



NOVEMBER 2019 ISSUE 23

# TABLE OF CONTENTS

**Control** 

**Dead by Daylight** 

**Horizon Zero Dawn** 

**WWE 2K19** 

**NBA 2K19** 

**Madden NFL 19** 

**Gionee Smart Watch** 

Gionee F9 Plus

MS Surface Hub/Neo

**MS Surface Pro** 

**Google Pixel 3a** 

MSI GS65 Stealth Gaming Laptop

**Lexus LS** 

**Lexus RCF** 

**Movies** 

**GROUND BREAKING PS4 GAMES** 

# **EDITOR**

Dickson Max Prince @dicksonprincemax

# CONTRIBUTORS

Anita .W. Dickson

Efenudu Ejiro Michael

Bekesu Anthony

Dickson Max Prince

Ernest .O.

Israel Obonyano (Milim)

# MODEL

Maureen Life Alaerebo

# PHOTOGRAPHER

Esegine Bright Kelvin @bright\_kevin

# **PUBLISHERS**

Pucutiti. Inc®

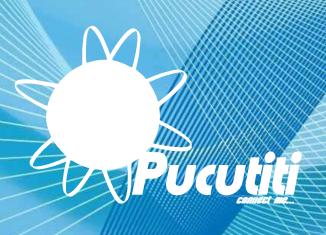
- @titimagazine
- f @titimagazine
- @MagazineTiti

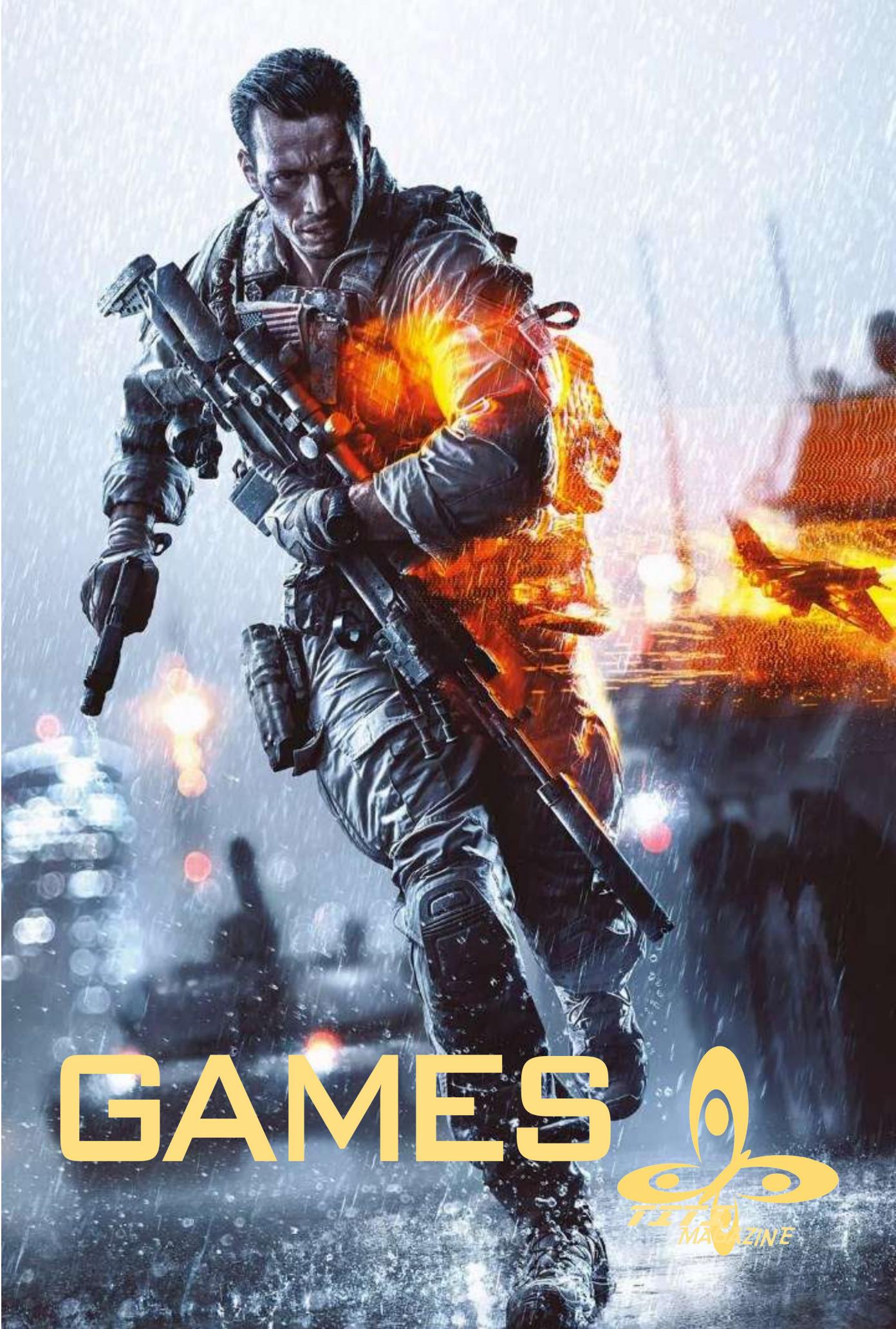
# Become A Sponsor

titimag.com
For more info
info@titimag.com

+23481 34428331 +234808921 6836

Titimag.com





# **Control**



Control is an action-adventure video game developed by Remedy Entertainment and published by 505 Games. The game revolves around the Federal Bureau of Control (FBC), a secret U.S. government agency tasked with containing and studying phenomena which violate the laws of reality. As Jesse Faden, the Bureau's new Director, players explore the Oldest House – the FBC's paranormal New York headquarters – and utilize powerful abilities in order to defeat a deadly enemy known only as the Hiss, which has invaded and corrupted reality. Control was released on 27 August 2019 for Microsoft Windows, PlayStation 4, and Xbox One.

# Gameplay

Like Remedy's previous projects, Control is played from a third-person perspective, and is built using Remedy's proprietary Northlight Engine, which was first used on the company's previous title Quantum Break. As Jesse Faden, players wield the Service Weapon, a supernatural firearm that can be adapted into a variety of different forms with different combat applications. In addition to the Service Weapon, Jesse also possesses a variety of supernatural abilities, including telekinesis, levitation, and the ability to control certain enemies. The Service Weapon and Jesse's abilities both expend Jesse's energy, necessitating a balance in their usage. The Service Weapon can be upgraded throughout the game via a skill tree; in order to gain new powers, players must locate various Objects of Power - ordinary items acted upon by supernatural forces - hidden throughout the Oldest House. Due to the versatility of the game's loadouts, Control's combat system can be customized and balanced to each player's personal preferences. Health in Control does not recharge automatically, and must be picked up from fallen enemies.

Control is set within the Oldest House, a featureless Brutalist skyscraper in New York City, which is referred to in-game as a "Place of Power." The Oldest House's interior is far larger than its exterior, an enormous, constantly shifting supernatural realm that defies the laws of spacetime. Control is built in the Metroidvania format, with a large world map that can be explored at a nonlinear pace, unlike Remedy's previous titles, which were primarily linear. As the player unlocks new abilities and clearance throughout the game, new areas of the Oldest House can be explored, opening various side-quests. Certain areas known as Control Points can be used to fast travel throughout the building after they have been cleared of enemies. A new A.I. system known as the Encounter Director controls interactions with enemies based on the player's level and location in the Oldest House. Enemies in Control are predominantly human agents of the FBC possessed by the Hiss, an otherworldly force. They range from standard humans carrying firearms to heavily mutated variations which possess a variety of superpowers. Some of Jesse's abilities allow her to seize control of enemies' minds temporarily, turning them into her allies, and allowing their abilities to be used for the player's benefit.

#### Plot

Jesse arrives at the Oldest House as specified by Polaris and enters, finding the building seemingly empty of people. She bumps into a Finnish janitor, Ahti, who directs her to an elevator for "her interview". Through the elevator, Jesse discovers that the Bureau's previous Director, Zachariah Trench, has apparently committed suicide. Taking his fallen sidearm, Jesse learns it is an Object of Power, the Service Weapon, and is transported to the Astral Plane, where she completes a ritual and is selected as the new Director by the Board. Jesse emerges from Trench's office and finds that the Oldest House has been invaded by a hostile force known as the Hiss, which has possessed most of the Bureau's agents and corrupted the building's shifting topography. Jesse uses an Object of Power known as the Hotline to listen to the lingering presence of Trench, who relays that his former management team knows the secrets of the Bureau, and Jesse hopes they may be able to tell her the whereabouts of Dylan.

Jesse aids Pope and other surviving agents of the FBC who had been quick enough to don Hedron Resonance Amplifiers (HRAs): wearable devices created by Darling that protect their users from the effects of the Hiss. Pope notes that the Oldest House is on complete lock-down until the Hiss can be eradicated. Jesse enters the Oldest House's Maintenance Sector and is guided by Ahti to repair the building's electricity and plumbing to prevent a major meltdown. Jesse's mind is nearly invaded as the Hedron resonance falters; however, she is able to rediscover Polaris's essence within her and restore control. Jesse learns that Trench fell under the Hiss's influence during one of Darling's expeditions; he stole and concealed a second slide and used it to let the Hiss into the Oldest House to destroy what he perceived to be the threat of Hedron's takeover.





Jesse then uses a Directorial Override to reopen the other sectors, and enters the Research Sector in search of Marshall, whom she believes knows about Dylan. Jesse aids Marshall in retaking the Research Sector and securing production of more HRAs. Marshall reveals that Dylan, known to the Bureau as "Prime Candidate 6", was a candidate for the role of Director due to his special abilities, but after he proved unstable and killed several Bureau agents he was detained in the Containment Sector. Jesse rushes to the sector to find Dylan, only to learn that he has appeared suddenly in the Executive Sector and surrendered to the FBC agents there. Dylan tells Jesse that he has embraced the Hiss, which he believes will set him free of the Bureau, and that their invasion was made possible by the slide projector the Bureau recovered from Ordinary. Dylan warns Jesse not to trust Polaris, but Jesse resolves to find and deactivate the slide projector.

Jesse investigates the Prime Candidate program and learns that both she and Dylan were considered for the role of Director, and that the slide projector is contained in the Research Sector. Ahti gives Jesse a cassette player which enables her to navigate an elaborate maze protecting the slide projector's chamber. In the chamber, Jesse finds the projector missing; she learns that Darling led several expeditions into the dimension accessed through the only surviving slide the FBC was able to recover (the other slides having been burned by Jesse years prior), discovering a polyhedron-shaped organism he coined the Hedron, which is the source of the HRA resonance. Jesse discovers that the Hedron is Polaris, who called out to Jesse to save her from the Hiss; however, when Jesse reaches Hedron's containment chamber, the Hiss attacks and seemingly kills it.





Jesse finds the slide projector in the Executive Sector and, through it, enters the Astral Plane to confront Dylan, who is attempting to take over the Board through the Hiss. Jesse defeats the Hiss's defenses and cleanses Dylan, who falls into a coma. Finally accepting her new role as Director, she resolves to defeat the remaining Hiss in order to restore order to the Bureau.

# Development

The game is developed by Remedy Entertainment. Mikael Kasurinen, who has worked on Remedy's previous games, Alan Wake (as lead gameplay designer) and Quantum Break (as lead director), was Control's director and Sam Lake served as the game's writer and creative director alongside narrative lead Anna Megill. Development of the game began before the release of Quantum Break. As they were finishing Quantum Break and deciding on the next project, Kasurinen recognized that that game rested heavily on full motion video and other cinematic elements, and suggested they look at a more open-world game where the player would drive what they experienced. Instead of focusing on creating a large and complex story, Remedy wanted to put more emphasis on creating a game world and universe that is rich enough for players to craft their own stories. The team still wanted to leave narrative elements for players to discover to help flesh out the world, and added optional documents, audio logs, and live-action video footage that the player could review at their own pace. Another goal for the team was to create a game that has high replay ability. They still stated that they wanted to make a strong narrative, one that is "narrowly focused" according to Kasurinen.

The first concept down was creating the fictional FBC, a realistic setting that would serve as a basis for paranormal events and a catalyst for events in the story. This enabled them to consider multiple stories they could tell, not just about the player-character but other individuals in the FBC, but this also created the challenge of how to present the stories of the other characters in the open-world format. The gathered writings of the fictional SCP Foundation ("Special Containment Procedures") website was a major influence on Control. Stories on SCP Foundation's site are based on singular objects with strange paranormal impacts, and as whole, they are narratively linked by the common format of reports written by the fictional SCP Foundation, which catalogs and studies the objects. Control was built atop this, having the various Objects of Power and Altered Items, along with numerous collectable writings about these objects or other stories in line with SCP. They fixed the story in the genre of the new weird, stories that combine science fiction and fantasy often with a bureaucratic government agency involved in these events, but for Control, reversing the role to make the bureaucracy at the center of the store. Narrative Designer Brooke Maggs stated "there is an invisible, assailing presence of bureaucracy in the corporate office setting that is in itself, unsettling". The mundane features of the Oldest House helped to contrast against the paranormal aspects of the game, thus well-suiting the new weird, according to World Design Director Stuart MacDonald. The design team's goal in using the new weird approach was not to create terrifying moments as one would do in a horror game, but instead create a continuing sense of dread for the player.

A further challenge involved creating an environment that would encourage the player to explore, get lost in, and learn about these stories by observation. Kasurinen felt they did not want to include a traditional heads-up display for the player, with mission markers or other clutter, and instead have the player use mission descriptions in their log and careful observation of the environment to figure out where to go next. This further led to the decision to only tell player critical information via some means, leaving the player to fill in the missing parts with their own observations and imaginations. They also wanted a fluid environment, where nearly any object in it could be used as part of the player-character's telekinetic powers, so that the game world could be both a weapon to be used by the player, or a weapon against the player-character. To achieve this, Remedy replaced the Havok in their in-house engine with PhysX and improved their artificial intelligence for enemies to be able to take advantage of these changes.

The everyday objects that would become Objects of Power in the game also were selected to be within the concept of the new weird. One such Object of Power is a floppy disk. MacDonald said he was drawn to use a floppy disk in this manner after reading a story about how many of the United States national missile defense sites had only recently transitioned off floppy disks, and prior to that, these disks could be seen as proverbial weapons that were held with high reverence.





The Oldest House setting was based on brutalist architecture, a style utilizing large concrete blocks popularized in the 1950s and used in many government buildings at the time. The game's world design director, Stuart Macdonald, described brutalism as a good science-fiction setting, as it has "this sense of power, weight, strength and stability to it", and when the Oldest House's geometries are affected by the Hiss, "it makes for a really good contrast with the impossible architecture". The relatively-flat colors of the background walls made it an ideal canvas to showcase other design and lighting effects in the game, It also served well into the telekinesis powers of the game, as the concrete walls would be used in lieu of a target object when the player throws debris at foes via telekinesis, and the initially pristine spaces end up showing the results of a large, destructive battle. Among real-world influences in the game's architecture is 33 Thomas Street, formerly known as the AT&T Long Lines Building, a windowless building in the center of New York City. Macdonald used this building as a modern example of brutalism, and created the Oldest House as a "bizarre, brutalist monolith" to house the FBC. Other real-world locations used as inspiration included the Boston City Hall, the Andrews Building at the University of Toronto Scarborough, and the Met Breuer.

