



MARVEL

GUARDIANS OF THE GALAXY

**Little
Devil**
Inside

**MASS
EFFECT**

LEGENDARY EDITION

DESPERADOS III

A L I E N S
FIRETEAM ELITE

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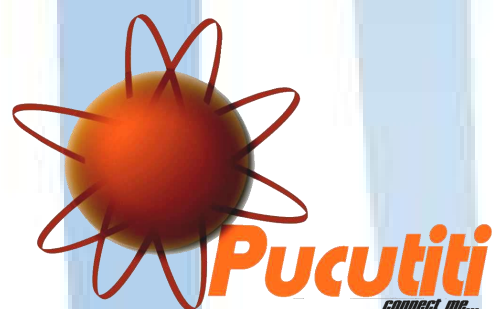
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GAMES

Aliens: Fireteam Elite

Aliens: Fireteam Elite is a 2021 multiplayer third-person shooter game developed by Cold Iron Studio in collaboration with Disney's 20th Century Games. It is the first Alien game since Alien: Blackout and is a standalone sequel to the original Alien trilogy. In contrast to Alien: Isolation, Fireteam Elite is more in line with Aliens: Colonial Marines, and focuses on action rather than survival-horror. The game is a third-person co-op shooter, able to be played with friends or AI teammates.

Gameplay

Although based on the second film, the game's story is a sequel to the Alien trilogy, set 23 years after the original films. The player assumes the role of a Colonial Marine on board the UAS Endeavor, a spaceship tasked with responding to a distress call from the outer colonies. The game has five character classes: Gunner, Demolisher, Technician, Doc, and Recon. The game contains four story campaigns with three missions each, and the player is accompanied by two allies who can be controlled by another player or by an AI. There are five levels of difficulty and twenty types of enemies, and weapon customization and character progression are present within the game. Local co-op is not available, though online matchmaking can be public or private. There are plans for post-launch DLC, but there are no loot boxes or microtransactions. The gameplay seen in the reveal trailer and in a hands-off demo has been compared to the Left 4 Dead duology.

Plot

In the year 2202, the USS Endeavor receives a distress call from the previously-thought-destroyed Katanga refinery station orbiting the planet LV-895 and moves in to investigate, sending a fireteam of Colonial Marines to board the station. The Marines quickly discover that the entire station has been overrun by Xenomorphs. They manage to rescue the sole survivor of the station, Weyland-Yutani scientist Dr. Timothy Hoenikker. Hoenikker reveals that Weyland-Yutani discovered Xenomorph eggs as well as a mutagenic substance dubbed the "Pathogen" on LV-895, and have been secretly breeding Xenomorphs and experimenting with the Pathogen before the Xenomorphs broke containment.

Determined to find answers, the Marines head down to the surface of LV-895, where they discover alien Engineer ruins that were being studied by Weyland-Yutani. They make contact with another Weyland-Yutani survivor, Cynthia Rodriguez, and head over to stage a rescue despite her insisting she is safe. The Marines fight their way through Xenomorphs and Weyland-Yutani combat synthetics until they reach the Weyland-Yutani facility, where they discover Rodriguez is actually a Mother AI called SN/TH/YA. Since SN/TH/YA has gone rogue, the Marines shut her down, but not before she activates "Asset Zero." The Marines travel further into the ruins and find that Asset Zero is an intact Engineer starship loaded with Pathogen that SN/TH/YA has arranged to send back to Earth. Realizing the danger the ship poses, the Marines sabotage its power source to prevent it from lifting off.

The Marines are then sent back to Katanga to manually overload the station's fusion power core and destroy the Xenomorph hive on board. While they succeed, they are forced to flee when they anger the Hive's Xenomorph Queen, and narrowly escape the station before it explodes.

However, despite the mission's success, Xenomorphs and large stores of Pathogen are still on the surface of LV-895, and both Weyland-Yutani and rival corporation Hyperdyne Systems are sending forces to claim the planet. The Endeavor and its Marines remain to prevent the Xenomorph infestation from spreading and the Pathogen from falling into the wrong hands.

The prequel to the game is the book Aliens: Infiltrator by Weston Ochse, published by Titan Books. The novel tells the backstory of the events that lead up to the game and ends when the game begins.





ALIENS™

FIRETEAM ELITE

Developer: Cold Iron Studios

Publishers: Cold Iron Studios

EU: Focus Home Interactive

Composer: Austin Wintory

Series: Alien

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4,

PlayStation 5, Xbox One, Xbox Series X/S

Release: August 24, 2021

Genre: Third-person shooter

Mode: Single-player, multiplayer

TiTi Rating: 7/10





Development and release

Cold Iron Studios was founded in 2015 by the team which had created games including *City of Heroes* and *Star Trek Online*. It was acquired by FoxNext Games in March 2019. FoxNext was a mobile game publisher, and intended to use Cold Iron's new *Aliens* game to expand its portfolio to include larger scale Triple A projects. FoxNext was later acquired by Disney, which sold off the studio to Scopely, which then subsequently sold Cold Iron to Daybreak Game Company.

The game was released on August 24, 2021 on PC, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X and Series S.





Little Devil Inside

Little Devil Inside is an upcoming action-adventure video game developed and published by Neostream Interactive. The game's single-player and co-operative multiplayer modes both follow the professional and personal lives of explorers searching for monsters & supernatural events in a 19th-century-inspired world. It is planned for initial release on PlayStation 5, PlayStation 4, and Windows, followed by Xbox One and Nintendo Switch at a later date.

Gameplay

Core gameplay

Little Devil Inside is a third-person 3D action-adventure role-playing video game with elements of survival, combat, and open-world exploration; however, its developers, Neostream Interactive, have described the game's survival elements as "rather easy" compared to other games in the survival genre, stating that the game is "not about how long you can survive in a certain environment", instead being about "taking a trip for a mission, and surviving during the process." Examples of in-game survival elements include harvesting water from cacti and chopping wood to make a fire.[9] Players can use a variety of weapons and tools to survive and accomplish their objectives, such as a sword, shield, gun, grappling hook, bombs, tent, and cooking equipment.

The game takes places across multiple locations with differing environmental conditions, including desert, snow, forest, mountains, swampland, and deep-sea diving. Although an overall map is available, players cannot "fast forward" their travel to these locations; instead, they must take direct control of their transportation during the journey and respond to events that occur on the way. Players also have the ability to upgrade their transportation (alongside their weapons and armor) as the game progresses.

Between missions, players can return to the safety of the game's home town to rest and prepare for further adventures (such as talking with NPCs, gathering information on the next location through library research, and preparing for its weather conditions). According to Neostream, this preparation is key to further success:

"You will need to prepare for any unexpected encounters with the weather, have the necessary intel about the region, equip your gear as you see fit, get on a vehicle and react to unexpected events that arise during your journey ... Depending on how you prepare for the mission and how you react and respond to events will determine how easily or hard you can achieve the missions."

The game also includes roguelike gameplay elements: In the event of a player's character dying, that character cannot be resurrected; however, the player can take subsequent characters to that same location in order to recover any lost equipment.

Visual style

The game leans towards a minimalist visual style, with only a minimal user interface and avoidance of menus wherever possible, instead requiring players to ascertain details by observing visual cues and communicating with their character. For example, characters will begin to limp if they are hurt, cough if they become sick, or shiver if they become too cold. Similarly, although the various characters available to players will have different traits and stats (e.g. boastful characters hiding when they are injured, female-obsessed characters having narrower vision), these will not be itly displayed to the player, instead requiring them to be deduced.





Developer: Neostream Interactive

Publisher: Neostream Interactive

Engine: Unreal Engine

Platforms: PlayStation 5, PlayStation 4, Microsoft

Windows, Xbox One, Nintendo Switch

Genre: Action-adventure

Modes: Single-player, Multiplayer

TiTi Rating: 7/10





Neostream have provided the following description of the game's graphical style:

"As opposed to developing fully life-like, high polygon characters and objects with intense level of textures, the intended design essence and aesthetics is to create a subtle but powerful sense of emptiness for each player to fill for themselves throughout the game experience."

Co-operative multiplayer

The game also supports co-operative multiplayer (including local multiplayer), where more than one player participates in the same mission. Additionally, the game features the possibility of random encounters between players.

Plot

Little Devil Inside takes place in a 19th-century, Victorian-inspired setting, with elements of steampunk. The developers describe it as a "surreal, unrealistic world ... somewhere between heaven and hell." The main character, Billy, is a swordsman, employed by a research team (led by college professor Vincent and his colleague, Dr. Oliver) to travel the world in search of the supernatural and other unusual incidents. The ultimate objective set out by the researchers is to assemble a complete encyclopaedia of "all phenomenal existence."

The game also takes a satirical angle on the video game cliché of hunting monsters for financial reward by also exploring the more mundane aspects of such characters' lives and their financial inequality with their employers. In the words of Neostream:

"This game is not just about killing arch-demons and saving the world. Take in the atmosphere and live a realistic life in an unrealistic world. This is a game that tells stories about people with ‘unusual’ jobs such as hunting monsters and what happens in their everyday life doing so."

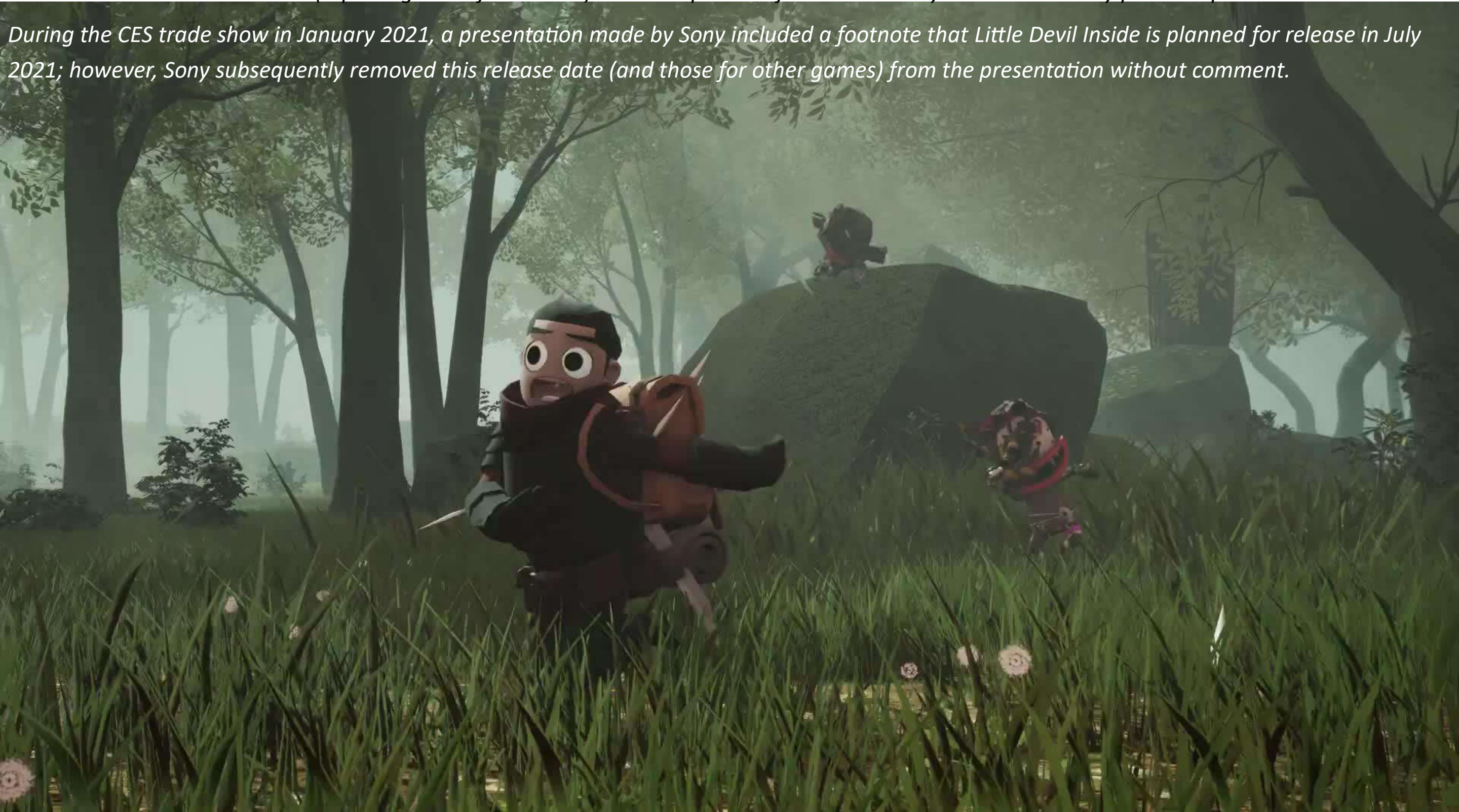
Development and release

Little Devil Inside was originally conceived by its creative director, Kody Lee, and was developed as the first game by Seoul's Neostream Interactive, who initially began in 1998 as a multimedia design & production company. Development began originally using the Unity Engine, then later switched to the Unreal Engine by Epic Games. The game was first announced through a Kickstarter campaign in April 2015, alongside a pre-alpha trailer and gameplay footage, and an entry on Steam Greenlight. At the time of the original campaign, the game had an approximate release window of "Fall 2016." Backed by over 5,000 people, the Kickstarter campaign raised A\$306,515 by its completion in May 2015. Subsequently, the game's original release window was pushed back, due to an increase in its scope.

In December 2017, the developers released a new trailer for the game, and began communicating a planned release date of "late 2018," with PC planned as the first release platform; however, that window passed without the game being released.

The game's original campaign stated that it was planned for release on Steam platforms (Windows, macOS, and Linux), PlayStation 4, and Xbox One, with Nintendo's Wii-U console added later as a stretch goal; however, during the PlayStation 5 reveal event in June 2020, it was announced that Little Devil Inside would be a timed console exclusive for the PlayStation 5 and PlayStation 4. In a subsequent message to their Kickstarter backers, Neostream announced that they plan to release concurrently with PC as part of their agreement with Sony; however no mention was made of Xbox or Nintendo platform releases. A later website update for the game confirmed a planned release for Windows, and that releases for Xbox One and Nintendo Switch (replacing that of the Wii-U) were still planned for once the PlayStation exclusivity period expires.

During the CES trade show in January 2021, a presentation made by Sony included a footnote that Little Devil Inside is planned for release in July 2021; however, Sony subsequently removed this release date (and those for other games) from the presentation without comment.





Little
Devil
Inside

Marvel's Guardians of the Galaxy

Marvel's Guardians of the Galaxy is an upcoming action-adventure video game developed by Eidos-Montréal and published by Square Enix's European subsidiary. Based on Marvel Comics' *Guardians of the Galaxy* comic book series, the game is set to be released for Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, and GeForce Now on October 26, 2021.

Gameplay

In Guardians of the Galaxy, the player assume control of Peter Quill / Star-Lord from a third-person perspective. The player can utilize Star-Lord's elemental gun to defeat enemies, and fly through the air using his jet boots. Other members of the titular team, which include Gamora, Rocket Raccoon, Groot, and Drax the Destroyer, are not directly playable as they are controlled by artificial intelligence, but players can issue commands to them during combat. Each character has their own unique skills and abilities which can be chained together to inflict more damage. As the player combat enemies, a meter will build up and allow players to unleash a special ability known as "Team Huddle", which prompts Star-Lord to create a motivational speech and play a song to inspire his teammates. A good speech will grant the other Guardians gameplay benefits, though Star-Lord's abilities will be boosted regardless of the quality of the speech.

At various points of the game, the player can make key decisions, via dialogue trees, that will affect the relationships between the Guardians and the outcomes of certain missions. Throughout the game, Star-Lord's decisions will be referenced by his teammates. Despite the branching dialogue paths, the core story remains the same and the game only has one ending.

Synopsis

The plot of Guardians of the Galaxy takes place several years after a massive interstellar war that left its mark on the universe, which is still dealing with its devastating consequences. Among those interested in exploiting the situation are the Guardians of the Galaxy, led by Peter Quill / Star-Lord and comprising Gamora, Rocket Raccoon, Groot, and Drax the Destroyer, who all hope to make quick money during their adventurous wanderings around the galaxy. However, in one of their scams, embroiled in a gamble between two team members, Star-Lord and his team inadvertently cause a small accident, which quickly sets in motion a series of catastrophic events that threaten the peace of the fragile universe unless they take responsibility for their actions and eradicate the threat.

Development

Guardians of the Galaxy is developed by Eidos-Montréal, the developer behind the Deus Ex series. Star-Lord was chosen as the game's lead character because he is the "human heart" of the Guardians and the member that Eidos Montreal most identify with. The team decided against adding multiplayer modes, as they felt that the Guardians are a group of colorful personalities, and by positioning Star-Lord at the heart of most social interactions, the player can better experience the dynamics of the team by having these unpredictable characters react to the Star-Lord's choice. While Star-Lord is the team's leader, other characters may disagree with his decision and make choices on their own, and the player also





Developer: Eidos-Montréal

Publisher: Square Enix

Director: Jean-Francois Dugas
Patrick Fortier

Producer: Olivier Proulx

Writer: Mary DeMarle

Composer: Richard Jacques

Series: Guardians of the Galaxy

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

Release: October 26, 2021

Genre: Action-adventure

Mode: Single-player

TiTi Rating: 8/10





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GUARDIANS



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need to react to other players' decisions. The team believed that this can further highlight the rest of the Guardians' personality and character. The system was inspired by real-world team work where people must work, negotiate and bargain with each other. Deus Ex served as a major inspiration for the game's campaign, as player's decision will be impactful and lead to different outcomes.

