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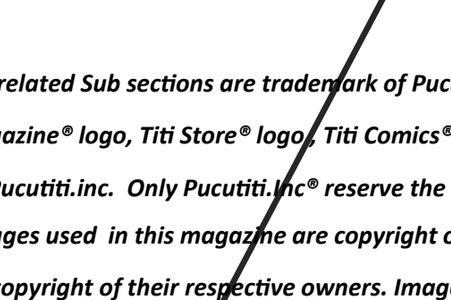

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GAMES

chants of
SENNAAR

Chants of Sennaar

The adventure video game Chants of Sennaar was created by Rundisc and released by Focus Entertainment in 2023. On September 5, 2023, it was made available for the Xbox One, PlayStation 4, Windows, and Nintendo Switch. Captain Blood and Heaven's Vault served as inspiration for the game. The majority of the gameplay consists of resolving minigames and puzzles that typically call for deciphering and comprehending the tower's imaginary languages.
There are also sporadic stealth gaming segments. The Tower of Babel myth serves as the inspiration for the story, in which the player acts as a translator between several distinct tribes that speak different languages and cannot comprehend one another.

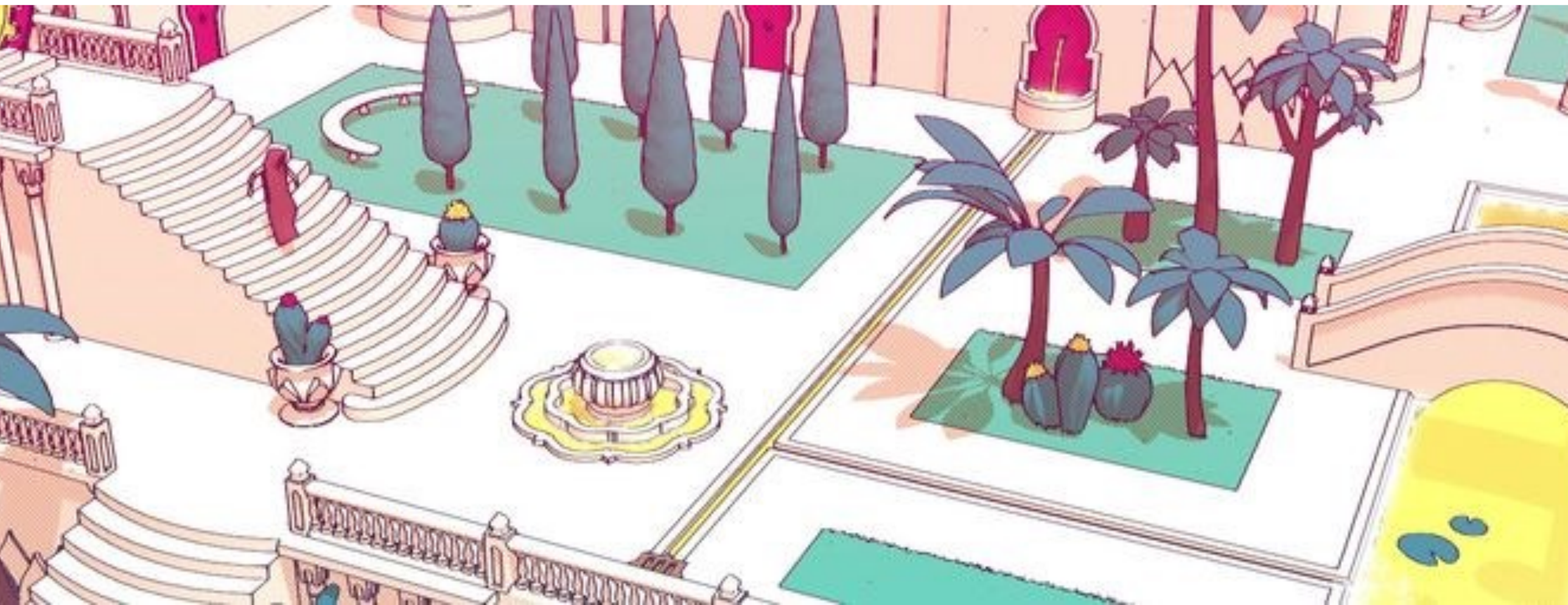
Gameplay

Inspired by the Tower of Babel, to which the game's title alludes, the player explores a building populated by people who speak made-up languages represented by logographic writing systems. Translating encountered languages requires the usage of hints, such as nonverbal cues from non-player characters, signs with illustrations, or other contextual cues. A notebook with the list of graphemes the player has come across so far is used to help the player. The player can enter in a word they believe to be the meaning of a grapheme, and it will appear above that grapheme the next time they come across it.
The notebook provides tests to determine whether the player has correctly translated the graphemes after they have encountered enough of them. These tests involve matching the graphemes to drawings of nouns, verbs, or adjectives. If the player correctly matches all of the graphemes to the meanings on the page, the graphemes will be deemed solved, and their true meaning will be shown above them. When a sentence's graphemes are all resolved, the entire translation is displayed. New languages that need to be translated are encountered as the player advances through the tower.
Different languages have different writing systems and different linguistic features. For example, in some languages, the word "doors" is written as "door door" when it is plural, while in others, the previous or next noun is marked as plural with a different grapheme (for example, "[plural] door" or "door [plural]"). Additionally, the syntax of different languages might vary, resulting in the subject and predicate being placed in different parts of a phrase.
Given that languages have determinatives (such as verbs or nouns involving humans), the graphemes themselves may also offer clues as to the meaning. Stealth gameplay is introduced in some places; if the player is caught, they are taken to the area's entrance, where they can attempt again.

Plot

The main character awakens from a sarcophagus located on the ground floor of a large ziggurat that spirals. As they investigate the enigmatic building, they discover that each level is inhabited by a unique caste of people, each with its own language and customs. The main character has to learn the language of each caste in order to advance to the next level.

They first come upon the Devotees, who are looking for a godlike entity that they think is at the top of the tower. While waiting for a message from the esteemed Bards on the level above, the Devotees are barred by the imposing Warriors, who have a sworn duty to drive away those they consider "impure." The Bards respect the arts and beauty, but their hedonistic way of life is only made possible by the forced labor of some of their members. They make fun of the notion of climbing higher in the tower because it is said that a deadly monster will eat anyone who tries.
The protagonist manages to escape the monster and locates the Alchemists, a team of scientists and miners engaged in occult studies. After that, they must figure out how to open a huge gate that leads to the tower's top floor, where its legendary builders live. The protagonist discovers the technologically sophisticated Anchorites outside the gate. They isolate themselves from the rest of the tower, which they believe to be doomed, and wear virtual reality headsets constantly.

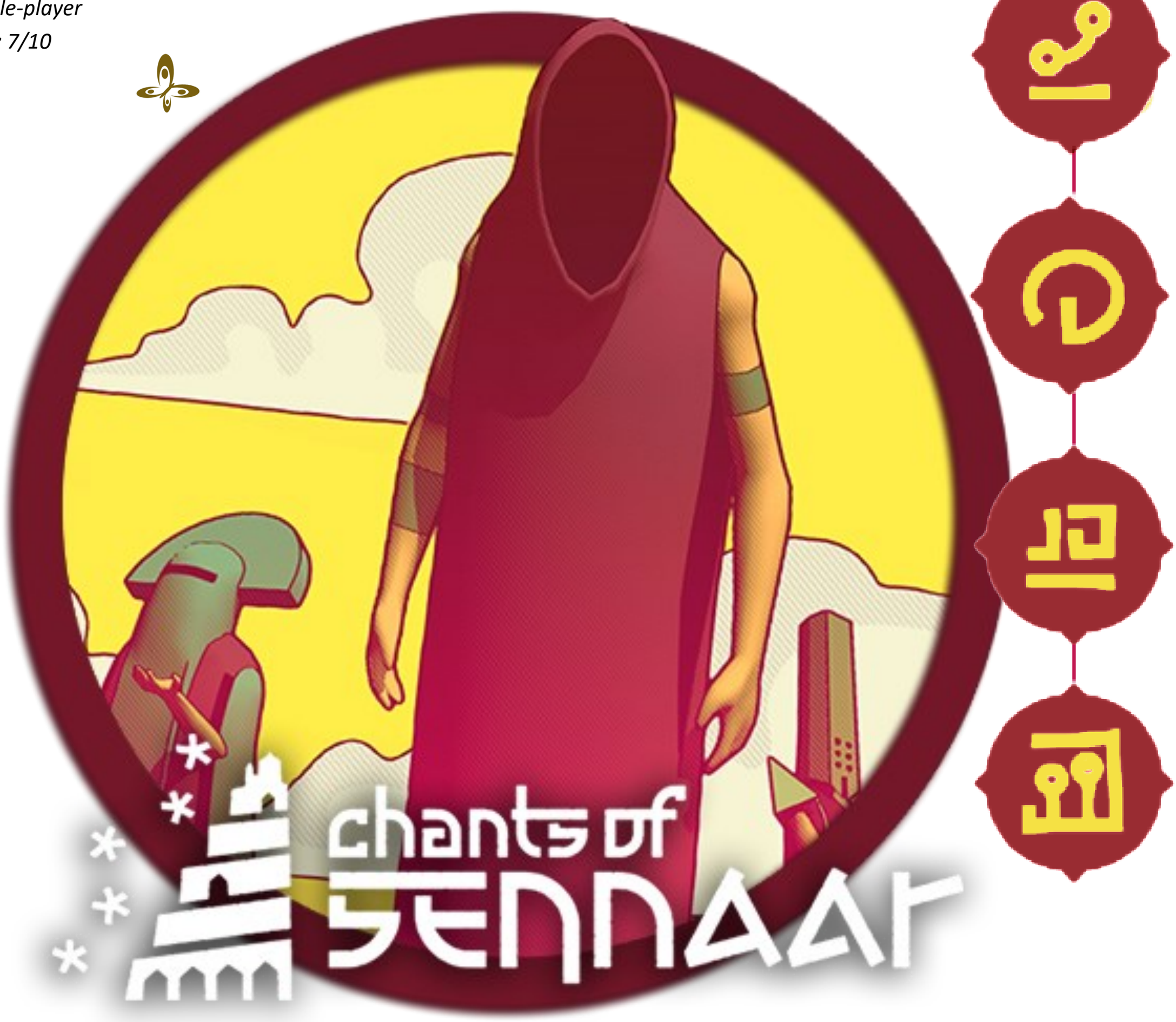


PLURAL ...

chants of SENNAAR

CHOSEN ONES

Developer: *Rundisc*
Publisher: *Focus Entertainment*
Designers: *Julien Moya, Thomas Panuel*
Programmer: *Thomas Panuel*
Artists: *Julien Moya, Rachelle "Lillycat" Bartel*
Composer: *Thomas Brunet*
Engine: *Unity*
Platforms: *Nintendo Switch, PlayStation 4, Windows, Xbox One*
Release: *WW: 5 September 2023*
Genre: *Adventure*
Mode: *Single-player*
TiTi Rating: *7/10*



One of the Anchorites reveals in a hidden room that their people were the tower's original occupants and that they constructed it many years ago. The castes were formed as a result of others who came and populated the lower levels but refused to speak because they were afraid or misunderstood. In an effort to maintain the unchanging status quo and artificially extend their lifespans, the Anchorites live in self-imposed exile, a state of detachment maintained by the AI in their computer system called Exile.
After learning that they were made to bring the castes back together, the protagonist is given the mission of destroying Exile and use the communication terminals on each level to translate between them. The protagonist works to get the Devotees to invite the Bards' servants to their abbey and win over the Warriors with music; the Warriors help the Alchemists defeat the monster; the Alchemists assist the Devotees with their dying plants and teach them about their common ancestry; and the Bards give a concert for the Warriors.

Eventually, the terminals also allow the Anchorites to communicate with the other castes. As the protagonist tries to reach the top of the tower at the end of their mission, they are apprehended by the Exile AI. When the main character awakens again, a ceremonial altar is discovered, but it is not activated. Restarting at the sarcophagus, the game appears to conclude with the protagonist's disappointment. But this time, the planet seems shattered and missing most of its characters, giving it a glitchy, spooky feel.

As Exile tries to torture them, the main character makes their way back via the tower. In the end, the protagonist defeats Exile after escaping from its virtual reality. When they return to the actual world, they discover that the Anchorites have unplugged their headsets and are interacting with one another while expressing thanks. With a number of others watching, the protagonist resumes their mission and eventually activates the altar at the top of the tower.

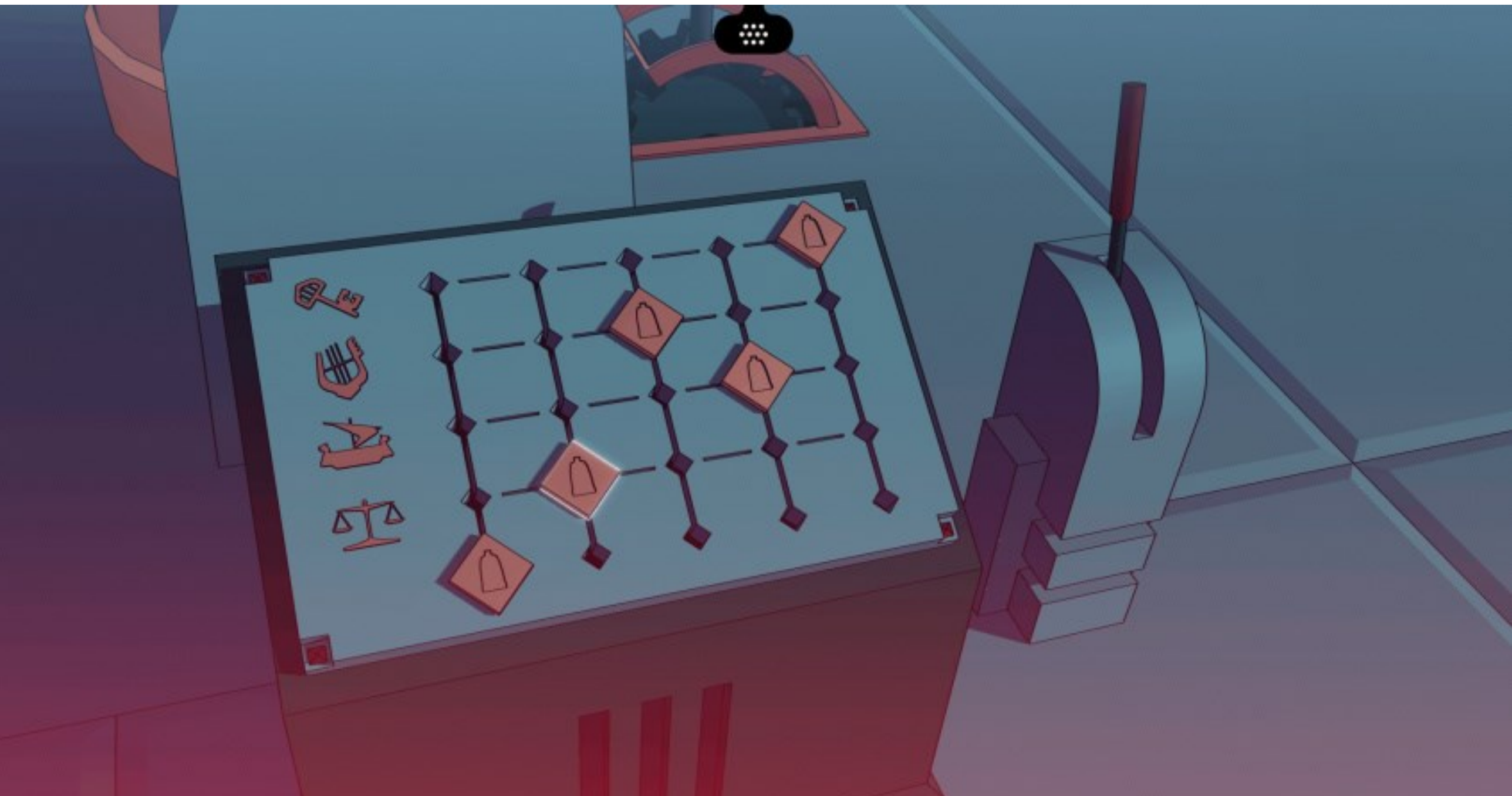
The altar illuminates and shows a set of glyphs that symbolize the basic similarities between the values of each caste: God, Duty, Beauty, Transformation, and Exile. After overcoming the language barrier, players from all castes are chatting on top of the tower at the end of the game.

Development

Three independent programmers and two men, Julien Moya and Thomas Panuel, worked together to create Chants of Sennaar. France is where the game was created. The two had previously collaborated on the 2018 game Varion ("Varion" is mentioned in "Chants of Senaar"), which the Anchorites played on their VR headset. Although the game didn't sell well, they believed it helped show that they could create and publish a complete game independently.

In March 2020, right at the beginning of the COVID-19 epidemic, they had the concept for Chants. At first, they wanted to create a game with a stealthy protagonist, but Moya had already played the 1988 game Captain Blood and the 2019 game Heaven's Vault, which had a similar language deciphering mechanic. The two believed that adding such a framework to their game would improve it. Over the following year and a half, they worked on the game. The game's design was influenced by various French painters, Roman architectural styles, and a Toulouse church.

In an attempt to find a publisher to assist with marketing, they carried it to the 2021 Gamescom convention. Focus Entertainment recognized the game's potential and offered to contribute to the remaining game production costs. Over the following two years, they were able to add sounds and music to the game with the assistance of a freelance sound designer thanks to the additional cash. On September 5, 2023, Chants of Sennaar was made available for the Xbox One, PlayStation 4, Windows, and Nintendo Switch.



ME *LOVE* MUSIC

Stellar
BLADE™

Stellar Blade

The action-adventure game Stellar Blade was created by Shift Up and released by Sony Interactive Entertainment in 2024. In a far-off future, players take control of Eve, the main character, as she sets out on a quest to rescue humanity from an unrelenting battle against terrifying monsters. Eve's group and other survivors accompany her on her quest as they battle to retake Earth.

The game was first announced in 2019 under the working title Project Eve by Shift Up, a Korean studio founded by Kim Hyung Tae. By 2021, it was revealed that Sony Interactive Entertainment would publish it exclusively for the PlayStation 5. The game was formally renamed Stellar Blade in 2022.

Stellar Blade was released for the PlayStation 5 on April 26, 2024, following a postponement of its initial 2023 release. Critics gave the game mostly favorable reviews, complimenting its fight and graphics while criticizing the plot. The game sold more than a million copies by June.

Gameplay

Stellar Blade is an action-adventure video game set on a post-apocalyptic Earth, played from a third-person perspective. The combat system emphasizes understanding enemy attack patterns and countering them with precise timing. Eve's Beta Gauge fills as players successfully parry and evade in combat. The Beta Gauge can be used for skills like piercing super armor and interrupting enemy combos.

The game utilizes the DualSense controller of the PlayStation 5, which uses its haptic feedback to improve the feel of enemy attacks and weapon accuracy; exploration mechanics include wall scaling and rope swinging to traverse the environment, with rewards like extra costumes to be found; the overworld is filled with NPCs who offer side quests, which players can choose to accept or ignore; Eve also has a Burst Gauge that fills through successive parries and combos, allowing players to activate buffs and execute powerful attacks.

Story

Setting

The game is set in a post-apocalyptic world where humanity has been forced to leave Earth after losing a war to the Naytibas, and Eve and her team are sent from the Colony to fight the Naytibas and retake Earth. Along the way, Eve meets two survivors, Adam and Lily, and eventually settles in Xion, the last human city left on Earth. As part of her mission to save humanity and reclaim Earth, Eve then contacts an elder named Orcal and starts building relationships with the people of Xion.

Synopsis

In its most recent attempt to free Earth from the Naytiba, the Colony sends the 7th Airborne Squad, but the invasion fails, and Eve is the only one who survived the landing force. Her close friend Tachy gives her life to protect Eve from an unidentified Alpha Naytiba, and Adam, a scavenger, rescues her by asking her to help him retrieve a Hyper Cell power source from the destroyed megacity of Eidos 7. In return, Adam takes Eve to a nearby Alpha Naytiba to murder.

Lily, a 5th Airborne Squad survivor, chooses to accompany Eve as engineering assistance after she defeats the Alpha Naytiba. Adam then asks them to help save Xion, the final human city on Earth, after bringing them both there. Eve encounters Orcal, the leader of Xion, who informs her that three additional Hyper Cells are required to fully restore Xion in addition to the Hyper Cell she obtained from Eidos 7. This would enable him to find other Alpha Naytibas in addition to reviving the tens of thousands of humans that were kept in stasis inside the metropolis.

Stellar BLADE

스 텔 라 블 레 이 드

Sony Interactive Entertainment presents

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Developer: *Shift Up*
Publisher: *Sony Interactive Entertainment*
Director: *Kim Hyung-tae*
Producer: *Kim Hyung-tae*
Designers: *Kim Hyung-tae, Lee Chang-min, Jang Hee-cheol*
Composers: *Hwang Joo-eun, Oliver Good, Keita Inoue*
Engine: *Unreal Engine 4*
Platforms: *Microsoft Windows, PlayStation 5*
Release: *PS5: April 26, 2024*
Windows: TBA
Genre: *Action-adventure*
Mode: *Single-player*
TiTi Rating: *7/10*

n order to create a Master Core, which will grant entry to the Naytibas' Nest—the home of their leader, the Elder Naytiba—four Alpha Naytiba Cores are needed, Orcal adds. Once the second Hyper Cell has been recovered, Orcal tells Eve where the second Alpha Core is. After discovering that Tachy has been changed into an Alpha Naytiba, she is horrified and is compelled to kill Tachy in order to recover her core. The team finds a tape made by Raven, a former member of the Airborne Squad, after reclaiming the third Hyper Cell.

Raven asserts that the Naytibas are the original human race, which underwent drastic genetic mutation, and that what they now consider to be mankind is actually a race of highly developed human-like androids known as Andro-Eidos. Orcal affirms that the Andro-Eidos and humans coexisted amicably for a long time after their leader, the AI Mother Sphere, formed them at humanity's request. But Mother Sphere changed history to trick the Andro-Eidos into thinking they were humans and then abruptly ordered them to wipe all humanity.

To defend themselves against Mother Sphere and the Andro-Eidos, the remaining humans fled into hiding and finally changed into Naytibas. Eve is adamant about killing the Elder Naytiba in order to put an end to the war, even though she is shocked to learn that she has been murdering the descendants of mankind. Orcal tells Eve that the third Alpha core is situated on top of a space elevator. Adam leaves Lily and Eve behind after receiving unsettling news from Xion prior to their break-in.

Eve is saved by Lily when she defeats the Alpha Naytiba Demogorgon and is unable to recover its Alpha core. Lily then signals the Colony to send the powered exoskeleton Providence to help Eve return to Earth. When they get back to Xion, the Naytiba are attacking it. Eve encounters the same unnamed Alpha Naytiba that had attacked her and killed Tachy as she and Lily race back to defend the city. She is horrified to learn that the creature is actually Raven after slaying it and obtaining its core.
Eve takes care of Orcal as Raven escapes. Orcal discloses that he is also an Alpha Naytiba, which is a hybrid of Naytiba and Andro-Eidos technology. Since Eve only has three Alpha Cores, Orcal gives up his own Alpha Core in order to build the Master Core. He encourages Eve to meet the Elder Naytiba before he dies. After that, Eve and Lily go to the Nest, where they discover Raven's last recording.

Raven expresses her disappointment in the tape after discovering that Mother Sphere destroyed much of the Earth's surface by ejecting significant portions of the Colony from orbit in order to stop the Naytiba from utterly destroying the planet, in addition to eradicating the first humans. Eve arrives at the Nest's door and is met by Raven, who tries to bar her from going inside. Eve, on the other hand, defeats Raven, leaving her alive but handicapped.

After Eve and Lily enter the Nest, they discover that Adam is actually Raphael Marks, the Elder Naytiba who designed the Naytibas and the scientist who created the Mother Sphere, which caused the Andro-Eidos and Humanity conflicts to break out in the planet. Adam admits that he now regrets inventing the Naytiba since it led to their humanity being sacrificed. He also admits that the Andro-Eidos cannot be the real heirs of mankind because they are androids with no human DNA and cannot evolve.

MOTEL
49
R2
Slug

Adam suggests fusing himself with Eve in order to address this, becoming the next stage of human evolution that would end the Naytiba menace and give humanity a fresh start. Depending on Eve's decisions and past deeds, the conclusion changes.

**Adam and Eve are compelled to fight one other if Eve rejects his plan, and Eve wins in the end. Mother Sphere welcomes Eve and Lily back to the Colony once their mission is finished, and Adam dies along with humanity's last hope.*

**Adam and Eve will combine to form a completely new kind of human being if Eve agrees to his plan. Eve is then forced to defend herself after Mother Sphere directs Lily's power armor to attack, overriding it. Depending on whether Eve has the most affection for Lily, Eve wins out and she either lives or dies.*

**Lily will die if Eve and Lily haven't developed their fullest level of attachment. Mother Sphere then shows up and commends Eve for successfully destroying the Elder Naytiba as intended. But Mother Sphere sends an army to destroy Eve because she has no more use for her, and the game concludes with her battling an unending army of Andro-Eidos warriors.*

**In Eidos 9, Lily uses the Iberis code to hack the robot and eject herself to safety if their relationship has reached its peak of affection and the code has been found in Lily's Atelier. The army Mother Sphere sends at her is totally destroyed by Eve. After that, Lily gives Xion the fourth and last Hyper Cell, completely repairing the city and installing Eve as its new guardian.*

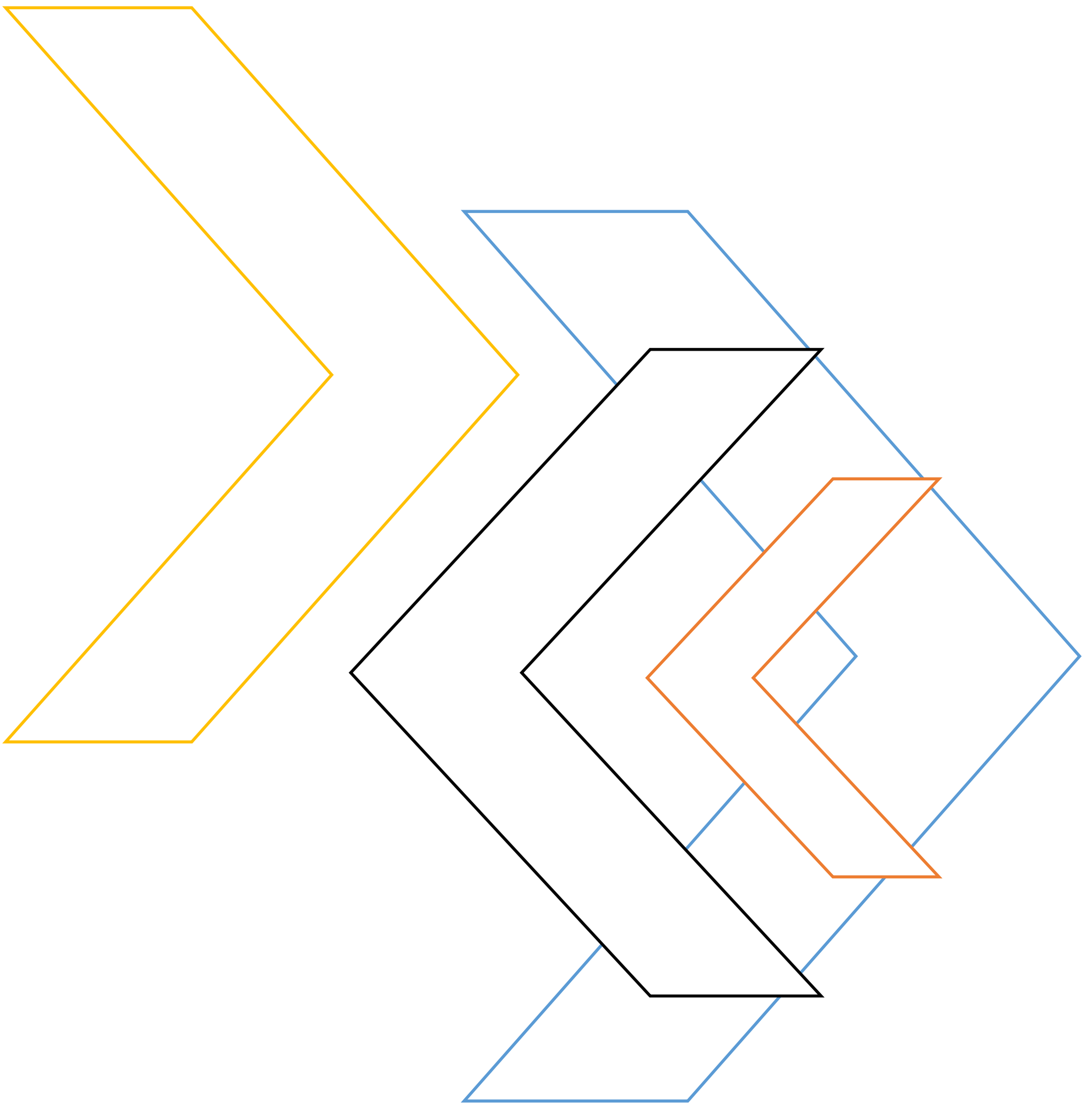
Development and release

Shift Up, a Korean studio created by Blade & Soul painter Kim Hyung Tae, revealed Project Eve for the Xbox One, Windows, and PlayStation 4 on April 4, 2019. Unreal Engine 4 was supposed to be used in the game's development. In late 2020, a prototype with updated gameplay and art direction was shown, but no information on the game's release platforms was provided. The game was revealed as a PlayStation 5 exclusive and would be published by Sony Interactive Entertainment during the September 2021 PlayStation Showcase.

Stellar Blade was announced as the game's final title in a September 2022 PlayStation State of Play, along with fresh gameplay videos and an initial 2023 release date. The following day, MONACA declared their participation, reiterating what had been said several times before the game's release: their members, Keita Inoue and Oliver Good, are contributing to the game's music production. Eve, who is based on the model Shin Jae-eun, is one of the characters in the game that uses 3D scanning.

Hee-Cheol Jang, a Korean movie monster designer, developed the clay models for the Naytiba foes, which were subsequently 3D scanned to make the 3D models for the game. The game was postponed until 2024 in December 2023. The game's April 26 release date was revealed in a January 2024 State of Play. On March 29, 2024, the game's demo was made available globally on the PlayStation Store; however, it was swiftly taken down after being inadvertently released early in the US on March 8. August 20, 2024

DEXX
Devastating like LIGHTNING



Sea of Stars

Sea of Stars

Sabotage Studio released the role-playing video game Sea of Stars in 2023. Set thousands of years before Sabotage Studio's previous game, The Messenger (2018), the game was released for Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S. In the game, players take control of Valere and Zale, two heroes who battle an alchemist by harnessing the power of the sun and moon. In Sea of Stars, the player can control up to six characters and engage in turn-based battle and problem solving. Both the game's sales and critical reception were positive.

Gameplay

The protagonists of the retro-styled role-playing video game Sea of Stars are Valere and Zale, who battle an evil alchemist's inventions by using the power of the sun and moon, respectively. Players can take control of up to six player avatars in this puzzle-solving and turn-based warfare game. The Messenger and Sea of Stars both take place in the same universe.

Plot

Solstice Warriors, adventurers with Eclipse Magic under their control, are Valere and Zale. The Fleshmancer, a godlike alchemist, created the otherworldly creatures known as the Dwellers, and their power is the only magic that can damage them. A warrior-cook named Garl, a friend from their youth, helps them along the way. Together with Headmaster Moraine, Erlina, and Brugaves, the other Solstice Warriors launch an assault on the Dweller of Woe, accompanied by an assassin named Seraï.

