



**MASS
EFFECT™
ANDROMEDA**


MONSTER HUNTER
WORLD

ASSASSIN'S
CREED
ODYSSEY

A WAY OUT


JAGUAR

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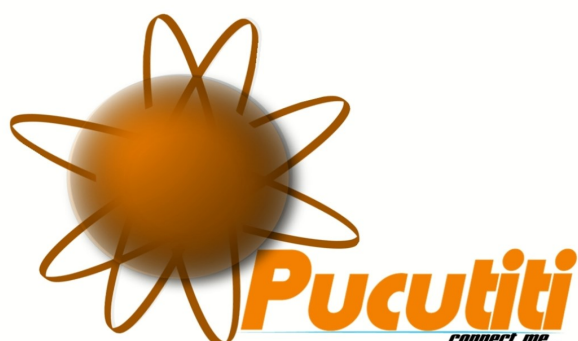
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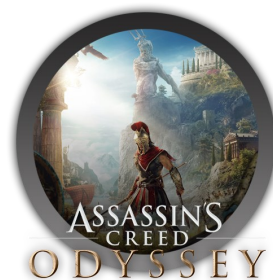
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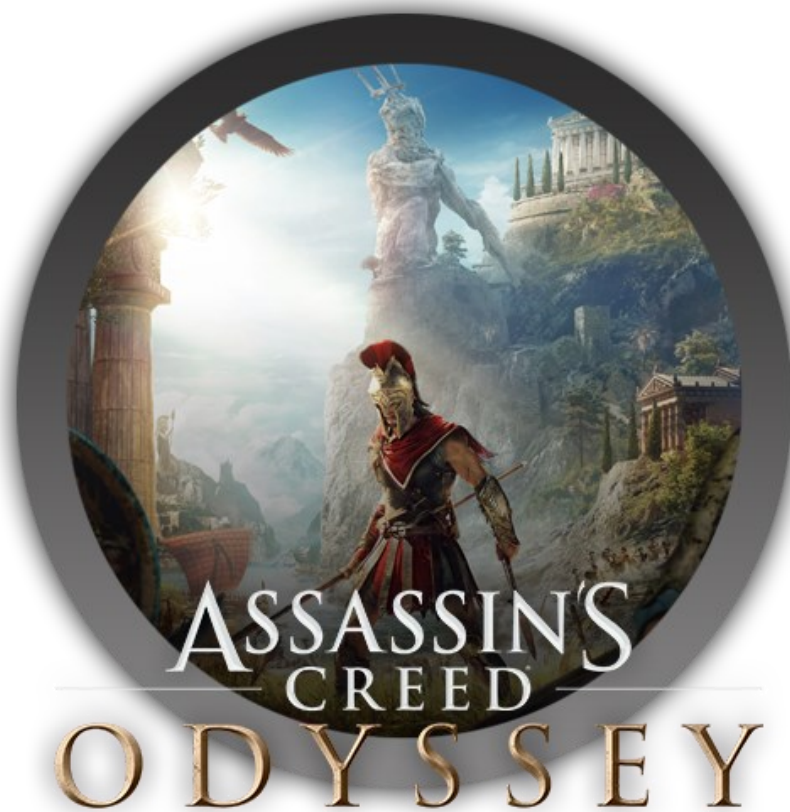
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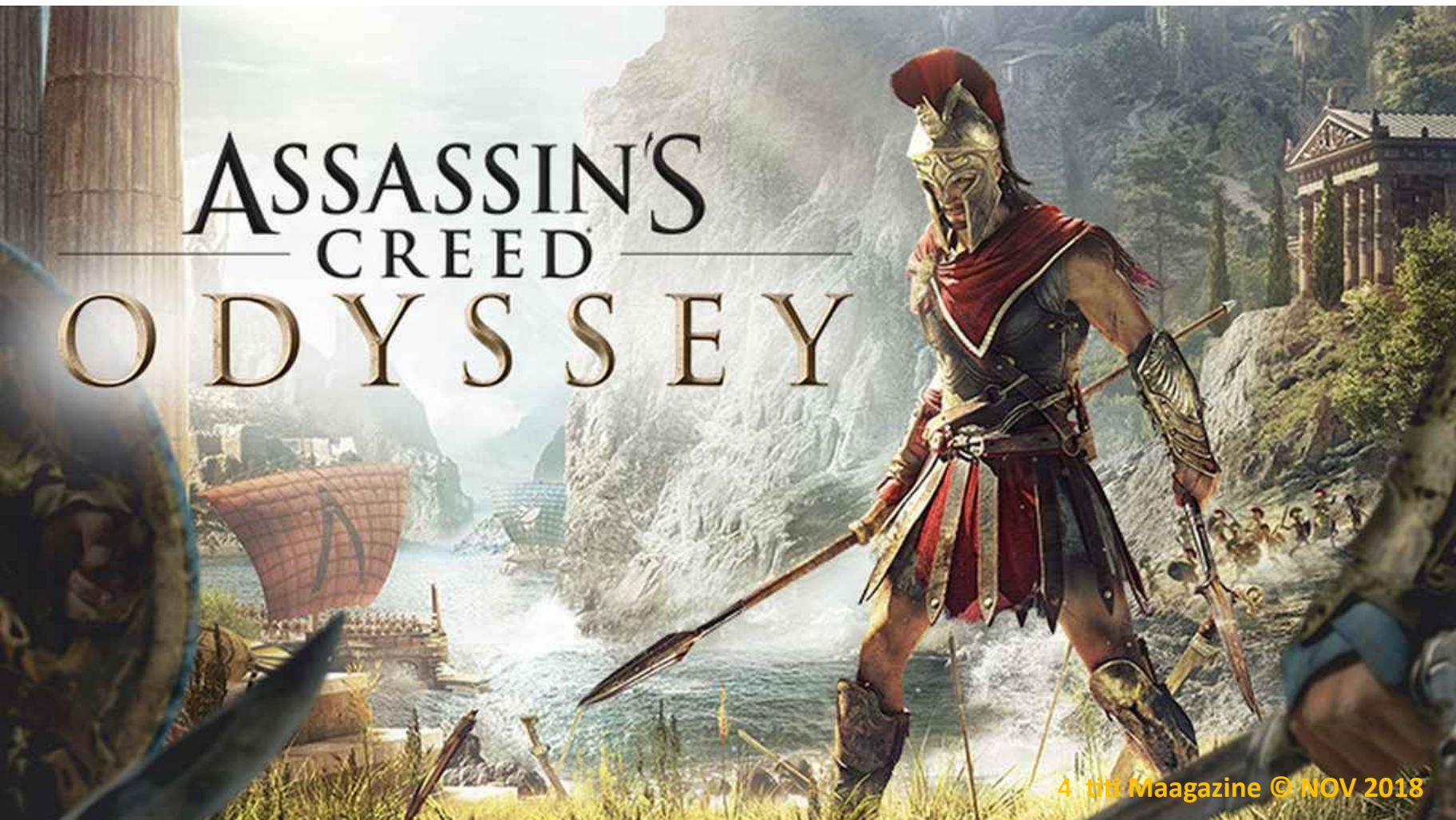
GAMES