Release

Guardians of the Galaxy was first leaked in January 2017, when Marvel Entertainment announced that it had partnered with Square Enix to produce various games based on Marvel properties. The game was officially announced at E3 2021, and is set to be released for Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and Series S on October 26, 2021. The Nintendo Switch version will be a cloud-based title. The Microsoft Windows version was produced in collaboration with D3T, a British game development studio. The game would not feature any microtransactions and Eidos did not plan to release any downloadable content for the game.





MARVEL

GUARDIANS OF THE GALAXY

Mass Effect Legendary Edition

Mass Effect Legendary Edition is a compilation of the video games in the Mass Effect trilogy: Mass Effect, Mass Effect 2, and Mass Effect 3. It was developed by BioWare and published by Electronic Arts. All three games were remastered, with visual enhancements, technical improvements, and gameplay adjustments. Mass Effect, the first game of the trilogy, received more extensive upgrades than its counterparts, specifically with regard to graphics, combat mechanics, vehicle handling, and loading times.

Development on the Legendary Edition commenced in 2019 under the direction of Mac Walters, who previously served as lead writer for Mass Effect 2 and Mass Effect 3. BioWare decided to approach the project as a remaster as opposed to a remake in order to preserve the original trilogy experience. The compilation was announced on November 7, 2020, and released on May 14, 2021, for Microsoft Windows, Xbox One, and PlayStation 4. Legendary Edition received very positive reviews from video game publications, who praised the enhanced experience of the first game in addition to the convenience and scope of the overall package. Minor criticism was aimed at the extent of the gameplay and visual changes in certain regards.

Mass Effect Legendary Edition contains single-player base content from all three titles in the Mass Effect trilogy: Mass Effect (2007), Mass Effect 2 (2010), and Mass Effect 3 (2012). The compilation also includes almost all single-player downloadable content (DLC) that was originally released for each game, such as promotional weapons, armors, and packs. The trilogy consists of action role-playing games in which the player assumes the role of Commander Shepard, an elite human soldier who must unite the galactic community against a highly advanced race of synthetic-organic starships called Reapers. Shepard is a customizable character whose gender, appearance, military background, combat-training, and first name are determined by the player. During each game, the player makes choices that can impact the story in various ways, including consequences that can be carried forward through the trilogy.

All three titles were remastered for Legendary Edition, which includes updated textures, shaders, models, effects, and technical features. The games also run in sharper resolutions and at higher frames per second than their original counterparts. The compilation allows players to start all three titles from a single menu and a universal character creator that includes customization options for all three games. The default female Commander Shepard model from Mass Effect 3, which was previously unavailable in prior installments, is now usable across the trilogy. The second and third entries feature similar gameplay to their original versions but have received some adjustments, such as the rebalancing of the "Galactic Readiness" system from Mass Effect 3. Also new to each game is a photo mode, which allows players to take adjustable in-game screenshots.

The first Mass Effect has received more extensive upgrades than its counterparts. The game includes additional visual updates, such as the addition of smoke effects and volumetric lighting to certain levels, and modified skyboxes. Combat has been updated in an attempt to feel more consistent with the sequels, including improved aim assist with a stickier lock-on, a dedicated melee button, rebalanced weapons, and smarter enemy and squad artificial intelligence. Certain boss encounters have received adjustments in order to feel less frustrating, such as expanded levels and more frequent auto-saving. The Mako, which is an all-terrain vehicle that is primarily used by the player for traversal, has received a speed increase and updated physics. Exploration around the world has also been tweaked, such as reduced time spent in elevators that are utilized as a way to hide loading screens, which was a commonly criticized aspect of the original game.



MASS EFFECT™

LEGENDARY EDITION

Garrus Vakarian

A Talk

1



JAMMED



Developer: BioWare

Publisher: Electronic Arts

Directors: Mac Walters

Series: Mass Effect

Engine: Unreal Engine 3

Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: May 14, 2021

Genre: Action role-playing, third-person shooter

Mode: Single-player

TiTi Rating: 8/10



MASS EFFECT™

LEGENDARY EDITION



Development

Mass Effect Legendary Edition was developed by BioWare and published by Electronic Arts. BioWare had previously discussed developing a remaster of the *Mass Effect* trilogy in 2014, but did not begin work on the project until 2019. Multiple support studios were contracted to assist with development, including Abstraction Games and Blind Squirrel Games. The former aided with the adaptation of each game for newer consoles, and helped with optimizations and improvements, mostly with regard to graphics. The overall project was directed by Mac Walters, who previously served as lead writer for *Mass Effect 2* and *Mass Effect 3*.

Early in the development process, BioWare consulted with Epic Games to determine the feasibility of porting the games from their original engine, Unreal Engine 3, to Unreal Engine 4. BioWare eventually determined that the amount of work required to do so was significant, and would involve remaking large aspects of the games, such as redoing all cinematic scenes. They were also concerned that an overhaul of that magnitude would fundamentally change and take away from the original trilogy experience. Based on these findings, BioWare decided to keep the games on their original engine, and also to approach the project as a remaster as opposed to a remake. Due to its complicated nature and potential impact on the project's timeline, BioWare also decided that the *Mass Effect 3* multiplayer mode would not be included. The team intended to include all single-player DLC in the package, but was unable to include the Pinnacle Station pack from *Mass Effect* because its source code was corrupted, which Walters described as "heartbreaking".

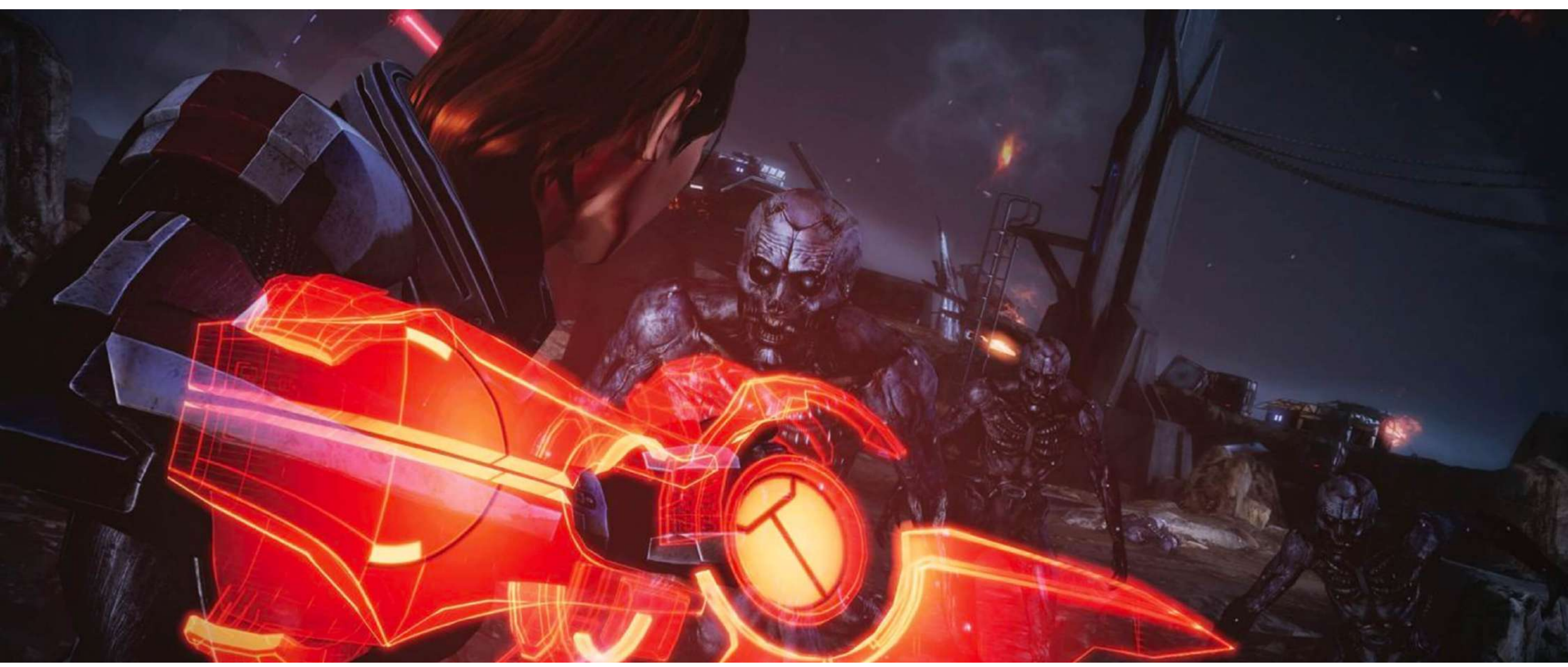
As part of the remastering process, BioWare increased resolutions for all textures throughout the trilogy, which was accomplished by utilizing an artificial intelligence upscaling program and other custom tools. Once those initial visual upgrades were complete, the art department began manual work on assets, character models, and environments. After reviewing each game for potential changes, the team concluded that certain camera angles of female characters were either gratuitous or in need of improvement, so they moved ahead with alterations to some of the original shots. By the spring of 2020, *Legendary Edition* entered a "baseline" state where the games were fully playable and BioWare's first round of improvements had been implemented. However, the team felt that the original *Mass Effect* was still lagging behind the other games in terms of visuals, so they brought in the game's original art director, Derek Watts, to add new details and effects. The original game also received a significant amount of gameplay updates, which was done in order to modernize the experience and to remove inconsistencies with its sequels. These updates included adjustments to boss encounters that were originally deemed "painful" for players, which required the involvement of one of the game's original level designers. The compilation was released to manufacturing on April 9, 2021.

Release

Legendary Edition was officially announced on November 7, 2020, which is also known as "N7 Day", a date declared by BioWare as an annual celebration of the *Mass Effect* franchise. The compilation was released for Microsoft Windows, Xbox One, and PlayStation 4 on May 14, 2021. Although it runs and features targeted enhancements on Xbox Series X and PlayStation 5 through backward compatibility, BioWare has no plans to release versions of *Legendary Edition* specifically for those consoles. In an interview, Walters stated that while he would like to port the compilation to Nintendo Switch, that console was outside of the project's scope.

Sales

In the United Kingdom, *Legendary Edition* was the best-selling game during its week of release, which was mostly due to digital sales. Also during the week of its release, the PC version of the game had over 59,000 concurrent players on Steam, which was the highest concurrent player count to date for a BioWare title. On the PlayStation Store, *Legendary Edition* was the third-highest selling game in the United States and the sixth-highest selling game in Europe for May 2021. During an investor call on August 4, 2021, Electronic Arts Chief Executive Officer Andrew Wilson revealed that the game performed "well above" expectations, although exact sales figures were not disclosed.





Desperados III

Desperados III is a real-time tactics video game developed by Mimimi Games and published by THQ Nordic. The first installment in the Desperados series since the 2007 spin-off title Helldorado, it was released for Microsoft Windows, PlayStation 4, Xbox One, MacOS, Linux.

Gameplay

Desperados III is a real-time tactics stealth video game. The game features five playable characters, with each having access to unique weapons and abilities. Players can play the game as a stealth game, in which they can assassinate enemies silently or disguise kills as accidental deaths. It is possible for players to complete missions without killing anyone by knocking out and tying up enemies. Bodies of incapacitated enemies need to be hidden or else other enemies patrolling the area will discover them and trigger an alarm that calls for reinforcement. The cones of vision of all enemies are displayed, allowing players to navigate the map without alerting them.

Players can also play the game as an action game and utilize the showdown mode to temporarily stop the game, allowing players to coordinate and chain up the actions of the player's squad. In showdown mode, players can issue commands to each of the character in the party. When the player exits showdown mode, the characters will execute the commands issued by the player simultaneously.

Story

The story is a prequel to Desperados: Wanted Dead or Alive, the first game in the series, and explores the origin of the series' protagonist John Cooper.[6] The game is set in the Wild West in the 1870s and features various locations including Colorado, Louisiana and Mexico. In addition to John Cooper, the game also includes Hector Mendoza, Doc McCoy, Isabelle Moreau, and Kate O'Hara as playable characters.

The story follows bounty hunter John Cooper as he pursues Frank, a notorious bandit leader responsible for killing John's father, James Cooper. Along the way, Cooper meets Doctor McCoy, who was hired by the DeVitt Company, a wealthy corporation, to defend the train Cooper was taking on his way to the town of Flagstone. Once in Flagstone, Cooper learns from his friend Hector Mendoza that Frank is at the mansion of the soon-to-be-married local mayor. In the meantime, the mayor's prospective bride, Kate O'Hara, finds out that her betrothed has sold her family's ranch to DeVitt. In the escalating altercation, O'Hara shoots the mayor as John Cooper walks in, seeking Frank. The newly met pair promptly escape the mansion and head for the O'Hara ranch to defend it from the attacking DeVitt company men. The defense is successful, but Kate's uncle Ian perishes in the battle.

The group eventually gets captured on their way to New Orleans, where Frank, who is working for DeVitt, is located. A Voodoo practitioner called Isabelle Moreau rescues them. Together, they set out to find her partner, Marshall Wayne, who disappeared while investigating DeVitt. Frank's gang have imprisoned many people out in the Louisiana wetlands, to be shipped off to work in DeVitt's mines. Once they rescue Wayne, the group sets fire to the old riverboat that functions as a headquarters for Frank's people. This act puts Frank on alert, and he locks down the city. Having sneaked past the roadblocks and guards, Cooper asserts that he wants to face Frank alone, to which Kate and Hector object. At Hector's mention of James Cooper's fate, John snaps and shoots Hector in the arm. Alone, he proceeds onto a docked freight ship, where he and Frank duel. Cooper is outdrawn and wounded.

The entire group gets captured again and sent to DeVitt's mines as slaves. They eventually escape after a week, but McCoy cuts his losses and abandons them. The others undertake Wayne's commission to abduct DeVitt himself from a lavish party at this mansion. They manage to spirit DeVitt out,





Developer: Mimimi Games

Publisher: THQ Nordic

Director: Dominik Abé

Artist: Bianca Dörr

Writer: Martin Hamberger

Composer: Filippo Beck Peccoz

Series: Desperados

Engine: Unity

Platforms: Microsoft Windows, PlayStation 4,
Xbox One, MacOS, Linux

Release: 16 June 2020

Genre: Real-time tactics

Mode: Single-player

TiTi Rating: 8/10



but at the last moment their captive outwits them and hold them at gunpoint, only to be disabled by the returning McCoy. With the group back together, they hunt down Frank at the Devil's Canyon, where James Cooper and a young John pursued Frank years ago. Frank and John have another stand-off, watched over by Frank's lieutenants. The rest of the group overpowers Frank's posse, while John outdraws and finishes off Frank.

Development

The game was developed by German studio Mimimi Games, the developer of Shadow Tactics: Blades of the Shogun, whose gameplay mechanics were similar to this game. THQ Nordic, which acquired the rights to the franchise from Atari in 2013, served as the game's publisher. Since the last game in the series was released more than a decade ago, the team made Desperados III a prequel story so that it can be accessible to new players who are new to the franchise or new to the genre. To achieve this, the team ensured that the game features an adequate tutorial system that teaches the player the gameplay foundation, and implemented gamepad controls for players who use a controller to play. The game's showdown mode, which allows players to pause time completely, was created after receiving players' feedback about the limitations of Shadow Tactics's "shadow mode". Unlike Shadow Tactics, the game features a more playful tone, with characters bantering with each other more frequently.

The game was officially announced by THQ Nordic in August 2018. Initially set to be released in 2019, the game was released on 16 June 2020 for Microsoft Windows, PlayStation 4 and Xbox One.

Updates and Expansions

Beginning in July 2020, Mimimi and THQ Nordic started supplying free updates for the game, which include additional mission scenarios. The first updates entail a loose frame story, titled The Baron's Challenge, in which the main characters get hired by an enigmatic figure, who is simply known as the Baron, to undertake certain missions for the entertainment of his patrons. Each mission can be unlocked with the successful completion of one or several levels in the main game. While the settings are basically the same as in the main story, each of the 14 new missions includes a different objective, sometimes with the characters having their in-play options restricted. In one example the player is required to eliminate certain enemies using environmental kills only, meaning that their other weapons are locked down for the scenario's duration.

Between September and November, Mimimi and THQ Nordic also began publishing a purchasable three-part DLC story expansion, titled "Money for the Vultures". The plot is set three months after the events in the main game; Rosie, an NPC previously met in Baton Rouge (Mission 7), hires Cooper's group to hunt for the hidden wealth of Vincent DeVitt.

In December, two new updates were provided: The "Veteran Bounty Hunter Mode", which allows the player to optionally add the other protagonists to a level where any of them were originally not available (this option does not exist for the Baron's Challenges), and the "Level Editor Light", a cheat which allows (in the PC version only) the complete rearrangement of a mission map's characters and items.