Erlina and Brugaves turn on the group after defeating the Dweller and call forth a cult that serves the Fleshmancer. The formidable Dweller of Strife is brought back to life by the acolytes using the monster's remains. Once they are secure, Moraine instructs Valere and Zale to go to the cult's stronghold on Mesa Island and confront the Dweller. The group travels to a tower that is underwater in order to break the shield that protects Mesa Island.
They learn that Resh'an, an alchemist, resides in the building and asks them to get his enchanted hourglass. Resh'an, the Fleshmancer's former associate and opponent, is subsequently shown to have assisted him in creating the elixir of life. Even though the potion gave him immortality, the Fleshmancer eventually grew cynical and misanthropic as a result of his jealousy of other animals' mortality.

Resh'an started training the first Solstice Warriors after the Fleshmancer created the Dwellers to promote chaos, which led to a battle between the alchemists in innumerable parallel realities. In each universe, the battle goes on until either the Solstice Warriors become powerful enough to become guardian gods or the Dwellers develop into apocalyptic creatures known as World Eaters. Resh'an consents to fight alongside the group once they recover the hourglass, but he cautions them that he is unable to confront the Dweller.
Valere, Zale, Garl, and Seraï fight the Dweller of Strife after the party disables the shield. In desperation, Seraï uses the hourglass to fight the Dweller as she is about to lose, and the Fleshmancer notices its might. The alchemist names Erlina his lieutenant, sends the Dweller, acolytes, and Brugaves to his lair, and then kills Garl before departing.

PWR 100%
COMBO
HP 50 MP 8
HP 56 MP 7
HP 59 MP 10

Teaks
Of all the recorded hexes and acts of bewitchment, few are as dreadful as the curse of The Vespertine.

SEA OF STARS

Attack
EFFECT
ZALE
ATTACK
SKILLS
COMBO
ITEMS
BOOST RT
COMBO
HP 178 MP 13
HP 162 MP 12
HP 126 MP 10

Developer: *Sabotage Studio*
Publisher: *Sabotage Studio*
Director: *Thierry Boulanger*
Designers: *Thierry Boulanger, Phillipe Dionne*
Programmer: *Sylvain Cloutier*
Artists: *Michael Lavoie, Bryce Kho*
Writer: *Thierry Boulanger*
Composers: *Eric W. Brown, Yasunori Mitsuda*
Engine: *Unity*
Platforms: *Windows, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S*
Release: *August 29, 2023*
Genre: *Role-playing*
Mode: *Single-player*
TiTi Rating: *6/10*

Garl's life is momentarily prolonged by Resh'an using his power, and the warrior-cook utilizes his remaining time to assist the group in doing a favor for the strong sky giants. The giants let the group to travel between worlds to hunt down the Fleshmancer after Garl dies. When the group reaches a highly developed planet, Seraï confesses that it is her home; she had journeyed between planets in order to find Solstice Warriors who could free her people from the Fleshmancer.

The group battles the Fleshmancer at his lair while fighting through the world with B'st, an ancient ghost that Resh'an gave a new body. The alchemist urges Erlina to attack after revealing that he has changed her into a demonic creature called Elysan'darëlle. After the party vanquishes Elysan'darëlle and gets ready to fight the Fleshmancer, Resh'an persuades him to concede, and the two alchemists leave.
Valere and Zale have the strength to become guardian gods after learning that a World Eater is on the horizon, and they depart from their comrades to defend the cosmos. An alternate ending becomes available if the player finishes a certain number of sidequests. The group finds the Cronophage, a gadget Resh'an left behind, and uses it to go back in time and stop Garl from dying.

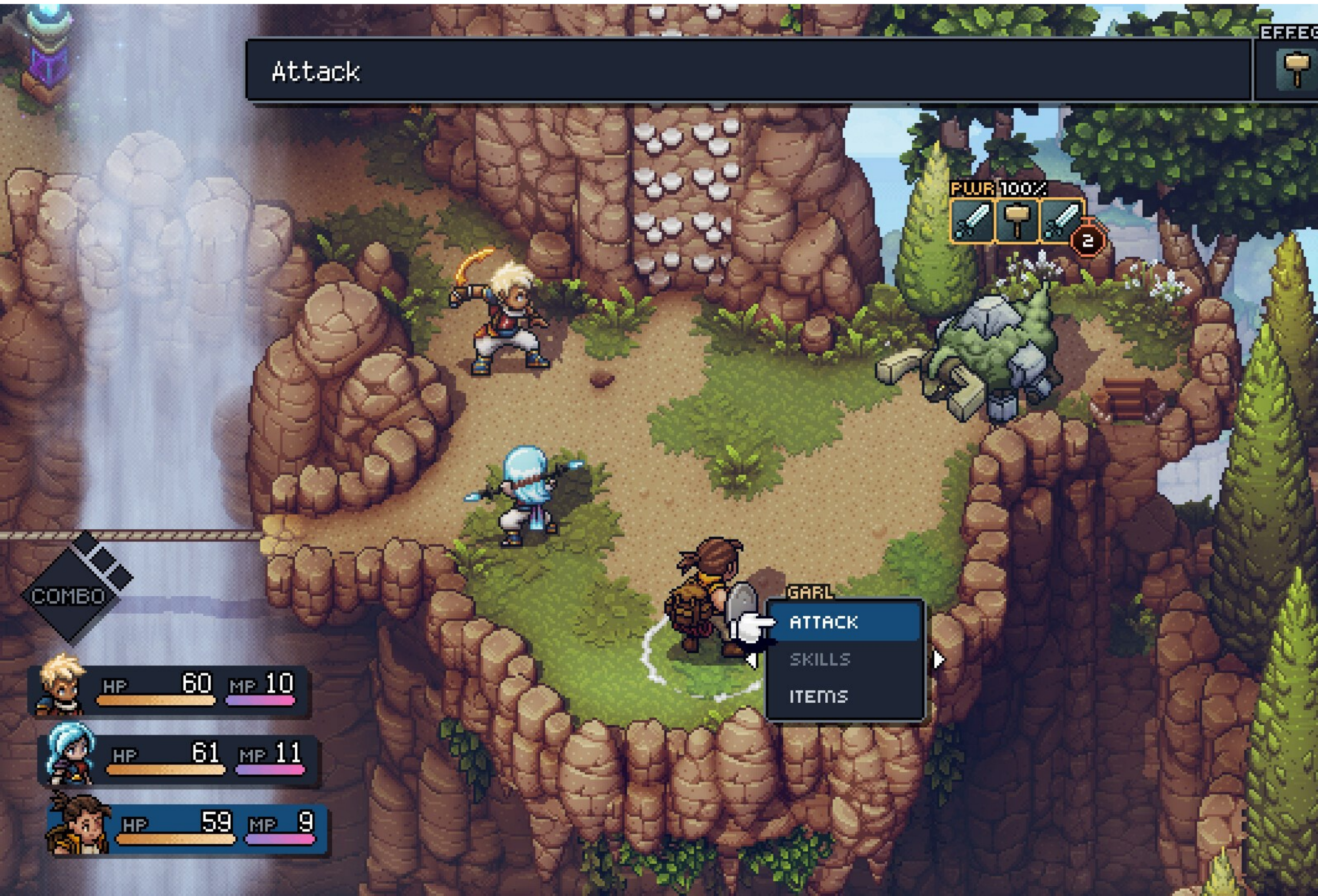
In order to avoid a time paradox, they substitute him with B'st, who takes on his shape right before being hit by the Fleshmancer. The changed B'st then pretends to be Garl throughout all of the subsequent events. Garl incites him to fight the party rather than Elysan'darëlle during the encounter with the Fleshmancer, and they drive him back. In a different reality, Elysan'darëlle reappears beside a changed Brugaves. After becoming guardian gods, Valere and Zale come back to see Garl on his birthday once a year.

Development and release

On March 19, 2020, Sea of Stars was revealed as a Kickstarter project. The game's developer, Sabotage Studio, aimed to create a more ambitious role-playing game than The Messenger. In contrast to the first game's metroidvania style, Sabotage aims to use a new genre to convey a fresh tale in the same game universe, according to creative director Thierry Boulanger. In contrast to The Messenger's linear structure, he aimed to incorporate "higher stakes" with six characters and exploration.

Boulanger mentioned the Paper Mario series, Super Mario RPG, and Chrono Trigger as influences. The game's score was composed by Eric W. Brown, who was previously known as "Rainbowdragoneyes" for The Messenger. Yasunori Mitsuda, the composer of Chrono Trigger, wrote 10 of the scores. The Unity engine was used to create the game. On August 29, 2023, Sea of Stars became available on Windows, Xbox One, Xbox Series X/S, PlayStation 4, PlayStation 5, and Nintendo Switch. Through its Extra tier, it was the first game to be released concurrently on Xbox Game Pass and PlayStation Plus.

Jirard "The Completionist" Khalil, a well-known figure on the internet, was a non-playable character in the game. But after Khalil was accused of charity fraud in November 2023, Boulanger declared on Discord that his presence will be taken down.



Sea of Stars

ASTRO BOT

Astro Bot

Team Asobi created the 2024 platform game Astro Bot, which Sony Interactive Entertainment released on the PlayStation 5. It is the third game in the Astro Bot series and a follow-up to Astro's Playroom (2020). The game was widely praised by critics when it was published to commemorate PlayStation's 30th anniversary.

Gameplay

In the 3D platformer Astro Bot, the user uses the DualSense controller to operate the title character, a tiny robot called Astro Bot. Astro's primary moveset is the same as it was in earlier editions; he can still jump, hover, punch, and spin-attack. After not being present in Astro's Playroom, the ability to swim underwater also reappears in Astro Bot Rescue Mission. There are no microtransactions in Astro Bot, which is said to be more than four times as long as Astro's Playroom.

Levels

There are 90 levels in the game, distributed over 60 planets and six galaxies. There are three difficulty options for each level: Easy, Normal, and Hard. While the extra challenge stages (referred to as "complex stages") mostly fall under the hard difficulty, the main story levels (referred to as "playful stages") primarily come under the easy & normal difficulties. Additionally, each level has a difficulty indicator that is indicated prior to level entry.

By the end of 2024, it is anticipated that both easy and challenging stages would be available as post-launch downloadable material after the game's release. The "Dual Speeder"—a starship fashioned after a PlayStation 5 DualSense controller—allows players to travel between galaxies and levels. To operate the Dual Speeder, tilt the DualSense physically while holding down the analog triggers. Additionally, it has unrestricted mobility on the level selection screen.

Like Rescue Mission, each level includes a certain number of Bots that Astro must save; in the basic platformer levels, there are seven Bots, but in boss fights and challenge levels, there are only one or two Bots. In total, 305 bots—301 in the main game and 4 from Astro's Playroom—can be saved and recruited.

In contrast to Rescue Mission, "V.I.P. Bots"—collectible bots that visually mimic different PlayStation characters—can also be saved and enlisted. Along with the free DLC levels, there are 150 distinct V.I.P. Bots, and more are reportedly planned. It is claimed that many of the "deep cut" Bot characters from PlayStation's past can be saved in the challenging game levels.

All of the collected bots are available for viewing and interaction in a single, central area that is referred to as a museum. Only a few levels let the player use the powers of specific PlayStation heroes, such Kratos' Leviathan Axe at the start of a level with a God of War theme. The planets are dotted with collectible coins that can be used to buy a wide range of goods.

Giving the player stuff for the V.I.P. Bots is the primary way to spend coins in the Gatcha machine. These things make reference to certain objects that the characters use in their home games, and giving them one makes them act in ways that are peculiar to that games. Additionally, the player can use the coins to buy a Bluebird Helper, which will help them find any puzzle pieces or Bots they might have missed when they originally started the level.

The bluebird assist is accessible at the start of every level and can only be bought starting on the second try.

ASTRO BOT

Developer: *Team Asobi*

Publisher: *Sony Interactive Entertainment*

Director: *Nicolas Doucet*

Designer: *Hiroaki Yatoku*

Artist: *Sebastian Brueckner*

Composer: *Kenneth C. M. Young*

Platform: *PlayStation 5*

Release: *September 6, 2024*

Genre: *Platform*

Mode: *Single-player*

TiTi Rating: *7/10*

Abilities and controls

15 new talents are available to Astro, and they can be attached to him to improve his fighting and traversal skills. These new skills include the Twin-Frog Gloves, which let Astro punch enemies from a distance and swing/slingshot off of specific surfaces, the Handy-D monkey, which lets Astro climb on specific surfaces, swing, and slam the ground, and Barkster the Bulldog Booster, which lets Astro air-dash through enemies and terrain. These skills are utilized in the boss fights that are found at the conclusion of every galaxy.
The game offers a number of accessibility options, such as allowing the player to use a single analog stick to control the camera rather than a single button, supporting the PlayStation Access controller, and allowing the player to turn off the gyro controls, haptic feedback, and adaptive triggers.

Plot

One day, in space, a mothership that looks like the PlayStation 5 console is spotted circling the universe with Astro and a large number of bots that look like him, standing in for his whole crew. Suddenly, they run across Space Bully Nebulax, a green extraterrestrial who attacks the crew, steals the CPU, and follows after the mothership. The mothership explodes as a result, leaving the Bots trapped on distant planets and its components strewn across space.

The remnants of the mothership crash-land on a desert planet shortly after the attack, and the Dual Speeder, a much smaller ship that resembles the DualSense controller, revives the comatose Astro. As Astro triggers the satellite that drops down the planet below, he starts looking for his fellow Bots and the mothership's missing components. The mothership reactivates shortly after Astro visits his first planet, transforming the crash site into a settlement and oasis for Astro and the saved Bots.
Astro keeps exploring the galaxies, saving the majority of the Bots until he locates the home planets of each boss that represents it: Feather Cluster (Falcon McFly), Serpent Starway (Lady Venomara), Camo Cosmos (Mecha Leon), Tentacle System (Wako Tako), and Gorilla Nebula (Mighty Chewy). He fights them along the way and recovers lost mothership components.

Following the recovery of most of his crew and the completion of the mothership's repairs after exploring every galaxy, Astro runs into Space Bully Nebulax once more and pursues it, starting an intergalactic conflict. The majority of the crew uses outdated PlayStation hardware as part of their squadron, forming the PlaySquadron.
Astro and his fellow Bots go to Space Bully Nebulax for a final battle to recover the lost CPU after a protracted conflict across the universe. The CPU integrates itself into the mothership when Astro successfully retrieves it, but not before a seriously wounded Nebulax engages in one final battle.

Astro is able to destroy the UFO inside Nebulax's body with the Bots' assistance, but doing so creates a black hole. Astro is grabbed by Nebulax, who intends to carry him along with his impending death. The Bots try their best to save him, but Astro gives his life in the process, which causes a supernova. Astro emerges from the horizon and falls on top of the mothership, but he collapses and dies as his robotic limbs fall out one by one, since the Bots fear that he would perish in the conflict.

As Astro is repaired and brought back to life by the mothership's repair systems, some of the Bots locate and throw replacement components for him. As the titles roll, Astro celebrates his resurrection with his crew and makes another space exploration before making his final flight in his Dual Speeder.

Development

With a development team of about 60 individuals, Astro Bot's development began nearly immediately after Astro's Playroom was finished and lasted for almost three years. According to reports, it is the biggest game that Team Asobi has ever created. Astro Bot was called without a subtitle, in contrast to its predecessors, Astro Bot Rescue Mission and Astro's Playroom. According to Astro Bot's producer and creative director Nicolas Doucet, this was done to mark a new chapter in the series' history.
Doucet said in an interview with Edge magazine that he and Team Asobi debated whether to give the game an open world framework but finally chose to concentrate more on a level-based structure. According to him, this choice was made "because that was the one that gave us the most control over the game's variety." The difficulty of each Astro Bot level was carefully considered in order to make the game playable for players of various ability levels.

Because the primary levels were made to be so simple, players of all ability levels could beat the game. In contrast, the optional levels were made to be significantly harder in order to appeal to the more seasoned gamers. In addition to the platforming, each level's background and ambient features were enhanced in several ways. Over 70 distinct wildlife species—including polar bears, elephants, and tiny insects—as well as notable visual and physical enhancements are made possible by the redesigned game engine.

Even though earlier Team Asobi games that included Astro (such Astro Bot Rescue Mission and The Playroom VR) needed the use of PlayStation VR to play, Astro Bot is not playable on the VR2. According to Doucet, Team Asobi had never thought of creating a PlayStation VR2 game after completing Astro's Playroom, preferring to create a scaled-up tech demo in the hopes that it would be warmly accepted by the public.

Although certain games can be played in both VR and non-VR, he admitted that this design approach would not be appropriate for an Astro Bot game, saying that "if you were to make a VR version of a game like Astro, it has to be fully designed for that medium." Additionally, it must be completely optimized for virtual reality if it isn't already. In an interview with MinnMax, Doucet further supported this opinion by claiming that creating a PSVR 2 version of Astro Bot will completely transform the game. In the same interview, he added that if there was enough demand after the game's release, a PC port might be made.

DualSense features

Many of the DualSense controller's capabilities, especially the adjustable triggers and haptic feedback, are implemented in Astro Bot's gameplay. To maximize the DualSense's capabilities, Team Asobi established a small team whose main goal was to maximize the controller's capabilities. Doucet cites a few instances of these capabilities, such as the use of the haptic feedback to sense specific irregularities on a surface in order to reveal a secret and the use of the adaptive triggers to mimic squeezing water out of a sponge by altering its resistance level.

Before the best features—like the previously mentioned sponge ability—are incorporated into the main game, many are initially developed separately. The DualSense's characteristics are also prominently utilized by each of Astro's powers. According to Doucet, Astro's Playroom and Astro Bot approached the DualSense abilities differently than the latter, which chose to incorporate the powers into the platforming gameplay while the former divided the platforming and abilities into separate areas.

Additionally, he notes that touchpad-related gameplay features were used far less frequently throughout development due to a greater emphasis on platforming. According to Doucet, this was because playing the game becomes more uncomfortable when the player has move their fingers away from the jump button in order to use the touchpad.

V.I.P. Bots

Doucet has repeatedly brought up the importance of the V.I.P. Bots' references to well-known PlayStation IPs. The decision to "double down" by making even more cameos than Astro's Playroom was decided by him and Team Asobi. He explains this by saying that it might serve as a generational bridge, where a child who is curious about the identity of a particular Bot could get an explanation from a parent who has played the games before.

The team's approach to portraying these enduring characters was one of the difficulties encountered throughout the V.I.P. Bots' implementation. Punching these Bots, which are carried over from Astro's Playroom, makes them respond humorously and make a special game reference. Doucet pointed out that there was a way to honor the legacy of the characters they were "taking the piss and being funny with" while still preserving the humor that was a part of the earlier Astro games.
The use of their characters as Bots has been well received by a number of PlayStation Studios, including Santa Monica Studio and Naughty Dog. Another issue raised by the V.I.P. Bots was the potential for Astro's identity to be obscured by the numerous references and characters from third parties and PlayStation. According to Doucet, he and Team Asobi had contemplated letting Astro "stand on his own feet" in the next game rather than using any PlayStation branding.

He and Team Asobi ultimately opted against this, arguing that Astro's Playroom fans who appreciated the PlayStation allusions would probably be let down if they were completely removed from the sequel. Doucet notably pointed out that characters with hair frequently had it replaced with vinyl, indicating that the Bots' designs were not always entirely true to the original material they were emulating. Doucet added that a major component of the Bots' designs were the blue LED eyes that were present on them.

Some bots' original designs greatly relied on eyeballs, making it impossible to adequately depict them using LED eyes alone. They were provided with full head masks to address this problem. A total of 173 VIP Bots are present. VIP Bots also show up as characters from third-party franchises that have made significant appearances on PlayStation systems, in addition to characters from Sony-owned properties like Ratchet and Sackboy.

Music

After writing the music for Astro Bot Rescue Mission and Astro's Playroom, Kenneth C. M. Young returned to write the soundtrack for Astro Bot. Through his Twitter account, this was verified.

Marketing and release

On May 30, 2024, during Sony's State of Play webcast, Astro Bot was revealed. On August 30, 2024, the PlayStation YouTube account unveiled the game's release trailer along with another behind-the-scenes video[c]. On September 6, 2024, the game was made available only on the PlayStation 5.
Each of the ten front cover variations in the 400th edition of Edge magazine highlights a different V.I.P. Bot (e.g., Aloy from the Horizon series and Ratchet & Clank from their self-titled series). There are presently three different versions of the game: the standard digital edition, the standard physical edition, and the digital deluxe edition. Rewards for pre-ordering the game are also included with each of these editions.

The digital standard version includes two distinct PlayStation Network avatars (one with Astro and the other with a V.I.P. Bot referencing Parappa), a Dual Speeder graffiti skin with a variety of V.I.P. Bots, and an in-game outfit for Astro that resembles the character PaRappa the Rapper.

In addition to all of the rewards found in the digital standard release, the digital deluxe version includes 10 PlayStation Network avatars (including more renders of Astro and other V.I.P. Bots), two controller skins (one named "Neon Dream" and the other "Champion's Gold"), two outfits (one of which is a golden outfit and the other alludes to the Yharnam hunter from Bloodborne), and a download code for the official soundtrack and digital art gallery.

At PAX West, ChinaJoy, EVO, and Summer Game Fest, there were kiosks with a playable demo of Astro Bot. Two of the five levels they highlighted were the lighthearted platforming stages (called Sky Garden and Construction Derby, the latter referencing the PlayStation video game Destruction Derby); one was a boss battle with an octopus using the Twin-Frog Gloves ability; and two were the relatively shorter, more intricate stages (called Swinging Senteries and Slowdown Showdown, both of which are themed after various PlayStation symbols).

In addition to the previously mentioned playable demo, Astro Bot was one of the titles on display at Tokyo Game Show that had a massive replica Gatcha machine. One of four Astro Bot-themed t-shirts was given to everybody who used the machine. On July 29, 2024, a DualSense controller based on the Dual Speeder was revealed. August 9 marked the beginning of pre-orders, and the controller and game were both released on the same day. You can play samples in the store at some Best Buy stores across Canada.

Tie-in with Astro's Playroom

On June 7, 2024, Astro's Playroom got a free content update to help link Astro Bot to its ancestor. Additional artifacts that matched different PlayStation 5 attachments, such the PlayStation VR2 headset and the PlayStation Portal, were added to the Gatcha machine. The PlayStation Labo room may be used to enter a new room where each of these relics might be kept. Additionally, it featured a brand-new "mission room" that took players to the official Astro Bot retail page and showed a countdown to the game's release.

Four more Bots, one for each of the existing planets, might also be saved. A racer from the Gran Turismo series, a Pipo Monkey from the Ape Escape series, Lady Maria from Bloodborne, and Selene from Returnal are all referenced in these Bots. Every Bot that has been gathered in the Playroom can be added to the Astro Bot's initial crew. Astro's Playroom had a unique celebratory countdown in the hours before Astro Bot's release.

Downloadable content

At the September 2024 State of Play event, five more speedrun levels were revealed as free downloadable DLC. Other VIP bots like Eve from Stellar Blade and the Shock Troopers from Helldivers 2 will be included in the online levels, which are expected to launch in the fall of 2024.

ASTRO

RISE OF THE RONIN

Rise of the Rōnin

Koei Tecmo's Team Ninja created the 2024 action-role-playing game Rise of the Rōnin, which was released by Sony Interactive Entertainment. On March 22, 2024, the game was made available for the PlayStation 5. Critics gave it largely favorable reviews when it was first released.

Gameplay

Players can design their own character in Rise of the Rōnin. The Boshin battle was fought with a variety of weaponry, including katanas and other Boshin war weapons. At pivotal points in the game, players can choose to fight against or support certain non-player characters, which changes the plot.

You can tour the historic cities of Yokohama, Kyoto, and Edo as well as rural locations. A horse, grappling hook, or glider are some of the ways the player can move around the game. The game has a cooperative multiplayer mode for three players with the option to switch between three different difficulties.

Story

Setting

Rise of the Rōnin takes place in Bakumatsu, the last years of the Edo period, in the middle of the 19th century in Yokohama, Edo, and Kyoto. After Japan was forcibly reopened after the Sakoku period, the game shows the Tokugawa Shogunate and several anti-shogunate factions that were unhappy with the western influence leading up to the Boshin war.

After their family was killed by an oniwaban working for the Shogunate, the Blade Twins—whose genders the player chooses—became involved with the Veiled Edge resistance group. The Blade Twins start their quest to topple the Shogunate after being trained by the Bladesmith, the leader of the Veiled Edge.

Plot

The Bladesmith assigns the Blade Twins the mission of killing Commodore Matthew Perry and stealing a classified communication that he is holding in 1853. The Blue Demon, another assassin, steps in to prevent them from killing Perry, but they manage to steal the message. One of the Blade Twins must leave since they are outmatched, and their companion gives their life to make sure the Blade Twin escapes. When the Blade Twin discovers their partner is still alive following the Shogunate Oniwaban raid on the Veiled Edge's village, they choose to leave the Veiled Edge in order to find them.

In order to get the right to leave the clan, the Bladesmith pushes the Blade Twin into a death-defying combat. The Bladesmith wishes them luck as she passes away. In 1858, the Blade Twins travel to Yokohama and make friends with Ryoma Sakamoto, a ronin who is on the run. The Perry Expedition's presence and growing Western influence in Japan have upended the social order in Yokohama and throughout the entire country.

The Blade Twin looks into the location of their companion, now known as Demonclaw Samurai, who is employed by the British and Americans, while Ryoma and his fellow trainees search for their instructor Shoin Yoshida. Ryoma and his supporters are incensed by Shogunate Chief Minister Naosuke Ii's severe repression and purges of anti-Shogunate and anti-foreigner attitudes, which culminate in Shoin's arrest and execution in 1859. Together with Kogoro Katsura, Shinsaku Takasugi, and others, Genzui Kusaka makes the decision to defy the Shogunate in Shoin's place. They muster a small force to launch a direct assault on Ii.

RISE OF THE

RŌNIN™

Developer: *Team Ninja*
Publisher: *Sony Interactive Entertainment*
Director: *Fumihiko Yasuda*
Producers: *Fumihiko Yasuda, Edward Saito*
Programmers: *Tetsuya Nagayama, Yutaro Takahashi*
Artists: *Soma Yokoi, Nozomi Furuta, Hiroyuki Kato*
Writer: *Jesse Noble*
Composer: *Inon Zur*
Platform: *PlayStation 5*
Release: *22 March 2024*
Genre: *Action role-playing*
Mode: *Single-player, multiplayer*
TiTi Rating: *7.5/10*

RISE OF THE RŌNIN

When the Blade Twin strikes down the Blue Demon, whose real name is Akikatsu Manabe, in retaliation for attempting to defend Ii, Ii is either successfully slain or escapes with Manabe, only to be later assassinated by the Demonclaw Samurai. Following Ii's passing, British influence—led by Rutherford Alcock and Ernest Satow—in Japan grows while American influence declines. When the Blade Twin finds out that the Demonclaw Samurai is working with the British in 1863, they continue to collaborate with Ryoma's organization in Edo.
Ryoma starts objecting to Genzui's increasingly violent tactics after Genzui shamelessly burns down the British Legation. Genzui chooses Kaishu Katsu, a significant Shogunate official, as his next target. Katsu effortlessly repels the Blade Twin and Ryoma's attack and wins them over by expressing his wish to modernize Japan and restructure the Shogunate without resorting to violence. They help Katsu enlist more people to support his mission. They eventually run across Yoshinobu Tokugawa, the Shogun, who declares his own wish to bring Japan up to speed with the West.

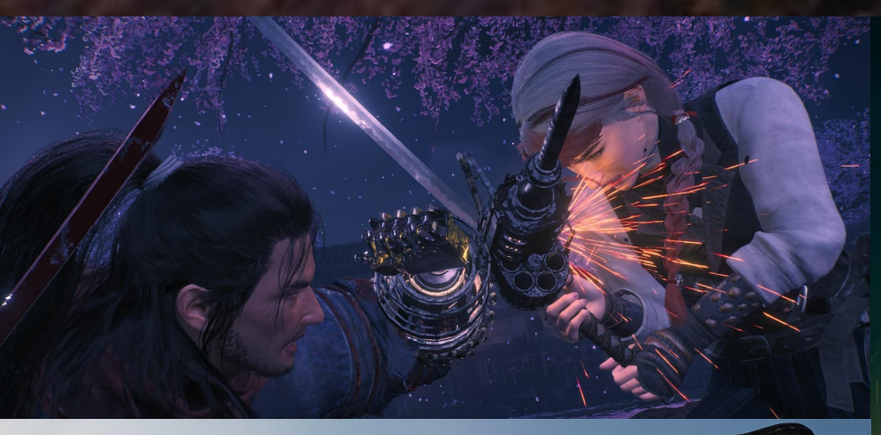
In an attempt to draw his adversaries out into the open, Yoshinobu chooses to go to Kyoto, and Katsu asks Ryoma and the Blade Twin to join the Roshigumi in order to defend Yoshinobu. However, the Roshigumi is in disarray after Kiyokawa Hachirō, their leader, is slain by the Demonclaw Samurai and revealed as a traitor soon after they arrive in Kyoto in 1864. The Roshigumi is split up, with part of its members moving back to Edo and the rest forming the Shinsengumi in Kyoto.

Genzui leads the Choshu clan in an attack on Kyoto after spotting weakness. The Choshu are defeated by the Shinsengumi and the Satsuma clan, who are equipped with British cannons. When the Blade Twin confronts the Demonclaw Samurai, he confesses that, in retaliation for the destruction of their village, they have been responsible for many of the events that have accelerated the decline of the Shogunate. The Blade Twin opposes the Demonclaw Samurai's violent strategy and declines to work with them. In order to escape capture, Genzui commits seppuku while the Demonclaw Samurai runs away.
Understanding that the Satsuma and Choshu share a desire to topple the Shogunate, Ryoma persuades Satsuma general Takamori Saigo to join the Choshu in 1866, despite their historical animosity, creating the Choshu-Satsuma Alliance. Soon after, the Blade Twin sneaks into the Shinsengumi to look into a Ryoma assassination attempt. After rooting out the traitor within the Shinsengumi, the Blade Twin follows Ryoma to the Shogun's palace, where they successfully stop Satow's attempt to kill Yoshinobu and persuade him to dissolve the Shogunate and implement a peaceful handover of power.

Even though Yoshinobu is negotiating with the Choshu-Satsuma alliance in 1867, the Demonclaw Samurai start staging false flag assaults to increase tensions between the two groups, which leads to their effort to kill Ryoma, who wants to see a democratic Japan. Either Ryoma is dead or seriously injured. The Boshin War in 1868 results from the breakdown of relations between the alliance and the Shogunate in the absence of Ryoma's mediation role.
Following the Battle of Toba-Fushimi, the alliance forces take control of Kyoto after Yoshinobu is forced to flee to Edo following an assassination attempt by the Demonclaw Samurai. In order to avoid Edo's capture, Katsu plots to set it on fire, but the Blade Twin is able to mediate a peaceful agreement between the two parties that spares the city. The Blade Twin faces and beats the Demonclaw Samurai one final time while the peace negotiations are being concluded, with the decision to either spare or execute them. If spared, the partner learns their mistakes and, as a form of penance, chooses to travel outside of Japan to see its progress.

Following the dissolution of the Shogunate, Yoshinobu retires to live a quiet civilian life while the leaders of the Choshu-Satsuma alliance start the process of rapidly modernizing Japan's army and navy and restructuring the country's government. Meanwhile, the remaining members of the Shogunate and Shinsengumi set sail for Hakodate to establish the Republic of Ezo. In the event that the player spares the Demonclaw Samurai and saves Ryoma's life, a clip in the post-credits shows the two of them colliding in New York City.