Assassin's Creed Odyssey is an action role-playing video game developed by Ubisoft Quebec and published by Ubisoft. It is the eleventh major installment, and twentieth overall, in the Assassin's Creed series and the successor to 2017's Assassin's Creed Origins. Set in the year 431 BCE, the plot tells a fictional history of the Peloponnesian War between Athens and Sparta. Players control a male or female mercenary who fights for both sides as they attempt to unite their family and uncover a malign cult

The game was released worldwide for Microsoft Windows, PlayStation 4, Xbox One, and (in Japan only) for Nintendo Switch on October 5, 2018. It was praised for its open world, visuals, combat, story, and characters, while receiving criticism for some reliance on grinding, microtransactions, and for feeling bloated.

Assassin's Creed Odyssey places more emphasis on role-playing elements than previous games in the series. The game contains dialogue options, branching quests, and multiple endings. The player is able to choose the gender of the main character, adopting the role of Alexios or Kassandra. The player can also develop romantic relationships with non-playable characters of both genders, regardless of which one they choose. The game features a notoriety system in which mercenaries chase after the player if they commit crimes like killing or stealing.





ASSASSIN'S CREED ODYSSEY

The player character, Alexios or Kassandra, is a mercenary, and a descendant of the Spartan king Leonidas I. They inherit his broken spear, which is forged into a blade to become a weapon that grants the player special abilities in combat. The game uses a skill tree system that allows the player to unlock new abilities. The three skill trees are "hunter", which improves player character's archery, "warrior", which puts emphasis on combat, and "assassin", which focuses on stealth. This replaces the system used in *Origins*, which granted the player a series of passive abilities. The hitbox combat system introduced in *Origins* returns and is expanded upon to grant the player access to four different special skills when the ability bar fills up. These skills include calling a rain of arrows and a powerful kick to knock opponents off-balance, and are similar to the "Overpower" mechanic introduced in *Origins* that let the player use a powerful finishing move in combat. The game also features a gear system in which each piece of armor the player wears has different statistics and provides a range of advantages. These can be equipped and upgraded individually.»»Assassin's Creed Odyssey also features naval combat again, with the player having access to Hellenistic-era warships to explore the Aegean Sea. The conflict between Athens and Sparta is represented through a "War System" which enables players to take contracts from mercenaries and participate in different large-scale battles against hostile factions. The war system can change a faction's influence over a region. Prior to the game's appearance at E3 2018, Assassin's Creed Odyssey was leaked in May 2018 after the French site Jeuxvideo received a keychain containing the name Assassin's Creed Odyssey on it. Ubisoft announced Assassin's Creed Odyssey and its appearance at the Electronic Entertainment Expo 2018 shortly thereafter. A day before the Ubisoft E3 press conference, screenshots of the game leaked by the gaming website Gematsu. The game was released on October 5, 2018 for Microsoft Windows, PlayStation 4 and Xbox One. A Nintendo Switch version was announced during the Japanese September 2018 Nintendo Direct. Assassin's Creed Odyssey is a cloud-based title on the Nintendo Switch, which launched on the same day as the other platforms, but in Japan only. The game's season pass will include two DLC episodes as well as a remastered edition of Assassin's Creed III.

A WAY OUT

A Way Out is an action-adventure game developed by Hazelight Studios and published by Electronic Arts under their EA Originals program. It is the second video game to be directed by Josef Fares after *Brothers: A Tale of Two Sons*. The game has no single-player option: it is only playable in either online or local split screen co-op between two players. The game was released for Microsoft Windows, PlayStation 4 and Xbox One on March 23, 2018, selling over a million copies in two weeks.

A Way Out is an action-adventure game played from a third-person perspective. It is specifically designed for split-screen cooperative multiplayer, which means that it must be played with another player through either local or online play. In the game, players control Leo and Vincent, two convicted prisoners who must break out of prison and stay on the run from authorities. As the story of both protagonists is told simultaneously, their progress may not be synchronized, which may result in one player being able to control their character, while another is watching a cutscene. Players need to cooperate with each other in order to progress, and each situation can be approached differently, with both characters taking different roles. For instance, during a early segment of the game, the player controlling Vincent needs to distract a nurse and guard, so the player controlling Leo can find a chisel needed to aid their escape. These roles are not fixed, so Leo and Vincent can swap their roles in another playthrough. Players can interact with many non-playable characters, and there are dialogue options for players to choose. Similar to the PlayStation 4 version of *Far Cry 4*, players will be able to join online sessions (hosted by the player's friends) whether or not the joining player owns the actual game.



A Way Out was developed by Hazelight Studios, a small team of developers in Sweden led by film director Josef Fares. Both Fares and several members of his team previously worked on the acclaimed title, *Brothers: A Tale of Two Sons* from Starbreeze Studios. Production of the game began in the second half of 2014. The design philosophy for the game is that the team wanted to create a cooperative game that is unique and different. As a result, the team opted not use the traditional drop-in and drop-out cooperative format featured dominantly in mainstream cooperative games, and instead, they team decided to create a full game that must be played cooperatively with another player. According to Fares, the game was his passion project and he cancelled an upcoming feature film in order to devote more time to working on the game. The game uses Unreal Engine 4. Despite the game's heavy focus on multiplayer, the game was described as an "emotional adventure". As a result, cutscenes will play out even during online play to ensure that players can understand the story of the other character. The game features a wide variety of gameplay sequences from stealth to driving to ensure that players are often presented with different gameplay situations and generally make the game and its characters more interesting. To make the two protagonists more realistic, the team ensured that Leo and Vincent have distinct personalities and that they have different opinions and responses while interacting with the game's world. Fares Fares, a Swedish-Lebanese actor and Josef Fares' older brother, plays Leo. The title will be part of publisher Electronic Arts' EA Originals program, dedicated to funding small independent games. The partnership came to fruition when Patrick Söderlund, the Executive Vice President of Electronic Arts, approached Fares personally for collaboration after being impressed by *Brothers*. EA offered \$3.7 million for the development of the game and gave Fares and his team complete creative control over the game's development. According to Fares, all revenue from sales of the game will go back to Hazelight. The formation of Hazelight Studios and the partnership between Hazelight and EA was officially unveiled at The Game Awards 2014. The game's title and gameplay was revealed at Electronic Entertainment Expo 2017 during EA's press conference. The game was released for Microsoft Windows, PlayStation 4 and Xbox One on March 23, 2018.