Other real-world architects inspired the game's structures. Carlo Scarpa's work was used heavily in designing stairways that ascended with other parts of the structure, while Tadao Ando's focus on lighting and spiritual spaces were reflected in other parts of the game. Additionally, the design team turned to film for other inspiration. Films of Stanley Kubrick, particularly A Clockwork Orange, as well as films featuring oppressive government agencies, such as The Shape of Water, served as part of the design basis. Other films, like Tinker Tailor Soldier Spy, evoke the concept of repetitiveness, process, and ritualism in these agencies, and that was used to define some of the internal artwork and architecture. Art director Janne Pulkkinen stated they also looked at real world churches and other places where ritualism is common, as lighting and design of those spaces are often used to draw attention to specific points of interest.

Certain areas of the game feature full-motion video sequences. Most of these are of Dr. Casper Darling explaining parts of the Oldest House and Objects of Power within it, with Darling played by Matthew Porretta. Another set of videos are short episodes of a fictional show called "The Threshold Kids", a puppet-based show seemingly aimed at children that may reside within the Oldest House. "The Threshold Kids" were written by narrative lead Anna Megill and produced by their senior cinematic designer Mircea Purdea. [16] Poets of the Fall, an alternative rock group that are close friends of Remedy, provided songs for the game, including "Take Control", in-game stated to be by the fictional band "The Old Gods of Asgard", itself an allusion back to Alan Wake.

Control represents one of the first major games to be released after the introduction of graphics cards that support real time ray tracing (RTX), and considered the first game with a nearly-full implementation of all possible RTX features. The game also supports more standard rendering techniques suitable for less powerful graphical hardware.

The game includes Easter eggs to Alan Wake, which shares similar paranormal themes with Control; one such Easter egg discusses the aftermath of Alan Wake as part of the FBC's case files, which considered what happened in Bright Falls, the primary location of Alan Wake, to have been an AWE. A secret area includes a vision of Alan Wake. The past event in the town of Ordinary was alluded to by a backmasking track in the credits sequence of Alan Wake: American Nightmare, with an unknown speaker stating "It will happen again, in another town. A town called Ordinary." Kasurinen said that the inclusion of such references helps to establish a type of continuity between its games, elements to be found and shared by its player community, but not meant to necessary establish a shared universe between the games.

# Marketing and release

In May 2017, Remedy announced that they had partnered with 505 Games to publish the game, then codenamed "P7". 505 provided marketing and publishing support and a fund of €7.75 million to assist the game's development, while Remedy retained the intellectual property rights to Control. In the press release, Remedy revealed that the game will have complex gameplay mechanics and that it will be a "longer term experience" than its previous games. P7 was being worked on by Remedy alongside two other projects. The game was officially revealed at Sony Interactive Entertainment's E3 2018press conference. It was Remedy's first game on a Sony platform since 2003's Max Payne 2: The Fall of Max Payne. The Microsoft Windows version was released exclusively on the Epic Games Store platform; under the terms of this exclusivity, platform operator Epic Games paid Digital Bros, 505 Games' parent company, €9.49 million



# **Dead by Daylight**



Dead by Daylight is an asymmetric survival horror game developed by Behavior Interactive. Dead by Daylight was released on the Microsoft Windows operating system in June 2016, released on the PlayStation 4 and Xbox One home consoles in June 2017, released on the Nintendo Switch on September 24, 2019, scheduled for release on iOS and Android before November 2019, and is currently in a beta phase on mobile devices. The game is played exclusively as a one versus four online multiplayer where one player takes on the role of the savage killer, and the other four players play as survivors, trying to escape the killer and avoid being caught and sacrificed to the Entity.

Alongside a handful of original characters, the game also includes downloadable (DLC) characters from famous horror franchises such as Halloween, Left 4 Dead, The Texas Chainsaw Massacre, A Nightmare on Elm Street, Saw, Evil Dead, and Stranger Things.

As of January 1, 2018, Behavior Interactive became the game's publisher, acquiring publishing rights from Starbreeze Studios.

# Gameplay

The player repairing a generator with other Survivors

A group of up to four survivors must elude one killer. The survivors' perspectives are third-person, while the killer's perspective is first-person. The survivors cannot fight against the killer and can only survive by running away and evading them. Survivors can use obstacles and other items on the map to help evade the killer.

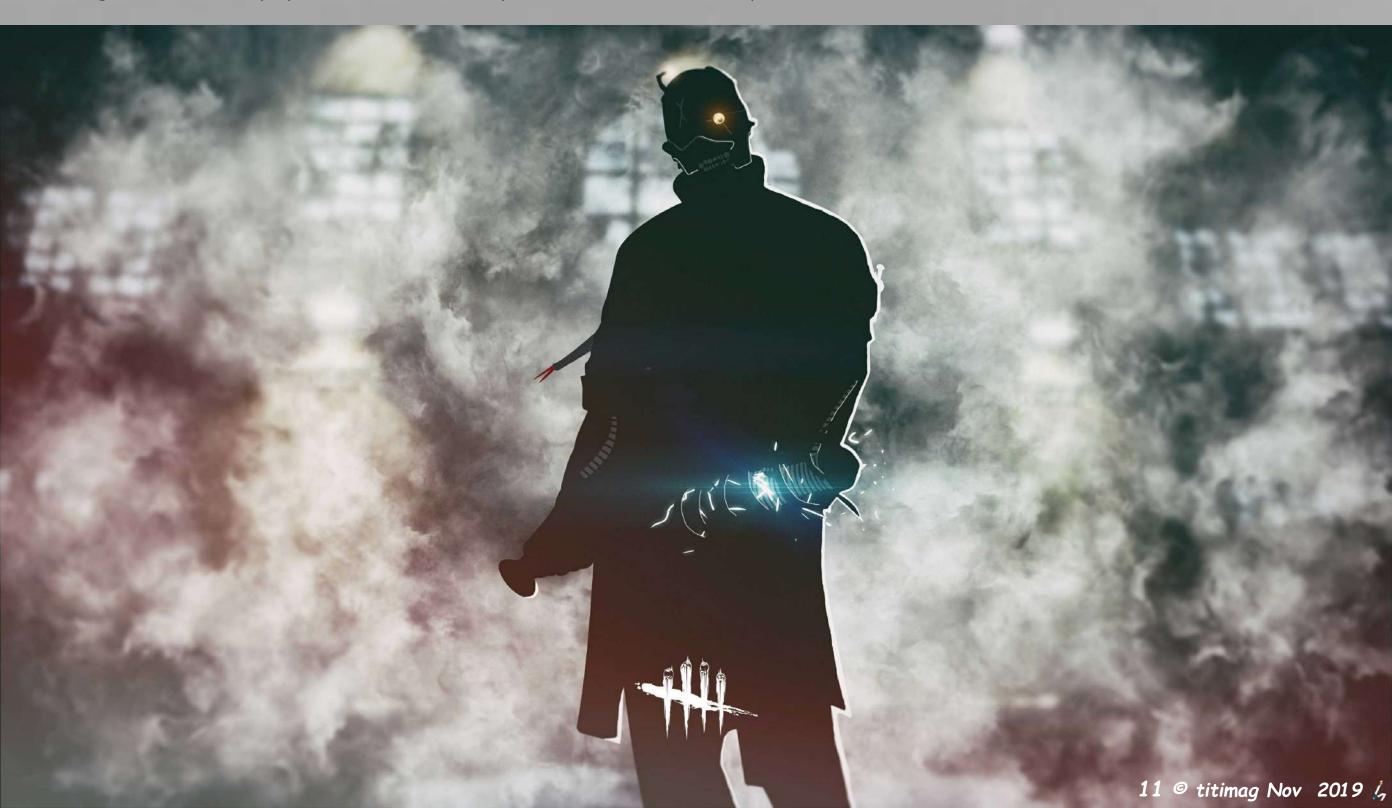
#### **Survivors**

Players assume the role of one of the 19 survivors: Dwight Fairfield, Meg Thomas, Claudette Morel, Jake Park, Nea Karlsson, Laurie Strode, William 'Bill' Overbeck, Ace Visconti, Feng Min, David King, Quentin Smith, David Tapp, Kate Denson, Adam Francis, Jeffrey 'Jeff' Johansen, Jane Romero, Ashley 'Ash' Williams, Steve Harrington, or Nancy Wheeler. The goal of the survivors is to escape the enclosed area, which can be done in one of two ways: either by repairing five disabled generators to provide power to the switch boxes of two exit gates leading out of the trial grounds; or by escaping through the hatch. The hatch opens only when there is only one survivor remaining in the trial. The survivors will need a key to open the hatch if there is more than one person alive. If the killer closes the hatch before the survivor reaches it the Endgame Collapse will initiate, giving the survivor only two minutes to open one of the exit gates before the timer runs out or if they are caught by the killer. The survivors' movement options consist of sprinting, walking, crouch-walking, or crawling. They must elude the killer by losing their line of sight in a chase or by successfully hiding from them.

#### Bloodweb

Both survivor and killers are able to unlock items, perks, add-ons and offerings through the Bloodweb. Every action performed in a trial awards the player a number of Bloodpoints, and the sum are added to the player's total at the end of the trial. Each level of the Bloodweb is procedurally generated, and gets larger as the character gains levels. The rewards are connected to each other in a radial tree, and players must purchase rewards along the progression path to gain access to others. Once every reward on the tree has been purchased, the Bloodweb will generate a new level for the player to progress to, increasing that character's level. Once the character reaches Level 50, they will be given the option to prestige. While given the option, they will still be able to buy things from the Bloodweb, but will not further increase their level. Once prestige, characters will reset their progression and receive one of their default customization options in a blood-splattered variation. One can prestige their character up to three times.

The Bloodweb may contain items and their add-ons, offerings that can be spent at the start of the round to influence the trial's conditions, and perks that make the character more powerful. Offerings and add-ons may only be used in one trial, whereas items can be re-used until the player dies, uses up all the charges of an item or gives it to another player. Items can also be acquired from chests on the map, but this does not affect the character's Bloodweb.





# Setting

#### Realms

The game takes place across thirteen realms which are based on the places the killers became murderers: The MacMillan Estate (Trapper), Autohaven Wreckers (Wraith), Coldwind Farm (Hillbilly), Crotus Prenn Asylum (Nurse, Clown), Haddonfield(Shape), Backwater Swamp (Hag), Léry's Memorial Institute (Doctor), the Red Forest (Huntress, Plague), Springwood/Badham Preschool (Nightmare),[19] Gideon Meat Plant (Pig),[20] Yamaoka Estate (Spirit), the Ormond Slopes Resort (Legion), and Hawkins National Laboratory (Demogorgon). Over time, the evilness of their actions accumulated there until it attracted the attention of the Entity, an unknown force of darkness from a place with no name. Most realms are split into multiple maps with similar features but small variations.

#### **Buildings**

Every realm and map features a map-specific building or landmark that remains in the same place in the map every game. Every map also features a building known as 'The Shack' which is the same throughout all maps and appears in one of a few predetermined locations in the map, with the exception of the three indoor maps; Léry's Memorial Institute, Gideon Meat Plant, and hawkins national laboratory. Every new game, a room known as the 'basement' is placed under either the map-specific building or the shack.

The basement is a special room consisting of one item chest for the survivors to scavenge in, and four cabinets for them to hide in. It's also home to a special four-pointed hook that cannot be destroyed or tampered with in any way by Survivors. The basement only has one way in, making it a very secure place for killers to bring their victims without fear of other survivors saving them. Because of this danger, survivors are awarded a small number of points for even venturing into the basement.

#### Plot

The Entity, a supernatural being hailing from the ancient blood web, is awakened from its slumber whenever it is summoned by actions of great violence and malice. The killers, mostly serial murderers, or victims of terrible tragedy, are pulled out of reality by it and convinced or forced to do its bidding. In order to maintain its existence, the Entity requires sacrifices, and demands that they hunt and kill the survivors so it can feed off their hope and steal a piece of their soul upon death. In order to continue this hunt, The Entity blocks off the Gateways of death and puts the dead into a dreamlike state that leads the survivors back to The Entity's world to get hunted again.

The survivors are pulled into the Entity's constructed world when they wander too close to the places the killers were taken from, disappearing from the real world without a trace. They end up at a lonely campfire, where they rest between trials, until a killer pursues them again. Each trial takes place in a series of realms constructed by the Entity of areas from where the killers were taken. The survivors' only hope of escape is to complete a series of generators scattered throughout each realm to power up large gates to escape. If the killer has killed all but one survivor, the Entity will offer the latter a final means of escape in the form of a hatch. Escaping from the grounds always takes the survivors back to the campfire, and offerings can be created to be burnt at it and appeal for the Entity's favour. Since the Entity feeds off the hope of the survivors to escape, it helps them just as much as the killers, acting as an impartial observer of the hunt, stepping in only to claim those hung on its hooks.

#### Killers

Alternatively, players assume the role of one of the 17 killers: the Trapper, the Wraith, the Hillbilly, the Nurse, the Shape, the Hag, the Doctor, the Huntress, the Cannibal, the Nightmare, the Pig, the Clown, the Spirit, the Legion, the Plague, the Ghost Face, or the Demogorgon. Most killers only have one form of locomotion, moving at a fast pace, which is moderately faster than the pace of a sprinting survivor. When hunting the survivors, the killer must capture them by either striking them twice with their weapon (the first hit reduces the survivor to the "injured" state and pushes them a short distance ahead of the killer, while the second hit drops them to crawling on the ground) or grabbing them in one move by either catching them inside lockers, while attempting to vault over pallets or through windows (these work only when the survivor is injured), while repairing a generator, or trying to rescue a fellow survivor from a hook. Some killers have secondary attacks that deal double-damage and put survivors into the "dying" state in one strike.



# General gameplay

In dealing with the killer, survivors can also make use of a handful of Items – searching chests inside buildings which will sometimes yield med-kits (which allow the survivors to heal themselves rather than wait for a teammate), flashlights (which can be used to temporarily blind the killer and rescue a survivor that the killer is carrying), toolboxes (which can be used both to repair generators faster and to temporarily sabotage hooks and bear traps), keys (do a variety of things depending on their add-ons and may be used to open the hatch), maps (which track objectives and reveal their auras). One resource that survivors can use are massive wooden pallets, which are placed upright, and can be pulled down when a survivor runs past them – if the killer is right behind them, the pallet will momentarily stun the killer if it successfully hits them.

Other technical advantages that survivors have include the ability to see the aura of downed and hooked teammates – thus easily drawing them to their location for a rescue – and can similarly see the locations of newly repaired generators and the exit gates for a short period of time once all necessary generators are repaired. When the killer is near, the survivors will hear a heartbeat, and eventually tense music, both of which increase in intensity with proximity to the killer. They can also see a red light (called the "red stain") emanating from the killer's head onto the ground, which reveals the direction which they are facing.

### **Objectives**

Interacting with most objects and actions in the game causes random skill checks to trigger. Right before a skill check triggers, the player will receive a noise notification, and a needle within a circle will then appear on-screen. The player must hit the action button, when the needle is within a certain randomly chosen section of the circle before the needle passes it. The player can hit either a "good skill check" or "a great skill check". Hitting a good skill check grants 50 Bloodpoints, and a great skill check grants 150 Bloodpoints and an instant 2% bonus to progression on the generator. Failing a skill check has multiple consequences based on the action being taken.