Zwillingsgeister



RISE OF THE
RŌNIN

Development

In 2015, XDev from PlayStation Studios began working on Rise of the Rōnin. Fumihiko Yasuda, president of Team Ninja, stated that they wanted to make a game that shows Japan throughout its darkest periods, pointing out that video games would "shy away from" the Bakumatsu period. Their experience creating ninja and samurai-focused games, such Ninja Gaiden and Nioh, would also make the game's setting a good fit for their expertise. Yasuda claims that the most ambitious project Team Ninja has ever worked on is Rise of the Rōnin.

Since Team Ninja has only created linear, level-based games up to this point, creating an open world game has proven to be particularly difficult. Yasuda said that their passive non-player characters were "impactful" and "challenging" since in their earlier games, the player had to defeat every object on screen. Known for his work on the Rurouni Kenshin film series, film director Keishi Ōtomo directed the game's opening and real-time cinematics.

Speaking about his work, Ōtomo said he sought to depict the Bakumatsu's worst periods, when people "waited for everything to implode" and energy was building. He noted that Team Ninja had done a good job of researching the past and was amazed by the level of detail they had put into building the environment. The game's score was written by Inon Zur, and the cello and shakuhachi are the two primary instruments that play the majority of the tunes.
As part of his work, he studied Japanese music, and he believed that producing the theme for the Blade Twin was the most difficult because their acts weren't just good or bad; they were seen as "different" and at odds with the protagonist's plot.

Release

On September 13, 2022, Rise of the Rōnin was revealed during PlayStation's State of Play livestream. A pre-order teaser was unveiled at The Game Awards 2023 on December 7, 2023, with a release date of March 22, 2024. Because of the severe violence rated by the Computer Entertainment Rating Organization of Japan, the game will be available in two versions, Cero D and Cero Z, according to the announcement made when pre-orders started in Japan on December 14, 2023.
On July 24, 2024, a playable demo was made available, and players could save their progress to play the complete game. September 10, 2024, saw the debut of a tangible artbook.

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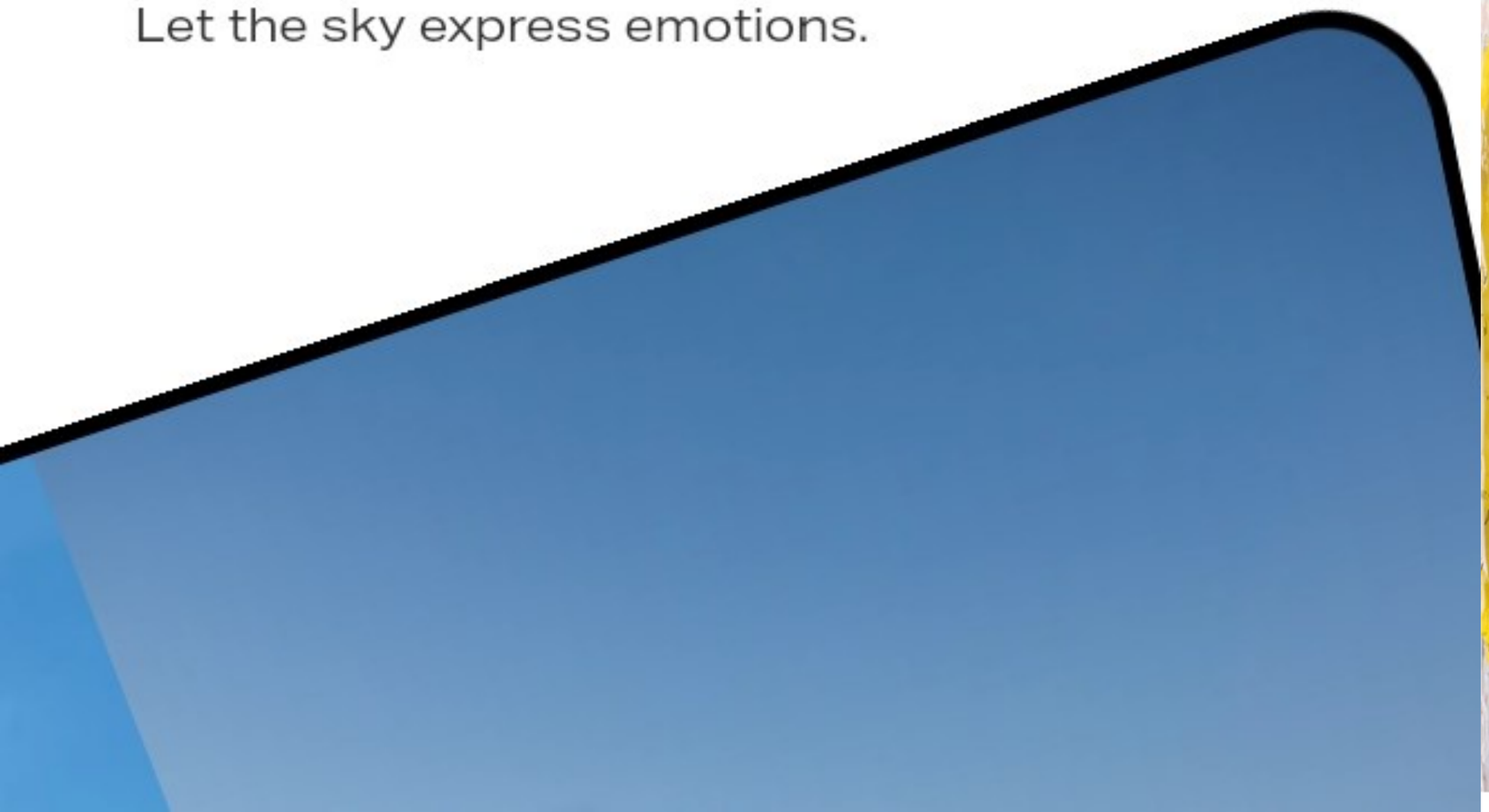

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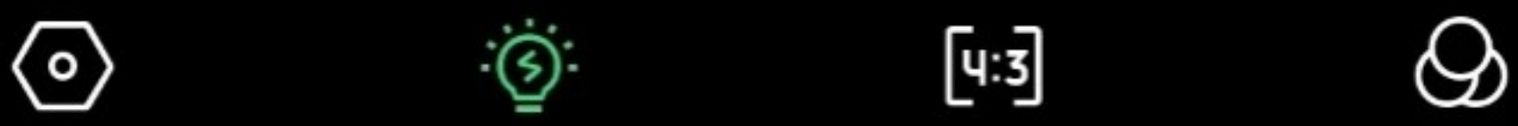

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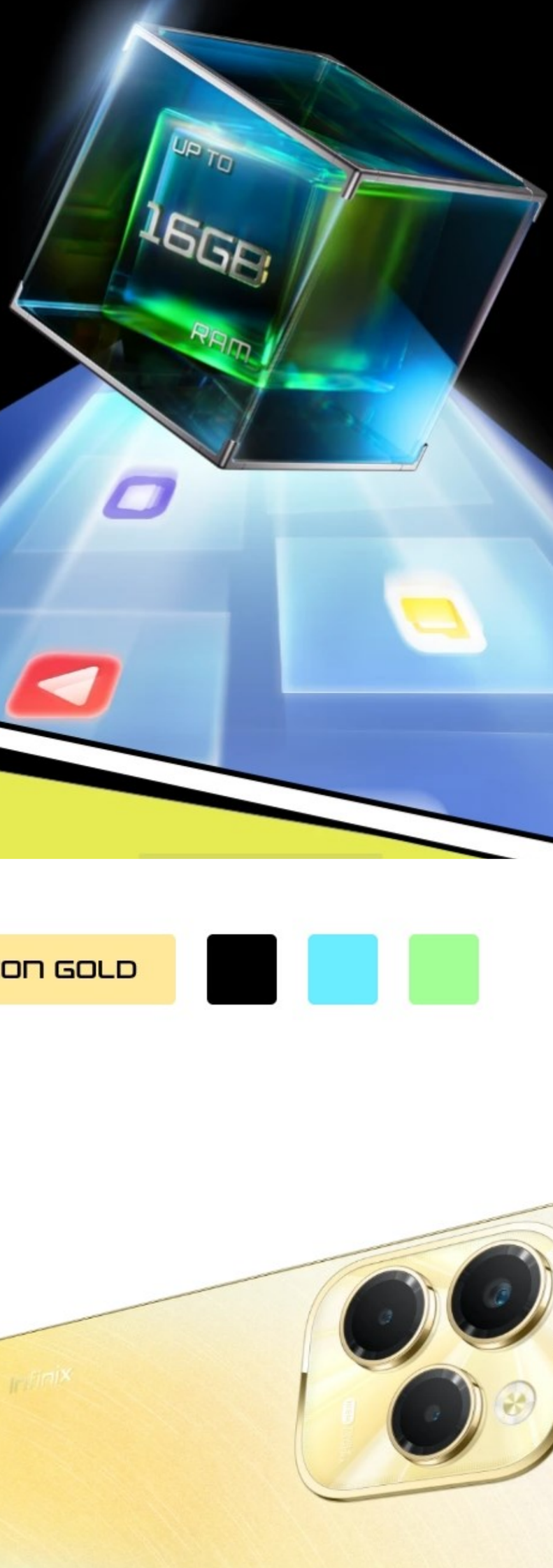

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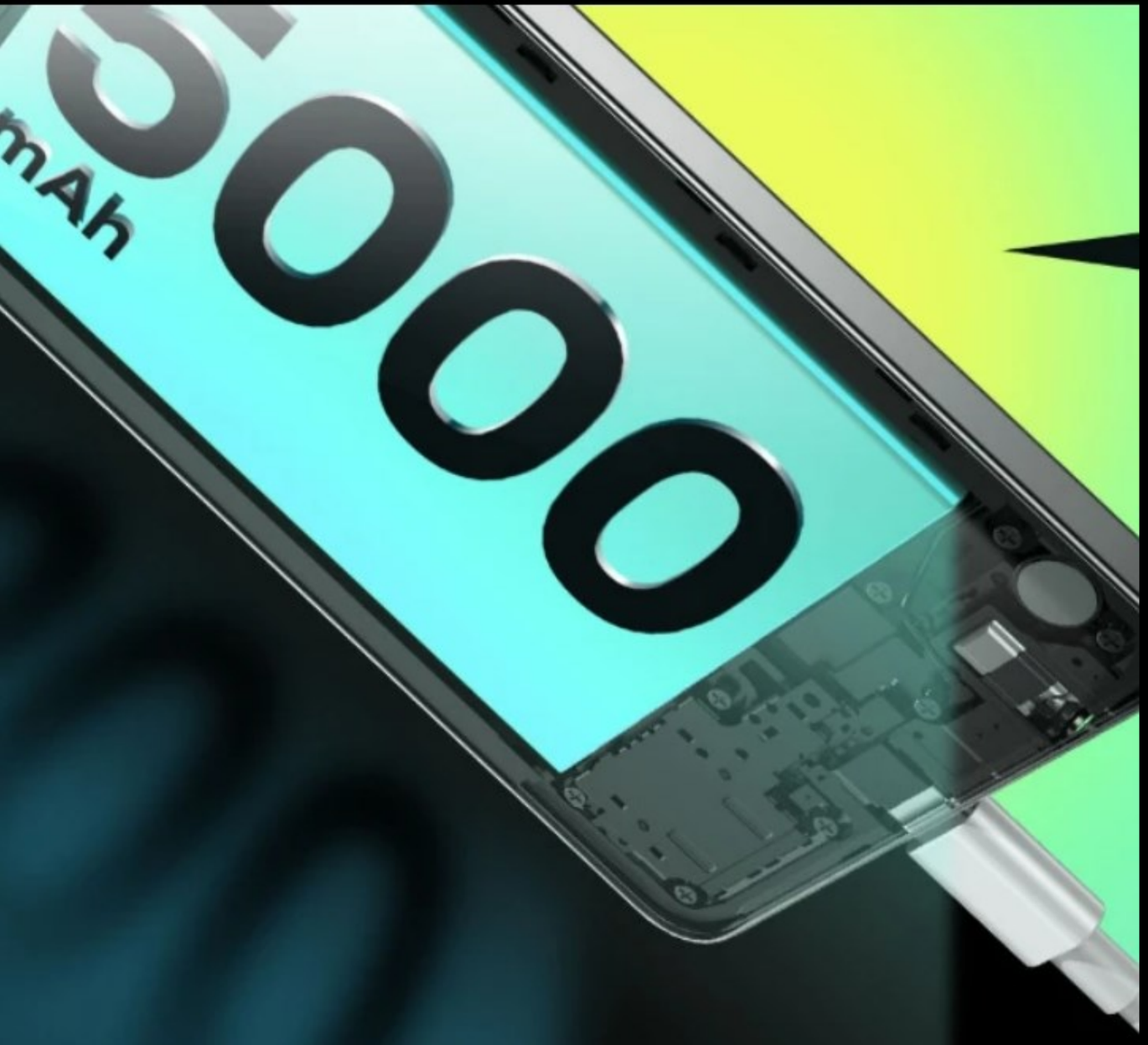

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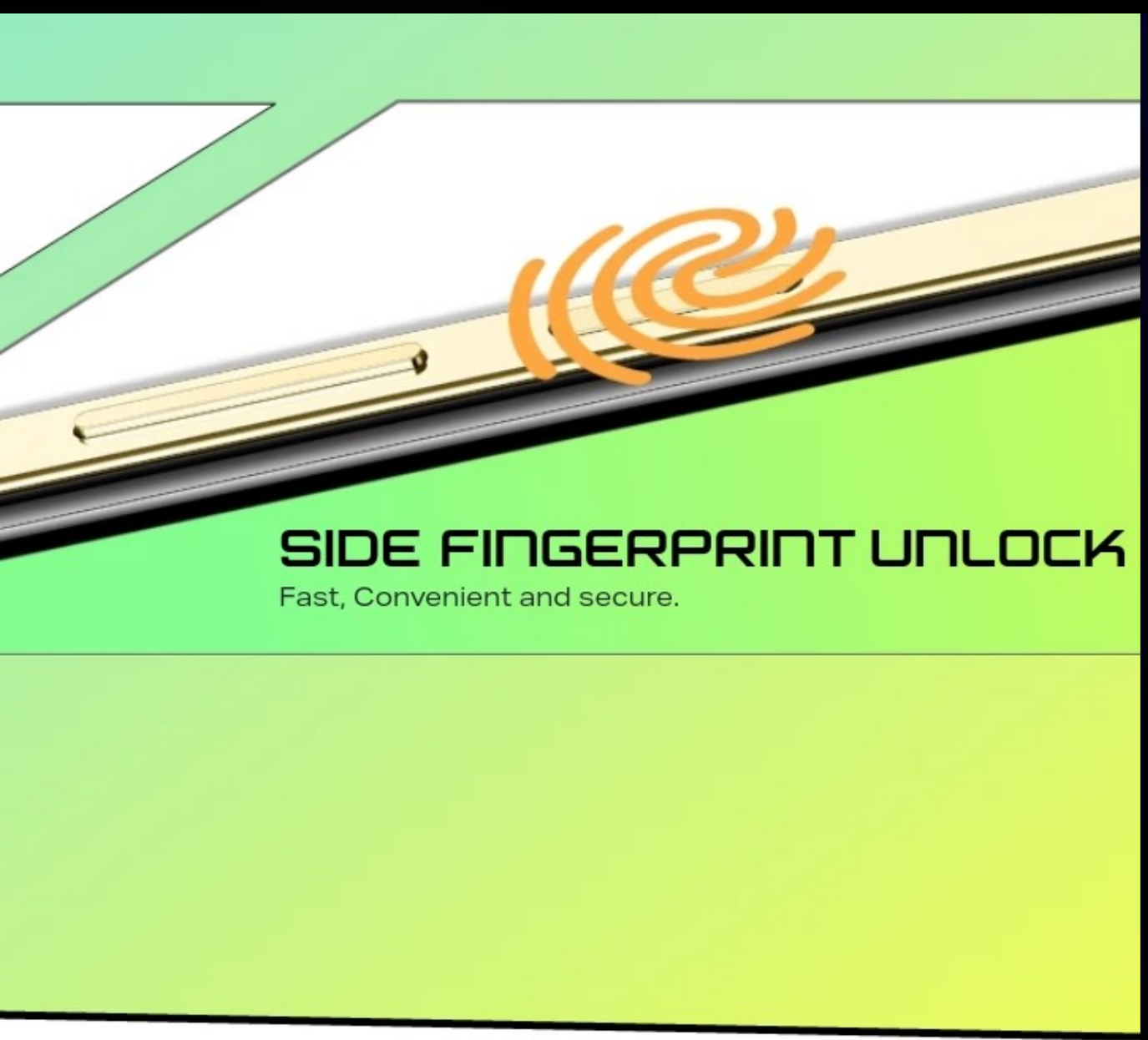

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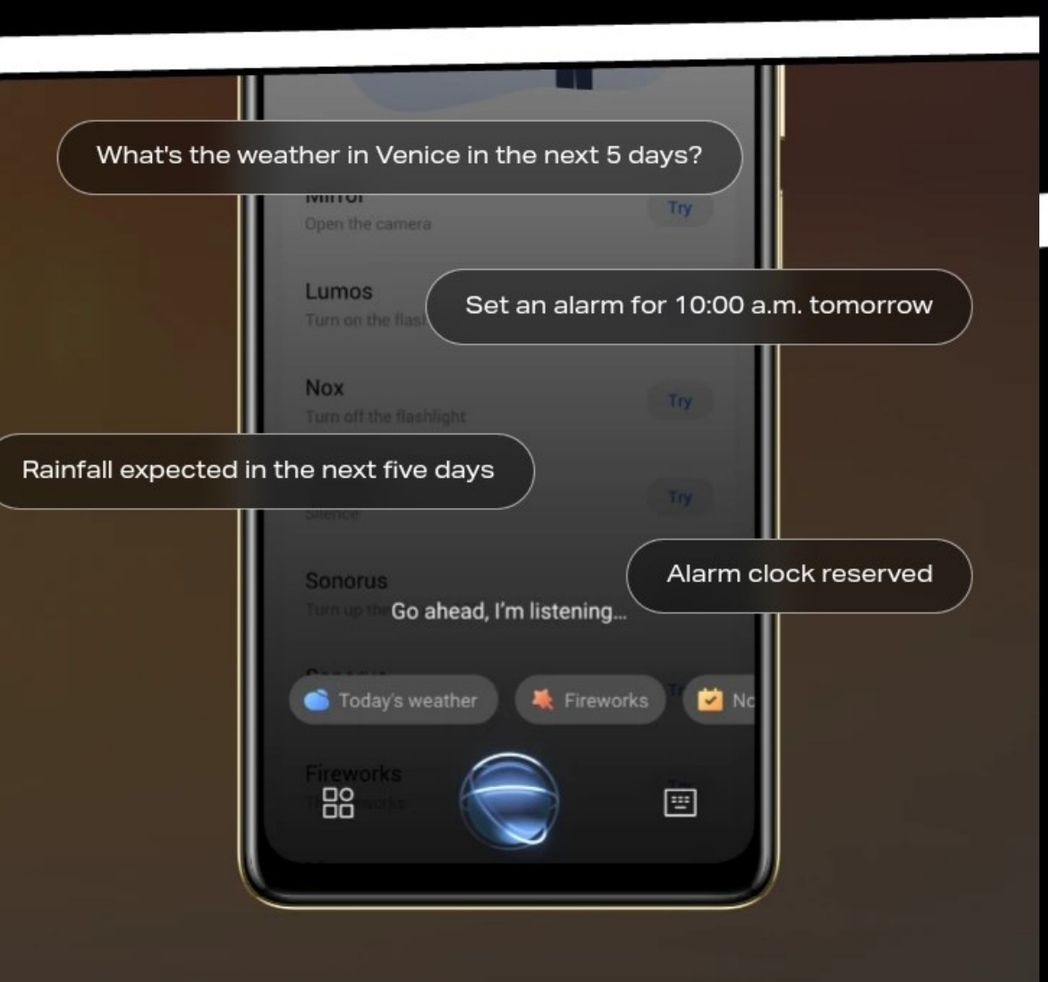

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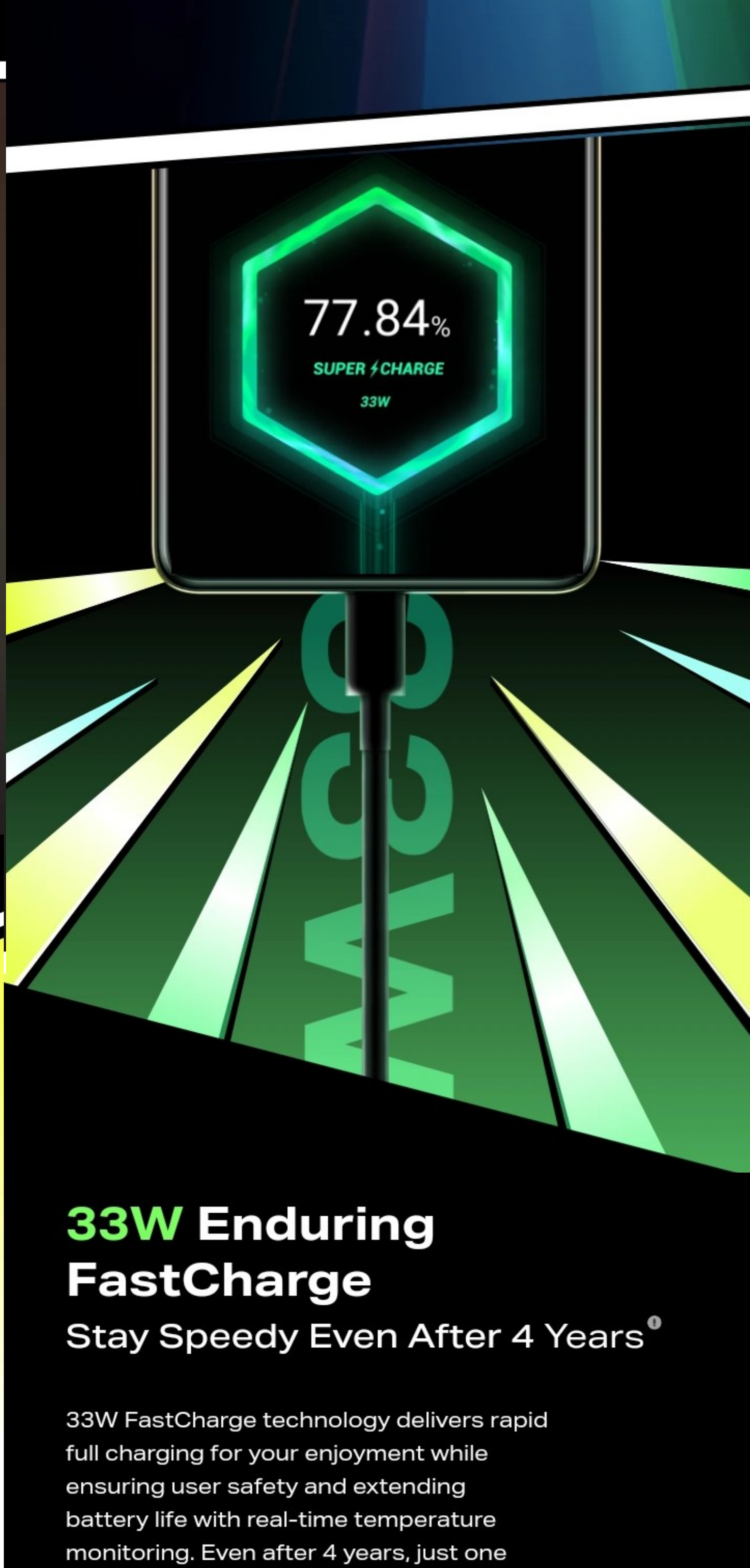
DRE **(Dark Region Enhancement)**
Sunlight Readable Tech



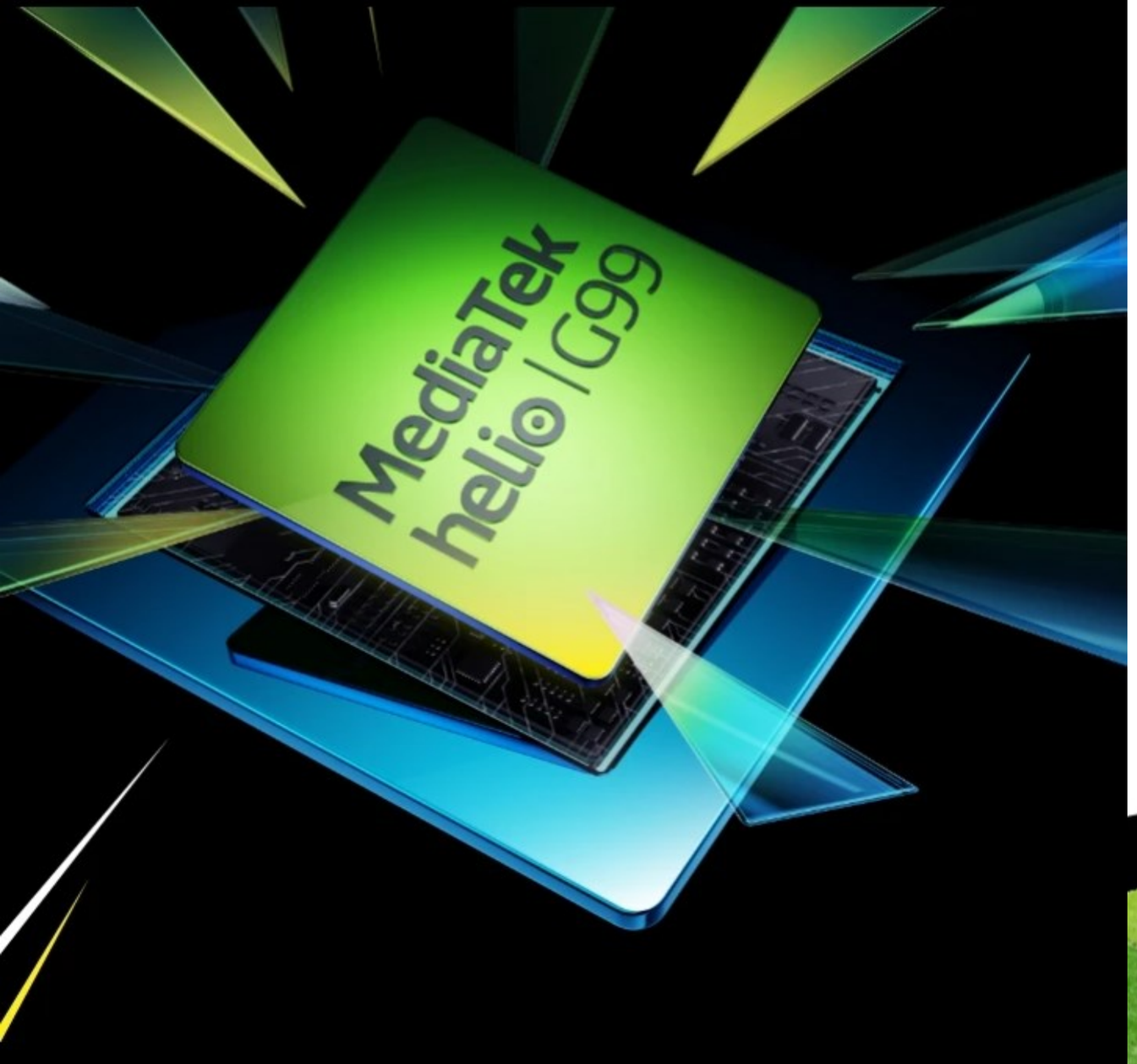
33W Enduring FastCharge

Stay Speedy Even After 4 Years[1]

33W FastCharge technology delivers rapid full charging for your enjoyment while ensuring user safety and extending battery life with real-time temperature monitoring. Even after 4 years, just one charge a day is all you need.

20%-75%[1]
in 35 Minutes

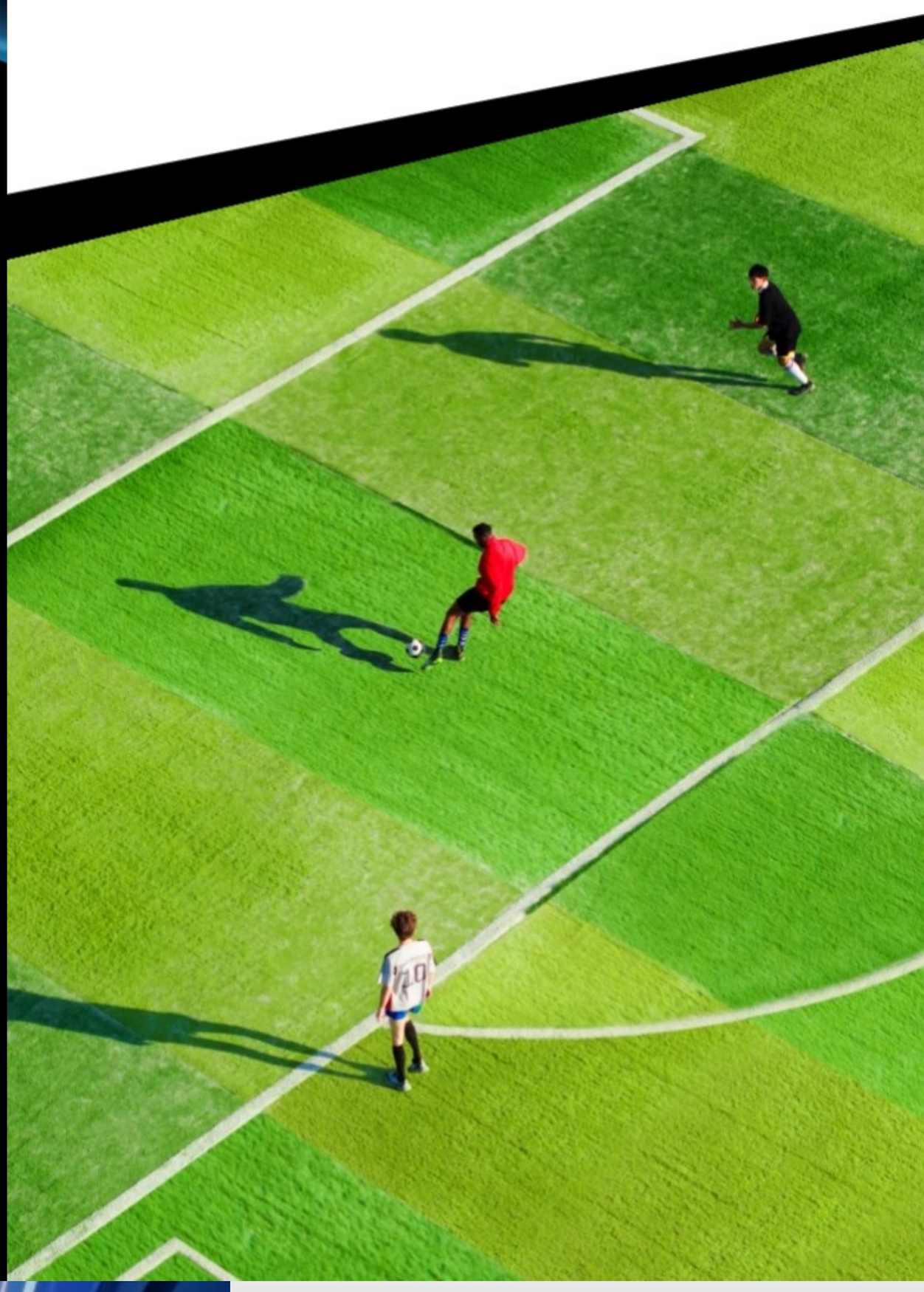
1600[1]
Charge Cycles



108MP
Triple AI Camera

Stay Amazing Anytime, Anywhere

Paired with the HM6 sensor, our 108MP high-res lens captures details with 0.64-micron pixels, enabling you to easily shape and remix your pictures into stunning masterpieces. Regardless of the cropping, everything captured by the lens remains crystal clear.