Monster Hunter: World is an action role-playing game developed and published by Capcom. A part of the Monster Hunter series, it was released worldwide for PlayStation 4 and Xbox One in January 2018, with a Microsoft Windows version in August 2018. In the game, the player takes the role of a Hunter, tasked to hunt down and either kill or trap monsters that roam in one of several environmental spaces. If successful, the player is rewarded through loot consisting of parts from the monster and other elements that are used to craft weapons and armor, amongst other equipment. The game's core loop has the player crafting appropriate gear to be able to hunt down more difficult monsters, which in turn provide parts that lead to more powerful gear. Players may hunt alone, or can hunt in cooperative groups of up to four players via the game's online services.

Announced at E3 2017, Monster Hunter: World adopts the series' standard formulas from its older home console roots and recent handheld games to take advantage of the higher processing power provided by modern consoles and computers. Changes made in Monster Hunter: World include creating environmental spaces that are fully connected and removing the "zones" that were necessary for the PlayStation 2 and handheld games, more advanced monster artificial intelligence and physics to create seemingly living ecosystems that could be taken advantage of during hunts, a more persistent cooperative multiplayer experience, and a refinement of the game's user interface, menu systems, and tutorials to help with bringing new players into the series. These changes led Capcom to plan for the game's simultaneous release across both Japan and Western markets, since Monster Hunter as a series has generally languished in the West compared to Japan partially due to disparate release schedules. Capcom also opted to support online play between these different geographic regions for similar reasons. The delay for the Windows release was attributed to Capcom seeking to make sure its first foray into the Windows market was optimized for players on computers. Monster Hunter: World received critical acclaim upon release, with critics praising how Capcom was able to make the game more accessible to new players and to Western markets, without detracting from the series' core gameplay elements and enjoyable difficulty, and fully taking advantage of the computational capacity of modern consoles to create living ecosystems. Within a few weeks of release, the game became the fastest-selling game in Capcom's history. It eventually became their best-selling game, with 10.9 million copies shipped by September 2018.



Monster Hunter World director Yuya Tokuda at the 2018 Game Developers Conference Monster Hunter: World is considered a main installment in the Monster Hunter series, according to the game's senior producer Ryoza Tsujimoto and director Yuya Tokuda. Along with executive director Kaname Fujioka, Tokuda served as a director for Monster Hunter 4 and Monster Hunter 4 Ultimate. Development of World started about three years prior to the E3 2017 reveal, following a year of brainstorming on what the next main game in the series would be. With the series more than a decade old, Capcom re-evaluated where they wanted to take the series, and realized that with the hardware capabilities of the new consoles, they could realize a different vision compared to the handheld entries. According to Capcom Europe's COO Stuart Turner and marketing director for the Europe, the Middle East and Africa Antoine Molant, the divisions of Capcom outside of Japan had suggested for Capcom to embrace a Western release with full online gaming support. The Japanese teams had been wary of this, since the series normally assured them of three to four million sales within Japan and they would risk those assured numbers by making the game more global. However, the risks of taking a more worldwide approach were embraced when Sony said they would help support this approach, since they believed this would also help to boost PlayStation 4 sales. Additionally, the sheer scale of the project also used a large budget which they deemed necessary to "go up against Hollywood movies", and cost-cutting measures had to be adopted throughout Capcom.

The player controls a hunter that they can name, supported by an assistant handler, who are a part of the Fifth Fleet which has been summoned by the Research Commission to provide more support to the New World. A particular focus of the Expedition is to study Elder Dragons, powerful beasts that can affect entire ecosystems, and why they migrate to the New World every ten years in an event known as the Elder Crossing. While traveling to the New World, the Fifth Fleet encounters Zorah Magdaros, a massive Elder Dragon the size of a mountain. After being rescued and arriving at the base camp, known as Astera, the Hunter and their Handler undertake various tasks to explore the area and study Zorah Magdaros at the behest of the Commander of the Expedition. The Expedition determines that Zorah Magdaros is dying and is migrating to a massive graveyard, known as the Rotten Vale. An Expedition-led capture mission against Zorah Magdaros is foiled by Nergigante, an Elder Dragon that feeds on other Elder Dragons, and is protecting Zorah Magdaros as its future meal. After escaping the ambush, Zorah Magdaros unexpectedly enters the Everstream rather than traveling to the Rotten Vale. After further investigations, the Expedition learns that if Zorah Magdaros dies within the Everstream, its released bio-energy will destroy the New World. With no time to evacuate, the Expedition develops an emergency plan to intercept Zorah Magdaros and drive it to the ocean, where its released bio-energy will form a new aquatic ecosystem. Nergigante once again interferes, but this time is driven off by the Hunters, and Zorah Magdaros is successfully driven into the ocean.

Announced at E3 2017, Monster Hunter World was released for the PlayStation 4 and Xbox One on January 26, 2018. In addition to digital and normal physical releases, the game was shipped with a Collector's Edition that includes an art book, a CD with the game's soundtrack, and a statue of one of the monsters from the game. A limited run of PlayStation 4 Pro consoles emblazoned with Monster Hunter: World art was released in Japan on December 7, 2017. A three-disc original soundtrack of the game's music was released in Japan on February 14, 2018, composed by Tadayoshi Makino, Zhenlan Kang, Akihiko Narita, and Yuko Komiyama.



Mass Effect: Andromeda is an action role-playing video game developed by BioWare and published by Electronic Arts for Microsoft Windows, PlayStation 4, and Xbox One. Released worldwide in March 2017, it is the fourth major entry in the Mass Effect series and the first since Mass Effect 3 (2012). The game begins within the Milky Way Galaxy during the 22nd century, where humanity is planning to populate new home worlds in the Andromeda Galaxy as part of a strategy called the Andromeda Initiative. The player assumes the role of either Scott or Sara Ryder, an inexperienced military recruit who joins the Initiative and wakes up in Andromeda following a 634-year journey. Events transpire that result in Ryder becoming humanity's Pathfinder, tasked with finding a new home world for humanity while also dealing with an antagonistic alien race, the kett, and uncovering the secrets of a mysterious synthetic race, the Remnant.

For Mass Effect: Andromeda, BioWare incorporated a lighter tone than previous installments in the series, utilized open world elements, and placed an emphasis on exploration. Many of the series' traditional gameplay elements remain, while others are modified, such as combat, which is less cover-based and more mobile. The game is the largest in the series, and offers the player the freedom to focus on either the main quest or side quests. Its score was composed by John Paesano and aims to match the game's mood by capturing the adventure of space exploration. In contrast to the original Mass Effect trilogy, which was spearheaded by BioWare's Edmonton studio, Mass Effect: Andromeda was handled by a new team out of Montreal. The game experienced a troubled production cycle that saw many members of its leadership team depart mid-project and numerous changes in creative vision. It was built using the Frostbite 3 engine, which required that BioWare construct all systems, tools, and assets from scratch as the series was previously built in Unreal Engine 3. Following the game's release, BioWare released several patches in response to critical feedback, but decided not to release further single-player downloadable content additions. After its announcement in June 2015, Mass Effect: Andromeda became a highly anticipated game. Upon release, it received generally mixed reviews from video game publications. Praise was directed at the game's improved combat and visuals, while criticism was aimed at its character animations and technical issues. As of September 2017, the game has shipped over 2 million copies worldwide.

