



MORDHAU

LITTLE
NIGHTMARES
II

RAJI
AN
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CHIVALRY
III

NECROMUNDA

HIRED GUN

SHADOW  **WARRIOR**

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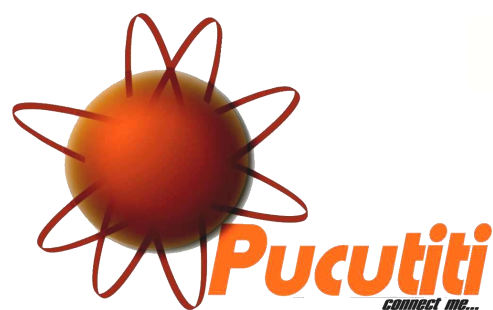
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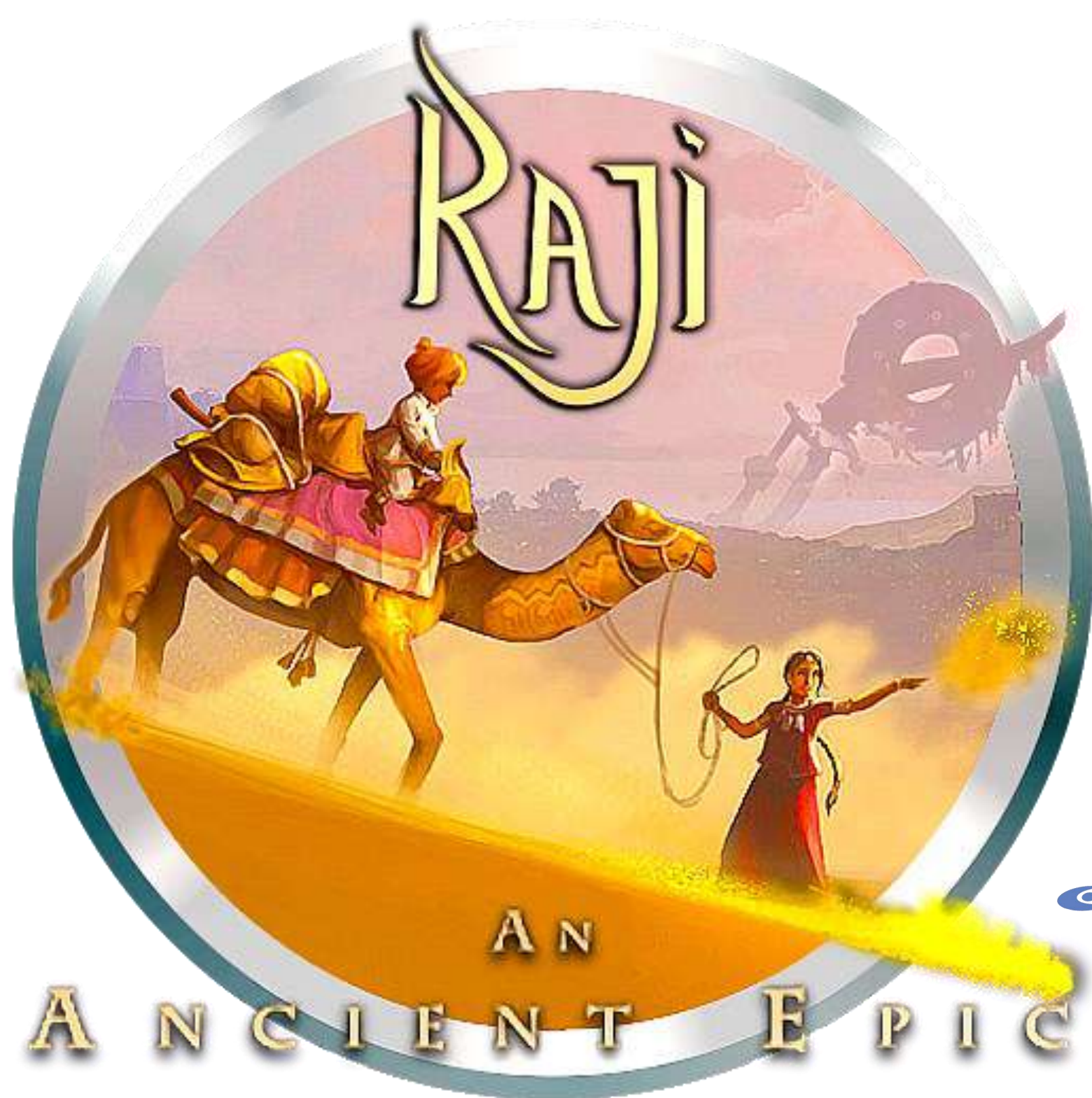
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GAMES



AN
ANCIENT EPIC

Raji: An Ancient Epic

Raji: An Ancient Epic is an Indian action-adventure video game developed by Nodding Heads Games based in Pune, Maharashtra, India. It was first released as a timed exclusive for Nintendo Switch on 18 August 2020, and released on 15 October 2020 for Microsoft Windows via the Steam client and the Epic Games Store, PlayStation 4, and Xbox One.

The game incorporates Hindu mythology and takes inspiration from epics such as the Mahabharata and Ramayana. Graphically, the game is designed in the style of Pahari paintings, and the in-game architecture is modeled after that of medieval Rajasthan.

Plot

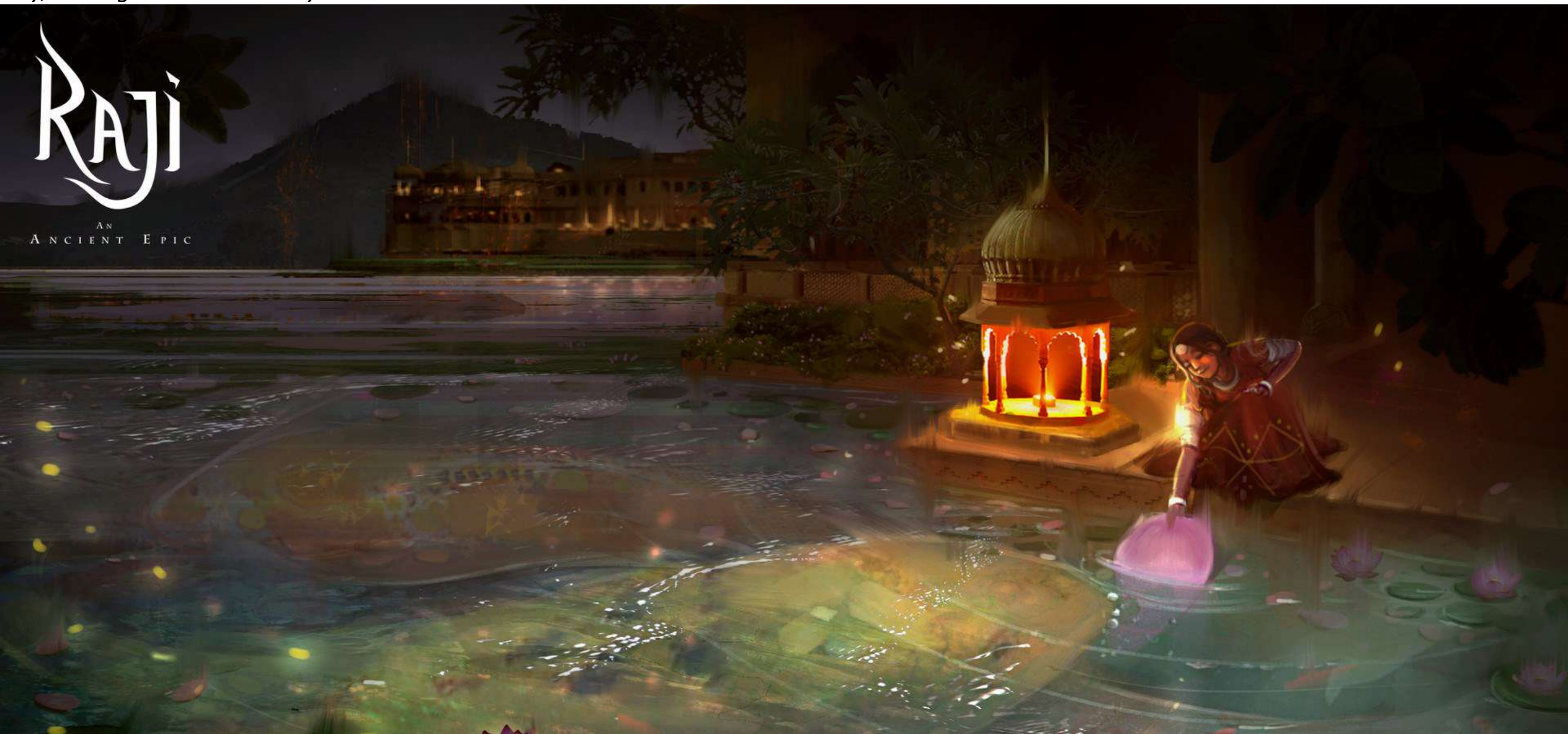
The story revolves around Raji, an orphaned circus performer. Her only family is her younger brother, Golu, a story teller. On the day of Raksha Bandhan, demons attack the carnival where the siblings work. As the demon army lays waste to the land, three of them abduct Golu. This forces Raji to go on a journey to get her brother back. Meanwhile, watching her are the deities, Goddess Durga and Lord Vishnu. Durga supports her young devotee while Vishnu has some doubts about her. Raji races through the Ruins, and upon reaching a temple of Durga, gets a divine trishula (trident) from her, which she uses to battle and kill the demons and save their captives while also unlocking traditional stories and her childhood memories.

The mastermind behind Golu's abduction and the demon invasion is revealed to be the demon lord Mahabalasura (lit. 'Mega-strength demon'). He was once one of the Mystics, knowledgeable people with great spiritual power, but was outcasted for his arrogance. So, he did penance to please Lord Brahma, who granted him the boon of immortality and a powerful trishula. Using these gifts, he reunited his new people, the demons, and started spreading chaos and destruction on Earth. When Bhoomi Devi (Mother Earth) urged him to stop this, he killed her. This angered Lord Shiva, who imprisoned him. After years of captivity, Mahabalasura has returned.

Raji follows the demons who took Golu and many other children to the Fortress of Jaidhar. She is also gifted a divine bow by Lord Vishnu, who starts finding her capable. Upon reaching the fort, the demon Chieftain sends Golu to Mahabalasura via a magic portal before Raji can save him. As Raji kills the Chieftain, Golu reaches Mahabalsura's realm where the demon lord puts him under his control.

Raji is then sent to Hiranya Nagari (lit. 'Little gold village'), a heavenly and technologically advanced city of Lord Vishnu, which has been taken over by Rangda, a powerful demon queen, who has put the city's guards under her spell and poisoned its waters. Raji races through the city, killing Rangda's minions and repairing the damage she did. She is also gifted a divine sword and shield by the two deities watching her, while being haunted by horrifying visions of Golu. Raji finally vanquishes Rangda and then is taken on Mayura, a giant beautiful white peacock by a Mystic, to his land to stop Mahabalasura.

As she reaches the Land of the Mystics, Raji finds that many of them have been either killed or turned to stone by Mahabalasura. After fighting through the demon hordes and calming the Naga, the giant serpent demigod and guardian of the land, she finally confronts Mahabalasura. He forces the Mystic chief to give him an ancient scroll and escapes after attacking Raji and being wounded by her. Raji, near death, is revived by the Mystics and reunites with her brother. However, it is revealed that Mahabalasura wants to get revenge on the Gods for imprisoning him. His plan is to open the gates of heaven, allowing him to invade the realm of the Gods and destroy them. The scroll he took from the Mystic chief contained the incantation to open the gates. Raji has been chosen as the warrior who will destroy him and restore the cosmic balance. So, she continues her journey, leaving Golu with the Mystics.





Raji

AN
ANCIENT EPIC



Developer: Nodding Heads Games

Publisher: Super.com

Designer: Avichal Singh

Programmers: Paras Chaudhary, Dipam Bora

Artists: Shruti Ghosh, Ian Maude, Shreyas Pai

Composer: Linus Tzelos

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4, Xbox One, Nintendo Switch

Release: Nintendo Switch — WW: 18 August 2020

Microsoft Windows, PlayStation 4, Xbox One — WW: 15 October 2020

Enhanced Edition: Microsoft Windows — WW: 24 May 2022

PlayStation 4, Xbox One — WW: 20 July 2022

Nintendo Switch — WW: 28 July 2022

Genre: Action-adventure

Mode: Single-player

TiTi Rating: 6/10



Raji reaches the Thar Desert, where Mahabalasura has gone to set his plans in motion. She also receives the Sudarshan Chakra, Lord Vishnu's most powerful weapon. Racing through the desert and killing demons, Raji finally faces Mahabalasura using the Chakra. Almost defeated, he tricks Raji by distracting her with several clones of himself. While Raji fights the clones, the demon lord is joined by Golu who, still under his control, recites the chant and opens the gate. (It can be implied that the reason why Golu was abducted was because the chant required a person of pure heart to work, as the two deities once stated.) Now, with his plans successful, Mahabalasura proceeds to assault the Gods' realm, leaving Golu to be once again reunited with Raji, as the fate of both the Gods and humanity is left ambiguous.

Development

Raji: An Ancient Epic is the first game developed by Nodding Heads Games based in Pune, Maharashtra, India. The game was developed by a team of thirteen people. A six-man team at Nodding Heads Games began development on Raji: An Ancient Epic in January 2017. The developers cited Bastion and Journey as being major influences on the game, and God of War, Ico, Brothers: A Tale of Two Sons, and Dark Souls as other influences. Nodding Heads Games attempted to secure funding for the game through Kickstarter with a funding goal of £120,000 in 2017. The campaign raised over £66,000 but fell short of its funding goal. A twenty-minute demo of the game was made available as a free download on 8 November 2017 alongside the Kickstarter, and was also playable at the Indian Games Expo 2017 and the 2017 Nasscom Game Developer Conference.

Despite securing funding through the Unreal Dev Grants program, a \$5 million fund supporting developers working with Unreal Engine 4, developer Shruti Ghosh had to sell her apartment to sustain the team until they found a publisher.

Raji was included in the Square Enix Collective in October 2017. The game was developed for Microsoft Windows. Nodding Heads Games co-founder and lead designer Avichal Singh stated in November 2017 that they also planned to release the game on consoles. He stated that they had begun "the dev kit conversation" with Microsoft but had not yet approached Sony or Nintendo. He added, "It's a matter of constraints we follow to make sure the game is running on these platforms because they have technical constraints. As long as they can keep to that we will be good. Unreal Engine 4 makes life a bit easier. You have direct porting options as well."

Nodding Heads Games announced a partnership with game publisher Super.com in March 2019. The game was demoed at the annual India Game Developer Conference in Hyderabad, Telangana, in October 2019. A new demo of the game was made available through Steam on 23 March 2020. An Xbox One demo of the game was released in July 2020 as part of the Xbox Summer Game Fest.

Developer Shruti Ghosh told IGN India in April 2021 that Nodding Heads Games had to make several cuts to Raji due to time and budget constraints, and difficulty finding a publisher. The game had originally planned to have completely 3D cutscenes but due to the amount of time required, only a few 3D cutscenes were included in the final game and the rest were made in 2D shadow puppet style. Ghosh felt that 3D cutscenes would have created a more immersive experience and "the player would actually feel a lot more emotion and can be a part of the character's journey." She also noted that a few "good puzzles" were removed and other changes were made to gameplay due to the constraints.

Release

The game was released for Nintendo Switch as a timed exclusive on 18 August 2020. It was released on 15 October 2020 for Microsoft Windows via the Steam client and the Epic Games Store, PlayStation 4, and Xbox One. A DRM-free version of the game was released on GOG.com on 22 March 2021. Raji was added to Xbox Game Pass on 22 July 2021. The game was localized for the Japanese market by Teyon Japan and released for PlayStation 4 and Nintendo Switch on 5 August 2021.

In March 2021, Nodding Head Games announced plans for updates to the game including Hindi voice-overs, RTX support, Wallpaper Engine, and enhancements to gameplay. Raji: An Ancient Epic Enhanced Edition is scheduled to release as a free upgrade in Q4 2021.





KALI



AN
ANCIENT EPIC





Shadow Warrior 3

Shadow Warrior 3 is a first-person shooter game developed by Flying Wild Hog and published by Devolver Digital. The sequel to Shadow Warrior 2 (2016), the game released for Microsoft Windows, PlayStation 4 and Xbox One on March 1, 2022.

Gameplay

Like its predecessors, the game is a first-person shooter and the player assumes control of Lo Wang, the series protagonist. In the game, Lo Wang has access to a large arsenal of firearms which can be used to defeat enemies. In addition, he also wields a katana, which is limited to close-quarters combat. At close range, players can execute wounded enemies. They can also use the environment to their advantage. As the player progresses in the game, they receive new weapons and gadgets which aid them in combat, all of which are meant to be unlocked and available by the time the player reaches the mid-point of the campaign. The game features more linear levels and a more streamlined upgrade system when compared with Shadow Warrior 2, though it introduced new movement options for Lo Wang, such as giving him the option to wall run, double jump, air dash, and utilize a grappling hook to quickly transverse between platforms and vertical surfaces.

Story

Some time after Lo Wang released an ancient dragon by accident, global civilization has been almost wiped out due to the presence of the dragon and the demonic beings that overrun the world. Wang himself has become a recluse, wallowing in depression due to his failure to defeat the dragon. Wang's former nemesis, Orochi Zilla, convinces him to continue fighting. The two of them seek out Motoko, a witch who knows of a way to defeat the dragon using the residual energy in Hoji's mask. Amidst Motoko's ritual, Hoji is revived, prompting Wang to disrupt the ritual to save his friend. Hoji first asks Wang to help restore his physical body, then guides him toward a contraption called a "Chi cannon", which supposedly has enough power to destroy the dragon. Unbeknownst to Wang, Hoji intends to use the cannon to drain the dragon's power and make it his, in order to become an all-powerful God. However, Hoji makes a miscalculation, and the dragon swallows the cannon.

After confronting Hoji on his treachery, the two of them agree to work with Zilla and Motoko to defeat the dragon. Wang sends Motoko's familiar, a tanuki, toward the dragon, intending to use it as an explosive bait, but it fails to kill the dragon. Seeing no other options, Wang decides to jump into the dragon's mouth himself, where he activates Hoji's Chi cannon from the inside. Wang successfully kills the dragon with the cannon, and manages to escape death with Hoji and Zilla's help. They later celebrate their victory over a meal with Motoko and the ghost of the tanuki.

Development

Shadow Warrior 3 was developed by Polish studio Flying Wild Hog. Game designer Paweł Kowalewski described the game as the "upgraded" version of the 2013 reboot, adding that the game is "over-the-top" and that it will make players "feel overpowered". The new movement options were added as the team "wanted players to be able to move freely like a ninja from their favorite animes". This also allowed the team to craft combat arenas that are more vertical in design. Many systems in Shadow Warrior 2, including weapon stats, procedural generated maps, and character progression, were streamlined or removed altogether in Shadow Warrior 3, so that players can focus on the action and need not to worry about their combat efficiency.

The team drew inspirations from both Japanese and Chinese cultures when they were creating the game's universe. The game's humor also became more mature, with the team saying that they wanted to "modernize" Lo Wang as a video game character by giving him more backstory. Devolver Digital officially announced the game on July 6, 2020. It released on March 1, 2022, for PC, PlayStation 4 and Xbox One.





Developer: Flying Wild Hog

Publisher: Devolver Digital

Directors: Jakub Opoń, Michał Szustak, Paweł Libiszewski

Producer: Bartłomiej Sawicki

Designer: Paweł Kowalewski

Artist: Konrad Czernik

Writer: Aleksander Sajnach

Composer: Maciej Kulesza

Series: Shadow Warrior

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4, Xbox One

Release: March 1, 2022

Genre: First-person shooter

Mode: Single-player

TiTi Rating: 8/10







HIRED GUN

NECROMUNDA

The logo features the words 'HIRED GUN' in a large, bold, metallic font with a weathered, cracked texture. The letters are outlined in black and set against a background of two horizontal dark brown bars. Above the 'D' in 'HIRED' is a small, ornate yellow and orange emblem. Above the 'G' in 'GUN' is a small, ornate blue and white emblem. Above the 'NECROMUNDA' tag is a small, ornate blue and white emblem.

Necromunda: Hired Gun

Necromunda: Hired Gun is a 2021 first-person shooter video game developed by Streum On Studio and published by Focus Home Interactive. The game is based on Games Workshop's 1995 tabletop game Necromunda. The game is set in the Warhammer 40,000 universe, and takes place on the mechanized planet of Necromunda, where the player works for various factions in the planet's criminal underworld. Necromunda was released on 1 June 2021 for PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and Series S and Microsoft Windows.

Gameplay

Necromunda: Hired Gun is a first-person shooter, where the player plays as a mercenary who is seeking to uncover a conspiracy involving a powerful gang in Necromunda's underworld. The game is linear, with stages that can be played through normally, later the player can take on contracts that require them to complete specific tasks in portions of the level. The player can choose between melee or ranged weapons, with upgrades available for each. The player can execute an enemy using a melee finisher if they're within a certain range. The game focuses on maintaining momentum, with the player able to use a grappling hook, dash around enemies and wall run. Hired Gun has platforming sections scattered throughout the game that require the use of these abilities. The game features stealth mechanics where the player can sneak past enemies to avoid detection. The player has a combat dog, which can be used to spot and attack enemies, and can be upgraded to improve its abilities and to gain new ones. The end of each level culminates in a boss fight.

The game has a central hub area, Martyr's End, where players gain access to levels and can pick out contracts. The hub serves as the area where much of the game's story and side quests exist. The player can also purchase weapons, abilities and upgrades at the shops around the area.