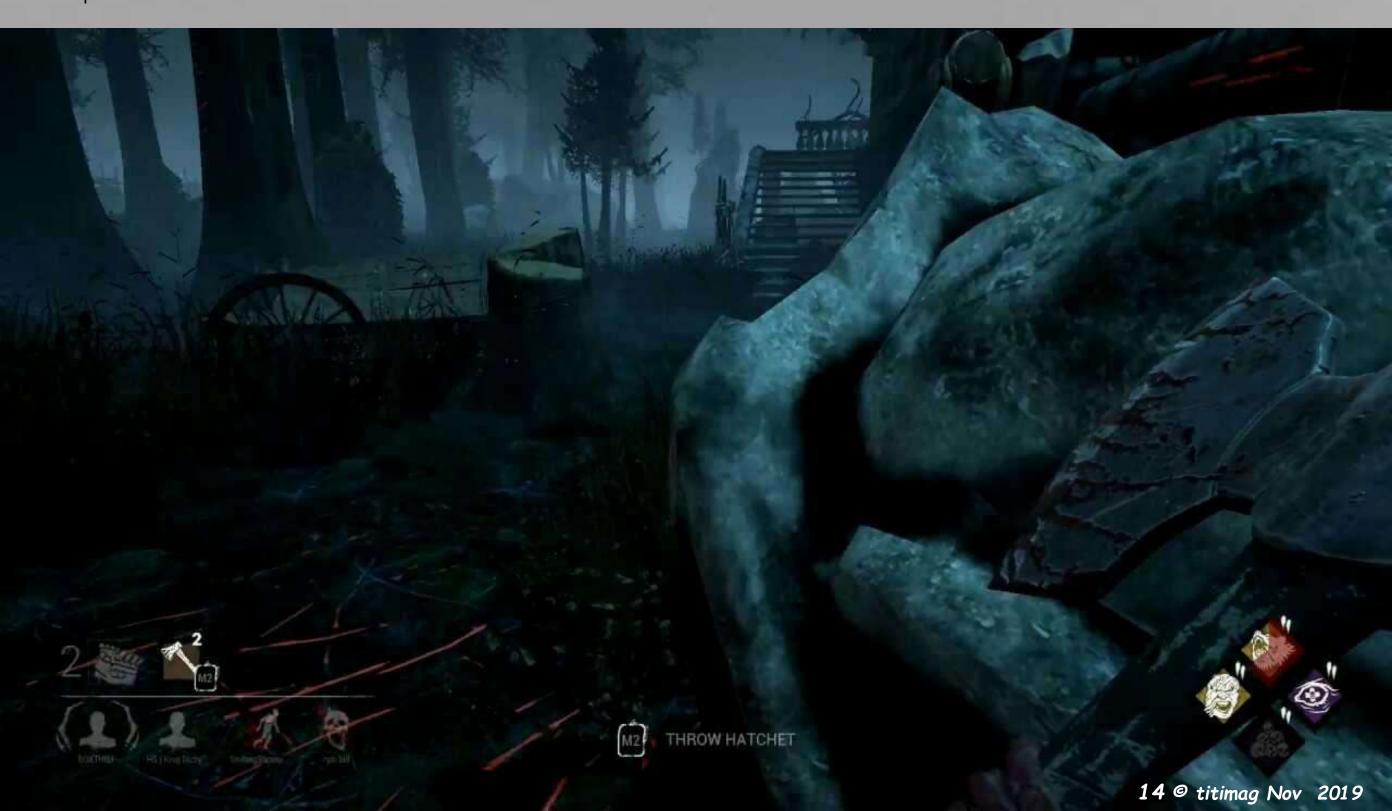
Repairing each generator takes a lengthy period of time and makes a rather small mechanical noise during the process. Failing a repair skill check will cause an explosion that will set the progress of the generator repair back and make a loud noise alerting the killer to the survivor's location. Killers have the ability to damage generators, which will regress them over time.

Sabotaging a hook takes a significantly shorter amount of time than repairing a generator but is considerably louder. To sabotage a hook, survivors must be equipped with a toolbox or have the saboteur perk active. Skill checks are more common during this action than when repairing a generator. Failing a sabotage skill check makes a loud banging sound, momentarily halting progress and alerting the killer. Sabotaged hooks will respawn after three minutes have elapsed. Special event hooks and the basement hooks cannot be sabotaged.

Healing yourself or your allied survivors can take drastically different lengths of time depending on multiple factors such as if they have a med-Kit, certain perks active, killer de-buffs and whether the survivor is healing themselves or an ally. Skill checks are as common as when repairing but have a slightly less severe consequence when failed. Failing a healing skill check still reduces the progress of the action but the wail made by the survivor being healed is quieter than the other explosions and bangs, but still alerts the killer of the location within a certain range.

If a Survivor is caught by the killer, they are picked up and usually carried to the nearest hook. During this time they can attempt to wiggle out of the killer's grasp before they reach the hook, and attempt to run away. If the killer succeeds in impaling a survivor on one of the many hooks in the area, a teammate can rescue the impaled survivor or, more rarely, the impaled survivor (with a 4% chance) can rescue themselves from the hook.

Once all generators are repaired, a survivor must find a switch next to one of two exit gates and hold it for 20 seconds in order to open the door. The game only ends when all survivors have either escaped or have been killed – thus, while some survivors may escape and finish early, those still inside must keep playing. Players who have escaped or died have the ability to observe the remaining players through the game's conclusion, or return to the menu and join a new game. If only one survivor remains then repairing generators can become nearly impossible. An alternative escape method would be to use the black lock, commonly known as the 'hatch', which spawns in a random area after the number of generators repaired equals one more than there are survivors left alive in the game (i.e., three generators repaired with only two survivors still living). The hatch spawns closed but when only one survivor remains then it will open automatically. While closed it can be opened if one survivor has a 'Dull Key' or a 'Skeleton Key' and will remain open for 30 seconds, allowing any remaining survivors to hop in and escape.







Every killer has a secondary ability, called a killer power. Each killer power is unique. For instance, the Wraith can "cloak", turning invisible and moving faster (but being unable to strike survivors while hidden), and the Hillbilly wields a chainsaw which allows him to dash quickly along the map and instantly knock down survivors it comes into contact with. The powers can be augmented using add-ons, which are purchased in the blood web.

The killer's goal is to sacrifice survivors to the Entity, a malevolent being which rules over the realm in which Dead by Daylight takes place. Caught survivors are put onto meat hooks located throughout the trial grounds, which starts the sacrifice process, which will take two minutes to complete without any outside influences. Some special add-ons, perks or the 'Memento Mori' offerings allow the killer to bypass the sacrifice process and kill a survivor directly, with a special animation.

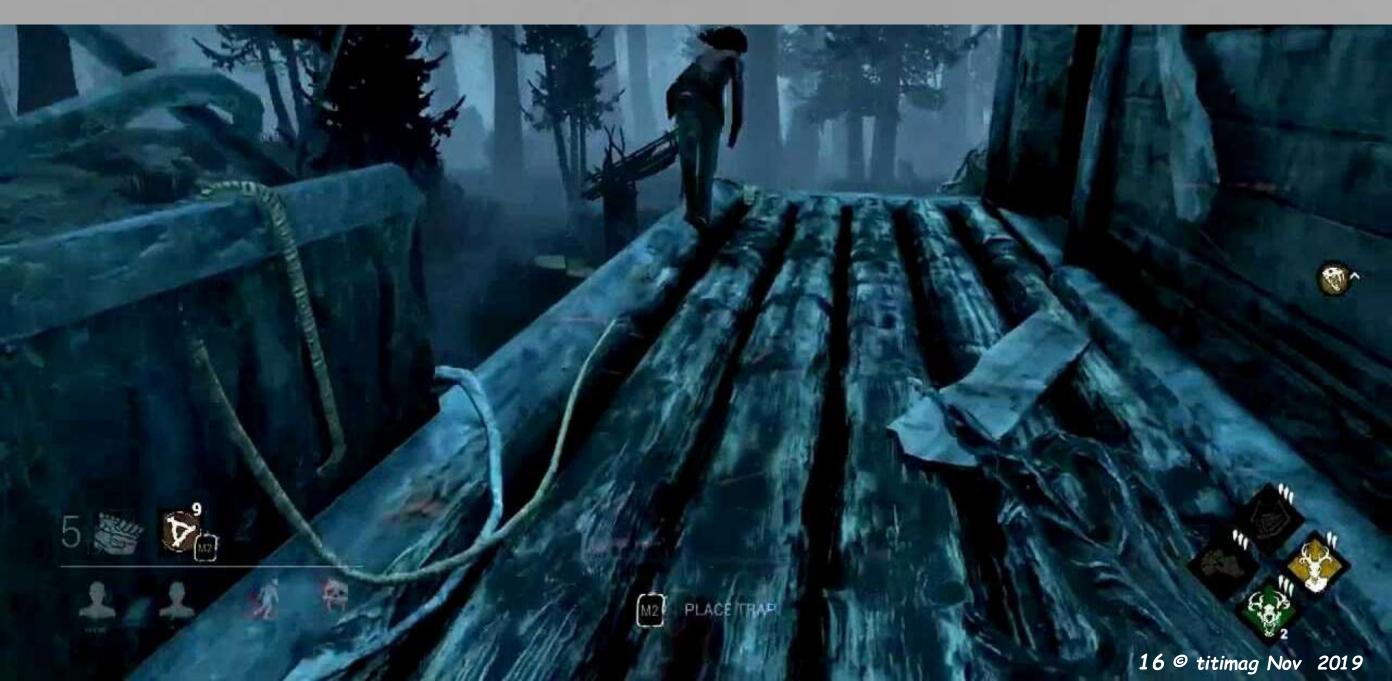
The first time a survivor is hooked, they enter the first phase. In this phase only, the survivor can try for a low (4%) chance of escaping from the hook at the cost of tremendously accelerating the sacrifice process upon failure to escape. Hooked survivors can also be rescued by fellow survivors. If the survivor escapes or is saved and eventually hooked a second time, they will enter the 'struggle phase', in which the survivor has to resist the Entity trying to stab them by rapidly pressing the spacebar, X, or A, depending on the platform, until they are either saved by an ally or killed by the 'Entity'. If the survivor is saved during 'struggle phase' and is hooked a third time, they will die instantly with no opportunity of survival.

The killer, despite walking at a fast pace, is slower than survivors in most other movements: after striking a survivor, the killer will slow their movement to wipe the blood off of their weapon. The killer is also slower in vaulting through windows and cannot leap over pallets that survivors can throw down into their path (with the exception of The Legion), but instead have to go around the spot or spend some time destroying them.

The killer also has an aura-reading ability, constantly revealing the location of generators, hex totems and in case of carrying a survivor, hooks across the map. A new mechanic was added in Patch 1.5.0, which introduced 'Bloodlust'. 15 seconds into a chase, the killer receives a boost of 0.2 m/s to their base movement speed; 30 seconds into a chase grants the killer a 0.4 m/s boost; and finally, if a chase lasts for 45 consecutive seconds, the killer receives a 0.6 m/s boost. Bloodlust only lasts until a chase ends after which the movement speed boost will degrade at a rate of 10% per second spent not chasing a survivor, with breaking a pallet or injuring a survivor instantly removing it completely.

### Perks

Survivors and killers each have the option to utilize up to four perks in their load-out, that give their characters special abilities. Each character starts off with a set of three perks that are unique to them and must first be unlocked before the other characters can use them. These perks normally aim for a particular play style for their respective characters and can be unlocked and upgraded in the Bloodweb using Bloodpoints and each Bloodweb can only hold up to two perks. Perks differ between survivors and killers. Survivor perks can range from giving a burst of speed when running from the killer, to being able to self-heal without a first aid kit, to unlocking the ability to sabotage meat hooks without a toolbox. Killer perks may range from seeing survivors auras, hindering their struggle time while being carried and locking down generators to prevent them from being worked on. There are also a multitude of 'universal' perks that are available to be used by any character.





# **Horizon Zero Dawn**



Horizon Zero Dawn is an action role-playing game developed by Guerrilla Games and published by Sony Interactive Entertainment. It was released for the PlayStation 4 in early 2017. The plot follows Aloy, a hunter in a world overrun by machines, who sets out to uncover her past. The player uses ranged weapons, a spear, and stealth to combat mechanical creatures and other enemy forces. A skill tree provides the player with new abilities and bonuses. The player can explore the open world to discover locations and take on side quests. Horizon Zero Dawn is Guerrilla Games' first intellectual proper-

ty since Killzone in 2004 and also its first role-playing game. Development began in 2011 after the completion of Killzone 3, with director Mathijs de Jonge considering it the riskiest idea pitched at the time. The game engine, Decima, was developed for Killzone Shadow Fall and altered for Horizon Zero Dawn. Being set in a post-apocalyptic setting, anthropologists were consulted to authenticate the world's decay over a millennium. The soundtrack, led by composer Joris de Man, contains experimental instrumentation. Horizon Zero Dawn was praised by critics for its open world, story, visuals, combat, characterization, and the performance of voice actress Ashly Burch; however, the dialogue, melee combat, and character models received some criticism. The game won numerous awards and sold over 10 million copies by February 2019. An expansion, The Frozen Wilds, was released in November 2017.

### Gameplay

Aloy using her spear in combat against a Watcher, one of the many robotic creatures found in the game

Horizon Zero Dawn is an action role-playing game played from a third-person view. Players take control of Aloy, a hunter who ventures through a postapocalyptic land ruled by robotic creatures. Aloy can kill enemies in a variety of ways - setting traps such as tripwires using the Tripcaster, shooting them with arrows, using explosives, and a spear. Machine components, including electricity and the metal they are composed of, are vital to Aloy's survival; she can loot their remains for crafting resources. Ammo, resource satchels, pouches, quivers, resistance, antidotes, health potions, and traps can all be crafted. Weapons have modification slots for dealing more damage. Aloy wears a Focus, a small head piece that scans machines to determine their susceptibilities, identify their location, their level, and the nature of loot they will drop. One machine, the Stalker, can enable cloaking technology to avert the gaze of Aloy's Focus scan. Machines attack with defensive and offensive measures, and in either case react to a perceived threat by charging at it with brute force or projectiles. Exhibiting the behaviour of wild animals, some machines are inclined to move in herds, and others, with the ability to fly, do so in flocks. Unless hacked with the Override Tool, machines do not exert aggressive force against each other. Aloy also engages in battle with human enemies, such as bandits and a cult known as the Eclipse.

Aloy can dodge, sprint, slide, or roll to evade her enemies' advances. Hiding in foliage to ambush nearby enemies can ensure immediate takedowns. Swimming may reach enemies stealthily or places otherwise unreachable on foot. She is able to hack a selection of machines with the Override Tool, some of which can be turned into makeshift mounts. Explorable ruins called Cauldrons exist to unlock additional machines to override. Three categories occur in the skill tree: "Prowler" concerns stealth, "Brave" improves combat, and "Forager" increases healing and gathering capabilities. To level up, Aloy attains experience points from individual kills and completing quests. Upgrades in each category result in more adept use of the skills learned, with "Prowler" leading to silent takedowns, "Brave" to aiming a bow in slow motion, and "Forager" to an enlarged medicine pouch. The Frozen Wilds added "Traveller", which unlocks the ability to jump off a mount to attack enemies. The game has a seamless open world with a day-night cycle and dynamic weather system.