Mass Effect: Andromeda is an action role-playing game in which the player takes control of either Scott or Sara Ryder from a third-person perspective. Both Ryders' appearances and first names can be determined by the player. The appearance of their father, Alec, is automatically adjusted based on the appearance of the Ryder twins. Upon beating the game, a New Game+ is unlocked, which allows the player to restart the game with certain bonuses and switch to playing as the other Ryder, if desired. Players can also choose to continue playing with their existing character and complete unfinished missions. Unlike previous installments in the Mass Effect series, where players begin each new game by choosing from six different character classes that each have their own unique set of skills, players instead have free rein to assign any skills that they want and build towards a specialty over the course of the game. For example, if the player chooses to invest solely in biotic skills, Ryder will unlock the Adept profile, which results in bonuses related to that play style. Experience points are earned by completing missions, and there is no cap on the number of points that can be earned. Once enough points are gained, Ryder levels up, which allows for the unlocking and upgrading of skills along a tree. Points assigned to each skill can be constantly reallocated so that players can experiment with multiple gameplay approaches without having to restart their games and build up their skills from scratch again.





Combat in **Mass Effect: Andromeda** takes place in real-time, and unlike previous installments in the series, pausing the game to aim or use skills from a menu is no longer a feature. During action sequences, the player has direct control of Ryder from an over-the-shoulder perspective, who can move around the battlefield in a variety of ways, including a side-to-side dash or vertical leap into the air using a jetpack. When the player approaches an object, Ryder will automatically take cover, providing the player with protection in battle. The game encourages players to keep moving during combat with large, open battlefields and enemies that attack from all angles, but also allows for both aggressive and defensive strategies. In addition to its single-player content, Mass Effect: Andromeda also contains a multiplayer mode. The mode revolves around horde-style cooperative matches in which the player must survive escalating waves of enemies and complete a series of objectives. Before heading into battle, the player can select a character, allocate skill points, and manage weapons. Unlike in the single-player mode, where the player is limited to playing as a human, the multiplayer mode offers a wider variety of species to choose from. At the conclusion of a match, all players earn experience points and credits; the former is used for further character upgrades and the latter is used to buy unlockable. The plot of the single-player campaign is not affected by the multiplayer mode.



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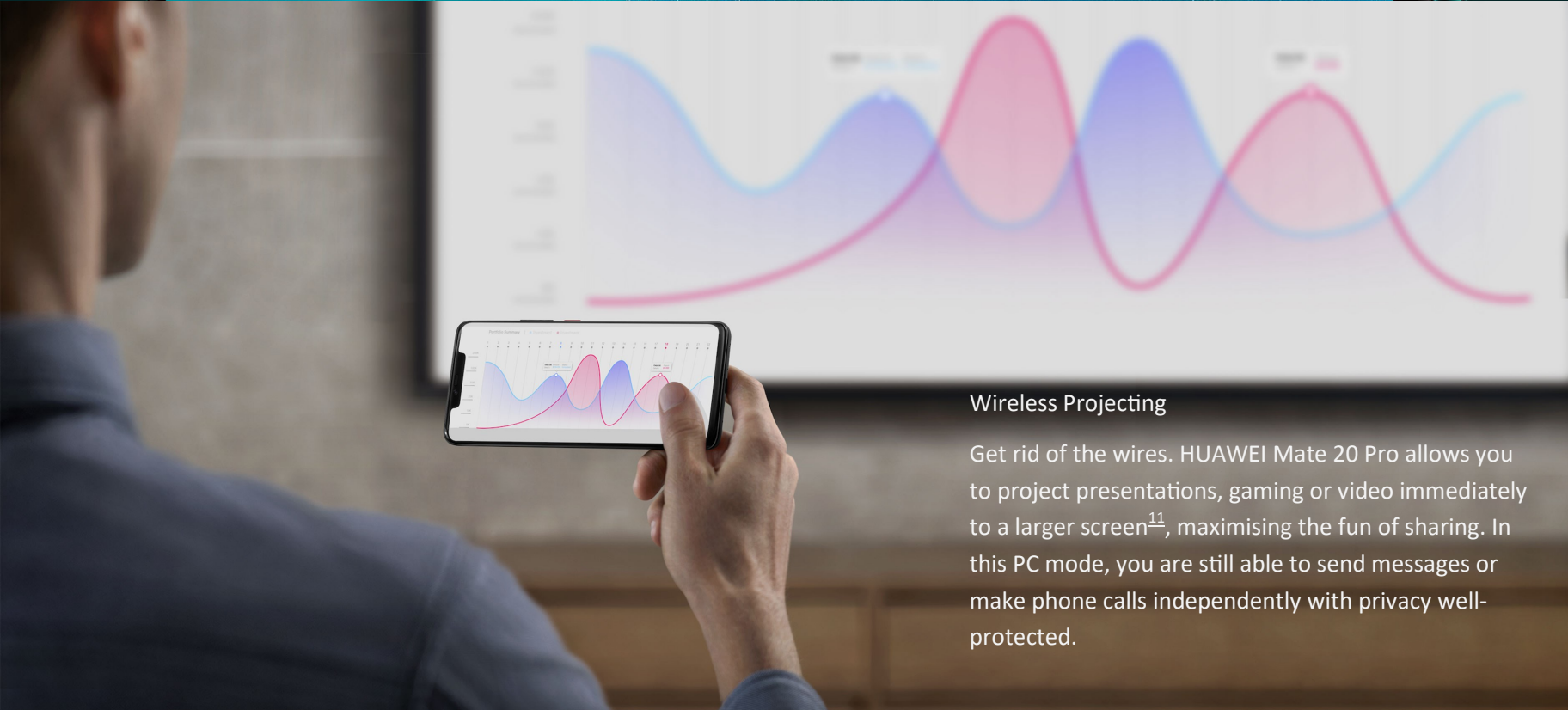
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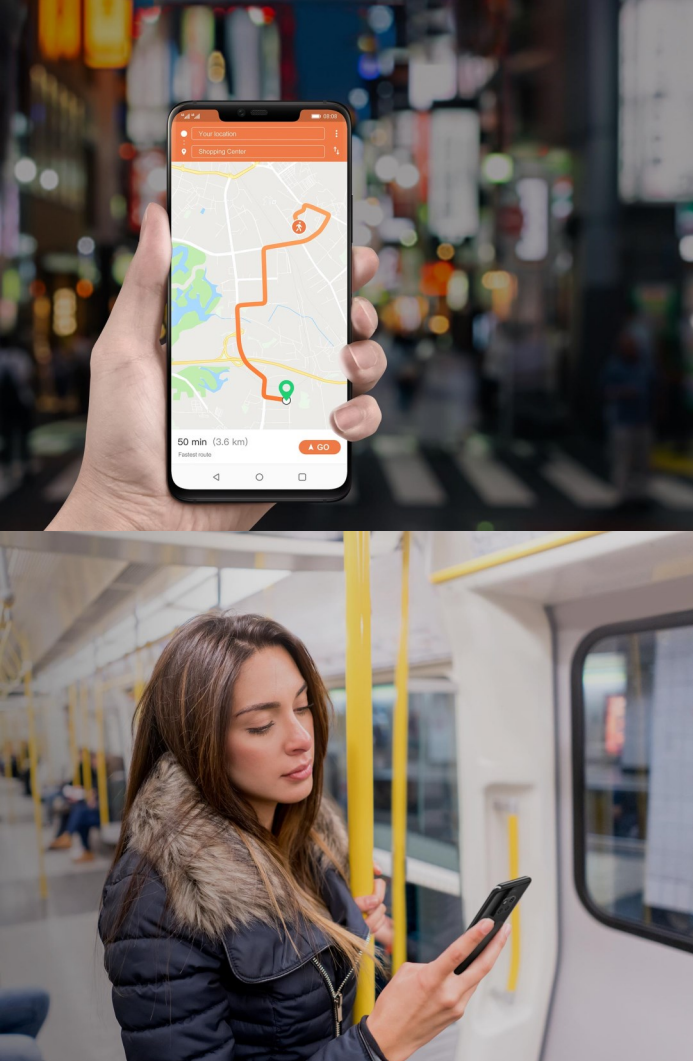
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The new Leica Triple Camera powered by AI reveals life’s drama, texture, colour and beauty in every photograph that will take your breath away.