Helio G99
Ultra-Speed Processor

Fastest Than Ever

The 6nm process enables Helio G99 to incorporate an increased number of transistors, leading to ultra-efficient performance and reduced power consumption.

28%
Higher Memory Bandwith

10% GPU
Higher Frequency

6nm
TSMC Process

BRINGING JOY

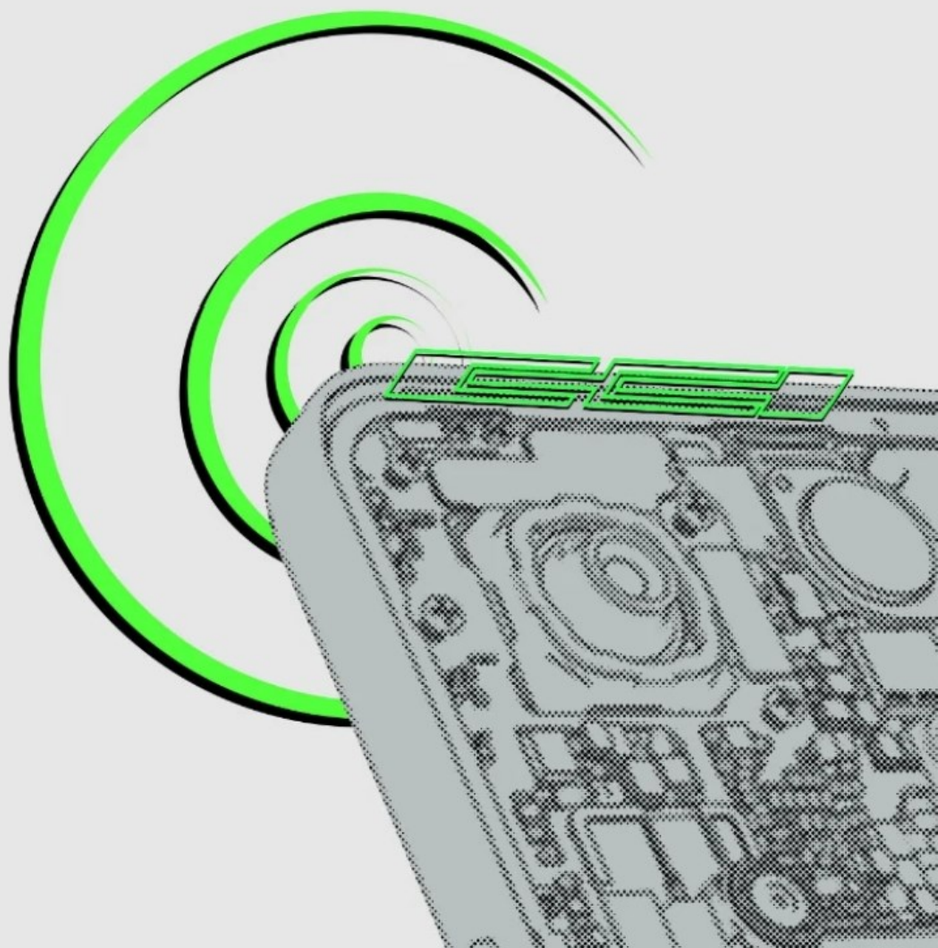
with Every Shot

36%
Game Latency

68%
Download Speed

60%
Bluetooth Range

6dB
Signal Strength



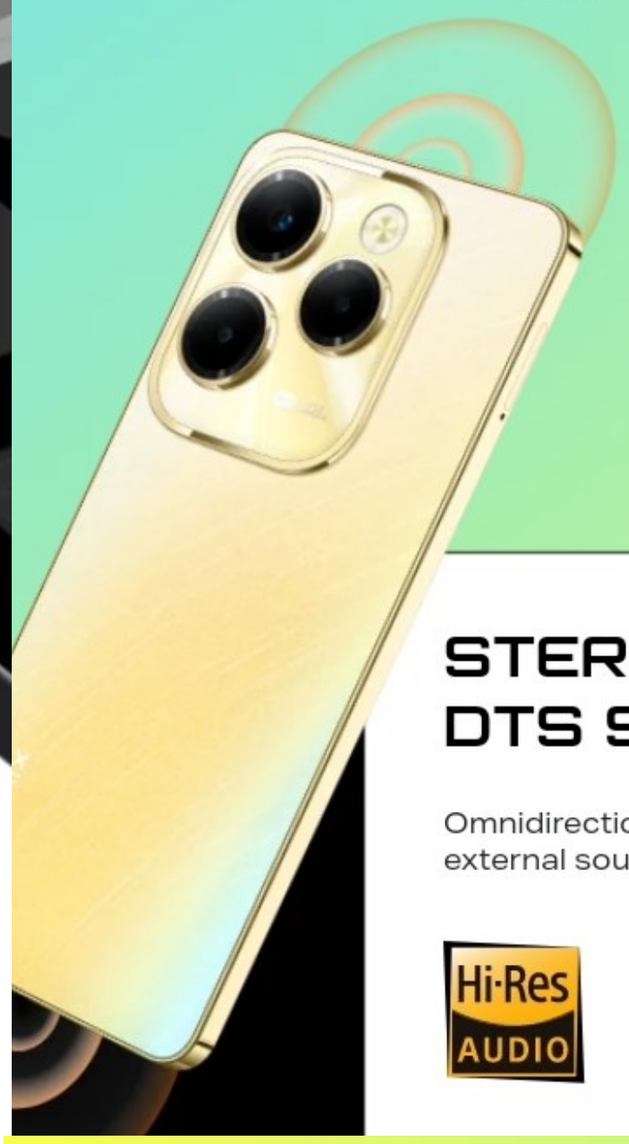
Suggestions

All your favorite apps at a glance

Based on your usage habits, your favorite apps are transformed into widgets so you can access them with one touch. See all the information that's important to you at a glance. Editing is supported, and you can adjust the features presented when necessary.

NFC

Swipe once and go. Pay in a flash.
Enjoy your life without bringing the cards.



STEREO DUAL DTS SPEAKER WITH HI-

Omnidirectional dynamic external sound effect

Hi-Res AUDIO

VISUAL PERFECTION

In Every Dimension

5%

5% Power with Ultra Power Saving Mode

24 Hrs
Standby

2 Hrs
Calling

REFRESHING FEEL

in Every Angle

Starry Trail Design

Featuring a sparkling layer of crystals on a starry texture, this design exhibits a lustrous finish that changes with the angle of light.

HORIZON GOLD

Lightning Multi-Window

Make multitasking easier

Get more done, free yourself to multitask. Keep two floating windows running at the same time. Windows can be minimized, suspended, switched to full screen, or removed.

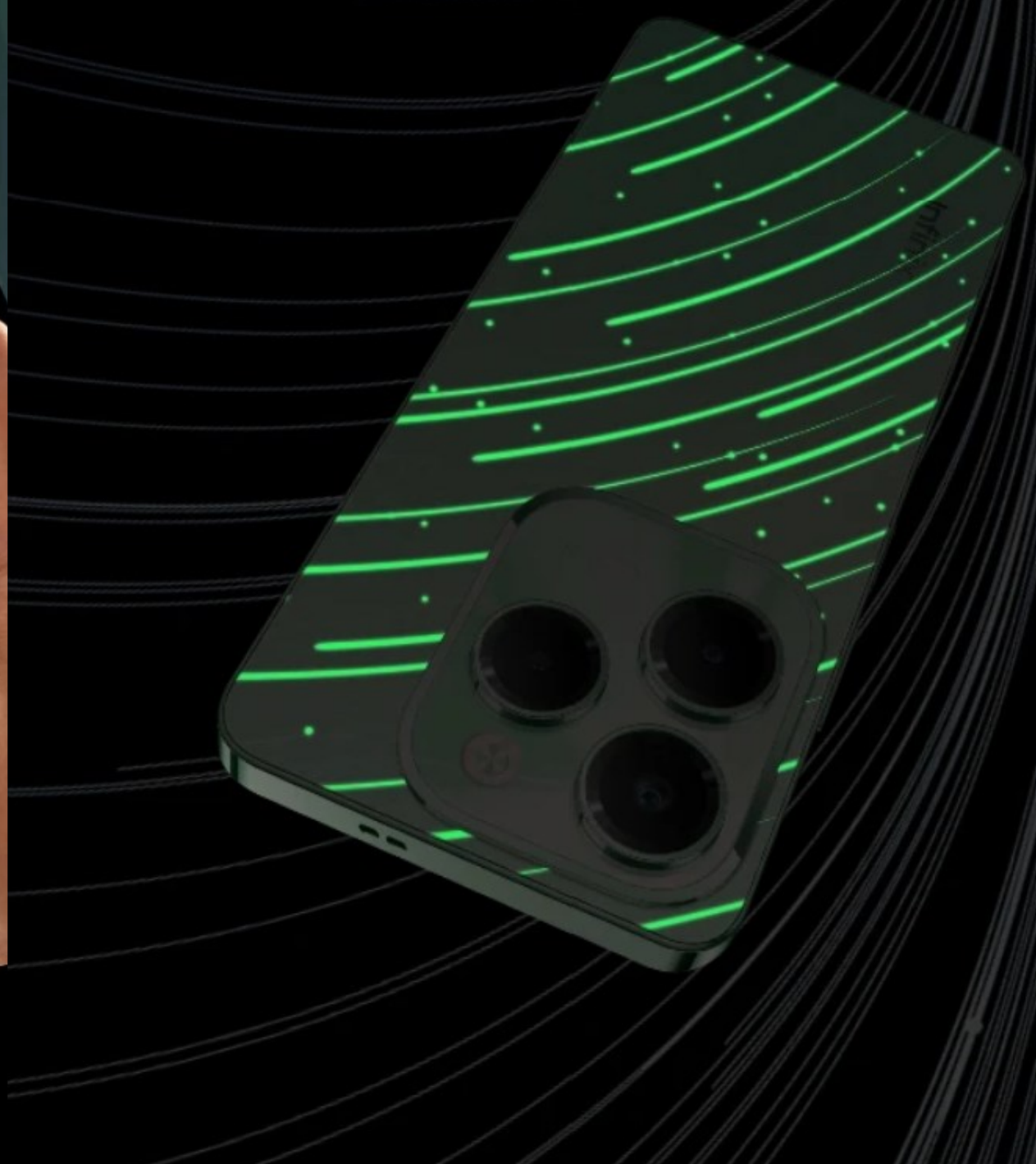
8X Precise Touching Sampling

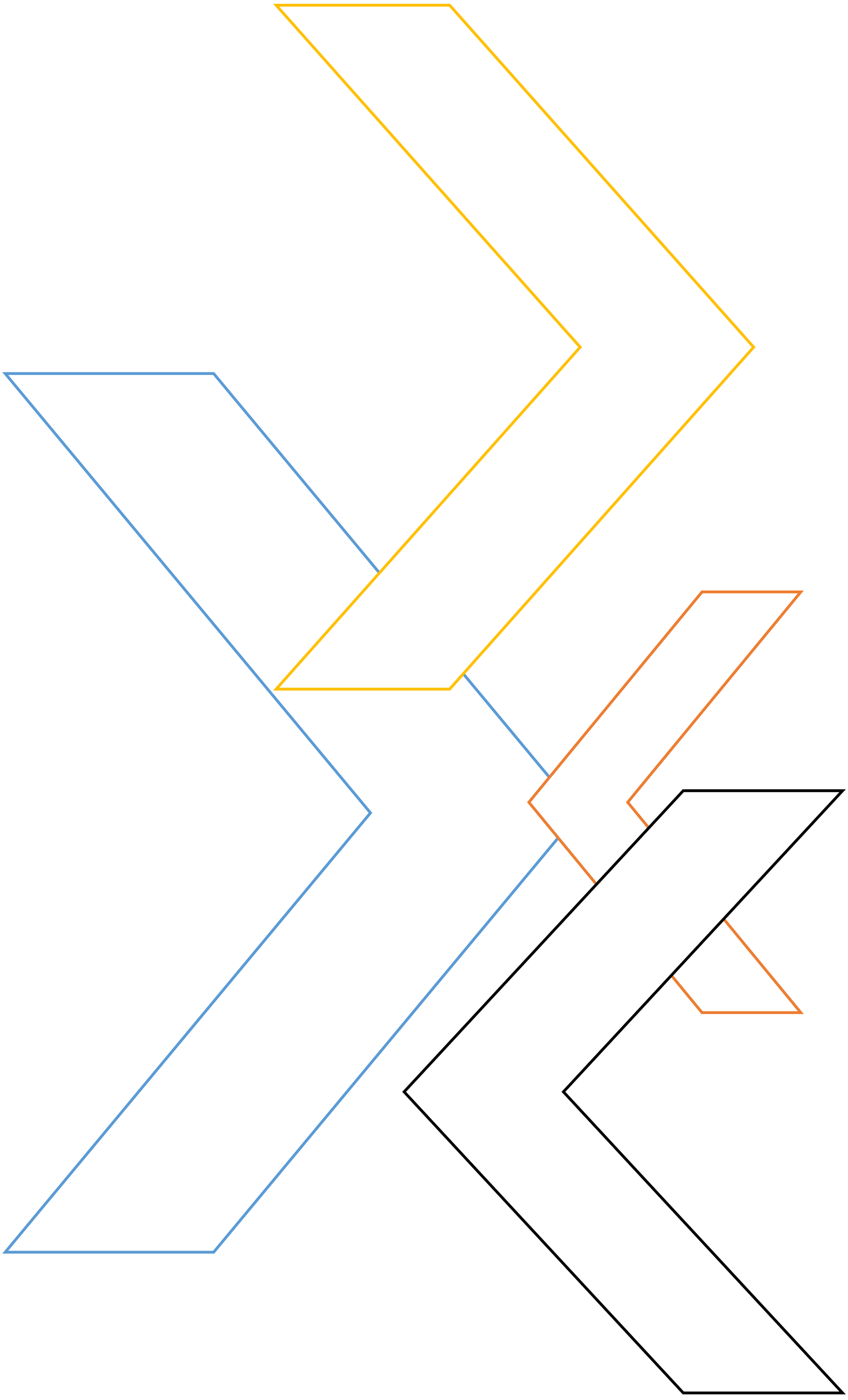
Ultra-Responsive Input

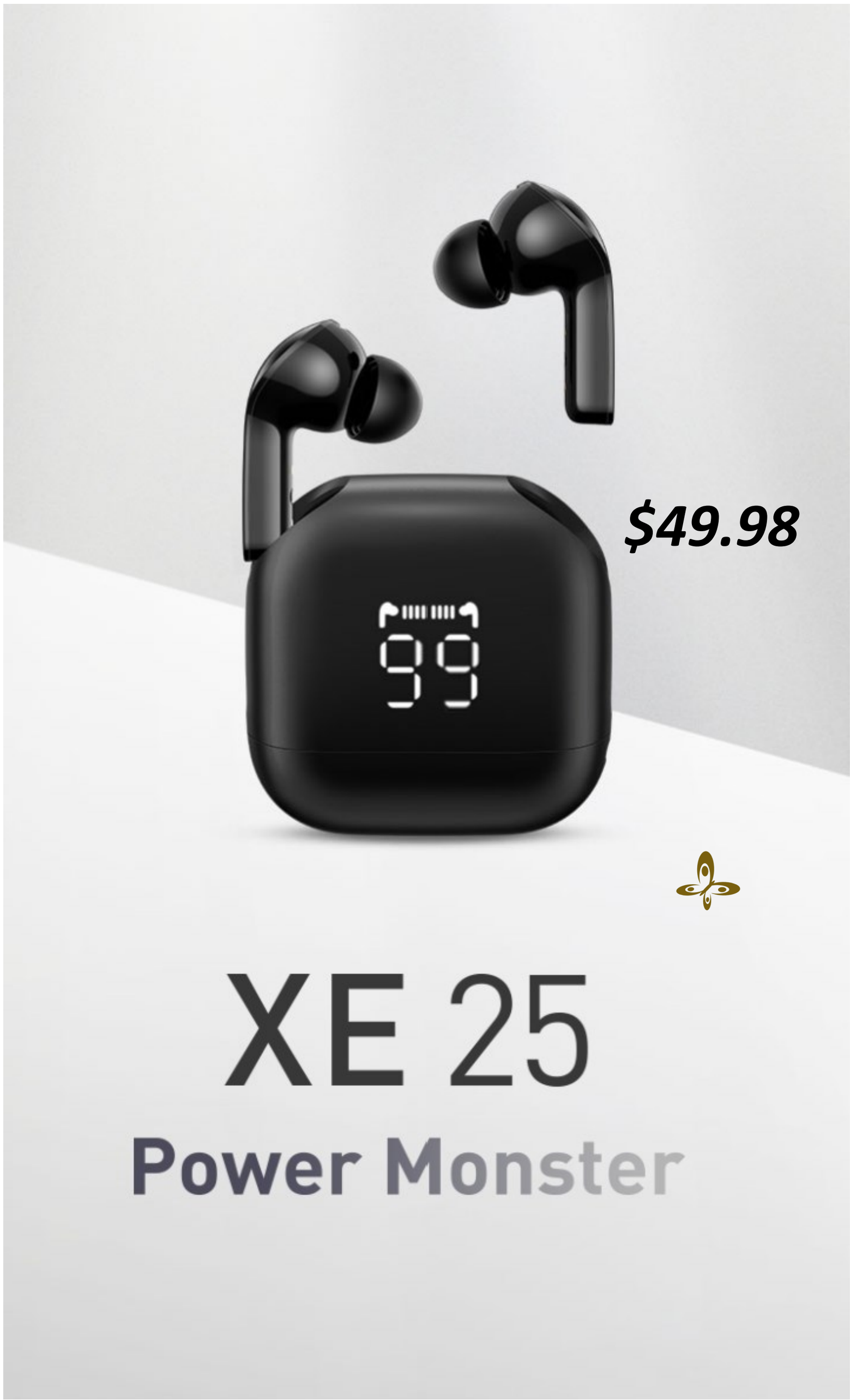
Experience lightning-fast gaming with our 1200Hz instantaneous touch sampling rate, 8x more precise than standard screens. Swiftly capturing touches and delivering instant feedback keeps you ahead in gaming's critical moments.

Luminous Color-Shift Technology

Luminous color-shifting blends black and green, creating an aurora-like Starfall.






$49.98
XE 25
Power Monster

2000mAh Battery
for 30-day Usage

30 Days

LED
Multi-functional
Screen

ENC
(Environment
Noise Cancellation)

60ms Super-low
Latency

Reverse Charging
Supported

Superior Nanotechnology -
Graphene to deliver
Crystal-Clear Sound

Power Monster Unleashed

2000mAh Battery with Type-C for a Rapid and Flexible Charge

With Type-C charging port and reversible cable, the XE25 makes it quick and easy to charge from zero to 100.

Design Out-of-the-box

The XE25 is accompanied by a uniquely designed charging case that is capable of charging your TWS earbuds quickly and efficiently no matter where you go.

Noise Off Environment Noise Cancellation

Thanks to ENC (Environment Noise Cancellation) technology and deep neural networks adept at speech recognition, the XE25 can effectively suppress complex noise interference while retaining clear tonality to bring you a lucid, uninterrupted listening experience.

One charge,
30-day power
in storage.

100 Hrs

of battery life with charging case

Compared with AirPods Pro:

+410% Hrs

listening time with charging case

TWS XE25

Airpods Pro

* The above-mentioned figures are derived from testing at the Infinix laboratory. Actual performance may vary slightly due to environmental and real-world use conditions.

Reversible Charger
Expand Your Power

The 2000mAh ultra-high-capacity charging case can be used as the emergency backup power for your smart phones or other devices, making it the perfect travel companion anywhere you go.

6 Hrs

of listening time on one charge

Compared with AirPods Pro:

+130% Hrs

listening time on one charge

TWS XE25

Airpods Pro

* The above-mentioned figures are derived from testing at the Infinix laboratory. Actual performance may vary slightly due to environmental and real-world use conditions.

Powerful Connection

60ms Super-low Latency Mind-blasting Gaming Sessions

Thanks to a 60ms super-low latency which makes data processing a lot smoother and more efficient. Plus, the sound localization function can help you gte a precise position through an enemy shot during the game.

Pleasure to Your Senses

LED Charging Display Keeping You Informed

With the LED Charging Display, the battery of each earbud and charging case is clearly visible. This makes it possible to keep track of the charging status of the devices. What's more? The charging case comes in a compact package that makes it easy to carry in your pocket or purse no matter where you go.

One click
Answer call Play/pause music

Double tap (R)
Play next song

Long tap for 1 second
Reject call Summon voice assistant

Long tap the on/off button for 7 seconds
Pairing mode

SPECS

Playback Time
6 Hours(Earphones)
100 Hous(Total)

Noise Canceling Technology
ENC

Transmission Distance
10m

Bluetooth Version
V5.0+EDR, BLE

Bluetooth Chipset
WT230-U

Touch Control
Support

Water Resistant
IPX4 (earphones only)

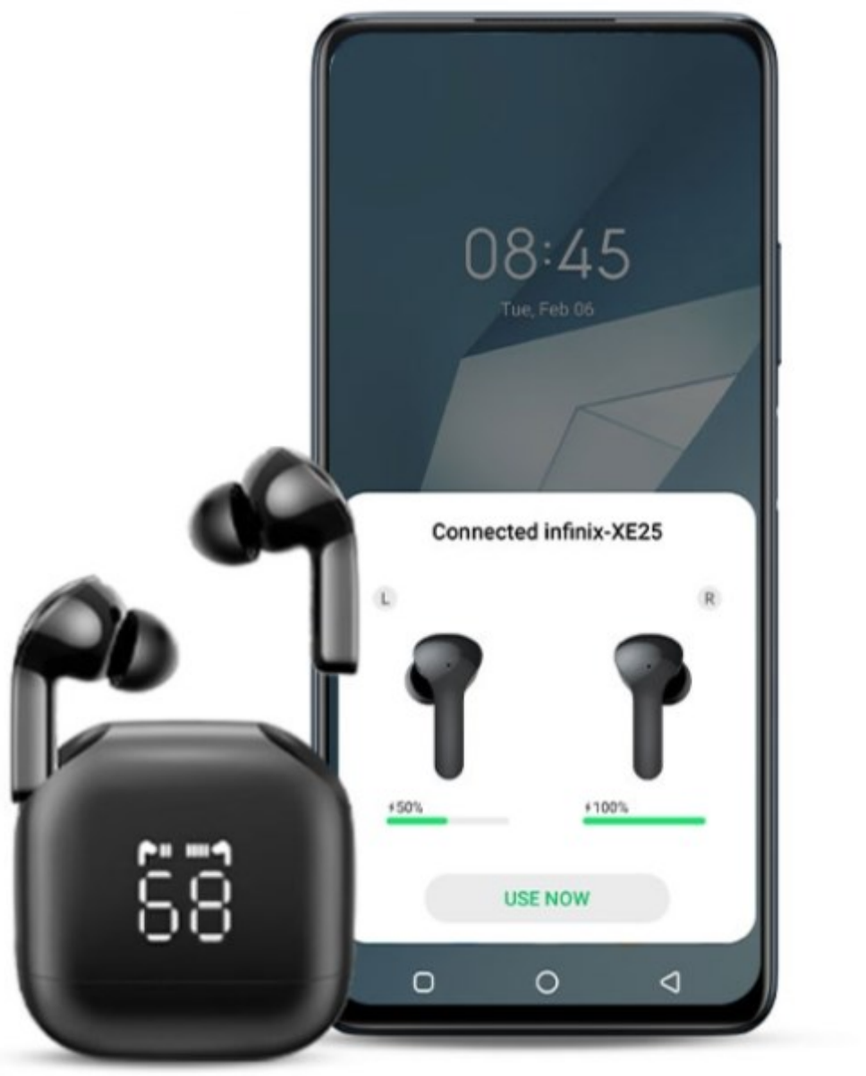
Audio Codec
AAC, SBC

Speakers
Φ6mm
Moving-coil
Graphene speakers

Charging time
Earphones: <2 Hours
Charging Case: 3.5 Hours

Rapid Pairing and Connecting Flash Connect

Infinix XE25 connects immediately after the ear buds are removed from the charging case. Not only does it offer quick pairing, but it also allows you to monitor the power consumption when connected.



Instant Connecting 10m Stable Transmission

Super-fast connection. That's what you get with the Infinix XE25. Thanks to Bluetooth 5.0 technology and dual-channel transmission, your XE25 will be instantly connected within a 10m radius.

Get

₦10,000 off with the promo code: TiTi

Bardufu Multipurpose Blender

Order Now

3-in-1 multipurpose blender
make food processing easy as ABC.

Contact Us

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free delivery in the city of
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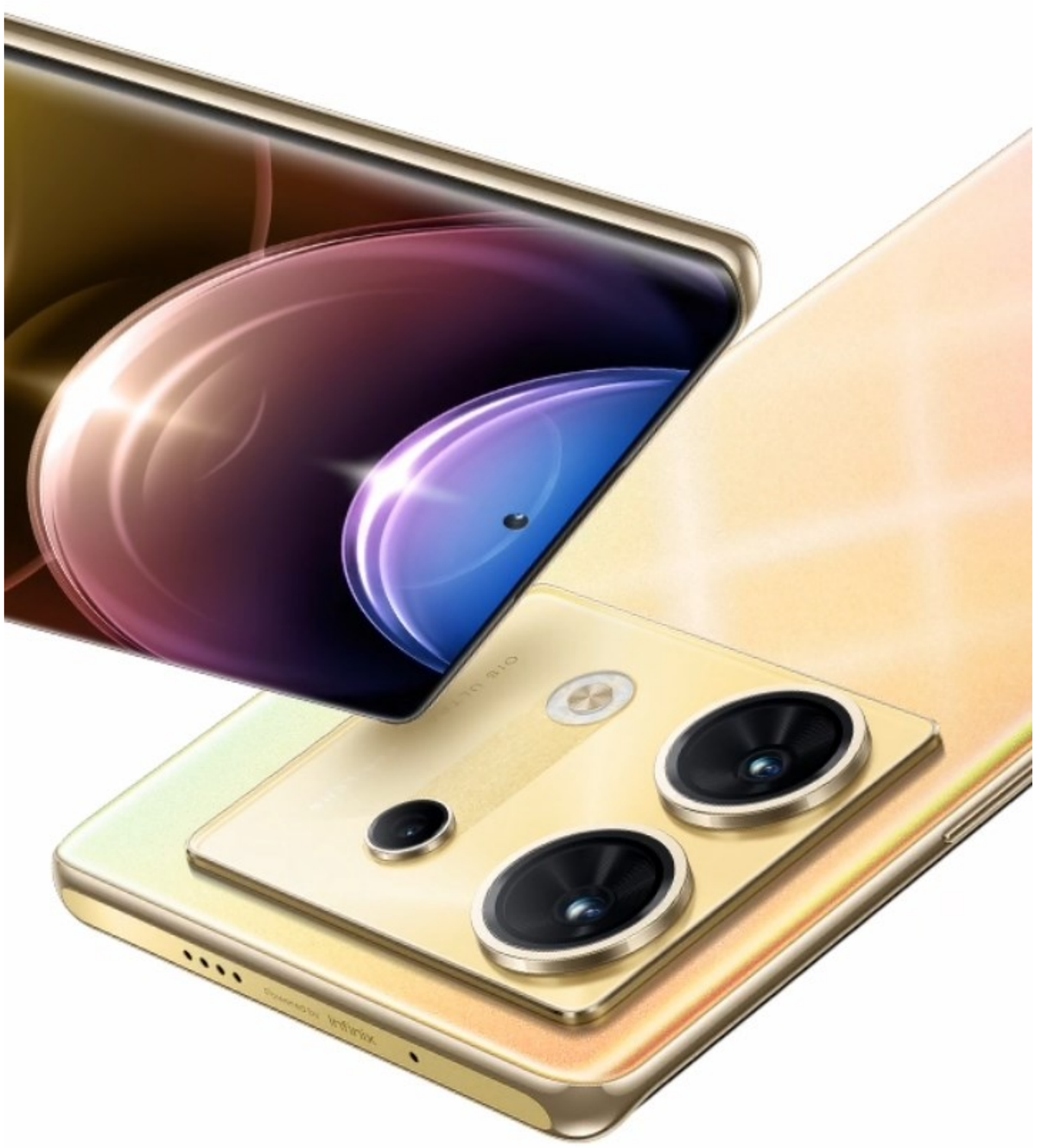
ZERO 30 5G
Capture Your Own Story
4K 60FPS
50MP Front Vlog Camera

$285.40



High Level Sound Experience

Dual Stereo Speakers with
Hi-Res and DTS

Performance

ZERO 30 5G

4K 60FPS 50MP Front Vlog Camera

144Hz with 3D Curved AMOLED Display

5G Powerful Processor MediaTek Dimensity 8020

108MP OIS Ultra-Clear Camera

Up to 21GB Massive Extended RAM[1]

68W Super Charge with 5000mAh Long Lasting Battery

VC Liquid Cooling System

Using a large piece of VC cooling material, the whole machine has a total of 11 layers of cooling material, of which the VC area reaches 3100mm².

7°C **Maximum 7°C**

Temperature Reduction[3]

Explore More with

108MP Action Camera

68W Super Charge

Charge up your device up to **80%** in **30** minutes only.[2]

Front And Back

Designed With Tough

Equipped with drop-resistant Corning® Gorilla® Glass on both sides, ZERO 30 5G provides exceptional durability and strength, making it highly resistant to drops and impacts.

CORNING

Pixel Zoom Technology

Pixel Zoom technology, which combines high-resolution imaging and advanced algorithms to deliver stunning zoom capabilities. Capture photos with 108 million pixels and seamlessly zoom up to 3 times without compromising on image quality, allowing you to get closer to the details with exceptional clarity.

IP53 Protection

Includes IP5X dustproof test and IPX3 waterproof test, can cope with the daily life of sweat and short time small and medium rain and other scenarios.

Performance

FC

C to use
ank
ss card,

Unleash your world in crystal clarity.

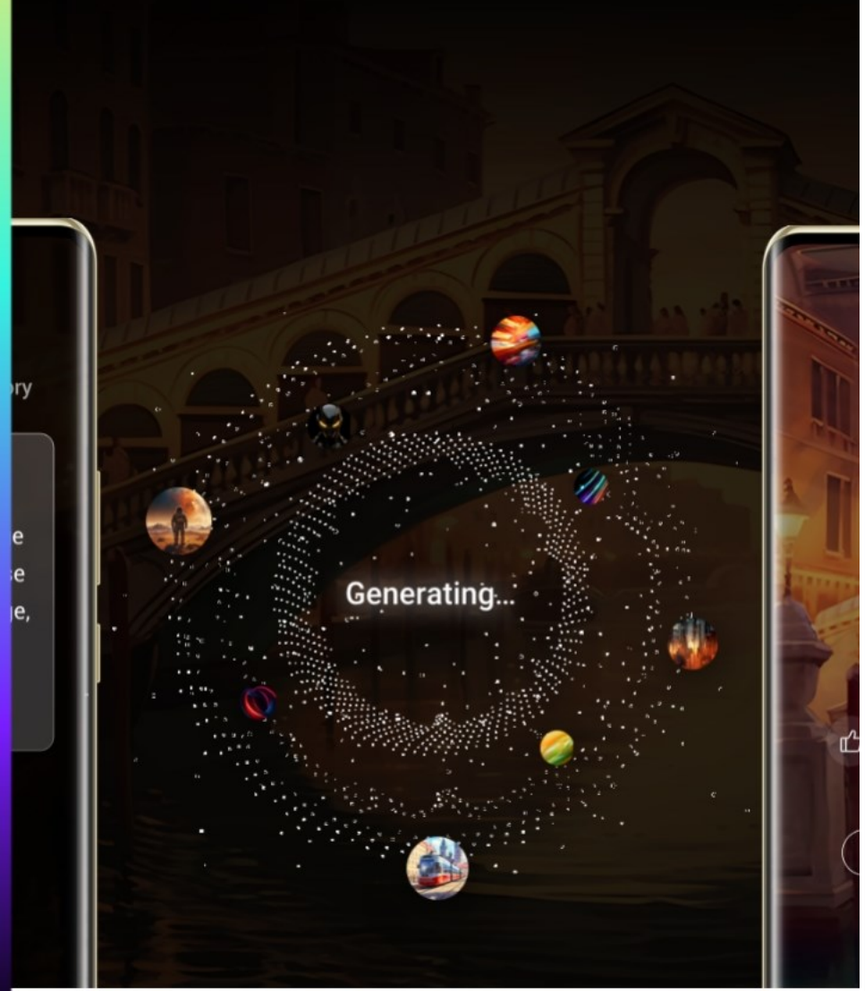
From breathtaking moments to vibrant stories, ZERO 30 5G captures the essence of life.