The map is composed of forest, jungle, desert, and snowy mountain regions. Mountainous terrain is traversed with the employment of parkour, and aided by the use of zip-lines installed throughout the world. Corruption Zones constitute areas that heighten difficulty and are populated by corrupted machines that behave with more aggression. To uncover more of the map, one must scale large giraffe-like machines known as Tallnecks. Twenty-five robotic creature designs are present in the game. Save points and fast travel can be accessed by interacting with campfires, once discovered. The quest structure unfolds to accommodate the exploration of tribes, while the main story covers the entire world. Side quests involve Aloy completing tasks, like gathering materials, coming to the aid of individuals in danger of being killed, solving mysteries, assuming control of bandit camps, eliminating criminals and more difficult machines, accomplishing various challenges at any of the five Hunting Grounds, and obtaining an ancient armour that makes Aloy almost impervious to damage. A dialogue wheel is used to communicate with non-player characters. Collectibles include vantages that offer visual information of the Old World, metal flowers that contain poetry, and old relics, such as ancient mugs and tribal artefacts.



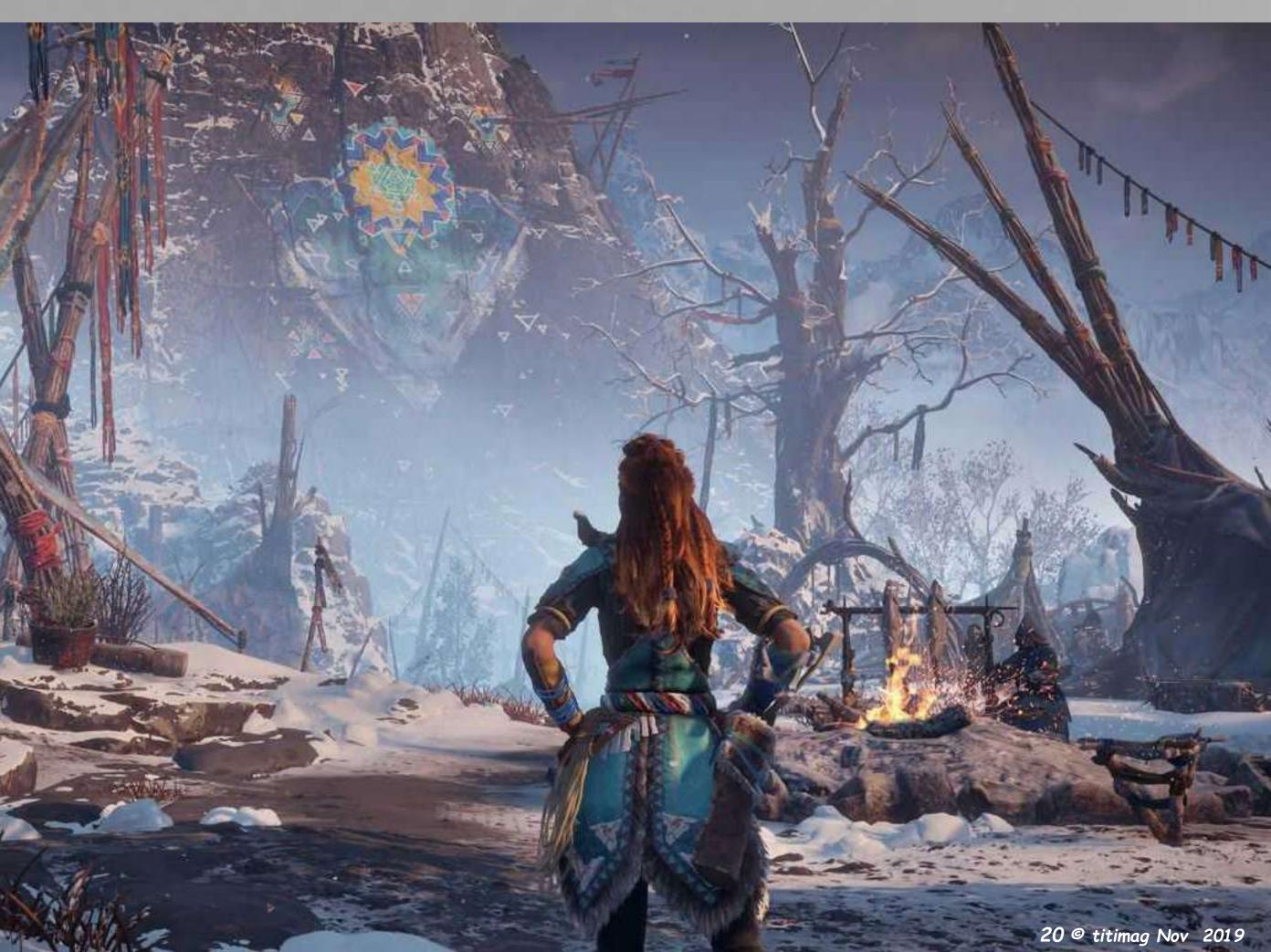


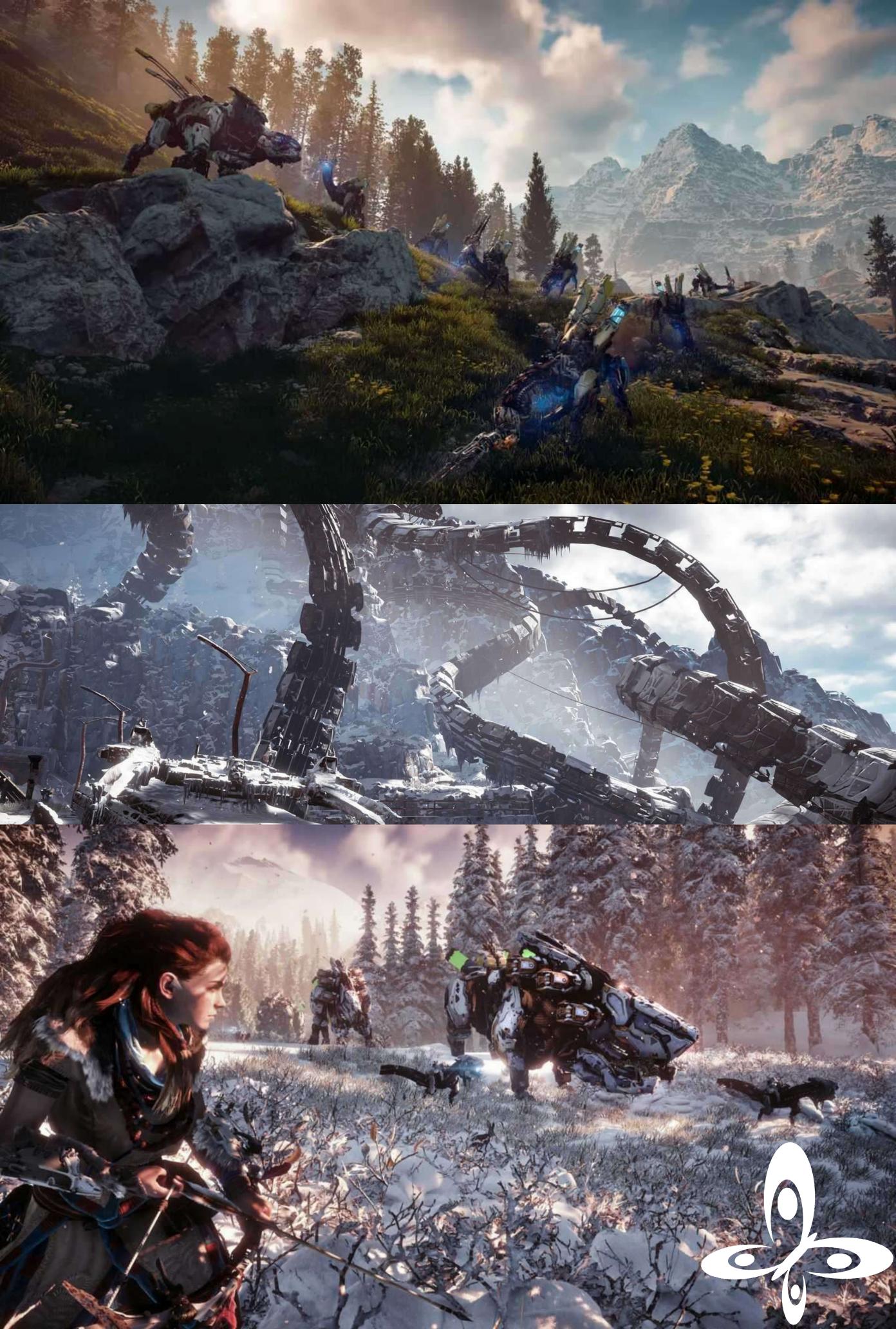
# Plot

Aloy was cast out from the Nora tribe at birth and raised by an outcast named Rost (JB Blanc). As a child, she obtained a Focus, a small augmented reality device that gives her special perceptive abilities. After coming of age, Aloy (Ashly Burch) enters a competition called the Proving to win the right to become a Nora Brave, and by extension, a member of the Nora tribe. Aloy wins the competition, but the Nora are suddenly attacked by cultists. Aloy is almost killed by their leader Helis (Crispin Freeman), but is saved by Rost, who sacrifices himself to save her. When Aloy awakes, a Matriarch explains that the cultists had gained control of corrupted machines. Aloy also learns that as an infant, she was found at the foot of a sealed door. Oseram foreigner Olin (Chook Sibtain) informs Aloy that the cultists are part of a group called the Eclipse, and indicates that Aloy was targeted due to her resemblance to an Old World scientist named Dr. Elisabet Sobeck (also voiced by Burch). Aloy locates the remnants of the company Faro Automated Solutions and discovers that the old world was destroyed nearly 1,000 years ago after Faro lost control of its automated "peacekeeper" military robots. The robots, which could self-replicate and consumed biomass as fuel, overran the planet and consumed the biosphere, stripping Earth of all life. Project Zero Dawn, a top secret project spearheaded by Dr. Sobeck, was a plan to create an automated terraforming system to eventually shut the robots down and restore life to Earth.

Aloy is then contacted by Sylens (Lance Reddick), a secretive figure interested in uncovering what happened to the "Old Ones". Aloy eventually learns that Dr. Sobeck was sent to an Orbital Launch Base to complete Zero Dawn and Sylens reveals that the base is located under the Citadel, the centre of Eclipse power. Aloy heads for the base and inside, she finds out that Zero Dawn was a vast underground system of databases, factories, and cloning facilities controlled by a single artificial intelligence, GAIA (Lesley Ewen). Once all life had been extinguished, GAIA developed a countermeasure to deactivate all of the Faro robots and then build its own robots to restore the Earth's biosphere. Once the planet was habitable again, GAIA reseeded life on Earth based on stored DNA and taught the first human clones not to repeat their predecessors' past mistakes. However, APOLLO, the system designed to teach the new humans, was sabotaged by Faro in a fit of nihilism, and the Cradle-born humans were therefore reduced to a tribal, subsistence society. HADES (John Gonzalez) was one of GAIA's subsystems designed to enact controlled extinction if the outcome of Zero Dawn was not favorable for human existence. Reaching Dr. Sobeck's office, Aloy downloads a registry to give her access to the door from which she was born. However, she is captured by Helis and sentenced to death at the Citadel, but escapes with the help of Sylens. Aloy helps the Nora tribe fight off the Eclipse and ends up at the door beneath the Nora mountain.

She finds a recording left behind by GAIA, revealing that a signal of unknown origin caused HADES to activate and seize control of her functions. As a last resort, GAIA self-destructed in order to stop HADES. Without GAIA to maintain the terraforming process, the entire system began to break down. As a contingency plan, GAIA created a clone of Dr. Sobeck in the form of Aloy, in the hope that she would find GAIA's message, destroy HADES, and restore GAIA's functions. Aloy learns that Dr. Sobeck sacrificed her life to ensure the Faro robot swarm would not find GAIA. Aloy manages to obtain the master override necessary to destroy HADES. Sylens admits that he was the original founder of the Eclipse, originally tempted by HADES' promises of knowledge. With Sylens's help, Aloy surmises that HADES means to send a signal to reactivate the Faro robots to once again extinguish all life on Earth. Aloy kills Helis and helps fight off waves of corrupted machines, before stabbing HADES with Sylens' lance and activating the master override, ending the war. She journeys to Dr. Sobeck's old home, finding her corpse, and has a moment of mourning for her predecessor. In a post-credits scene, HADES is shown to still be alive, but trapped by Sylens, who intends to interrogate HADES to find out who sent the signal that activated it in the first place.







# Release

The concept art as well as the game's codename, Horizon, were leaked in September 2014. Horizon Zero Dawn was officially announced during Sony's E3 2015 press conference. The game was featured as the cover story in the September 2015 issue of Edge and the October 2016 issue of Game Informer. At E3 2016, Sony had a life-sized cosplay version of one of the machines greet the trade show attendees. Originally set to be released in 2016, the game was delayed to February 2017 so as to give additional time for the development team to polish the game. It was released to manufacturing in late January 2017, and launched to North American markets on 28 February 2017, in Europe, Australia and New Zealand on 1 March and Asia on 2 March for the PlayStation 4. Horizon Zero Dawn is forward compatible with the PS4 Pro, allowing it to run up to 4K resolution. In April 2017, a making-of documentary was released on Dutch public television. By March 2017, a story expansion had already been set in motion. New Game Plus, an Ultra Hard difficulty mode, additional trophies and aesthetic features were introduced with a patch released in July 2017. The expansion, The Frozen Wilds, was released on 7 November 2017. Horizon Zero Dawn: Complete Edition, which contains the base game, The Frozen Wilds, and all additional downloadable content, was released on 5 December 2017. A tabletop game is being developed by Steamforged Games.