Designed for different scenarios, the 40 MP main RGB lens captures great details in everyday photos, while the 8 MP telephoto lens will focus on your distant shots and the whole new 20 MP Leica Ultra Wide Angle Lens is perfect for the landscape photos and macro shots.



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By leveraging L1&L5 dual frequency simultaneously, HUAWEI Mate 20 Pro allows you to always find the destination with great accuracy even in city centres surrounded by skyscrapers or highway interchanges.

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HUAWEI Mate 20 Pro is the World’s first 1.4 Gbps³ LTE Cat.21 smartphone which supports up to 1733 Mbps³ Wi-Fi download speeds. Enjoy rapid, seamless connectivity anytime, anywhere.

3D Face Unlock

A leap in accuracy and security. Thanks to the 3D Depth Sensing Camera projecting over 30000 points, HUAWEI Mate 20 Pro recognises you easily to unlock your phone swiftly. You face ID can also be used to securely access a private screen containing locked APPs and personal data.



In-screen Fingerprint

With the ergonomic design and Dynamic Pressure Sensing technology, you just need to raise your finger and touch the screen, your phone will get unlocked securely and instantly.

A range of high-quality cases are especially designed for different situations and requirements to make HUAWEI Mate 20 Pro the best mate for you.



Get your life in sync

Effortlessly import contacts and sync your calendar through Gmail and Outlook.

The Qualcomm® 205 mobile platform is optimized to bring performance without compromising on battery life, bringing up to 25 days of standby time from a single charge

Nokia 8110 4G Reloaded

You can surf, chat and stream faster with 4G LTE. Plus, the wireless Hotspot feature lets you create your own Wi-Fi connection wherever you are.



Inside

- Smart Feature OS powered by KaiOS
- Qualcomm® 205 mobile platform (MSM8905)
- 512 MB RAM
- 4 GB storage



Outside

- Polycarbonate shell
- 2 MP camera with LED flash
- 2.4” curved display



TALK & STANDBY TIMES

Talk time (3G) Up to 7 hrs, VoLTE up to 9.3 hrs, GSM 7.2 hrs

Standby time (4G) Up to 25 days¹ for SS, up to 17.7 days for DS

Music playback time Up to 48 hrs

Video playback time Up to 6.1 hrs (720p)



The return of the icon. Much like the original, the new [Nokia 8110 4G](#) has a curved protective cover you can slide open to pick up calls and slide back to end them. The unique shape also means you can spin the phone in ways you never imagined.

Oppo PM-3

\$457.30



Sony WH-1000XM2 Headset

\$426.87



Apple watch series 3

\$430.00



Apple Tv 4K

\$249.94



Jabra wireless earbuds

\$181.62



Samsung Galaxy S9+

\$1,135.76



Automobile



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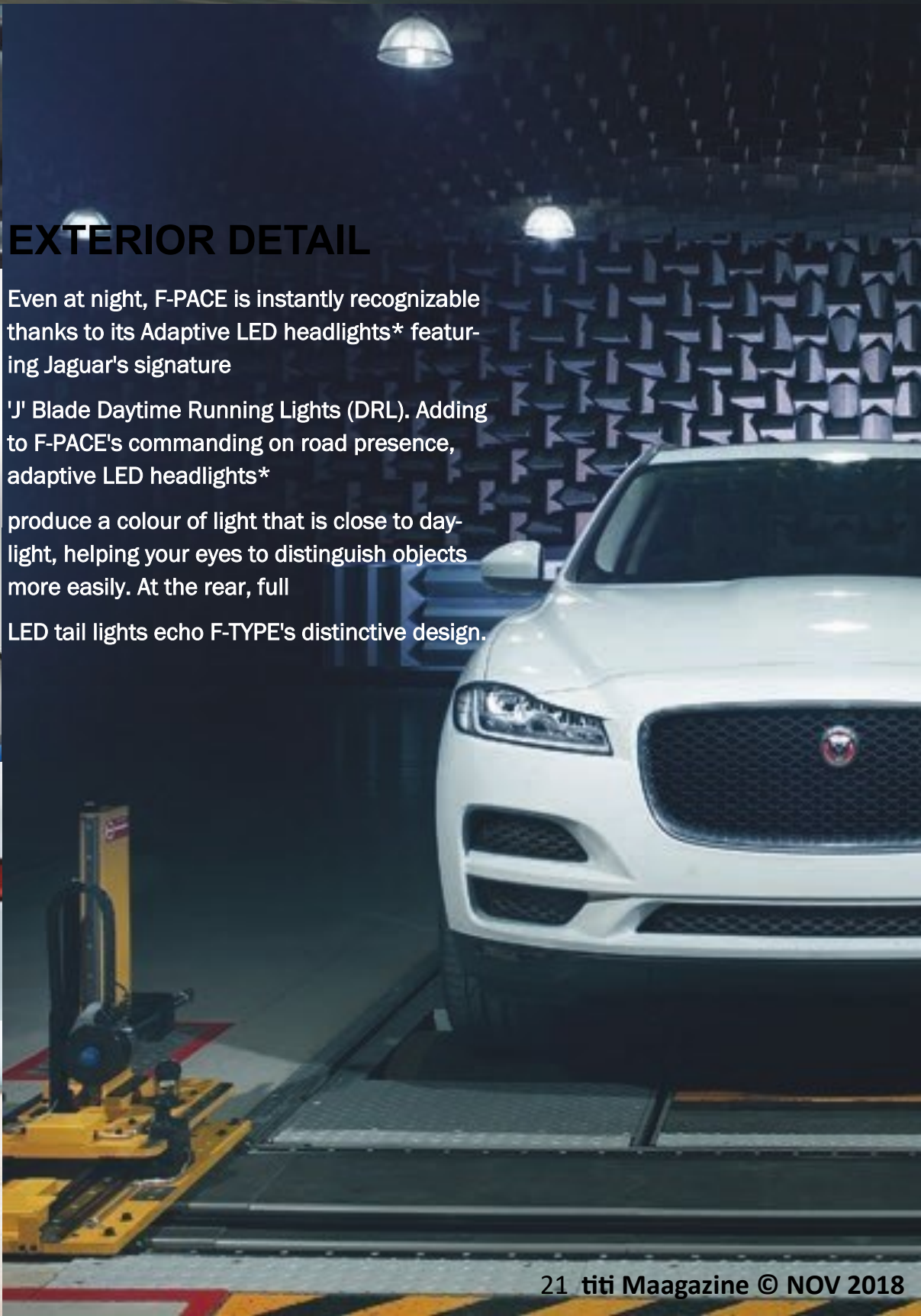
EXTERIOR DETAIL