Your story, as every detail unfolds in cinematic 4K.

AI Wallpaper Generator

One click
to create your own wallpaper

Just by entering keywords, you can generate corresponding creative images and set them as wallpapers with one click. Your phone, personalized your style. [4]



6nm 5G Processor

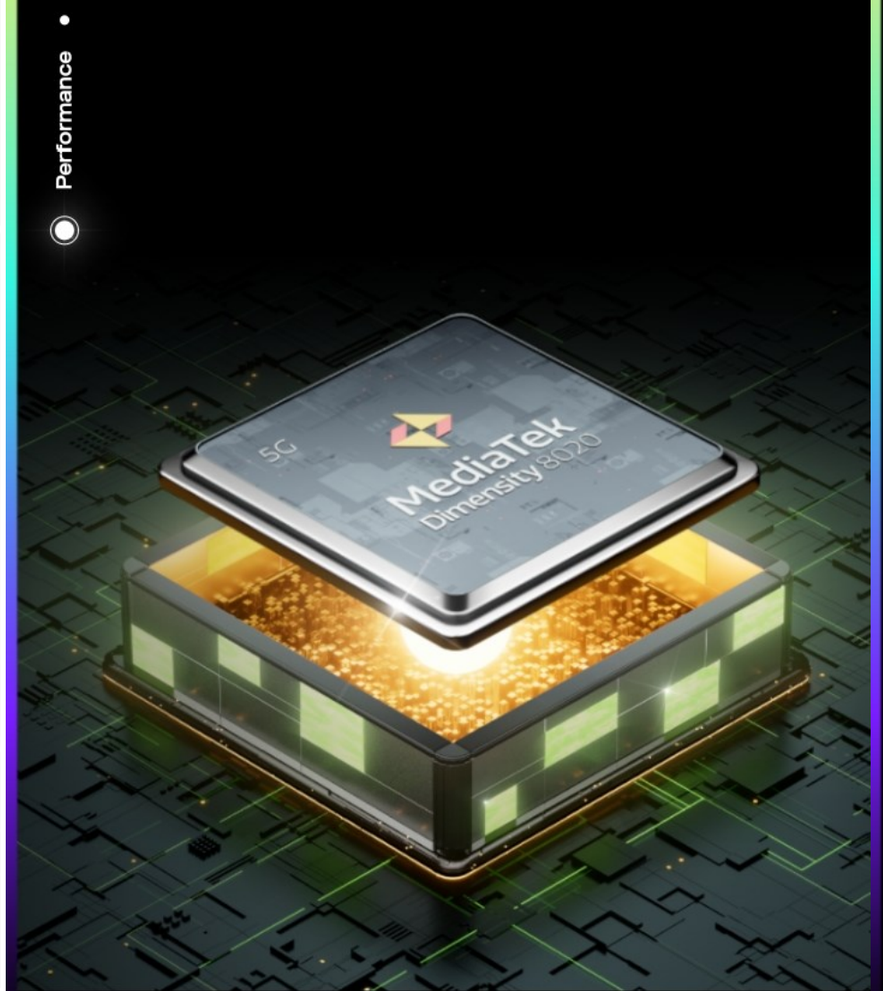
Dimensity 8020

Armed with the advanced 6nm octa-core processor from TSMC. CPU frequency up to 2.6GHz. Lagging or stuttering made a thing of past: From daily Apps to large-scale games, no task is tough.

4 Super Cores
Arm Cortex-A78 Up To 2.6Ghz

4 Efficiency Cores
Arm Cortex-A55 Up To 2Ghz

Performance



Flagship Level Display

Experience next-level visuals with our 10bit color AMOLED display. With a blazing-fast 144Hz refresh rate and 360Hz touch sampling rate, every swipe and touch is buttery smooth. Get ready for a premium viewing experience like no other.[2]

Design&Screen

950nit
Peak Brightness

10-Bit Color

2160
PWM Dimming

10000000:1
Contrast Ratio

100% DCI-P3
Color Gamut

High
Brightness Mode

Eye-Care Mode
TÜV Rheinland Certification

Screen
Calibration Algorithem

Bigger Ram than ever

12+9GB Extended RAM[1]

Performance

Flagship Level Display

Experience next-level visuals with our 10bit color AMOLED display. With a blazing-fast 144Hz refresh rate and 360Hz touch sampling rate, every swipe and touch is buttery smooth. Get ready for a premium viewing experience like no other.[2]

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High
Brightness Mode

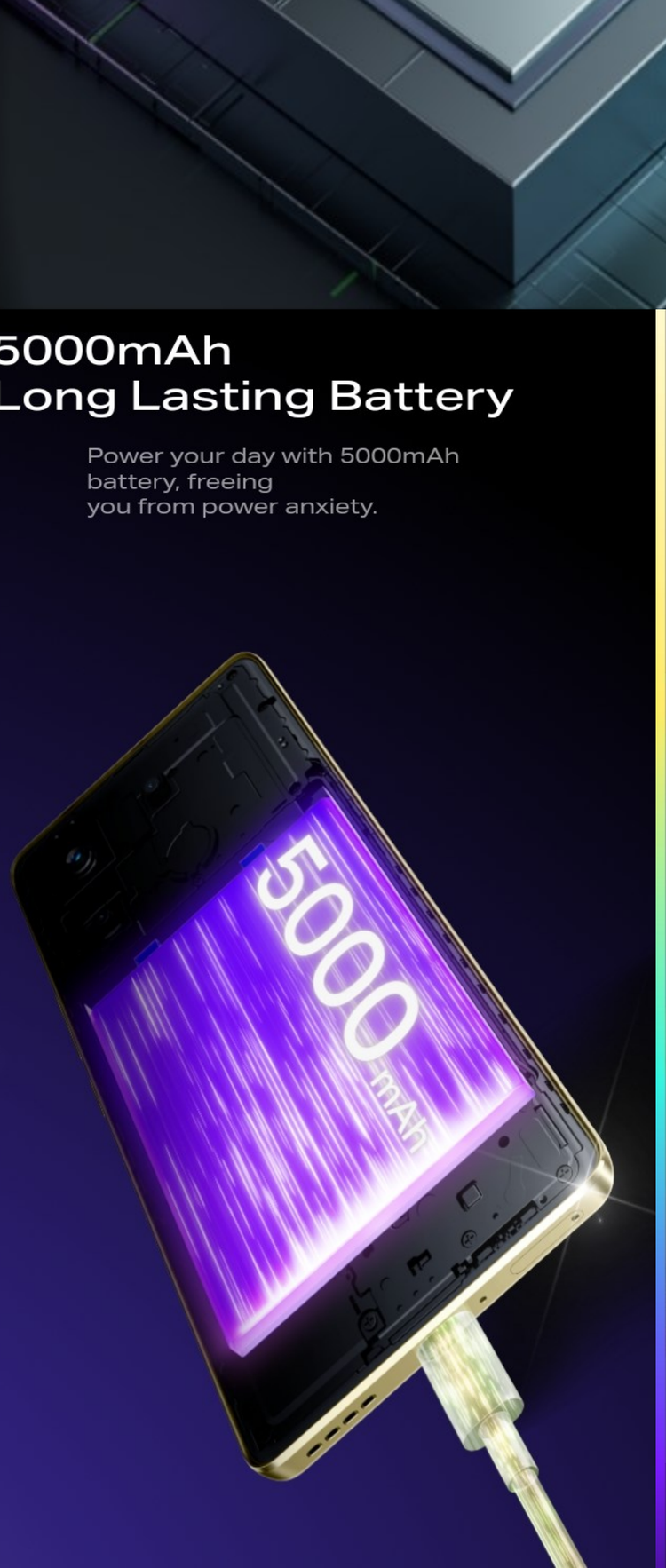
Eye-Care Mode
TÜV Rheinland Certification

Screen
Calibration Algorithem

5000mAh Long Lasting Battery

Power your day with 5000mAh battery, freeing
you from power anxiety.

Performance



Performance

Multifunctional NFC

Unlock a multitude of possibilities by using NFC to use your phone in place of bank cards, traffic card, access card, and more.

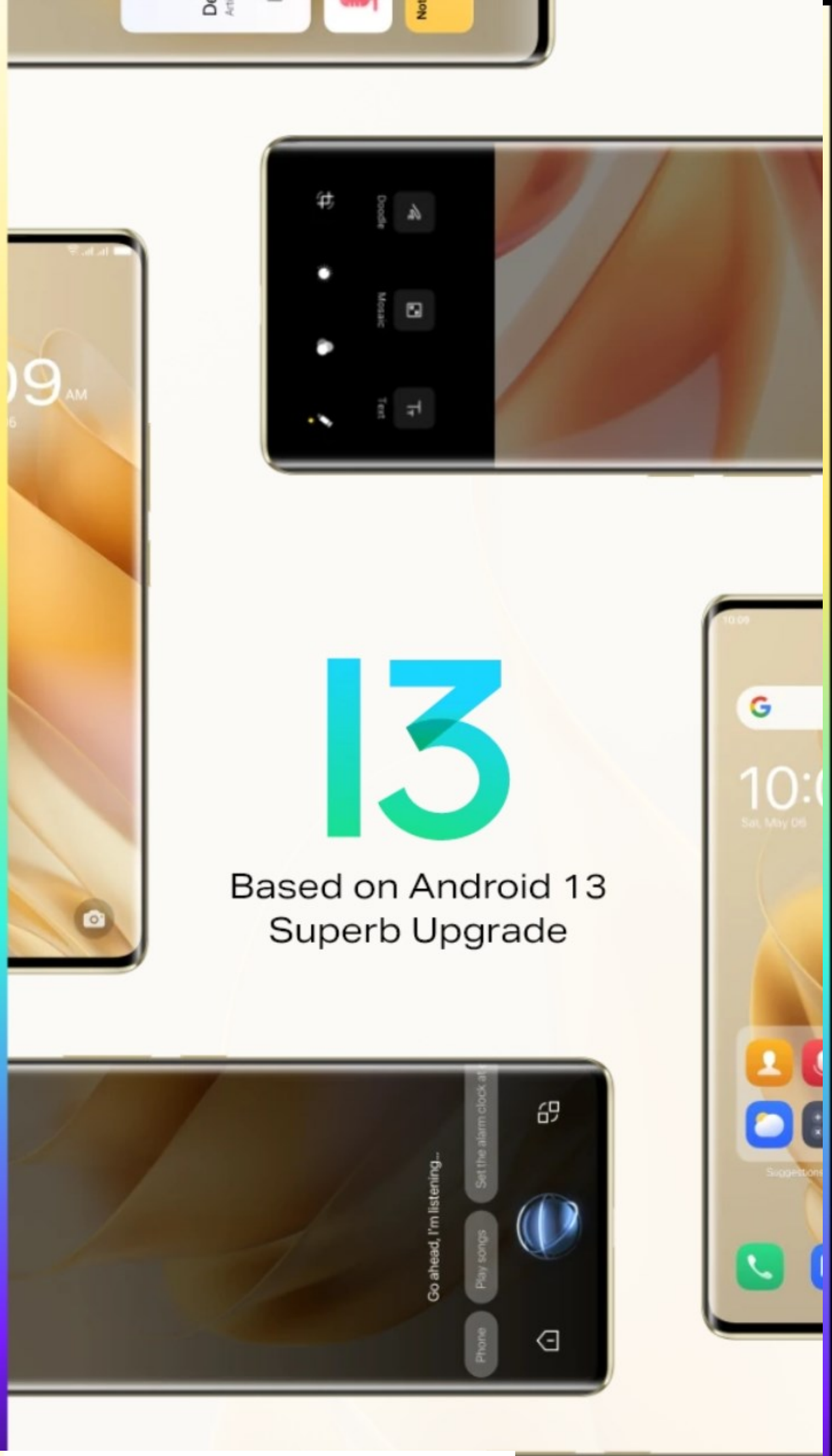
Outstanding Connectivity

Infinix's industry-first UPS technology dramatically improves the signal experience in scenarios such as gaming, short-form video, weak networks, airports, low RAT, and elevators.

Performance

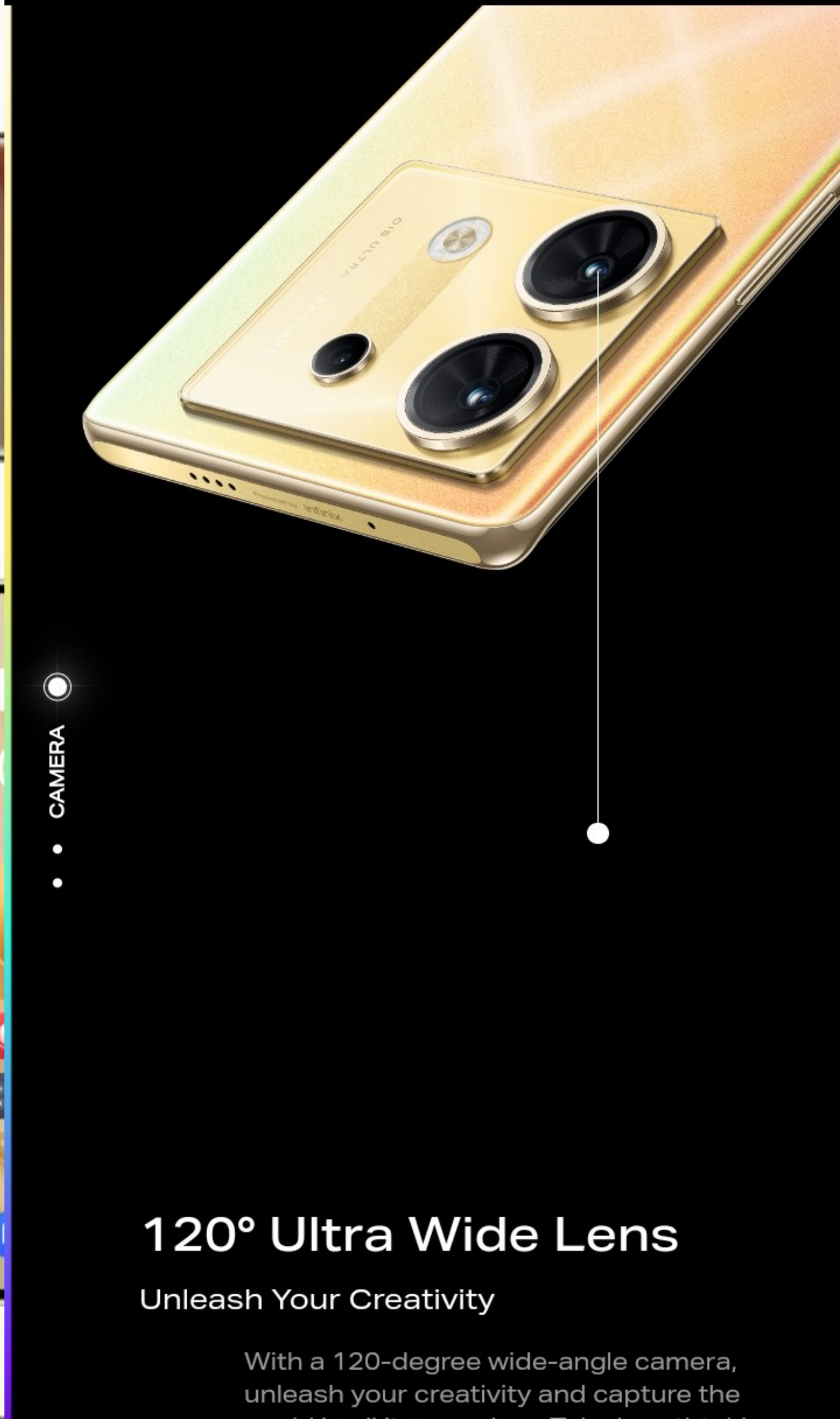
+30%
Celular Signal Strength

+100%
Landscape Mode, Wifi Signal



13

Based on Android 13
Superb Upgrade



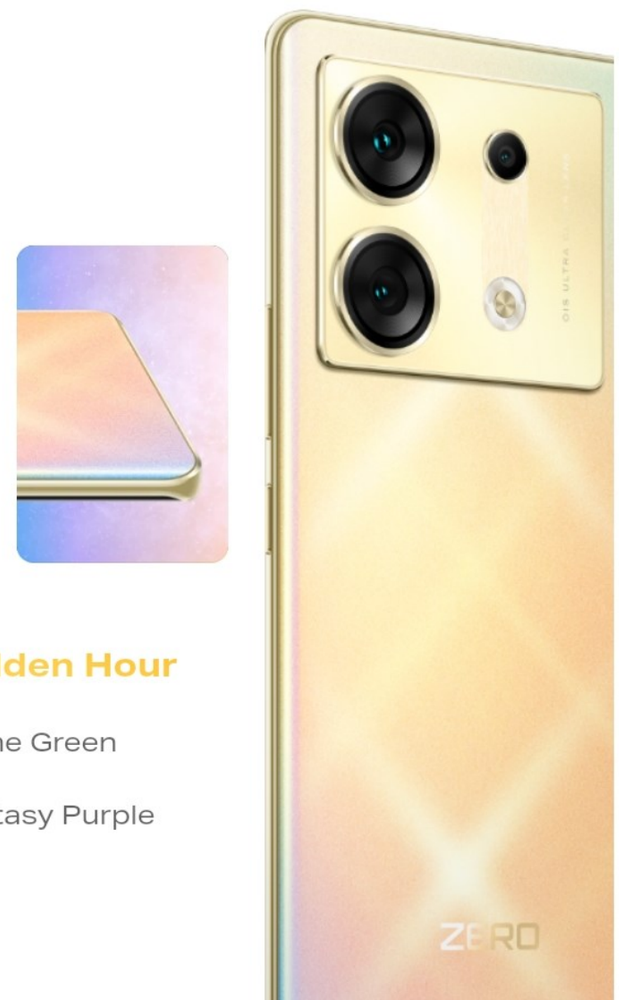
120° Ultra Wide Lens

Unleash Your Creativity

With a 120-degree wide-angle camera, unleash your creativity and capture the world in all its grandeur. Take breathtaking photos with dramatic effects, and share your unique perspective with the world.

Golden Hour Design

Indulge in the captivating allure of 'Golden Hour' design, inspired by the enchanting hues of a sunset sky. With its gradient colors and glistening textures, ZERO 30 5G captures the essence of that magical moment, evoking a sense of warmth, serenity, and pure elegance in the palm of your hand.



Design&Screen

Golden Hour

Rome Green

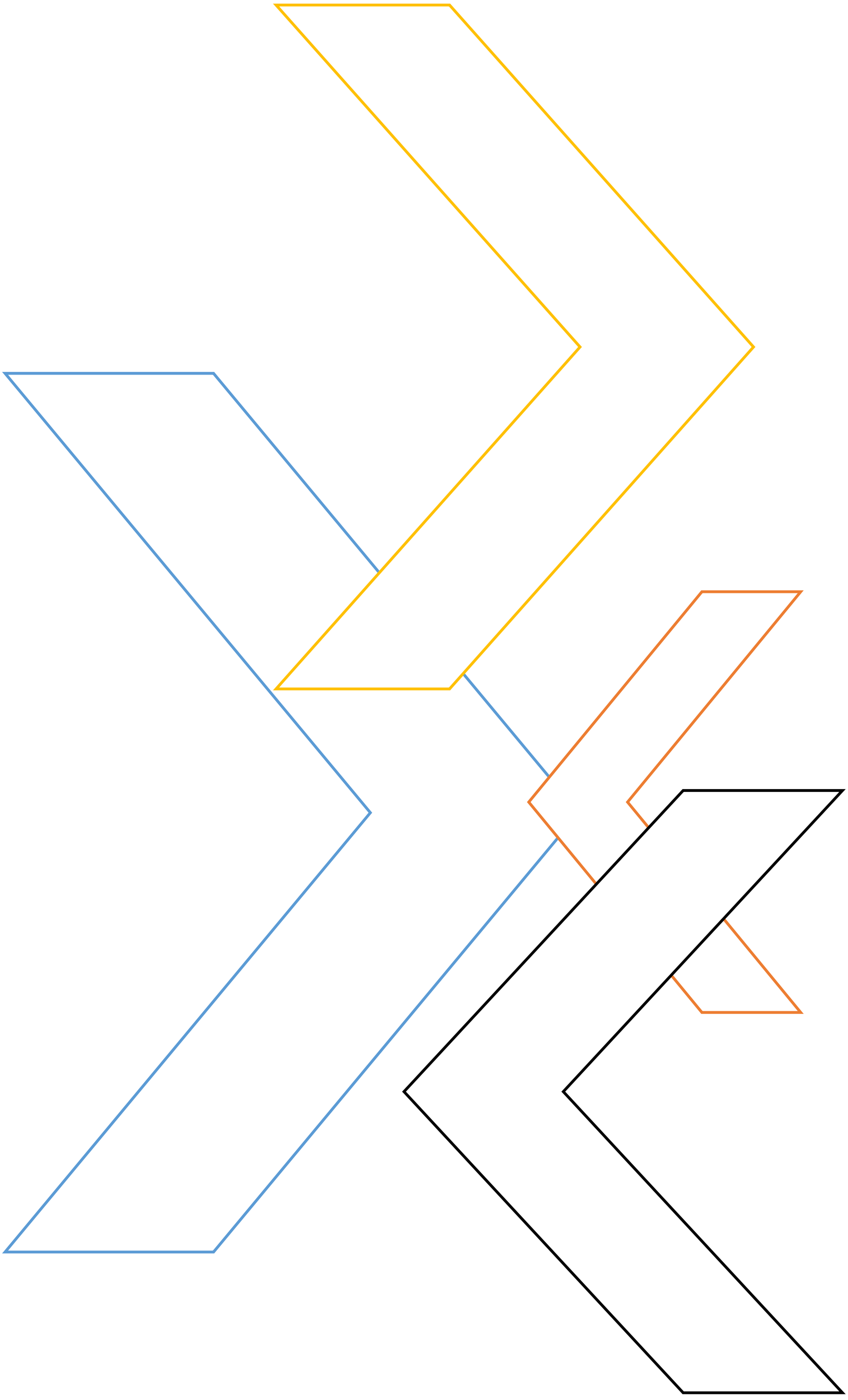
Fantasy Purple

VC Liquid Cooling System

Using a large piece of VC cooling material, the whole machine has a total of 11 layers of cooling material, of which the VC area reaches 3100mm².

7°C Maximum 7°C

Temperature Reduction[3]



Get

₦10,000 off with the promo code: TiTi

Bardufu Multipurpose Blender

Order Now

3-in-1 multipurpose blender
make food processing easy as ABC.

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call/WhatsApp

free delivery in the city of
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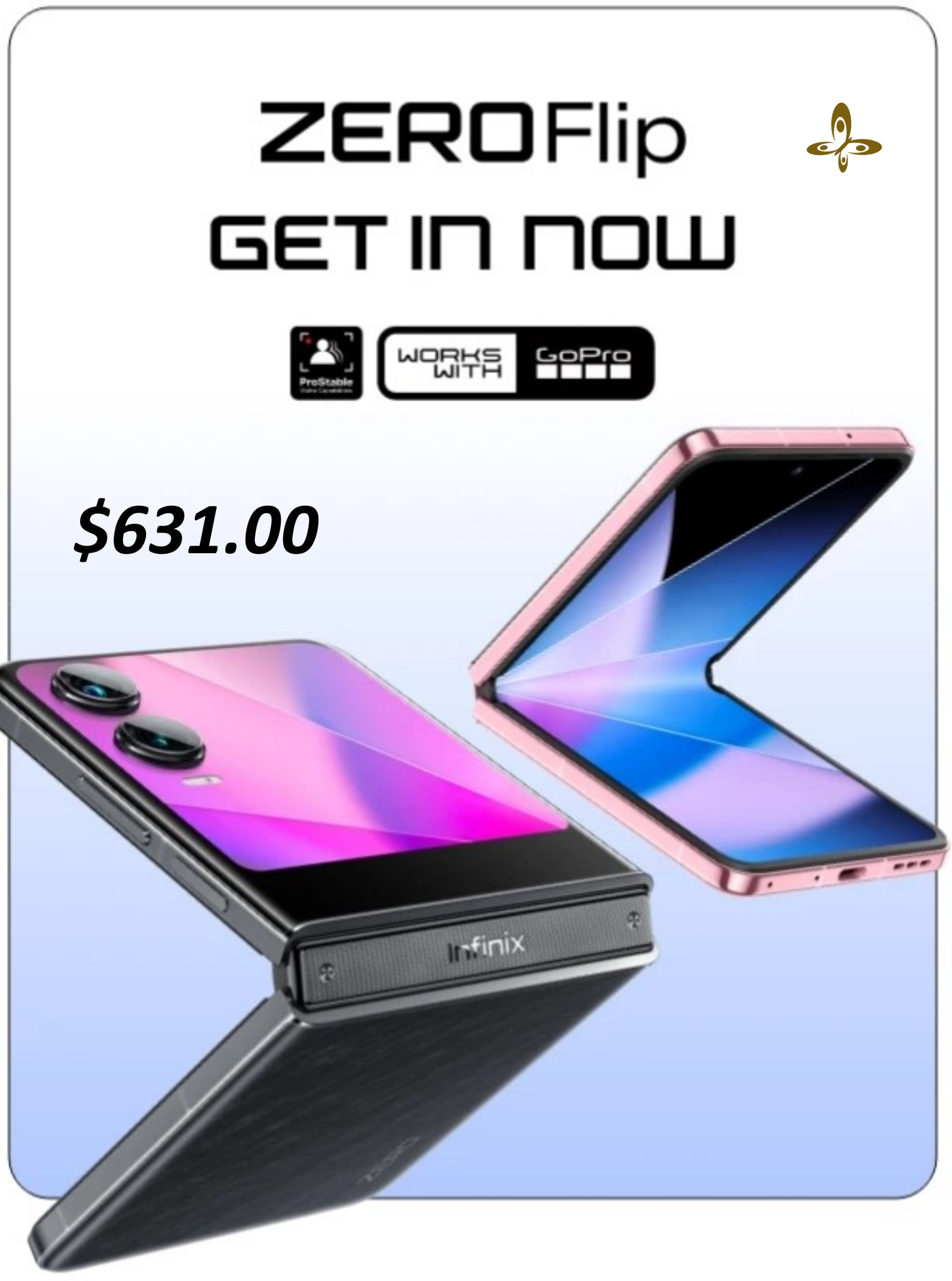

ZEROFlip
GET IN NOW
ProStable
WORKS WITH GoPro
$631.00
Infinix

3.64"
Cover Screen
120Hz Refresh

6.9"AMOLED Display
120Hz LTPO

Zero-Gap Hinge
Minimal Screen Crease

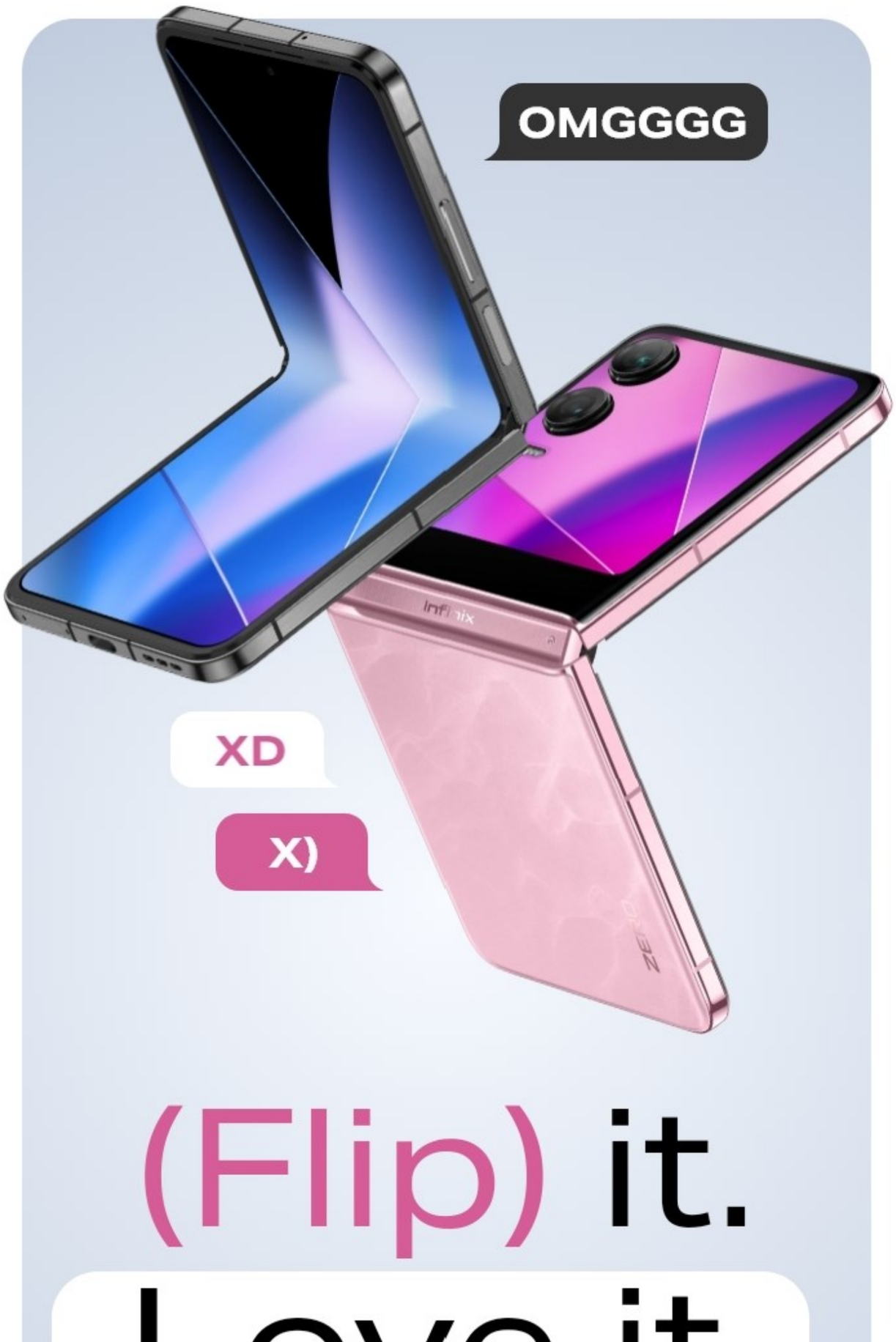
70W Super Charge
4720mAh Battery

512GB
Mega
ROM

16GB
Extended
RAM

Android™ 16

Upgradable up to **Android** [1] **16**
3 Years Security Patch Updates



(Flip) it.
Love it.