DESPERADOS III





GADGET



A37

Your Best Choice

5.7"HD+ Waterdrop FullScreen

\$78



5MP

Rear Camera



2MP

Front Camera

5.7"

16GB
1GB





AI Face Beauty



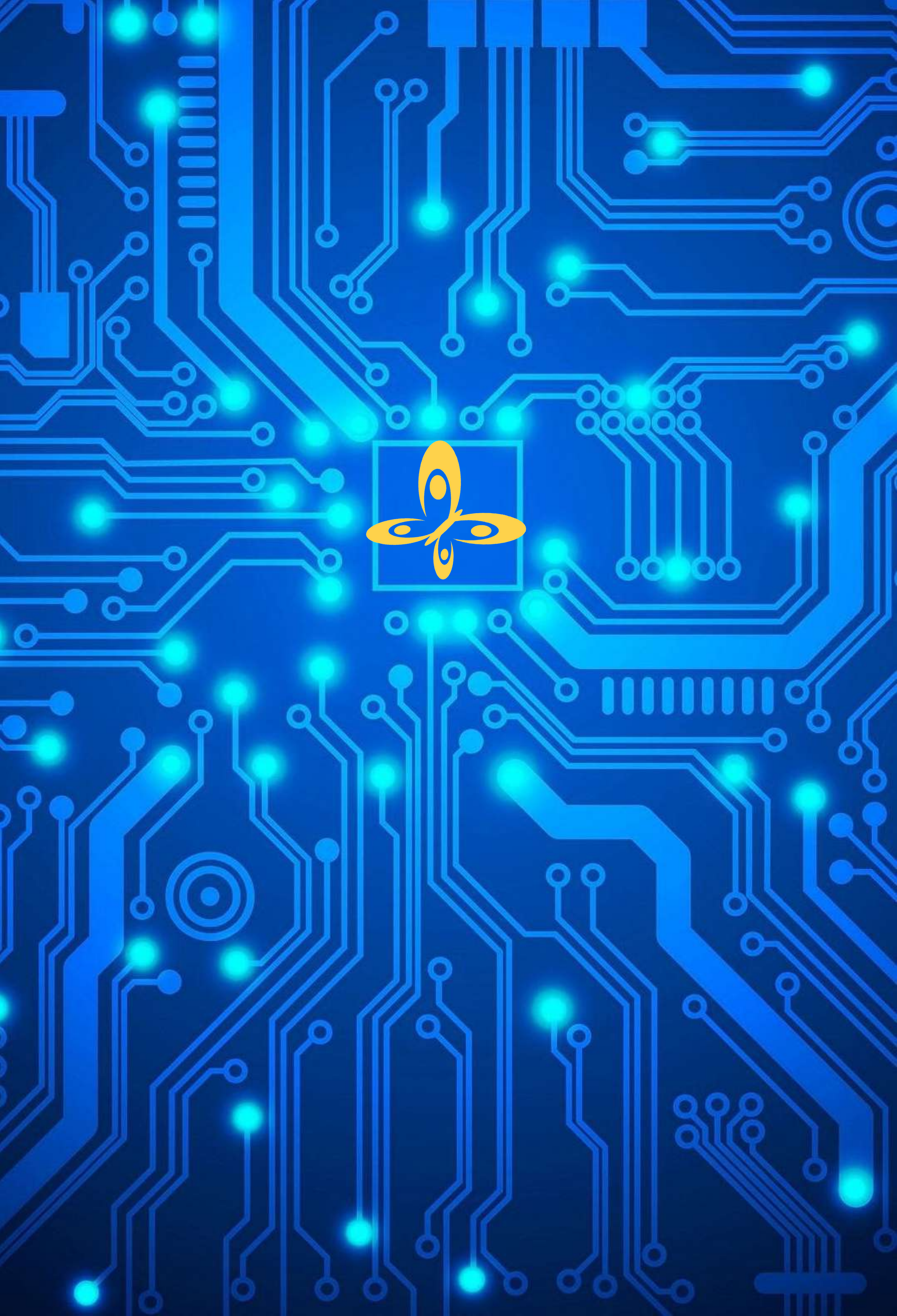
Smile Shot



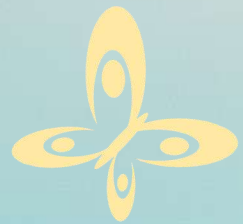
HDR



Bokeh Mode

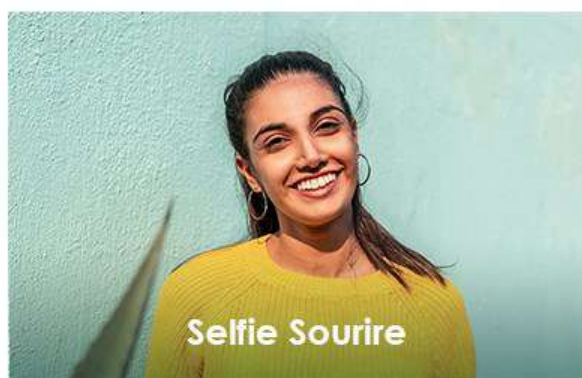


\$17



Capture Your Smile

\$77



Selfie Sourire



Triple Caméra Arrière IA 8MP



Plein Ecran WaterDrop HD+ 6,6 "



5000mAh Grande Batterie



Slim and Fashionable Design



(Extensible à 128 Go)
16Go ROM + 1Go RAM

Exploring the Biggest Fact About Beauty

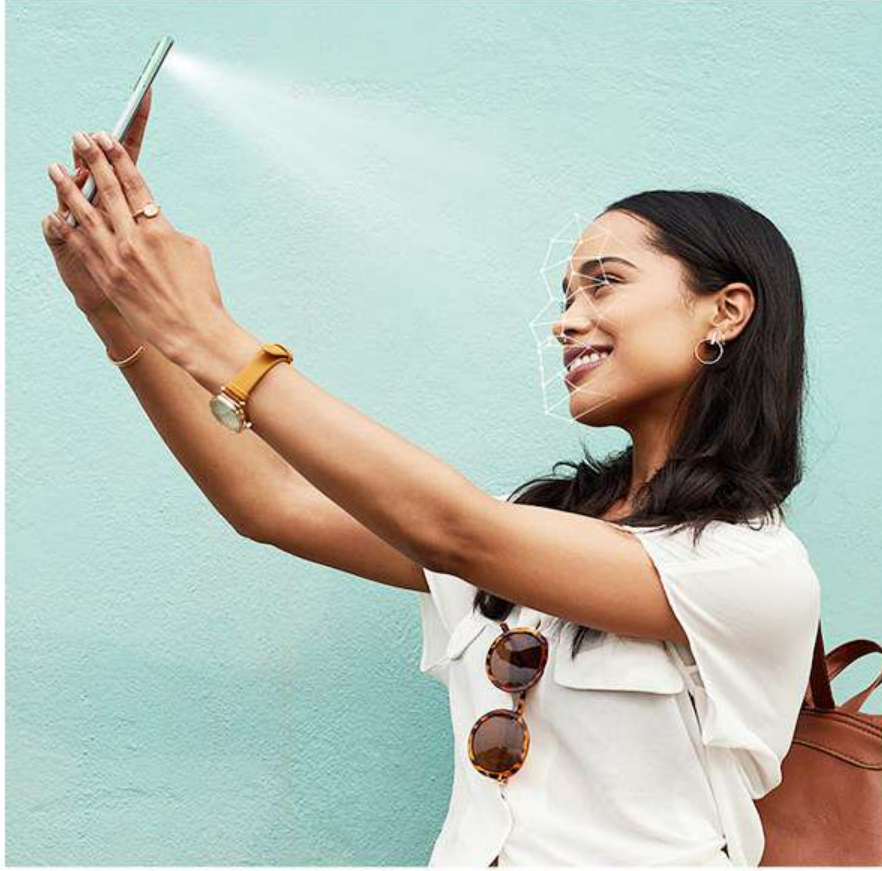
8M AF Rear Camera, larger, faster, more accurate shots, presents a greater visual impact and record the unfolding story.



CAMERA

More Safe with Dual Unlock Mode

Dual unlock mode protects your data. Every day you can get instant access to your phone with ease; A specially sealed fingerprint sensor keeps your phone smudge-free and curry-free.



5000mAh Big Battery Photography for All Day



Standby Time
27 Days



Ongoing Filming
7 Hours



Uninterrupted Calls
30 Hours



Entertainment
70 Hours

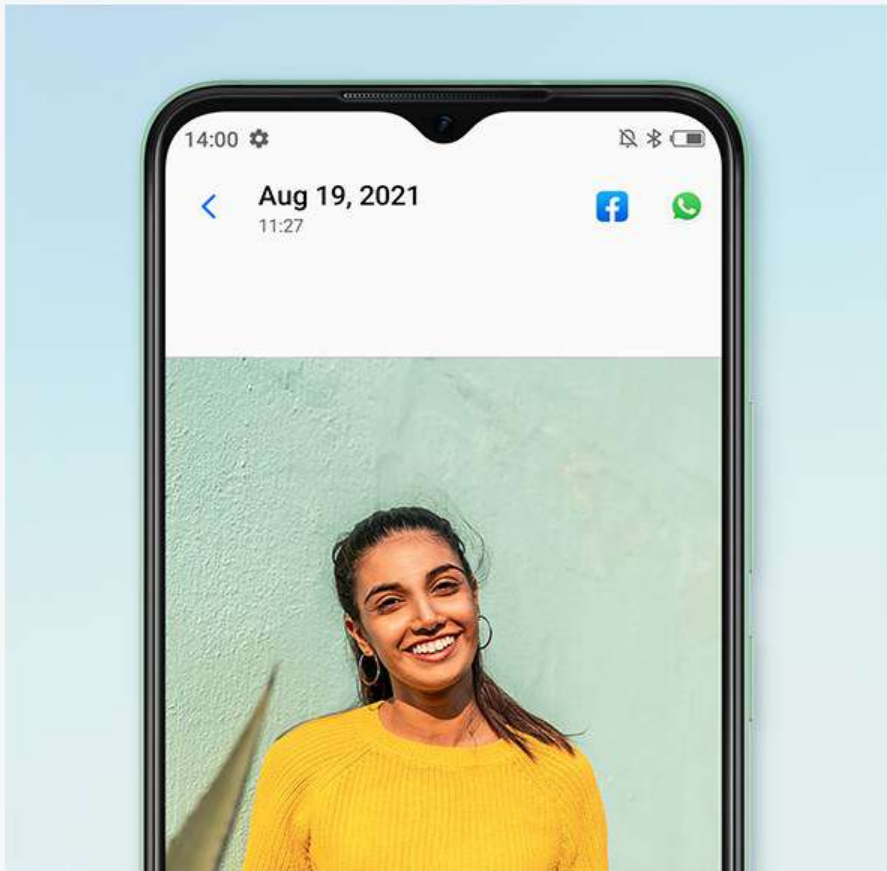




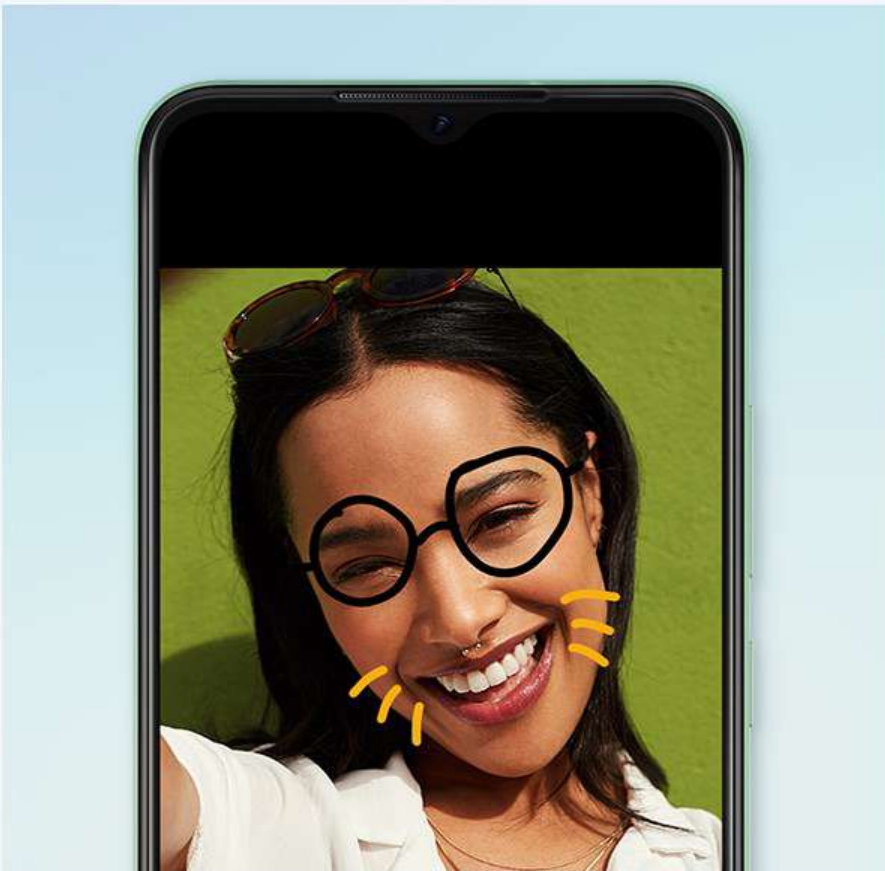
Bokeh Effect



Fast Short Video Shooting



**One-click Forwarding
and Sharing**



AR Stickers



Capture Your Smile

Use the itel S17 Smile Selfie Mode to trigger the shutter with only a smile. Free up your hands, allow your phone to capture your beauty.



AI Face Beauty 4.0

Slim and Fashionable Design



Léger, Maniable, Couleur Vibrante



Écran Incurvé 2,5D



Super Triple Caméra

Intelligent Optimization, One Step Ahead of Others

Built-in 16GB ROM and 128GB expandable memory breezily carries more applications. 1GB RAM and i-boost 1.0 come together to deeply optimize mobile operating experience, reduce application switching latency, enhance operational stability.

 **i-boost 1.0**



Quality Control



Resistance to Ordinary Drops



Dust and Moisture-proof



Safe Use at Extreme Temperatures



Stable Internal and External Structure



Bigger Screen, Clearer Sight

6.6" HD+ Waterdrop FullScreen, novel design, plus 90% ultra-high screen-to-body ratio allow you to see more content simultaneously and deliver a top-notch viewing experience.

6.6"
Inch

1612*720
HD+

90%
Screen-to-body Ratio

2.5D
Curved Edge



90%



TECLAST

Magical. Colorful.
Powerful.

10.4" 2K Full Lamination / T618 Octa-Core / 8GB RAM

SUPER FLAGSHIP
LT401 Plus



\$229.26



MASTER
CRAFTSMANSHIP

Full Lamination **TDDI Technology**

Bezel-less Screen

incell

T-Colour 2.0

Color Optimization



10.4 Inch IPS **2000×1200**

Wide Viewing Angles

FHD+

Enjoy The Color!



UNISOC T618 **Cortex-A75**

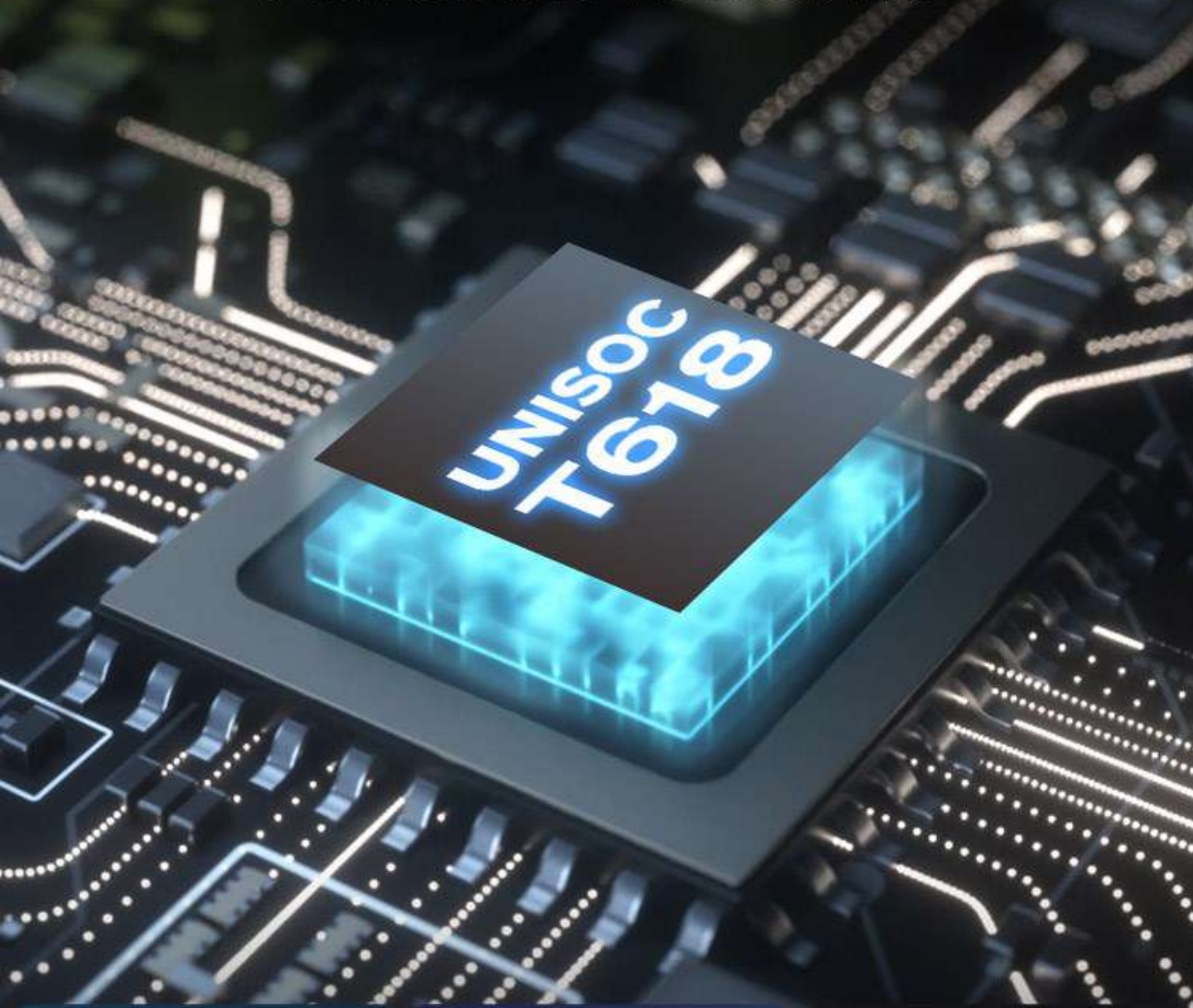
Octa-core Processor

AI Acceleration

12nm Process

Super Low Heat

Powerful Processor!