# Development

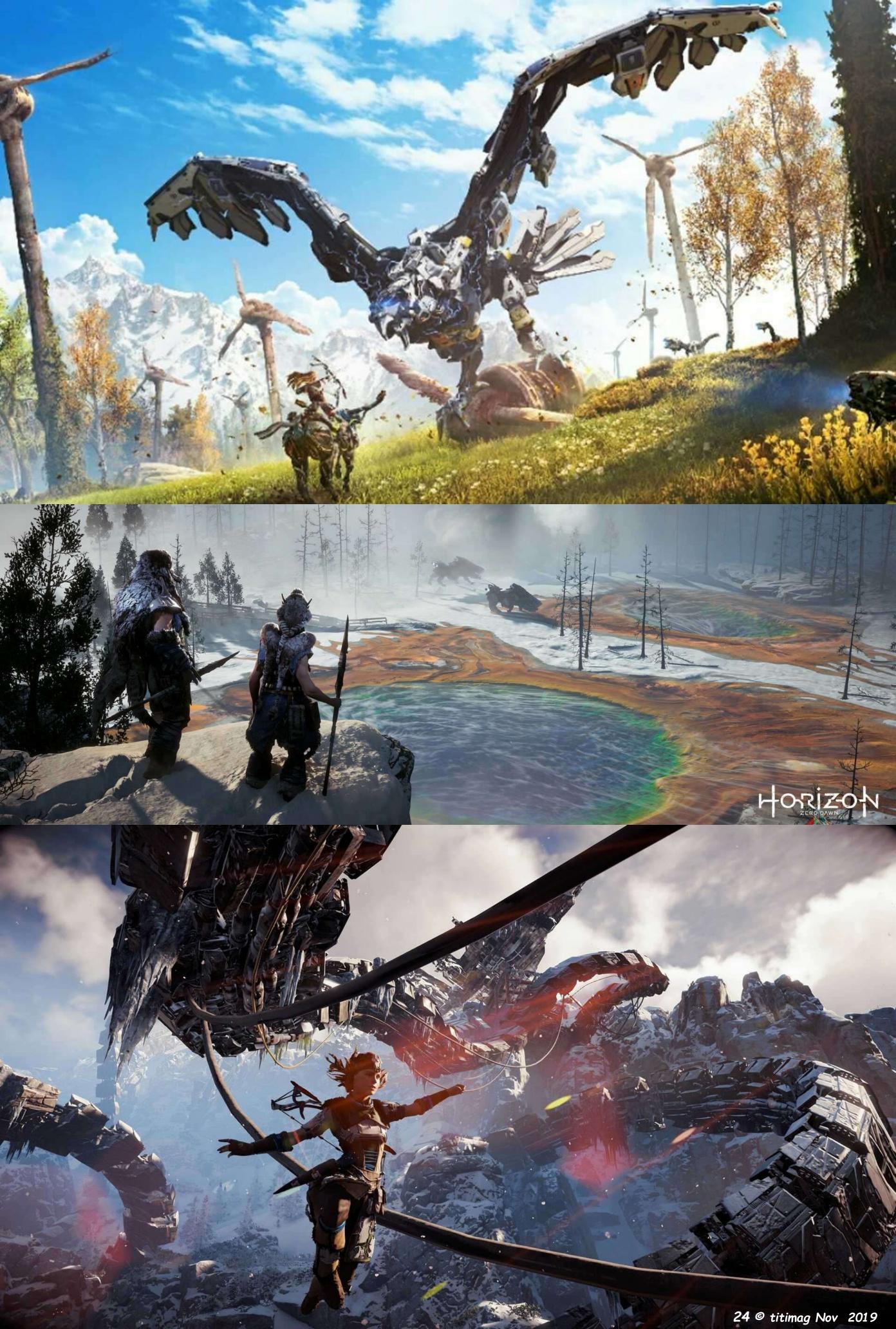
Guerrilla Games began developing Horizon Zero Dawn following the release of Killzone 3 in 2011. When conceiving the idea for a new game, about 40 concepts were pitched. Among these was Horizon Zero Dawn, which game director Mathijs de Jonge considered "the most risky" of the concepts and was pitched in 2010 by art director Jan-Bart van Beek. When this concept was chosen, a team of 10–20 began building prototypes of the game. Approximately 20 different stories were written for the game, exploring varying concepts for the game, such as different player characters. John Gonzalez, who previously acted as lead writer for Fallout: New Vegas (2010), was hired to write the game's story as narrative director, with Ben McCaw as lead writer. The main elements of the story and the character of Aloy remained intact since early development. Upon the completion of Killzone Shadow Fall in late 2013, the remainder of the staff began working on Horizon Zero Dawn. Guerrilla also cancelled another game to allow the entire team to focus on the development of Horizon. Sony would later admit to being reluctant about having the main character be female and conducted focus testing to see if such a decision was marketable. The game had an estimated budget of over €45 million.

The game's concept explores the juxtaposition between the danger and beauty of the world, particularly analyzing the concept of humanity not being the dominant species. The team aimed to emphasize the game's exploration element by featuring a quest system, as well as including items throughout the world that can be used to craft or replenish health. The team wished for the game to have a simple user interface design, specifically avoiding complicated menus for crafting, and considered the game to be a technical challenge. They felt that the game engine, Decima, which was designed for games such as the Killzone series and was previously used for Killzone Shadow Fall, was difficult to alter for Horizon, in terms of draw distance and loading. To discover how some game elements work differently in open world games, the team sought help from talent in the design, art and technical fields. In extrapolating the game world, Guerrilla turned to anthropologists and researched the formation of tribal cultures as well as how building materials would decay over a millennium. The game's quest system and narrative design took inspiration from other role-playing video games, ranging from the "Relaxed" quest design of RPG Maker games to the "Strict" quest design of hack and slashgames. They defined "Relaxed" quest design as having few centralized systems for managing quest progression, and "Strict" quest design as having a rigid structure and predefined elements, with the team deciding the latter.

Lance Reddick and Ashly Burch's involvement was revealed in January 2017. Burch voiced Aloy, whose likeness was portrayed by Hannah Hoekstra and motion capturewas performed by Amanda Piery in London. Following an auditioning process in 2014, Burch was called in to do the E3 2015 trailer and proceeded to work on the game for two years in Los Angeles, providing facial motion capture as well.

The game's soundtrack was composed by Joris de Man, The Flight, Niels van der Leest, and Jonathan Williams, with vocalist Julie Elven serving as the primary performer. Lucas van Tol, music supervisor and senior sound designer, provided the composers with a game design document, insisting on an intimate sound for the score. For the tribal theme, they experimented with bows on piano wire and resonator guitars (with layered tracks of harmonicas on top of the latter) and playing cellos with plectrums or the back of a bow to convey how contemporary instruments would be played by someone to whom the instruments were unknown; de Man also used a contrabass flute and made synth pads from blowing on a Thai bamboo flute, noting "distant pads and ambiences, and wide, spread out chords seemed to work well". Circuit-bent synthesizers and percussive loops, run through impulse responses of metal and iron being beaten, were devoted to making a thematic identifier for the machines based on technology and metal. Van Tol required that the music be supplied in stemsso that different pieces could be combined. The positive response to the first E3 trailer's main theme led it to be included in the main menu. The composers also did the motion capture for diegetic music vignettes, portraying in-game tribal musicians. The four-hour soundtrack was released via digital music platforms on 10 March 2017.





# **WWE 2K19**



**WWE 2K19** is a professional wrestling video game developed by Yuke's and published by 2K Sports. It was released worldwide on October 9, 2018 for Microsoft Windows, PlayStation 4, and Xbox One. It is the twentieth game made in the WWE game series (sixth under the WWE 2K banner), and the successor to WWE 2K18. A sequel, WWE 2K20, is awaiting release. WWE 2K19 was the last WWE game to be developed by Yuke's after nearly twenty years of being in development within the franchise.

# Gameplay

In an interview with Hardcore Gamer, WWE 2K creative director Lynell Jenkins stated that WWE 2K19 would be moving away from the simulation-styled game-play of the last four WWE games, in favor of faster, more fluid gameplay, saying "[The fans] kind of got turned off by the product we were giving them and we had to think outside the box and they never thought that we'd do it. The core was simulation, and people got turned off by that and we were hearing loud and clear that they weren't buying it anymore and that was the driving force behind all of that." He added "We were hearing from the fanbase that it was too slow, too sluggish and it wasn't any fun anymore."

### Game modes

WWE 2K19 features many different returning and new game modes, including the 2K Showcase Mode, focusing on the career of Daniel Bryan. This is the first Showcase to be featured in the series since WWE 2K17's Hall of Fame Showcase DLC. Players take control of 11 different unique models of Daniel Bryan, in 11 matches, including his Velocity match against John Cena.

Two new "Tower" modes are present in 2K19. In MyPlayer Towers mode, wrestlers or created superstars can participate in challenges online or offline. Daily, Weekly and Pay-Per-View challenge towers are also introduced.[3] In WWE Towers, There are two types of Towers including the Gauntlet Tower, where players must complete the Tower entirely in one session. Losing a match or quitting resets the progress to square one. In the Steps Tower, the players' progress is saved after each match, so they can play at their own pace.

MyCareer mode has been reinvented with the focus of a more linear storyline that centers the player's created character as an aspiring wrestler, working his or her way up from independent wrestling promotions to the WWE. Barron Blade, a fictional character featured in previous MyCareer modes, also returns and acts as the created player's guide.

The Road to Glory mode returns from previous entries, with the ability to now join one of eight different factions.







# Release

On June 15, 2018, 2K announced WWE 2K19. On June 18, 2018, 2K held a press conference, with AJ Styles being announced as the official cover star for the video game; as well as the announcement of the "WWE 2K19 Million Dollar Challenge", in which players must beat the million dollar tower in the new towers mode and submit a promotional video, after which four semifinalists will be selected. The semifinalists will compete in a tournament to determine who will face Styles for the million dollar prize.

On June 25, 2018, Rey Mysterio was announced as one out of two pre-order bonus characters. On July 9, 2018, Ronda Rouseywas confirmed as the second pre-order bonus character.

On July 25, 2018, 2K revealed that they will featured the WWE 2K19's Collector's Edition that would be based on Ric Flair, titled the "Wooooo! Edition". Similar to some of the previous games; it includes a Deluxe Edition copy of the game and access to the game four days early and the Season Pass alongside other physical features, including a plaque featuring a fabric piece from Flair's pink or purple robe. In-game features include the access to pre-order bonus characters Ronda Rousey and Rey Mysterio; as well as a 2002 version of The Undertaker, Ricky Steamboat, Roddy Piper, Dusty Rhodes and Randy Savage, Flair's WrestleMania XXIV robe and his daughter, Charlotte Flair's WrestleMania 32 robe as in-game attires, and the 1983 Starrcade arena.

Over three weeks in August and September 2018, 2K streamed roster reveal videos on their YouTube and Twitch channels, hosted by Rusev and Lana with a different tag team as guests each week; The B-Team (Bo Dallas and Curtis Axel) the first week, Luke Gallows and Karl Anderson the second week, Cesaro and Sheamus the third week. On September 13, 2018 2K released the official gameplay trailer, showcasing several new features such as Big Head Mode, a zombie version of Triple H, and Bray Wyatt's House of Horrors match location. One week later, the soundtrack was revealed in a livestream hosted by The New Day, alongside Elias and rapper Wale. Each song on the soundtrack was chosen by a WWE wrestler and includes popular artists such as Eminem, Post Malone, Metallica and Fall Out Boy.





**NBA 2K19** 



**NBA 2K19** is a basketball simulation video game developed by Visual Concepts and published by 2K Sports, based on the National Basketball Association (NBA). It is the 20th installment in the NBA 2K franchise, the successor to NBA 2K18, and the predecessor to NBA 2K20. Giannis Antetokounmpo of the Milwaukee Bucks is the cover athlete for the standard edition, while LeBron James of the Los Angeles Lakers is the cover athlete for the 20th Anniversary Edition.

Antetokounmpo a 1x NBA MVP winner and James a 4x NBA MVP grace the cover in North America, while 2018 NBA Rookie of the Year Award winner Ben Simmons of the Philadelphia 76ers, an Australian native, is featured on the cover in Australia and New Zealand.

# Development and release

NBA 2K19 was officially announced on June 5, 2018 and the early access prelude was able to be played Aug 31, 2018 and released on September 11, 2018; players who pre-ordered the 20th Edition of the game received it on September 7, 2018. It was the first game in the series since NBA 2K6 (Xbox 360) and NBA 2K7 (PlayStation 3) to not be released for either platform.[1] It was released for Microsoft Windows, Nintendo Switch, PlayStation 4, Xbox One, iOS, and Android. Giannis Antetokounmpo of the Milwaukee Bucks is the cover athlete for the standard edition version of the game,[2] while LeBron James of the Los Angeles Lakers is the cover athlete for the 20th Anniversary Edition, which includes various physical and digital extras.[3]James was previously the cover athlete of NBA 2K14 for the Standard Edition.

NBA 2K19's soundtrack was curated by rapper Travis Scott, who has five songs featured in the game.[4] The soundtrack offers a wide range of musical artists, such as Lil Uzi Vert, BROCKHAMPTON, PARTYNEXTDOOR, Alison Wonderland, Marshmello, Three Days Grace, Bruno Mars and Cardi B, Migos, Sheck Wes, and more.











# Madden NFL 19



Madden NFL 19 is an American football sports video game based on the National Football League (NFL), developed and published by EA Sports.

Pittsburgh Steelerswide receiver Antonio Brown is the cover athlete of the standard edition of the game, while Pro Football Hall of Fame wide receiver Terrell Owens is on the cover of the "Hall of Fame" version, featured in a Dallas Cowboys uniform. An installment in the long-running Madden NFL series, the game was released for PlayStation 4, Xbox One, and Microsoft Windows on August 10, 2018, the first time it released for the latter since Madden NFL 08.

# Development

In May 2018, Pro Football Hall of Fame inductee Terrell Owens was announced to be on the cover of the "Hall of Fame" edition of the game. Owens is featured in a Dallas Cowboys uniform, a move which was questioned by some as Owens played eight seasons with the San Francisco 49ers, compared to just three with the Cowboys. The game's standard edition cover features Pittsburgh Steelers wide receiver Antonio Brown.

The soundtrack for the game feature over 30 tracks, including artists such as Migos, Pusha T, Post Malone, T.I., Fat Joe, Cardi B, and Nicki Minaj, among an original score by John Debney. EA also announced they would add several more tracks to the game over the course of the 2018 NFL season.

### Gameplay

Players are able to take part in interactive touchdown celebrations

Madden NFL 19 features "real player motions," allowing players to push blockers to gain more yards while running and make realistic cuts up-field after the catch, as well as take part in interactive touchdown celebrations for the first time since Madden NFL 09 including team celebrations, which were made legal by the NFL for the 2017 season. There were also changes to the Ultimate Team mode, introducing three vs three online matchups as well as a "Solo Battles" game mode, a leaderboard-driven reward system that measures players' performances in daily single-player challenges. The game will also feature a sequel to Longshot, Madden NFL 18's single-player story-driven mode, with more focus on football gameplay and NFL-related events.

# Longshot: Homecoming

In continuation of the Longshot story mode in Madden 18, protagonist Devin Wade is revealed to be playing in training camp for his hometown team, the Dallas Cowboys. On the other hand, Devin's best friend Colt Cruise is a struggling country singer living in his hometown Mathis, Texas. Colt runs into his long-lost father who reveals Colt has a half-sister, Loretta, and forces Colt to take care of her.

Colt still dreams of becoming an NFL wide receiver and tries out for the Miami Dolphins before getting cut after the first preseason game. When Colt and Devin's high school football coach Hank Jamison dies from illness, Colt decides to step up as the Mathis Bullfrogs head coach. With Mathis High School fearing a merger with a rival school due to insufficient funds, Devin, now a member of the Houston Texans, donates money along with DeShaun Watson and newly-acquired receiver Antonio Brown.

Devin, in his first game as a starting quarterback, defeats the New England Patriots while Mathis comes up with enough donations with the help of the Texans and Colt to save the high school as Colt remains the coach of Mathis High School.

# Release

The game was released for PlayStation 4, Xbox One and Microsoft Windows on August 10, 2018, with the Windows release being the first for the series since Madden NFL 08 in 2007. A "Hall of Fame Edition" was released on August 7 for subscribers of the EA Access program.

















Google Pixel 3a \$349.00

# Surface Neo \$349.00





\$329.99



Apple MacBook Air

\$999.00





## \$142.24 SMART 'LIFE' WATCH

# LOADED WITH FEATURES AND STYLE

15 Days Battery Life (Depending on Alert Freq.)

5 ATM Waterproof

IPS Full Touch Colour Display

2.5D Corning Gorilla Glass

**Heart Rate Monitor** 

Calorie Meter

Alerts – Call, SMS, WhatsApp, Facebook, Mail

Sports & Activity Tracker











**TOUGHER THAN** YOUR **WORKOUT SES-SIONS** 

2.5D Corning Gorilla Glass Stainless Steel (Grade 316L) Dial Case

#### **ALWAYS CONNECTED**

Smart Notifications – Call, SMS, WhatsApp, Facebook, Mail



#### **CLOSE TO YOUR HEART**

**Heart Rate Monitor** 



KEY TO A **WORRY-FREE HEALTHY LIFE:** Calorie Meter



**TRACKS** EVERY MOVE Sports & Activity Tracking







MONITOR.

ANALYZE. IMPROVE.