Plot

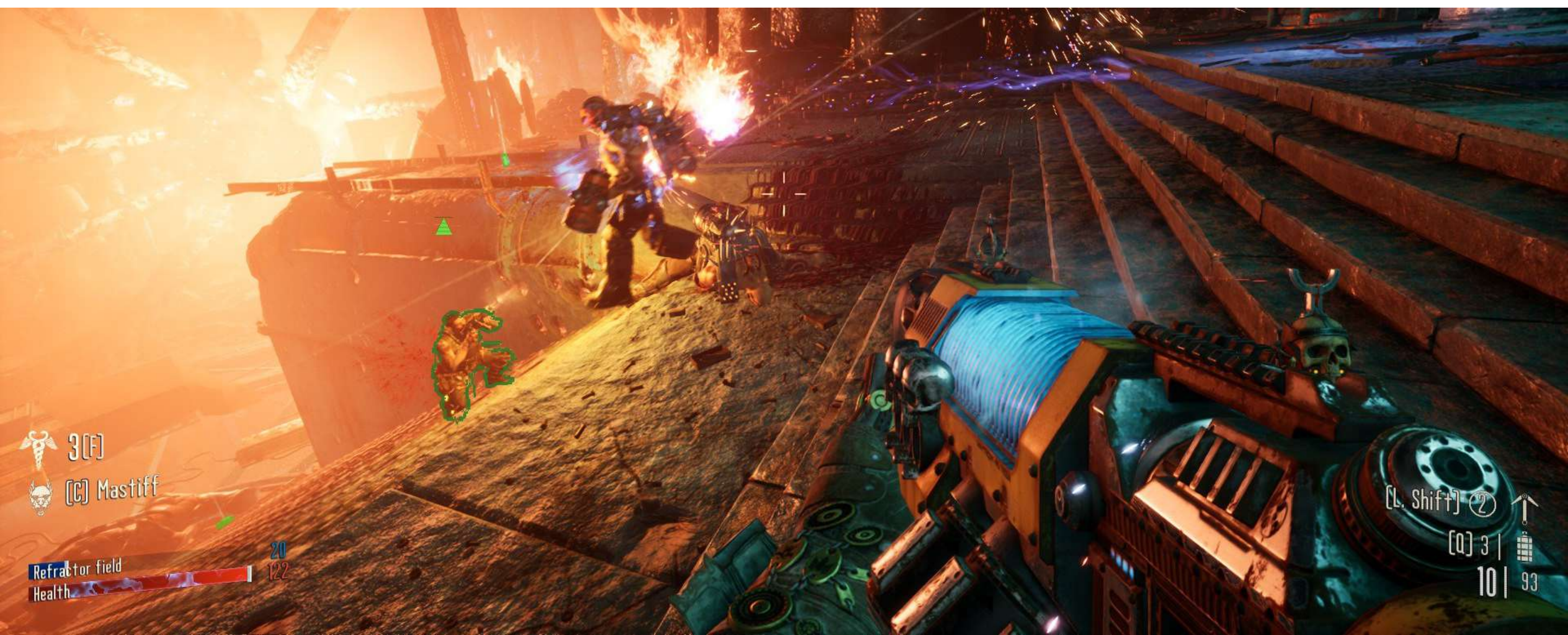
The game starts with the titular Hired Gun partnering up with two other bounty hunters to find a bounty dubbed the Silver Talon seeking refuge with the Escher gang. The Hired Gun's partners are killed and they themselves are ambushed by the silver talon before being rescued by Kal Jericho, who has the Hired Gun implanted with a cranial cybernetic. Karl Jericho then sets the player out on the silver talon's trail before tasking him with protection of a Guilder whom the underworld of Necromunda has placed a bounty on. Failing at the Guilder's protection the Hired Gun tracks down the Silver Talon before being crossed for the last time.

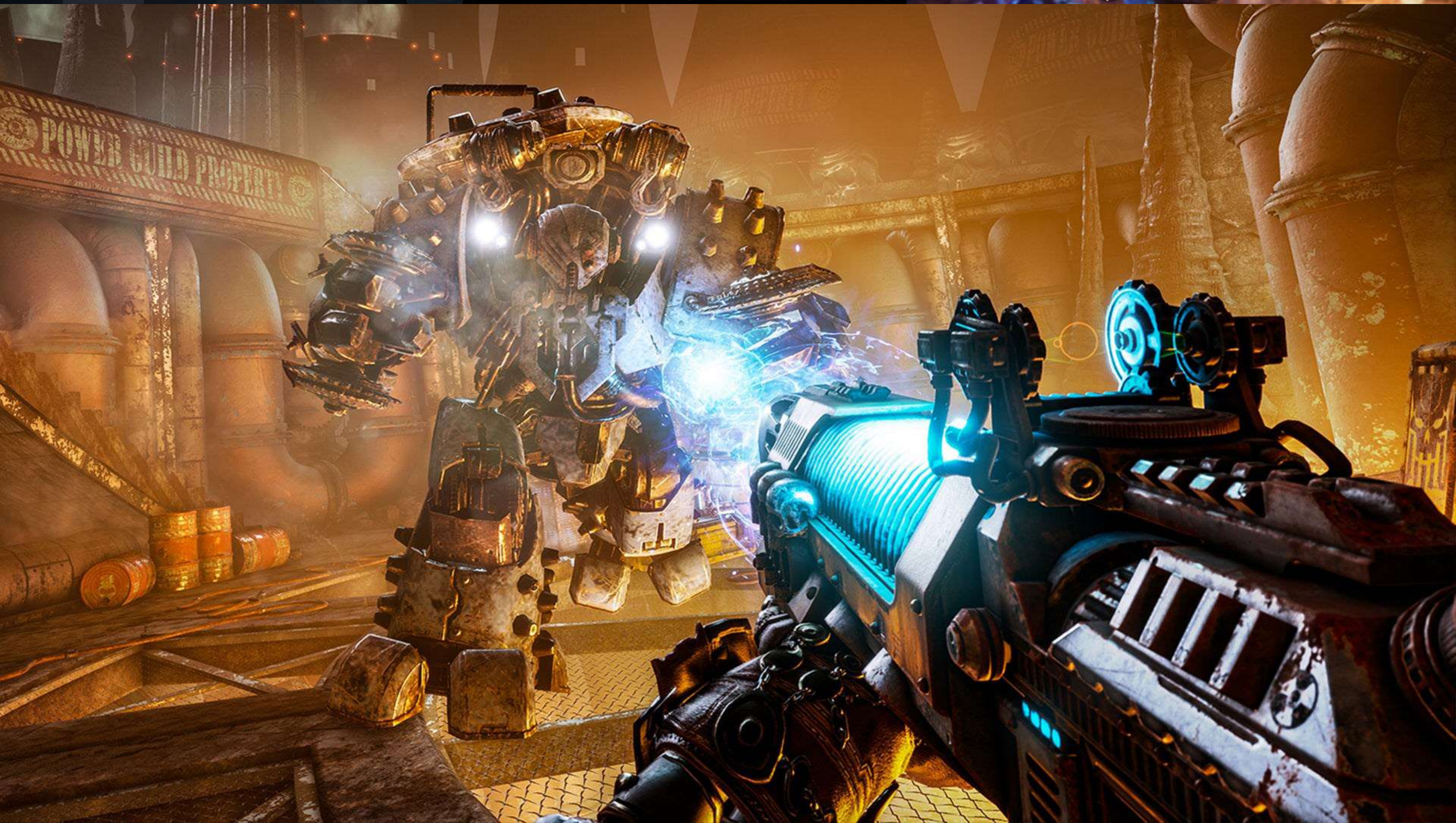
Development

After the launch of their previous title, Space Hulk: Deathwing, Streum On Studio wanted to return to the speed focused gameplay that their earlier title E.Y.E.: Divine Cybermancy was known for.[citation needed] A producer stated on the setting "Necromunda has a lot of diversity of environments, which allowed us to create various atmospheres and experiences for the players." The team used these environments to build levels with a mix of platforming and gunfights. The developers also mentioned that they wanted to make the player use their abilities to explore, so good loot was placed in hard to reach spots that the player needed good platforming skills to get to.

Martyr's End was designed with specific enemy placements in mind to "encourage the players to use their special moves" and to quickly allow players to clear enemies. The hub was designed to allow for story moments, and to give a player a break from the action focused gameplay. The game includes weapon customization, which the developers added in order to allow the player have more flexibility in how they approached combat. Hired Gun was designed to introduce players new to the franchise. Side contracts were added in order to allow more replay value.

The game was announced in March 2021 for a June 2021 launch. On 1 June 2021, Necromunda: Hired Gun was released on PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and Series S and Microsoft Windows.





Developer: Streum On Studio

Publisher: Focus Home Interactive

Composer: Olivier Zuccaro

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5,

Xbox One, Xbox Series X/S

Release: 1 June 2021

Genre: First-person shooter

Mode: Single-player

TiTi Rating: 7.5/10







NECROMUNDA



HIRED GUN





Chivalry 2

Chivalry 2 is a 2021 multiplayer hack and slash action video game developed by Torn Banner Studios and published by Tripwire Interactive. The sequel to Chivalry: Medieval Warfare (2012), the game was released on June 8, 2021 for Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X and Series S.

Gameplay

Chivalry 2 is an action game played from either first-person or third-person perspective, either on foot or on horseback for the first time in the series.

In the game, players are equipped with various medieval melee weapons such as war hammers, maces, flails, long swords, and battle axes, though they can also use bows and arrows. New weapons can be found in weapon caches in a map. Players have three basic melee attack patterns: horizontal slash, vertical slash, and a stab, which can be chained together. Players also need to block hostile attacks, and with the right timing, they can stagger their opponents and parry their attacks. Players must be aware of how they swing their weapons, as friendly fire may occur following an unplanned strike. Players can also pick up the dismembered limbs and decapitated heads of any player on the battlefield and use them as weapons. They can also throw their melee weapons at their enemies, though this may leave the player defenseless.

All team-based modes pit the Agatha Knights, who wear blue and white, and the Mason Order, who wear red and black, against each other. The Tenosian Empire, a third faction, was released in a later update. The game includes team deathmatch and a team objective mode, which supports a maximum of 64 players, as well as a free-for-all deathmatch mode. In team objective mode, one group must break into the opposite team's castle and, depending on the map, destroy an ultimate objective, escort a player-controlled Duke to a safe zone, eliminate the enemy Duke, or kill all remaining enemy players, while another group is tasked with defending the castle. The battle is divided into various phases, with each phase having their own unique objectives. On certain maps, once attacking players successfully storm the castle, the top players in either the attacking or defending team (depending on the map) can become the Duke and gain various gameplay perks. Each phase of the battle is timed, and if the invaders fail to complete the objectives within the time period, the defenders win the match.

A "brawl mode" was introduced on October 26, 2021 that is essentially a free-for-all mode of up to 40 players allowing strictly the use of unconventional weapons such as a fish, chair, bottles, a rolling pin, bread and a turkey leg. As of June 12, 2022 the game has become available on the Steam store alongside its initial Epic Games Store release on PC. As of October 4, 2022 the game has become available on Xbox Game Pass.

Development

Torn Banner Studios started developing the game in 2017. According to Torn Banner, the game was not designed to be a sword fighting simulation game, and that combat would be similar to a "bar fight more than a fencing match", as players can use whatever they find in the battlefield as their weapons. Monty Python was often cited as the inspiration for this feature. The main goal during the game's development was to increase its scale, as the player count was significantly increased to 64. The gameplay and the structure of the team objective mode, which features these large-scale battles, was inspired by Game of Thrones and The Lord of the Rings, as the team described it as a "fluid, cinematic experience."

Chivalry 2 was announced at E3 2019 by publisher Tripwire Interactive during the PC Gaming Show. An open beta was launched on May 27, 2021, and lasted until June 1. The game was released for Microsoft Windows via the Epic Games Store as a one year exclusive, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and Series S on June 8, 2021 with cross-platform play supported. Deep Silver served as the game's retail publishing partner.







Developer: Torn Banner Studios

Publisher: Tripwire Interactive

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5,

Xbox One, Xbox Series X/S

Release: June 8, 2021

Genre: Hack and slash

Mode: Multiplayer

TiTi Rating: 7/10



CHIVALRY II

— ONLINE MEDIEVAL WARFARE —







Mordhau

Mordhau is a multiplayer medieval hack and slash fighting game developed by the independent Slovenian studio Triternion, with a prominent aspect of skill-based competitive play and customization. It features a combat system emphasizing hand-to-hand combat, loosely based on historical techniques such as feints, redirection, and alternative use of weapons. Other features include ranged weapons, siege engines and mounted combat. The game was released on April 29, 2019 for Microsoft Windows via Steam. Versions for PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S are currently in development.

The game was partially financed through a Kickstarter campaign in 2017, raising nearly \$300,000.

Gameplay

In Mordhau, players engage in hand-to-hand combat with medieval weapons such as swords, spears, shields, hammers, bows, siege weapons and more. When in close-quarters combat, players can defeat their opponents by utilizing techniques like directional strikes, stabbing, kicking, dodging, blocking, and parrying while watching their health and stamina bars. Players may also ride horses in battle. The game can be played in either first person perspective or third person perspective.

Customization

Outside of gameplay, the player can edit and create mercenaries for most game modes. When creating or editing, the player can change their mercenary's body type, face, and voice for cosmetic purposes. Editing things like armor, weapons, and perks cost in-game points. Depending on what type of armor the player has it can affect the movement speed of the player like how wearing heavier armor will make the player move slower and cost more points, while there are only three levels of armor there are also cosmetic variations for armor. All weapons point values are roughly determined by the size of weapon as a light dagger would not be as costly as a heavy hammer. The perk system will grant the mercenary various passive abilities at the cost of points, which scale based on how ideally useful the perks are.

Game modes

Frontline: *In this game mode, up to 48 players will form into two teams. Each team starts with 1000 points, and competes with the other team to earn more points by fighting each other, capturing opposing territory and completing the team's objectives. For every enemy defeated, the other team loses a point. Capturing central or enemy territory will reduce the opposing team's points. However, completing the team's objective will instantly end the game in favor of whichever team completed their objective.*

Invasion: *In this game mode, up to 48 players will form into two teams, with one team acting as attackers and the other as defenders. The defenders must protect key objectives while the attackers must complete them to advance further. Once objectives are captured, the defenders must fall back to defend the next objective. The game is on a timer, which increases when the attackers secure an objective. The defenders win if the timer runs down to zero, while the attackers win if all objectives are completed within that time.*

Battle Royale: *In this game mode, 64 players will compete against each other in a free-for-all match. When a player is defeated, they will lose the game and not spawn again. The last player standing will be the winner. At the start of the game, all players will spawn without weapons or armor. They must seek out chests containing equipment in order to increase their chance of survival. To avoid stalemates, a ring surrounds the entire map, and will slowly shrink to bring the players closer to each other. The game mode was, however taken down.*



Developer: Triternion

Publisher: Triternion

Engine: Unreal Engine 4

Platforms: Microsoft Windows, PlayStation 4, PlayStation 5,
Xbox One, Xbox Series X/S

Release: Microsoft Windows — April 29, 2019

PS4, PS5, Xbox One, Xbox Series X/S — TBA

Genre: Fighting, hack 'n' slash

Mode: Multiplayer

TiTi Rating: 7/10



MORDHAU



MORDHAU



Horde: In this game mode, a small team of players will be pitted against waves of computer-controlled enemies that will get increasingly harder each wave. Players will start with no weapons or armor, and their health will not regenerate normally. To regenerate health and earn weapons, the player must defeat the enemies and survive the round. Defeating an enemy will award the player a quarter of their health and currency. Completing a wave will refill the players health and award currency. Currency is used to purchase weapons and armor. All purchasable equipment is scattered all over the map, needing the player to have extensive knowledge of places like item locations.

Skirmish: This game is in the form of a team deathmatch; however, when a player is defeated, they will not spawn for the rest of the round. The last team standing will win the round. and play will continue until one team has won 7 rounds. As of the removal of Battle Royale, this mode is now available through the Brawl option of the fight menu

Deathmatch: This game mode has everyone fight against each other with no teams or in a free-for-all. The first player to score the target amount of kills will win the game. Many Deathmatch servers are duel-only (private) servers, where two players must emote at each other to initiate a duel, the emote used most often is the Flourish emote which is a basic sword twirl. Ever since the removal of Battle Royale, Deathmatch is available through the Brawl option of the fight menu

Team Deathmatch: This game mode is similar to deathmatch, except that the player will form two even teams and will compete for the most kills of players on the other team. As with Deathmatch and Skirmish, it is available through the Brawl option of the fight menu

Development

The game was built using Unreal Engine 4.

Marko Grgurovič, a Slovene PhD student of computer science at the University of Primorska, began development of Mordhau alone. With no experience in game development, Grgurovič had begun building a prototype in Unity called Project Slasher. After working on Project Slasher with another person for two years, the team decided to remake the entire project, as it was not up to their standards. During the next three years, Grgurovič was joined by other programmers, graphic designers, and animators from all over the world, many of whom enjoyed playing video games like Chivalry: Medieval Warfare and wanted to make something similar. This led to them founding the company Triternion, and producing first versions. In this time period, the development team switched from using Unity to Unreal Engine, and renamed the project to Mordhau.

In March 2017, the company launched a Kickstarter campaign to raise funds for development and achieved fundraising goals in less than 24 hours. The game was released on April 29, 2019 on Steam. It is scheduled to launch for PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X.

MORDHAU









Little Nightmares II

Little Nightmares II is a puzzle-platform horror adventure game developed by Tarsier Studios, published by Bandai Namco Entertainment. It is the prequel to 2017's Little Nightmares. The story, which precedes the events of the first game, follows Mono, who must work together with Six, the protagonist from the previous game, to survive the horrors of the Pale City and discover its dark secrets. The game was released for Microsoft Windows, Stadia, Nintendo Switch, PlayStation 4 and Xbox One on 11 February 2021. An upgraded version, titled Little Nightmares II: Enhanced Edition, was developed by Supermassive Games and released on 25 August 2021 for Microsoft Windows, PlayStation 5 and Xbox Series X/S.

The game received mostly positive reviews upon release, with critics praising its graphics, atmosphere, gameplay and sound, while a few criticized its controls and some unintentional glitches. Within one month of release, the game had sold one million units worldwide.

Gameplay

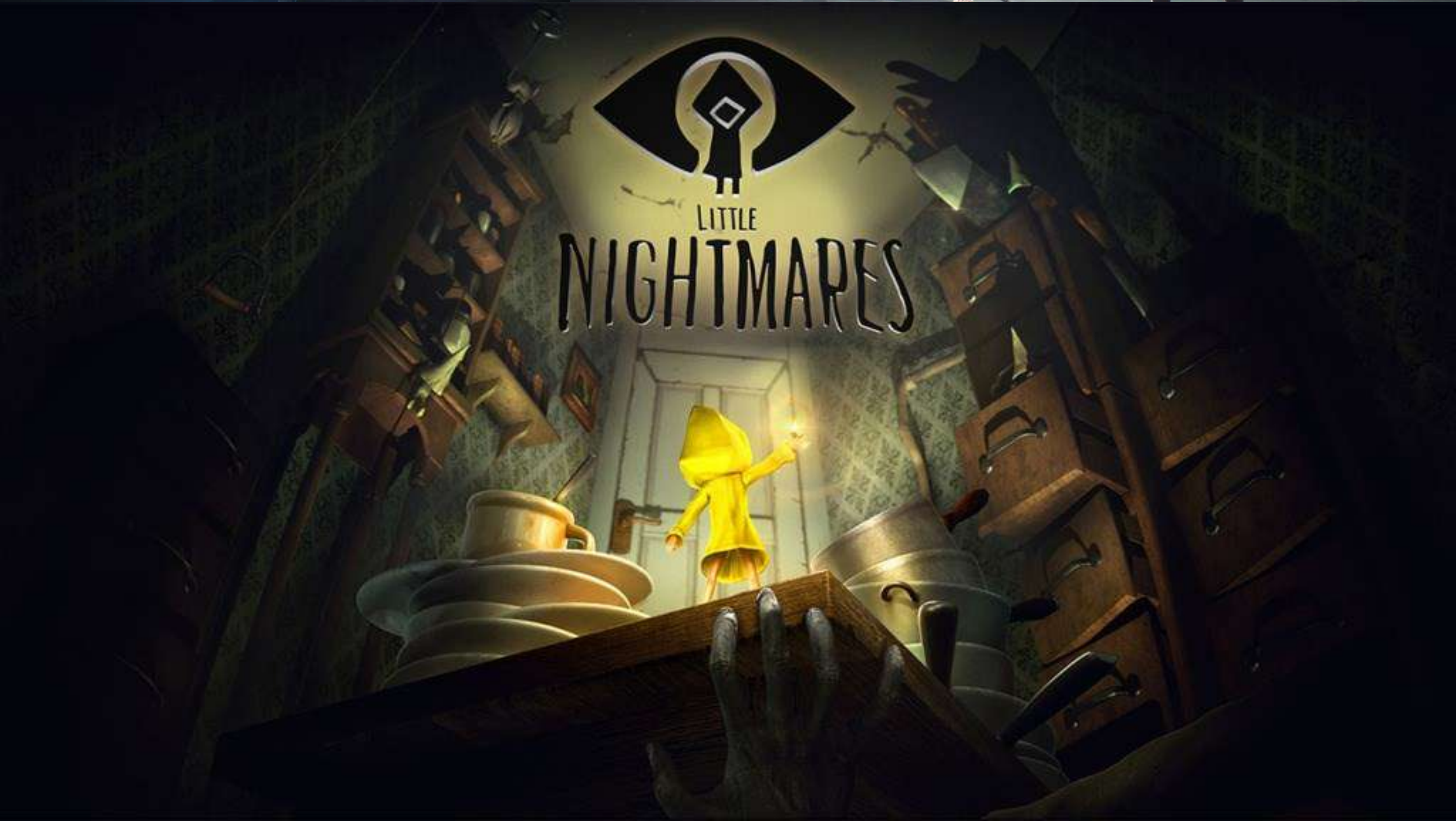
Little Nightmares II is similar to its predecessor; it takes place in a 2.5D world. The player must explore the world, occasionally encountering platformer-like situations or being blocked by puzzles that must be solved to proceed. Unlike the first game, the player is not completely helpless; Mono has the ability to grab certain items and swing them to break objects or to fight back against smaller foes, although he, like Six, must rely on stealth and the environment to evade larger foes. The player is also given the ability to call out to Six and hold her hand to make sure they stay together. They must often work together to solve environmental puzzles and defeat or evade enemies. The game also features collectible hats and glitching remains, the latter of which will unlock an additional scene upon collecting them all.

Plot

Mono, a boy wearing a paper bag over his head, awakens from a dream of a door marked with an eye at the end of a hallway. He journeys through the Wilderness and enters a decrepit shack. He frees Six, who is being held prisoner by the masked Hunter who lives there. The Hunter pursues the pair until he corners them and they kill him with a shotgun. Using a door as a raft, Mono and Six drift across a body of water and wash up at the Pale City, which is shrouded by mist and rain and strewn with old television sets. Throughout the journey, Mono attempts to use televisions as portals to enter the hallway from his dream. However, he is always pulled back out by Six before he can reach the door. He also encounters several ghostly, glitching remains of children, which he can absorb by interacting with them.

Mono and Six enter the School, where they are separated when Six is captured by the porcelain Bullies, the School's rabid students. Mono rescues Six and they escape the long-necked Teacher. Outside the School, Six finds her signature yellow raincoat. The pair reach the hospital, where they encounter the mannequin-like Patients, their detached Living Hands, and the bulbous Doctor who crawls on the ceilings. Mono lures the Doctor into an incinerator and may choose to kill him or leave him trapped inside. Mono and Six then exit into the heart of the Pale City. They spot the Signal Tower, which emits a pervasive Transmission that controls the city's inhabitants: the TV-addicted Viewers, whose faces have been distorted from prolonged exposure to it. When Mono finally reaches the door through a television set, it opens to reveal the spectral Thin Man. After Mono is pulled out from the television, the Thin Man emerges too and captures Six, leaving behind a glitching shadow of her. Six's shadow remains lead Mono close to the Signal Tower, where he confronts the Thin Man. Discovering he has powers similar to the Thin Man's, Mono takes his bag off and battles and disintegrates him before pulling the Signal Tower towards himself.