Even at night, F-PACE is instantly recognizable thanks to its Adaptive LED headlights* featuring Jaguar's signature

'J' Blade Daytime Running Lights (DRL). Adding to F-PACE's commanding on road presence, adaptive LED headlights*

produce a colour of light that is close to daylight, helping your eyes to distinguish objects more easily. At the rear, full

LED tail lights echo F-TYPE's distinctive design.



THE CONCEPT OF F-PACE

F-PACE is inspired by the acclaimed C-X17 concept vehicle. It takes the pure Jaguar DNA of legendary performance, handling and luxury. Then it adds space and practicality.

The F-PACE range features an extended engine choice, including the 2.0 litre 4-cylinder 250PS Turbocharged Ingenium Petrol engine and the 2.0 litre 4-cylinder 240PS Turbocharged Ingenium Diesel engine. With advanced technology and all-aluminum construction, they are both optimized for a mix of economy and performance. Or choose the 2.0 litre 4-cylinder 163PS Turbocharged Ingenium Diesel engine which achieves fuel consumption as low as 5.6 l/100km on the combined cycle.

F-PACE is a performance SUV that combines maximum driving exhilaration with efficiency. All enhanced by technologies that keep you safer, connected and entertained. F-PACE has the capability for every road and the capacity for every day. It is a continuation of Jaguar's bloodline of beautiful, thrilling cars which always excites the senses. F-PACE is a Jaguar for you, a Jaguar for your family.

CONNECTIVITY

InControl is Jaguar's suite of standard and optional features that connects you to your vehicle and links you

seamlessly, and securely, with the outside world. There are a range of packs and options available to choose from.

With a selection of apps, even when you're away from your car, some of the InControl features stay with you, making sure the Jaguar experience is more enjoyable than ever.

STANDARD FEATURES

PINPOINT TOUCH CONTROL

Pinpoint touch control allows you to interact with information swiftly. The Touchscreen responds in the same manner as a smartphone or tablet computer, providing multi-touch gestures such as pinch-to-zoom and swipe.

PERSONALISED HOMEPAGE

You can set up your homescreens the way you want them. With over 60 shortcuts and widgets, you can customise your system around the features you use most.

INTERACTIVE SIDE PANEL

A choice of side panels means you can multi-task. For example, your main screen area

can be used for navigation, while the side panel provides phone controls. Simply swipe

up and down to switch between multiple panels.

MULTIMEDIA

Enjoy a range of multimedia features on the Touchscreen. Connect your device and

see details of playlists and music displayed by artist, album and genre.

ENHANCED PHONE INTERFACE

Making it easier and safer, you can call a favourite contact with a single touch.

Additional functionality includes direct access to voicemail, conference calling

and homescreen integration.

VOICE RECOGNITION SYSTEM

Understands clear spoken instructions, so you can concentrate on the road ahead

without any distractions.