Sleep Monitor and Step Count



#### Microsoft Surface Pro X

Staying productive and in your flow

\$999.00







\$6,999.00

Surface Hub



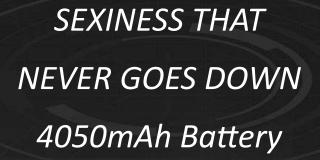


GIONEE

F9 PLUS
UNBOX
SEXINESS

3GB RAM | Unique Battery Meter

\$190.89



100%



### AS SEXY AS IT GETS

15.90cm (6.26inch) HD+ Full View Dewdrop Display

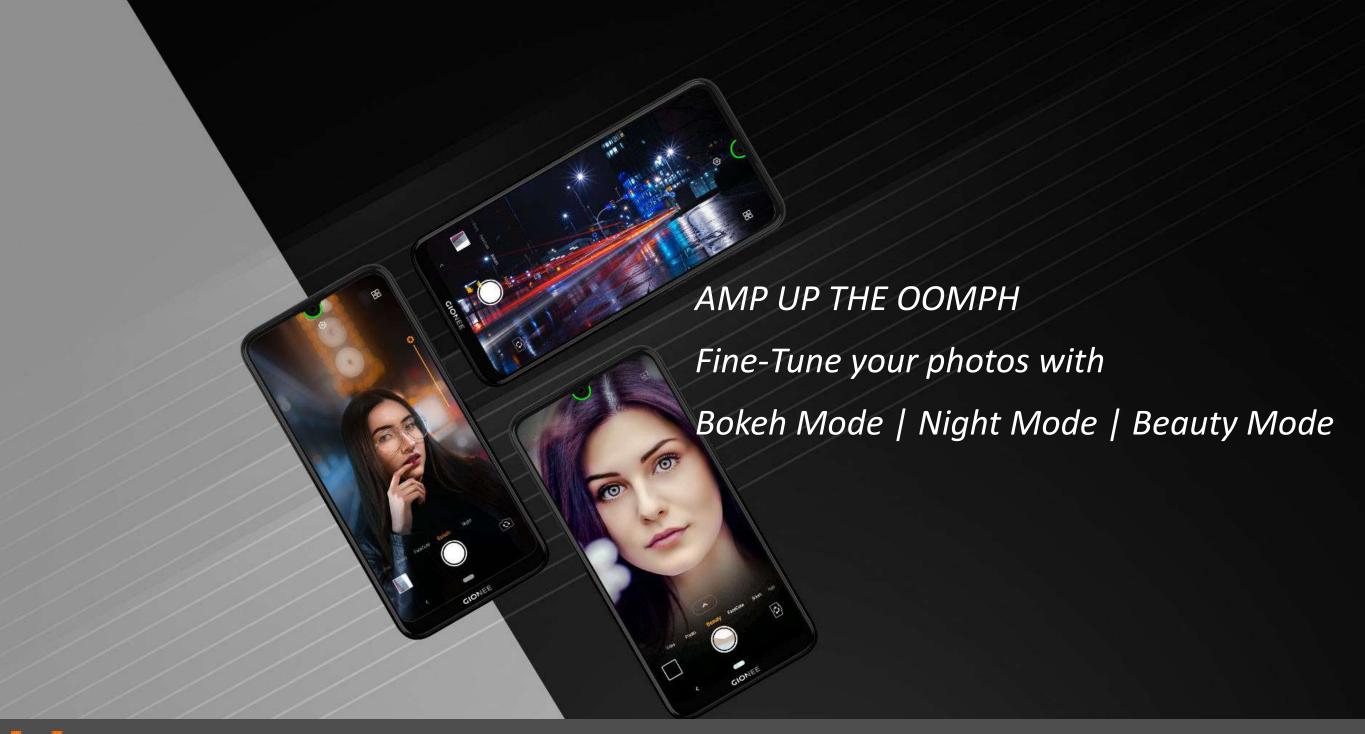
3GB RAM | 32GB ROM

13MP + 2MP Dual Rear Camera

Android™ 9 Pie

4050mAh Battery

13MP Selfie Camera





SPECIFICATIONS

SCREEN

Type

Screen Size

15.90cm (6.26inch)

Screen Protection

Dragontrail<sup>®</sup> Glass

IPS

Screen Resolution

HD+ (1520X720)

CAMERA

Rear Camera

13MP+2MP (PDAF)

Front Camera

13MP (FF)

Flash Aperture Rear - Yes | Front - Screen Flash

Rear - 1.85F + 2.4F | Front - 2.0F

#### PROCESSOR

RAM 3GB ROM 32GB

Expandable Storage Up to 256GB
Core Octa-Core

Clock Speed Andriod Version Up to 1.65GHz

Op to 1.65GHz Android™ 9 Pie CONNECTIVITY

VoLTE

GPS

Wi-Fi Details

Yes

GPS/AGPS

Wi-Fi (2.4 GHz) b/g/n

#### BODY

Fingerprint

Yes

Battery

4050mAh

Connector Weight (g) USB Micro Jack/3.5mm 167.7g (approx.)

Number of SIMs

Dual

Handset L (mm)

159.8mm

Handset W (mm)

76.5mm

Handset T (mm)

8.5mm

Aspect Ratio

19:9 (Full View)







# ANDROID® 9 PIE CORE

THE SEXY BEAST

Up to 1.65GHz Octa-core processor enables superior multitasking



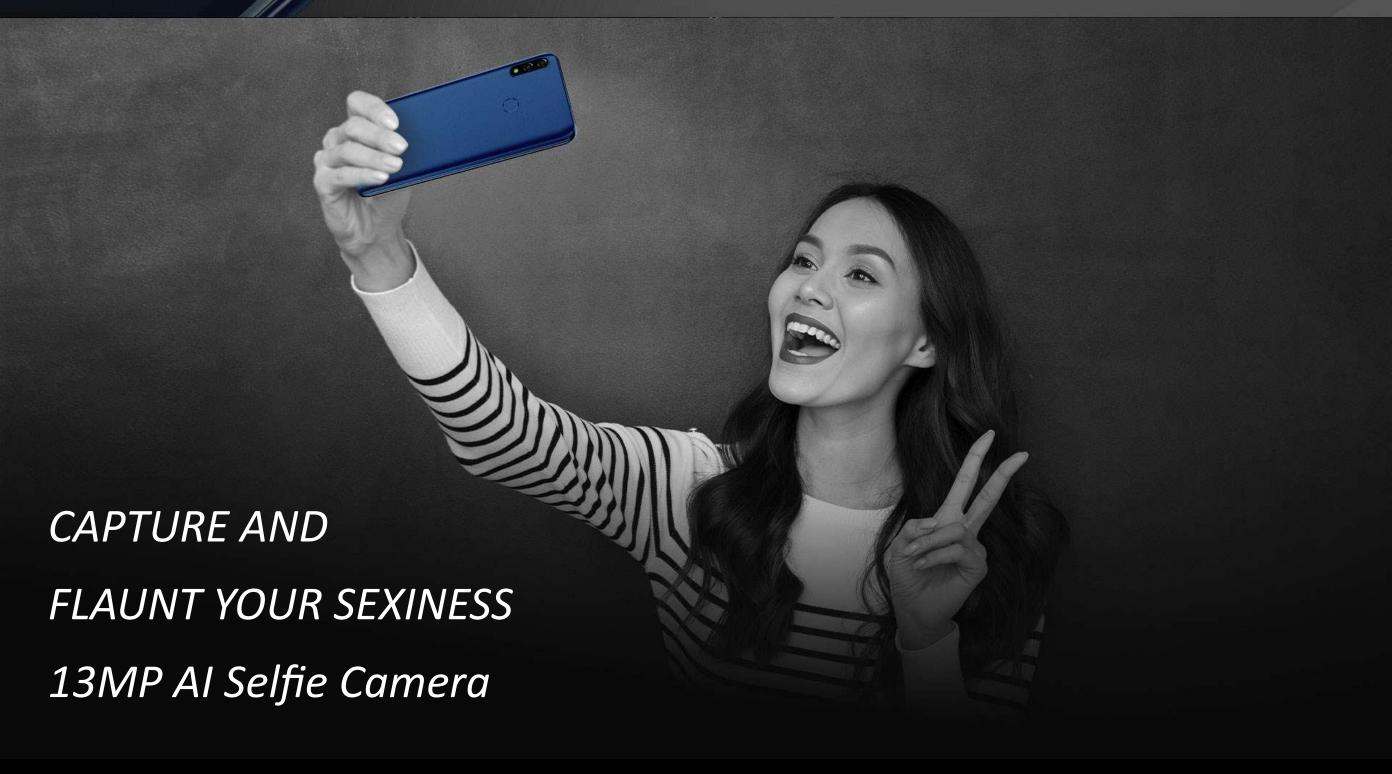
DO MORE

Personal and Professional

life stays organised with

the 2 Nano SIM Slots &

a Dedicated Micro SD Slot



UNLOCK WITH
A GLANCE
Face Unlock



THE GAME JUST \$2,599.00

4565 Stealth





Available in the US at Best Buy and on hp.com, and in select retailers worldwide in May

\$1169.99 Intel Core i5 8GB memory 256GB SSD \$1249.99 Intel Core i7 8GB memory 256GB SSD \$1,299.95

#### SPECTRE | DESIGN

10.4mm | 2.45lbs The world's thinnest notebook

#### The world's thinnest hotebook

#### **ALUMINIUM & CARBON FIBER**

CNC machined and anodized aluminum gives strength, durability, and a precise feel. Ultralight carbon fiber for rigidity and thermal insulation

#### RECESSED PISTON HINGE

Hand polished piston hinge folds into itself to enable ultrathin 10.4mm profile





三

#### **FUTURE**

On My Mind, Night and Day
Today, Tomorrow, Forever.

And Today Was Never, As Fast As The
Wind,
Yet we cease to understand,

The Future is in my hands, and yet it slips through like a fist full of dry Sand,
For the very few who can grab it,
it only last for a Life Time
The Future, the Feeling of Subjection to the Cause,

For the End is Passed, and the Future is

Forgotten

A.W.D



# Autonosie





## **2020 LEXUS**



Smooth like a bird , swift like a sparrow

Lexus have out done their predecessors in the line of luxury sedans.

The 2020 LS isn't just made for luxury, it defines it.

TiTi Magazine























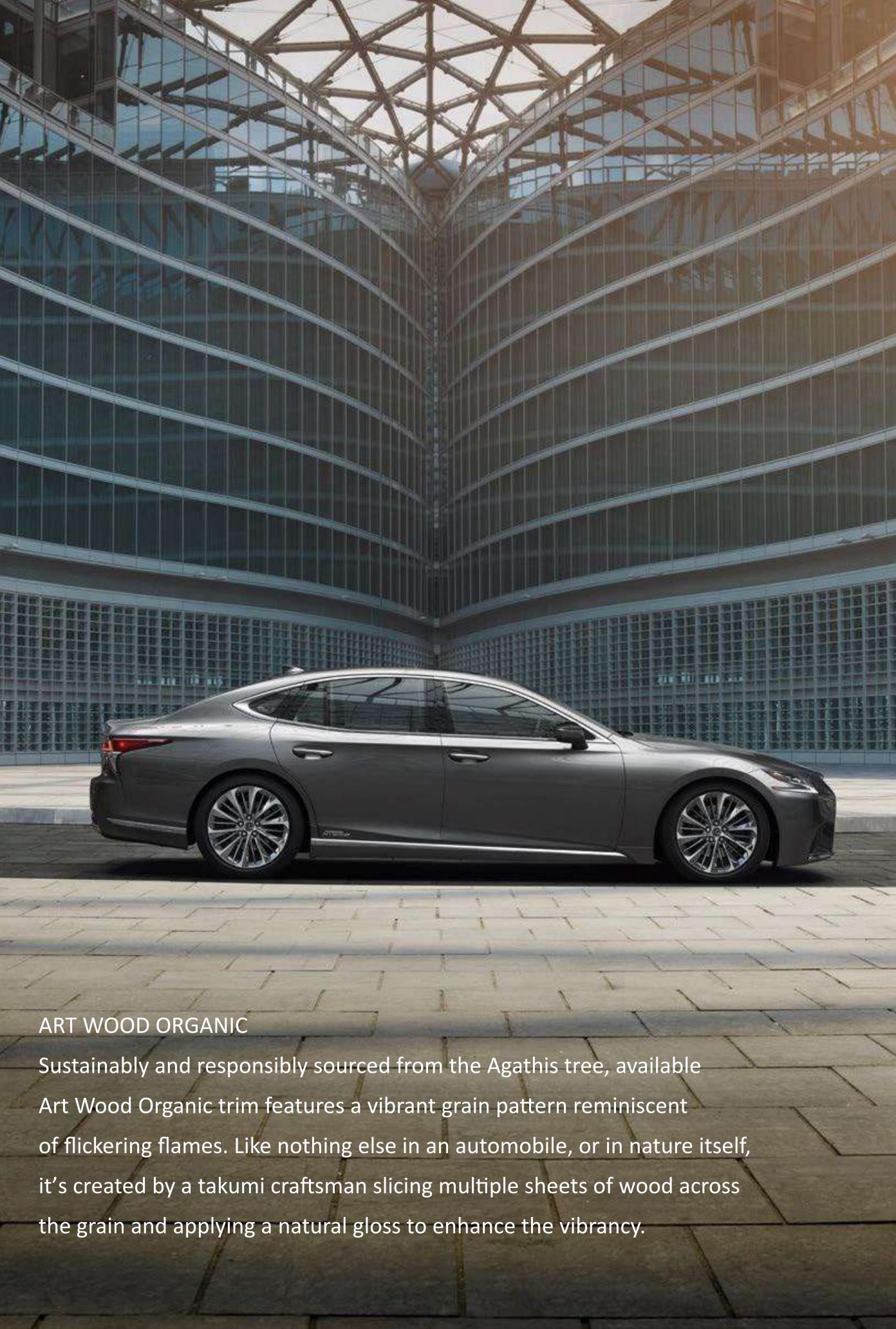












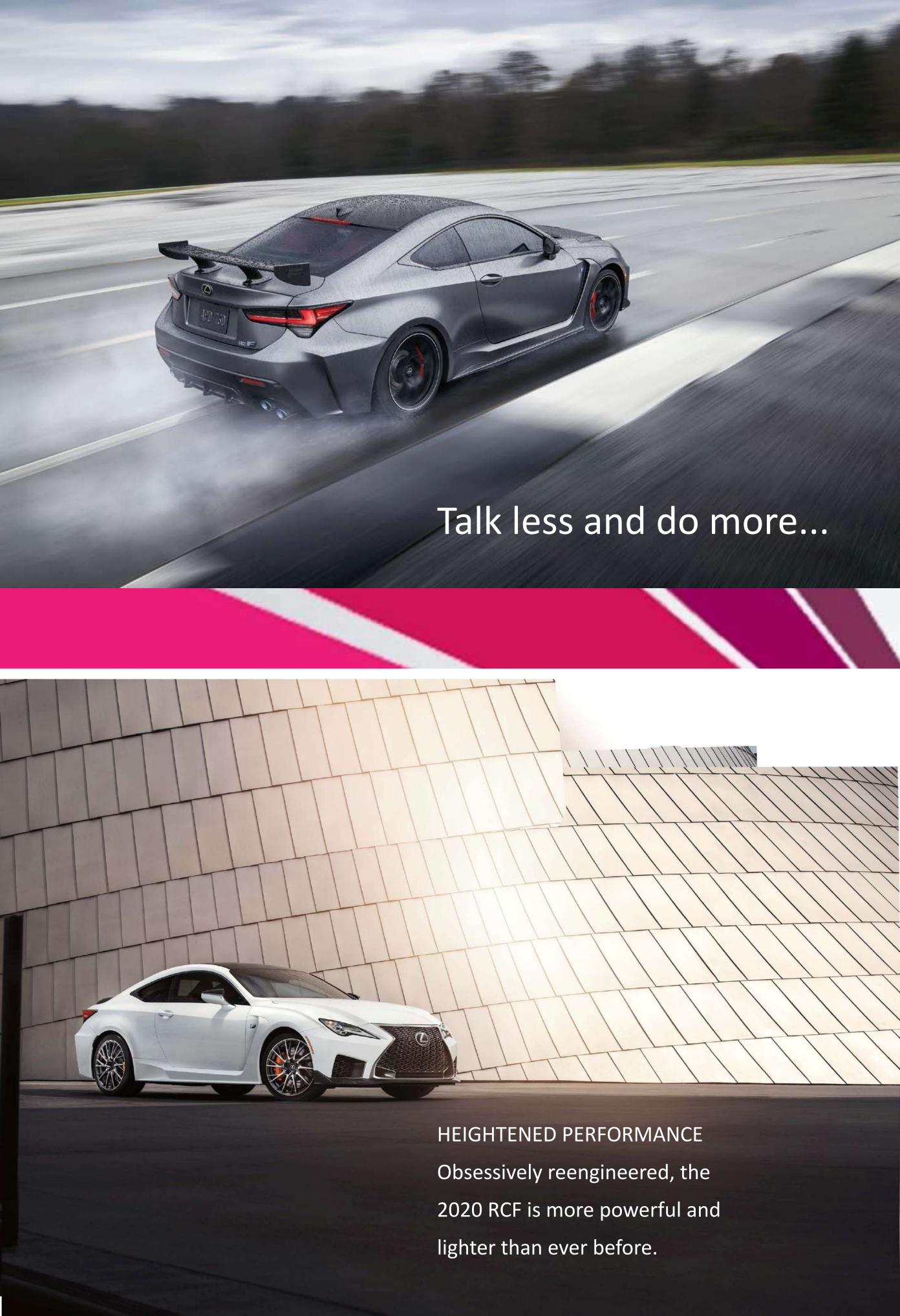


# 2020 LEXUS

# RCF \$64,750









#### TRACK-TUNED SUSPENSION

Lightweight aluminum front suspension components and added chassis rigidity deliver more responsive handling on every RCF

