME JULIAN FELLOWES LIZ THURBRIDGE DIRECTED BY SIMON CURTIS**

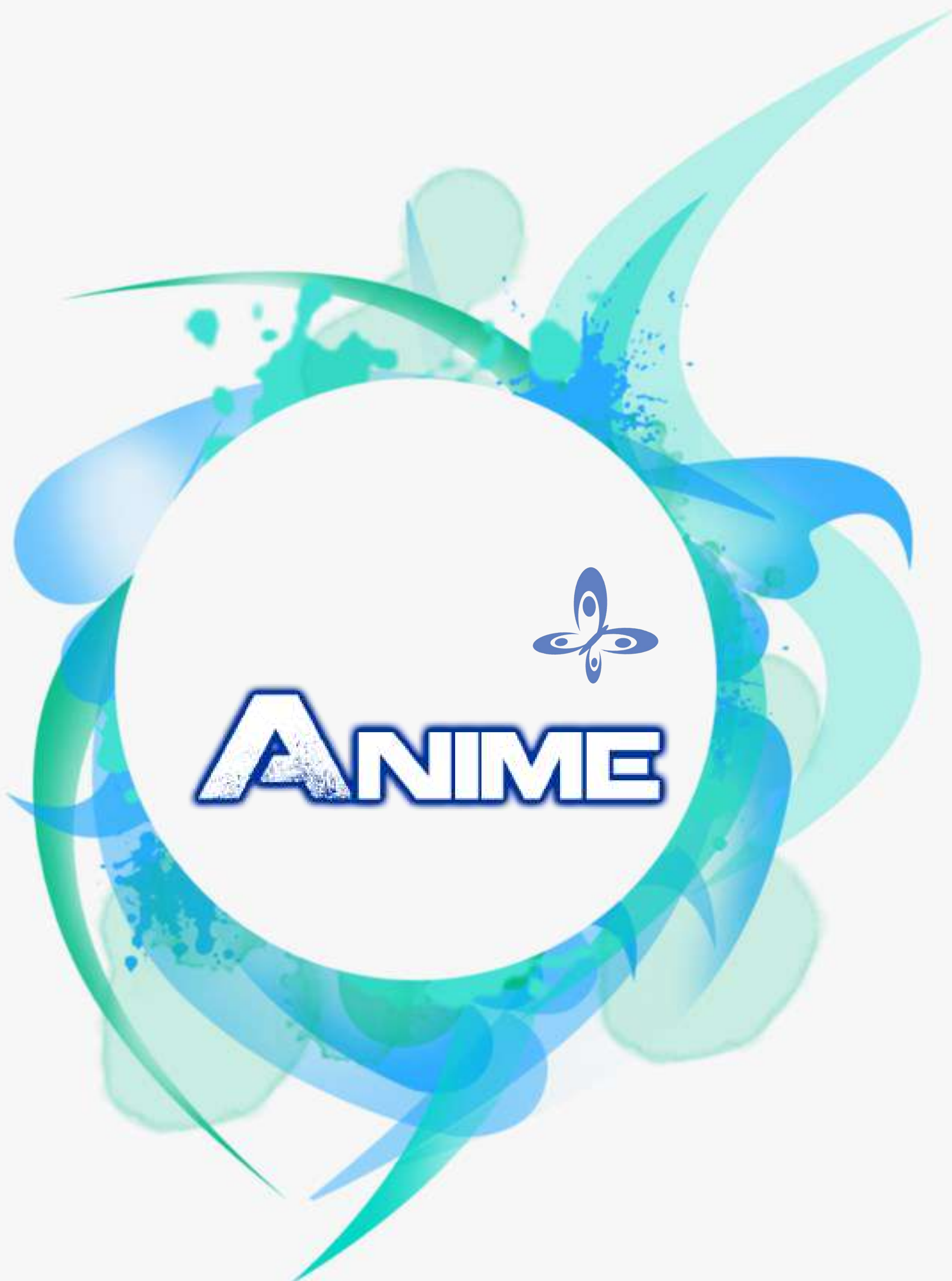
**FOCUS** **FRANCE 3**

ONLY IN THEATERS MAY 20











# ザ・BLAME!



**Title:** *Blame!*

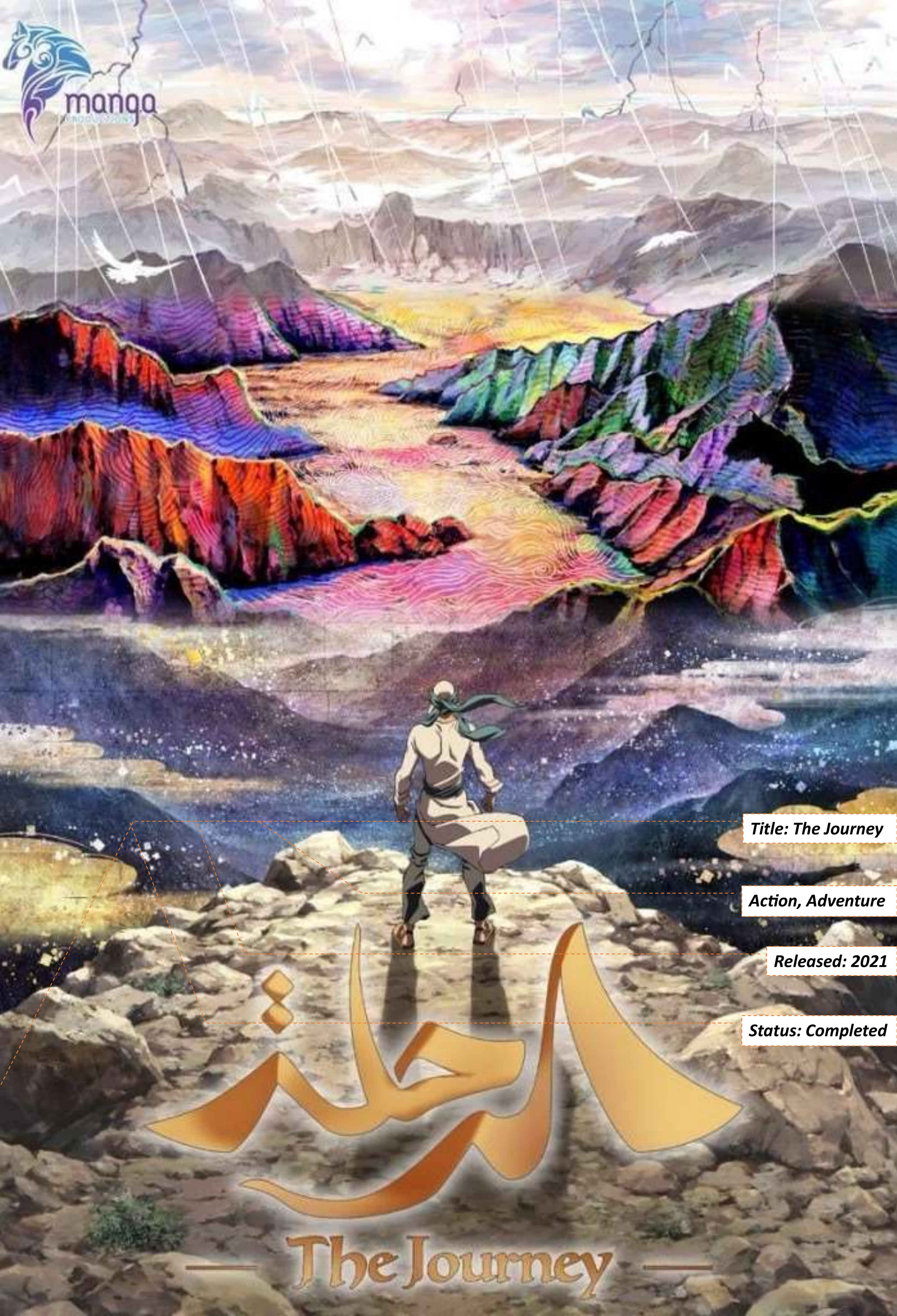
**Action, Drama, Mecha, Psychological, Sci-fi, Seinen**

**Released:** 2017

**Status:** *Completed*

©Tsutomu Nihei, KODANSHA/BLAME! Committee Production





**Title:** *The Journey*

**Action, Adventure**

**Released:** 2021

**Status:** Completed



**The Journey**





Title: Orient

Action, Fantasy, Demon

Released: 2022

Status: Completed

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ORIENT

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*Title: Baraou No Souretsu*

*Action, Drama, Historical, Shoujo, Supernatural*

*Released: 2021*

*Status: Ongoing*

# 薔薇王の葬列

Requiem of the Rose King



# BEASTARS



**Title:** *Beastars 1st Season*

**Drama, Psychological, School, Slice of life**

**Released:** 2019

**Status:** Completed



# BEASTARS



*Title: Beastars 2nd Season*