Durable with Flexibility

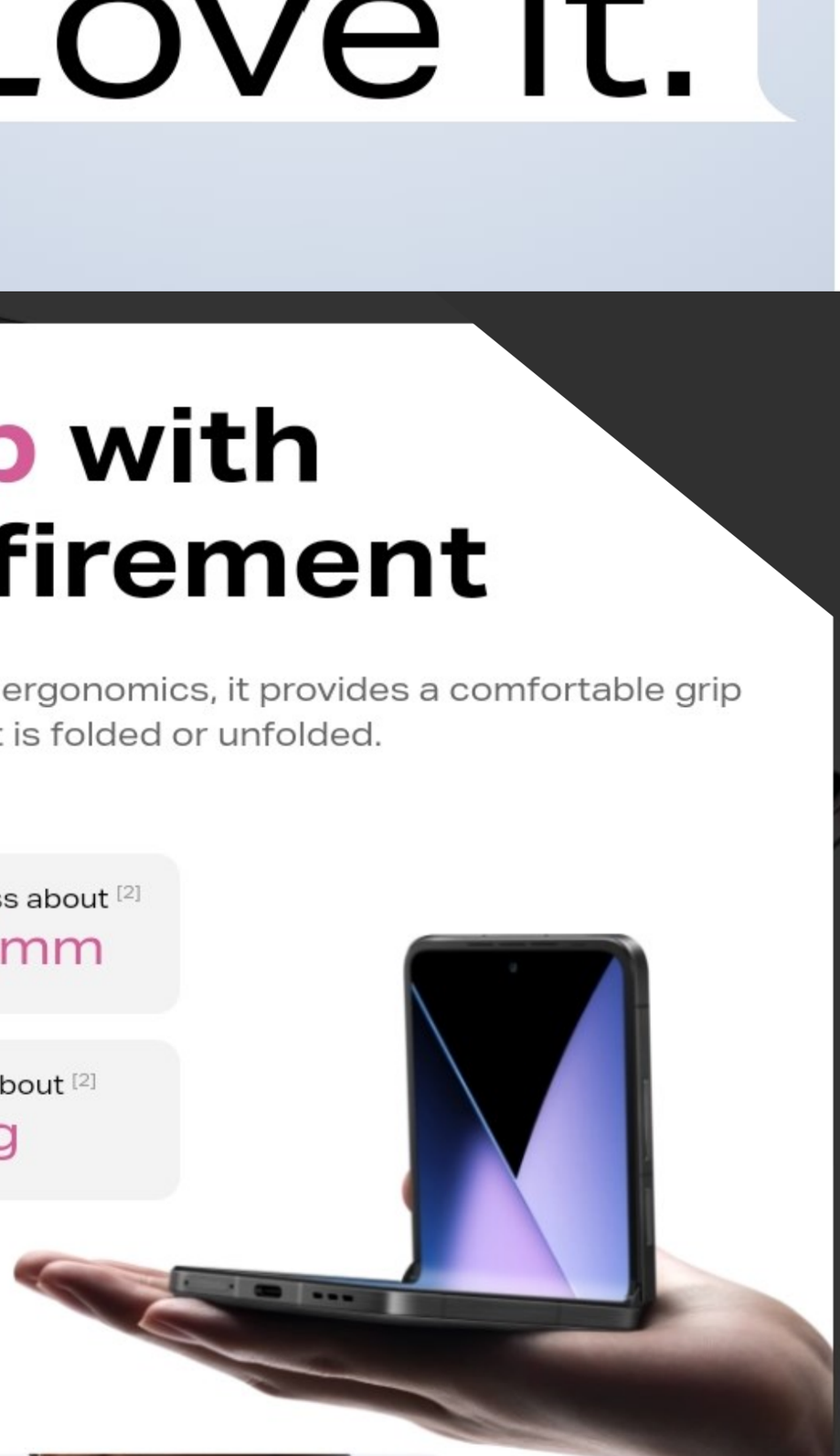
The hinge design is ultra-durable and can withstand 400,000 folds, making it perfect for daily use, allowing you to **enjoy the fun of opening and closing it freely.**

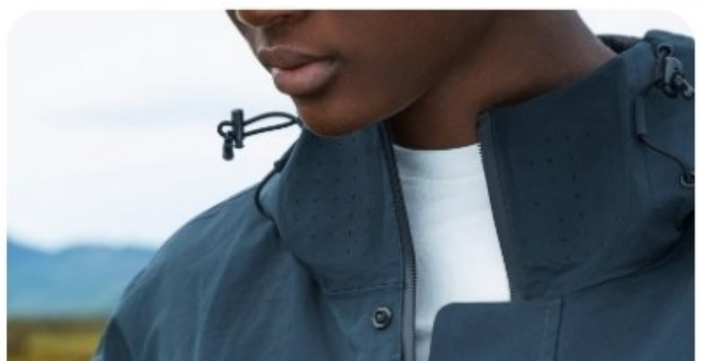
Flip with Refirement

Based on ergonomics, it provides a comfortable grip whether it is folded or unfolded.

Thickness about [2]
7.64mm

Weight about [2]
195g





WGSN

Annual Trend Colors

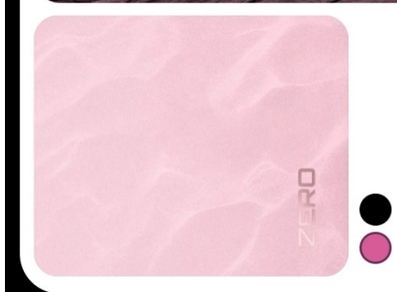
Announcing the annual trend colors in partnership with WGSN, the global authority on consumer and design trends, to boldly embrace the diverse inspirations of the new generation through an exciting fusion of colors and materials.

Rock Black

Rock Black, the mountains at dusk, is tranquil and profound, bearing the marks of time and the quiet strength of nature.

Blossom Glow

Blossom Glow, the splendor of spring's cherry blossoms, warm and full of life, it represents the vitality of life and the bounty of nature, lighting up every corner of hope.



Flip with Refirement

Based on ergonomics, it provides a comfortable grip whether it is folded or unfolded.

Thickness about [2]
7.64mm

Weight about [2]
195g

AOD, Get Information at a Glance

Place phone horizontally for charging, important information such as time and weather is automatically displayed. This allows you to view important information at a glance without having to physically access your phone.

Hover Almost Every Angle

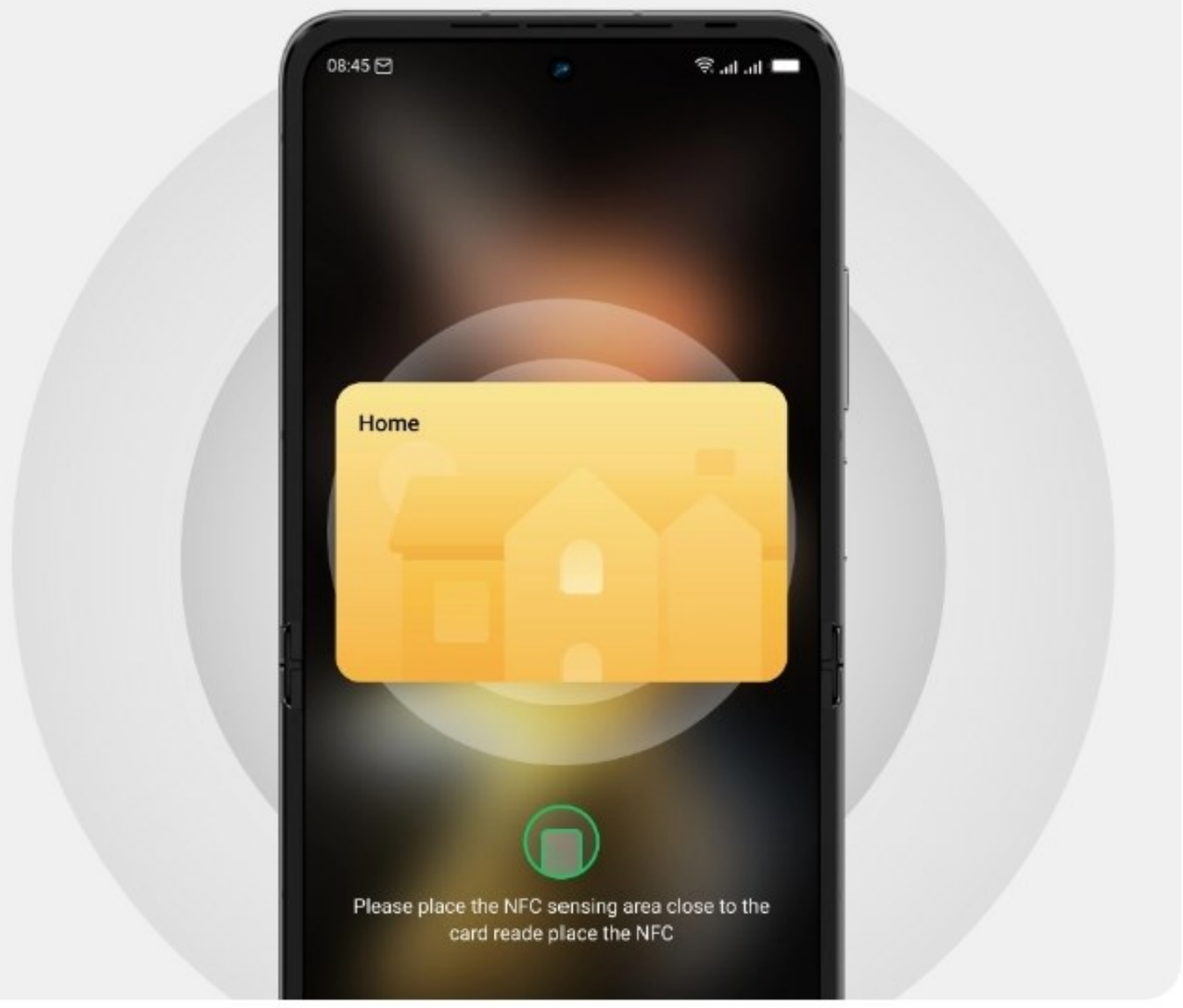
It offers silky smooth opening and closing, free hovering between **30° and 150°**, and the ability to hover anywhere, making it **easy to use in various scenarios.**

Durable with Flexibility

The hinge design is ultra-durable and can withstand 400,000 folds, making it perfect for daily use, allowing you to **enjoy the fun of opening and closing it freely.**

Goodbye Physical Cards, Hello Multifunctional NFC!

Using NFC, you don't need to carry your physical wallet with you, and you don't have to stress about losing your card, giving you a greater sense of security.



Decorated with parisian nail patterns and rivets, it highlights the elegant luxury of the detailed design.

Dual Screen

Multi Stunning

Dual Screen

Multi Stunning

Size

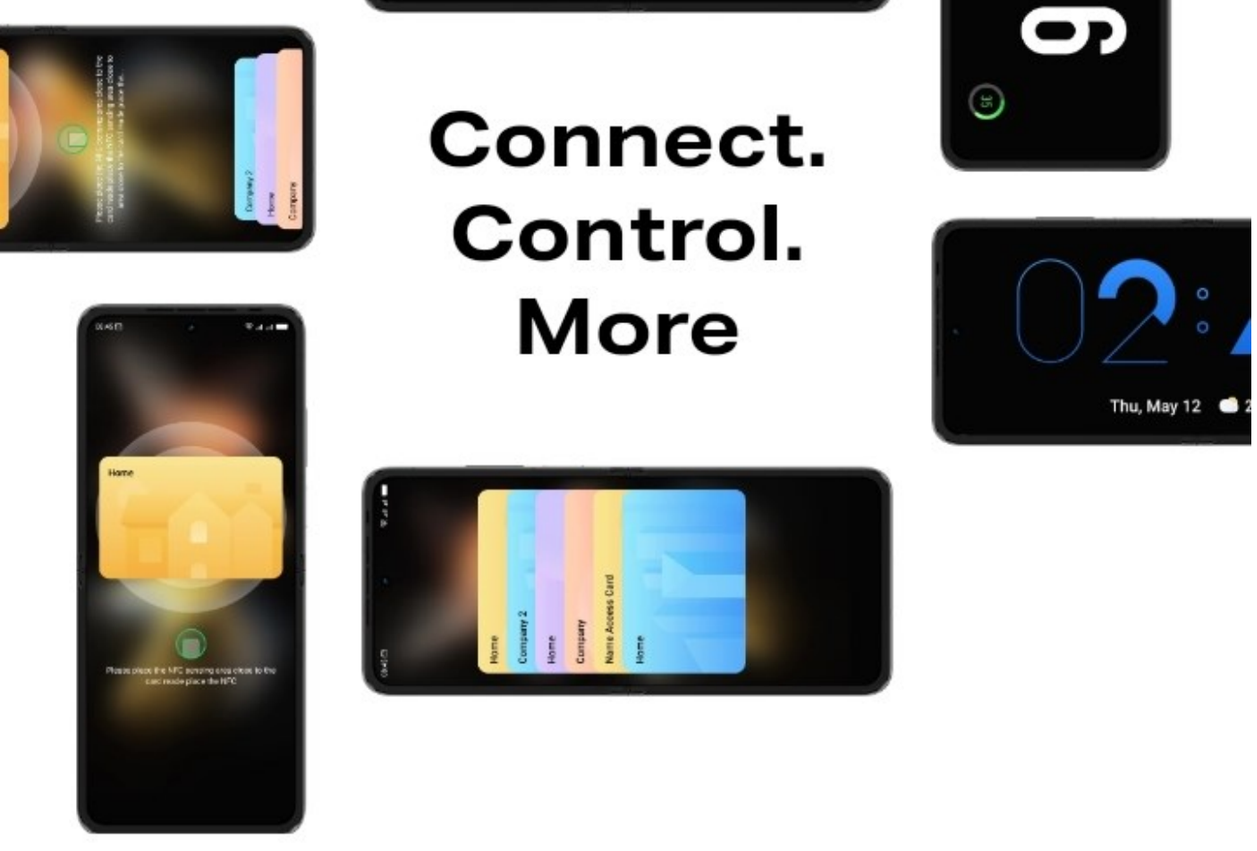
6.9" Foldable LTPO AMOLED Main Screen

3.64" AMOLED Cover Screen

Cover Screen

CORNING

Corning® Gorilla® Glass Victus® 2 [3]



ZEROFlip

3.64”Cover Screen | 120Hz Refresh

Front & Rear 4K Vlog | ProStable Video Capabilities

Zero-Gap Hinge | Minimal Screen Crease

70W Super Charge with 4720mAh Battery

6.9”AMOLED Display | 120Hz LTPO

512GB Mega ROM | 16GB Extended RAM

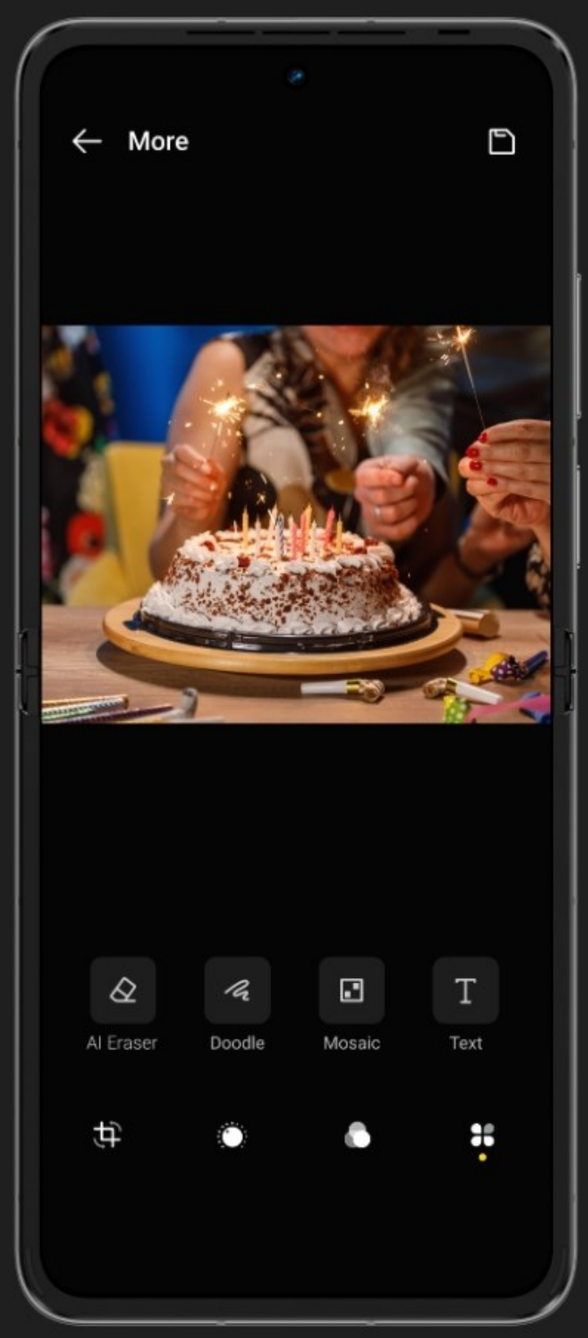
Upgradeable up to Android 16 & 3-Year Security Patch Updates

Search for Photos? Done in One Sentence

When you have too many pictures in your album, you can easily find the one you want by describing it. This is more convenient than a manual search.

Once Smear, Magically Disappears

Using AI Eraser, anyone can easily remove unwanted content from images by smearing debris. Even if you have no experience in image post-production, this wouldn't be a big deal.

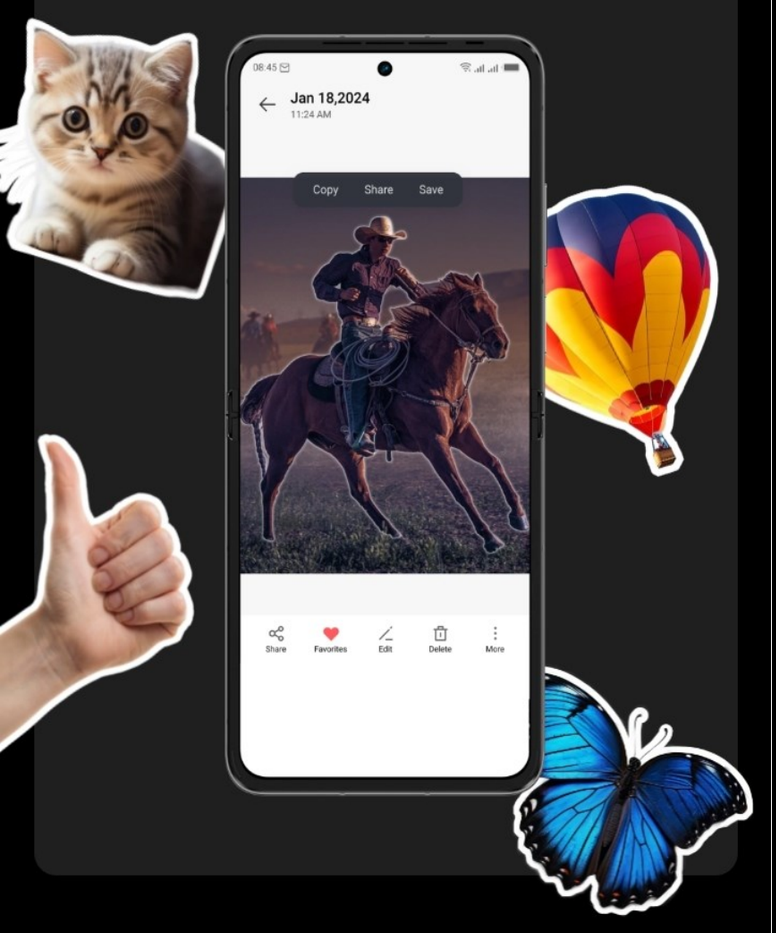


4720mAh Large Capacity Battery

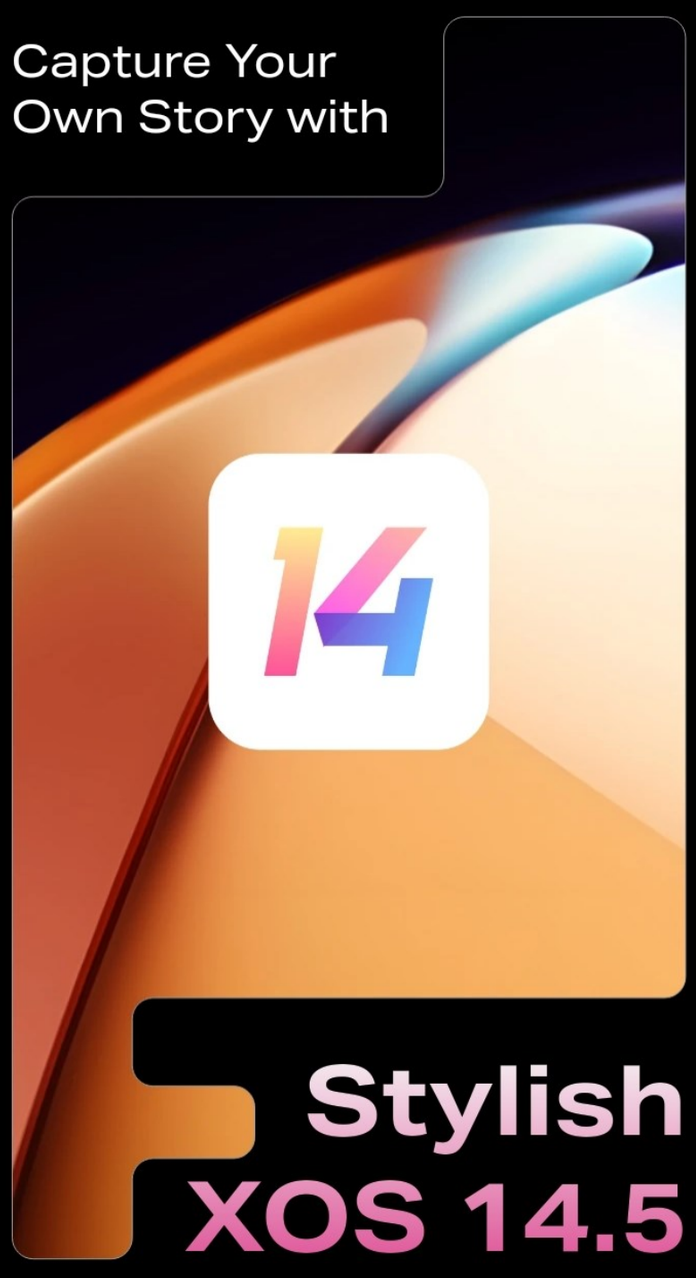
4720mAh large capacity battery, no stress during a day of use. Paired with 70W [10] wired fast charging, ready to go with full power at any time.

Long Press, Cut It Out

Quickly cut out a highlighted part of a photo with a long press. This is easy to save, share and even create emoticons for your pet.



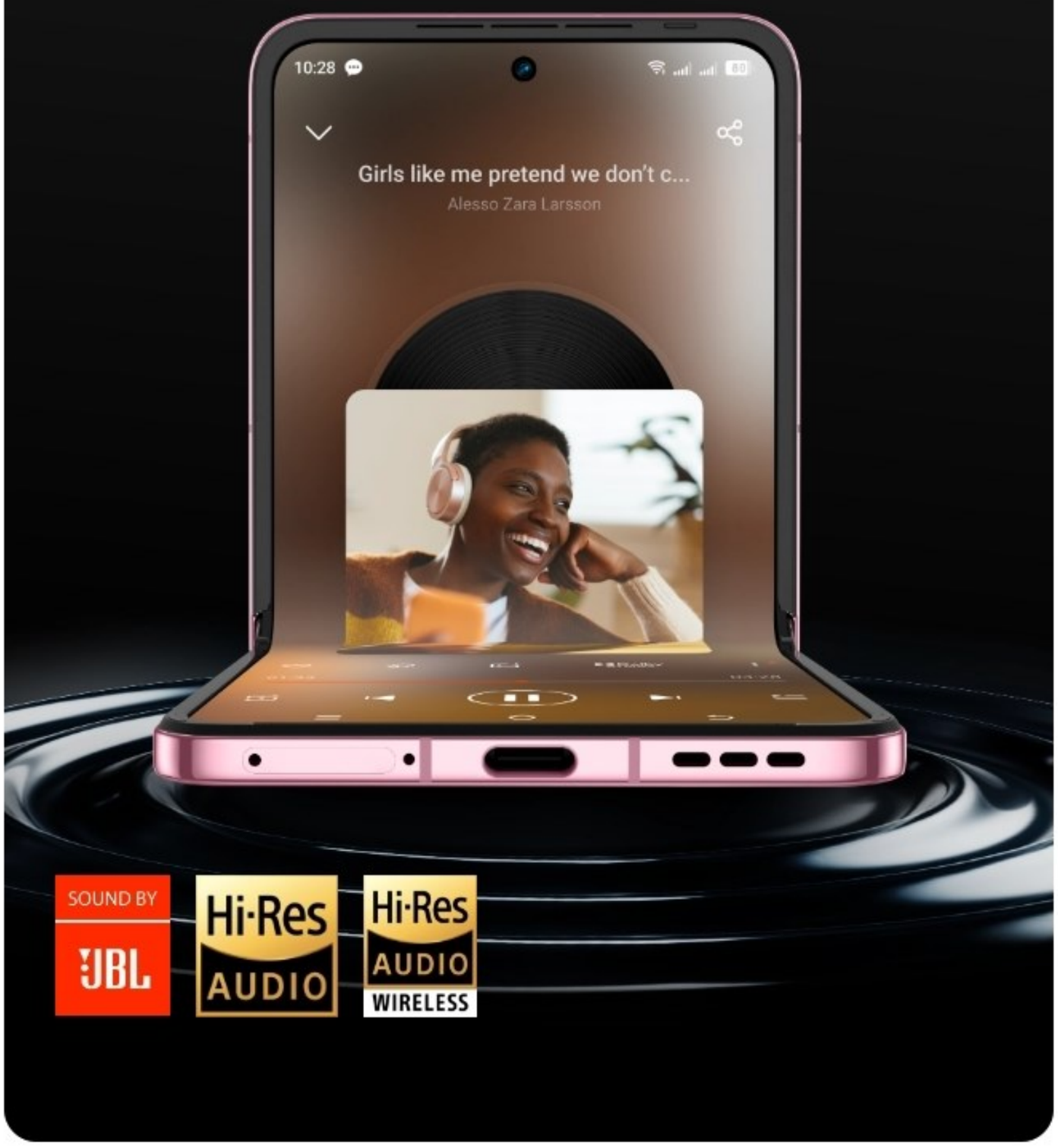
Capture Your Own Story with



Stylish XOS 14.5

JBL Joint Tuning, Beautiful Sound Effects

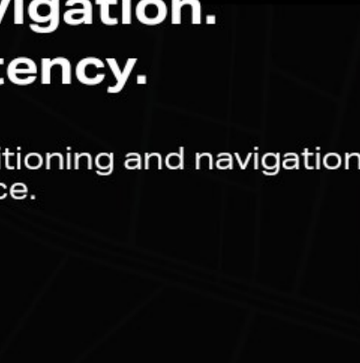
The dual speaker design, together with JBL engineers, delivers excellent sound effects that immerse you in the scene for a shocking audio experience.

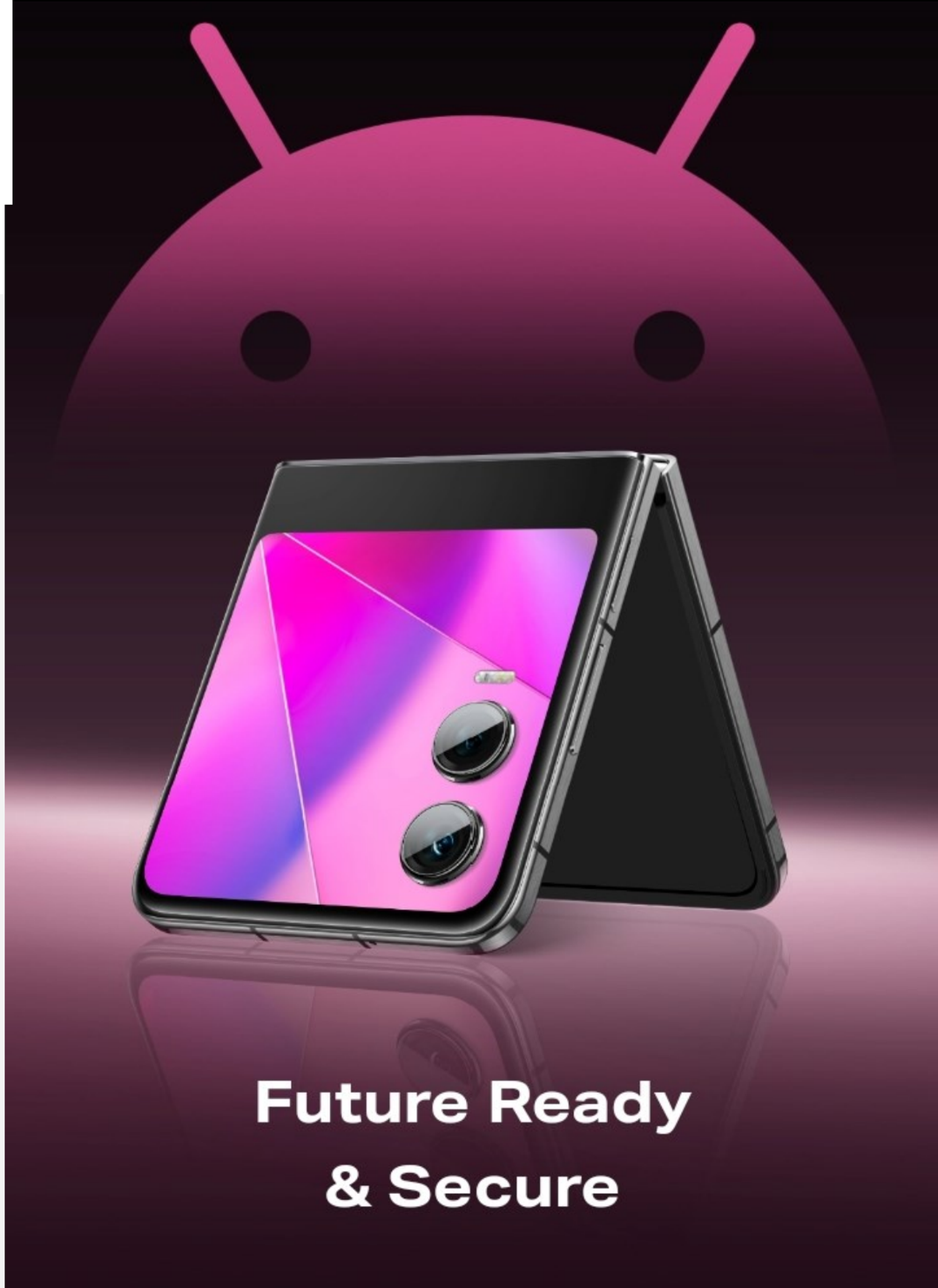


Ultra-Precise GPS

Precise Navigation. Minimal Latency.

More accurate positioning and navigation greatly improve the travel experience.





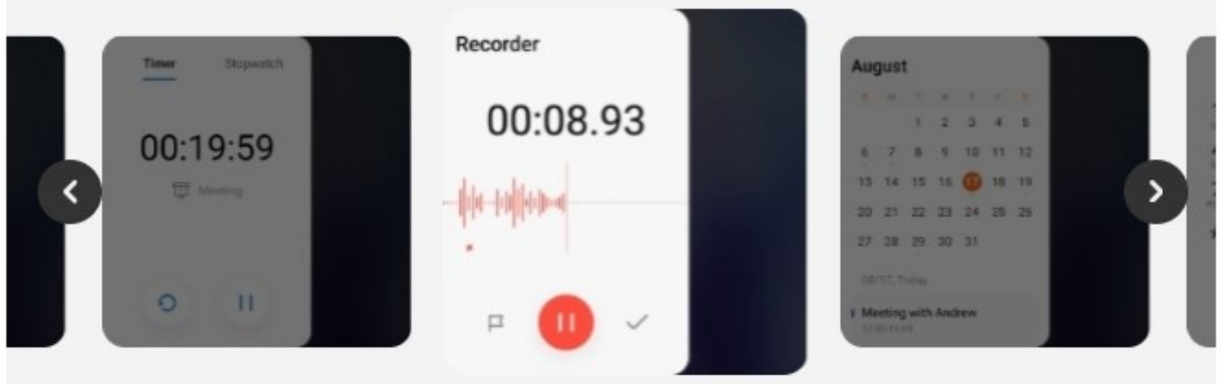
Future Ready & Secure

With 2 major OS updates available and upgradeable up to **Android 16**, you can enjoy a smooth experience with the latest Android version and stay secure with 3-year security patches.