Developers: Tarsier Studios, Supermassive Games (Enhanced Edition)
Publisher: Bandai Namco Entertainment
Directors: Per Bergman, Gustaf Heinerwall, Dennis Talajic, Viktor Lidäng
Producers: Ernst Ten Bosch, Henrik Larsson, Paul Allen, Petra Pinho
Designers: Hilda Lidén, Andreas Palmgren
Programmers: João Xavier, Peter Akrill, Joel Jansson
Artists: Per Bergman, Kristofer Ling
Writer: David Mervik
Composer: Tobias Lilja
Series: Little Nightmares
Engine: Unreal Engine 4
Platforms: Windows, Switch, PlayStation 4, Xbox One,
Stadia, PlayStation 5, Xbox Series X/S
Release: Windows, Switch, PS4, Xbox One, Stadia — 11 February 2021
PS5, Xbox Series X/S — 25 August 2021
Genre: Puzzle-platform
Mode: Single-player
TiTi Rating: 9/10



Mono enters the Signal Tower and finds Six, now a distorted giant. She becomes hostile when he damages her music box, but Mono returns her to normal by destroying it. As the Signal Tower begins to crumble, the children are pursued by the gelatinous mass of flesh and eyes which forms its core. They outrun the mass, but Six allows Mono to fall into a chasm and escapes through a television portal. Alone and surrounded by the mass, Mono sits in a solitary chair and resigns himself to his fate. Time passes, and Mono grows older and taller while slowly being corrupted by the Signal Tower's influence, ultimately taking on the form of the Thin Man (revealing that the Thin Man is Mono's future self). The camera draws back to reveal the now-adult Mono in the room at the end of the hallway in his dream, and the door closes.

If the player has found all of the collectible glitching remains, a final scene shows Six exiting the television portal and encountering her shadow self, which gestures to a pamphlet on the floor advertising the Maw. Six's stomach suddenly growls with hunger, setting the events of the first game in motion.

Development

The game was first announced at Gamescom 2019 as the sequel to Little Nightmares. A demo for the game was released on 30 October 2020. On February 20, 2021, Tarsier, which was acquired by Embracer Group in 2019, announced that they would not continue making Little Nightmares games, but publisher Bandai Namco Entertainment expressed an intent to continue the franchise in the future.

According to game's producer Lucas Rousell, at the start of the pre-production, the team has considered the possibility the game will be a co-op game, but quickly scrapped that possibility to match the story.







GADGET



ZERO ULTRA

180W Thunder Charge
Explore Beyond



\$519



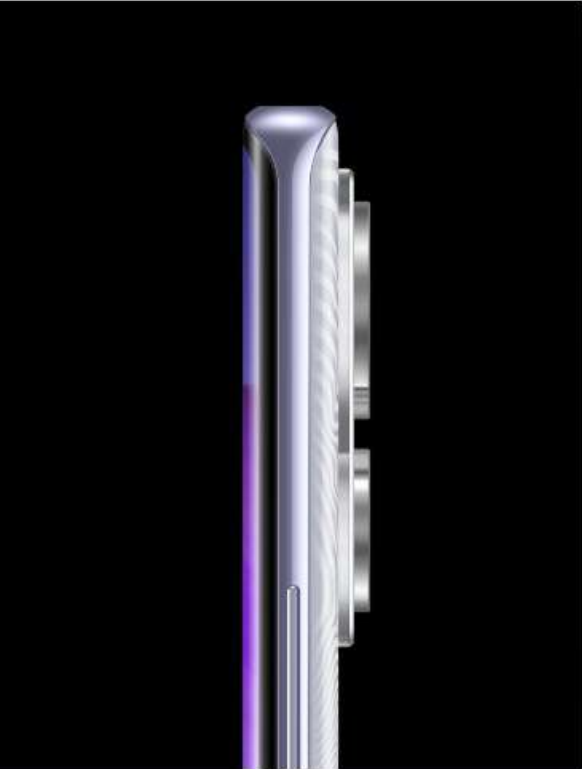
Classical Black and White

A crash of time and space



The embossed 3D textured glass depicts dreamy star trails, creating space and rhythm, hearing the cosmic romance by the tension of life.

Coslight Silver



71° Waterfall Display

Immersive Viewing, infinite fantasy

High-end design with trendy curved display delivers super grip feeling. The waterfall display is more in line with the structure of the human eye and displays a wider viewing angle. Subtle naked eye 3D effects immerse you with the twinkled stars of the universe.



120 HZ AMOLED DISPLAY

Fast Refresh at Your Own Pace

A large display features the 120Hz dynamic refresh rate delivering a smooth and silky sensory experience while environmental changing, allowing users to adapt between different tasks automatically. The high brightness mode enables clear content even under direct sunlight.

In-Display Fingerprint	360Hz Touch Sample Rate
Eye Care ¹ Low Blue Light Function	900 nits 900 nits



Integrated design of geometry, leather, and glass, pure and simple, and the golden ratio creates a song of ice and fire in the night sweep.

Genesis Noir

FAST AND FURIOUS? THE REAL UNCROWNED KING



Infinix's Fastest 180W Thunder Charge

Divine Speed,
Ultimate Power

Charge to 100% in 12 Mins²

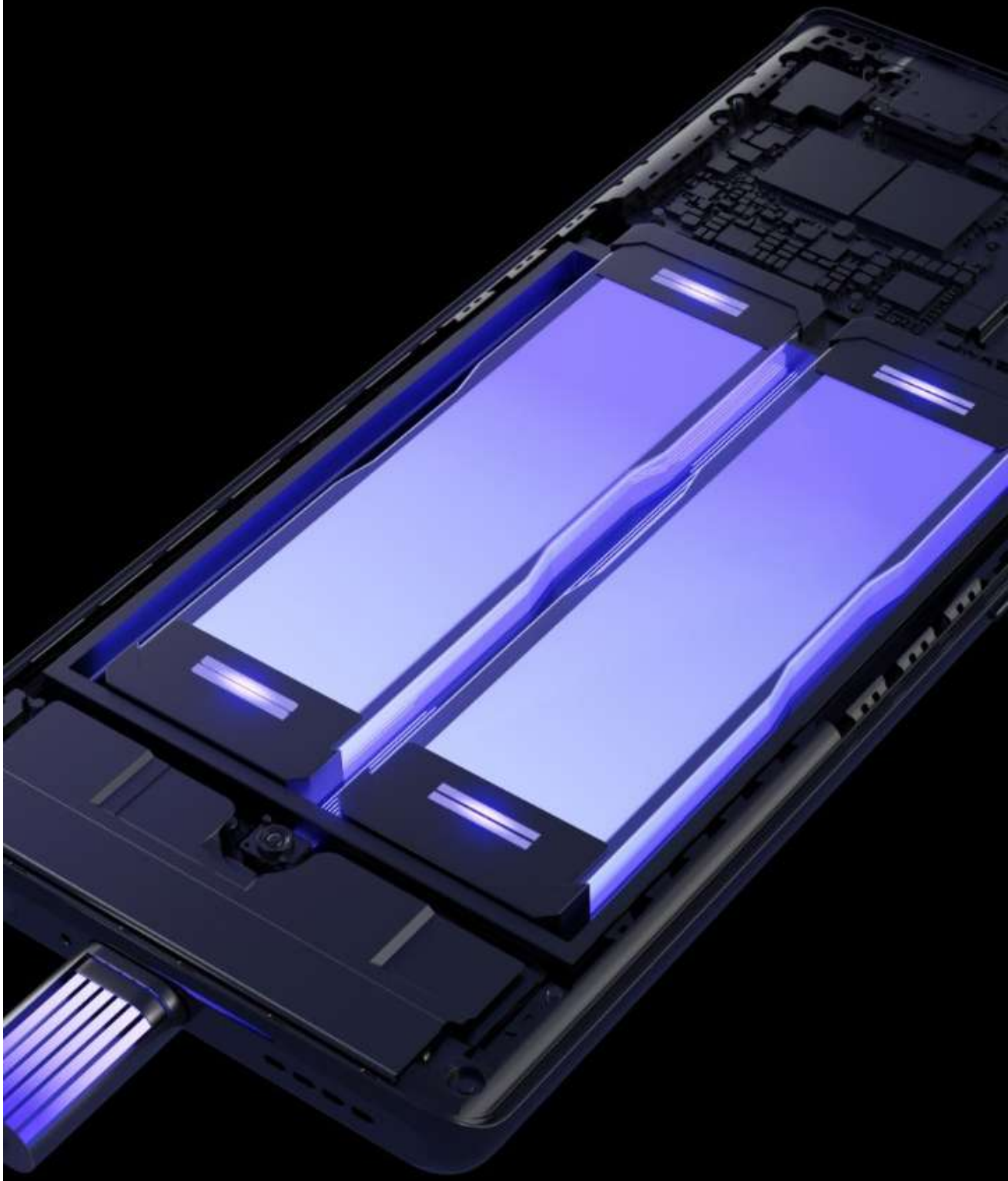
With Infinix's algorithmic architecture, you rarely have to wait for a full charge to start your day. 4500mAh¹ large battery, refresh energy anytime, anywhere. The speed is visible.

TÜV Rheinland
TÜV Rheinland Safety Certification

Double Cell
Double Cell Battery

UFC6.0
Transmission UFC6.0 Protocol

Self-developed
Self-developed Algorithm Structure



Ultra 8C Cell Battery

The industry-leading battery configuration, filling up with unbelievable speed. The charger uses GaN tech, which brings small size and high conversion.

99%
Charge Pump Transformation



180W Thunder Charge



200MP OIS Camera



120Hz AMOLED Display



6nm 5G Processor

6nm Process

Innovative Design



36-Month Fluency Rating A



Dual Mode for Flash Charge

Manually enable furious mode in the settings interface, compared with the standard mode, the furious mode can get a faster charge experience.



Multi-protection Fast Yet Safe

The industry's highest battery configuration, filling up with unbelievable speed. The charger uses GaN tech, which brings small size and high conversion.



200MP Camera The Biggest Upgrade Ever

Ultra vision camera with OIS system, see with greater clarity. No matter how you crop or zoom in, still have high-quality images with rich detail. Large sensor area, high light sensitivity, light up the night, touch the starry sky one step closer.

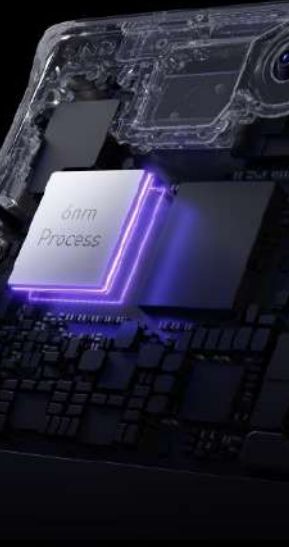
- 200M
200M Effective Resolution
- 1/1.22"
1/1.22" Ultra Vision Sensor
- 0.64µm
0.64µm Pixel Size
- PDAF
Auto Focus Double Super PD

MEDIATEK DIMENSITY 920 EXCEPTIONALLY POWER-EFFICIENT 6nm CHIP

6nm Process

Using the latest TSMC 6nm production process this octa-core processor is exceptionally light on power, with Infinix's self-developed Clever 5G technology, extending battery life even for demanding users.

Logic density ↑ 18%
6nm vs 7nm



Outstanding Smooth Network

5G+WiFi6+Dual 5G-SIM, helps you maintain a high-speed network at all times, and Infinix's Endel Engine 3.0 technology, you can enjoy entertainment in a weak network environment.

Transfer speed ↑ 177%
4G vs 5G

Ultra Wide, Ultra Scene

Dual camera fusion, 200 MP main camera compensate 13 MP ultra-wide angle. Bring a broader view with less distortion, and enhance the depth and hierarchy layers of the picture. Explore the world, and see more in the universe.



Super Night Mode Moments in Every Night

Ultra Vision Sensor & 200M OIS ensures enhanced night photography capabilities for dim light. Capture clear moments in the dark and share the night with the world.





ZERO ULTRA

180W Thunder Charge
Explore Beyond

Full More
Excitement



FAR OR NEAR ?
ALL IN SIGHT

Image Master Beyond the Distance

A dramatically powerful camera system. The breathtaking clarity at all times. A picture is worth a thousand words. The Beauty Awaits.



MediaTek HyperEngine 3.0 Networking Engine

Supports 5G Call & Data Concurrency 3.0, 5G HSR mode , and Super Hotspot Power Saving, and you can also have a stable network experience when gaming.



X-axis Linear Vibration Motor

Simulate physical buttons provide a better vibration effect and upgrade your gaming experience.



Sky Remap

This feature can turn a hazy day into a cloudless sunny noon in seconds. Let the sky express emotions.



Editable Watermark

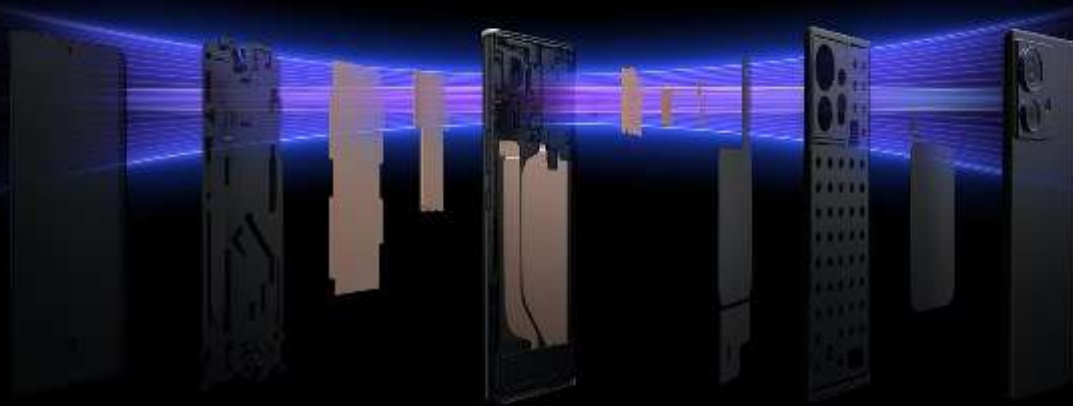
Make your photos stand out with unique watermarks, create exciting and remarkable moments.



POWER OR
DURABILITY?
ALL IN ONE

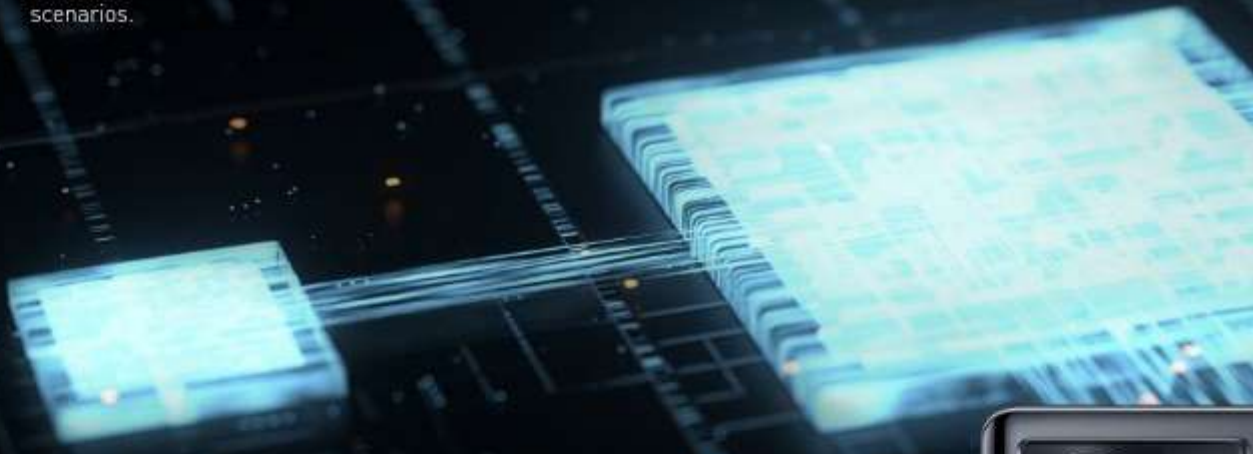
Advanced Cooling System

The ZERO series is the first to use an ultra-thin and super large VC soaking plate and is equipped with four layers of large graphite sheets, and the whole machine has 11 layers of heat dissipation materials, which can effectively reduce the core temperature.



Up to 13GB RAM, 8+5GB Extended RAM

Extend 8GB RAM to 13GB by integrating RAM and ROM. This greatly improves the speed and performance of your device across various usage scenarios.



TÜV SÜD36-Month Fluency Rating A

Thanks to the excellent hardware configuration and a bulk of Infinix self-developed algorithms, ZERO ULTRA has passed the TÜV SÜD 36-Month Fluency.







HOT 20S NEON EDITION

FAST AND FUN



\$220



HOT 20S



50MP
Super
Nightscape
Triple Camera

120Hz 6.78"
FHD+ HyperVision
Gaming-Pro Display
with Variable Refresh Rate

(Breathing)
Cooling System

Helio G96

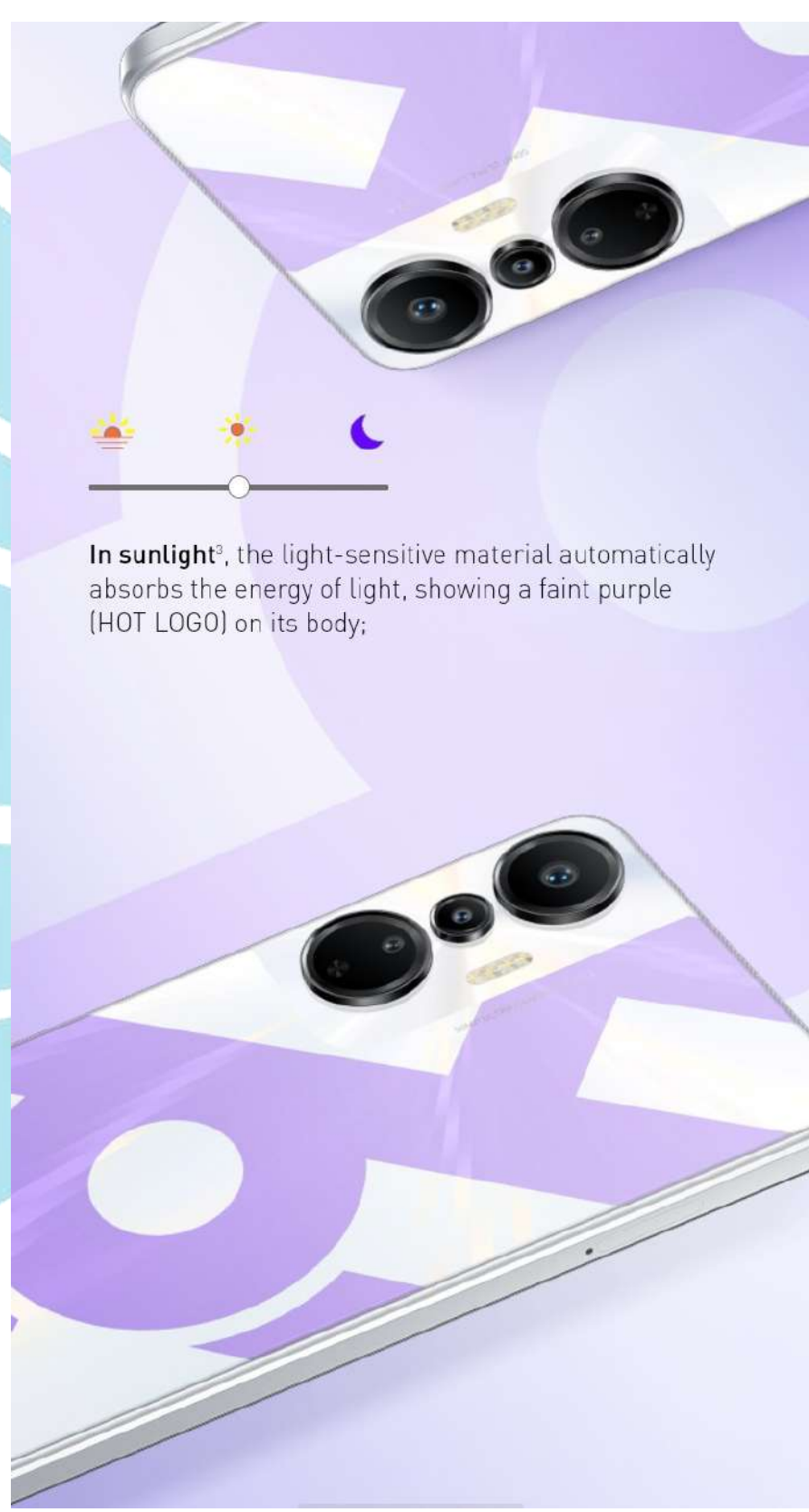
5000mAh
Power Monster
18W Type-C
Fast Charge

All-Around
Gaming Network
Enhancement Turbo

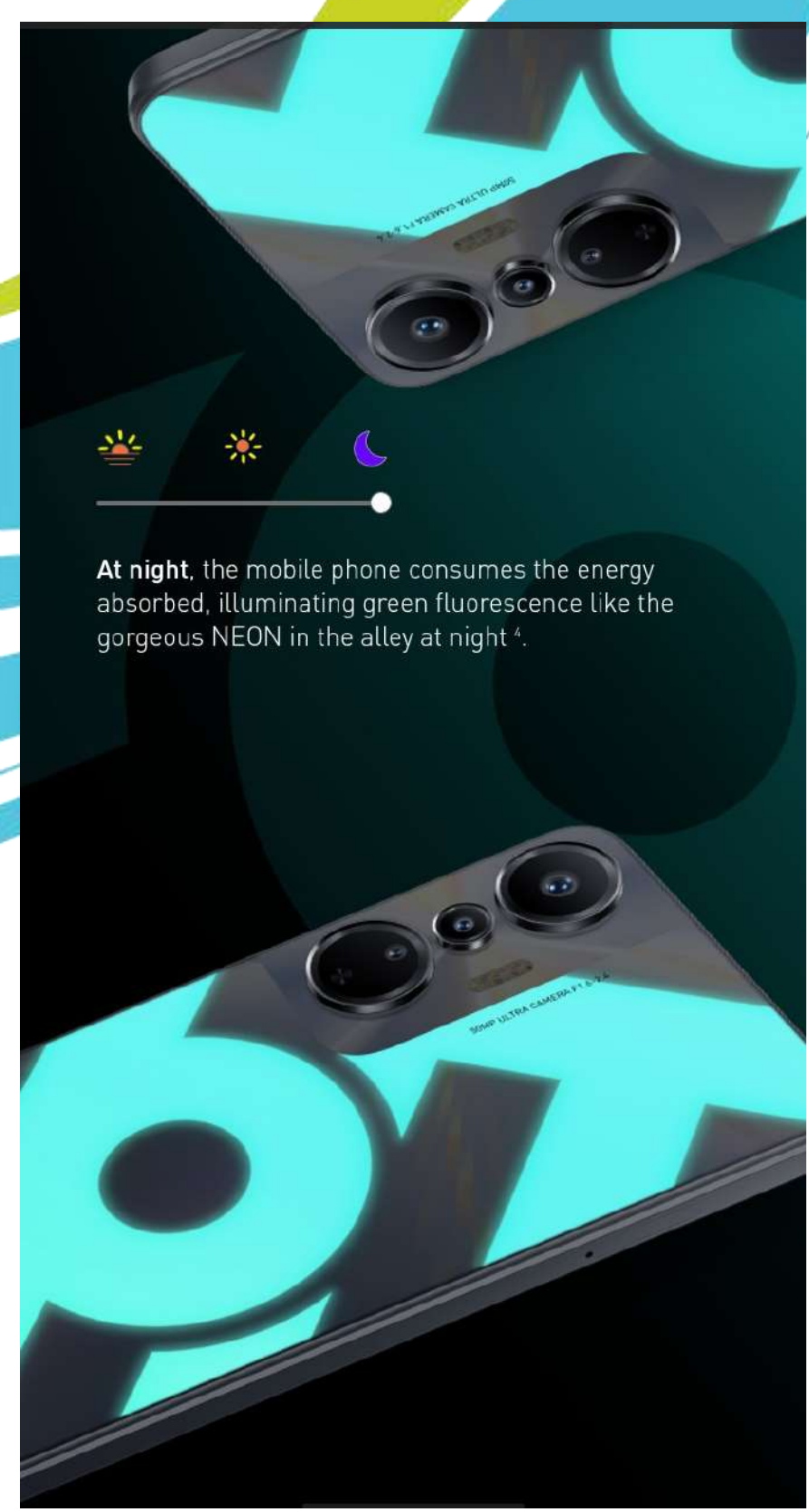
Up to
13GB RAM +
128GB ROM
Next-Level Storage

READY!!!