#### SPEED-ACTIVATED REAR WING

The rear wing automatically activates at highway speeds for improved aerodynamics



#### AERODYNAMIC FRONT SPOILER

More commonly found on the raceway than the highway, a new front spoiler lowers air pressure under the vehicle, further enhancing grip

control through every turn. Even the airflow inside the wheel wells was carefully calculated. It exits through the fenders, allowing the suspension to perform without disruptive air pressure, simultaneously enhancing handling and stability. And taking traction to the next level, each tread line on the RCF's Michelin RCF shown in Ultra White Pilot Sport 4 S tires

features a specially developed compound to maximize grip.

#### BRAKE-COOLING PERFORMANCE

While engine cooling has been enhanced through larger openings in the front fascia, the redesigned grille also channels air to the Brembo brakes with massive six-piston Calipers to help reduce brake fade

## MICHELIN PILOT SPORT 4 S TIRES Specially developed for the RCF to maximize dry grip, these tires resulted in a lap time on the development circuit that was a full second faster than the standard test vehicle.

#### REAR DIFFUSER

Located in the center of the rear bumper, the optimized diffuser accelerates airflow under the vehicle to create more downforce

























## PEACE OF MIND, STANDARD

Presenting Lexus Safety System+, an integrated suite of the most advanced active safety equipment ever offered on the RCF.





### PRESS TO HEAR THE MOTOR START





KRISTEN

VINCENT

AND T.J. MILLER

7 MILES BELOW THE OCEAN SURFACE SOMETHING HAS AWAKENED

## UNDERWATER

IN CINEMAS SOON



OMAR **EPPS**  ELLEN

KRISTINA

WITH JAMIE

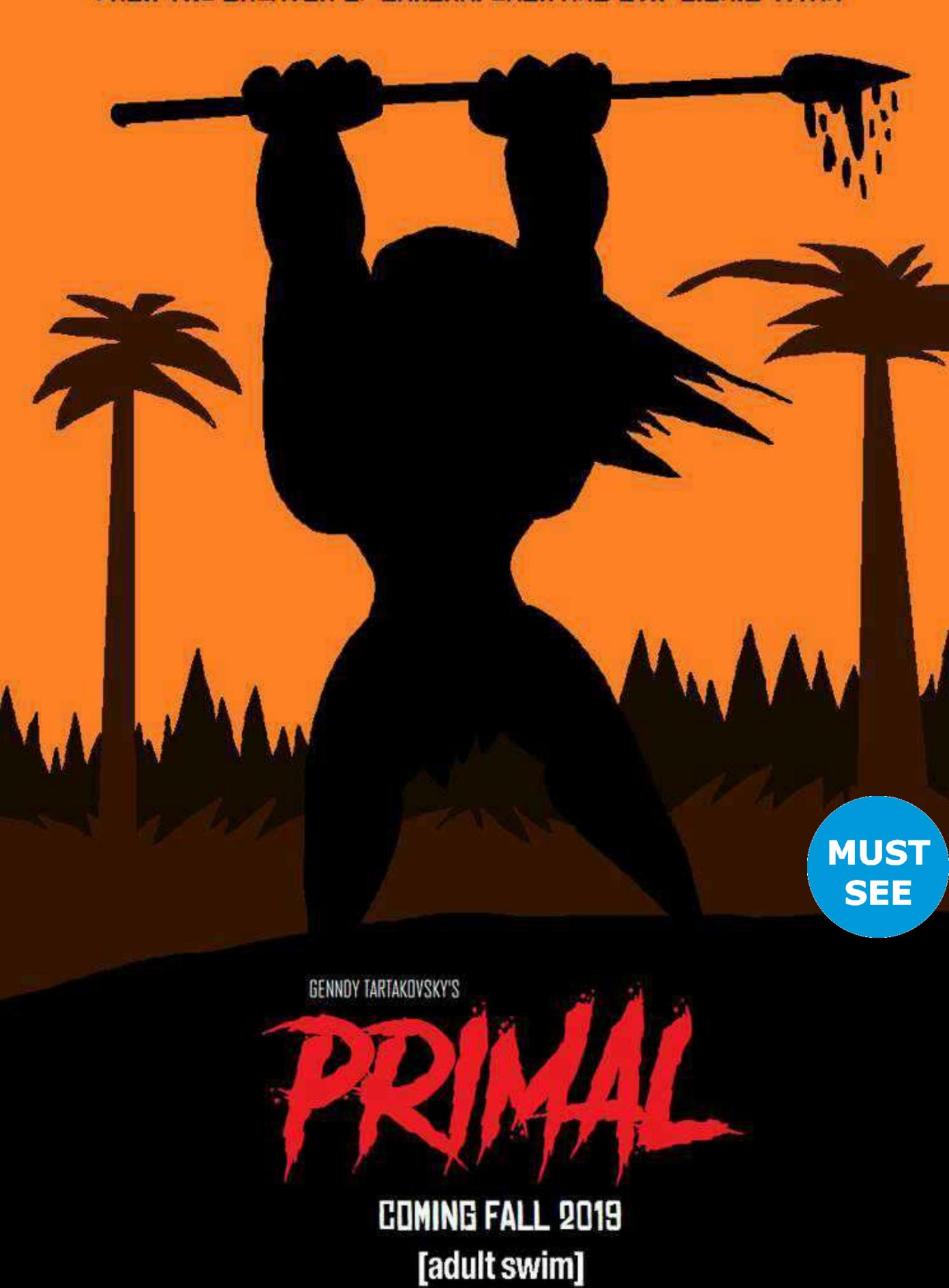
AND TOM ADAIR REYES KENNEDY ATKINS

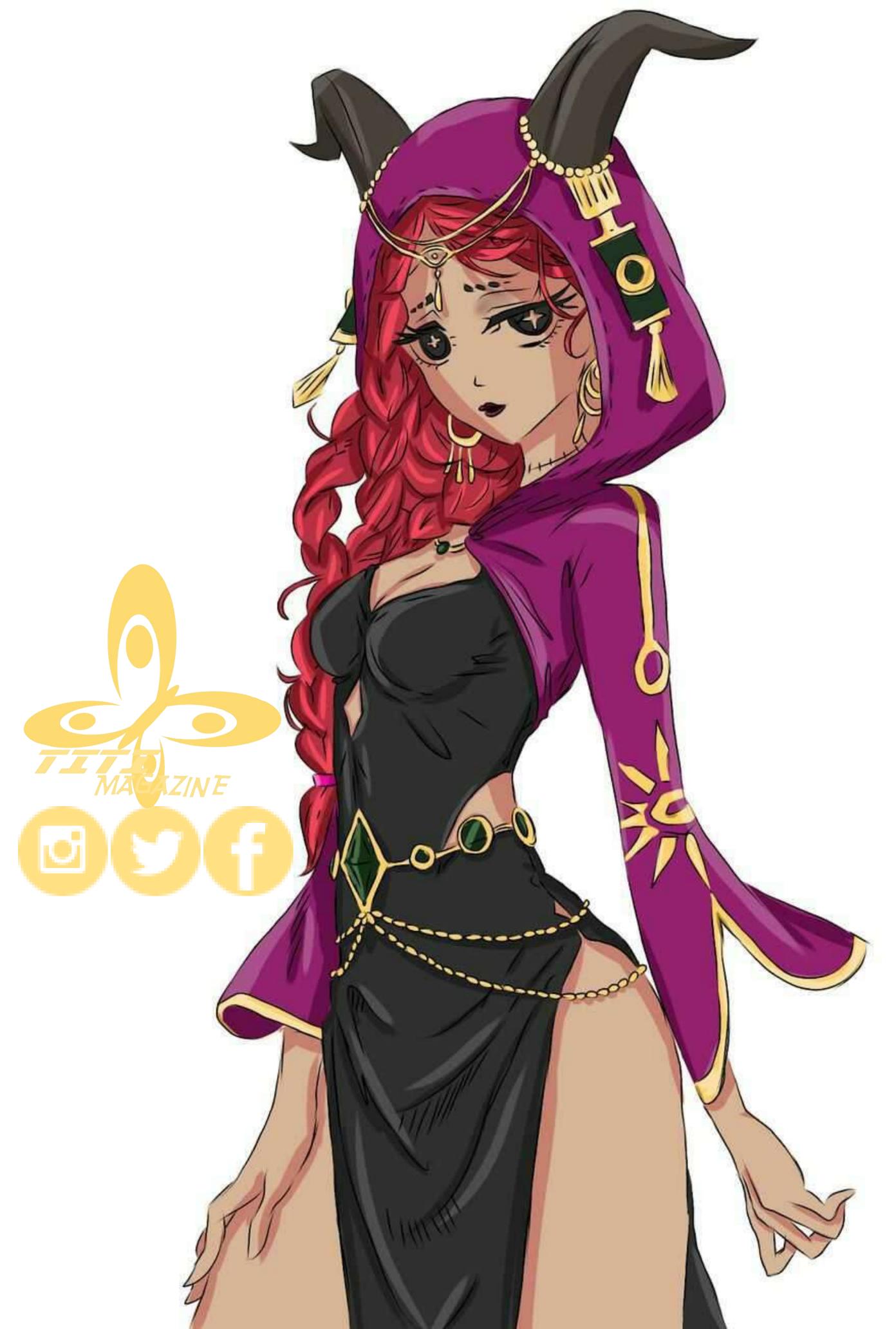
FROM THE DIRECTOR OF MY BLOODY VALENTINE



ALWAYS CHOOSE TREAT

## FROM THE CREATOR OF SAMURAI JACK AND SYM-BIONIC TITAN







THOMAS KRETSCHMANN VELAZQUEZ

NADINE

JOSH

WITH BEX STEWART TAYLOR-KLAUS



# DISCARNATE









John Cena
PLAYING WITH

JEREMY HEIDI JAMES JOHN OMAR MICHAEL LAURIE ANJELICA ALEC RENNER KLUM FRANCO CLEESE SY MADSEN HOLDEN WITH HUSTON AND BALDWIN



ENTERTAINMENT STUDIOS MOTION PICTURES AND AMBI MEDIA GROUP PRESENT IN ASSOCIATION WITH ASSEMBLAGE ENTERTAINMENT AND AIC STUDIOS "ARCTIC DOGS"

JEREMY RENNER HEIDI KLUM JAMES FRANCO JOHN CLEESE OMAR SY MICHAEL MADSEN LAURIE HOLDEN WITH ANJELICA HUSTON AND ALEC BALDWIN CASTING BROUND ROSATO

PROJUCTION BRANISLAV PERKOVIC HITO LESLEY MACKAY HUNTER AND MICHAEL MATRIARU MISSIG DAVID BUCKLEY DEPOTIVE MISSIG JEYMES SAMUEL SUPRIVISION MISSIG MICHELLE SILVERMAN DESGUINE HIGHARD LUCA MATRUNDOLA

CO-EXECUTIVE MAX MADHAVAN ARJUN MADHAVAN PRODUCENS DANIELLE MALONI SERGIO NAVARRETTA BYRON ALLEN CAROLYN FOLKS JENNIFER LUCAS TERENCE HILL

JESSICA FREEBORN CHRIS CHARALAMBOUS MARK DEVITRE ERIC GOULD JOAN ROBBINS PRODUCEN GRAHAM MOLOY PRODUCEN AARON WOODLEY TRATATION SINVERSIANDEN ARRON WOODLEY TRATATION SINVERSIANDEN SINVERSIANDEN SINVERSIANDEN SINVERSIANDEN SINVERSIANDEN SINVERSIANDEN SINVERSIANDEN SINVERSIANDEN SINVERSIANDEN SINDINGS AARON WOODLEY TRATATION SINVERSIANDEN SINDINGS BARBURT STUDIOS