Cover Screen Interaction

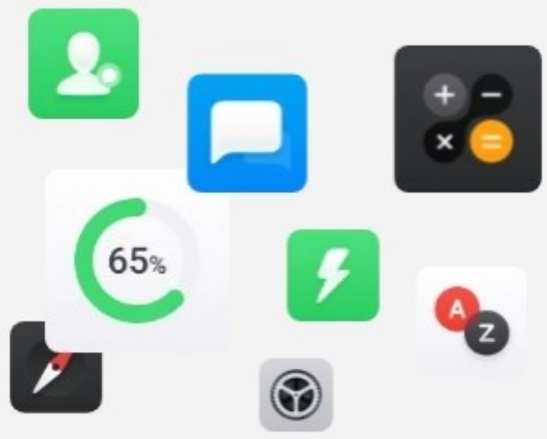
3D Cute Pets, Always with You

3D dynamic pets and the cute interactions make your cover screen more personalized, and playing challenging mini-games with your pet every day is a great way to **make life more interesting.**



Customize Multifunctional Card

It supports a variety of commonly used service cards such as cameras, music, and phone calls. You can handle them quickly without opening the phone, allowing you to **control your work and life with one hand.**



More Applications, More Convenience

You can use TikTok, YouTube, and other common applications, plus the optimized cover screen keyboard, which makes typing more comfortable, **making your cover screen beautiful and practical.**

Extreme-Temp Tech at -20°C

Our high-energy-density batteries support charging even in frigid temperatures, **ensuring performance in the chilliest conditions.**

MediaTek Dimensity 8020

Flagship Chip, Powerful Performance

MediaTek Dimensity 8020 chip, featuring a cutting-edge 6nm process and a frequency of 2.6GHz in CPU, **delivers exceptional performance and an effortless user experience.**

Ultra-efficient **6nm-class chip**

Octa-core CPU with **Arm Cortex-A78** speeds up to 2.6GHz

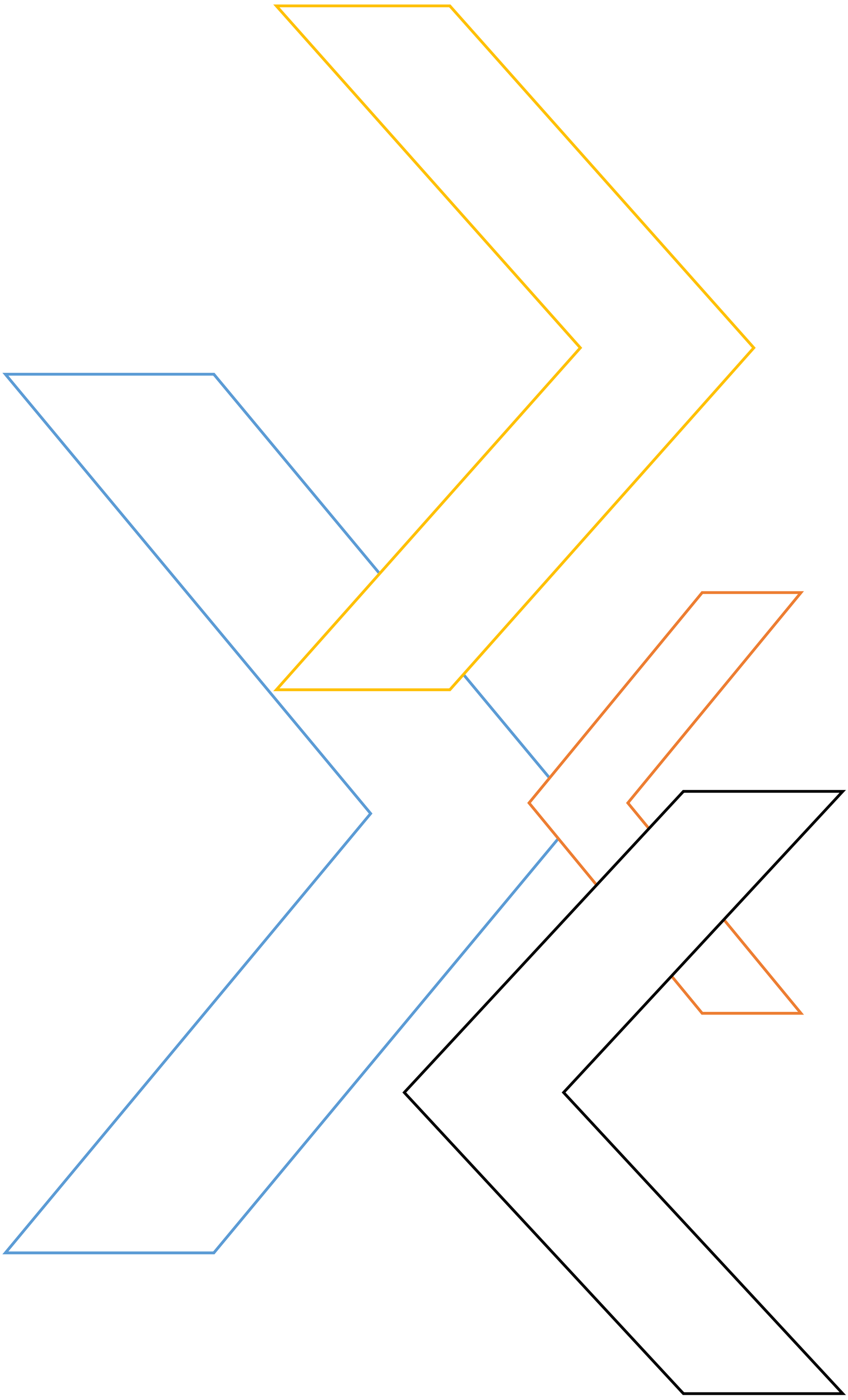
Arm Mali-G77 MC9 GPU

Up to 512GB+16GB

Ultimate Storage and Speed

512GB of Storage and 8GB [9] of running memory, expandable up to 16GB. It can handle heavy-load tasks like multitasking and gaming and allows for capturing high-definition videos without running out of spaces.

Memory Type	Storage Type
LPDDR5X	UFS3.1



Automobile

2024 Škoda Enyaq Coupé

Starts at $58,000.00

Enyaq Coupé driver-assistance systems

Industry-leading safety

Occupants are protected by up to **9 airbags** that work in tandem with the three-point seat belts. If an accident is unavoidable, passengers are prepared for impact by **Crew Protect Assist**, which closes the windows and activates belt pretensioning if there is a danger of collision. After a collision, the **Multi-Collision Brake** prevents further uncontrolled vehicle movement by braking, thus reducing the risk of multiple collisions.

Enyaq Coupé: connectivity

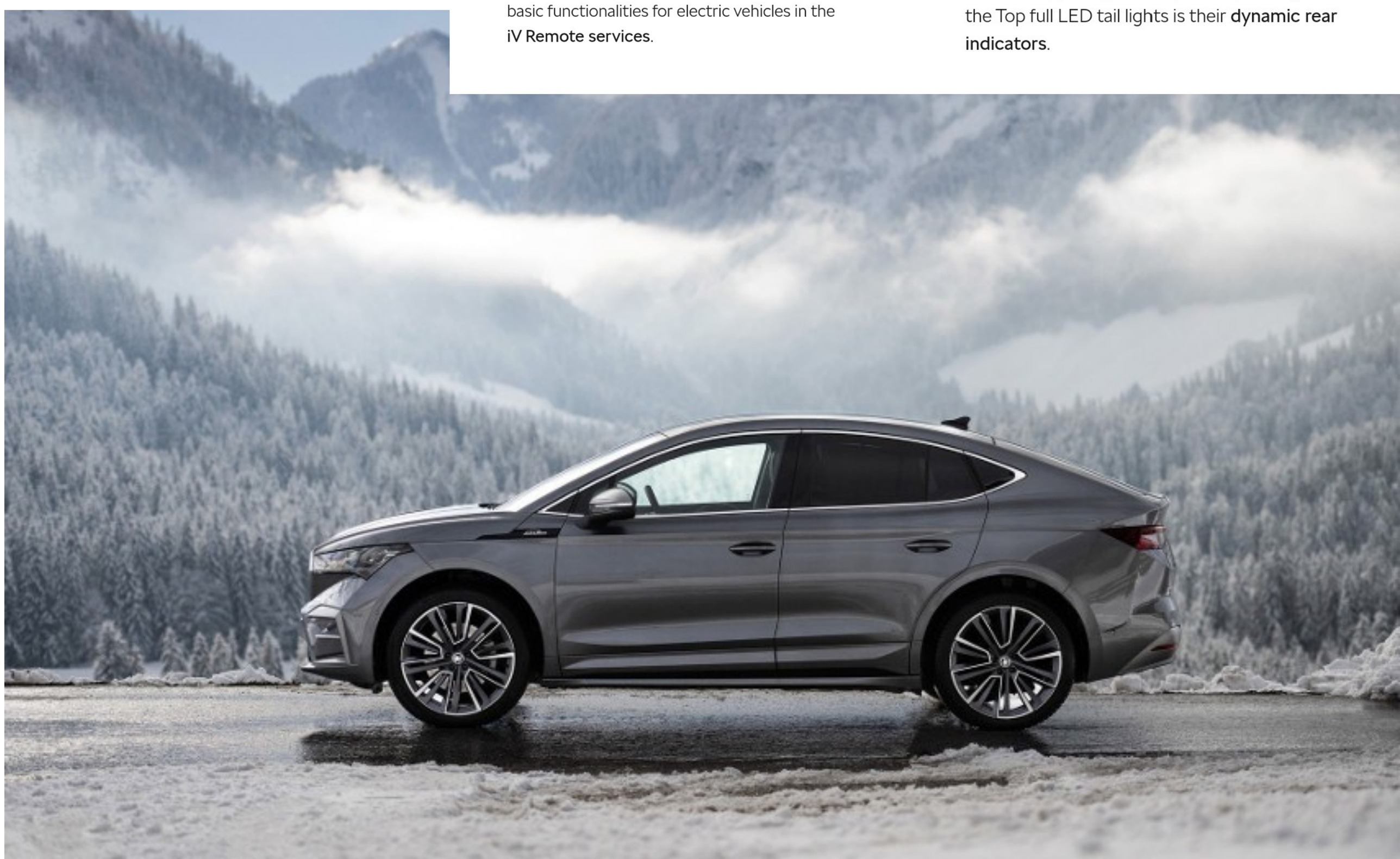
Industry-leading infotainment

The all-new Škoda Enyaq Coupé is fitted with an infotainment system complemented by a **touch-slider**. The slider can be used to change the music volume, zoom in and out of the navigation map, or change the air-conditioning temperature. **SmartLink** enables smartphone apps to be used and controlled via the infotainment system display. **Online Škoda Connect** clusters together a basic set of online services encompassing software updates and basic functionalities for electric vehicles in the **iV Remote services**.

Enyaq Coupé driver-assistance systems

Full LED lights

The all-new Škoda Enyaq Coupé features efficient **full LED lights** front and back. The main advantage of full LED headlights is their **Matrix function**, which, by lighting up and extinguishing the individual LED sources in sequence, **prevents other road users from being dazzled**. This means you can **keep the powerful full beam on** all the time on your travels so that you have a perfect insight into what is happening around you. A speciality of the Top full LED tail lights is their **dynamic rear indicators**.



Enyaq Coupé: connectivity

Remote charging

iV Remote services, one of the Škoda Connect features, enables you to control charging of your Enyaq Coupé remotelly. You can start or stop charging manually, check the remaining charging time and currently available range. It is also possible to set a charging limit to preserve the battery life and to lock the cable to prevent it from being stolen, when in public.

Enyaq Coupé: connectivity

Škoda Connect

Škoda Connect online services deliver online navigation and information services, including online traffic information, and the option to control selected vehicle functions remotely with a smartphone.

iV Remote services enables you, for example, to turn on the interior ventilation ahead of a trip. It will come in handy on hot summer days, as it lowers the interior temperature before you get into the car after it has been parked in the sun.

Enyaq Coupé driver-assistance systems

Parking

When you buy the all-new Enyaq Coupé, all your parking worries are over. **Rear Traffic Alert** will help you exit a line of cars as it detects whether another car is approaching and alerts you in good time. **Park Distance Control** with **Manoeuvre Assist** makes sure you don't hit any obstacles when manoeuvring the car in tight spaces. A new component of **Intelligent Park Assist** is Trained Parking, which is used for the automatic completion of a parking manoeuvre in a parking spot that is in a familiar environment, e.g. at home.

Mobile phone pockets

Front and rear bottle holders

Phone Box with wireless charging

2 rear USB-Cs and 230 V socket

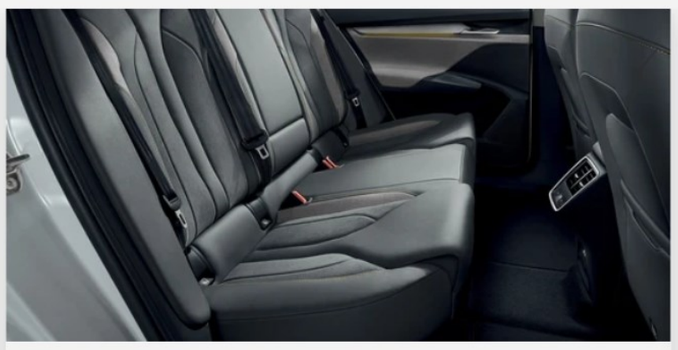
Digital Cockpit

Canton Sound System

Variable boot floor

Cable storage bag

The coupé-style roofline sloping down from the B-pillar gives the Enyaq Coupé an emotive look.



With no tunnel console in the car, rear passengers have plenty of space in all directions.

When the rear-seat backrests remain upright, there is 570 litres of luggage space for up to five passengers.

Folding down the entire row of rear-seat backrests increases the total luggage space to 1,610 litres.

The all-new Škoda Enyaq Coupé is both impressively stylish and aerodynamically efficient.

The Enyaq Coupé's spacious interior is built around elegance and clean shapes.

More room for all your stuff

The luggage compartment can easily hold everything you want to bring with you on your travels.

Enyaq Coupé: design

The sky’s your ceiling

A **panoramic glass roof** is standard for the Enyaq Coupé. The front and rear windscreens form a unified design unit, adding to the car’s attractiveness. The panoramic roof is fixed, and the front and rear windscreens are separate parts. Inside, the panoramic roof is separated from the windscreen by padded cross-bars. They have sun visors on the front, and the rear padding has a bulge to accommodate a fin with an aerial. From the inside, the panoramic roof block takes up most of the ceiling area. The roof is made of laminated glass with light transmission of only 5.7% and UV transmittance of 0%.

Enyaq Coupé: connectivity

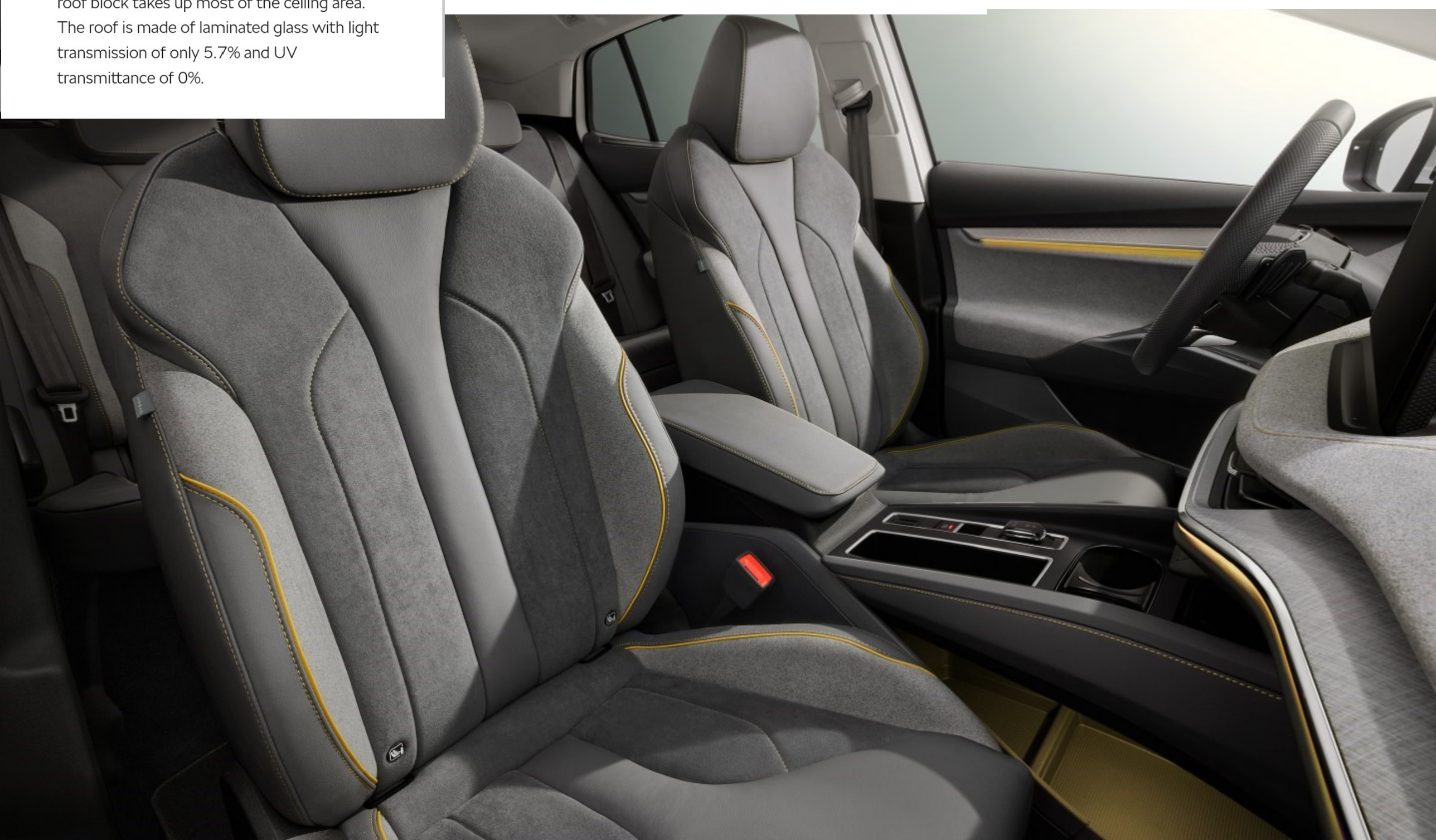
Up to 4 USB-C ports

The all-new Enyaq Coupé is equipped as standard with two modern backlit front USB-C ports for data transmission and recharging. Two additional USB-C ports, along with a 230 V socket, can optionally be added for the rear passengers to charge their devices.

Enyaq Coupé: connectivity

Natural voice control

With the **Laura voice assistant**, your car will be hanging on to your every word to do your bidding. Curt orders are consigned to the past. Now you can control the car with Laura, an assistant who understands normal speech. Laura will help you to control the **navigation, media, infotainment, air-conditioning and text messages**, while letting you concentrate more fully on the driving.



Enyaq Coupé: design

Stylishly efficient

The Enyaq Coupé has been shaped to achieve **superior aerodynamic efficiency**. This design approach has the pleasant bonus of adding to the car's overall appeal. The all-new Enyaq Coupé is distinguished from the Enyaq not only by its silhouette, but also by its body-colour sills and distinctive bumpers.

Enyaq Coupé: design

Spellbinding to look at

Similarly impressive, and also effective, are the optional **full LED Matrix headlights** and, sandwiched between them, the **Crystal Face** with silver frame.

Electric child safety lock

Ice scraper in the fifth door

Small pull-out compartment

Compartment under the console

The Lounge interior is one of five striking Design Selections available for the Enyaq Coupé.

Umbrella compartment

High-vis vest holders

If you need to load bulkier items, simply fold down part of the 60:40 split rear-seat backrests.

The generous boot comes with 570 litres of luggage space, or up to 1,610 litres with the rear seats folded down.

EL8 27AU

Enyaq Coupé Sportline

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2024 Škoda Kodiaq

Starts at $53,290.00

Škoda Kodiaq driver-assistance systems

TOP LED lights

The Škoda Kodiaq features efficient TOP LED lights front and back. The main advantage of TOP LED Matrix headlights is their **Matrix function**, which, by lighting up and extinguishing the individual LED sources in sequence, **prevents other road users from being dazzled**. This means you can **keep the powerful full beam on** all the time on your travels so that you have a perfect insight into what is happening around you.

The TOP LED Matrix headlights are complemented by the very best TOP LED tail lights with dynamic direction indicators and welcome effect, incorporating diodes for every function. TOP LED tail lights are interconnected by a red strip that has a 3D crystalline structure.

Škoda Kodiaq driver-assistance systems

Your safety, our priority

The safety of you and your family is our priority. Occupants are protected by up to **9 airbags** that work in tandem with the seat belts. The **Isofix** and **Top Tether** systems are used to improve the protection of children in infant carriers. If an accident is unavoidable, passengers are prepared for impact by **Crew Protect Assist** which, in the front, closes the windows and activates belt pretensioning. **ESC**, **ABS** and many other systems also keep an eye on the car when it is on the go.

Škoda Kodiaq driver-assistance systems

Driving in the city

Inching forward a bit at a time as you pass pedestrians and cyclists. The Škoda Kodiaq's job is to make this easier for you. The **Front Assist with Predictive Pedestrian and Cyclist Protection** can alert you or stop the car in the event of an imminent collision with another vehicle or a person. **Side Assist** detects vehicles approaching from behind or in the car's blind spot up to 70 m away, so it also effective at warning the driver of hazardous situations on multi-lane roads and motorways.

Škoda Kodiaq interior

Beauty in simplicity

The driver's space is dominated by a multifunction steering wheel, which is emblazoned with the new 2D Škoda logo in the middle, and comes with decorative elements in a unique dark matte chrome colour. The infotainment system's free-standing modern touchscreen protrudes from the dashboard so that it is always at the driver's fingertips. Now that the automatic gear selector has been repositioned by the steering wheel, the centre console has more space and a cleaner feel. Ambient lighting in the dashboard and door panels adds to the inviting mood of the interior.

Škoda Kodiaq driver-assistance systems

Parking

When you buy the Kodiaq, all your parking worries are over. **Rear Traffic Alert** will help you exit a line of cars as it detects whether another car is approaching and alerts you in good time. **Park Distance Control** with **Manoeuvre Assist** makes sure you don't hit any obstacles when manoeuvring the car in tight spaces. A useful component of **Intelligent Park Assist** is Trained Parking, which is used for the automatic completion of a parking manoeuvre in a parking spot that is in a familiar environment, e.g. at home.

Škoda Kodiaq driver-assistance systems

Powerful and economical engines

The Škoda Kodiaq offers efficient diesel and petrol four-cylinder engines available in several power outputs, always mated to a DSG automatic gearbox, front or all-wheel drive, and meeting the latest emission standards. A purely petrol engine, a mild-hybrid variant, a plug-in hybrid petrol engine, and two diesel-only engines are available.

Škoda Kodiaq design

Distinctively dynamic silhouette

The aerodynamically optimised and stretched roofline, complemented by flat silver anodised roof rails, instantly catches the eye from the side. The tornado line running the length of the side of the car adds to the Kodiaq's dynamic appearance, while the highly sculpted car body running over the front and rear wheels to accentuate the wheel arches highlight its robustness. The stylish and powerful design is accentuated by up to 20" wheels and elements made of grained black plastic – not only the angular wheel arches, but also door sills.

Škoda Kodiaq comfort

The ideal temperature before you set off

With the auxiliary heating, you don't have to worry about scraping icy windows in the winter or the unforgiving heat when you return to your hot car in the hot summer months. Simply use the app or the remote control to turn on the heating or ventilation at any time and the Kodiaq will be waiting for you at a comfortable interior temperature.

Škoda Kodiaq design

Attractive from every angle

The Kodiaq's rear section is visually widened by the traditional C-shaped tail lights with dynamic direction indicator, and by the red strip with a 3D crystalline structure that joins up the rear lights. This component, together with the voluminous rear bumper with wide diffuser, gives the Kodiaq an aura of uniqueness.

Škoda Kodiaq comfort

A unique musical experience

Enjoy your favourite tracks at the highest quality. The CANTON Sound System – which comes with thirteen speakers, a subwoofer adding dynamism to the entire system, a 16-channel amplifier and a digital equaliser – delivers 725 watts of total power to the interior.

CZ
5SN 3115

Fast wireless charging and cooling for 2 phones and USB-C ports are just the tip of the Kodiaq connectivity iceberg.

Škoda Kodiaq interior

Space for family and friends

The optional third row of seats makes the Kodiaq an extremely practical car that can seat up to 7 occupants. They get to travel in maximum comfort and enjoy plenty of interior space. It goes without saying that Isofix anchor points feature on the second-row outboard seats and may also be found on the front passenger's seat.

Boot nets

Hooks in the boot

Škoda Kodiaq design

Elegantly dazzling

The car's front section is dominated by second-generation TOP LED Matrix headlights with a four-eye theme, which can optionally be visually interconnected by a horizontal light strip on the grille to create a unique light signature. A front spoiler made of robust fine-grain plastic, a wide honeycomb-structured continuous air intake framed by two cubist-like air curtains, a solid octagonal grille, and sculptural bonnet shapes accentuate the Kodiaq's powerful look.

Front grille with horizontal light strip and new-generation TOP LED Matrix headlights create a unique light signature.

Škoda Kodiaq driver-assistance systems

Driving outside the city

Smart function **Traffic Sign Recognition** shows the traffic signs on the car's display so you can keep track of the situation. In case of an accident, the **Multi-Collision Brake** prevents further uncontrolled vehicle movement by braking, thus reducing the risk of multiple collisions.

Škoda Kodiaq driver-assistance systems

Dynamic Chassis Control Plus (DCC Plus)

Kodiaq features the option of the next-generation Dynamic Chassis Control Plus (DCC Plus) with Driving Mode Select. DCC Plus allows drivers to customise the vehicle's handling to their personal preferences: Normal, Sport or Comfort – an à-la-carte chassis setup. The new generation offers faster shock absorber control and a wider range of damping characteristics, which you'll notice in the form of improved driving dynamics and comfort.

Spark your sense of curiosity with the new Kodiaq. Its timelessly elegant design, advanced technology, state-of-the-art assists, and abundant connectivity options for up to 7 passengers make it a bold companion to explore the world.

Spark your sense of curiosity with the new Kodiaq. Its timelessly elegant design, advanced technology, state-of-the-art assists, and abundant connectivity options for up to 7 passengers make it a bold companion to explore the world.

Škoda Kodiaq driver-assistance systems

Driving on the highway

When you're on the motorway, systems are ready to help by taking some of the driving for you. **Travel Assist integrates several systems** and functions to make **driving a lot easier** and **increase travelling comfort**. Once activated, Travel Assist can automatically stop and restart, keep the car in lane, follow other vehicles in a traffic jam, or show the surrounding traffic on a display in front of you.

Škoda Kodiaq comfort

The same comfort as your living room

The AGR-certified electrically adjustable ergonomic driver and front-passenger seats keep you comfortable wherever you go. On long journeys, the electric lumbar support, thigh support and pneumatic massage function will come in handy. You'll appreciate the heated seats in winter and the ventilated seats in summer. You don't have to be concerned about the Kodiaq's other occupants either, as they will also enjoy plenty of space and comfort during your travels together.

Škoda Kodiaq interior

Important information in your field of vision

The head-up display is a handy assistant on your journeys, projecting your current speed, navigation instructions and other information onto the windscreen. The 10" Virtual Cockpit with five different layouts offers more detailed information and can be configured to display the data you choose.

Škoda Kodiaq interior

Generous luggage compartment

With the Kodiaq, there'll be no more worries about having to leave anything behind. It's simple – you can fit in everything you need. The luggage compartment accommodates 910 l in the basic five-seat configuration, rising to 2,105 l when the rear seats are folded down. This makes the Kodiaq's boot one of the largest in its class.

Škoda Kodiaq interior

Quality and ecology go hand in hand

Every part of Kodiaq's interior has been crafted with the utmost attention to quality workmanship and the use of premium materials, all with sustainability and conservation in mind. This is why, in the ecoSuite interior, the leather is tanned with leftovers from coffee bean production, while in the Lounge Design Selection 40% natural wool has been used. All the textile parts in all interiors are made from 100% recycled polyester. The umbrella and ice scraper are also made from sustainable materials.

Škoda Kodiaq comfort

No more squabbling over the air-conditioning settings

You're always hot, your wife is always cold, and your children have an altogether different notion of the ideal temperature. This is no problem in the Kodiaq, because the three-zone air-conditioning makes it simple for everyone to set the temperature they prefer.

Škoda Kodiaq interior

Innovative solutions under the infotainment system

The three rotary and pressable Smart Dials with a mini display in the middle, positioned beneath the infotainment system, are a nifty feature in the Kodiaq's interior. Drivers can easily control the air-conditioning, volume, map zoom and numerous other functions with them.

Breathing
The Explorers
KV24 AWP

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free delivery in the city of
Port Harcourt

2024 Škoda Superb

Starts at $65,590.00

Škoda Superb interior

Beauty in simplicity

The driver's space is dominated by a multifunction steering wheel, which is emblazoned with the new 2D Škoda logo in the middle, and comes with decorative elements in a unique dark matte chrome colour. The infotainment system's free-standing modern touchscreen protrudes from the decoratively ribbed dashboard so that it is always at the driver's fingertips. Now that the automatic gear selector has been repositioned by the steering wheel, the centre console has more space and a cleaner feel. Ambient lighting in the dashboard and door panels adds to the inviting mood of the interior.

Škoda Superb driver-assistance systems

Dynamic Chassis Control Plus (DCC Plus)

Superb features the option of the next-generation Dynamic Chassis Control Plus (DCC Plus) with Driving Mode Select. DCC Plus allows drivers to customise the vehicle's handling to their personal preferences on a scale of options from Sport to Comfort – an à-la-carte chassis setup. The new generation offers faster shock absorber control and a wider range of damping characteristics, which you'll notice in the form of improved driving dynamics and comfort.

Škoda Superb driver-assistance systems

LED Matrix beam headlights

The Škoda Superb features efficient LED lights front and back. The main advantage of LED Matrix beam headlights is their **Matrix function**, which, by lighting up and extinguishing the individual LED sources in sequence, **prevents other road users from being dazzled**. This means you can **keep the powerful full beam on** all the time on your travels so that you have a perfect insight into what is happening around you.

The LED Matrix beam headlights are complemented by the very best LED rear lights with animated indicators and welcome effect, incorporating diodes for every function.

Škoda Superb driver-assistance systems

Your safety, our priority

The safety of you and your family is our priority. Occupants are protected by up to **9 airbags** that work in tandem with the seat belts. The **Isofix** and **Top Tether** systems are used to improve the protection of children in infant carriers. If an accident is unavoidable, passengers are prepared for impact by **Crew Protect Assist** which, in the front, closes the windows and activates belt pretensioning. **ESC**, **ABS** and many other systems also keep an eye on the car when it is on the go.

Škoda Superb driver-assistance systems

Dynamic Chassis Control Plus (DCC Plus)

Superb features the option of the next-generation Dynamic Chassis Control Plus (DCC Plus) with Driving Mode Select. DCC Plus allows drivers to customise the vehicle's handling to their personal preferences on a scale of options from Sport to Comfort – an à-la-carte chassis setup. The new generation offers faster shock absorber control and a wider range of damping characteristics, which you'll notice in the form of improved driving dynamics and comfort.