Top Player
Set the TREEEEND



In sunlight³, the light-sensitive material automatically absorbs the energy of light, showing a faint purple (HOT LOGO) on its body;



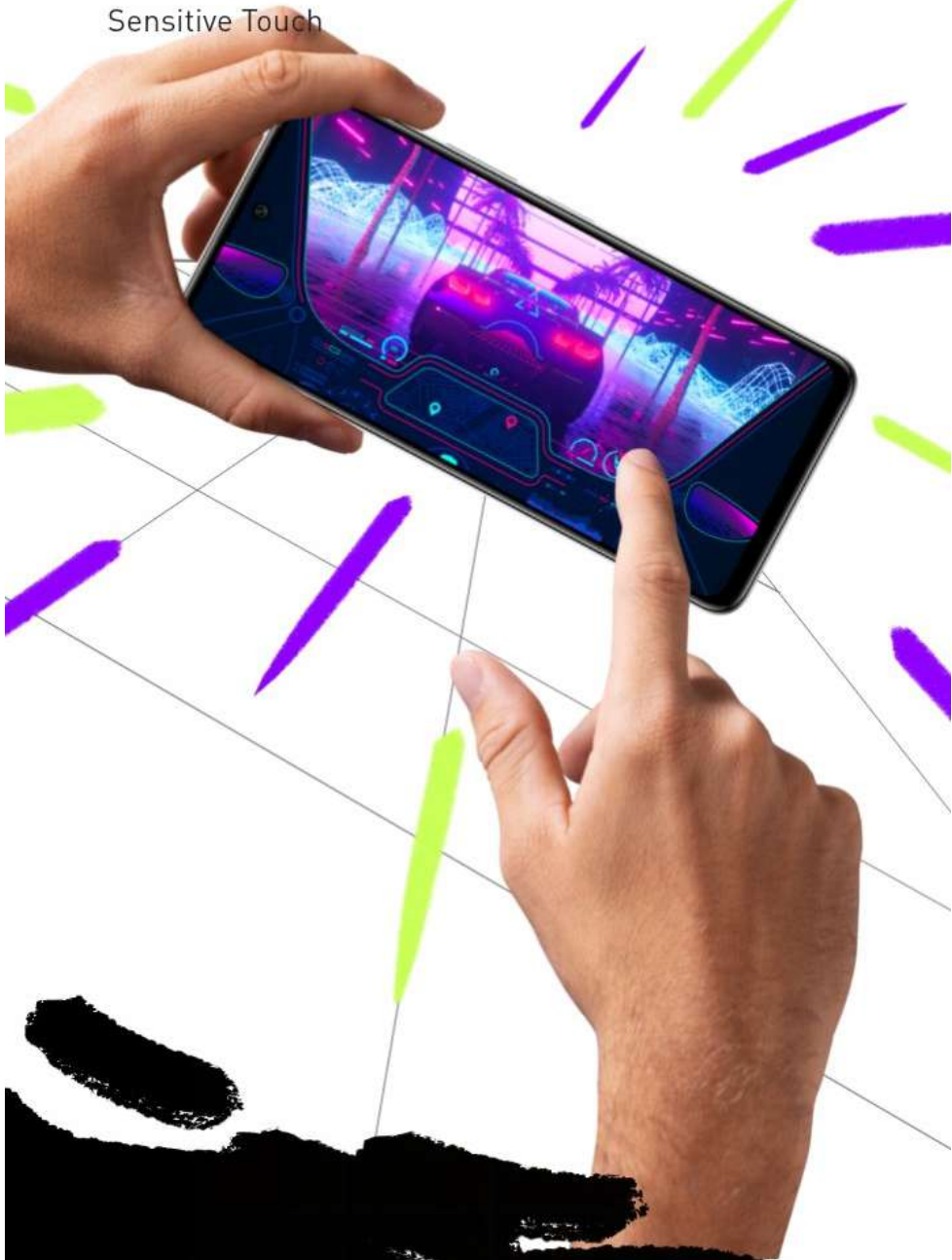
At night, the mobile phone consumes the energy absorbed, illuminating green fluorescence like the gorgeous NEON in the alley at night⁴.

120HzHyperVision
Gaming-Pro Display

This screen with a 120Hz ultra-high refresh rate makes your clicks unhindered. You can also switch between 60, 90, 120Hz, and Auto-switch modes freely.

60/90/120Hz/
Auto-switch 240Hz
4-level Refresh Touch Sampling Rate
Rate Adjustment

Ultra Touch Mode
Sensitive Touch



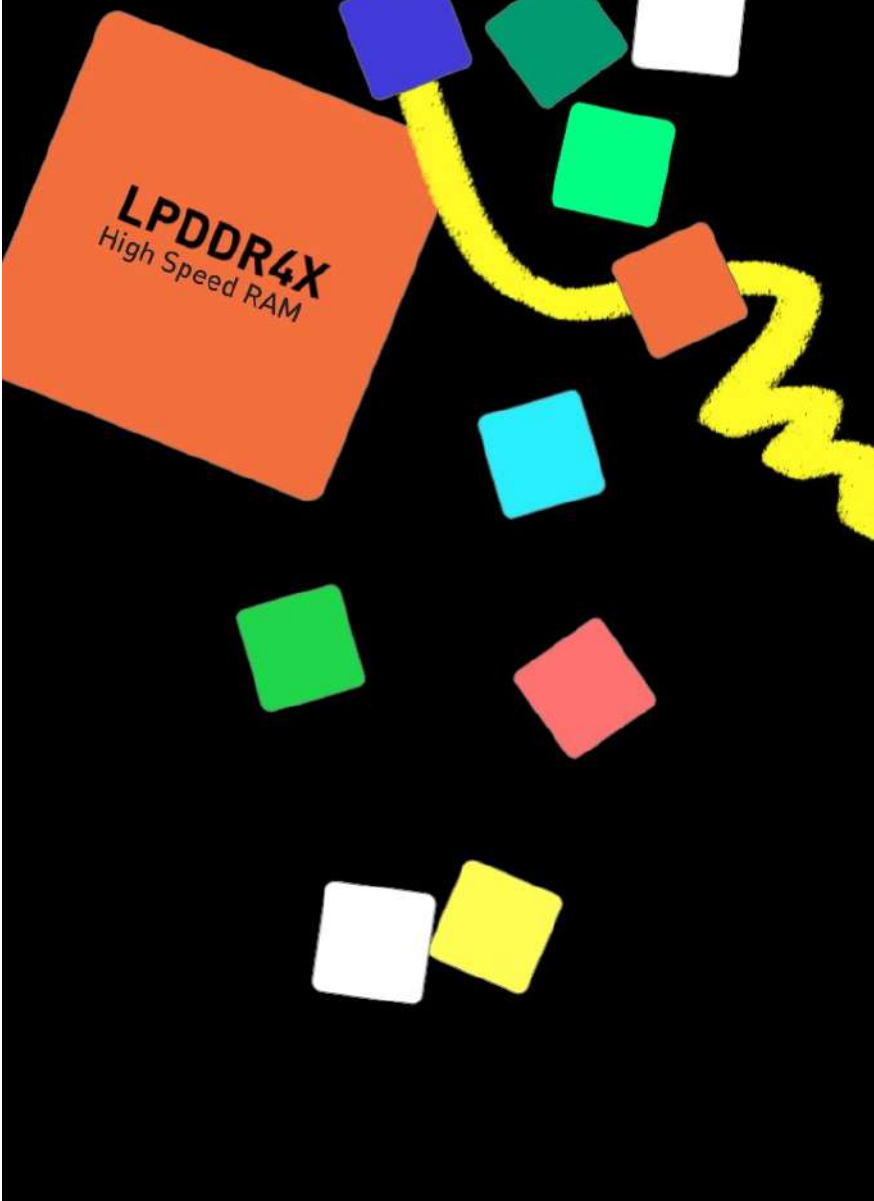
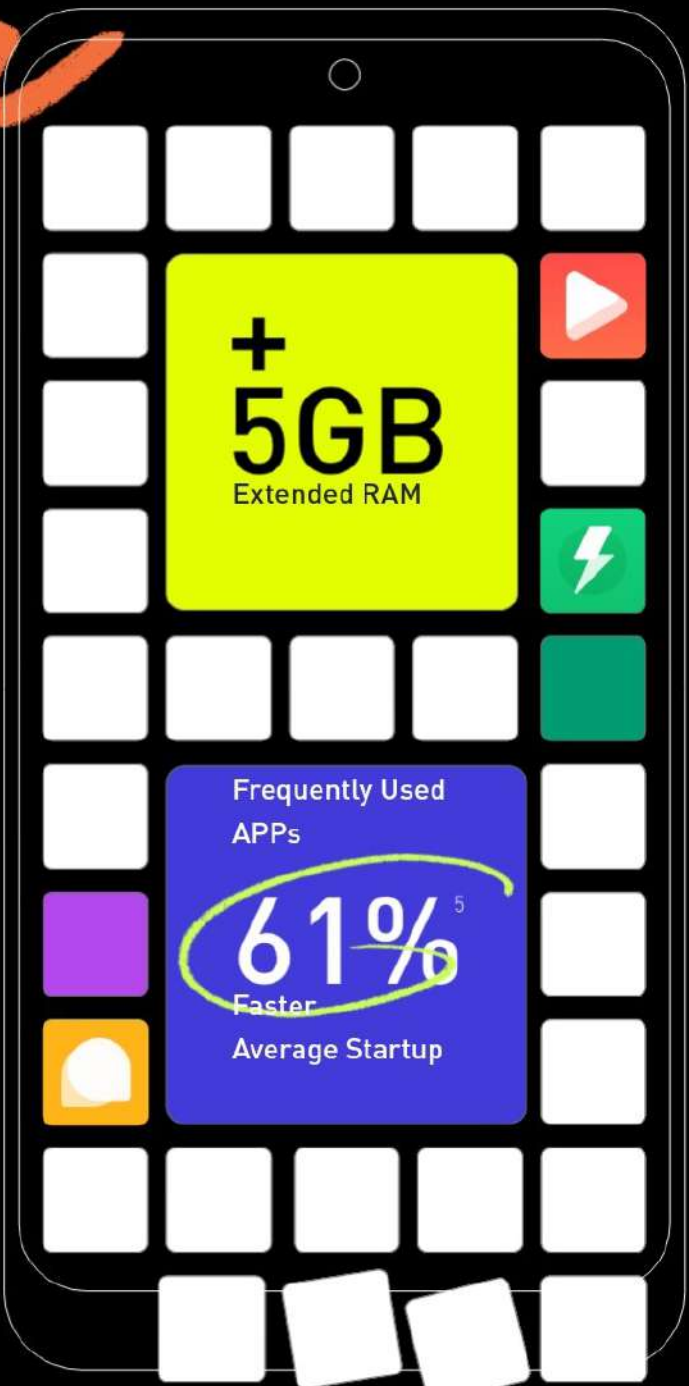
6.78" FHD+
Brighter and Smarter



HOT 20S
FAST AND FUN

Up to 13GB RAM
8+5GB Extended RAM

Smooth like never before. Extended RAM Tech kicks in and enables 8GB RAM to add up to 13GB RAM in use, allowing you to cache up to 20 background apps and switch seamlessly. Your apps are always on call.



READY!!!

Top Player
Redefine Performance

Helio G96
Premium Gaming Processor

The MediaTek Helio G96 features two powerful Arm Cortex-A76 processors clocked up to a speedy 2.05GHz in its octa-core CPU, delivering the premium gaming performance.



A Smartphone
that can (Breathe)

HOT 20S adopts a three-dimensional structure



LinkPlus 1.0
Game Network Auto-Adjustor

Get tired of stutter while gaming? LinkPlus 1.0 can switch to mobile data automatically to prevent latency, overheating and power consumption from weak wifi network. Meanwhile, the background activities run on Wi-Fi.



READY!!!

Nightscape
Light Night N00000W

50MP
Super Nightscape Triple
Camera Let More Light in

Colorful, bright, and sharp photo in any light. Super Night Mode leverages AI algorithm and f/1.6 large aperture to bring in more light in every shot you take. The sun goes down, the story goes on.



Trend Starts Here

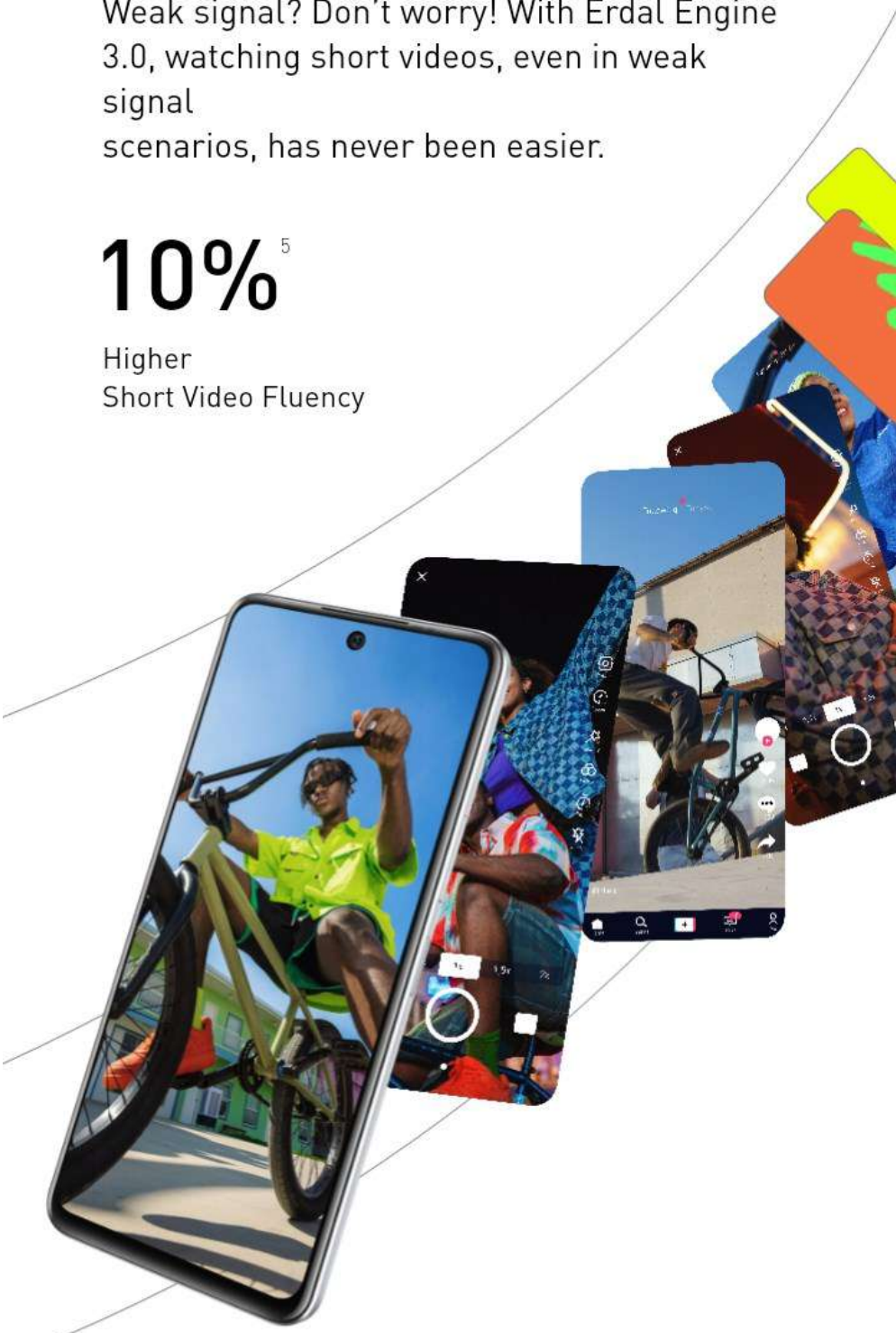
Light-Rider White



Smoother
Short Video Browsing
Erdal Engine 3.0

Weak signal? Don't worry! With Erdal Engine 3.0, watching short videos, even in weak signal scenarios, has never been easier.

10%
Higher
Short Video Fluency



Pace Orientation
Enhancement Through
the Stereo Dual Speaker

With AI voice algorithm, you can hear a rival's footsteps to identify the position before you see them. The Stereo Dual Speaker with cinematic DTS delivers an immersive audio-visual enjoyment.



More Fun
Features

Side Fingerprint
Unlock

OTG

5W Reverse
Charging

Data
Transferring



500nit Peak Brightness

Clear Outdoor Sunlight Streaming

2800:1

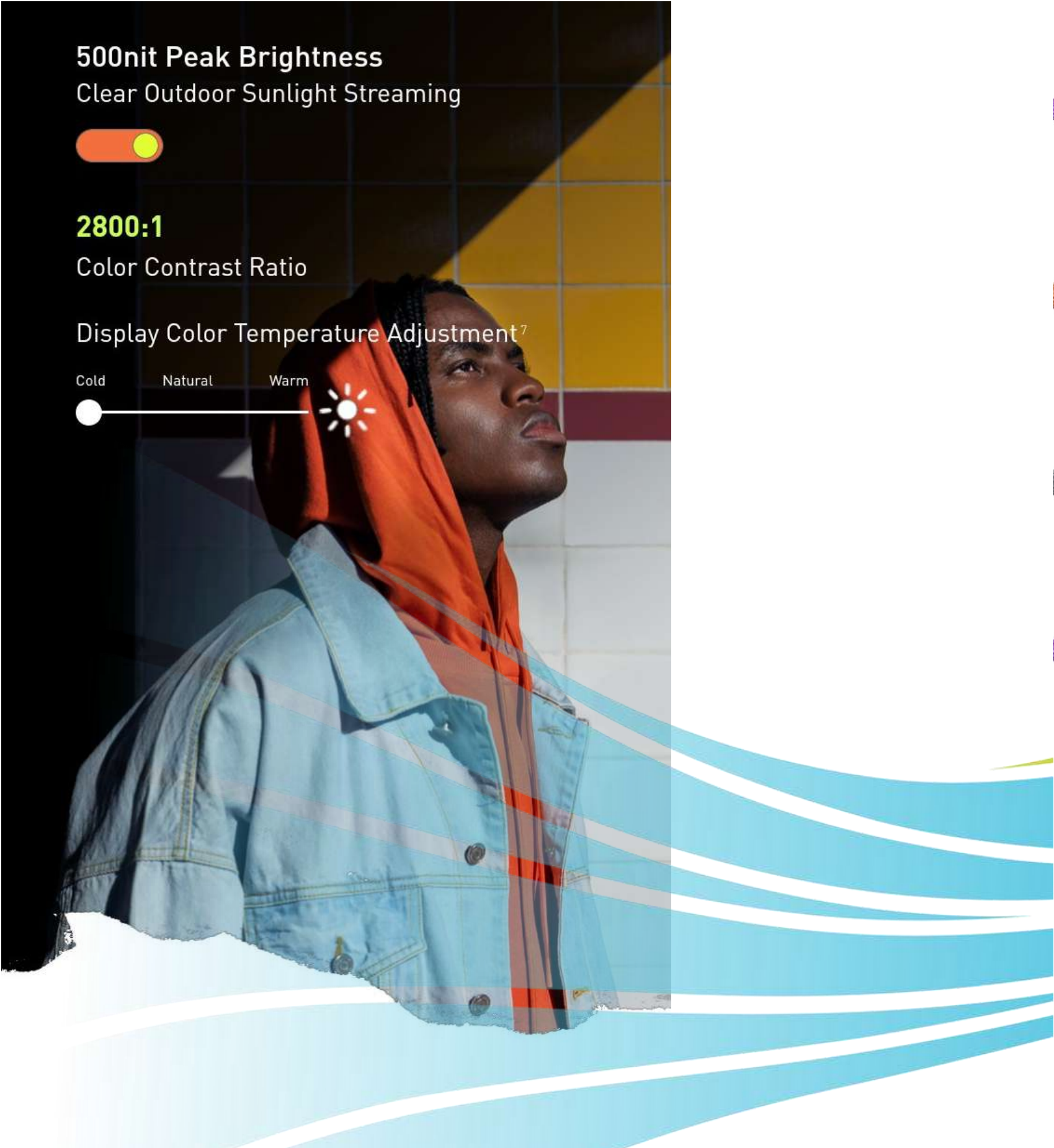
Color Contrast Ratio

Display Color Temperature Adjustment⁷

Cold

Natural

Warm



102 Hrs⁵

Music Playback

012 Hrs⁵

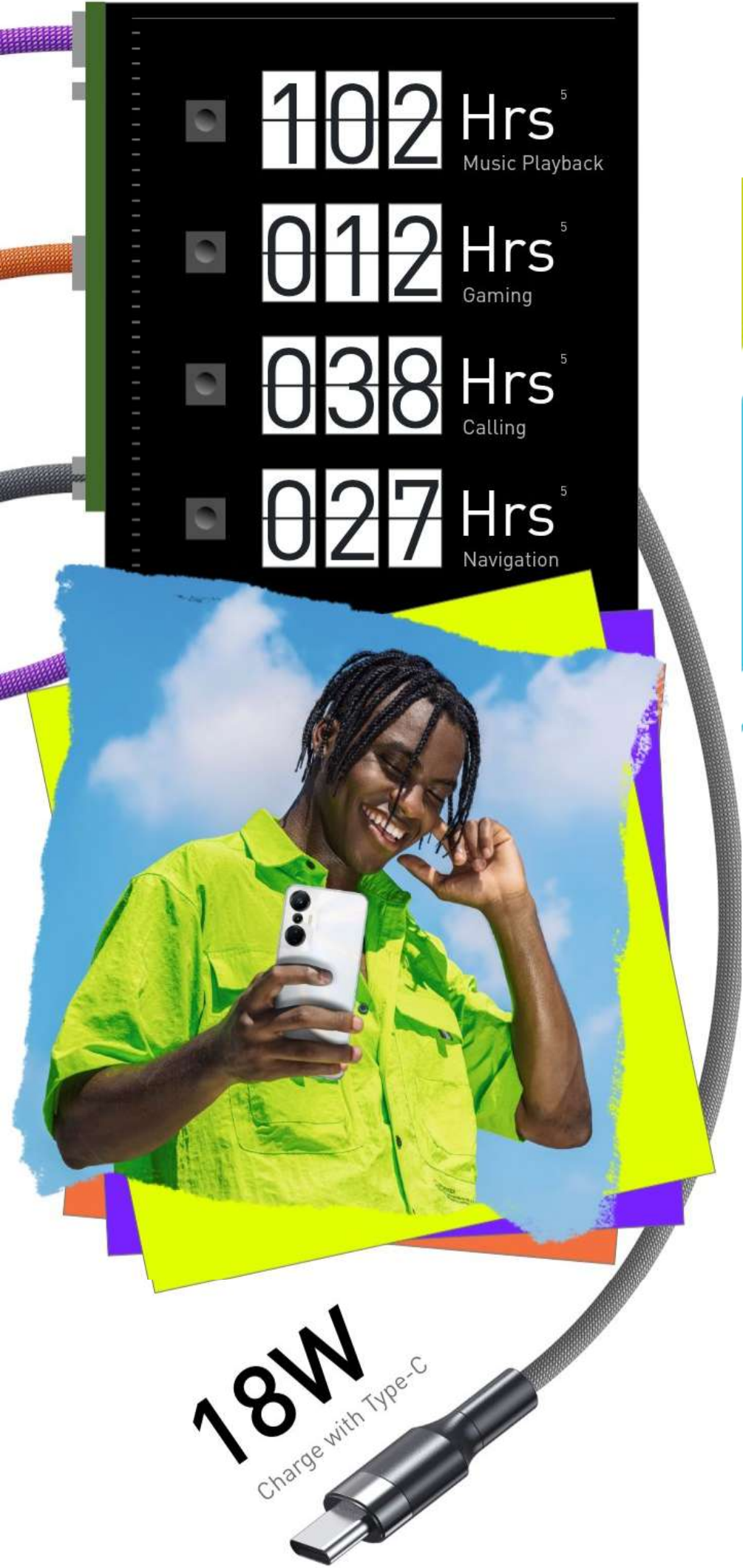
Gaming

038 Hrs⁵

Calling


027 Hrs⁵

Navigation



18W

Charge with Type-C



6.78" FHD+

Brighter and Smarter

Present our latest **DRE** (Dark Region Enhancement) **Sunlight Readable Tech**. It senses the ambient light, using AI algorithms, refines the screen contrast, improves the brightness of the picture and enhances overall display in strong sunlight.