12nm Process
Low Heat Low Power
Consumption



Advanced 12nm process reduces heat and power consumption resulted from idle current, allowing the CPU to maintain high performance with less power.

**Combining High Performance
with High Efficiency**



DynamiQ technology redefines multi-core computing by combining the big and small cores into a single, fully integrated cluster with Cortex-A75 cores improving performance and Cortex-A55 core improving efficiency.

Even More Intelligent



Cortex-A55, compared to its predecessor A53, has been optimized for AI computation scenarios and delivers 6 times better performance in neural networking performance.

Android 11

Beautiful UI

App Permissions

Smart Control

Power Up With Android 11!



Dual-Tone Design **Sand Blast Texture**

Aluminum Chassis

Smooth and Delicate

A Clean Profile!





**10.4" TDDI Full Lamination
2000 x 1200 IPS
T-Color 2.0 Color Optimization**



**Unisoc T618
Octa-Core**



**8GB RAM
128GB Storage**



**Android 11
App Permissions**



**Metal Body
6600mAh**



**Type-C
3.5mm Jack**



**4 Speakers Audio
SWEET3 System**



**4G Network
Dual SIM**



**Ac Dual-band Wi-Fi
Bluetooth 5.0**



**5 Mode Navigation
Fantastic Cameras**



Mali-G52 3EE

Multi-core GPU

850MHz Frequency

Bifrost Architecture

Wonderful Gaming!



5 Mode Positioning

Satellite Positioning

A-GPS

Assisted Positioning

Always Know Where You Are



8GB RAM

Fast Switching

128GB Storage

All Your Files

Micro SD Expansion

Expand More

Magical Experience!



8MP Rear

Autofocus

5MP Front

Video Call

Capture The Moment



Type-C 3.5mm Jack

Fast

Convenient

Have It Both Ways



ac Dual-Band Wi-Fi Bluetooth 5.0

2.4G+5G

High Fidelity Transfer

Keep On Connecting!

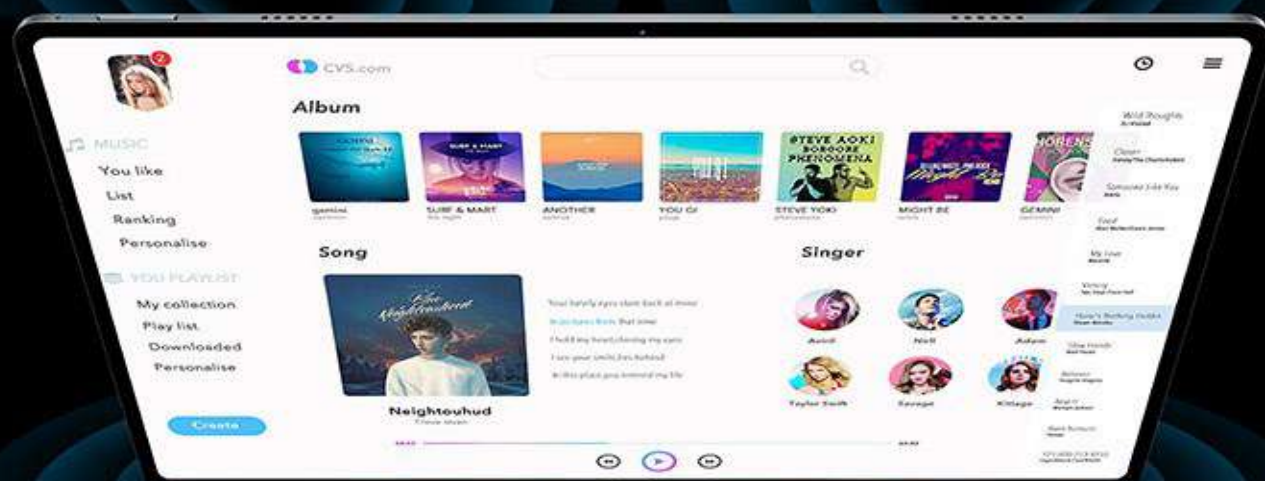


Quad Speakers Landscape Speakers

SWEET 3 System

Unblocked By Hands

Dynamic Audio!



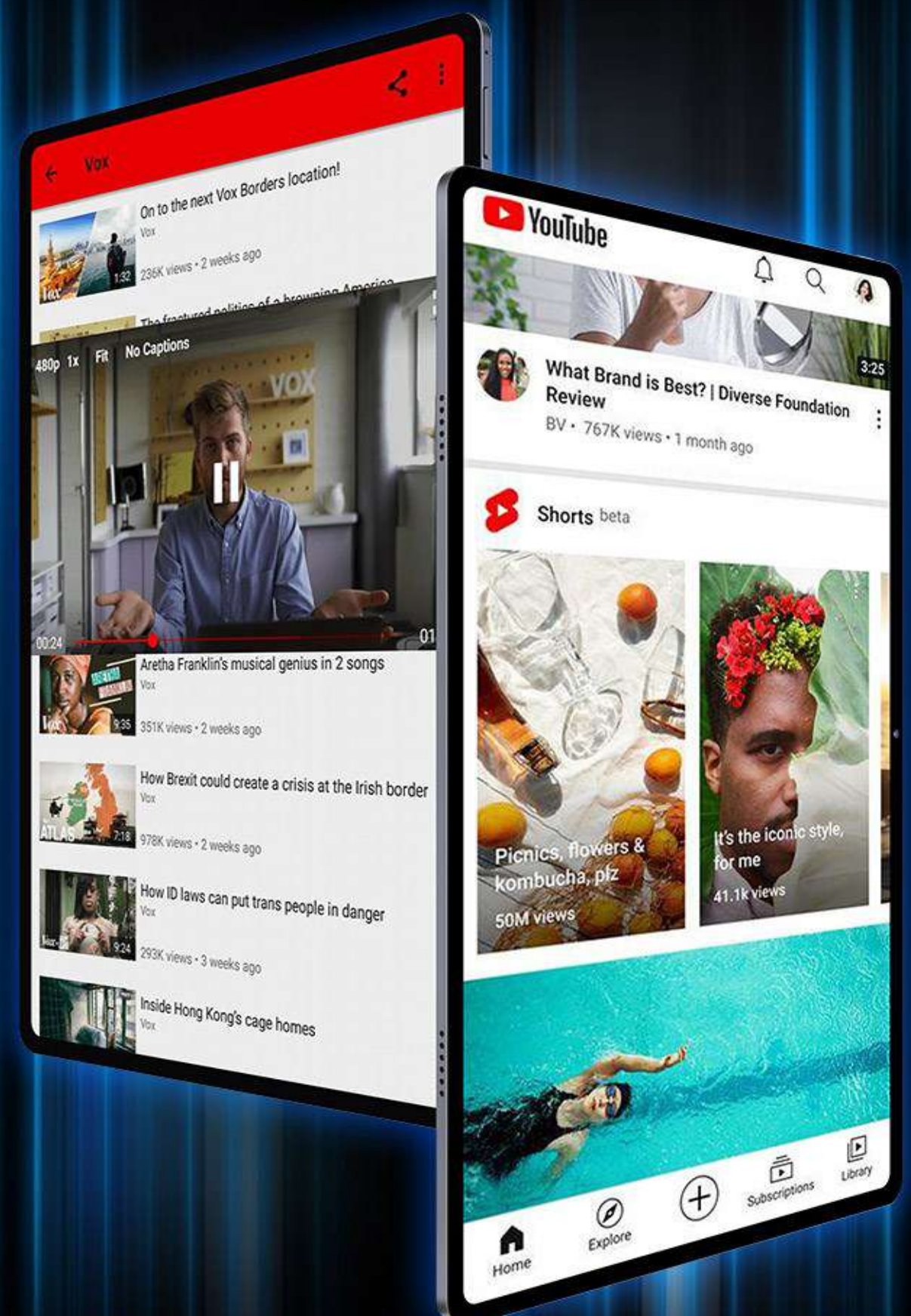
Dual 4G

Call/Network

Dual SIM

VoLTE Support

Always In Reach!





TECLAST CHANGE AS YOU LIKE

2-in-1 Tablet&Laptop

CREATOR
X16



\$249.49



Freely Switch Between Tablet and Laptop

Teclast X16 comes with a multi-angle kickstand and docking interface, which helps you get a convenient viewing angle and operation experience. Freely switch between tablet and laptop mode to meet both work and entertainment needs.



Tablet & Laptop

2-in-1



Multi-angle Kickstand

Adjustable



Draw & Write

Record Inspirations



Docking Keyboard

Efficient Typing



Laptop Mode



Turn the X16 into a laptop by using a docking keyboard and kickstand.



Work Mode



Lower the kickstand to the maximum angle and use the stylus to get a better writing and drawing experience.



Tablet Mode




Detach the keyboard and close the kickstand to browse the web with a powerful tablet.




Portable Mode




Close the kickstand and fold the X16 keyboard cover to take it anywhere.




Tablet&Laptop
2-in-1




10 Point Multi-touch
MPP Stylus




Multi-angle Kickstand
Docking Keyboard




11.6-inch
Display Size




In-cell FHD IPS Display
1920 x 1080




6GB RAM
128GB Storage




Gemini Lake Refresh
Power Efficient




UHD Graphics 600
Intel




Windows 10
OS



Front 2MP
Rear 5MP



Dual USB 3.0
Port



ac Dual-band WiFi
Bluetooth



Enjoy Immersive Entertainment in 4K Video

Intel UHD Graphics 600 has powerful video hardware decoding capabilities that allows you to get the ultimate 4K HD viewing experience.

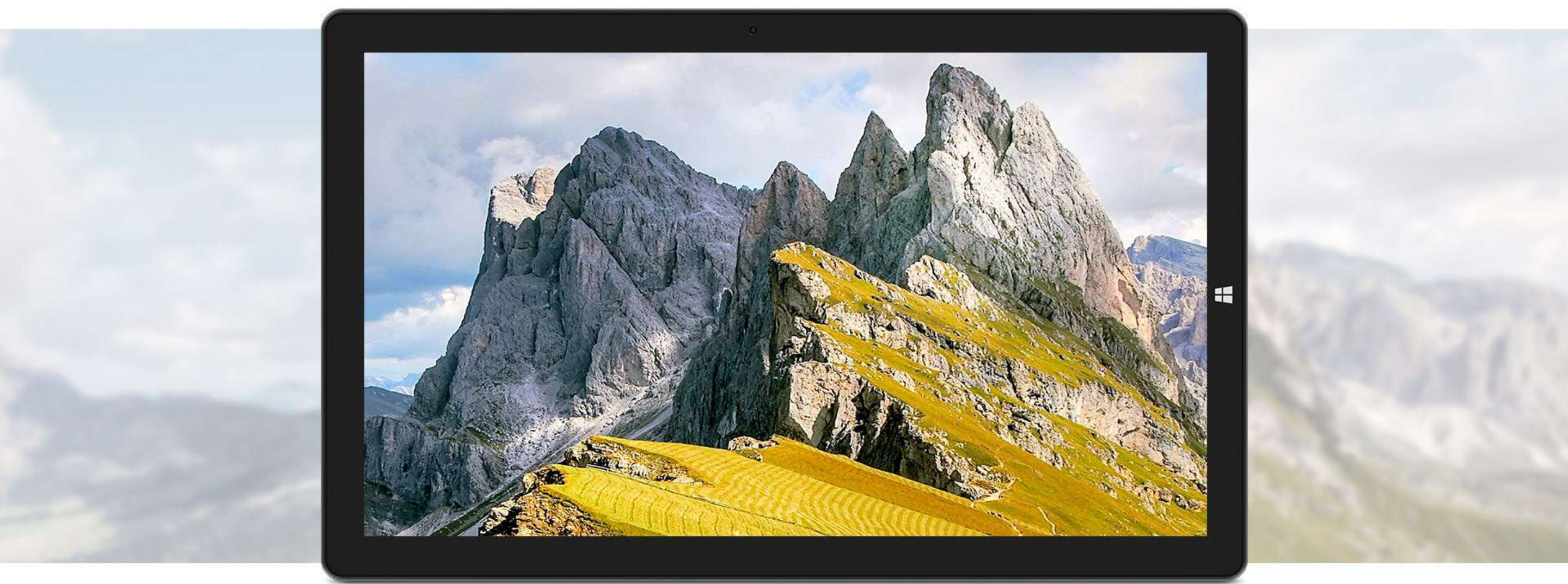


UHD Graphics 600
Integrated Graphics



4K Video
Playback





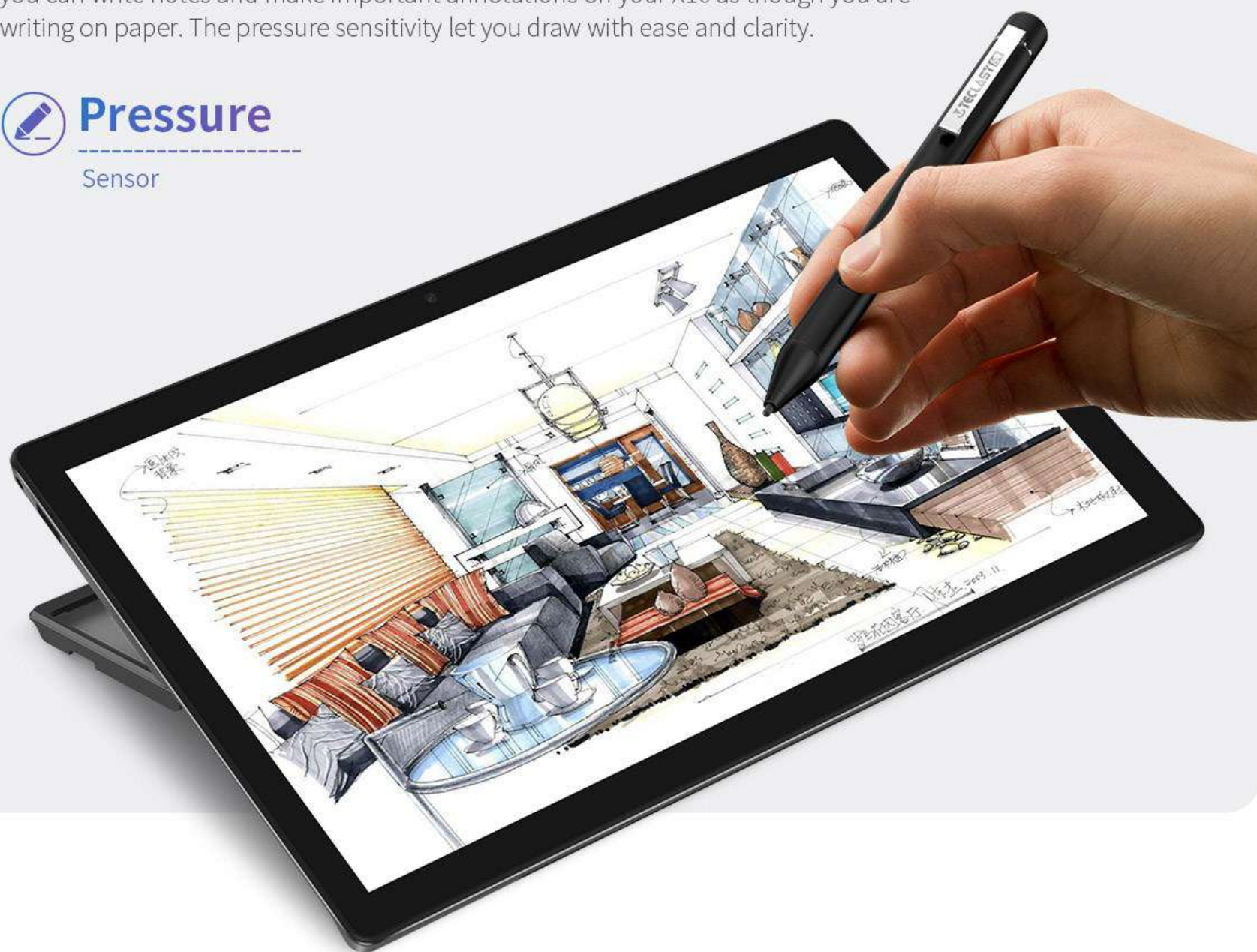
Write and Draw

The stylus supports Microsoft MPP protocol. It gives better accuracy and compatibility, you can write notes and make important annotations on your X16 as though you are writing on paper. The pressure sensitivity let you draw with ease and clarity.



Pressure

Sensor



Vivid Full Lamination Display

X16 comes with an 11.6-inch full lamination display that gives it a clean and portable profile. 1920 x 1080 full HD resolution allows you to enjoy vivid colors.



1920 × 1080

Full HD



11.6-inch

full lamination display



Dual Camera

Built-in 5MP rear and 2MP front camera with excellent light capturing capabilities, it is easier to record the wonderful moments and achieve clearer video chats.