DARE

TO

GO

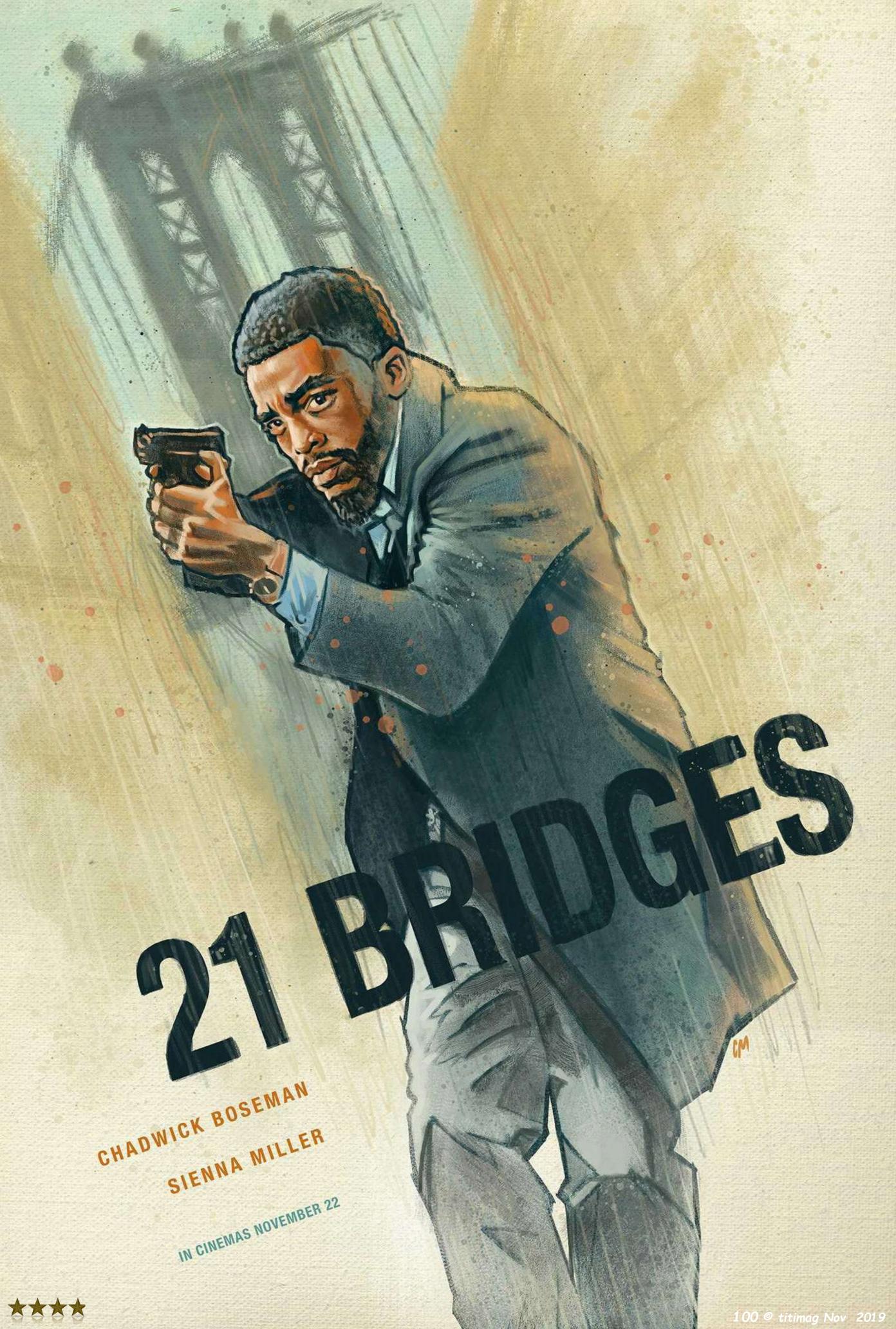
**BACK** 

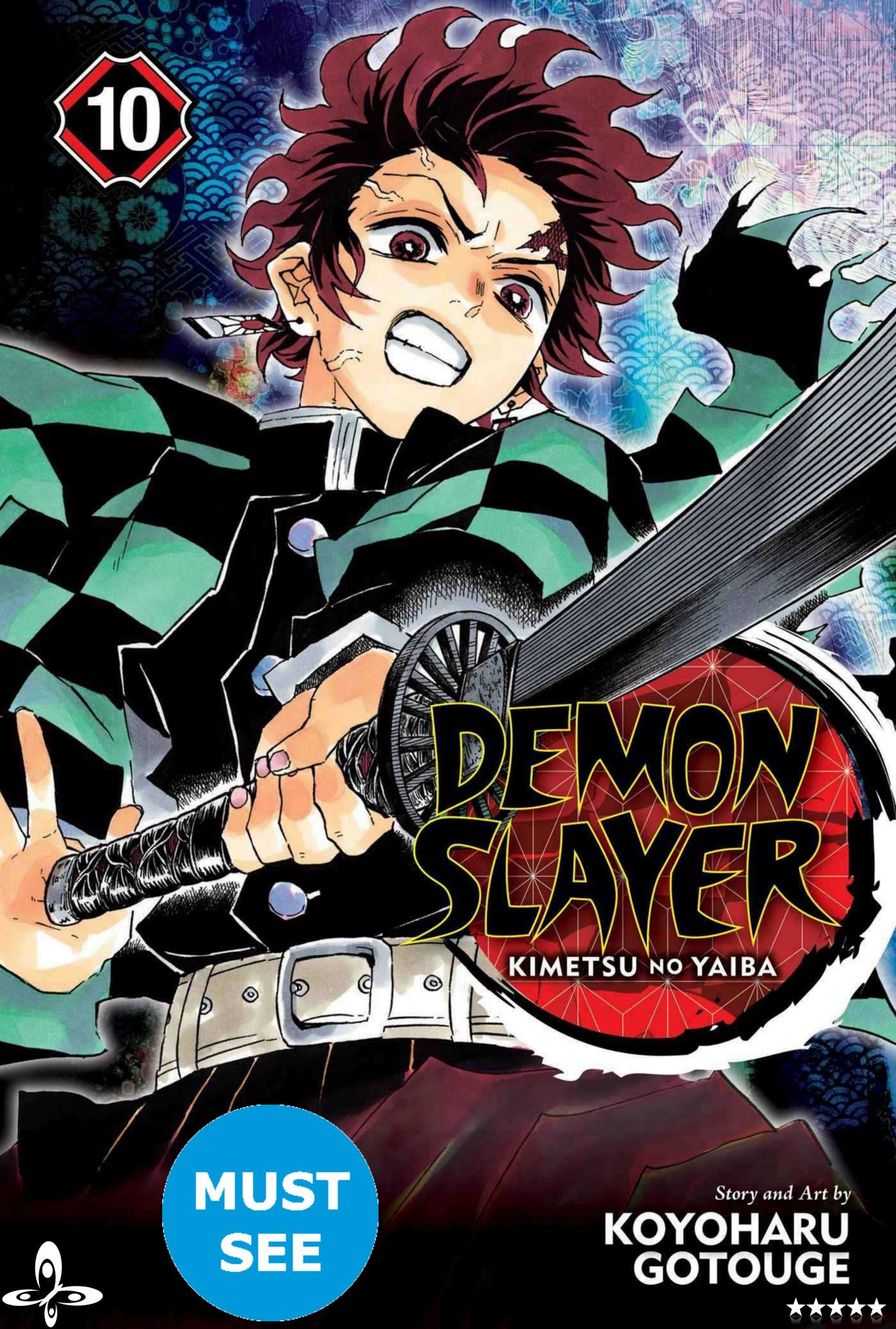
STEPHEN KING'S

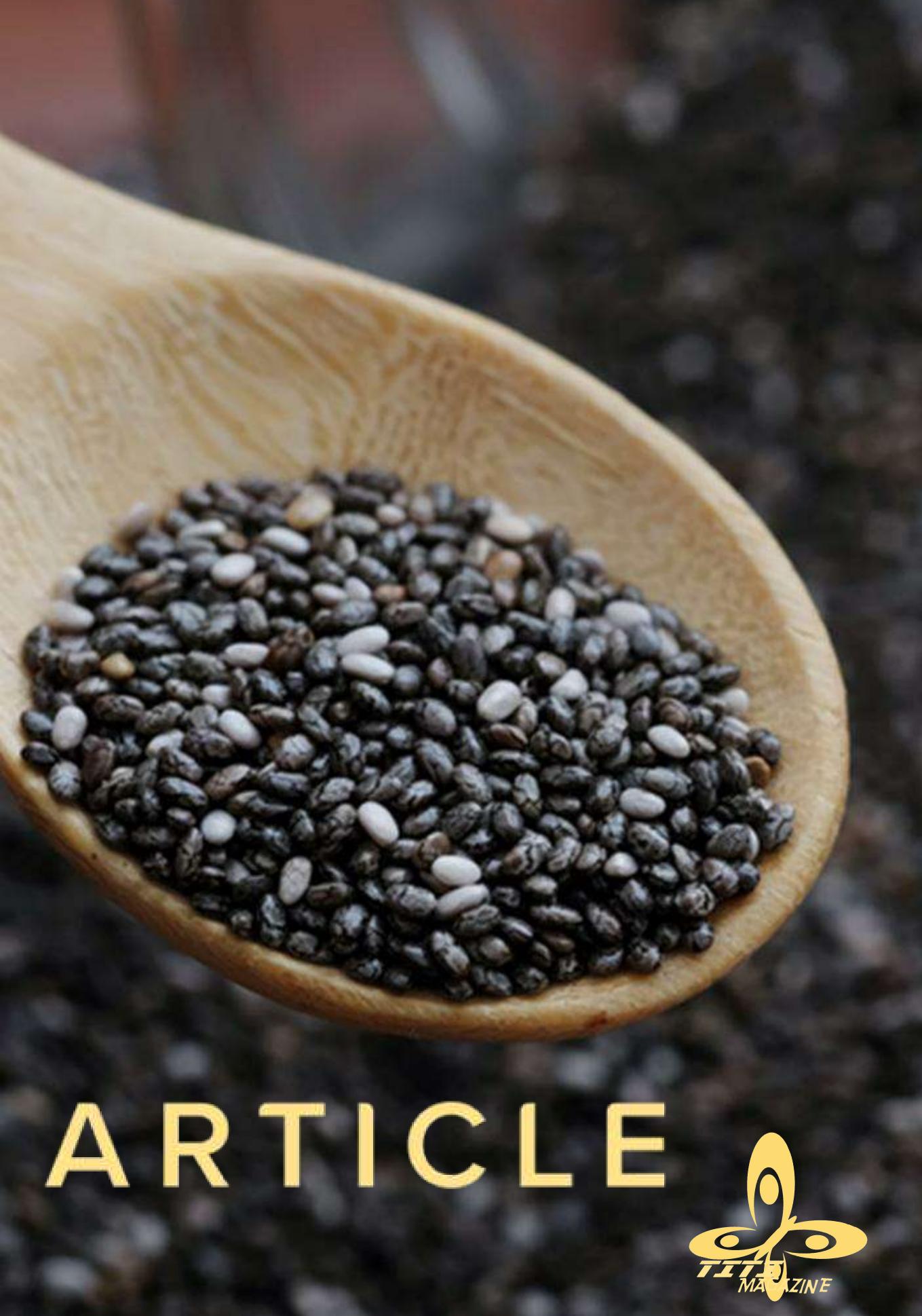
# DOCE OR SIGNATURE













#### **GROUND BREAKING PS4 GAMES**

Number 1

## GOD OF WAR

I don't need to say much

This is one of the best games on ps4 platform right now as far as am concern, i think Sony created a

reckoning you don't want to mess with.

Sony as prove they owns one the best triple A games

from one generation to the next

Ps4 takes us to the series that has brought us tusk of

myth since 2005.

Greek myths are out and we see kratos the

personification of strength.

Sony has shown us how much he's grown over the

years.

Exhilarating weapon gameplay

Well define graphics

Impressive gameplay

The feeling of this new god of war gameplay is really

intense

Best of the best among the best

God Of War Rating(5/5)

Number 2

#### **UNCHARTED:A THIEF'S END**

Naughty dog as brought us another ground breaking true emotional adventure action experience

Consider as one the best PlayStation exclusive game when it was release

Down from drake's fortune, among thieves, deception and the lost legacy

Naughty dog killed it all which am impressed

Outstanding gameplay

*Impressive combat* 

Devious puzzles

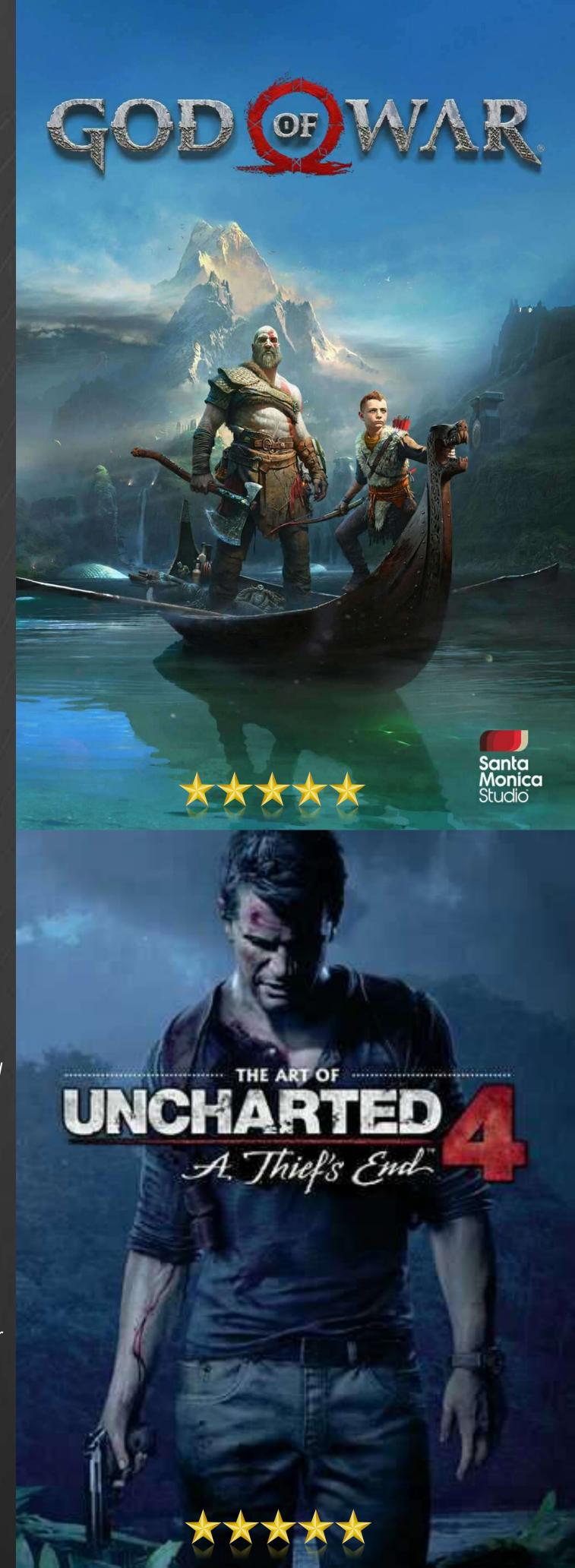
Very creative story

Fun to play

Cool visuals

Follow Nathan drake and his friends as they try to uncover some lost mysterious pirate treasure island of captain aviary vibrant forest, creepy crypt and surviving of all sort of enemies who is one step ahead of you

Uncharted: A Thief's End Rating(5/5)



Number 3

#### **RED DEAD REDEMPTION 2**

Rock star have perfected their own take on the

western genre

grand theft auto was just tip of the ice berg

Rock star have build their reputation that proceed there own reputation

This western adventure is a prequel to their previous

bona fide red dead redemption

A master class that is pretty well define

Red dead redemption 2 brings the epic story of Arthur

Morgan and the Van der Linde gang

Bad ass western gameplay

**Bounty targets** 

**Gun-slinging action** 

Redefined experience

A member of a group of outlaw's attempting to

survive against government forces, rival gangs, and other adversaries

I think this game will make you catch the feelings like crazy

Red Dead Redemption 2 Rating(5/5)

Number 4

## PERSONA 5

A massive and gorgeous jrpg game

Persona 5 is the perfect gaming representing japan anime culture which is very remarkable

Stylish combat

More challenging puzzles

Superb gameplay

Beautiful anime

Beautiful game characters

Persona 5 overall quality is a

bomb blast which I must confess

"God, this game is so beautiful is

practically a crime" EUROGAMER

And is very difficult to accuse an-

yone for going bombastic or

overblown away

Persona 5 Rating (5/5)





Shadow of the colossus is a very beautiful game not going to disappoint you trust me

Beautiful gameplay

Awesome frame rate

Action adventure for veterans and newbies

The delivery of this game mechanics is amazing

Breaking into the next gen which is spectacular what a come back

Shadow Of The Colossus Rating(5/5)