500nit Peak Brightness

Clear Outdoor Sunlight Streaming

2800:1

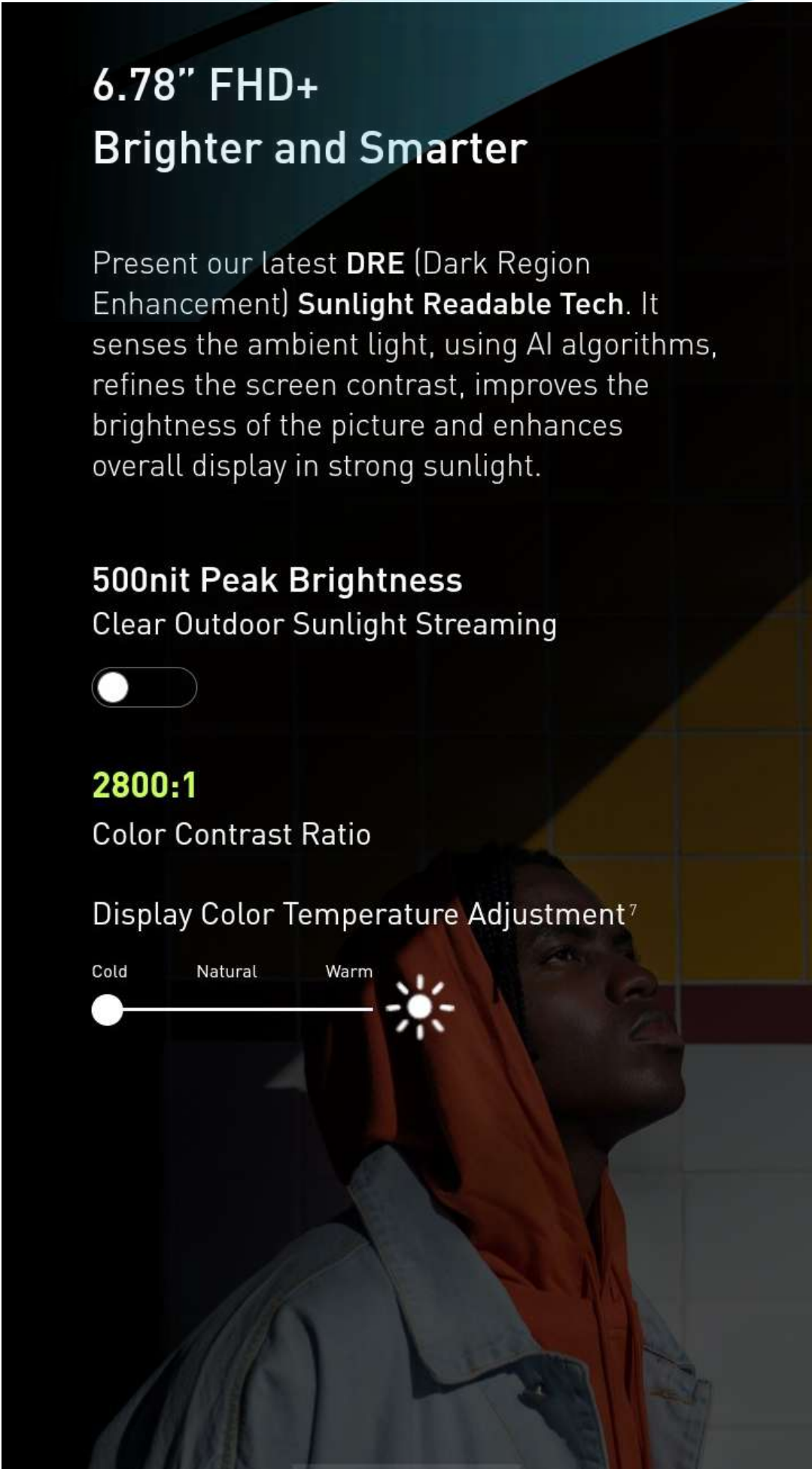
Color Contrast Ratio

Display Color Temperature Adjustment⁷

Cold

Natural

Warm



READ

Power Monster
Embrace L00000NGER Fun

5000mAh
Power Monster
3-Day Battery Life⁸

Say goodbye to battery anxiety. 5000mAh battery, 18W fast-charge, Power Marathon power-saving technology, there's enough juice for up to 3 days of usage on a single charge.



A Smartphone that can (Breathe)

HOT 20S adopts a three-dimensional structure called Bionic (Breathing) Cooling System that simulated the nature of breath, cooling off the phone by improving the thermal conductivity.



AI Gallery Shine after Shutter

Powered by image algorithm, editing the photos with adjustment of light and color, rotate, adding different filters, and other parameters, the new version of AI Gallery makes you shine more than ever.



WeZone Data-Free Gaming

The game library include the arcade games from the 80s to 90s, taking you back to relive the classic game without network required. Enjoy the game instantly.



Short Video Mode

Become a short video vlogger. Record your life and share your moments in an interesting way!



Aurora Engine Lightning Game Booster

Start the game, and lightning enters. AI technology dynamically learns your playing routine quickly. The game gets ready whenever you start or return in the middle⁵.

Start-up latencies of TOP 10 Games
Faster⁵ than Competitive Product



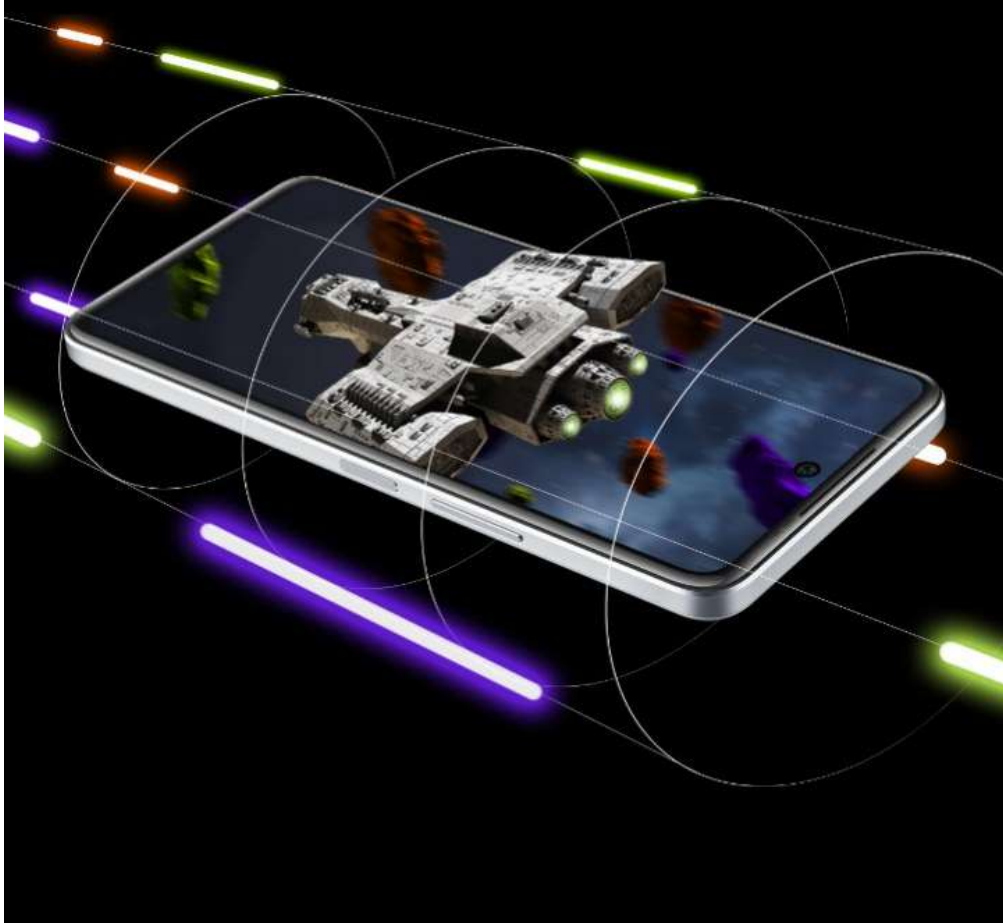
People Universe All about Memory

The AI Gallery recognizes faces in photos and groups them together. You'll see a face thumbnail for each person recognized and highlighted automatically.

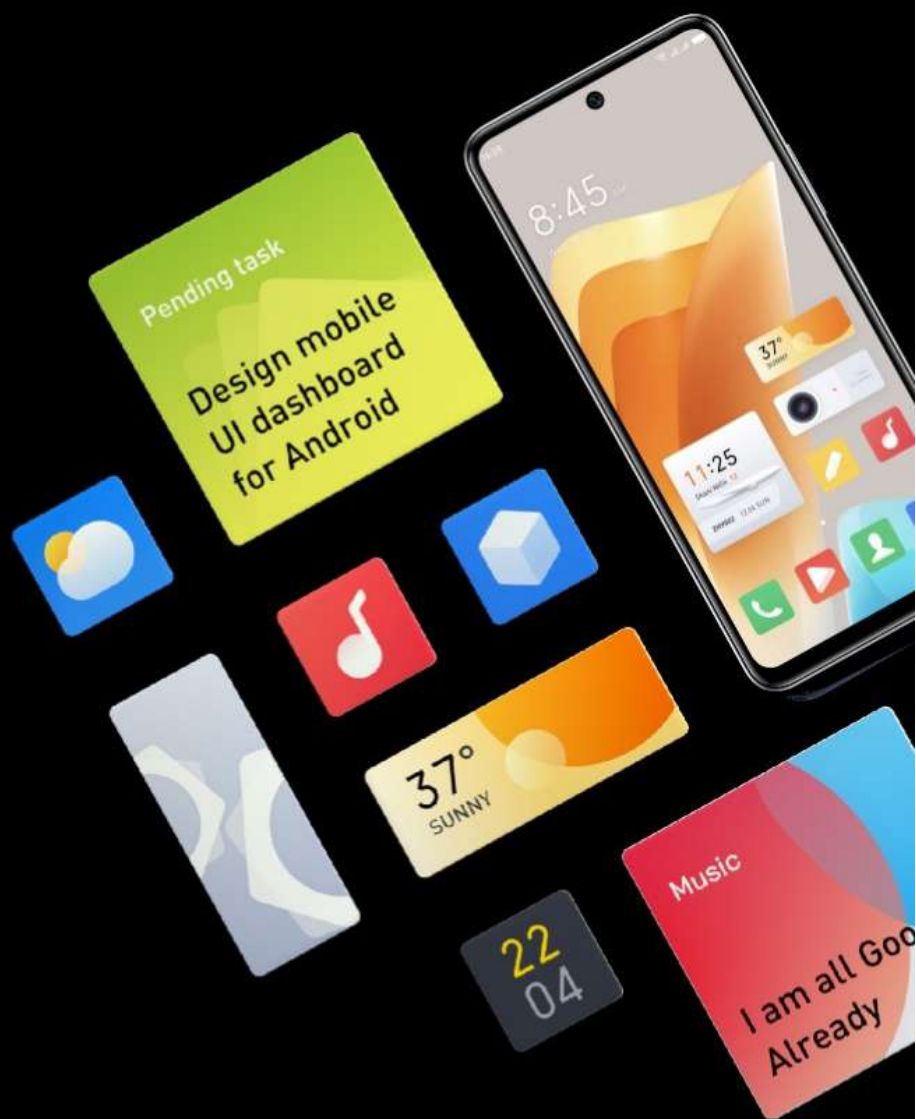


Dar-Link 2.0 Born for the Game

Dar-link 2.0 provides intelligent dynamic management of CPU and GPU that ensures smooth performance in **heavy load games** and **prolongs the battery life** significantly.



Based on the design inspiration of "An abstract world beyond reality", the design of XOS 12 is advanced and light, with a greater emphasis on style and technology. 1+N themes allows you to switch depending on your mood.

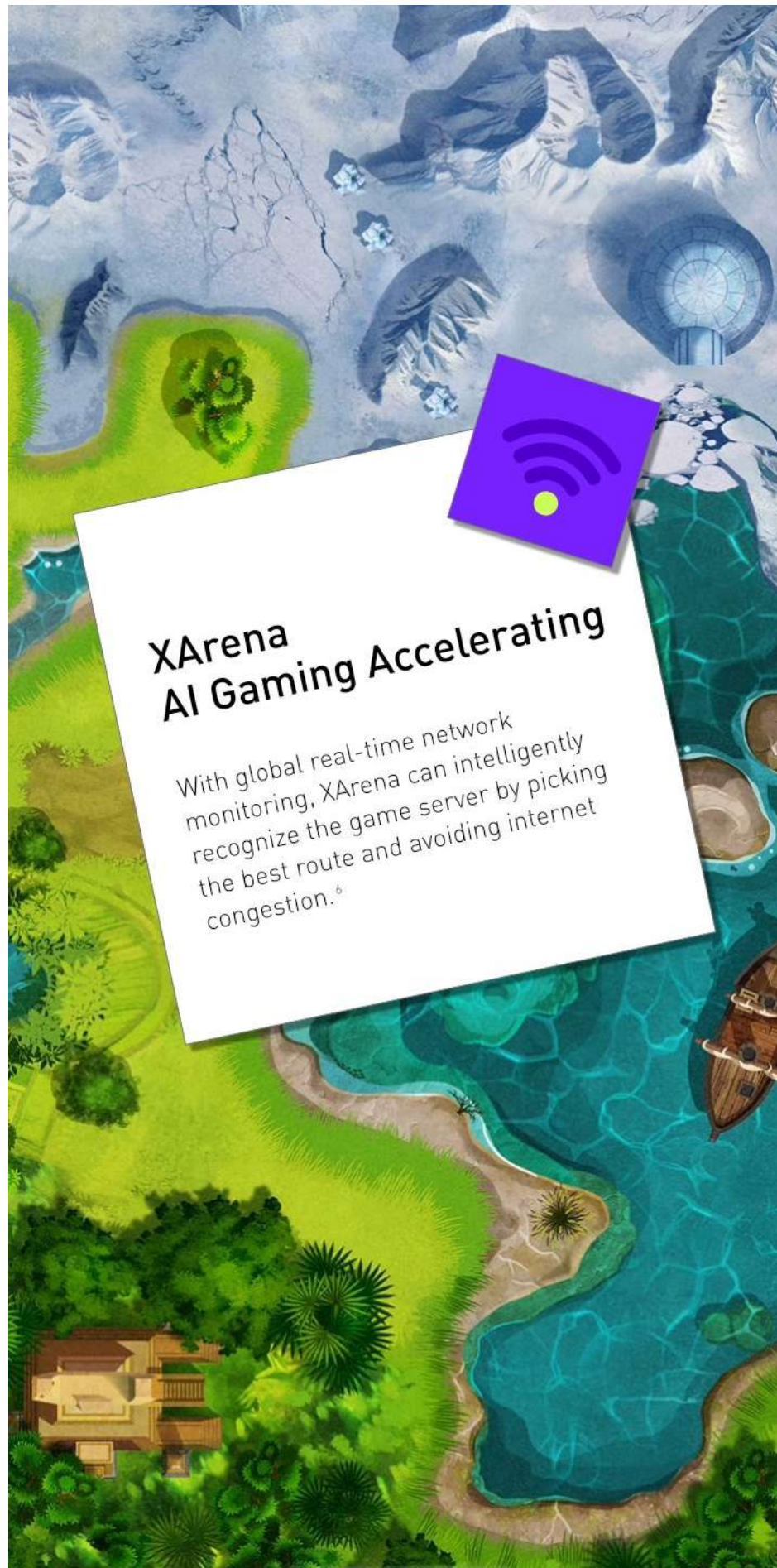


Customize your power saving strategy.



XArena AI Gaming Accelerating

With global real-time network monitoring, XArena can intelligently recognize the game server by picking the best route and avoiding internet congestion.⁶



Super large storage. 128GB ROM satisfy all your saving needs for videos, photos, applications, and games.





INBOOK X2^{PLUS}

UNLOCK BIGGER INSPIRATION

\$420



1.65kg
14.9mm
15.6"

Portable Big Screen
Metal Craft Design

100% sRGB¹
Color Rich Display

11th Gen
Intel® Core™ Processors
Intel® Iris® Xe Graphics

FHD Selfie
Camera
High-resolution
Video Call

Premium
AG Glass TouchPad
Support Multi-touch Control

Type-C
Charger
65w Fast Charging
10 Hours of Web Browsing



A Crisp & Color Rich 15.6" Display

Bring you a nice screen!
Bigger always means better.

The INBOOK X2 PLUS supports a rich 15.6-inch display delivering users a truly immersive experience when consuming online media, playing games & working.



Seamless Portability

Who says a 15.6-inch couldn't be elegant?

INBOOK X2 PLUS brings probably the lightest 15.6-inch to you. This is the most portable notebook we've made yet. This powerful mobile office will slip into most backpacks giving you seamless portability and a flexible workspace when you need it.

1.65KG

14.9MM



Smoother AG TouchPad

Come on, you know it's different.

The new INBOOK X2 PLUS upgrades the touchpad for a smoother browse experience. Enlarged size allows you to expand the border of the traditional control limit of the touchpad, as your brilliant assistant without a mouse.



Brush Metal Aesthetics

Stays Cool

Golden ratio never lies.

Crafted with a fully brushed metal design, the INBOOK X2 PLUS represents the perfect balance between durability and aesthetics while keeping cool when under a heavy load and is resistant to scratches and shocks.

Xtrike Keyboard

Fed up with the boring keyboard on your laptop? Enjoy the true tactile keyboard on Xtrike!

Following the design principle of the Mechanical keyboard, the Xtrike provides a 1.2mm fantastic actuation point for the input, 1ms extreme response time, and 60gf initial force driven with a 35gf rebound force combined into a perfect rebound experience of typing.



Unleash Your Creativity

Create and game like never before with **Intel® Iris® Xe graphics** and intelligent technologies. The INBOOK X2 PLUS brings all the power you need, whether for enjoying AAA games or multitasking in film&photo editing.



Power in an Hour⁶

65W Easy Carry Type-C Fast Charger
Now Available for Your Infinix Smartphones

 60% Power
Charging for One hour

Ever needed to use your laptop urgently but it had almost no battery remaining? Says no more. INBOOK X2 PLUS comes with 65W Type-C charging that works seamlessly with both Infinix notebooks & smartphones. PD3.0 approved and safety certified fast charging powers up your INBOOK X2 PLUS up to **60% with an hour** so you can focus less on charging and more on the day ahead.

 Type-C
Reliable Connectivity



Hi-Fidelity Sound
Cinematic Experience

Featuring a two-layer stereo speaker setup, the INBOOK X2 PLUS delivers powerful surround sound with featuring a two-layer stereo speaker setup, the INBOOK X2 PLUS delivers powerful surround sound with smart PA to unleash the full performance of stereo speakers.



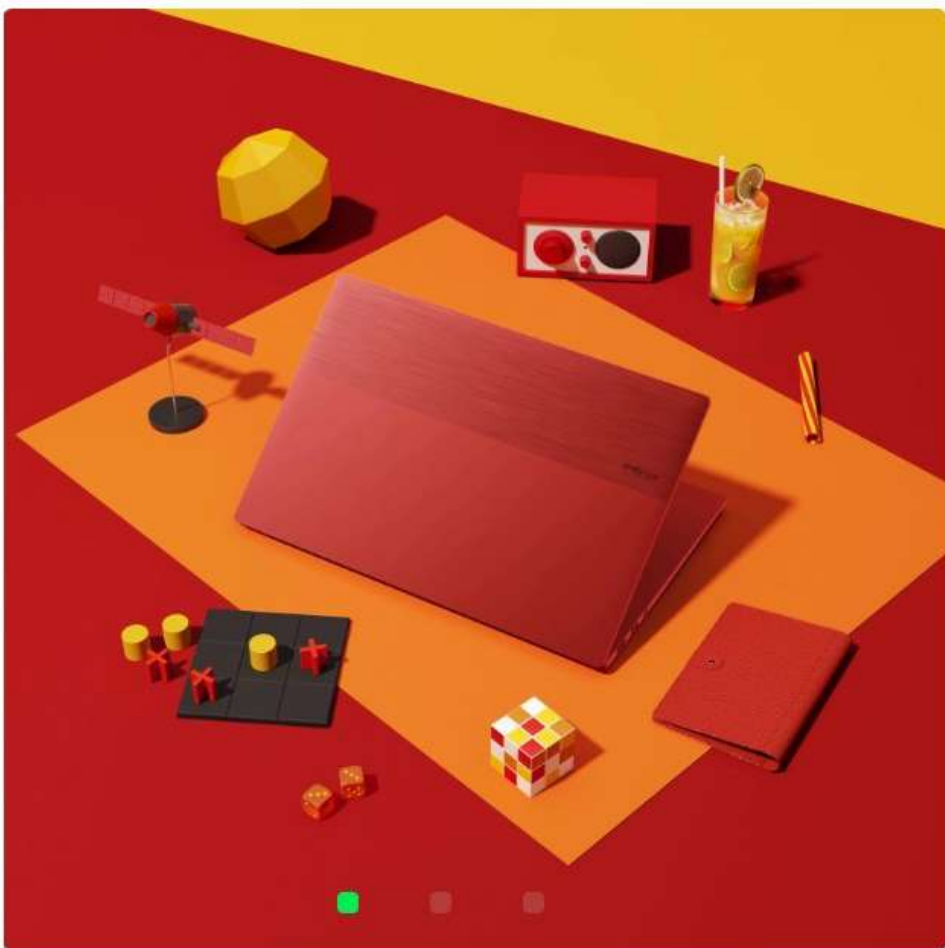
All-day Long Battery Life⁷
No more low battery anxiety.