Škoda Superb connectivity

Natural voice control

With **Laura voice assistant**, your car will be hanging on your every word to do your bidding. Curt orders are consigned to the past. Now you can control the car with Laura, an assistant who understands **normal speech**. Laura will help you to control the **navigation**, media, **infotainment**, air-conditioning and **text messages**, while letting you concentrate better on the driving.

Škoda Superb connectivity

Hot buttons

The red SOS button **immediately calls for help** if you are involved in or witness a serious road accident. Use the Info button to ask for more information on the Škoda Infoline. The button on the right calls your service centre if you break down.

Škoda Superb driver-assistance systems

A wealth of engine choices

The Skoda Superb offers efficient diesel and petrol four-cylinder engines available in several power outputs, always mated to a DSG automatic gearbox, front or all-wheel drive, and meeting the latest emission standards. Two purely petrol engines, a mild-hybrid variant, and two diesel-only engines are available. A plug-in hybrid petrol engine is also available for the Combi version.

Škoda Superb interior

Space for family and friends

Invite your family and friends on board and you never have to stress about their comfort. They will all get to travel in the utmost luxury and enjoy the ample space. It goes without saying that Isofix anchor points feature on the rear outboard seats and may also be found on the front passenger's seat.

Škoda Superb design

A flagship commanding respect

The car's flowing rear section is dominated by a large tailgate and rear window, collectively conveying the impression of a coupé. The attractive and elegant appearance of the car's rear section is accentuated by the very narrow LED rear lights with animated indicators and welcome effect, which create a model-specific light signature thanks to their shape and crystalline structure. The icing on the cake is the stylishly designed rear bumper with wide diffuser and new Škoda lettering on the tailgate in unique dark matte chrome.

Škoda Superb design

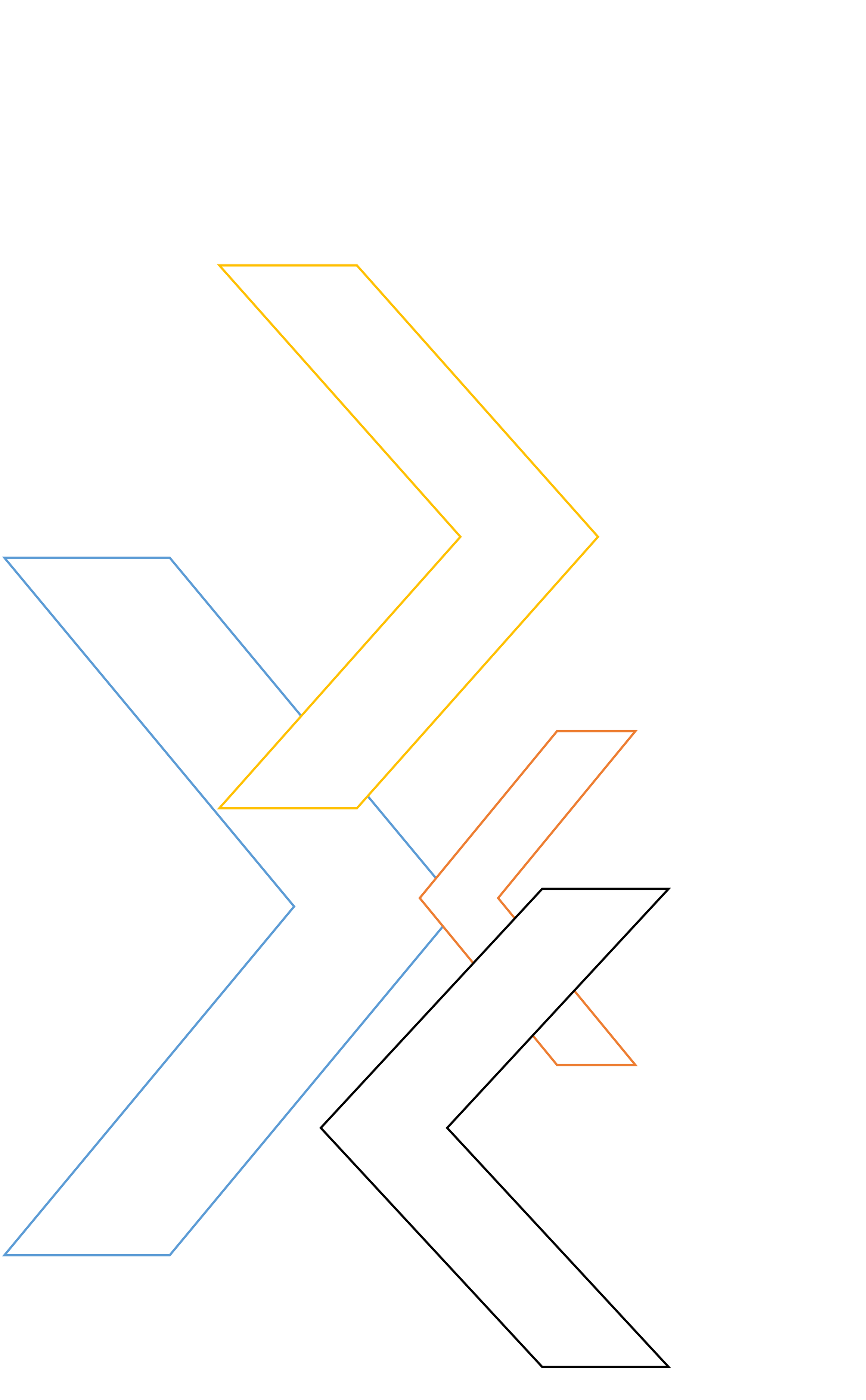
Uniquely attractive proportions

What strikes the eye immediately is the fluent roof line, which slopes down at the rear to create a sleek silhouette. The aerodynamically shaped wing mirrors and the tornado line stretching from the front wheel arches to the rear lights give the car a dynamic and athletic appeal. The overall powerful presence of the Superb is boosted even more by the up to 19-inch wheels, which are available in several designs.

Škoda Superb driver-assistance systems

Parking

When you buy the Superb, all your parking worries are over. **Rear Traffic Alert** will help you exit a line of cars as it detects whether another car is approaching and alerts you in good time. **Park Distance Control** with **Manoeuvre Assist** makes sure you don't hit any obstacles when manoeuvring the car in tight spaces. A useful component of **Intelligent Park Assist i**s Trained Parking, which is used for the automatic completion of a parking manoeuvre in a parking spot that is in a familiar environment, e.g. at home.



MOVIES

"CHARMING AND GORGEOUS"
THE AUSTIN CHRONICLE

"A CINEMATIC SLAM POEM"
IndieWire

"A FILM THAT
CELEBRATES SECOND CHANCES
IN FARAWAY PLACES."
FILM THREAT

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2024

SXSW FILM & TV FESTIVAL 2024
OFFICIAL SELECTION

OFFICIAL SELECTION
MILL VALLEY FILM FESTIVAL
2024

OFFICIAL SELECTION
MIDDLEBURG FILM FESTIVAL
2024

THE BLACK SEA

FROM ACCLAIMED FILMMAKERS CRYSTAL MOSELLE AND DERRICK B. HARDEN

METROGRAPH PICTURES PRESENTS A KOTVA FILMS AND GIVETHANKS PRODUCTION A FILM BY CRYSTAL MOSELLE AND DERRICK B. HARDEN "THE BLACK SEA" DERRICK B. HARDEN IRMENA CHICHIKOVA STOYO MIRKOV
CASTING BY NINA BOYANOVA CRYSTAL MOSELLE IZABELLA TZENKOVA MUSIC BY CHARLES MOSELLE PRODUCTION DESIGNER SEVERINA STOYANOVA EDITED BY ANASTAS PETKOV DIRECTOR OF PHOTOGRAPHY JACKSON HUNT
EXECUTIVE PRODUCERS ANDREA LEIBOF TED HOPE JONAS CARPIGNANO CAMERON BRODIE JOSH PETERS ROBINA RICCITIELLO TED WRIGHT DANA HOEGH OLIVER "POWER" GRANT
giveTHANKs PRODUCED BY IZABELLA TZENKOVA CRYSTAL MOSELLE DIRECTED BY CRYSTAL MOSELLE DERRICK B. HARDEN KOTVA FILMS

METROGRAPH
PICTURES

Released: *22 Nov 2024*

Genre: *drama, comedy.*

Tom Hanks Robin Wright

Par toute l'équipe de Forrest Gump

HERE

LES PLUS BELLES ANNÉES DE NOTRE VIE

MIRAMAX UNE PRODUCTION IMAGEMOVERS UN FILM DE ROBERT ZEMECKIS TOM HANKS "HERE" ROBIN WRIGHT PAUL BETTANY KELLY REILLY CASTING LUCY BEVAN CDG
MUSIQUE ALAN SILVESTRI MONTAGE JESSE GOLDSMITH DÉCORS ASHLEY LAMONT DIRECTION DE LA PHOTOGRAPHIE DON BURGESS, ASC PRODUCTEURS EXÉCUTIFS JEREMY JOHNS ANDREW GOLOV THOM ZADRA
CONCEPTION DES COSTUMES RICHARD McGUIRE SCÉNARIO ERIC ROTH & ROBERT ZEMECKIS RÉALISÉ PAR ROBERT ZEMECKIS
SODEC Québec

Released: *1 Nov 2024*

Genre: *drama, fantasy, adaptation.*

Released: *5 Nov 2024*

Genre: *sci-fi.*

Released: *22 Nov 2024*

Genre: *action.*

Released: *8 Nov 2024*

Genre: *drama.*

Released: *15 Nov 2024*

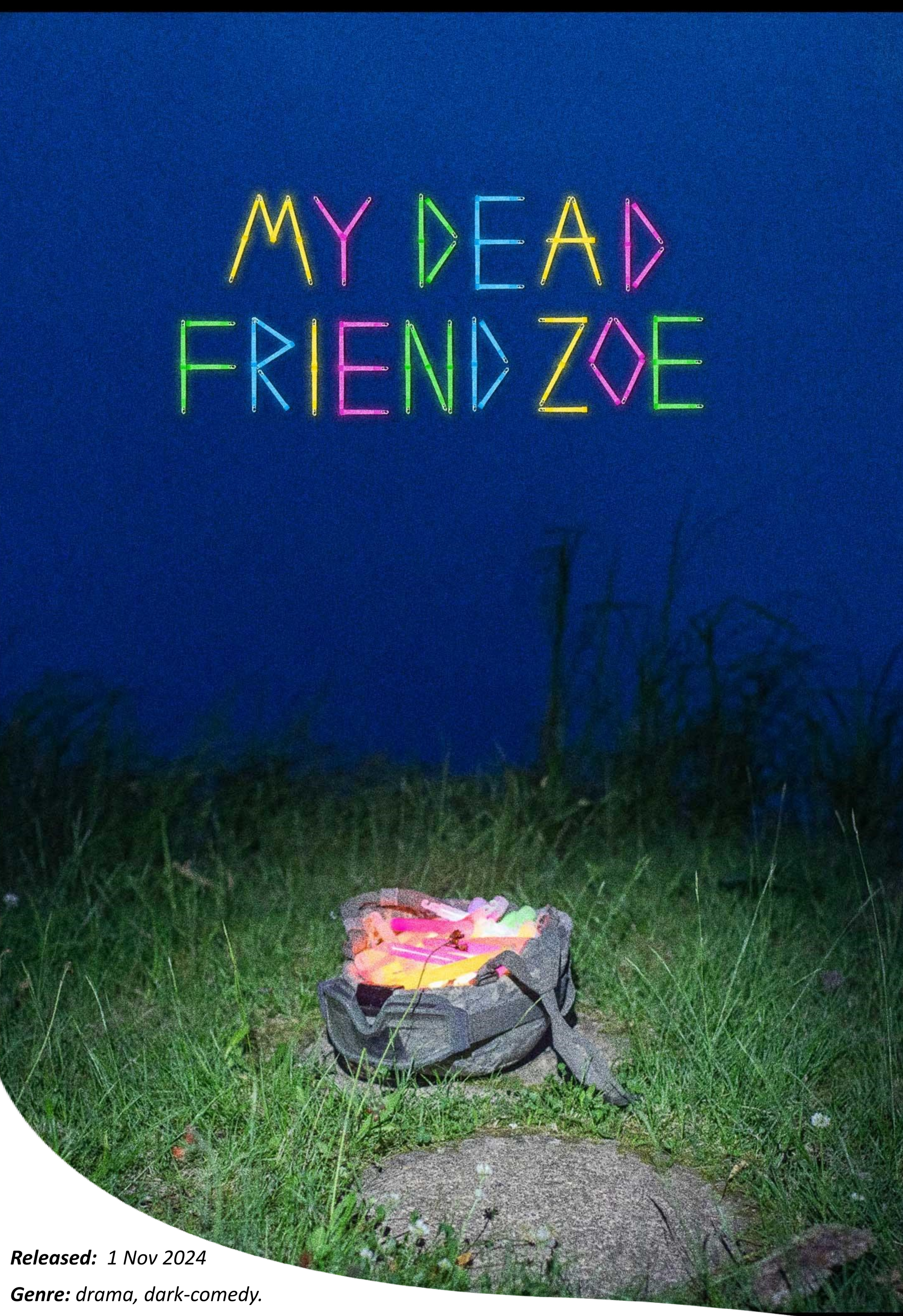
Genre: *action.*

Released: *12 Nov 2024*

Genre: *horror.*

Released: *22 Nov 2024*

Genre: *drama, adaptation, music.*



Released: *1 Nov 2024*

Genre: *drama, dark-comedy.*

Released: *8 Nov 2024*

Genre: *horror, thriller.*

Released: *8 Nov 2024*

Genre: *action.*

JASON SUDEIKIS

LILLY SINGH

ANITTA

RuPaul

HANNAH GADSBY

FLAVOR FLAV

and RAINN WILSON

HITPIG!

The G.O.A.T. at finding lost animals is a PIG!

ONLY IN THEATERS NOV. 1

Released: *1 Nov 2024*

Genre: *family, animation.*

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Released: *8 Nov 2024*

Genre: *holiday, family, drama.*

Released: *27 Nov 2024*

Genre: *action, adventure, family, animation.*

Released: *1 Nov 2024*

Genre: *drama, thriller.*

JAE SUH PARK EMERSON MIN MIYA CECH AND KEN JEONG

A GREAT DIVIDE

WORLD PREMIERE

include. BENTONVILLE FILM FESTIVAL 2023

Released: *19 Nov 2024*

Genre: *drama.*

Released: *1 Nov 2024*

Genre: *drama, comedy, crime.*

Released: *8 Nov 2024*

Genre: *drama, adaptation, period.*

Released: *27 Nov 2024*

Genre: *drama, thriller.*

Released: *8 Nov 2024*

Genre: *thriller.*

Released: *22 Nov 2024*

Genre: *thriller.*

SEPTEMBER 5

Released: *29 Nov 2024*

Genre: *drama, thriller.*

Released: *1 Nov 2024*

Genre: *action.*

Released: *1 Nov 2024*

Genre: *crime.*

Released: *20 Nov 2024*

Genre: *comedy, romance.*

Released: *8 Nov 2024*

Genre: *drama, comedy, romance.*

Released: *1 Nov 2024*

Genre: *action, thriller, mystery.*

Released: *15 Nov 2024*

Genre: *fantasy, holiday, animation.*

Released: *15 Nov 2024*

Genre: *thriller.*

Released: *15 Nov 2024*

Genre: *action, adventure, comedy, family, holiday.*

Released: *8 Nov 2024*

Genre: *horror.*

Released: *12 Nov 2024*

Genre: *action.*

A REAL PAIN

Released: *1 Nov 2024*

Genre: *drama, comedy.*

STRANGER THINGS
trifft
STAND BY ME

SPIRIT in the BLOOD

A JUNAFILM PRODUCTION IN CO-PRODUCTION WITH ELEVATION PICTURES CO-PRODUCED BY NDR IN COLLABORATION WITH ARTE
IN ASSOCIATION WITH PROTAGONIST PICTURES AND LOGICAL CONTENT VENTURES PRODUCED WITH THE PARTICIPATION OF TELEFILM CANADA MOIN – FILMFUND HAMBURG SCHLESWIG-HOLSTEIN
GERMAN FEDERAL GOVERNMENT COMMISSIONER FOR CULTURE AND THE MEDIA ONTARIO CREATES GERMAN FEDERAL FILM FUND (DFFF) CREATIVE EUROPE PROGRAMME - MEDIA OF THE EUROPEAN UNION CRAVE
EXECUTIVE PRODUCED BY GEORGE HAMILTON JAMES PUGH JANINA VILSMAIER FRÉDÉRIC FIORE CÉLINE DORNIER PASCAL HOSTACHY LOUIS LADREYT CHRISTINA PIOVESAN
LAURIE MAY EMILY KULASA ADRIAN LOVE VERENA GRÄFE-HÖFT PRODUCED BY VERENA GRÄFE-HÖFT PRODUCER NOAH SEGAL CO-PRODUCER KARI HOLLEND A FILM BY C. MAY BORGSTROM
STARRING SUMMER H. HOWELL SARAH-MAXINE RACICOT MICHAEL WITTENBORN GREG BRYK CASTING DIRECTOR NICOLE HILLIARD-FORDE & MARION HAACK COMPOSER DORIAN BEHNER & PAUL TIMMICH
COSTUMES HOLLY CAVERLY DIRECTOR OF PHOTOGRAPHY ZAMARIN WAHDAT EDITOR JULIA KOVALENKO & SILKE OLTHOFF MAKE-UP SUMMER O'GRADY PRODUCTION DESIGN EVA KOZLOVA SOUND DESIGN BÉLA BRANDES

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Released: *7 Nov 2024*

Genre: *thriller.*

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Released: *19 Nov 2024*

Genre: *holiday, family.*

Released: *5 Nov 2024*

Genre: *horror, thriller.*

Released: *22 Nov 2024*

Genre: *drama, thriller, true-story.*

tv+

BLITZ

Released: *1 Nov 2024*

Genre: *historical, drama, war.*

Released: *8 Nov 2024*

Genre: *action, fantasy, adventure, animation.*

Released: *8 Nov 2024*

Genre: *horror, sci-fi.*

Released: *1 Nov 2024*

Genre: *comedy.*

Released: *1 Nov 2024*

Genre: *drama, crime, comedy, musical.*

Released: *1 Nov 2024*

Genre: *action, thriller, sci-fi.*

Released: *22 Nov 2024*

Genre: *adventure, family, animation.*

Released: *8 Nov 2024*

Genre: *horror.*

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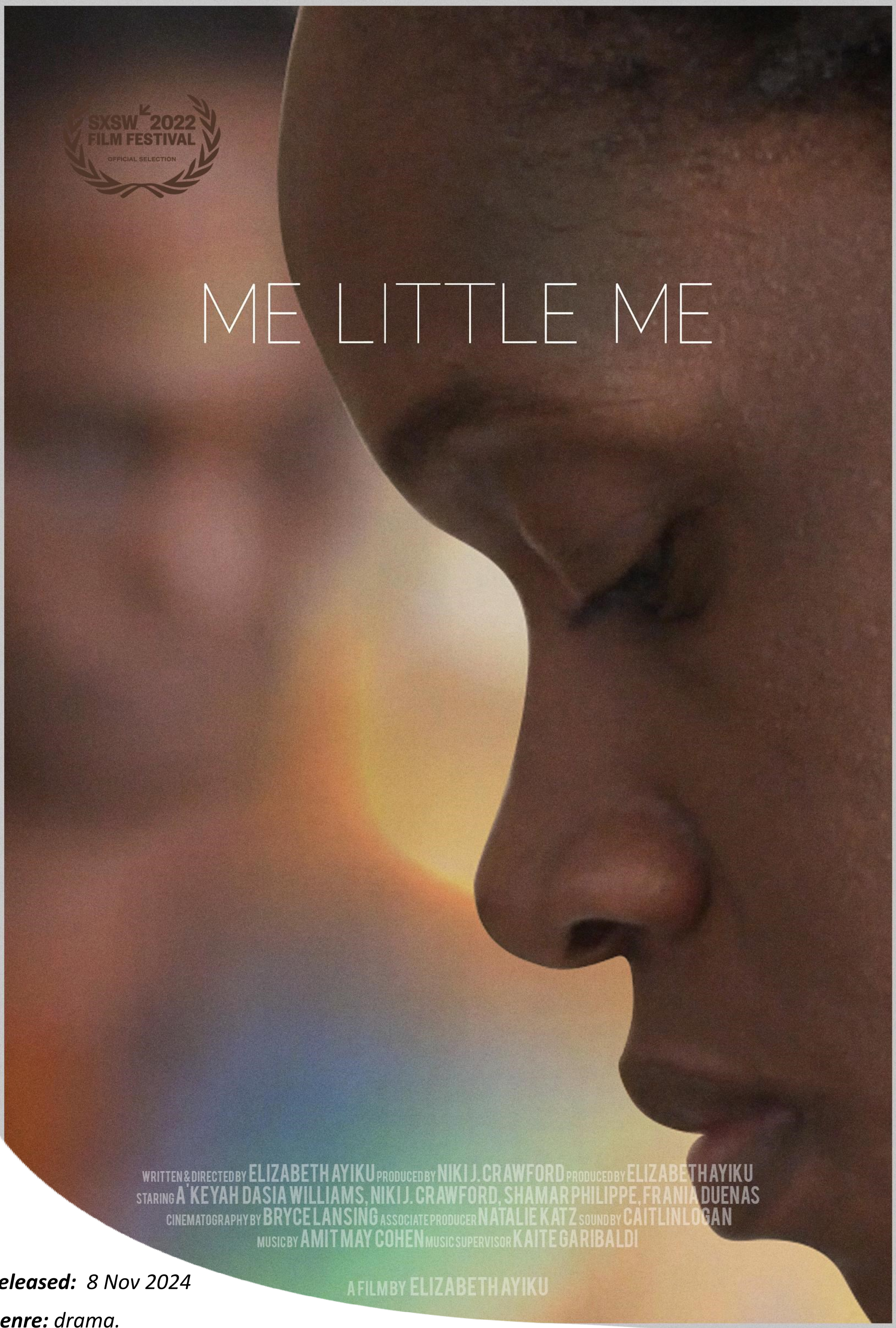

Released: *8 Nov 2024*

Genre: *drama.*

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Released: *15 Nov 2024*

Genre: *drama.*

Released: *15 Nov 2024*

Genre: *drama, sequel, romance.*

Released: *22 Nov 2024*

Genre: *adventure, musical, family.*

LES FILMS DU POISSON
PRÉSENTE

« Un choc »
Télérama

« Marion Cotillard
au sommet de son art »
Vanity Fair

« Bouleversant »
Vogue

FESTIVAL DE CANNES
SÉLECTION OFFICIELLE 2023

Marion Cotillard

little girl blue

un film de
Mona Achache

Released: *22 Nov 2024*

Genre: *drama, documentary.*

Released: *22 Nov 2024*

Genre: *drama.*

FROM THE VISIONARY BEHIND TOY STORY & THE CO-DIRECTOR OF SHREK

Break the Spell.

NETFLIX SKYDANCE ANIMATION

SPELLBOUND

NETFLIX | NOVEMBER 22

Released: *22 Nov 2024*

Genre: *fantasy, musical, family, animation.*

CRAVE PICTURES

PRESENTS

THE FIX

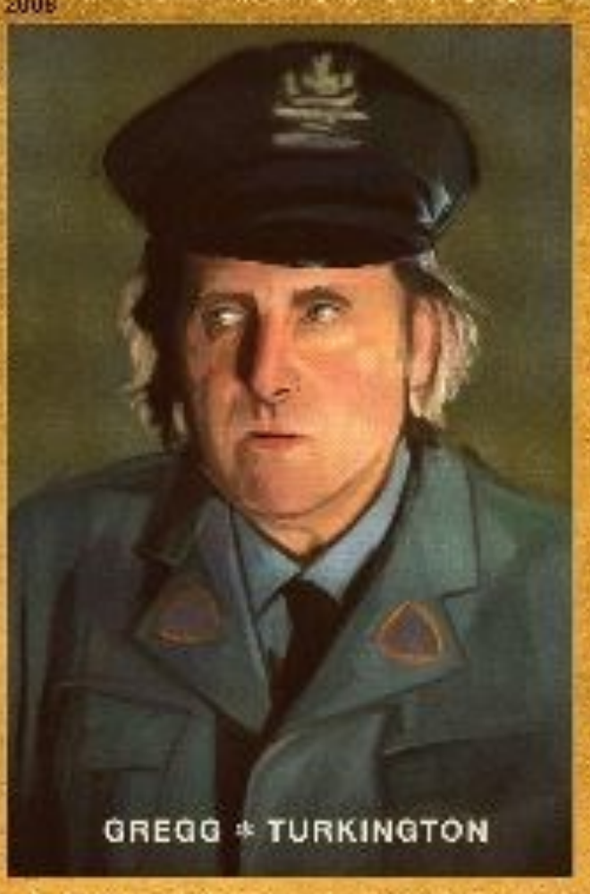
A FILM BY KELSEY EGAN

WE'RE THE PROBLEM

SHE'S THE SOLUTION

Released: *22 Nov 2024*

Genre: *action, sci-fi.*



QUINZAINE
CANNES 2024

Christmas Eve in Miller's Point

A film by Tyler Taormina

Released: *15 Nov 2024*

Genre: *drama, holiday.*

Released: *8 Nov 2024*

Genre: *drama.*

Curry Scent

An immigrant family's search for happiness through the American Dream.

HELLO DESI PRODUCTIONS

IN ASSOCIATION WITH ANGRY ELF ENTERTAINMENT LLC

A FILM BY NISHA SABHARWAL

ABHARWAL, MICHAEL MACLEOD, NIKHIL KAMKOLKAR, MELANIE KIRAN, SAMEER KHAN AND PRIYA DEVA **MUSIC BY** DYLAN

COSTUME DESIGNER KELSEY GARCIA **EDITED BY** BOB MORI **DIRECTOR OF PHOTOGRAPHY** BRANDON D. HYDE

DENNER **PRODUCED BY** MOHIT SABHARWAL, NISHA SABHARWAL, CAMERON BRUMBELOW, CHELSEA

CHRISTA BOARINI **SCREENPLAY BY** NISHA SABHARWAL **DIRECTED BY** CHRISTA BOARINI, and

SABHARWAL

Released: *22 Nov 2024*

Genre: *comedy, romance.*

Released: *27 Nov 2024*

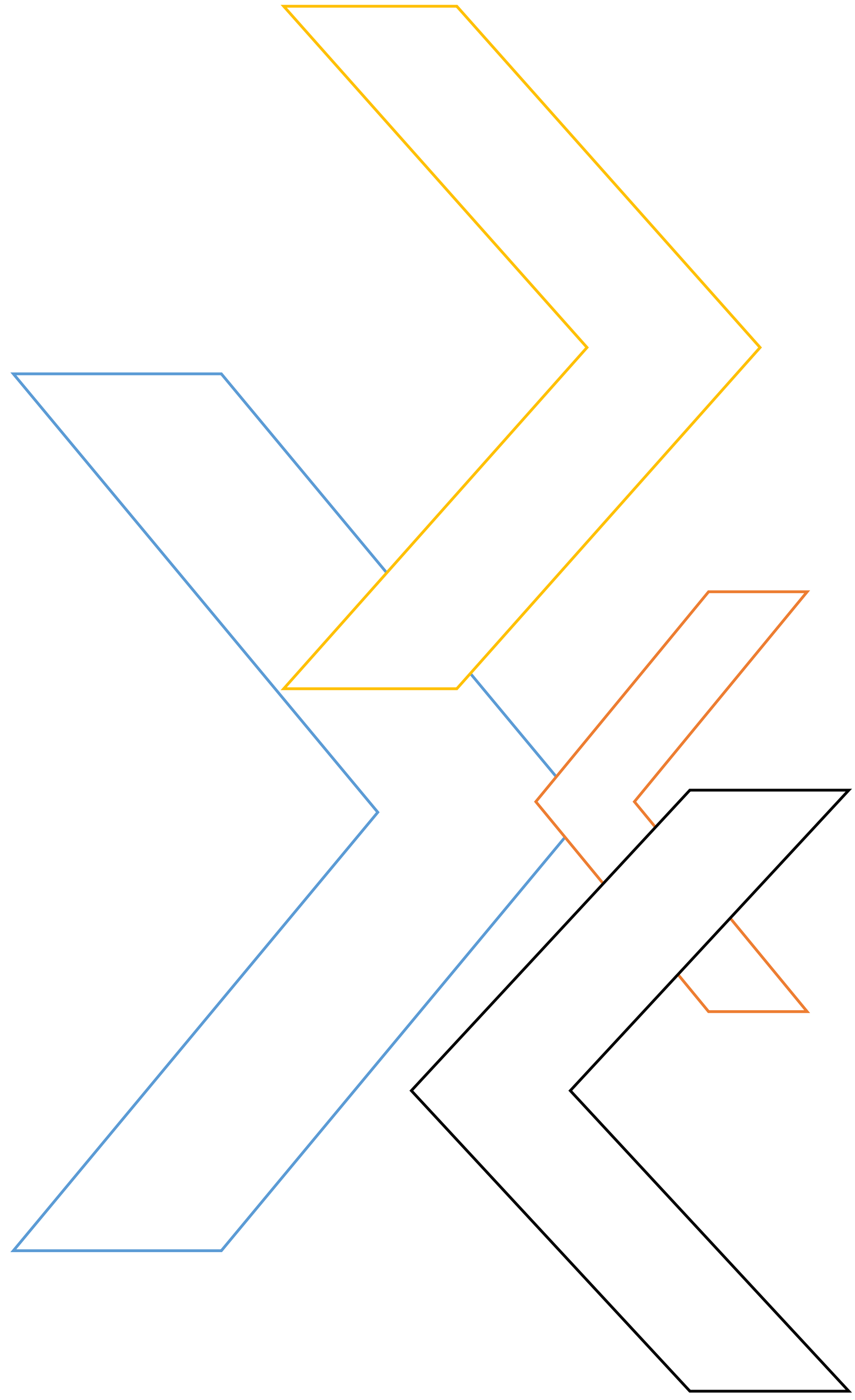
Genre: *comedy.*

Released: *8 Nov 2024*

Genre: *action.*

Released: *22 Nov 2024*

Genre: *action, sequel, thriller.*



ANIME

青の祓魔師 エクソシスト 雪ノ果篇 ゆきのはて

Title: Ao no Exorcist: yuki no hate-hen

Genre: *supernatural, action.*

Type: *Series*

Status: *Currently airing*

Released: *fall 2024*

TiTi Rating: *7.3/10*

Title: Ao no Hako

Genre: *romance, sports.*

Type: *Series*

Status: *Currently airing*

Released: *fall 2024*

TiTi Rating: *8.3/10*

Title: Re: Zero (season 3)

Genre: *drama, fantasy, suspense.*

Type: *Series*

Status: *Currently airing*

Released: *fall 2024*

TiTi Rating: *8.9/10*

©長月達平・株式会社KADOKAWA刊／Re:ゼロから始める異世界生活3製作委員会

恥の多い第二の生涯が始まる。

Title: ***Isekai shikkaku***

Genre: *adventure, comedy, fantasy.*

Type: *Series*

Status: *Completed*

Released: *summer 2024*

TiTi Rating: *7.3/10*

界失格】

Allowed in Another World 】

宏・若松卓宏・小学館／「異世界失格」製作委員会

Title: Bleach: sennen-hen soukoku-tan

Genre: *supernatural, action, adventure.*

Type: *Series*

Status: *Currently airing*

Released: *fall 2024*

TiTi Rating: *9.0/10*

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