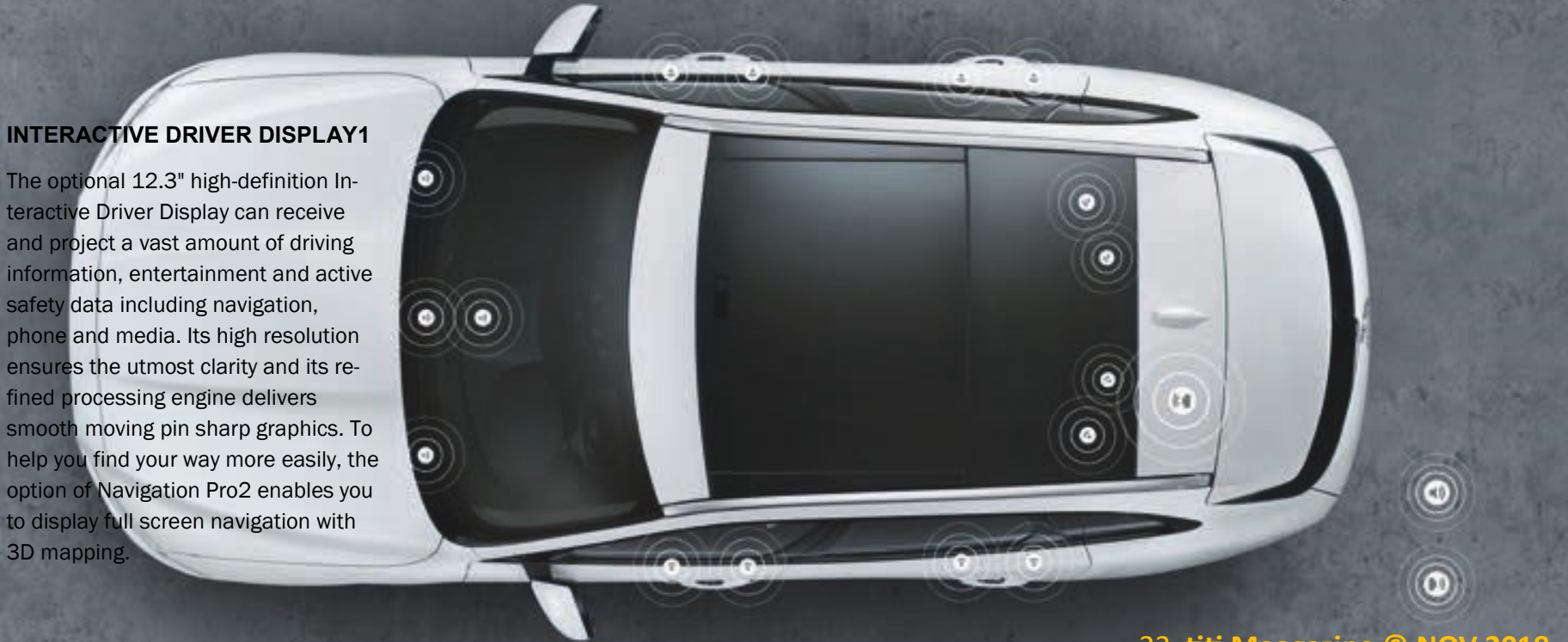
HEAD-UP DISPLAY3

To help reduce distraction or the need for you to take your eyes off the road, Head-up Display is an option that presents key vehicle data such as your speed, gear position and navigation directions on the windscreen. It features crystal clear full-colour graphics in high resolution, enabling you to see all driver inputs and information with ease. It can display important information from the Touch Pro Touchscreen and your phone. The feature can be turned on and off dependent on driver preference.



10" TOUCH PRO

The standard 10" Touchscreen at the heart of the Centre console supports swipe and pinch-to-zoom gestures and delivers our richest ever audio-visual entertainment. To enhance the in-car experience, Touch Pro offers customizable home screens and fast response times as well as voice control. Multi-tasking is also made easy thanks to the Interactive Side Panel. Touch Pro can be further enhanced by adding the connectivity package, Connect Pro1.



INTERACTIVE DRIVER DISPLAY1

The optional 12.3" high-definition Interactive Driver Display can receive and project a vast amount of driving information, entertainment and active safety data including navigation, phone and media. Its high resolution ensures the utmost clarity and its refined processing engine delivers smooth moving pin sharp graphics. To help you find your way more easily, the option of Navigation Pro2 enables you to display full screen navigation with 3D mapping.



AUTOMATIC TRANSMISSION

8-SPEED AUTOMATIC TRANSMISSION

F-PACE's automatic transmission is highly responsive, smooth and efficient. Developed specifically for the demands of a performance SUV, it delivers rapid shifting for effortless acceleration and overtaking. This intelligent, adaptive system subtly changes the way the throttle delivers power, as well as gearshift patterns, to suit your particular driving circumstances. The unique JaguarDrive Control system offers even quicker shifts and sportier kick-down in Dynamic Mode, and earlier up-shifts in Eco Mode to improve efficiency while the Rain, Ice, Snow Mode enhances the vehicle stability in low-grip conditions by allowing for more gentle progress. The driver can also opt to manually control gearshifts via the steering wheel paddles at the touch of a finger



MANUAL TRANSMISSION

6-SPEED MANUAL TRANSMISSION*

Choose the 6-speed Manual Transmission* for even greater driver involvement. This lightweight, highly advanced gearbox contributes to F-PACE's outstanding efficiency. Its aluminum alloy casing, hollow shafts and pocketed gears save every gram of weight possible. We use an advanced direct lubrication system to reduce friction and drag for greater efficiency and further weight saving. Originally designed for the performance requirements of sports cars, F-PACE's outstanding 6-speed Manual Transmission delivers slick, short changes and superb levels of comfort.



PORTFOLIO



S



PRESTIGE



PURE



R-SPORT

STABILITY AND CONTROL

*DYNAMIC STABILITY CONTROL

*ENGINE DRAG TORQUE CONTROL

*TRAILER STABILITY ASSIST

Jaguar's stability systems keep F-PACE safely balanced whether you're driving enthusiastically or simply want the assurance of a car that will remain stable in challenging conditions.

Dynamic Stability Control (DSC) monitors F-PACE's dynamic behavior, intervening to maximize vehicle stability and optimizing available grip. DSC reduces engine torque and applies braking to the appropriate wheels to correct the car's direction of travel by counteracting understeer or oversteer. F-PACE's DSC system has enhanced understeer control to reduce speed and regain control more effectively.

Engine Drag Torque Control (EDC) mitigates the chance of wheel lock-up caused by strong engine braking in slippery conditions. It acts by briefly increasing torque to the wheels as appropriate.

Trailer Stability Assist (TSA) gives you greater stability when towing. Should TSA detect a dangerous trailer sway situation is developing, it can help you regain control by gradually reducing F-PACE's speed through lowering engine power and applying the brakes individually on each side of the vehicle to control the sway.

PROTECT

Jaguar Optimized Assistance – If you break down, you can make a direct call to the Jaguar Assistance team by pressing the button on the overhead console or from the Assistance screen within the Remote smartphone app.

SOS Emergency Call – In a more serious incident, SOS Emergency Call will automatically connect you to the emergency response team who will notify the emergency services to your location. For peace of mind, this service is provided for the first ten years from date of registration.

Remote Essentials – Remote smartphone app provides information on your vehicle and enables you to interact with it remotely. Compatible with most smartphones, Android Wear™ or the Apple Watch®, this service includes:

- **Journey Tracking** – This opt-in feature can automatically record your journey history including your route and mileage statistics. This information can be exported by email to use for expense reporting and can be imported to a spreadsheet.
- **Vehicle Status Check** – Check current fuel level and range, and status of door and window position and locks. See the last parked location of the vehicle and find your way back to it with on-foot directions.