Worried that your battery is getting low? Fear no more. With a 50Wh all-day battery plus Infinix's smart battery system, you are always connected to the world.

 10 Hrs
Web Browsing

 08 Hrs
Video Playback

 08 Hrs
Regular Work



FHD Selfie Camera
Crystal Clear Video Call

The FHD Selfie Camera used an advanced **COB** sensor finishing technology for the first time. INBOOK X2 PLUS helps you keep high clarity and sharpness in an online meeting, making everyone see you unmistakable.

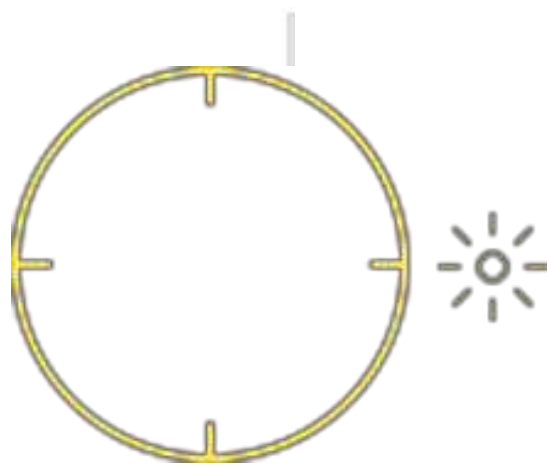




Start Creating with Microsoft Windows 11

Refresh Your Perspective

Pre-installed in the INBOOK X2 PLUS is Windows 11 Home. Enjoy Microsoft’s latest operating system for work, creativity, and play.



Dual Microphones

No more wind noise.

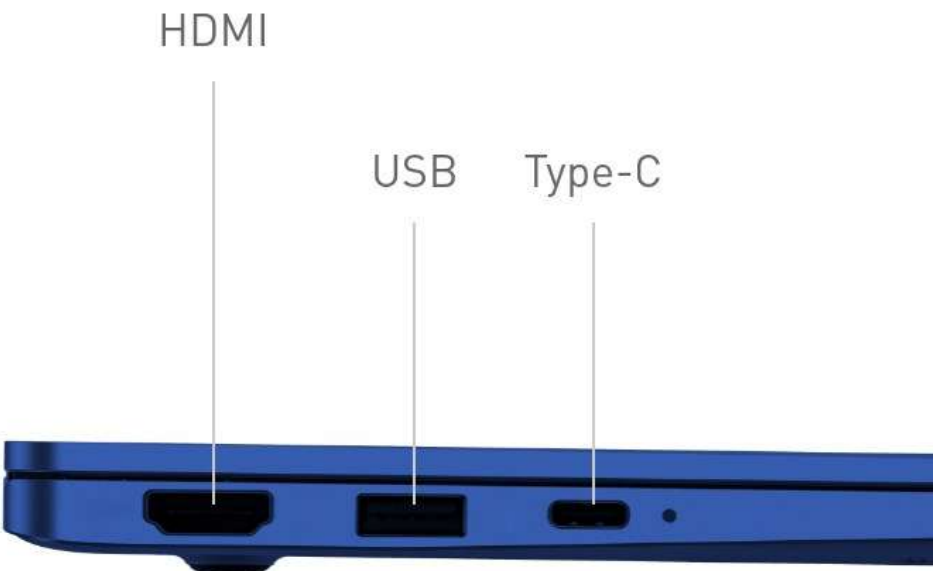
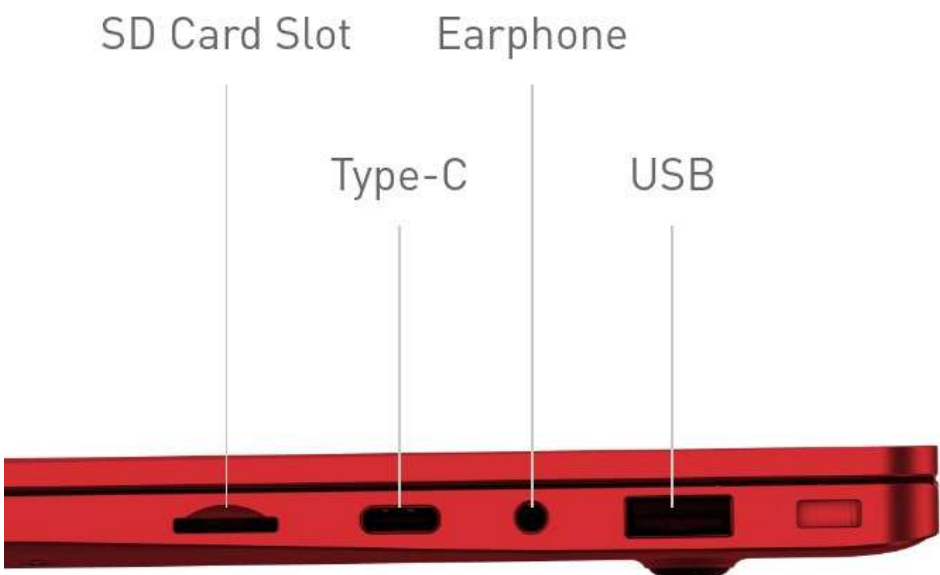
The INBOOK X2 Plus is equipped with a Dual-mic Array that captures your voice clearly and precisely from any direction. Balanced sound signals block out background noise in conference calls ensuring that you’re always heard in the meeting.



All the Ports You Need

Super Connectivity

INBOOK X2 PLUS has multiple ports to accommodate your personal and business needs. No need for a dongle to get the job done.



Simple Hotspot

No Wi-Fi? No problem. With Smart Hotspot, your INBOOK can activate the Hotspot on your Infinix smartphone with just one click. Say goodbye to complicated hotspot processes.





Say Hi to an Easier World

Simple
File
Sharing



With Simple File Sharing, you can take a file from INBOOK's any folder and send it to a nearby Infinix smartphone. You can also enjoy one-to-many sharing at the same time through drag and drop. Sharing can be simple and convenient.

Outstanding Quality

The INBOOK X2 PLUS has passed a number of rigorous endurance tests. This is in line with our testament and commitment at Infinix to provide all of our users with the best possible high-quality products.

168 Hrs
Continuous Speaker Playback Test

5,000 Times
Interface Life Test

10,000 Times for each
Touchpad Buttons and
Common Button Life Test
Touchpad Drawing Test
Lid Opening and Closing Test





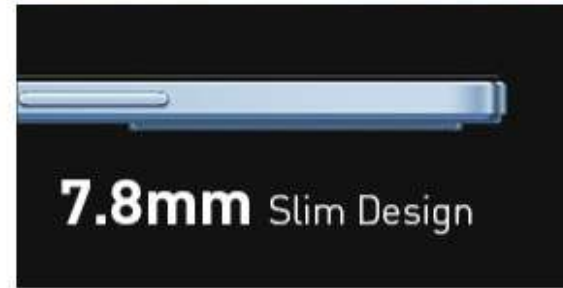
ZERO 20

CAPTURE YOUR OWN
STORY FROM ZERO

\$309



6.7" FHD+
Large AMOLED Display



7.8mm Slim Design



Up To 11GB
6GB+5GB Extended RAM



33W Super Charge
with 5000mAh Battery



50MP
Night Capture Triple Camera



Dual Speaker with DTS

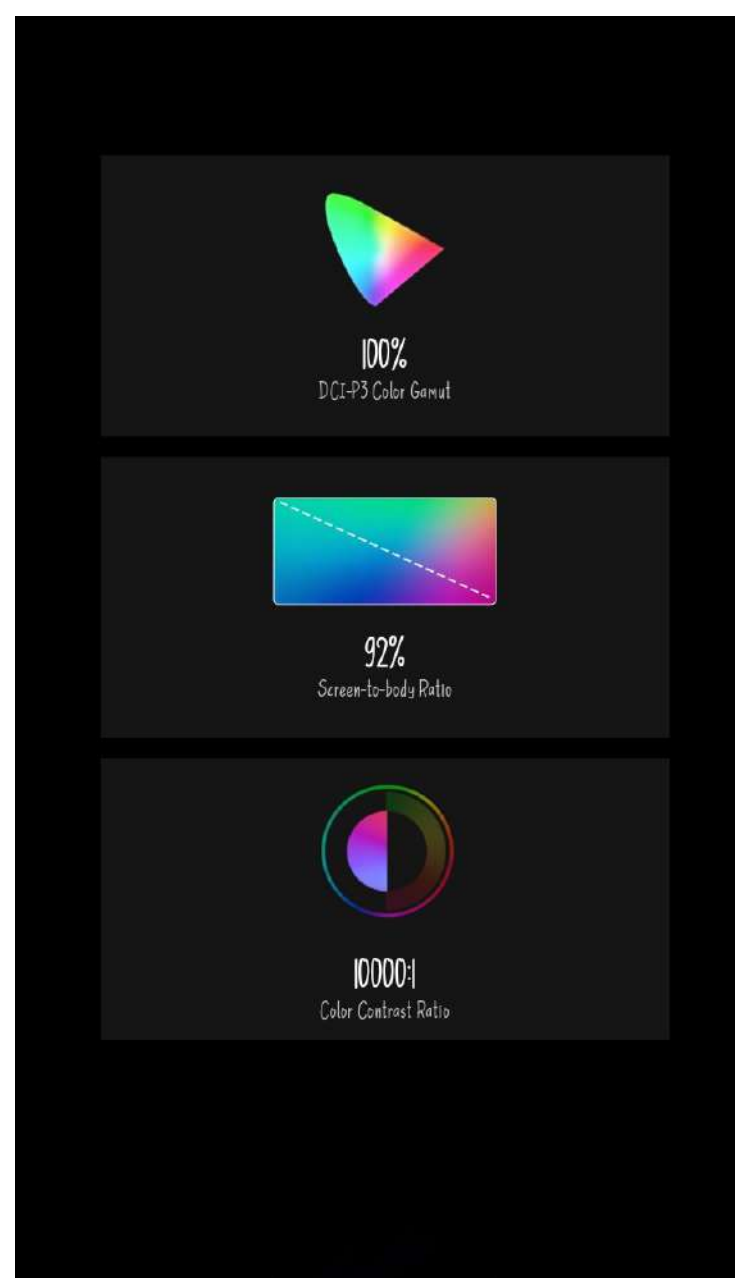
dts

PURE
VISION
UNTAMED



6.7" FHD+
Large AMOLED Display

Supersize your view with the immersive 6.7" Infinity Display that yields crystal clear brightness even in broad daylight.



7.8mm Slim Design

Feather-light proportions, sleek design. The NOTE 12: 2022 is a slick composition that embodies impeccable form and function.

**SLIM
DESIGN**

DESIGN



UNLIMITED SPEED UNLEASHED



UP TO 11GB 6GB+5GB Extended RAM

Extend 6GB memory to 11GB by integrating RAM and ROM, which greatly improves your speed experience in various usage scenarios.*

Helio G85 Gaming Processor

The Helio G85 pumps its Arm Mali-G52 GPU up to a 1GHz peak, blasting performance for avid mobile gamers. Meanwhile the octa-core CPU features two powerful Arm Cortex-A75 CPUs operating up to 2GHz and six Cortex-A55 processors operating up to 1.8GHz.



33W Super Charge with 5000mAh Battery Long- lasting Power

The 5000 mAh battery not only provides for long lasting use but also has a charge cycle count as high as 800, mean without any notable degradation to the battery, and with up to 33W Super Charge.





Graphic Enhancement

Game, Different World

The latest Graphic Enhancement with different styles is now live on NOTE 12 PRO. Pick your favorite one on your game!

Dual Speaker with DTS

Tune in on a set of dedicated dual speakers that produce 360° surround sound quality.



6-layers Graphene Cooling System

Thanks to a unique SuperCool system with 3D 6-layer graphene film, the NOTE 12i 2022 can efficiently manage its temperature to avoid overheating.



Professional Night Scene Photography Model

Reveal the Beauty of Night.



UNPARALLELED CAMERA UNMATCHED

50MP
f/1.75 Aperture

The Depth Lens
f/2.4 Aperture

The AI Lens



240fps Super Slow Motion



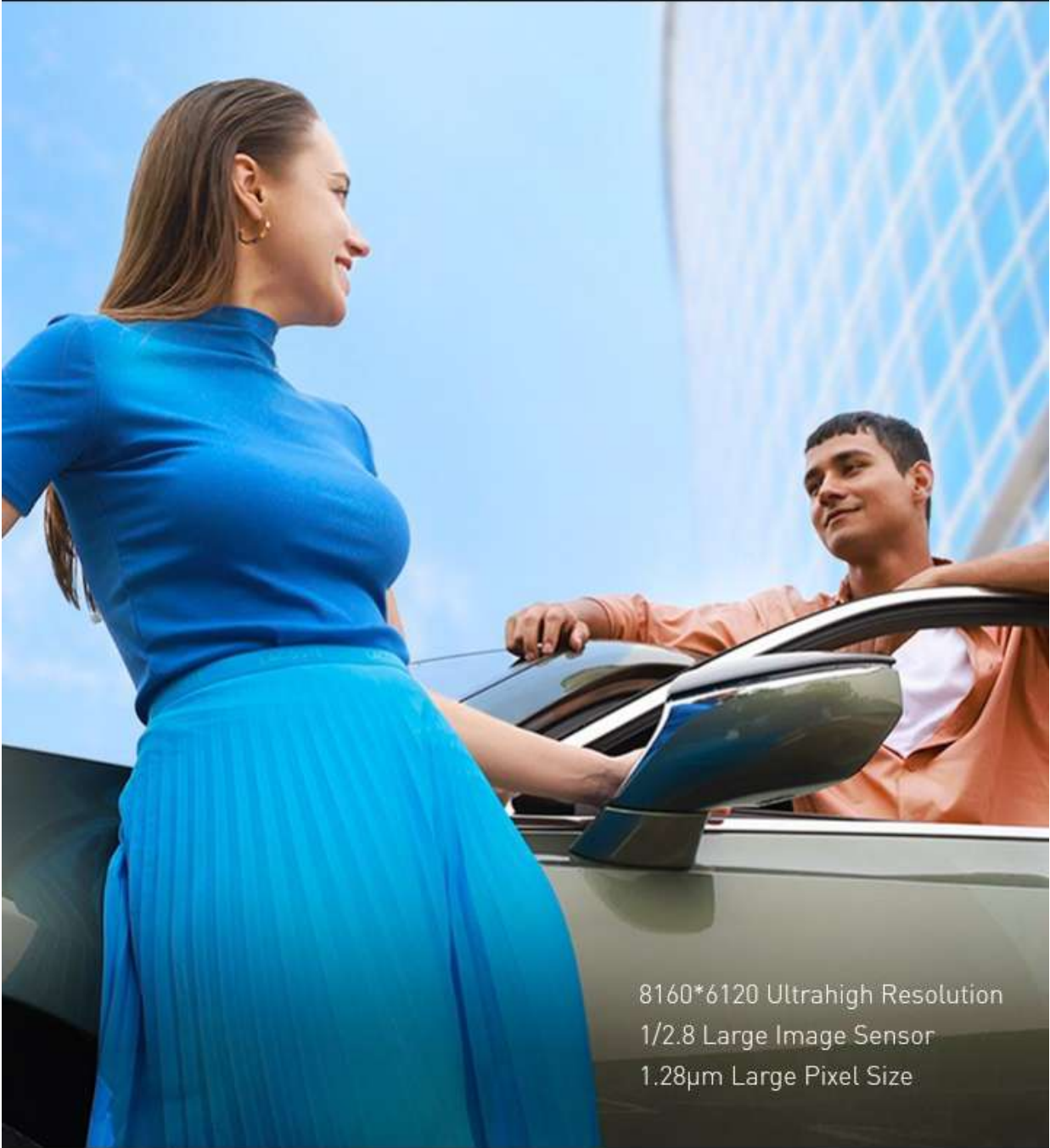
The AI Selfie Camera

Nothing Can Hide Your Glow



50MP Ultra Night Camera

Super Night mode, brightens up dark moments by enhancing and lighting up low lit areas.



8160*6120 Ultrahigh Resolution
1/2.8 Large Image Sensor
1.28µm Large Pixel Size

Professional Portrait Mode

Charisma in Every Portrait.



Monster Game Kit

An Immersive Gaming system that redefine the experience through the Omnidirectional optimization.



NOTE 12i²⁰²² TAKE THE LEAD



- 6.7" FHD+ Large AMOLED Display
- Up To 11GB (6GB+5GB Extended RAM)
- 33W Super Charge with 5000mAh Battery
- 7.8mm Slim Design
- Helio G85 Gaming Processor
- 50MP Night Capture triple Camera
- Monster Game kit
- Dual Speaker with DTS



SMARTER WAY

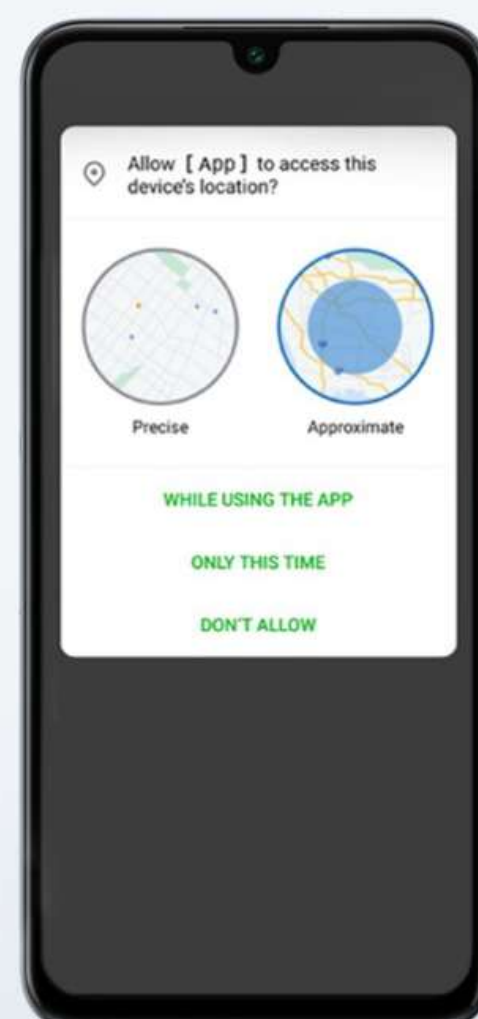
Storage Optimizer

Make every drop count of your storage. Storage Optimizer is a clever helper for garbage collection at the back-end automatically.



Privacy Guardian

No Data Pass without Your Permission. The latest version XOS provides precise or approximate location GPS options to protect your privacy.







Automobile



Polestar 2

\$51,900





Polestar 2

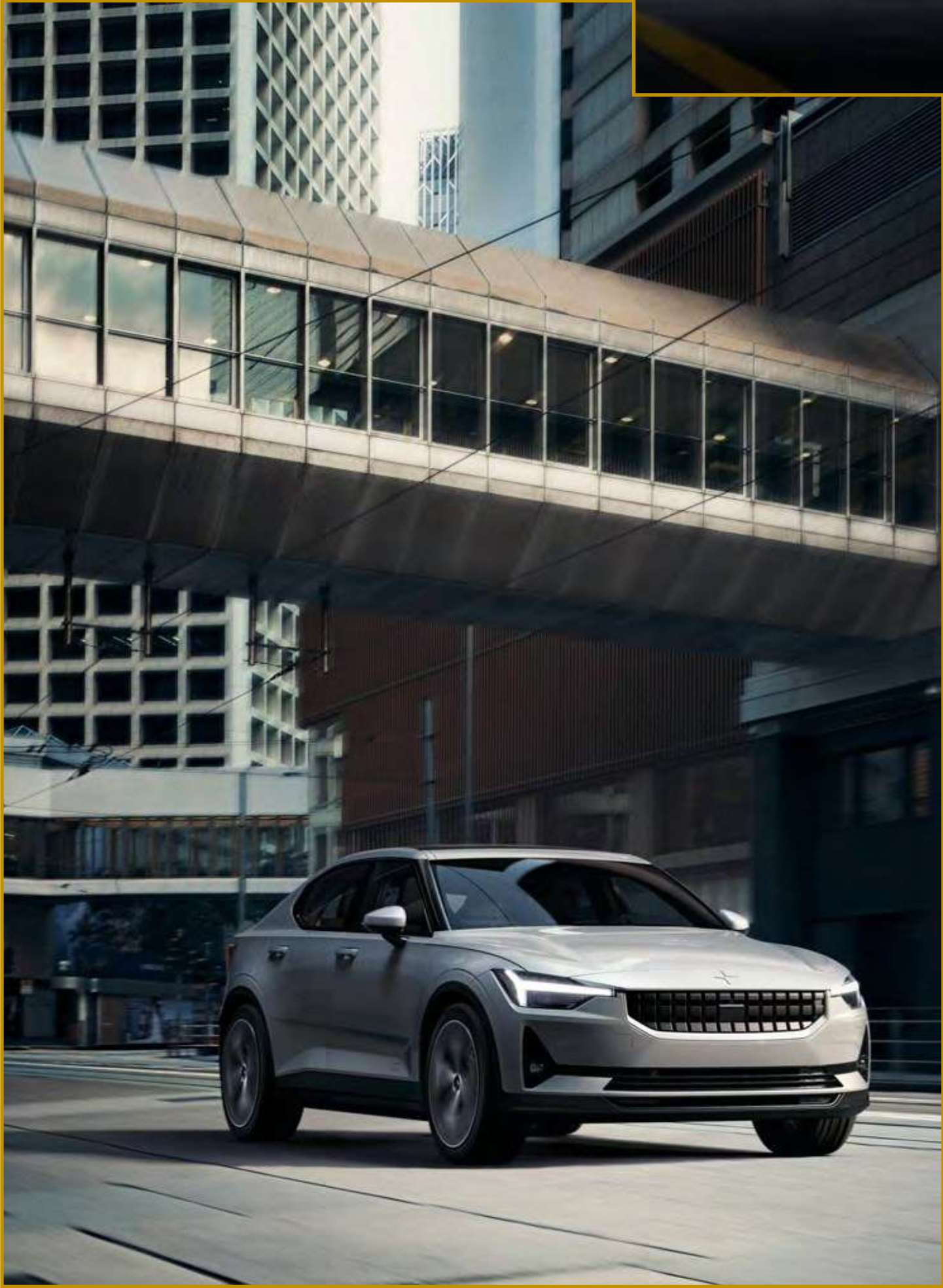






Charging and range







Electrification







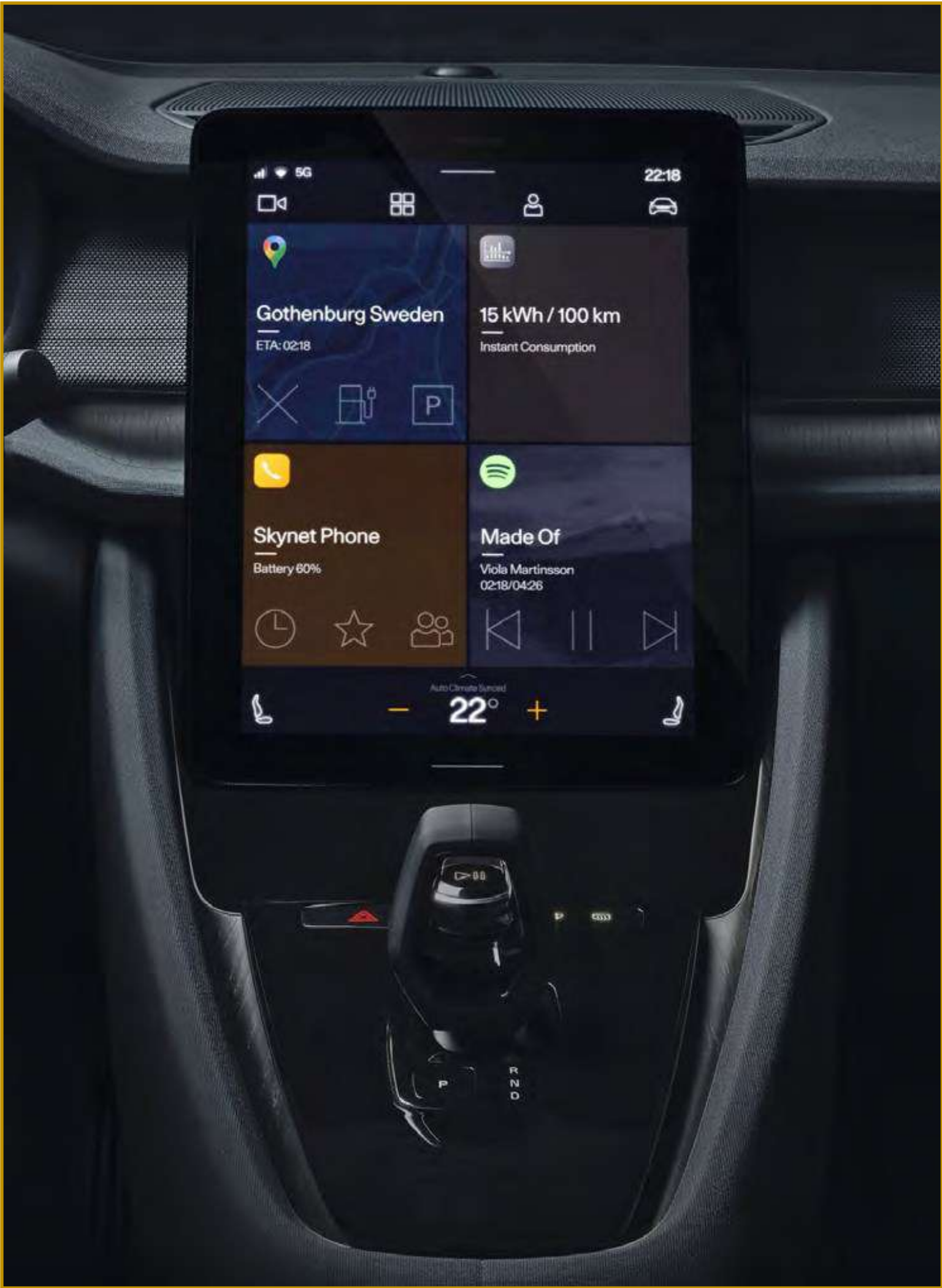
Long range Dual motor





Wheels







Technology









Performance







GEELY TUGELLA

\$31,091



A stylish, luxurious and high-performance fastback cross-over coupe



Coupe design "14 angle fastback design"