**Rear 5MP**

**Front 2MP**



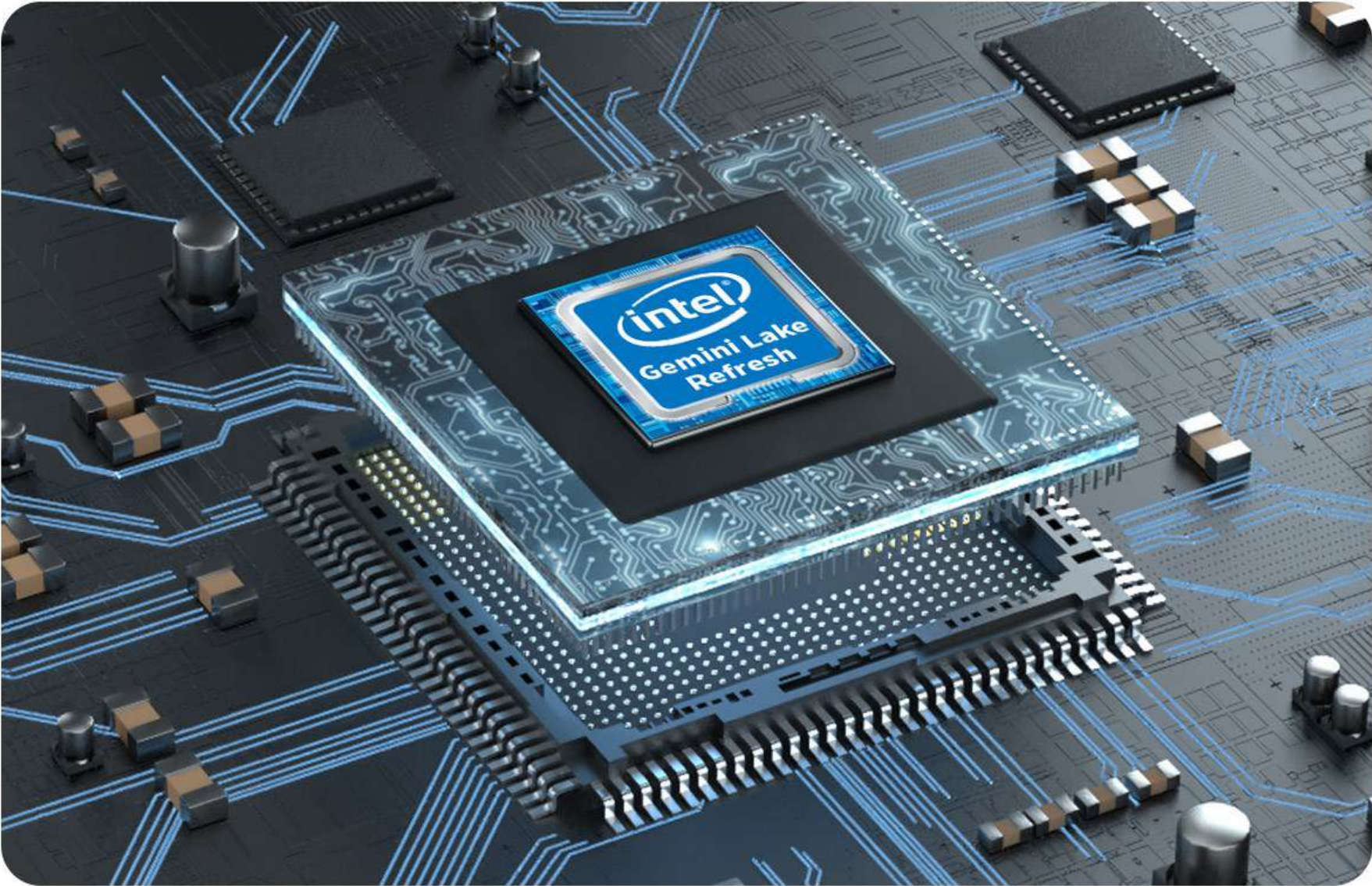
Stable And Efficient Performance

Teclast X16 is powered by an Intel Gemini Refresh processor, with a 2.8GHz boost frequency and 4MB cache. Its stable and efficient performance can easily handle daily tasks.

**Intel**
Gemini Lake Refresh

**2.8GHz**
Boost Frequency

**14nm**
Process





Wireless Connectivity

Dual-band Wi-Fi provide the possibility of faster speeds and limit the impact of interference from other devices. Bluetooth-compatible 4.2 provides highly effective and low energy needed to transfer data.

ac Dual-band WiFi

2.4G / 5G

BT 4.2

Low Energy

High-speed Memory and Large-capacity Storage

X16 is equipped with 6GB of high-speed memory and 128GB of large-capacity storage, making office and entertainment apps run smoothly and have ample space for file storage.



6GB

RAM



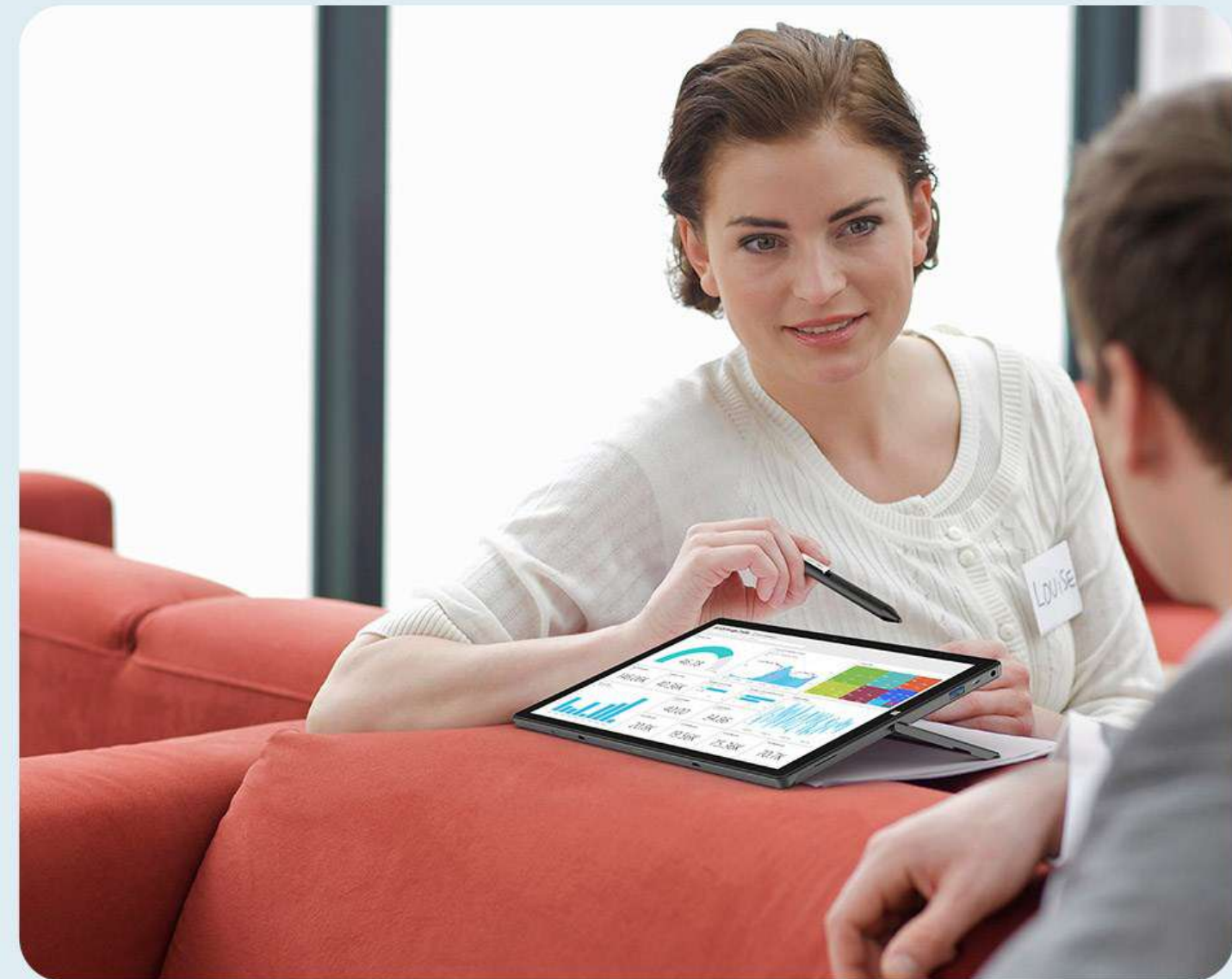
128GB

ROM



Micro SD

Expansion



Windows 10 OS

Windows 10 operating system has a familiar PC operating interface and tablet mode, making entertainment and office more efficient and productive.



Windows 10

OS



Stay Connected

Connect to an HDTV or high-def monitor to set up two screens side by side or just see more on a big screen.

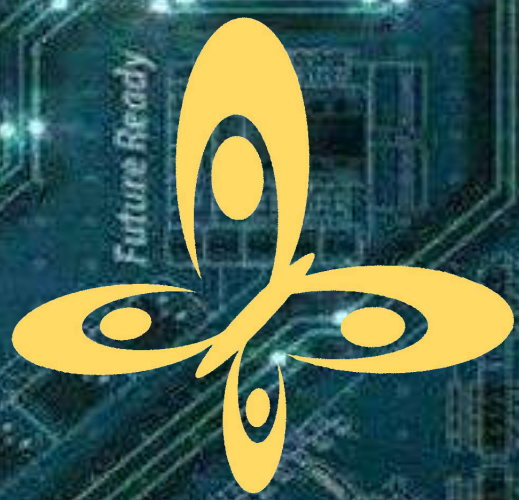
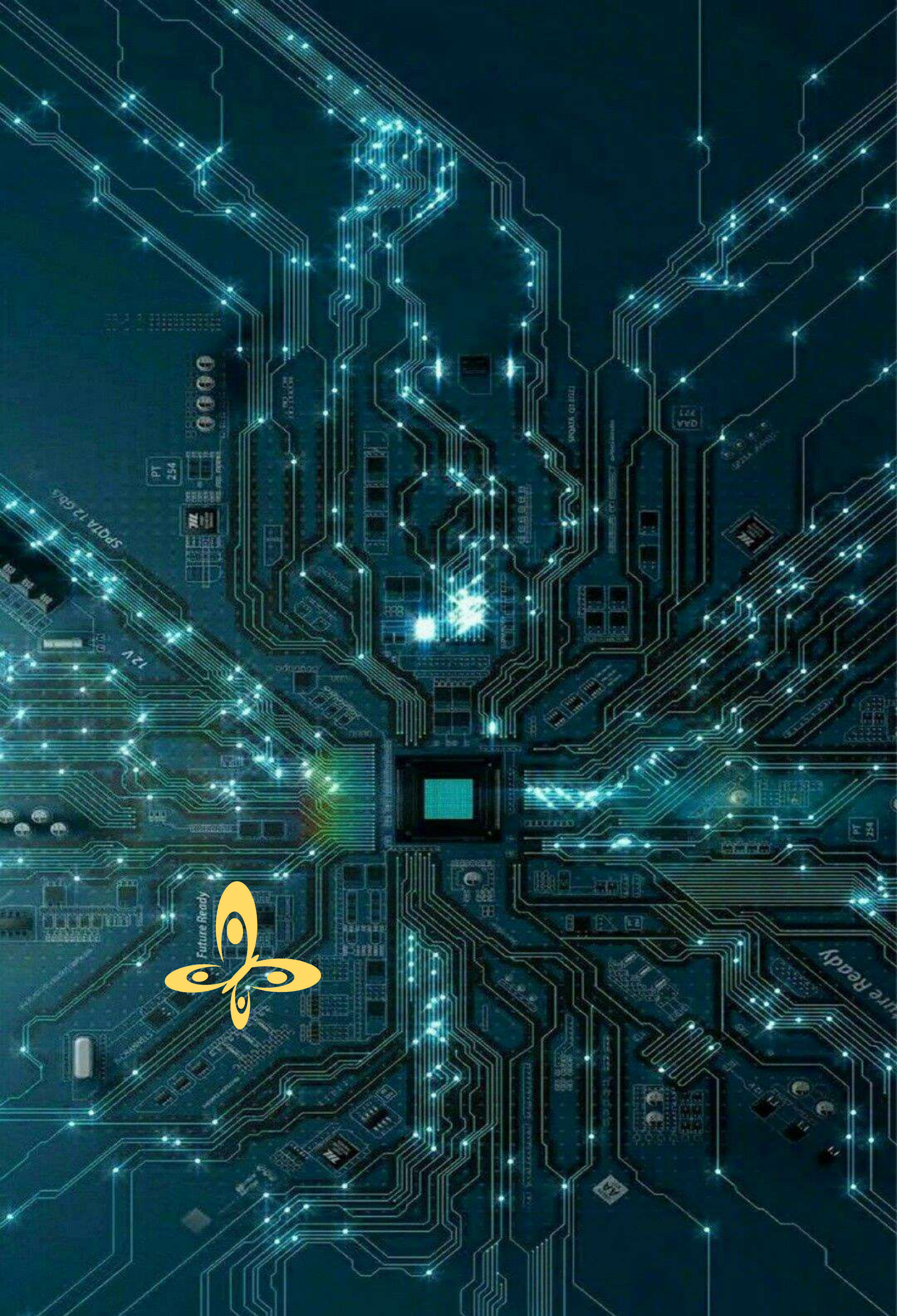
Dual USB3.0

Port

Micro HDMI

Output



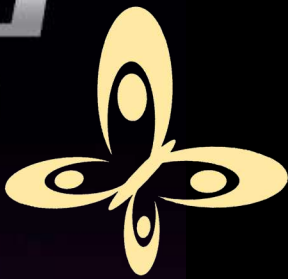


Tbolt 20 Pro

Let's Go Pro

Intel®Core™i5 High Performance Laptop

\$530



Flexible Connectivity

Tbolt 20 Pro comes with 2 x USB3.0 and 2 x Type-C ports, one of which supports data transfer, Data transfer, PD fast charging, and DisplayPort video audio output, giving you the flexibility to connect to peripherals.



Micro SD Card
Headphone Jack
USB2.0
USB3.0
Kensington Lock



DC Power
HDMI
USB3.0
Full Function Type-C
Type-C
Camera Lock

Tbolt Performance

Intel® Core™ i5-8259U
4Cores 8Threads
3.8Ghz Frequency

Tbolt Core

Iris Plus Graphics 655
Intel® Iris® Graphics
128MB eDRAM

Tbolt Speed

8GB DDR4 RAM
256GB Fast SSD

Tbolt Craft

Dual SSD Slots
Easy Expansion

Matte Display
1920 X 1080

1.8kg Metal Body
55000mWh

Dual Heat Pipes
Super Silent Cooling

Full Size Keyboard
Backlit

4 Speakers
Bass And Treble

Type-C X 2
USB-A X 3

ac Dual-band Wi-Fi
BT 5.1

Tbolt Experience

Performance Driven

Tbolt 20 Pro is the most powerful Teclast laptop yet. It is powered by an Intel i5-8259U processor with 4cores 8threads. Coffee Lake microprocessor, 6MB Intel® smart cache and 3.8GHz turbo boost deliver fast and responsive performance for both work and play.



Intel® Core™ i5-8259U
Coffee Lake

6MB Intel® Smart Cache
4Cores 8Threads

3.8GHz
Turbo Boost

28W
TDP
55WMax
Performance

ac Dual-band Wi-Fi

BT 5.1

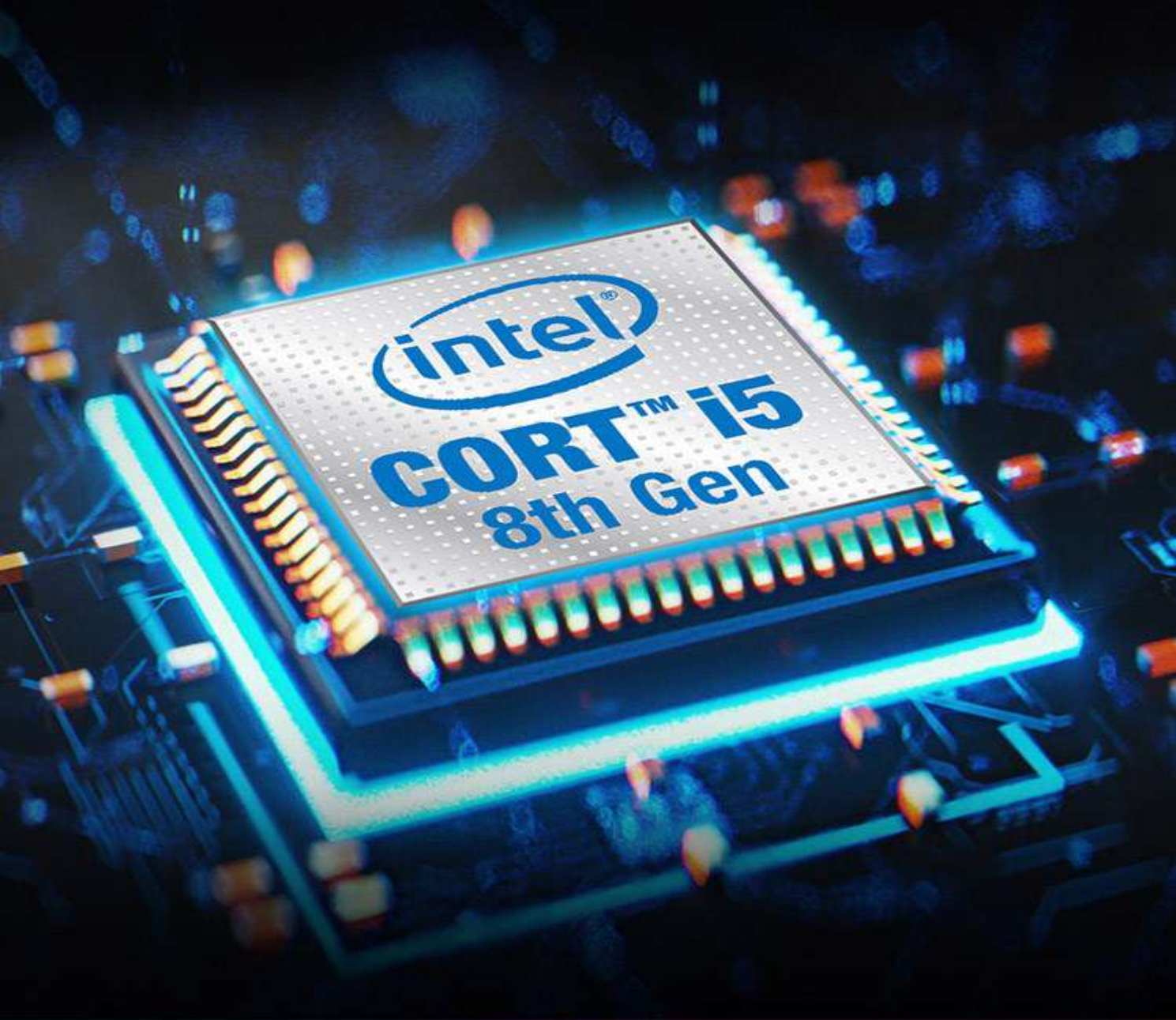
Type-C X 2

USB-A X 3



Sustained Power

Intel® Core™ i5-8259U processor has a default TDP of 28W, but the processor can draw up to 55W(PL2) for short bursts under heavy load to maximize performance. For longer-term loads, due to a higher PL1, the overall performance of this process can even exceed that of the Intel® Core™ i7-8550U Processor.