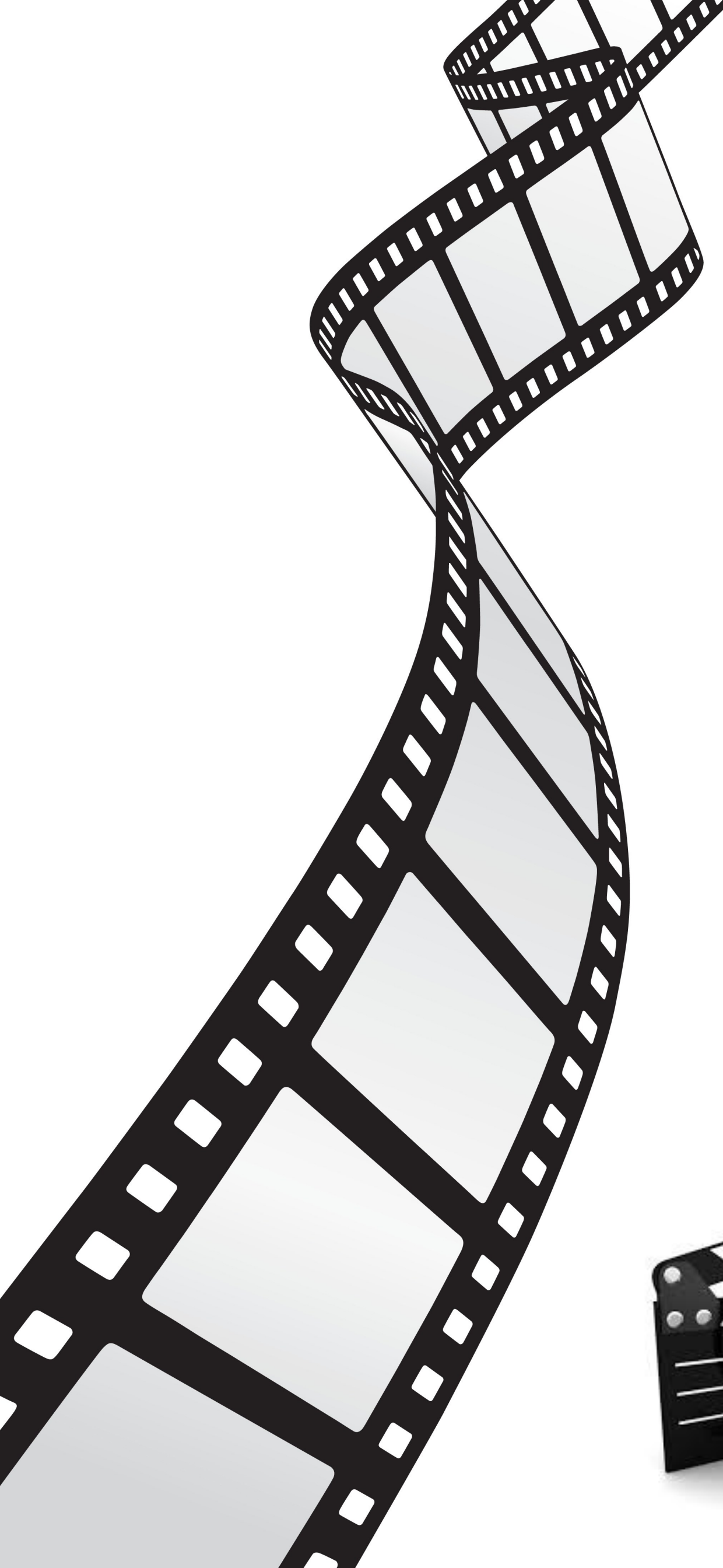
- **Satellite View** – When you want to get the context of your surroundings from overhead, simply switch to satellite view.
- **Commute Mode** – Allows the system to learn your commutes and automatically advises you of the expected journey time based on live and historical traffic movements without you having to input a destination. The system learns the routes you take for a given destination and then advises which of those is the quickest. The feature can be turned on and off dependent on driver preference.
- **Parking Service** – As you approach your destination, you can see where parking is available. Simply tap on your preferred car park and the navigation system updates to direct you to it.
- **Online Routing** – While you're on your way to a destination the system monitors live traffic conditions and takes into account typical traffic patterns for that time of day, keeping you on the optimum route.
- **Safety Cameras** – Alerts you to the location of accident black spots monitored by safety cameras.
- **Fuel Prices** – When you're going to fill up, the Fuel Price service not only finds filling stations along your route, it also enables you to compare fuel prices so you can keep your costs down.



MERIDIAN SURROUND SOUND SYSTEM3

All the fullness and clarity of a live performance delivered through an arrangement of 16 front, side and rear speakers and a dual channel subwoofer – seamlessly brought together using Trifield™ technology. Exclusive to Meridian, Trifield perfectly blends the centre and surround channels with left and right channels ensuring an optimum, consistent sound experience for each passenger.





ILLUMINATION PRESENTS
Dr. Seuss'
The GRINCH

NOV 2018



TARON EGERTON
JAMIE FOXX
BEN MENDELSON
EVEN HEWSON
TIM MINCHIN
AND JAMIE DORNAN

ROBIN
HOOD
11.21



FANTASTIC BEASTS
THE CRIMES OF GRINDELWALD
11.16
#FANTASTICBEASTS



GOLDEN GLOBE® WINNER
CLAIRE FOY

THE GIRL ^{IN THE} SPIDER'S WEB

A NEW DRAGON TATTOO STORY

IN CINEMAS NOV 6

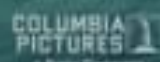


[/DragonTattoo](#)

[SonyPictures.com.sg](#)

[#GirlintheSpidersWeb](#)

Rating To Be Advised



Must watch!!!

N O O M I R A P A C E



(SONY) is a Japanese multinational conglomerate corporation headquartered in Kōnan, Minato, Tokyo. Its diversified business includes consumer and professional electronics, gaming, entertainment and financial services. The company owns the largest music entertainment business in the world, and is one of the leading manufacturers of electronic products for the consumer and professional markets, and a leading player in the film and television industry. Sony was ranked 97th on the 2018 Fortune Global 500 list. Sony's Headquarters Complex at Sony City in Minato,

Founded» 7 May 1946; 72 years ago in Nihonbashi, Chūō, Tokyo, Japan

Founders» Masaru Ibuka, Akio Morita»

Headquarters» Sony City, Minato, Tokyo, Japan»

Area served» Worldwide»

Key people» Kaz Hirai (Chairman), Kenichiro Yoshida (President and CEO)»

Products» Consumer electronics, Semiconductors, Video games, Films, Television programs, Music, Computer hardware, Telecommunications equipment, Services, Financial services, Insurance, Banking, Credit finance, Advertising agency, Network services.

Revenue» Increase ¥6,593 billion

Operating income» Increase ¥712.7 billion (2017)

Net income» Increase ¥507.6 billion (2017)

Total assets» Increase ¥19.065 trillion (2018)

Total equity» Increase ¥2.897 trillion (2017)

Number of employees» 117,300 (2018)

Sony Corporation is the electronics business unit and the parent company of the Sony Group (ソニー・グループ Sonī Gurūpu), which is engaged in business through its four operating components: electronics (AV, IT & communication products, semiconductors, video games, network services and medical business), motion pictures (movies and TV shows), music (record labels and music publishing) and financial services (banking and insurance). These make Sony one of the most comprehensive entertainment companies in the world. The group consists of Sony Corporation, Sony Pictures, Sony Pictures Entertainment Japan, Sony Mobile, Sony Interactive Entertainment, Sony Music, Sony Music Entertainment Japan, Sony/ATV Music Publishing, Sony Financial Holdings, and others. Sony is among the semiconductor sales leaders and since 2015, the fifth-largest television manufacturer in the world after Samsung Electronics, LG Electronics, TCL and Hisense. The company's current slogan is Be Moved. Their former slogans were The One and Only (1979–1982), It's a Sony (1982–2006), like no other (2006–2009) and make believe (2009– Present). Sony has a weak tie to the Sumitomo Mitsui Financial Group (SMFG) keiretsu, the successor to the Mitsui keiretsu.

SONY