PU leather



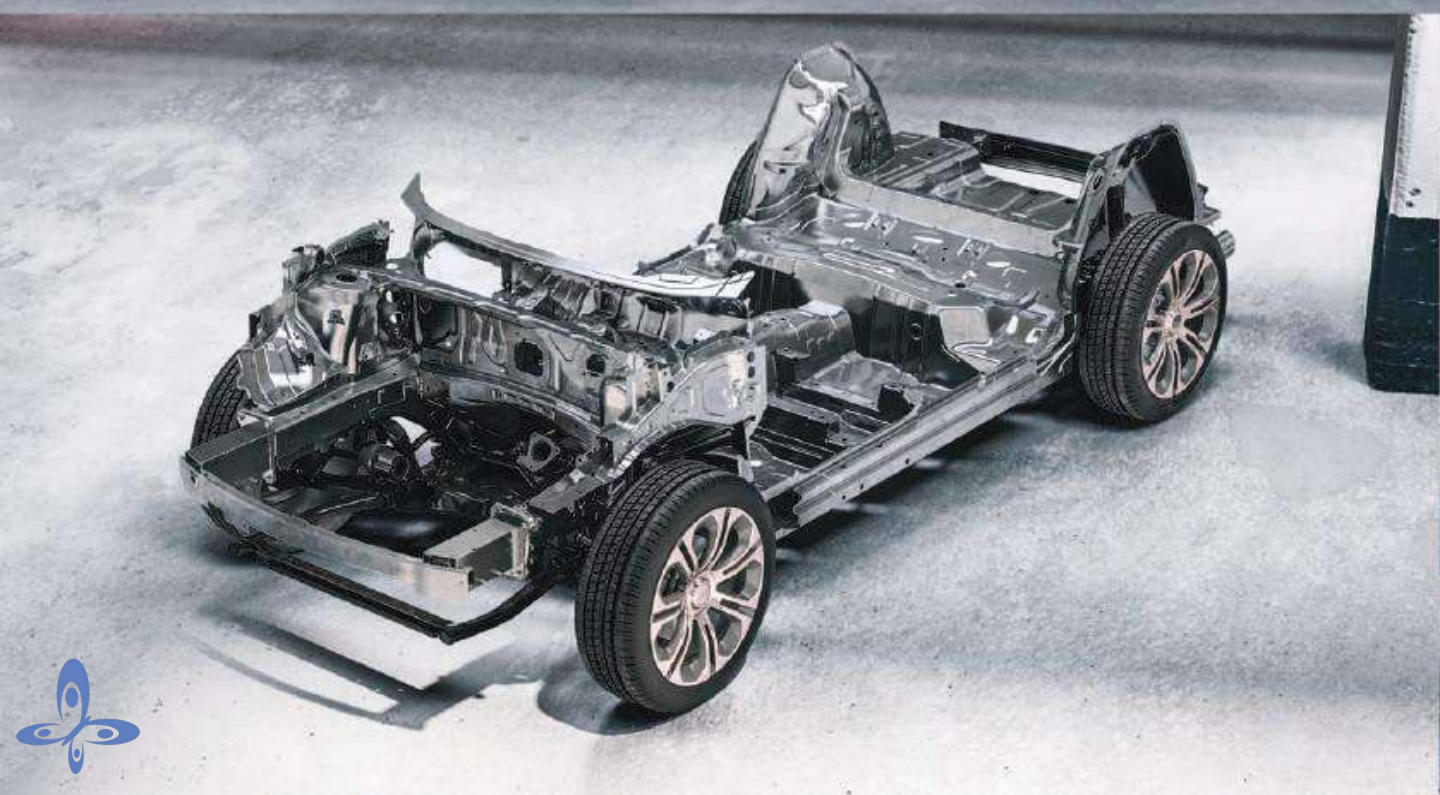
8 Colors ambient light

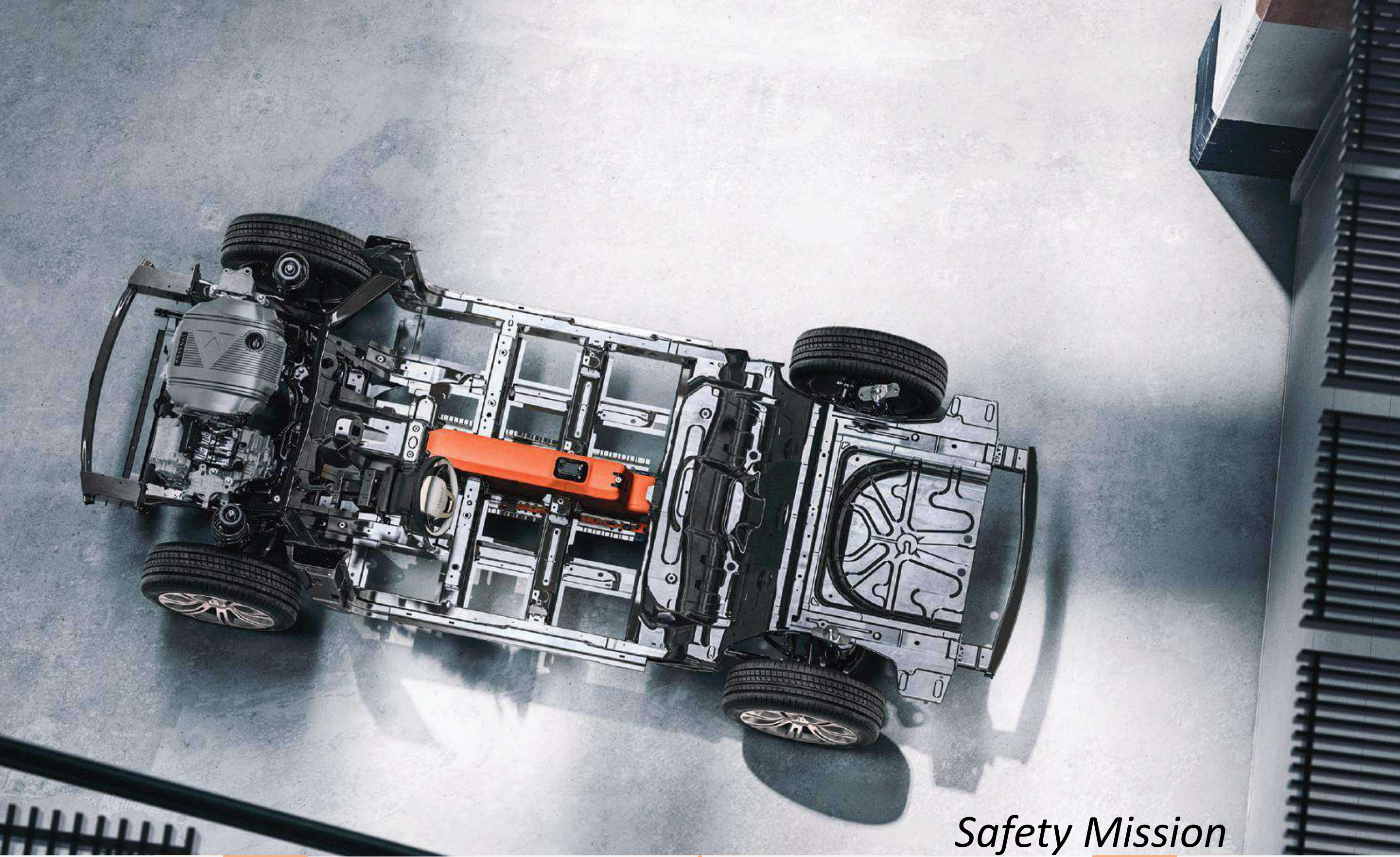
Outstanding driver & passenger comfort





Unrivalled Performance & Technology





Safety Mission



Advanced Driver Assistance Systems (ADAS)







GEELY Emgrand X7 Sport

\$20,400





Hollow square grill



Dynamic Streamlined vehicle body





Technology



Dual mode power steering



*It is equipped with 6
airbags, including dual
front, side and sidecurtain
airbags.*





Interior



Push-to-start

7 inch LCD dashboard





Chassis calibration by Mira



Hill hold control
Bosch 9.1 ESP



Tire pressure
monitoring system





2.4L /4

Cylinders inline

max power 112Kw/5300rpm

max torque 225N.m/3900 rpm



The X7 SPORT is also
synonymous to Dynamic,
Refined, Confident and
Inspiring.





MDX

2023



MOVIES



KATIE PARKER



RAHUL KOHLI



Supernatural, Roadtrip.

Released: 4 Nov 2022



THE MISSING

Crime, Thriller.

Released: 4 Nov 2022

MEET THE EXCEPTION TO THE RULES.



Remake, Musical, Kid, Family.

Released: 9 Nov 2022

ROALD
DAHL's

Matilda

The Musical



Music and Lyrics by **TIM MINCHIN**

Screenplay by **DENNIS KELLY** Directed by **MATTHEW WARCHUS**



"TRANSCENDENT.
EVERY FRAME RINGS TRUE"

Awards Watch

"GABRIELLE UNION
IS A
REVELATION"

The Hollywood Reporter

"JEREMY POPE
GIVES A
CAREER-IGNITING
PERFORMANCE"

Variety

"A TRIUMPH"

The Daily Beast



Drama, Romance, True-story

Released: 18 Nov 2022

the
INSPECTION

INSPIRED BY TRUE EVENTS

EVA GREEN

MARK STRONG

CHAI FONACIER

NOCEBO

A FILM BY LORCAN FINNEGAN

XYZ FILMS AND FÍS ÉIREANN/SCREEN IRELAND PRESENT IN ASSOCIATION WITH MEDIA FINANCE A FILM BY LORCAN FINNEGAN IN CO-PRODUCTION WITH EPICMEDIA IN CO-PRODUCTION WITH UNIMEDIA WITH THE SUPPORT OF FILM DEVELOPMENT COUNCIL OF THE PHILIPPINES AND FILM PHILIPPINES
A LOVELY PRODUCTIONS AND WILD SWIM FILMS PRODUCTION EVA GREEN MARK STRONG CHAI FONACIER JULIE HARKIN JULIE GARDSON A FILM BY LORCAN FINNEGAN "NOCEBO" WRITTEN BY JULIE HARKIN AND NATHAN TOTH DIRECTED BY LORCAN FINNEGAN PRODUCED BY LUCY VAN LONKHUYZEN
EDITED BY KRISTIAN EIDNES ANDERSEN AND JACQUES PEDERSEN MUSIC BY JOSE ANTONIO C. BUENCAMINO COSTUME DESIGNER TONY CLANSTON EXECUTIVE PRODUCERS RADEK LADZUK P.S.C. AND JAKUB KLJOWSKI P.S.C. PRODUCED BY LORCAN FINNEGAN, ARAM TERTZAKIAN, MAXIME COTTRAY, NATE BOLOTOV
CASTING BY NICK SPICER CELINE HADDAO CHARLES DORFMAN MARLON VOGELGESANG DAVID GILBERT CLOE GARBAY BASSEM SHOOTER EXECUTIVE PRODUCERS JULIA GABREAU BIANCA BALBUENA BRADLEY LIEW PRODUCED BY BRUNELLA COCCISLIA AND EMILY LEO WRITTEN BY SARRET SHANLEY DIRECTED BY LORCAN FINNEGAN

RUE SHUDDER EPICMEDIA UNIMEDIA

Thriller, Psychological.

Released: 4 Nov 2022

ADAM
DRIVER

GRETA
GERWIG

DON
CHEADLE

A NOAH BAUMBACH PICTURE

WHITE NOISE

YOU CAN'T HEAR IT
IF IT'S EVERYWHERE

Drama, Adaptation.

Released: 25 Nov 2022



IN SELECT THEATERS AND ON

NETFLIX

WRITTEN FOR THE SCREEN AND DIRECTED BY NOAH BAUMBACH

MARSAI
MARTIN

OMARI
HARDWICK

KELLY
ROWLAND

nickelodeon

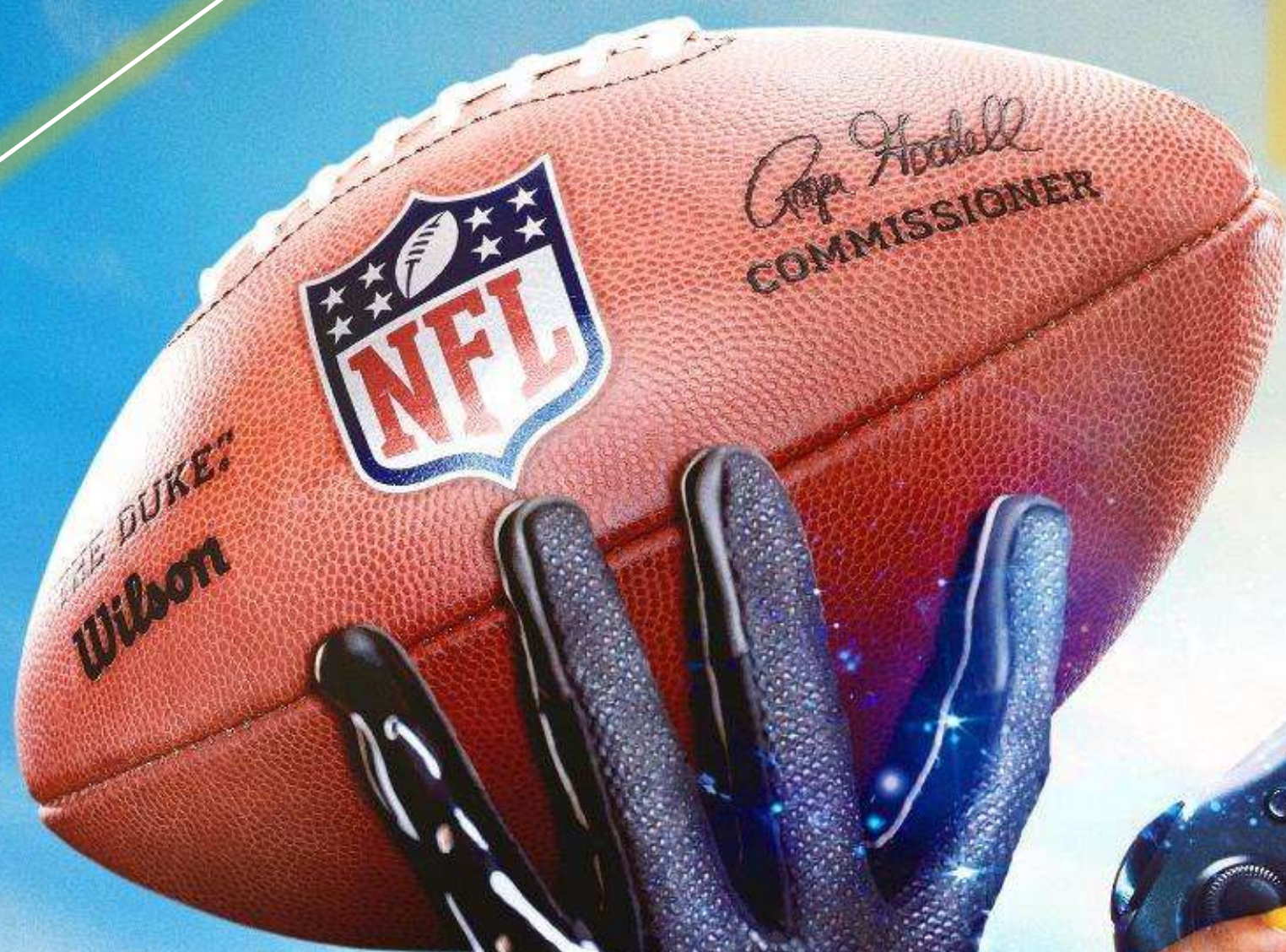
FANTASY FOOTBALL

STREAMING NOV 25

Comedy, Fantasy, Sports.

Released: 25 Nov 2022

**TWO CAN PLAY
THIS GAME.**



Paramount+
ORIGINAL MOVIE

FROM THE IMAGINATION OF
TIM BURTON



A NETFLIX SERIES

WEDNESDAY



NETFLIX



Drama, Action, Thriller.

Released: 10 Nov 2022

LOST BULLET

JILLIAN
BELL

NATALIE
MORALES

I'M TOTALLY FINE

Drama, Comedy, Sci-fi.

Released: 4 Nov 2022

FRIENDSHIP TAKES MANY FORMS



DECAL PRESENTS A KYLE NEWACHECK PRODUCTION

"I'M TOTALLY FINE" JILLIAN BELL & NATALIE MORALES BLAKE ANDERSON HARVEY GUILLEN KYLE NEWACHECK WITH KAREN MARIYAMA MUSIC SUPERVISORS JENNIFER PYKEN & MELANY MITCHELL MUSIC BY DANNY WEBBER
EDITED BY ANDREW WILSAK PRODUCTION DESIGNER JUSTIN SLADE McCLAIN DIRECTOR OF PHOTOGRAPHY WOJCIECH KIELAR EXECUTIVE PRODUCERS NATALIE MORALES JILLIAN BELL PAMELA NEWACHECK RICK NEWACHECK MARISA NEWACHECK ALISHA KETRY
PRODUCED BY KYLE NEWACHECK JONAS DOLKART BRANDON DERMER STORY BY ALISHA KETRY BRANDON DERMER SCREENPLAY BY ALISHA KETRY DIRECTED BY BRANDON DERMER decal

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THE LAST MANHUNT

MARTIN SENSMEIER
MAINEI KINIMAKA
AND JASON MOMOA

BASED ON THE TRUE STORY

Western, True-story.