Graphics Powerhouse Iris Graphics

Intel® Iris® Plus Graphics 655 is equipped with 48 execution units and 128MB eDRAM cache. Its performance can rival MX150 discrete graphics.



Iris Graphics
Integrated Graphics



48EU
3 External Displays



128MB eDRAM
Independent vRAM



4K@60Hz
3 External Displays



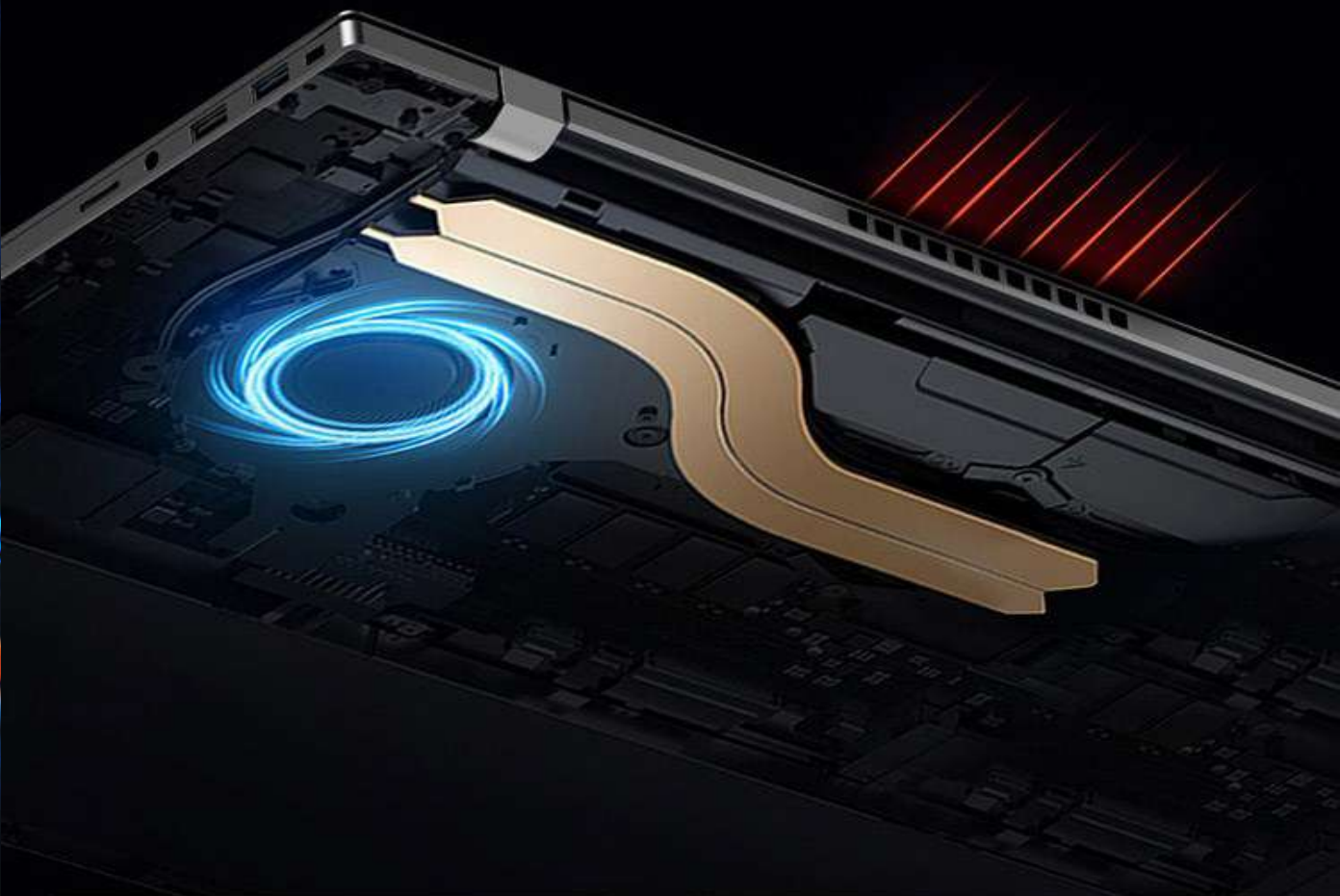
1.8kg
Lightweight



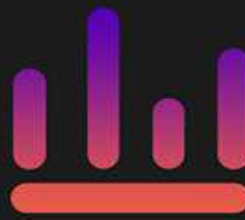
55000mAh
Long-lasting

Dual Heat Pipe Conduction Ultra Silent Cooling

Tbolt 20 Pro is built with dual heat pipes and a silent cooling fan that keep it cool under load and can sustain 35W* cooling capacity.



Dual Heat Pipes
Copper Heat Pipe



35W*
Cooling Capacity

Note:Data based on the design of the cooling module.

A Perfect Balance of Power, Battery Life, and Portability

Tbolt 20 Pro gives you the juice to get things done on the go with a 55000mAh Li-polymer battery and weighs at only 1.8kg. It's a perfect balance of power, battery life, and portability.



55000mAh

Fast Memory and Storage

8GB LPDDR4 RAM + 256 SSD

Tbolt 20 Pro gives you a fast 256GB SSD with a secondary M.2 slot that supports NVME protocol and 8GB LPDDR4 RAM to easily handle everything you can throw at it.



RAM

8GB

LPDDR4

SSD

256GB

Fast SSD

Expandability

Dual SSD Slot

Support NVMe

Ultra-Narrow Bezels

15.6" Full HD Vivid Display

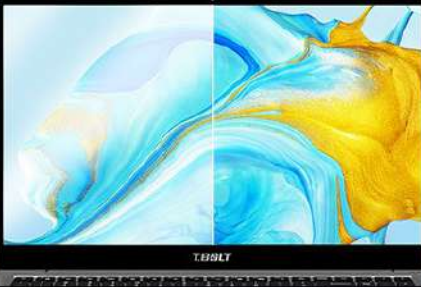
Tbolt 20 Pro comes with a 15.6" Full HD matte IPS display with ultra-narrow bezels on 3 sides, giving you unbounded visuals.



Glossy Display **Matte Display**

Matte Display

Reduce Reflections



1920*1080

Full HD IPS

Narrow Bezels

6mm

Four Speakers

Enjoy Stereo Audio

Tbolt 20 Pro has 4 speakers, one on each side and two on the speaker grill above the keyboard. To compensate for the treble loss due to reflection on the desk, the speaker grill speakers have boosted treble to give users impressively richer and clearer audio.



4 Speakers

Enhance Stereo

Treble & Bass

Discrete Design

Full Size Keyboard

Backlit & Numpad

Tbolt 20 Pro' s keyboard is full size and has a Numpad, giving users a faster and more convenient typing experience. It is also backlit, ensuring visibility even in the dark.



Backlit Keyboard

Numpad

133mm×87mm

Integrated Trackpad

5 Million

Keystroke Lifespan

1.3mm

Tactile Feedback

More Than Lightweight

Great for On-the-go



Precise Craftsmanship

Luxury Texture



Brand New Color

Perfect Design

☒ Space Silver







Automobile



2021 COLORADO



\$47,770





LIVE YOUR BIGGEST LIFE.



FEEL CONNECTED.

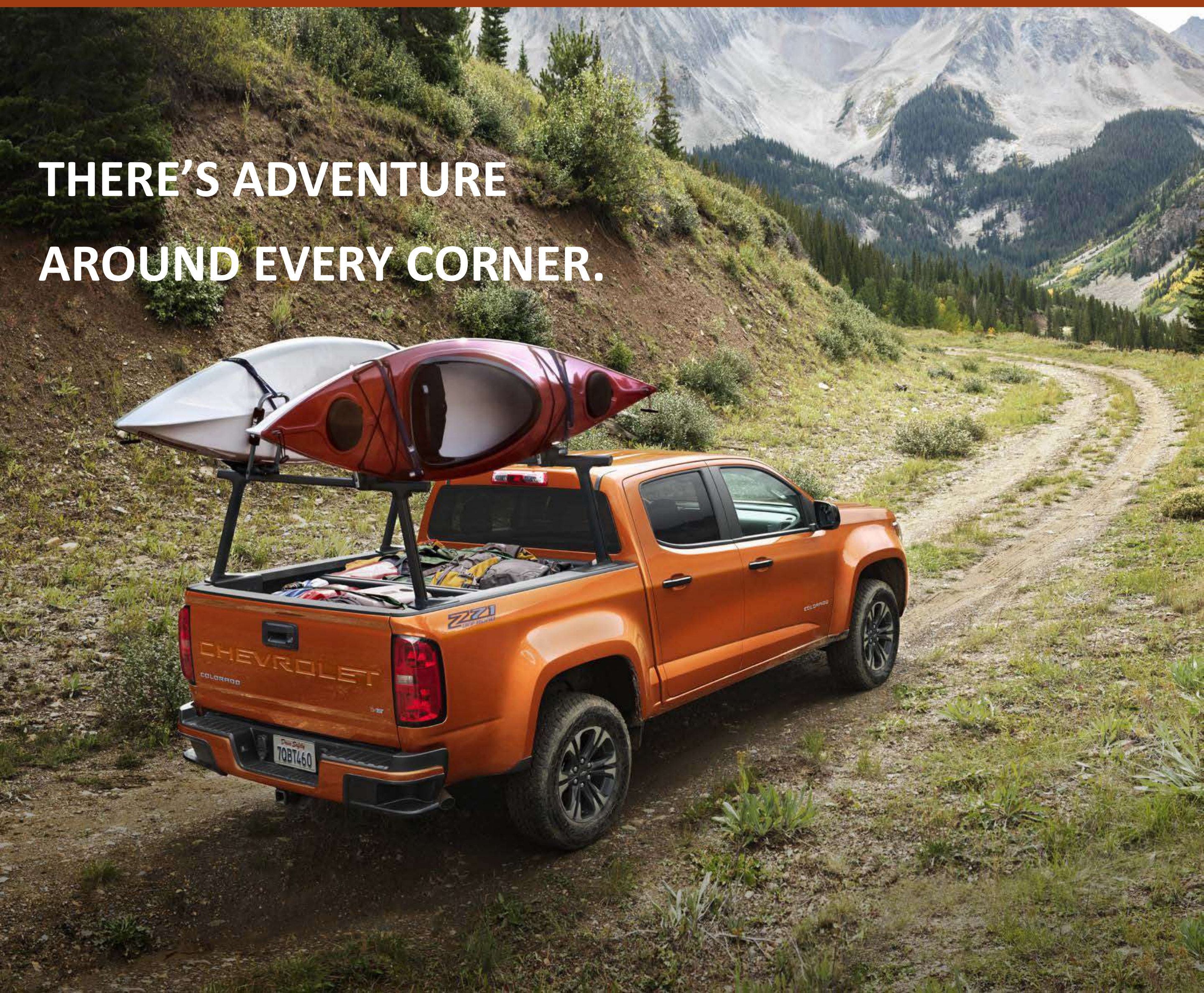
- The Chevrolet Infotainment 3 system¹ lets you arrange icons and features on the color touch-screen. Touch and swipe on the screen just like you do on your smartphone.
- Steering wheel-mounted controls² and Bluetooth® wireless technology³ give you access to features on your compatible phone.
- Two standard USB ports,⁴ plus two more included on LT and above, allow for easy smartphone plug-in and charging.



100% CHEVY TRUCK.



THERE'S ADVENTURE
AROUND EVERY CORNER.



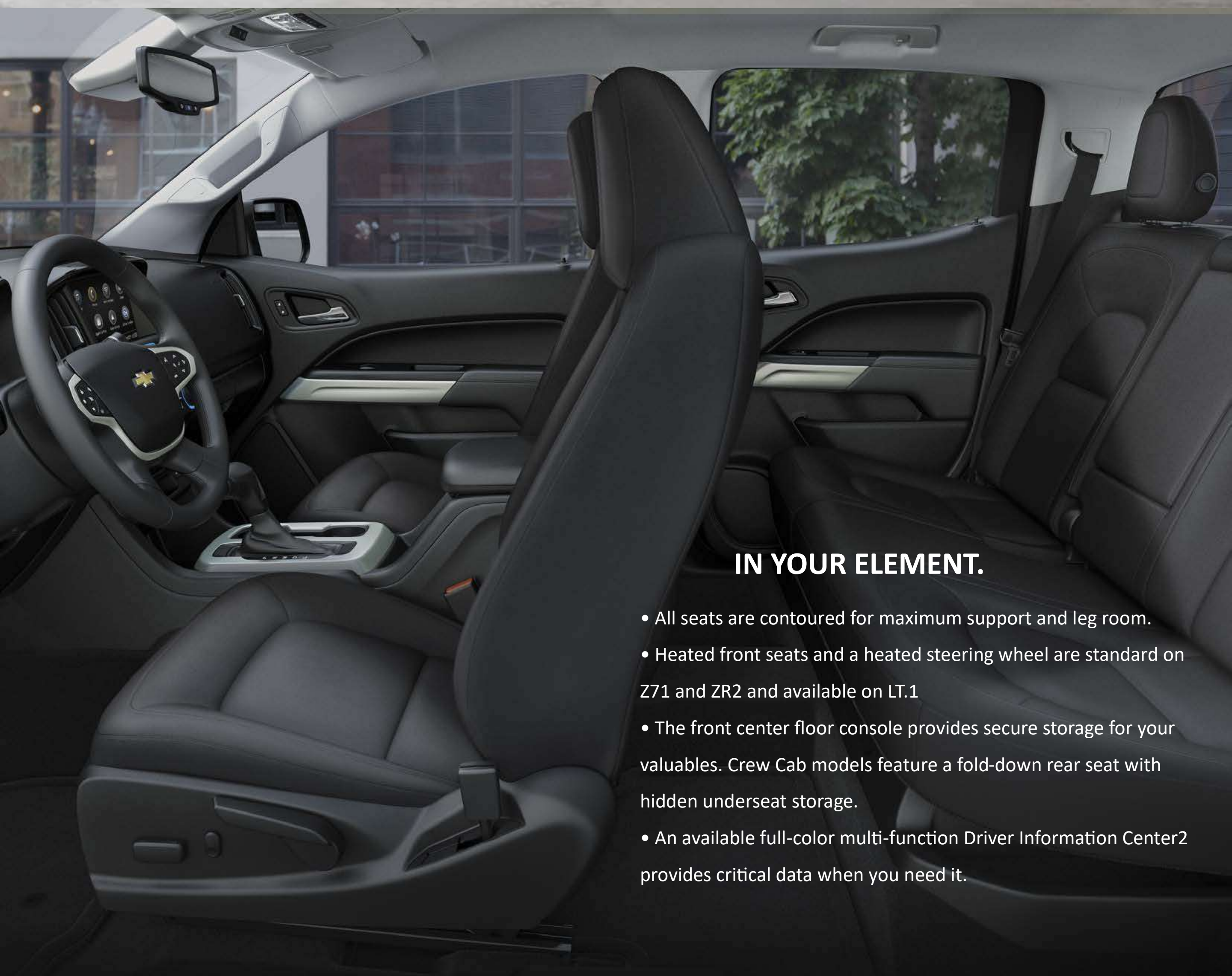


100% ARGRESSIVE





CUSTOM



IN YOUR ELEMENT.

- All seats are contoured for maximum support and leg room.
- Heated front seats and a heated steering wheel are standard on Z71 and ZR2 and available on LT.1
- The front center floor console provides secure storage for your valuables. Crew Cab models feature a fold-down rear seat with hidden underseat storage.
- An available full-color multi-function Driver Information Center² provides critical data when you need it.