*Drama, Psychological, School, Shounen, Slice of life*

*Released: 2021*

*Status: Completed*



# ムタフカズ

MUTAFUKAZ



なんていうか、  
変な物が見えるんだよ

Title: Mutafukaz

Action, Psychological, Sci-fi, Super-power

Released: 2018

Status: Completed

草薙 剛・柄本時生・満島真之介

上坂すみれ・成河・柴田秀勝・藤井 隼 / 桜庭和志・中井祐樹・所 英男・中村大介 / 木原 実・福井謙二・吉田尚記・男色ディーノ・Creepv N





Title: Yuukoku No Moriarty

Psychological, Mystery, Historical, Shounen

Released: 2020

Status: Completed

# 憂国のモリアーティ

❧ MORIARTY THE PATRIOT ❧









*Title: Super Crooks*

*Action, Drama, Suspense*

*Released: 2021*

*Status: Completed*

A NETFLIX SERIES

# SUPER CROOKS

25 NOVEMBER | NETFLIX





**Title: DemonSlayer 2nd Season**

**Action, Adventure, Demons, Historical, Shounen, Supernatural**

**Released: 2021**

**Status: Completed**



希望を胸に、前へと進め――



Title: Kingdom

Action, Historical, Military, Seinen

Released: 2012 (Season 1)

Status: Ongoing (Season 4)

キングダム  
KINGDOM





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