Released: 18 Nov 2022



SABAN ENTERTAINMENT PRESENTS AN UN THE RUMBA PRODUCTION "THE LAST MANHUNT" INDIAN ARIA CHARLEY BOUNCELY CHRISTIAN CANTAROS JAVIERO CANTAROS JORDAN CASTAPPELL
JOEY GARDSTONE MAINEI KINIMAKA ZAHN MCCLARNON BRANDON OAKES AMY SEIMETZ MARTIN SENSMEIER JAMIE SVES NASHU MAX TRUJILLO WYDE WILLIAMS AND JASON MOMOA
CASTING BY JOHN PACE-SMITH, CSA AND KIM WINTHER MUSIC BY JUSTIN SMALL AND OHAD BENCHETIT PRODUCTION DESIGNER CHARLOTTE ROYER EDITOR JASON DOPKO EXECUTIVE PRODUCERS J.P. ALVAREZ PRODUCED BY CAMILLE BENOIA
EXECUTIVE PRODUCERS DAN CLIFTON STACY KENNEDY JASON MOMOA BRIAN ANDREW MENDOZA MICHAEL ACIERNO FRANK ACIERNO SR. JOHN VANNAONE THOMAS PA A SIBBETT
PRODUCED BY MARTIN KISTLER AND JASON ENGELACSTE WRITTEN BY THOMAS PA A SIBBETT AND JASON MOMOA DIRECTED BY THOMAS PA A SIBBETT BASED ON THE TRUE STORY BY CHRISTOPHER CANNAMARCO
SABAN ENTERTAINMENT

Released: 11 Nov 2022

MELISSA
FUMERO

LUKA
JONES

BAR FIGHT

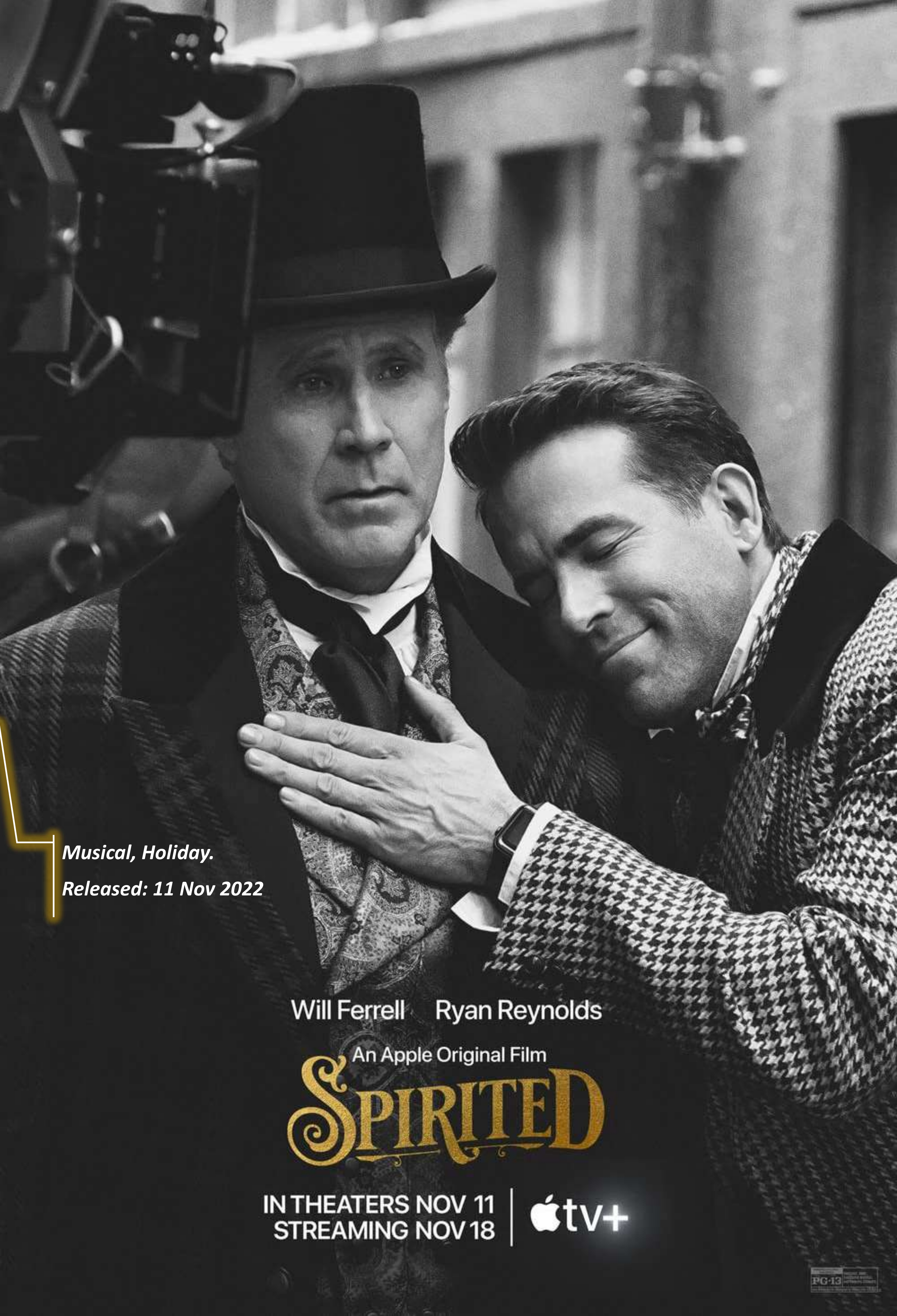


AND
RACHEL
BLOOM

Comedy

Released: 11 Nov 2022

TIME TO SETTLE THE SCORE
ONE DRINK AT A TIME



Musical, Holiday.

Released: 11 Nov 2022

Will Ferrell Ryan Reynolds

An Apple Original Film

SPIRITED

IN THEATERS NOV 11
STREAMING NOV 18

Apple tv+

PG-13
Some Material May Be Inappropriate for Children Under 13



Horror.

Released: 15 Nov 2022

A **SHUDDER** ORIGINAL

REVEALER

**TUTTI
HANNO
UN LIMITE**

**RUSSELL
CROWE**

**LIAM
HEMSWORTH**

RZA

**BROOKE
SATCHWELL**

**ADEN
YOUNG**

**STEVE
BASTONI**

**DANIEL
MACPHERSON**

**PAUL
TASSONE**

CON
**ELSA
PATAKY**

E
**JACK
THOMPSON**

Thriller.

Released: 16 Nov 2022

UN FILM DI
RUSSELL CROWE

POKER FACE

SCREEN MEDIA, SKY CINEMA, MIP CAPITAL, A SKY ORIGINAL, ALCEON ENTERTAINMENT PARTNERS
AND ARCLIGHT FILMS INTERNATIONAL, HAMILTON ENTERTAINMENT / JOH ENTERTAINMENT, FUTURE ARTISTS ENTERTAINMENT AND FEAR OF GOD FILMS, PRODUCTION
RUSSELL CROWE "POKER FACE" LIAM HEMSWORTH RZA BROOKE SATCHWELL ADEN YOUNG STEVE BASTONI DANIEL MACPHERSON PAUL TASSONE WITH ELSA PATAKY AND JACK THOMPSON
PRODUCED BY HUGH BATEUP EXECUTIVE PRODUCERS ARON MALKIN AND DREW BALLEE PRODUCED BY COURT CHURCHY RYAN BASFORD ED MORGAN RYAN KIM WRITTEN BY JAY DOUGLAS MARY BOONITH ANGELICA NUNEZ WALTER JUSTEN PATRICK JUSTEN JORDAN ROSEMER CAROL ANNE VANCE MICHEL BORGELUND ROMILDA DE LUCA KAVESH MISHRA SUNDARAM
JOHNN THOMAS JOSH POMEYANZ NELSON KILGORY NICK EARNELL ADAM SIGAL JEFFREY BECKMAN BEN SMITH IN PETER BLUFF DAVID WAGNERBERG ADRIAN KIDD STEVEN MATHIASO BRETT THOMPSON ELIZABETH THOMPSON ANDREW KOTLAIR MATI COHEN PRODUCED BY JULIA STUART LAURA GRANGE PRODUCED BY SETH NEEDLE CONOR McADAM
WRITTEN BY KELLY HAMILTON AND MEGAN WYNN PRODUCED BY MARK R. DAVID MATI WILLIAMS JASON CLARK JEANETTE VOLTURNO RYAN HAMILTON YING YE ADAM DRAMICH PRODUCED BY KEITH RODGER AND GARY HAMILTON WRITTEN BY STEPHEN M. COATES PRODUCED BY RUSSELL CROWE DIRECTED BY RUSSELL CROWE
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sky

il
HER CAPITAL

Alceon

ARCLIGHT FILMS

FEAR OF GOD

SCREEN MEDIA

FEAR OF GOD

SCREEN MEDIA

vertice



FESTIVAL DE CANNES
COMPETITION
2022 OFFICIAL SELECTION

CLOSE

A FILM BY
LUKAS DHONT

Drama.

Released: 1 Nov 2022

FROM BLUMHOUSE, THE COMPANY THAT BROUGHT YOU *THE INVISIBLE MAN*



A FILM BY *NIKYATU JUSU*

NANNY

WE'RE HAUNTED
BY WHAT WE LEAVE BEHIND

Drama, Horror.

Released: 23 Nov 2022

IN SELECT THEATERS NOV 23



prime video



SPELLBOUND

Fantasy, Musical, Family, Animation.

Released: 11 Nov 2022



GOOD NIGHT

Perseus

Documentary.

Released: 4 Nov 2022

DANIEL RADCLIFFE
EVAN RACHEL WOOD

THE WORLD BELONGS
TO THE WEIRD



a **Roku** Original film

WEIRD

THE AL YANKOVIC STORY

STREAMING FREE NOVEMBER 4 | The **Roku** Channel



Comedy, Biography, True-story.
Released: 4 Nov 2022



Action

Released: 11 Nov 2022

JOHN TRAVOLTA BRUCE WILLIS

PARADISE CITY



Drama, Coming of Age.

Released: 23 Nov 2022

FROM STEVEN SPIELBERG

THE FABELMANS

WRITTEN BY STEVEN SPIELBERG & TONY KUSHNER
DIRECTED BY STEVEN SPIELBERG

SHES SAID

Drama, Adaptation, True-story.

Released: 18 Nov 2022

A movie poster for 'Rip. P.D. 2: Rise of the Damned'. The background is a dark, stormy sky with a bright, swirling vortex of light and energy in the center. In the foreground, a man and a woman stand side-by-side. The man, on the left, wears a dark cowboy hat, a dark jacket with a wide collar, and dark pants. He has a beard and is looking directly at the camera. He holds a glowing orange, multi-barreled weapon in his right hand. The woman, on the right, has long blonde hair tied back and wears a dark, textured, scale-like jacket. She is looking off to the side. She holds a long, glowing orange sword in her right hand. The title 'RIP.P.D. 2' is written in large, white, blocky letters across the middle, with 'RISE OF THE DAMNED' in smaller white letters below it.

RIP.P.D. 2

RISE OF THE DAMNED

Action, Sequel.

Released: 15 Nov 2022

HANSEL

COLIN KAYE

ALEX CAIN



**MERRY
CHRISTMAS
OFFICER
HANSEL**

GOOD THINGS COME IN SMALL PACKAGES

Comedy.

Released: 4 Nov 2022



Adventure, Comedy, Sequel, Fantasy,
Family.

Released: 24 Nov 2022

Disney
DISENCHANTED

Happily Never After.

Original movie
Nov 24 only on

Disney+

nickelodeon

Blue's BIG CITY Adventure

Adventure, Family, Kids.

Released: 18 Nov 2022

Family sucks.



A **SHUDDER** ORIGINAL

BLOOD RELATIVES

Comedy, Horror.

Released: 22 Nov 2022

An Apple Original Film



ACADEMY AWARD® WINNER
JENNIFER LAWRENCE

CAUSEWAY

BEGIN AGAIN.

Drama.

Released: 4 Nov 2022



L I N D S A Y L O H A N

Falling for
CHRISTMAS

THIS HOLIDAY SEASON, FALL FOR THE UNEXPECTED.

NETFLIX PRESENTS IN ASSOCIATION WITH MOTION PICTURE CORPORATION OF AMERICA & BRAD KREVOY PRODUCTIONS "FALLING FOR CHRISTMAS" LINDSAY LOHAN
MUSIC BY NATHAN LANIER CO-EXECUTIVE PRODUCERS ERIC JARBOE JAKE RELIC EXECUTIVE PRODUCERS STEVE BERMAN BRYAN BORDON JIMMY TOWNSEND DAVID WULF JANEEN DAMIAN
LINDSAY LOHAN AMANDA PHILLIPS PRODUCED BY MICHAEL DAMIAN BRAD KREVOY STORY BY JEFF BONNETT SCREENPLAY BY JEFF BONNETT AND RON OLIVER DIRECTED BY JANEEN DAMIAN

ONLY ON **NETFLIX** | NOV 10



@titimagazine



@titimagazine



@titimagazine

A vibrant, painterly movie poster for Disney's 'Strange World'. The scene is set in a fantastical, alien landscape with a palette dominated by pinks, purples, and yellows. In the foreground, a group of five characters—a man with a beard and a shoulder bag, a dog, and three children—are seen from behind, looking out over the landscape. The background features a massive, yellow, spiral-shaped tree on the left, a large, pink, tentacle-like creature on the right, and a blue, cat-like creature on a rock in the middle ground. The sky is filled with small, pink, star-shaped flying creatures. The overall atmosphere is one of wonder and adventure.

JOURNEY TO A PLACE
WHERE NOTHING IS
AS IT APPEARS!

Adventure, Family, Animation.

Released: 22 Nov 2022

Disney

STRANGE WORLD

A NEW MOTION PICTURE EVENT COMING **THIS NOVEMBER!**

JONATHAN MAJORS

GLEN POWELL

DEVOTION

BASED ON
TRUE EVENTS

Drama, Action, War, True-story.

Released: 23 Nov 2022

IN AMERICA'S
FORGOTTEN WAR,
THEY MADE HISTORY.

EXCLUSIVELY IN MOVIE THEATERS
NOVEMBER 23

PG-13
PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 13

#DevotionMovie
Devotion.Movie

WARNER BROS. PICTURES
A DC FILM

SEARCHLIGHT
PICTURES

the
MENU

Painstakingly Prepared.
Brilliant Execution.

RALPH
FIENNES

ANYA
TAYLOR-JOY

NICHOLAS
HOULT

HONG
CHAU

JANET
MCTEER

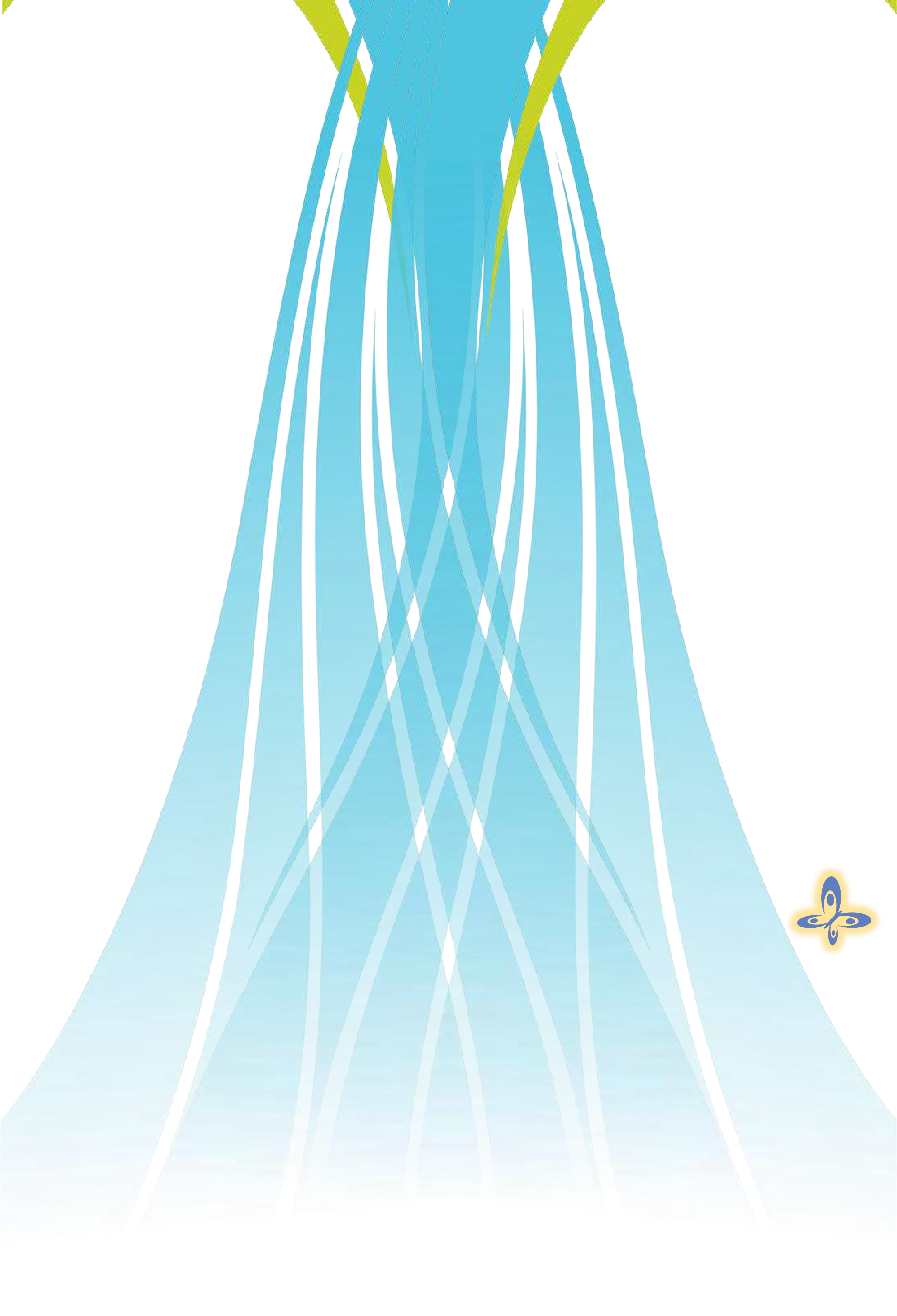
JUDITH
LIGHT

AND
JOHN
LEGUIZAMO

Comedy, Thriller, Satire.

Released: 18 Nov 2022

ONLY IN THEATERS
NOVEMBER 18



A NETFLIX FILM



BASED ON
THE INCREDIBLE TRUE STORY

THE SWIMMERS

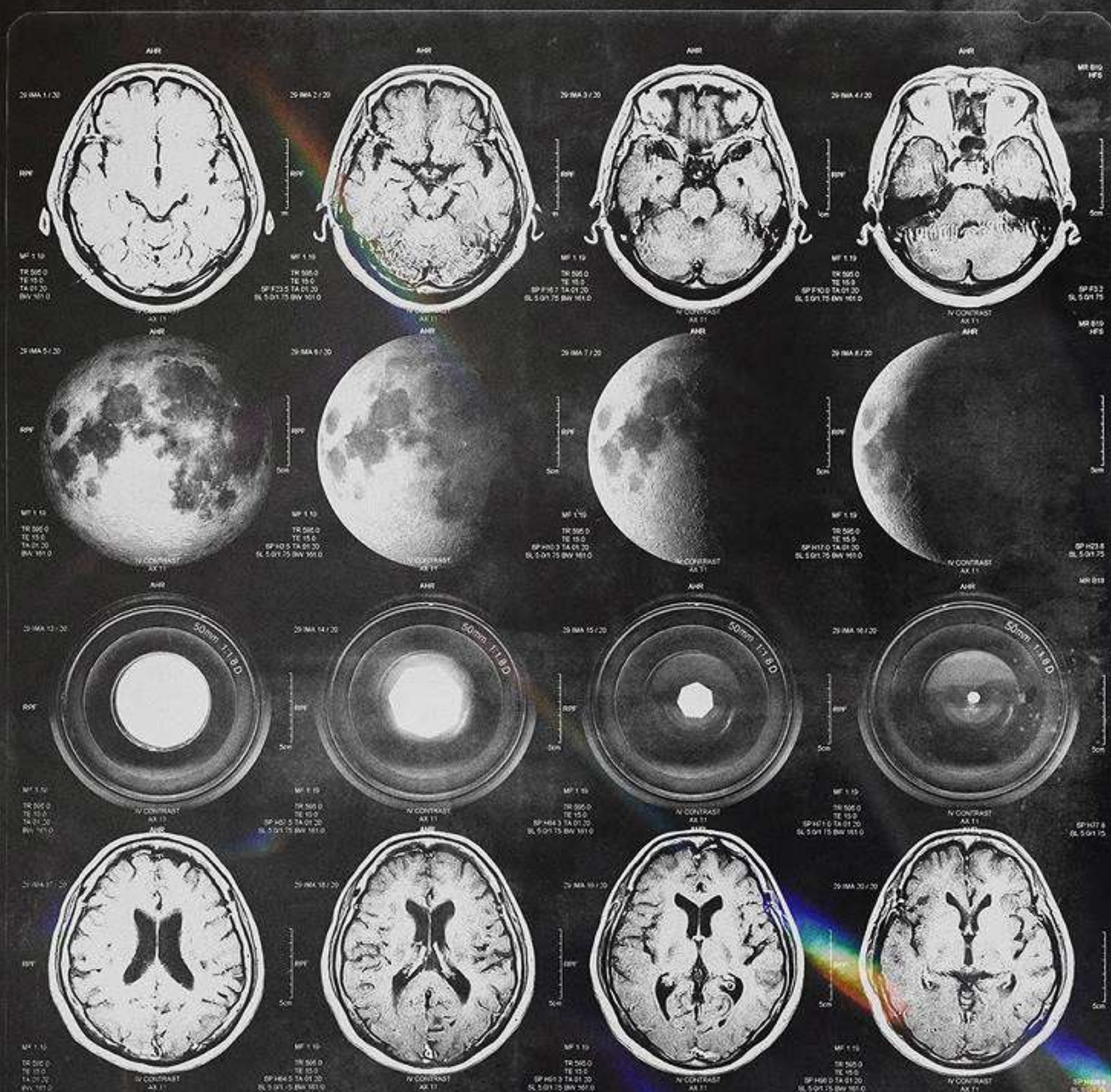
Drama, Biography, True-story.

Released: 23 Nov 2022



NETFLIX | **NOV 23**

FROM MOORHEAD & BENSON
THE FILMMAKERS OF *THE ENDLESS*, *MOON KNIGHT*
AND *LOKI*



Thriller, Horror, Sci-fi.

Released: 4 Nov 2022

SOMETHING IN THE DIRT



THIS FILM IS NOT YET RATED





Enola Holmes 2

*Adventure, Sequel, Crime,
Adaptation.*

Released: 4 Nov 2022

(Series)



BY ACADEMY AWARD® WINNING DIRECTOR
SEBASTIAN LELIO

ACADEMY AWARD® NOMINEE
FLORENCE PUGH

THE WONDER

NOV 16 | **NETFLIX**

Drama, Thriller, Psychological, Adaptation.

Released: 1 Nov 2022



A FILM BY JOKO ANWAR

PENGABDI SETAN 2 COMMUNION

TEROR IBU SEPANJANG MASA

Thriller, Horror.

Released: 4 Nov 2022

JASON
MOMOA

MARLOW
BARKLEY

SLUMBERLAND

Adventure Beyond Your Wildest Dreams



Adventure, Family.

Released: 18 Nov 2022

NETFLIX PRESENTS A CHERIN ENTERTAINMENT / ABOUT BLANK PRODUCTION A FILM BY FRANCIS LAWRENCE JASON MOMOA "SLUMBERLAND"
MARLOW BARKLEY CHRIS O'DOWD KYLE CHANDLER VERUCHE OPIA CASTING BY DENISE CHAMIAN, CSA MUSIC BY F. M. T. TOPRAK COSTUME DESIGNER TRISH SUMMERVILLE
EDITED BY MARK YOSHIKAWA, ACE PRODUCTION DESIGNER DOMINIC WATKINS PRODUCTION OF PHOTOGRAPHY JO WILLEMS, ASC, SDC EXECUTIVE PRODUCERS RAY ANGELIC DAVID GUION MICHAEL HANDELMAN
PRODUCED BY PETER CHERNIN, PGA JENNO TOPPING, PGA DAVID READY, PGA FRANCIS LAWRENCE, PGA SCREENPLAY BY DAVID GUION & MICHAEL HANDELMAN DIRECTED BY FRANCIS LAWRENCE



ONLY ON **NETFLIX** | NOVEMBER 18

NETFLIX

PG



ANIME



断罪分離のグラスエッジ

The Severing Crime Edge

Title: *Dansai Bunri no Crime Edge*

Genre: Action, fantasy, Romance, Survival, Seinen.

Status: Completed

Type: Series

Released: 2013

Score: 6/10



Shiki



Title: *Shiki*

Genre: *Horror, Mystery, Supernatural, Suspense, Gore, Psychological, Vampire.*

Status: *Completed*

Type: *Series*

Released: *2010*

Score: *7/10*



Title: *Another*

Genre: *Horror, Mystery, Supernatural, Suspense, Gore, School.*

Status: *Completed*

Type: *Series*

Released: *2012*

Score: *7/10*

Another



Title: *Mirai Nikki*

Genre: *Action, Supernatural, Suspense, Gore, High Stake Game, Psychological, Survival, Shounen*

Status: *Completed*

Type: *Series*

Released: *2006*

Score: *7/10*



Title: *Lycoris Recoil*

Genre: Action, Police.

Status: Completed

Type: Series

Released: 2022

Score: 8/10



Title: *Black Bullet*

Genre: *Action, Mystery, Sci-fi.*

Status: *Completed*

Type: *Series*

Released: *2014*

Score: *7/10*



Title: *Ousama Game*

Genre: *Drama, Horror, Mystery, Supernatural, Gore, School.*

Status: *Completed*

Type: *Series*

Released: *2017*

Score: *5/10*

K i n g ' s G a m e

王様ゲーム

T h e A n i m a t i o n