ZR2 DUSK

Any time of day, the available ZR2 Dusk Special Edition¹ makes a bold impression.





For 2021, Colorado sends a powerful message whether it's coming or going. The new front fascia and grille will get you noticed, and the embossed tailgate will leave a lasting impression.





A STRONG SHOWING.





ZR2 MIDNIGHT

Good things happen in the dark.



ZR2 BISON

Where you're going, roads are an afterthought.



NEXT-GENERATION 2021
ESCALADE

\$83,920







THE SPOTLIGHT
IS YOURS



YOU RUN THE SHOW





ENDLESSLY CAPTIVATING





DETAILS AT A GLANCE



A COMMANDING PRES-





Rolls-Royce Motor Cars Cullinan

\$330,000





LUXURY AT IT'S FINEST



TOUCH OF BRILLIANCE

A BOLD NEW FRONTIER



ADVENTURE WITHOUT LIMITS





HER SIGNATURE STANDS OUT



ONELIFE – MANY LIFESTYLES



DIAMOND IN THE ROUGH

Whatever challenge your environment presents. Wherever you dare to go. Handle any adventure with absolute authority, in the most capable Rolls-Royce ever created. Landmark all-wheel drive and off-road capabilities ensure you can forge your path with supreme confidence. And with a wading depth of 50cm, water need not alter your ambition. Driving you on new paths is Cullinan's formidable V12 engine. Refined and responsive, this is a motor car for those who venture beyond the everyday.



PALATIAL RETREAT



BOUNDLESS LUXURY





AN UN MISTAKABLE PRESENCE



MASTER ANY TERRAIN



CONQUER THE HORIZON







2021 CORVETTE

\$59,900





TECHNOLOGY
UNTETHERED.

Z51

PERFORMANCE
PACKAGE .



**BEAUTY
UNDER
GLASS .**

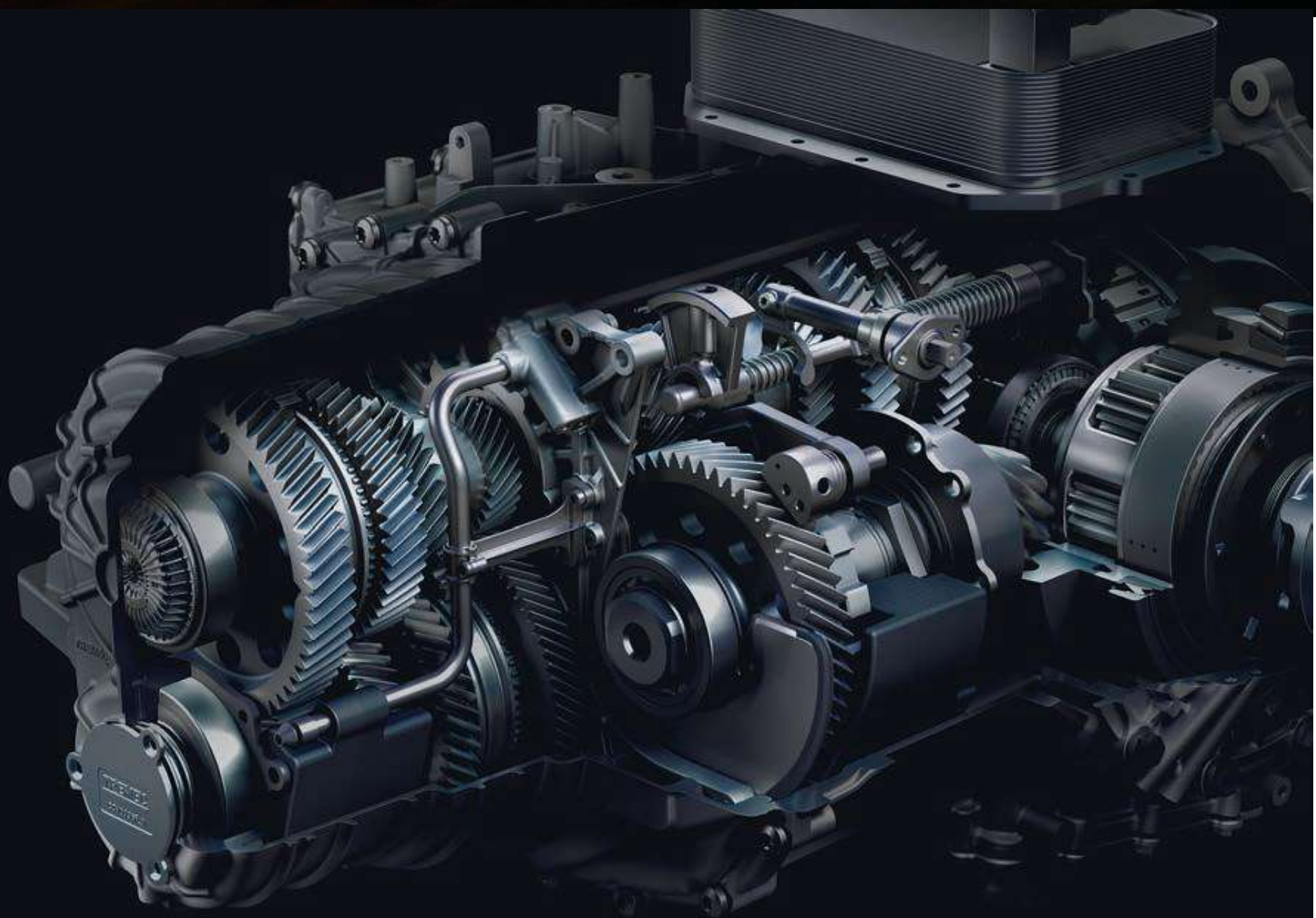


**EXPERIENCE
THE ROAD LIKE
NEVER BEFORE .**





**SWEEPING PROPORTIONS
WITH A BOLD,
WIDE STANCE .**



THE COUPE .

THE CONVERTIBLE .







A SPORTS
CAR DYNASTY
CONTINUES .



IT'S ALL ABOUT THE
SEAMLESS ADMINISTRATION
OF POWER .



MOVIES



SCOTT
ADKINS

ASHLEY
GREENE

RYAN
AND PHILLIPPE

ONE SHOT

ESCAPE IS JUST
THE BEGINNING

GH**OST**BUSTERS

AFTERLIFE



EXCLUSIVELY IN MOVIE THEATERS
NOVEMBER 19

PG-13
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 13

WARNER BROS. PICTURES PRESENTS
A COLUMBIA PICTURES FILM
GHOSTBUSTERS

IN PREMIUM LARGE FORMATS AND IMAX

#Ghostbusters
Ghostbusters.com

COLUMBIA PICTURES
A SONY PICTURES FILM
A Sony Company

JONATHAN MAJORS IDRIS ELBA ZAZIE BEETZ REGINA KING DELROY LINDO LAKEITH STANFIELD RJ CYLER DANIELLE DEADWYLER EDI GATHEGI DEON COLE

THE
HARDER
THEY FALL

A
JEYMES SAMUEL
FILM

SCREEN STORY BY JEYMES SAMUEL SCREENPLAY BY JEYMES SAMUEL AND BOAZ YAKIN DIRECTED BY JEYMES SAMUEL

IN SELECT THEATERS OCTOBER AND ON

NETFLIX | NOVEMBER 3



FROM THE MIND OF
JONATHAN LARSON
THE CREATOR OF 'RENT'

DIRECTED BY
LIN-MANUEL MIRANDA
THE CREATOR OF 'HAMILTON'

SCREENPLAY BY
STEVEN LEVENSON
CO-CREATOR | EXECUTIVE PRODUCER
OF 'FOSSE/VERDON'

ACADEMY AWARD® NOMINEE

ANDREW GARFIELD

A NETFLIX FILM

tick, tick... BOOM!

What does it take
to wake up a generation?
Can he bend his dreams...
just like
his friend



NETFLIX PRESENTS AN IMAGINE ENTERTAINMENT/5000 BROADWAY PRODUCTION A FILM BY LIN-MANUEL MIRANDA "TICK, TICK... BOOM!" ANDREW GARFIELD ALEXANDRA SHIPP ROBIN DE JESUS
JOSHUA HENRY WITH JUDITH LIGHT AND VANESSA HUGHENS CASTING BY BERNARD TELSEY, CSA KRISTIAN CHARBONNIER, CSA MUSIC BY STEVEN GIZICKI EXECUTIVE MUSIC PRODUCERS ALEX LACAMOIRE BILL SHERMAN AND KURT CROWLEY
SONGS AND SCORE BY JONATHAN LARSON COSTUME DESIGNER MELISSA TOTH EDITOR MYRON KERSTEIN, ACE ANDREW WEISBLUM, ACE PRODUCTION DESIGNER ALEX DIGERLANDO DIRECTOR OF PHOTOGRAPHY ALICE BROOKS, ASC EXECUTIVE PRODUCERS CELIA COSTAS JULIE LARSON STEVEN LEVENSON
PRODUCED BY BRIAN GRAZER RON HOWARD JULIE OH, D.P. BASED ON THE MUSICAL BY JONATHAN LARSON SCREENPLAY BY STEVEN LEVENSON DIRECTED BY LIN-MANUEL MIRANDA

IMAGINE
ENTERTAINMENT

PG-13
SOME STRONG LANGUAGE
SOME SUGGESTIVE MATERIAL
AND DRUG REFERENCES

IN SELECT THEATERS NOVEMBER AND ON
NETFLIX | NOVEMBER 19

NETFLIX

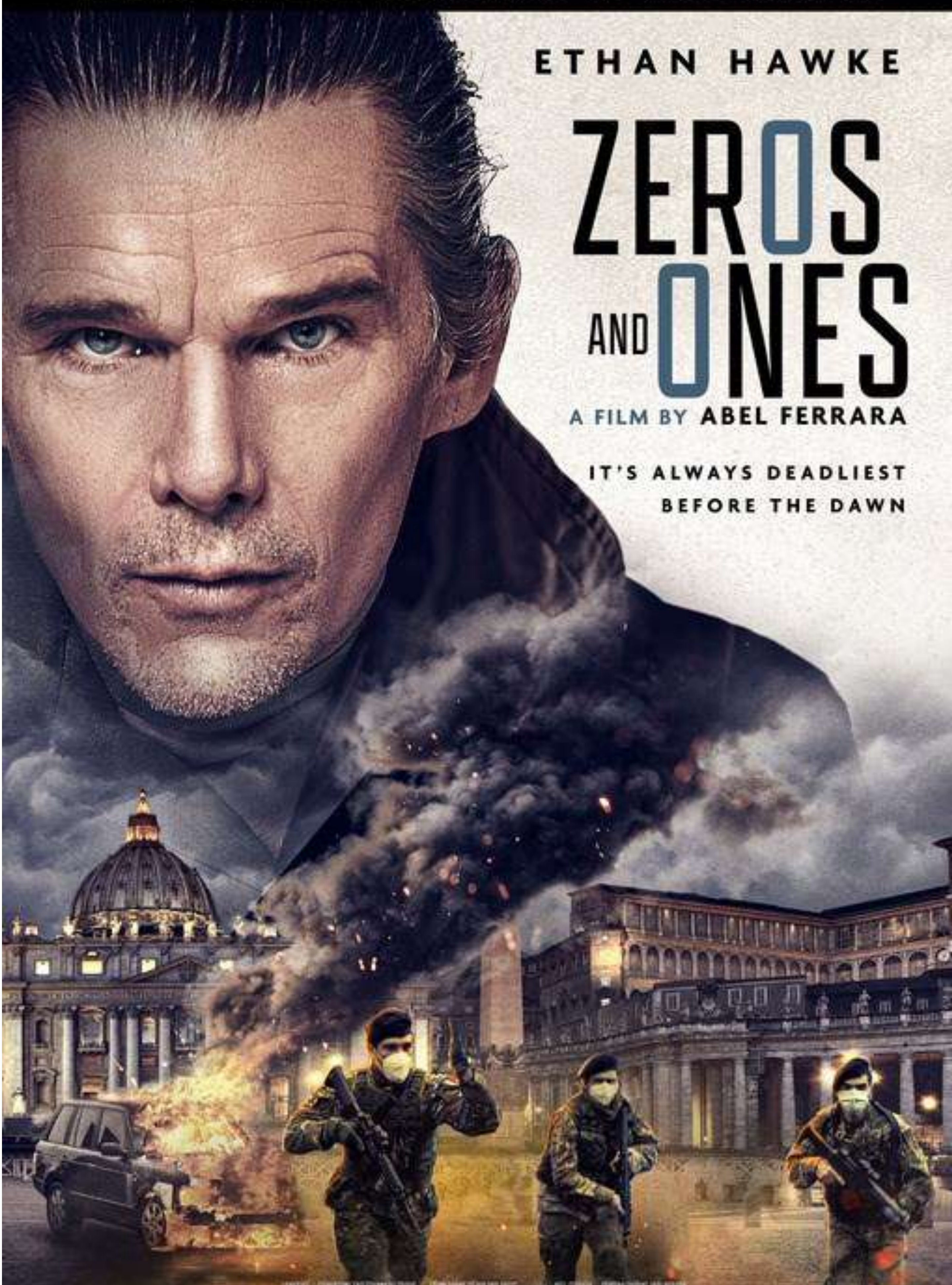
FROM THE DIRECTOR OF BAD LIEUTENANT AND KING OF NEW YORK

ETHAN HAWKE

ZEROS AND ONES

A FILM BY ABEL FERRARA

IT'S ALWAYS DEADLIEST
BEFORE THE DAWN



LIONSGATE & LIONSGATE ENTERTAINMENT GROUP PRESENT AN ETHAN HAWKE FILM "ZEROS AND ONES" PRODUCED BY NICK FERRARA & LIONSGATE FILMS AND MUSIC BY JAMES NEWTON HOWARD COSTUME DESIGNER JAMES NEWTON HOWARD EDITOR JAMES NEWTON HOWARD EXECUTIVE PRODUCERS JAMES NEWTON HOWARD PRODUCED BY JAMES NEWTON HOWARD WRITTEN BY JAMES NEWTON HOWARD DIRECTED BY ABEL FERRARA
R
grindstone
LIONSGATE
BLUE RAY
DVD
LIONSGATE



DEVIATE FROM THE PLAN

JESSICA
DENTON

THOMAS
CHESLEK

Outlier

REUNION OF THE ORIGINAL CAST OF THE TV SERIES
COMING SOON

JERRY
O'CONNELL

JENNIFER
LOVE HEWITT

ROB
SCHNEIDER

AND DOLPH
LUNDGREN

PUPS ALONE

CHRISTMAS HAS NEVER BEEN SO RUFF



THEKLA
REUTEN

Who is
really pulling
the strings?

ELIJAH
WOLF

PETER
MULLAN

EMUN
ELLIOTT

BILL
PATERSON

SAM
HAZELDINE

MARIONETTE

A FILM BY
ELBERT VAN STRIEN

AN ACCENTO FILMS AND BOSBROS FILM PRODUCTION IN COPRODUCTION WITH SAMSA FILM AND BLACK CAMEL PICTURES "MARIONETTE" THEKLA REUTEN PETER MULLAN EMUN ELLIOTT
SAM HAZELDINE BILL PATERSON REBECCA FRONT ELIJAH WOLF DAWN STEELE CASTING DIRECTOR SIMONE PEREIRA HIND COG DIRECTOR OF PHOTOGRAPHY GUIDO VAN GENNEP NSC
PRODUCTION DESIGNER ANNE WINTERINK EDITOR HERMAN P. KOERTS ORIGINAL MUSIC HAN OTTEN MAURITS OVERDULVE SUPERVISING SOUND DESIGNER MARCO VERMAAS VISUAL EFFECTS PLANET X
VISUAL EFFECTS SUPERVISORS ALBERT VAN VUURE PEPIJN SCHROEIJERS COPRODUCER AVROTROS MYLÈNE VERDURMEN COPRODUCERS JANI THILTGES ARABELLA PAGE CROFT KIERAN PARKER
EXECUTIVE PRODUCERS FRANK KLEIN NICK MARSTON TALLY GARNER PRODUCERS CLAUDIA BRANDT ELBERT VAN STRIEN BURNY BOS WRITERS ELBERT VAN STRIEN & BEN HOPKINS DIRECTOR ELBERT VAN STRIEN

ACCENTO
FILMS

BOSBROS

samsa

BLACK CAMEL
PICTURES

NL FILM
FONDS
PRODUCTION
INCENTIVE

FILM FUND
LOUÏSE BOURG

The National Lottery

AVROTROS

avrotros

Co-funded by the
European Union

Stichting Abraham
Tuchthuis Fonds

Cobo

Frontieres

The Foundry

PHILIP HON

FILM MORE

planet x

ALL WORK CLASS 100%



An Apple Original Film

TOM HANKS
IS

FINCH

PARENTS STRONGLY CAUTIONED
PG-13
BRIEF VIOLENT IMAGES.
Some Material May Be Inappropriate for Children Under 13

UDO KIER

SWAN SONG

A TODD STEPHENS FILM

WARNER PICTURES PRESENTS A WARNER BROS. PRODUCTION A TODD STEPHENS FILM UDO KIER "SWAN SONG" CASTING BY JAMES COOPER COSTUME DESIGNER JAMES COOPER MUSIC BY JAMES COOPER EDITOR JAMES COOPER PRODUCTION DESIGNER JAMES COOPER EXECUTIVE PRODUCERS JAMES COOPER PRODUCED BY JAMES COOPER WRITTEN BY JAMES COOPER DIRECTED BY TODD STEPHENS

MPAA RATED R
XXZ

**"Beautiful, smart, irreverent,
and really f*cking funny.
Simply put, it's divine."**

Kristy Puchko, Pajiba

**"You've never seen
Udo Kier like this before."**

Peter Debruge, Variety





Disney

ENCANTO

NOVEMBER 2021

A NETFLIX FILM

ROBIN ROBIN

NOVEMBER 24 | NETFLIX

FATHER OF FLIES

EVERY FAMILY HAS ITS DEMONS



Henry
LAWFULL

Toby
JONES

Sally
HAWKINS

Kristen
WIIG

Michiel
HUISMAN

Zoe
COLLETTI

Stephen
MERCHANT

with Jim
BROADBENT

and Maggie
SMITH

A BOY CALLED CHRISTMAS

STUDIOCANAL and NETFLIX PRESENT A FILM BY GUY KENAN "A BOY CALLED CHRISTMAS" HENRY LAWFULL TOBY JONES SALLY HAWKINS KRISTEN WIIG MICHEL HUISMAN ZOE COLLETTI STEPHEN MERCHANT with JIM BROADBENT and MAGGIE SMITH
PRODUCED BY SUSSE FIDELIS AND KRISTY KINNEAD WRITTEN BY GRAHAM JOHNSON AND GLEN PRATT DIRECTED BY GUY KENAN COSTUME DESIGNER DAVID MARIANELLI EDITOR RUTH MYERS EXECUTIVE PRODUCERS PETER LAURENT RICHARD KETTERIDGE PRODUCED BY GARY WILLIAMSON AND ZAC NICHOLSON EXECUTIVE PRODUCERS CELIA DUVAL JONNA MAGER
CASTING DIRECTOR ANDREW LUTHER EXECUTIVE PRODUCERS DAN MACHINE EXECUTIVE PRODUCERS JOE NATHAN EXECUTIVE PRODUCERS BEN KNIGHT AND PARKER MATT HALL PRODUCED BY GRAHAM BROADBENT AND PETER CZERNIN PRODUCED BY MATT HAUS PRODUCED BY DE POKER AND GUY KENAN PRODUCED BY GUY KENAN
STUDIOCANAL NETFLIX BLUEPRINT PICTURES CANAL+ GINE+ BLUEPRINT PICTURES

November

anonymous animals

The balance of power between man and animal is reversed



"A DEVASTATING METAPHOR THAT WON'T LET YOU BREATHE"

ADMITONE
★★★★★

A FILM BY BAPTISTE ROUVEURE "ANONYMOUS ANIMALS"
THIERRY MARCOS AURELIEN CHILARSKI EMIILIEN LAVAUT DIRECTORS OF PHOTOGRAPHY EMMANUEL DAUCHY KEVIN BRUNET BAPTISTE ROUVEURE GAFFER
SOPHIE MAYA-BERNARD SOUND ENGINEER ALYSON DIJOUX MAKE-UP CONSTANCE SAVELLI LOCATION MANAGER MARION ROUVEURE MUSIC BY DAMIEN MAUREL SOUND DESIGN THEO HOURBEIGT
SOUND EDITOR JEAN-FRANCOIS TERRIEN POST-PRODUCTION SOUND ID SOUND COLORIST GRAZIELLA ZANONI POST-PRODUCTION IMAGE FRENCH KISS
SPECIAL EFFECTS OGMYS DESIGN FILM EDITING BAPTISTE ROUVEURE ASSOCIATE PRODUCERS MICHAEL KRAETZER NICOLAS ONETTI
PRODUCTION ANONYMOUS ANIMALS FILMS WRITTEN AND DIRECTED BY BAPTISTE ROUVEURE

ANONYMOUS ANIMALS FILMS
WWW.ANONYMOUSANIMALSFILMS.COM



GEMMA
CHAN

RICHARD
MADDEN

KUMAIL
NANJIANI

LIA
McHUGH

BRIAN TYREE
HENRY

LAUREN
RIDLOFF

BARRY
KEOGHAN

DON
LEE

WITH
KIT
HARRINGTON

WITH
SALMA
HAYEK

AND
ANGELINA
JOLIE



IN THE BEGINNING...

MARVEL STUDIOS

ETERNALS

MARVEL STUDIOS PRESENTS "ETERNALS" GEMMA CHAN RICHARD MADDEN KUMAIL NANJIANI LIA McHUGH BRIAN TYREE HENRY LAUREN RIDLOFF BARRY KEOGHAN DON LEE GIL BIRMINGHAM HARISH PATEL WITH KIT HARRINGTON WITH SALMA HAYEK AND ANGELINA JOLIE
EXECUTIVE PRODUCERS SARAH HALLEY FINN, CSA PRODUCED BY DAVID JORDAN WRITTEN BY RAMIN DOOSTAN
DIRECTED BY CHLOE ZHAO
CASTING BY RYAN MEINERDING
EDITED BY STEPHANE CERETTI
PRODUCTION DESIGNER INDUSTRIAL LIGHT & MAGIC
EXECUTIVE PRODUCERS SAMMY SHELDON DUFFER
EXECUTIVE PRODUCERS CRAIG WOOD, A.C.E. DYLAN TUCHENOR, A.C.E. PRODUCED BY EVE STEWART
EXECUTIVE PRODUCERS BEN DAVIS, A.S.C. PRODUCED BY MITCH BELL
EXECUTIVE PRODUCERS KEVIN DE LA NOY
EXECUTIVE PRODUCERS NATE MOORE, P.G.A.
EXECUTIVE PRODUCERS VICTORIA ALONSO
EXECUTIVE PRODUCERS LOUIS D'ESPOSITO
EXECUTIVE PRODUCERS KEVIN FERGUSON, P.G.A.
EXECUTIVE PRODUCERS RYAN FURPO & MATTHEW K. FURPO
EXECUTIVE PRODUCERS CHLOE ZHAO AND CHLOE ZHAO & PATRICK BOURLEIGH
EXECUTIVE PRODUCERS CHLOE ZHAO
NOVEMBER

 Locarno Film Festival
Official Selection

 **Fantasia**
SÉLECTION OFFICIELLE - 2021

**JOSH
HARTNETT**

**WITH
FRANK
GRILLO**

**AND
MELISSA
LEO**



**A FILM BY
JOHN SWAB**

SABAN FILMS AND ROXWELL FILMS PRESENT IN ASSOCIATION WITH BONDIT MEDIA CAPITAL "IDA RED" A ROXWELL FILMS PRODUCTION STARRING JOSH HARTNETT, SOFIA HUBLITZ, WILLIAM FORSYTHE, DEBORAH ANN WOLL, GEORGE CARROLL, MARK BOONE JUNIOR, BEAU KNAPP WITH FRANK GRILLO AND MELISSA LEO. CASTING BY JEREMY M. ROSEN. CINEMATOGRAPHY BY MATT CLEGG. EDITOR JOHN DAVID ALLEN, ACE. MUSIC BY DAVID SARDY. EXECUTIVE PRODUCERS SHANAN BECKER, WILLIAM V. BROMILEY, JONATHAN SABA, NESS SABAN, MATTHEW HELDERMAN, LUKE TAYLOR. PRODUCER ROBERT OGDEN BARNUM. PRODUCED BY JEREMY M. ROSEN AND JOHN SWAB. WRITTEN AND DIRECTED BY JOHN SWAB.

SABAN FILMS

 ROXWELL
FILMS

 BondIt
MEDIA CAPITAL

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NINA BERGMAN

HELL HATH NO FURY



WELL GO USA ENTERTAINMENT

PRESENTS A JESSE JOHNSON FILM "HELL HATH NO FURY" NINA BERGMAN DANIEL BERNHARDT LOUIS MANDYLOR TIMOTHY V. MURPHY

DOMINIQUE VANDENBERG JOSEF CANNON LUKE LAFONTAINE CHARLES FATHY WRITTEN BY MATTHEW LORENTZ DIRECTED BY JONATHAN HALL MUSIC BY SEAN MURRAY EDITED BY ROMAIN SEHRN PRODUCTION DESIGNER ERIKA IALGASHEVA PRODUCTION MANAGER ERIKA IALGASHEVA EXECUTIVE PRODUCERS ERIKA IALGASHEVA IBRAHIM AKURASHEV PRODUCED BY ERIKA IALGASHEVA WRITTEN BY JESSE JOHNSON

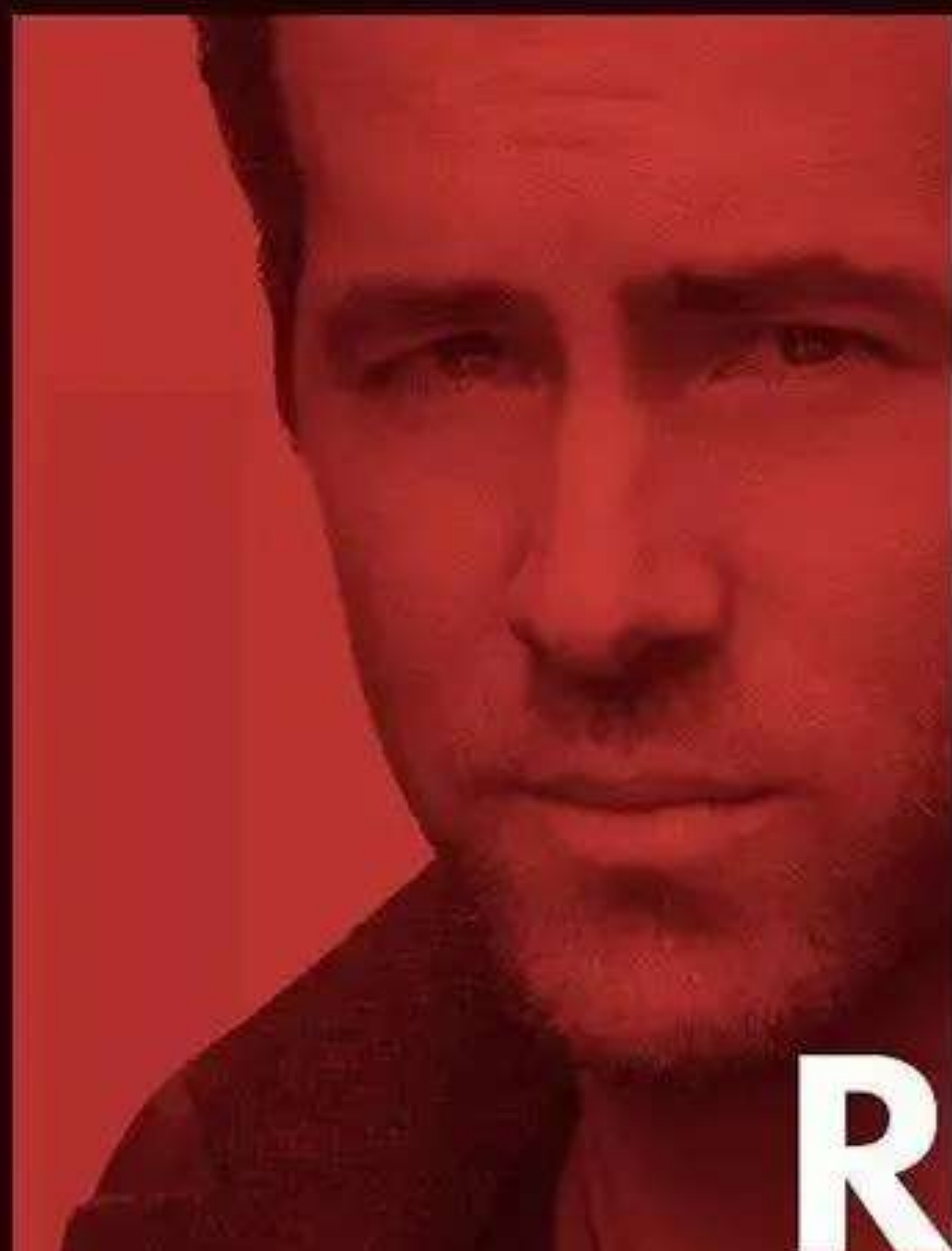


EXECUTIVE PRODUCERS ERIKA IALGASHEVA IBRAHIM AKURASHEV PRODUCED BY ERIKA IALGASHEVA WRITTEN BY JESSE JOHNSON



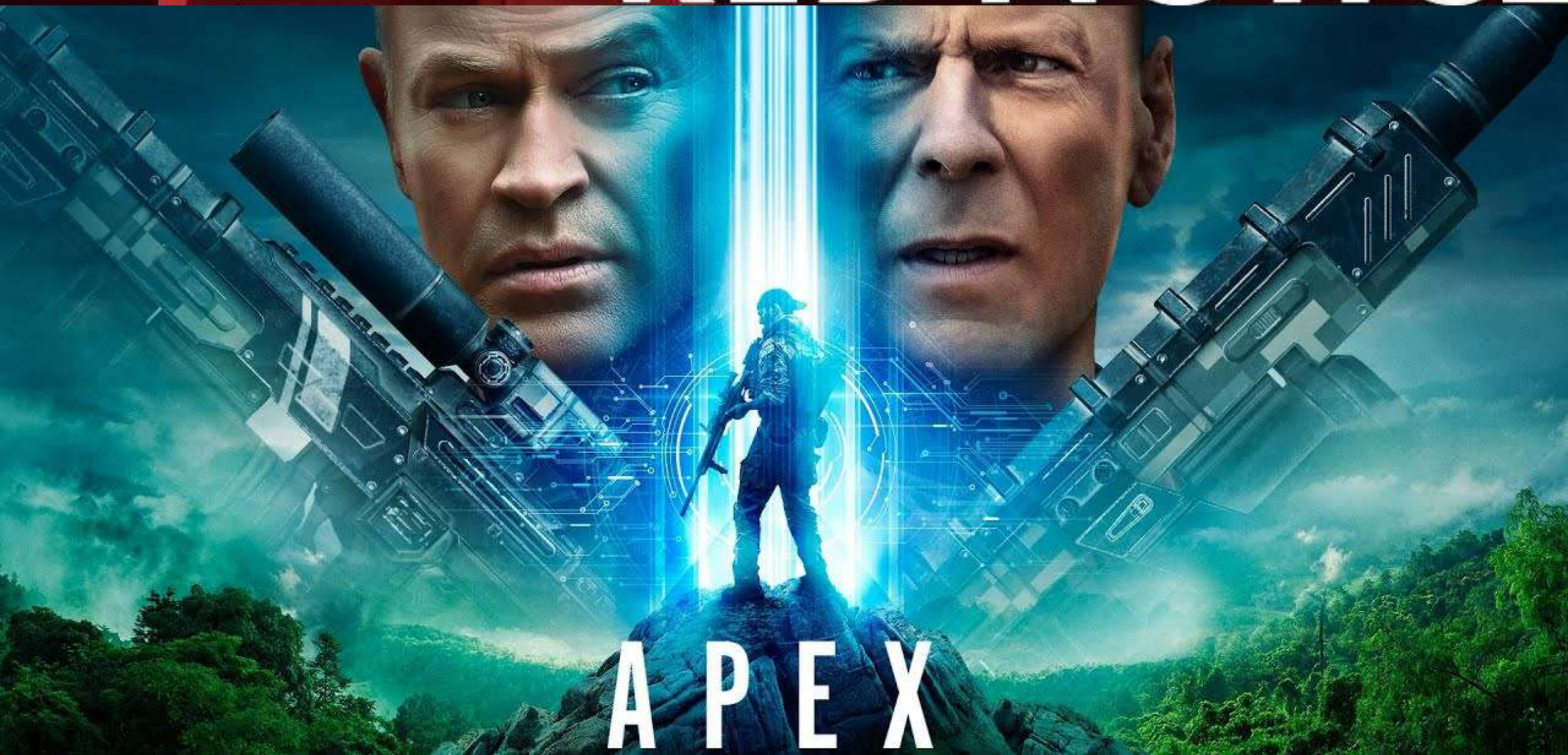
WELL GO USA ENTERTAINMENT

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RED NOTICE



Academy Award® Winner

LADY
GAGA

Academy Award® Nominee

ADAM
DRIVER

Academy Award® Winner

JARED
LETO

Academy Award® Winner

JEREMY
IRONS

Academy Award® Winner

AND AL
PACINO

A LEGACY WORTH KILLING FOR

HOUSE OF GUCCI

A FILM BY
RIDLEY SCOTT

INSPIRED BY THE TRUE STORY

MUSIC BY HARRY GREGSON-WILLIAMS PRODUCED BY RIDLEY SCOTT, p.g.a. GIANNINA SCOTT, p.g.a. KEVIN J. WALSH, p.g.a. MARK HUFFAM, p.g.a.
BASED ON THE BOOK "THE HOUSE OF GUCCI" BY SARA GAY FORDEN STORY BY BECKY JOHNSTON SCREENPLAY BY BECKY JOHNSTON AND ROBERTO BENTIVEGNA DIRECTED BY RIDLEY SCOTT

UA

COMING SOON

#HouseOfGucci BRON MGM

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this world alone

NATURE HAS A WAY OF TAKING THINGS BACK

Belle Adams Laurie Roach Carrie Walrand Hood Sophie Edwards Brandon O'Dell
original score by WILLIAM WRIGHT editor JORDAN NOEL production designer MARYELLE ST. CLARE sound designer MASON BROWN
produced by TERRI MEASEL ADAMS MANDY CATE HUDSON PHILLIPS associate producers MICHELLE MORELAND LANCE HERD
director of photography TRISHA SOLYN written by HUDSON PHILLIPS directed by JORDAN NOEL





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